

**Proposed Year Plan of Avalon,  
The Elected Cabinet of Games Society HKUSTSU,  
Session 2022-2023**

**Aims:**

1. To bring board game players together via events and functions.
2. Enabling members to develop different skills such as calculating and negotiating skills by playing games.
3. To market board games to every HKUST student and invite them to follow our events.
4. To improve bonds between members and create an area for them to socialize.
5. To broaden members' social networks both inside and outside HKUST via playing games.
6. To widen members' connections via games.

## **List of Executive Committee members**

<b>Position</b>	<b>Name</b>
Chairperson	TAM, Kwan Ming (Ming)
Vice-Chairperson	LEE, Chun Wai (Alex)
External Vice-Chairperson	WAN, Sze Chung (Benny)
Secretary	WONG, Ching Ming (Tiramisu)
Financial Secretary	LAM, Chun Kin (Sammy)
Marketing Secretary	HO, Tsz Him (Daniel)
Promotion Secretary	KWOK, Ho Kai (Kyro)
Chess Secretary	LI, Kin Wai (Auston)
Games Secretary	TSOI, Yau Lok (Logan)
Information Technology Secretary	KWOK, Chun (Charles)

## Year Plan

<b>Date</b>	<b>Function</b>	<b>Person in charge</b>
March 2022 - May 2022	<b>Regular Board Games Gathering (Online)</b>	TSOI, Yau Lok (Logan)
March 2022	<b>Avalon Experience Night</b>	WAN, Sze Chung (Benny)
April 2022	<b>三國殺 (Legends of The Three Kingdoms)</b>	KWOK, Chun (Charles)
July 2022 - August 2022	<b>Registration Day</b>	LI, Kin Wai (Auston)
August 2022	<b>Orientation Day</b>	KWOK, Ho Kai (Kyro)
Mid-September 2022	<b>Orientation Week</b>	LAM, Chun Kin (Sammy)
October 2022	<b>GAME 1000C</b>	TSOI, Yau Lok (Logan)
October 2022	<b>劇本殺 (LARP game)</b>	WONG, Ching Ming (Tiramisu)
November 2022	<b>Sub-committee Function</b>	LEE, Chun Wai (Alex)
November 2022	<b>Osu! Competition</b>	WONG, Ching Ming (Tiramisu)
November 2022 / December 2022	<b>Chess Competition</b>	LAM, Chun Kin (Sammy)
December 2022	<b>Christmas Party</b>	HO, Tsz Him (Daniel)
September 2022 - December 2022	<b>Regular Board Games Gathering (In-person)</b>	TSOI, Yau Lok (Logan)
September 2022 - November 2022	<b>Regular Chinese Chess Team Practice</b>	LI, Kin Wai (Auston)

## **Avalon Experience Night**

Internal Person in Charge: WAN, Sze Chung (Benny)

Proposed Venue: Zoom

Proposed Date: March, 2022

Proposed Time: 19:00 - 23:00

Proposed Fee: Free of charge

Expected Number of Participants: 12-16

Language: Cantonese

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To promote Avalon to students as a way to promote board game in general.
3. To provide HKUST students opportunities to play Avalon with others online.
4. To provide HKUST students an experience of playing board games online via Zoom.
5. To foster HKUST students' logical thinking skills and organized manner.
6. To enhance students' eloquence as well as psychological diathesis.
7. To promote friendship between players by their joint efforts.

### **Preparation:**

1. Practice a trial game between the committee members.
2. Prepare PowerPoint slides with game rules and detailed explanations.
3. Our Executive Committees brief and interpret with players.
4. Informing students about the event and increasing their interest through social media such as email and Instagram promotion.

