



International Research Enrichment Students' Society, HKUSTSU, Session 2017-2018

Annual Report

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List of Activities

Date	Function	Venue	PIC
24 Apr 2017	Joint Science Inauguration Ceremony	Lecture Theater B	YAM, Wun Kwan
01 Jun 2017	Graduation & End-of-Semester Party	Common Room 5+6	LAU, Wing Sum
19 Jul 2017 & 09 Aug 2017	Welcome Fair	Atrium	LAU, Wing Sum
14-16 Aug 2017	Orientation Camp	HKUST Campus, Hang Hau, Tseung Kwan O, Choi Hung and Clear Water Bay	LAM, Tak On
04-15 Sep 2017	Orientation Week	Atrium	NG, Si Long
21 Sep 2017	Semester Commencement Dinner	Hang Hau Hop Sze Snack and Café Restaurant (坑口合時餐廳小廚)	LI, Wing Shun
27-28 Sep 2017 & 20 Oct 2017	Joint Science Singing Contest	Common Room 5+6 and Atrium	YAM, Wun Kwan
01&08 Nov 2017	HKUST Science Research Sharing	Room 2464	TAI, Wai Ting
11 Nov 2017	Subcommittee Function	HKUST Campus	LI, Wing Shun
16 Nov 2017	Alumni Congregation Photo Booth	SCI/HOME	YAM, Wun Kwan
21 Nov 2017	Annual Dinner	G/F Chinese Restaurant (南北小廚)	CHUNG, Kam Hin
23 Nov 2017	Class Photo Taking	Sundial	LAI, San Yu
27 Nov 2017 - 04 Dec 2017	Ordering of Society Jacket	N/A	FENG, Zhijie
29 Nov 2017	New Executive Committee Information Session	Room 2406	LAM, Tak On
21 Dec 2017	Christmas Party	Common Room 5+6	FONG, Kin Long
28 Feb 2018	Annual Election	Atrium	LAM, Tak On

Joint Science Inauguration Ceremony

Person in charge: YAM, Wun Kwan

Date: 24 Apr 2017

Time: 19:00 - 21:00 (Cocktail session begins at 18:30)

Venue: Lecture Theater B

Number of Participants: 206 (Including cabinets and guests)

This year IRESS took the “Invitation and reception” and part of the “Decoration” duties:

Invitation and reception:

1. Organizing guest list
2. Publishing of name tags
3. Publishing seating card for the guests
4. Ordering the flower corsage
5. Contenting, typesetting and publishing invitation cards
6. Contenting, typesetting and publishing thank you cards
7. Sending invitation emails and WhatsApp messages to remind guests
8. Preparing seating plan
9. Arranging reception
10. Preparing Google form for ceremony’s registration
11. Manage the reception helpers
12. Collecting all the name tags

Decoration:

1. Handling sound effects (mic, speakers, back-ground music)
2. Handling lighting
3. Handling slideshow

Preparation

Date	Preparation Task
February 27	Finalization of science department elected cabinets
Early March	Inter-society discussion of setting for joint inauguration
March 27	Draft contact of societies, professors and other guest to be invited Recruit helpers
March 30	Draft material list Draft the content of invitation card and thank you card Draft the invitation email
April 04	Finalize the content of invitation card and thank you card
April 08	Send invitation to professors and guests
April 11	Finalize materials list Finalize helpers list
April 19	Order flower corsage Publication of seating cards
April 21	Finalize guest list Finalize name tags Finalize seating plan
April 21	Rehearsal session
April 24	Joint Science Inauguration Ceremony

Rundown

Time	Session	Things to do
18:30-19:00	Reception of guests	<ol style="list-style-type: none"> 1. To lead guests from north gate/south gate to the venue 2. To register guests 3. To hand in name card and flower corsage 4. To hand in seating card 5. To deliver souvenirs 6. To invite guests to sign and take photo
	Cocktail session	To serve cocktail and refreshment
19:00-19:15	Entry of guests	<ol style="list-style-type: none"> 1. To invite guest to enter the venue 2. To lead guest to their seats
19:15-19:30	Start of ceremony (15 minutes)	<ol style="list-style-type: none"> 1. To give the welcoming speech by MCs 2. To invite Dean of Science, Heads of department, UG coordinator, professor, president of each society, HKUST, Session 2016-2017 and 2017-2018 to enter the theatre by MCs 3. To invite elected cabinets of science societies to enter the theatre by MCs
19:30-19:40	Speech of honorary guests (10 minutes)	<ol style="list-style-type: none"> 1. To give speech by Dean of Science of HKUST (4 minutes) 2. To deliver souvenirs to Dean of Science and take photo (1 minute) 3. To give speech by UG coordinator of life science of HKUST (4 minutes) 4. To deliver souvenirs to UG coordinator of life science and take photo (1 minute)
19:40-19:58	Speech delivery and Introduction Ceremony of Biochemistry and biotechnology Students' Society, HKUSTSU, Session 2017-2018 (18 minutes)	<ol style="list-style-type: none"> 1. To give speech by professor of life science, deliver souvenirs and take photo (4+1 minutes) 2. To give speech by Chairperson of Biochemistry and Biotechnology Students' Society, HKUSTSU, Session 2016-2017 (1.5 minutes) 3. To handover society's chop (1 minute) 4. deliver souvenirs to Chairperson of Biochemistry and Biotechnology Students' Society, HKUSTSU, Session 2016-2017 and take photo (1 minute) 5. To give speech by Chairperson of Biochemistry and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 (1.5minutes) 6. To play video (2 minutes) 7. To introduce Biochemistry and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 by MCs (3 minutes) 8. To vow of Biochemistry and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 (1 minutes) 9. To go back the seat (2 minutes)

Time	Session	Things to do
19:58-20:16	Speech delivery and Introduction Ceremony of Biology and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 (18 minutes)	<ol style="list-style-type: none"> 1. To give speech by professor of life science, deliver souvenirs and take photo (4+1 minutes) 2. To give speech by Chairperson of Biology and Biotechnology Students' Society, HKUSTSU, Session 2016-2017 (1.5 minutes) 3. To handover society's chop (1 minute) 4. deliver souvenirs to Chairperson of Biology and Biotechnology Students' Society, HKUSTSU, Session 2016-2017 and take photo (1 minute) 5. To give speech by Chairperson of Biology and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 (1.5minutes) 6. To play video (2 minutes) 7. To introduce Biology and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 by MCs (3 minutes) 8. To vow of Biology and Biotechnology Students' Society, HKUSTSU, Session 2017-2018 (1 minutes) 9. To go back the seat (2 minutes)
20:16-20:39	Speech delivery and Introduction Ceremony of Chemistry Students' Society, HKUSTSU, Session 2017-2018 (23 minutes)	<ol style="list-style-type: none"> 1. To give speech by professor of chemistry, deliver souvenirs and take photo (4+1 minutes) 2. To give speech by professor of chemistry, deliver souvenirs and take photo (4+1 minutes) 3. To give speech by Chairperson of Chemistry Students' Society, HKUSTSU, Session 2016-2017 (1.5 minutes) 4. To handover society's chop (1 minute) 5. deliver souvenirs to Chairperson of Chemistry Students' Society, HKUSTSU, Session 2016-2017 and take photo (1 minute) 6. To give speech by Chairperson of Chemistry Students' Society, HKUSTSU, Session 2017-2018 (1.5minutes) 7. To play video (2 minutes) 8. To introduce Chemistry Students' Society, HKUSTSU, Session 2017-2018 by MCs (3 minutes) 9. To vow of Chemistry Students' Society, HKUSTSU, Session 2017-2018 (1 minutes) 10. To go back the seat (2 minutes)
20:39-21:02	Speech delivery and Introduction Ceremony of International Research Enrichment Students' Society, HKUSTSU, Session 2017-2018 (23 minutes)	<ol style="list-style-type: none"> 1. To give speech by professor of IRE, deliver souvenirs and take photo (4+1 minutes) 2. To give speech by professor of IRE, deliver souvenirs and take photo (4+1 minutes) 3. To give speech by Chairperson of International Research Enrichment Students' Society, HKUSTSU, Session 2016-2017 (1.5 minutes) 4. To handover society's chop (1 minute) 5. deliver souvenirs to Chairperson of International Research Enrichment Students' Society, HKUSTSU, Session 2016-2017 and take photo (1 minute) 6. To give speech by Chairperson of International Research Enrichment Students' Society, HKUSTSU, Session 2017-2018 (1.5minutes) 7. To play video (2 minutes) 8. To introduce International Research Enrichment Students' Society, HKUSTSU, Session 2017-2018 by MCs (3 minutes) 9. To vow of International Research Enrichment Students' Society, HKUSTSU, Session 2017-2018 (1 minutes) 10. To go back the seat (2 minutes)