**Proposed Rundown:**

<b>Time</b>	<b>Action (zoom)</b>	<b>Action (F2F)</b>
18:30 for zoom	Set up a Zoom meeting.	Book a room 3 weeks bprior.
18:30	Post an Instagram Story to remind people of our zoom meeting.	Post an Instagram Story to remind people of the event with the place and time.
18:45-19:00	Make sure there are at least five Executive Committee members in the meeting anytime.	Make sure there are at least five Executive Committee members in the event anytime.
19:00-19:10	Self-introduction to all participants who enter the meeting. Emphasizing the importance of respect while entertaining.	Self-introduction to all participants who join the event. Emphasizing the importance of respect while entertaining.
19:10-19:20	Start of the game. Distribute game roles by zoom private chatting with each of the players.	Start of the game. Distribute role cards.
At each round ends	MC exposes each player’s actual role and explains actions at night. End game discussion.	MC exposes each player’s actual role and explains actions at night. End game discussion.
22:45	Invite players to join members and WhatsApp group, and follow our Instagram	Invite players to join members and WhatsApp group, and follow our Instagram
23:00	End of zoom meeting.	End of the event.

**Remarks:**

1. At least two executive committee members are joining each round of the game to lead students, especially new players.
2. One executive committee member must be the MC of each game in order to hold the game smoothly.

## **三國殺 (Legends of The Three Kingdoms)**

Internal Person in Charge: KWOK, Chun (Charles)

Proposed Venue: Online via Zoom (Classroom if feasible)

Proposed Date: April, 2022

Proposed Time: 19:00 - 23:00

Proposed Fee: Free of charge

Expected Number of Participants: 12-16

Language: Cantonese

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To promote 三國殺 to students as a way to promote board game in general.
3. To foster HKUST students' logical thinking skills and organized manner.
4. To enhance students' eloquence as well as psychological diathesis.
5. To promote friendship between players by their joint efforts.

### **Preparation:**

1. Practice a trial game between the committee members..
2. Inform students about the event and increasing their interest through social media such as email and Instagram promotion.

**Proposed Rundown:**

<b>Time</b>	<b>Action (zoom)</b>	<b>Action (F2F)</b>
18:30 for zoom	Set up 三國殺 online and Zoom.	Book a room 3 weeks prior.
18:30	Post an Instagram Story to remind people of our zoom meeting.	Post an Instagram Story to remind people of the event with the place and time.
18:45-19:00	Make sure there are at least five Executive Committee members in the meeting anytime.	Make sure there are at least five Executive Committee members in the event anytime.
19:00-19:10	Self-introduction to all participants who enter the meeting. Emphasizing the importance of respect while entertaining.	Self-introduction to all participants who join the event. Emphasizing the importance of respect while entertaining.
19:10-19:20	Teach players about the basic game characters' function and steps verbally.	Teach players about the basic game characters' function and steps using PowerPoint.
19:20-19:30	Start of the game.	Start of the game. Distribute role cards.
22:45	Invite players to join members and WhatsApp group, and follow our Instagram	Invite players to join members and WhatsApp group, and follow our Instagram
23:00	End of zoom meeting.	End of the event.

**Remarks:**

1. Present Executive Committee members may join the game in case of insufficient players in game.
2. One Executive Committee member must be the MC in order to hold the game smoothly.

## **Registration Day**

Internal Person in Charge: LI, Kin Wai (Auston)

Proposed Venue: Online via Zoom

Proposed Date: July & August, 2022 (For JUPAS and non-JUPAS freshmen)

Proposed Time: 11:00 - 18:00

### **Objectives:**

1. To introduce Games Society to HKUST students, especially for freshmen.
2. To get freshmen contact in order to invite them in the following future.
3. To promote Games Society as well as our function in the future.
4. To introduce the society culture and some knowledge to freshmen.

### **Preparation:**

*To be completed at the time specified*

1. Assign a roster for each of the Executive Committee members.
2. Assign duties for each of the Executive Committee members.
3. Announce Zoom meeting details and promote Games Society via emails, society website, Facebook, Instagram and WhatsApp starting from early July.