Time	Session	Things to do
21:02-21:25	Speech delivery and Introduction Ceremony of Mathematics Students' Society, HKUSTSU, Session 2017-2018 (23 minutes)	<ol style="list-style-type: none"> 1. To give speech by professor of mathematics, deliver souvenirs and take photo (4+1 minutes) 2. To give speech by professor of mathematics, deliver souvenirs and take photo (4+1 minutes) 3. To give speech by Chairperson of Mathematics Students' Society, HKUSTSU, Session 2016-2017 (1.5 minutes) 4. To handover society's chop (1 minute) 5. deliver souvenirs to Chairperson of Mathematics Students' Society, HKUSTSU, Session 2016-2017 and take photo (1 minute) 6. To give speech by Chairperson of Mathematics Students' Society, HKUSTSU, Session 2017-2018 (1.5minutes) 7. To play video (2 minutes) 8. To introduce Mathematics Students' Society, HKUSTSU, Session 2017-2018 by MCs (3 minutes) 9. To vow of Mathematics Students' Society, HKUSTSU, Session 2017-2018 (1 minutes) 10. To go back the seat (2 minutes)
21:25-21:45	End of the ceremony	<ol style="list-style-type: none"> 1. To announce the end of the 20th Science Students' Joint-Society Inauguration Ceremony by MCs 2. To give thank you speech 3. To lead guests leaving the theatre
	Refreshment Session	To serve refreshments and drinks

Summary

The Joint Science Inauguration Ceremony went smoothly this year. In our first meetings between the external officers of science societies, we decided on our work allocation and ceremony theme. IRESS was allocated the duties of invitation and reception. Throughout most of March, we discussed the setting and rundown for the ceremony. This included the promotion, seating plan, decoration, guest list, helpers and time allocation. For invitation and reception, IRESS was in charge of inviting guests, creating seating plan, and coordinating reception items. Due to the absence of an elected Physics Students' Society cabinet, the duties of decoration was split among the remaining cabinets. IRESS was in charge of the compilation and management of sound and light items during the ceremony. Within our cabinet, we also prepared for the needed promotional items, ceremony attire and rehearsals.

Evaluation

Overall, the external officers worked well with each other for this event. During preparation, there was some challenge to decide on the ceremony theme color. Due to constraints of not being able to choose society colors and past ceremony colors, it was difficult to find an elegant and usable color for the ceremony. A future solution is to not require a different ceremony color every year, and settle on a consistent science school theme. Another problem that arose during the ceremony was the staggered arrival of guests. Some professors arrived early to the ceremony, and may have been puzzled by the long waiting time. A future solution is to coordinate professor invitation times better and be more engaging in conversation with professors.

Graduation and End-of-Semester Party

Person in charge: LAU, Wing Sum

Date: 01 Jun 2017

Time: 17:30 - 21:00

Venue: Common Room 5+6

Number of Participants: 41

Fee: HK\$80 for members, HK\$100 for non-members

Preparation

Date	Preparation Task
05 Apr	Received email from Dean's Office for collaboration of Graduation Party
15 Apr	Confirm date and time
28 Apr	Designing of poster
02, 04, 05, 08 & 09 May	Open counter for enrollment
10 May	Test the games
22 May	Order souvenir for graduates
29 - 30 May	Order food
30 May	Finalize game list and test the games
31 May	Send reminder via email and WhatsApp
01 Jun	Graduation & End-ofSemester Party

Rundown

Time	Activities
14:30	Testing at SCI/HOME
15:30 - 17:30	Decoration at Common Room 5+6
16:00 - 17:30	Graduation Party at SCI/HOME
17:30 - 18:00	Reception at Common Room 5+6
18:00	Welcoming by MC
18:00 - 19:00	Warm-up games
19:00 - 19:45	Dinner
19:45 - 20:45	Games
20:45 - 21:00	Distribution of souvenirs to graduates
21:00 - 21:15	Photo taking
21:15 - 22:00	Free time
22:00 - 23:00	Clening up of venue

Games

Game Name	Game Content
Big Television	<ol style="list-style-type: none">1. Each team shall select some members as "performers," while the rest act as "guessers".2. The guessers shall sit between the performers and a screen. Only the performers, but not the guessers, can see the screen.3. A word shall then be displayed on the screen. The performers must perform actions to let the guessers guess the word displayed on the screen correctly without resorting to verbal communication.4. The team that can guess the most number of words wins.