### **Common Timetable for all Registration Days:**

Time	Action
11:00-11:10	Set up a Zoom meeting.
11:10-11:25	Briefing for Executive Committee members.
11:25-11:30	Post an Instagram Story to remind people of our zoom meeting.
11:30-17:30	<p>Make sure there are at least three Executive Committee members in the meeting anytime.</p> <p>Self-introduction to every freshman who enter the meeting. Share our own experiences of U-life with them in order to get closer.</p> <p>Invite them to follow our Instagram to get the latest news.</p> <p>Get their contact in order to attract them to be member of the Games Society and promote our future functions.</p>
17:30-18:00	<p>Debriefing for Executive Committee members.</p> <p>Assign phone numbers of freshmen in order to follow up.</p> <p>Keep in touch with those freshmen who leave their contacts.</p>

**Remarks:**

1. At least 3 Executive Committee members should be at the Zoom meeting at all times for promotion.
2. Put the newcomers in the waiting room after they enter the Zoom meeting.
3. Invite every freshman who join the meeting to leave their contact, they may be the potential members of Games Society or the potential participants in future events.
4. All the details of Registration Day will be announced through our society's Instagram.
5. The roster should be finalized prior to the initiation of the event.
6. Details of Orientation Day should be confirmed prior to the initiation of this event.

## **Orientation Day**

Internal Person in Charge: KWOK, Ho Kai (Kyro)

Proposed Venue: Online via Zoom (Campus if feasible)

Proposed Date: August, 2022

Proposed Time: 1 day (12:30 - 17:30 online/11:00 - 20:00 F2F)

Proposed Fee: Freshmen: Free (\$150 if F2F)      Helpers: Free (\$130 if F2F)

Expected Number of Participants: Freshmen: ~30      Helpers: ~10

### **Objectives:**

1. To introduce Games Society to freshmen.
2. To help freshmen experience university life and make friends.
3. To arouse participants' interest in board games and chess.
4. To promote upcoming activities of Games Society.
5. To gather participants' information for future promotion and member enrollment.

## **Preparation:**

1. Find sponsorship.
2. Design Orientation Day T-shirt.
3. Assign a duty roster for each of the Executive Committee members.
4. Design mass games.
5. Prepare game materials.
6. Formulate a material list.
7. Recruit helpers.
8. Design a brochure for the freshmen.
9. Contact catering service for lunch and dinner.
10. Demonstrate the rundown of mass games and make necessary improvements.
11. Notify helpers of details of Orientation Day.
12. Order Orientation Day T-shirt.
13. Negotiate with other societies about the allocation of the sports hall and common rooms in ICA meetings and confirm the venue prior to the start of the application period of facilities.
14. Book the required rooms and facilities within 3 days after the start of the application period of facilities.
15. Ask freshmen if they have food and medical allergies during registration.
16. Divide participants into groups after the Registration Day.
17. Add Executive Committee members and participants into WhatsApp groups after groups are assigned. Remind freshmen to pack necessities at least 2 days in advance.

## **Proposed Rundown:**

### **(Online)**

<b><u>Time</u></b>	<b><u>Action</u></b>	<b><u>Venue</u></b>
11:30 - 12:30	Final briefing with helpers & Zoom set up	Online via Zoom (main room)
12:30 - 13:00	Greeting & Introduction	Online via Zoom (main room)
13:00 - 14:30	Breakout room activities (Ice-breaking, 3 truth 1 lie, board games, gartic.io etc.)	Online via Zoom (breakout room)
14:30 - 16:30	Mass game (Detective Game)	Online via Zoom (main room)
16:30 - 17:00	Promotion & Invite to WhatsApp group	Online via Zoom (main room/breakout room)

**(F2F)**

<b><u>Time</u></b>	<b><u>Action</u></b>	<b><u>Venue</u></b>
10:30 - 11:00	Briefing among helpers& Set-up of venue Meeting freshmen at assembly point starting from 10:30 Collect fee from participants	The Hong Kong Jockey Club Atrium
11:00 - 11:15	Introducing Games Society, the Executive Committee members, and upcoming activities	Common Room(s)
11:15 - 11:45	Ice-breaking Games	Common Room(s)
11:45 - 12:45	Lunch	LG7
12:45 - 15:45	Mass Game (Detective Game)	Main Campus & Common room(s)
15:45 - 16:00	Break	Common Room(s)
16:00 - 18:00	Board Games and Chit Chat	Common Room(s)
18:00 - 19:00	Dinner and Mingling	Common Room(s)
19:00 - 20:00	Campus Tour (Optional)	Main Campus

**Remarks:**

1. If common rooms cannot be booked for any reasons, other facilities provided by the Dean of Students' Office (DSTO) shall then be considered.
2. Classroom(s) shall be reserved at least 3 weeks in advance for back-up use.
3. Mass Games will be designed by Executive Committee members, with a group of five to seven for each of the games.
4. Each group shall contain five to seven freshmen and two helpers.
5. Lunch and dinner are included in the camp fee (for F2F)
6. If the participant(s) is not an adult, a form should be given to their parent(s) for permission to join the event.
7. Helpers shall be assigned to lead participants to the common room(s) from assembly point.

### **Bad Weather Arrangements (for F2F):**

1. When the Amber or Red Rainstorm Warning or Typhoon Signal No.1 or 3 are hoisted, all scheduled indoor activities will be held as planned.
2. When a Typhoon Signal No.8 is to be issued within 2 hours (pre-No.8), or when a Black Rainstorm Warning is announced, all activities will be cancelled. Those indoor activities in progress will normally continue until the end. Freshmen should stay indoors wherever they are and do not leave until the warning is cancelled and the condition is safe.
3. If Typhoon Signal No.8 or a Black Rainstorm Warning is cancelled: At or prior to 6:30 a.m. of the day, all activities will be held as scheduled; At or prior to 12:00 noon of the day, activities start at or after 2:00 p.m. will be held as scheduled, while activities prior to 2:00 p.m. will be cancelled.
4. If Typhoon Signal No.8 or a Black Rainstorm Warning is still hoisting after 12:00 noon, all outdoor activities will be cancelled.

## **Orientation Week**

Internal Person in Charge: LAM, Chun Kin (Sammy)

Proposed Venue: Online via Zoom (The Hong Kong Jockey Club Atrium if feasible)

Proposed Date: September, 2022

Proposed Time: 09:00 - 18:00

Expected Number of New Members: 50 (online) / 100 (F2F)

Membership Fee: 1-Year: \$60

2-Year: \$80

3-Year: \$90

4-Year: \$100

### **Objectives:**

1. To promote Games Society to HKUST students, freshmen in particular.
2. To introduce a wide range of games, ranging from traditional games to modern games, as entertainment.
3. To enroll new members and sub-committee candidates.
4. To gather participants' information for future events promotion.

## **Preparation:**

*To be completed 2 months prior:*

1. Search for sponsorships.
2. Produce advertising materials (such as posters and banners). 500 pamphlets will be prepared. Poster/ Banner used for promotion in the counter must have:
  - A. Both legible English and Cantonese language for international and local students to read.
  - B. Have some persuasive aspects that entice people to try the board games promoted on the counter.
3. Design the society's packages.

*To be completed 2 weeks prior:*

1. Using any means to promote Games Society – Avalon in a legal manner.  
(i.e., e-mail, Facebook, Instagram, Brochure etc.)

*To be completed 1 week prior:*

1. Plan out the counter and notice board decorations.
2. Prepare online registration form for new members recruitment.
3. Create a timetable that assigns specific Executive Committee members their duty rosters after the release of their schedule.

## **Procedure:**

### *Online Preparation:*

1. Samples of the society package and games will be displayed in the online counter.
2. Advertise Games Society – Avalon upcoming events.
3. Teach and play with interested players on the games to advertise and entice more possible members to join in.
4. Should a student be interested in joining the Sub-Committee members, record their contact information using the application form for recruiting new members.
5. Send emails as a confirmation of their new membership, greet the new members, and add them to the WhatsApp group at the end of the Orientation Week.

### *F2F Preparation:*

1. Samples of the society package and games must be placed on the counter. It must be legible for students to see.
2. Advertise Games Society – Avalon upcoming events.
3. Teach and play with interested players on the games to advertise and entice more possible members to join in.
4. Should a student be interested in joining the Sub-Committee members, record their contact information using the application form for recruiting new members.
5. Send emails as a confirmation of their new membership, greet the new members, and add them to the WhatsApp group at the end of the Orientation Week.

## **Remarks:**

1. In any situation, there should be at least 2 Executive Committee members at the counter promotion.
2. All personal data collected should be kept confidential and not be leaked to other 3<sup>rd</sup> parties without any valid reason or the consent of the person.

## **Game 1000C**

Internal Person in Charge: TSOI, Yau Lok (Logan)

Proposed Venue: Classroom (Online via Zoom if not feasible)

Proposed Date: October, 2022

Proposed Time: 19:00 - 23:00

Expected Number of Participants: 15

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To provide HKUST students opportunities to learn and play various heavy-strategic games.
3. To foster HKUST students' strategic thinking skills.

### **Preparation:**

1. Book classroom at least 2 weeks in advance.
2. Notify the details including date and venue to all member by Instagram and emails prior to the workshop.
3. Remind the participants by e-mails 3 days in advance and by WhatsApp 1 day in advance.

### **Procedure (F2F):**

1. Bring the board games from lockers to the venue at least 30 minutes prior to the workshop, with at least 2 Executive Committee members.
2. Participants will be asked to record their personal details when they attend the workshop.
3. Teach and play with the participants on the heavy-strategic games.
4. Put all games back to the lockers after the workshop.

### **Procedure (Online):**

1. Set up a Zoom meeting .
2. Teach the participants on the heavy-strategic games on Board Game Arena.
3. Committee members will play the game with the participants by opening a table on Board Game Arena and play with the participants while sharing their screen on Zoom.

## 劇本殺 (LARP Game)

Internal Person in Charge: WONG, Ching Ming (Tiramisu)

Proposed Venue: Common Room (Online via Zoom if not feasible)

Proposed Date: October, 2022

Proposed Time: 19:30 - 22:30

Proposed Fee: Member: \$25      Non-member: \$35

(Zoom: Member: \$10      Non-member: \$20)

Expected Number of Participants: 13

Language: Cantonese

### Objectives:

1. To encourage students' thinking and enhance their skills of presentation.
2. To encourage students to pay attention to different elements and be able to combine them together.
3. To provide a chance for students to meet new friends who have the same interest in playing LARP.

## **Preparation:**

1. 2 new LARP board games need to be bought in order to have the copyright of the game to play.
2. Practice a trial game between the committee members.
3. If the situation is better and could be held face-to-face, a common room needs to be booked at least 2 weeks in advance.
4. If the pandemic has not come to an end at that time, the scripts will be converted to an online version for students to participate on zoom. (All the instruction and plots would be typed in a word file and then sent to different players during the game via zoom)
5. Promotion via email and social media.
6. Prepare the storyline of each character and clarify the story setting. (if F2F)
7. Prepare props and bring the game into real life i.e., convert the plots into life action after studying the game. (if F2F)
8. Set up a scene for the event and make some evidence props. (if F2F)

### **Procedure:**

1. Time will be given for them to introduce themselves. (~10mins)
2. Introduce the background information of the game to players and inform them with different characters. (~10mins)
3. Provide them with different plot books and materials and give time for them to read. (~15mins)
4. The game will start, and everyone would have one minutes for them to self-introduce (character in the game).
5. Then pair them up for discussion and after coming back they can take one card of evidence.
6. At the end, everyone discusses for around 15 minutes then vote for the 'murderer'.

### **Remarks:**

1. At least one executive committee member will be able to join the game if any participant is absent.
2. The registration of the event is on a first-come-first-served basis.

## **Sub-committee function**

Internal Person in Charge: LEE, Chun Wai (Alex)

Proposed Venue: Online via Zoom (Campus if feasible)

Proposed Date: November, 2022

Expected Number of Sub-committees: 10-15

Expected Number of Participants: 15-20

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To provide sub-committee members an opportunity to hold a function with the aid of Executive Committee members, if necessary.
3. To let sub-committee members be familiar with organizing events and also learn skills like promotion and organization skills.
4. To train future cabinet members.

## **Preparation:**

1. Start to recruit sub-committee members since Orientation Week via Orientation Week counter (if the situation becomes better), social media and emails.
2. Hold the first sub-committee meeting for them to familiarize themselves with other members and discuss the ideas about the function and in mid to late September.
3. Explain the sub-committee function and provide help and advice to the sub-committee members, if necessary.
4. Promote the activity via e-mails, Facebook, Instagram and WhatsApp.
5. Information session(s) will be held in mid or late September prior to the first meeting.
6. Sub-committee members are required to promote the function in the counter for at least two weeks (if feasible), where at least 1 Executive Committee member shall be present at any time.

## **Osu! Competition**

Internal Person in Charge: WONG, Ching Ming (Tiramisu)

Proposed Venue: Online via Zoom

Proposed Date: November, 2022

Proposed Time: 19:00 - 23:00

Proposed Fee: Free of charge

Expected Number of Participants: 10-30

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To promote Osu! as a video game to HKUST students.
3. To provide HKUST students opportunities to meet friends who also play Osu!

### **Preparation:**

1. Finalize the registration forms via Google form.
2. Finalize posters for promotional purposes.
3. Promote the event in various ways, i.e., via e-mails, society website, Facebook, Instagram and WhatsApp.
4. Prepare prizes.
5. Contact participants via emails and WhatsApp 3 days prior to the event as a reminder.

**Proposed Rundown:**

Time	Action
18:30 - 18:40	Briefing among Executive Committee members
18:40 - 19:00	Setting up Osu! multiplayer room and Zoom
19:00 - 19:15	Registration
19:15 - 19:45	Explaining the rule of competition
19:45 - 22:45	Competition
22:45 - 23:00	Winner Announcement

**Remarks:**

1. Games Society reserves the right to make the final decisions towards all the matches.
2. Winners of the competition will be contacted after the competition to arrange the method of receiving the prizes.

## **Chess Competition**

Internal Person in Charge: LAM, Chun Kin (Sammy)

Proposed Venue: Classroom (Online via Zoom if not feasible)

Proposed Date: November, 2022 / December, 2022

Proposed Time: 19:00 - 23:00

Proposed Fee: Member: \$10      Non-member: \$20

Expected Number of Participants: 16 (Member and non-member)

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To promote Chess Competition to HKUST students.
3. To provide HKUST students opportunities to compete against each other.

## **Preparation:**

*To be completed at least 1 months in advance:*

1. Finalize details of the tournament system.
2. Finalize the registration forms via Google form.

*To be completed at least 3 weeks in advance:*

1. Book a classroom for the event or on Zoom.
2. Finalize posters for promotional purposes.
3. Finalize the details of the system of competition.

*To be completed at least 2 weeks in advance:*

1. Promote the event in various ways, i.e., via e-mails, society website, Facebook, Instagram and WhatsApp.
2. Prepare prizes

*To be completed at the time specified:*

1. Contact participants via emails and WhatsApp 3 days prior to the event as a reminder.
2. Walk-in is not encouraged. However, we can provide walk-in in certain circumstances during the last minutes if there are available places.

**Proposed Rundown:**

Time	Action
18:30 - 18:45	Briefing among Executive Committee members
18:45 - 19:00	Setting up the venue
19:00 - 19:15	Registration
19:15 - 19:30	Briefing participants
19:30 - 22:30	Competition
22:30 - 22:45	Result announcement
22:45 - 23:00	Prize presentation

**Remarks:**

1. The registration of the event is on a first-come-first-served basis.
2. Normally, we will fix the number of participants 3 days in advance and ask the confirmation from the players whether they will come or not.
3. Walk-in can be possible according to last minute availability.
4. The tournament will be adapted to the number of participants registered.
5. If it is on Zoom, we will conduct the event at the same time and begin at 19:00.

## **Christmas Party**

Internal Person in Charge: HO, Tsz Him (Daniel)

Proposed Venue: Common Room 1&2 (Online via Zoom if not feasible)

Proposed Date: December, 2022

Proposed Time: 14:00 - 23:00

Proposed Fee: Member: \$80      Non-member: \$90

(Dinner and Lucky draw included)

Free of charge (if online)

Expected Number of Participants: 30-50

### **Objectives:**

1. To gather members and celebrate Christmas together by playing board games with each other
2. To improve the relationship between society members and Executive Committee members.
3. To introduce different kinds of board games.

## **Preparation:**

*To be completed prior to the end of Fall Term 2022:*

1. Find sponsorships.
2. Reserve Common Rooms 1&2.
3. Assign a duty roster for each of the Executive Committee members
4. Finalize the job distribution
5. Finalize posters.
6. Promote the event in various ways, i.e., via e-mails, society website, Facebook, Instagram and WhatsApp.
7. Set up a counter for registration.
8. Open online registration with a google form.

*To be completed at least 1 weeks in advance:*

1. Borrow equipment.

*To be completed at the time specified:*

1. Confirm 3 days earlier if participants come to the event.

### **Proposed Rundown:**

Time	Action
13:30 - 14:00	Briefing & Setting up the venue
14:00 - 14:15	Introduction
14:15 - 23:00	Games Gathering
19:00 – 22:00	Dinner & Lucky Draw

### **Remarks:**

1. The venue shall be divided into two separate zones, namely “Gaming Zone” and “Dining Zone” respectively. “Gaming Zone” is for playing board games and “Dining Zone” is for dining. “Dining Zone” opens during the Dinner and Lucky Draw time period only. All participants shall not eat or drink in “Gaming Zone” and shall not take any board games to “Dining Zone”. We don’t advise eating and playing at the same time.
2. Alternative venues would be reserved for back-up purposes if necessary. If Common Rooms 1&2 cannot be booked, the back-up venue, in order, shall be Common Room 4, Common Rooms 5&6, Common Room 3, Classroom(s). The reservation will be done at least 3 weeks in advance.
3. Only participants who paid the fee, with dinner and lucky draw included, are eligible for dining and participate in the lucky draw.
4. Walk-in in the last minute is acceptable if participants are willing to pay directly or find some compromises to pay the fee later.
5. Organizers are encouraged to cosplay in Christmas costumes and have some Christmas decorations.
6. Special arrangement if there is still the coronavirus:  
The event will be replaced by an online zoom event with different board games such as Werewolf, BGA etc. It will begin at 20:00 until 22:00. There won’t be any food supply. We will keep the lucky draw though. Prize will be given later to the winners. The participants fee will not be adapted.
7. We will seek companies for sponsoring some special prizes for the lucky draw. The fee earned will be used to buy some lucky draws as well.

## **Regular Board Game Gathering (Online)**

Internal Person in Charge: TSOI, Yau Lok (Logan)

Proposed Venue: Online via Zoom

Proposed Date: Every Tuesday from March 2022 to May 2022 (Except public holiday)

Proposed Time: 19:00 - 23:00

Proposed Fee: Free of charge

Expected Number of Participants: 10-16

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To promote board game in general to HKUST students.
3. To provide HKUST students an experience of playing board games online via Board Game Arena

### **Preparation:**

1. Send out preference form each week via Google Form.
2. Prepare for teaching specific board games.
3. Notify members by Facebook, Instagram, WhatsApp and emails prior to the event.
4. Multiple Premium Board Game Arena accounts will be purchased.

## **Procedure:**

4. A preference form will be sent each week after the previous gathering asking members about the board games they are interested in Board Game Arena.
5. One board game will be selected each week according to the form results and committee members will teach the participants of the gathering on how to play that board game at the start of the gathering.
6. Committee members will play that board game with the participants by opening a table on Board Game Arena and play with the participants while sharing their screen on Zoom.
7. Late comers will be welcomed to spectate in zoom, and join the games after one round ends.
8. Non-members will also be welcomed. However, due to limited amount of Premium BGA accounts, priorities of opening premium games will be given to members in case of lack of Premium BGA account available.

## **Regular Board Game Gathering (In-person)**

Internal Person in Charge: TSOI, Yau Lok (Logan)

Proposed Venue: Classroom

Proposed Date: Every Tuesday and Thursday from September 2022 to December 2022 (Except public holiday)

Proposed Time: 19:00 - 23:00

Proposed Fee: Free of charge

Expected Number of Participants: 10 - 16

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To provide a platform for HKUST students to play board games together in person.
3. To promote board games in general to HKUST students.

### **Preparation:**

1. Book classroom at least 2 weeks in advance.
2. Notify the details including date and venue to all members by Facebook, Instagram, WhatsApp and emails during the weekend prior to the gathering.

## **Procedure:**

1. Bring the board games and chess from lockers to the venue at least 30 minutes prior to the gatherings, with at least 2 Executive Committee members.
2. Participants will be asked to record their personal details when they attend the gathering.
3. Invite members to play board games, introduce and teach them how to play if necessary.
4. Put all games back to the lockers after the gathering.
5. Non-members are also welcomed to walk in if there are spaces available, and they will be invited to join Games Society.

## **Regular Chinese Chess Team Practice**

Internal Person in Charge: LI, Kin Wai (Auston)

Proposed Venue: Classroom

Proposed Date: Every Wednesday September 2022 to November 2022 (Except public holiday)

Proposed Time: 19:00 - 21:00

Proposed Fee: Free of charge

Expected Number of Participants: 30

### **Objectives:**

1. To promote Games Society to HKUST students.
2. To provide a quiet and comfortable place for students to practice Chinese Chess.
3. To train students' Chinese Chess strategies and tactics.
4. To allow students to improve their skills with guidance and help from a coach.

### **Preparation:**

*To be completed at the time specified:*

1. Book classroom for practice at least 2 weeks in advance.
2. Notify the coach about the arrangement of the practice 3 days ahead of time.
3. Notify the details including date and venue to all members by Facebook, Instagram, WhatsApp, society website and emails during the weekend prior to the event.

### **Procedure:**

1. Take the attendance sheet from the HLTH1010 Course office and hand it in on the day after practice.
2. Take the Chinese Chess from the lockers 15 minutes prior to the initiation of the practice.
3. Record the attendance for students who participate in the practice.
4. Students may play Chinese Chess with each other or with the coach.
5. Put the chess back to the lockers after all students have left.
6. After the last practice of the month, submit an endorsement form to the HLTH1010 Course Office

### **Remarks:**

1. Promote the practice via Orientation Week counter, poster, Facebook, Instagram, WhatsApp, society website and emails.
2. There must be at least 2 Executive Committee members in the classroom.
3. There are also some activities courses, which fit more beginner level participants. It will grant 1 hour of HLTH1010, whereas the middle level practice should be the equivalent of 2 hours. The schedule has to be fixed. Suggestion of availability, it will hold during the regular gathering time.
4. If we are still under a pandemic social distancing policy, we will organize the training on zoom and the coach's arrangement.

## **Welfare Plan:**

### **Borrowing board games:**

1. Games Society holds more than 200 board games. Only those with red markings are allowed for loaning.
2. Full members can only borrow two games within 2 weeks. The name and contact detail will be marked when the game is lent to prevent missing any contents of the board game.
3. Executive Committee members will record all the borrowing, returning with note(s).
4. No member is allowed to hold the loaned games for more than 2 weeks.

### **Society products:**

Society products excluding packages are sold for all HKUST students and members (including full members, associate members, life members and honorary members) while packages are sold only for full members.

### **Society Paper:**

Society paper will include the full name of Games Society. It will only be ready for selling starting from Orientation Week individually or combined with the package.

Price: \$10 per pack (100 pieces of paper)

### **Society Bag:**

Society bags will be designed as a product of welfare package and in Orientation Camp. It will be a carrier bag holding society product, and it may be sold individually.

Price: \$30

### **Society T-shirt:**

Society T-shirt will be designed as a product of welfare package and in Orientation Camp.

Colour: White

Price: \$50

### **Society Hoodie:**

Society Hoodie will be designed as a product of welfare. It would be sold individually in the Fall Semester.

Colour: Blue

Price: \$150

### **Packages:**

One packages will be provided.

The package will provide society T-shirt, society bag and society paper with 10% discount

### **Proposed promotion and selling period:**

Welfare products will be promoted through posters, WhatsApp, e-mails, the society website and Instagram. Products will be up for ordering to members and non-members during regular gatherings and counter periods.

Proposed Year Plan prepared by:



WONG, Ching Ming (Tiramisu)

Secretary

Avalon, the Nominated Cabinet of

Games Society HKUSTSU,

Session 2022-2023

Proposed Year Plan approved by:



TAM, Kwan Ming (Ming)

Chairperson

Avalon, the Nominated Cabinet of

Games Society HKUSTSU,

Session 2022-2023

**END OF YEAR PLAN**