Game Name	Game Content
Draw Something X Chinese Whispers	<ol style="list-style-type: none"> 1. Each group of participants decides the order of drawing picture. 2. The first person of each group will get the question and have to draw according to the question, while other group members should not watch the drawing process. 3. When the first person has finished drawing, the next member can take a look at the picture and reproduce one for the next person. Repeat the process until there is only one member left in each group. 4. The last member has to guess what the question is. 5. The team that can guess the most number of correct questions wins.
I never	<ol style="list-style-type: none"> 1. Players are divided into 3 groups and every player has 5 lives. 2. Each groups have to take turn and say one thing that he/she has never done throughout his/her university life. 3. After every statement, the players who have done that thing will lose 1 life, including the players in the same group. 4. The group which has the most remaining lives win. 5. The game will run for two round.
Make the Image! (心有靈犀)	<ol style="list-style-type: none"> 1. Players will be asked to close their eyes. 2. The MC will announce a topic. All players have to do a action to express the topic. 3. After every players choose an action, they keep their body freeze and then can open their eyes to see other players' actions. 4. <u>The more unified team wins.</u>
Russian Roulette	<ol style="list-style-type: none"> 1. Some secret drinks is prepared. Some of them are smeared with wasabi, while some are not. 2. Participants are not allowed to know what is inside the cup of drinks. 3. The order of picking drinks follows the order of losing the previous games. 4. Everyone has to drink up the cup they take.

Evaluation

- The person-in-charge of the party is also the MC of the party, which makes the coordination of the party a bit messy. Another person should be chosen to be the MC of the party so that person-in-charge can monitor the situation better.
- Materials needed during dinner time is not well-prepared. A checklist can be used to ensure all the materials are found.
- Most of the participants did not arrive too early due to the graduation party organized by the School of Science, but 1-2 executive committee members are still needed to chat with participants that arrived early. Board games can also be prepared for them.
- Souvenirs were prepared for the graduates. Executive committee should contact graduates that were not able to join the party.

Welcome Fair

Person in charge: LAU, Wing Sum

Date: Non-JUPAS: 19 Jul 2017, JUPAS: 09 Aug 2017

Time: 09:00 - 18:00

Venue: Atrium

Preparation

Date	Preparation Task
Late July	Asked IRE students as helpers to assist the executive committee's work during the Welcome Fair
19 Jul	Non-JUPAS registration day Counter set up at atrium for reception of freshmen
11 - 12 & 19 Jul, 07 - 09 Aug	Infographics and promotional materials were uploaded to Facebook.
09 Aug	Rundown was finalized and contacted helpers to work in groups JUPAS Welcome Fair Counter set up at atrium for reception of freshmen A Learning Commons room was booked.

Evaluation

The Welcome Fair was smooth in general with a few issues:

Reminder to helpers

The reminders were sent too late to helpers and hence the helpers were not sure about the gathering time and their duty on the day.

Complications

Our first freshman came very early in the morning when we have not finish setting up the counter. It was lucky that the freshman was quite familiar with UST and he agreed to walk around and come back later.

Sci/Home

For the non-JUPAS registration day, Sci/Home refused to provide contacts of IRE freshmen to us, but they informed us the number of IRE freshmen that would come on that day.

For JUPAS IRE freshmen, Sci/Home refused to provide us the contacts of IRE freshmen in accordance to their policy of not helping students' society. We still managed to find all of the JUPAS intake this year.

LC Room

A Learning Commons room was booked for the freshmen to gather and process university account set-up. Executive committee members and student helpers stationed there to provide advice and help to freshmen. Please note that society promotional materials such as signboards and banners are strictly prohibited in the library.

Orientation Camp

Person in charge: LAM, Tak On

Vice person in charge (Logistics): LI, Wing Shun

Vice person in charge (Theme games): CHUNG, Kam Hin

Vice person in charge (Other games): YAM, Wun Kwan

Date: 14 - 16 Aug 2017

Venue: HKUST Campus, Tseung Kwan O, Hang Hau, Choi Hung and Clear Water Bay

Number of Participants: 10 Excocs, 16 Jobamas, 19 Freshmen, 2 Spies

Fee: HK\$400 for Freshmen and Spy, HK\$360 for Jobamas, HK\$300 Excocs

Preparation

Date	Preparation Task
Late Apr - Early Aug	Find Sponsors
02 May - 10 Aug	Recruitment of leaders
Early May	Set up counter to collect fee from leaders
06 Jul	Confirm camp tee design
12 Jul	Confirm poster design Confirm camp date and venues
19 Jul - 11 Aug	Recruit freshmen
24 Jul	Confirm hall rooms
08 Aug	Booking meals
12 Aug	Send reminder to participants
14 - 16 Aug	Orientation Camp

Timetable

Time	Day 1	Day2	Day3
0800 - 0830			Wake up Packing up
0830 - 0930		Breakfast	Store luggages Breakfast
0930 - 1000		Travelling to checkpoints	Travelling to beach
1000 - 1145		Theme Game: City Hunt	Beach Games
1145 - 1215			Chaging clothes
1215 - 1245			Travelling back to UST
1245 - 1300	Gathering of Freshmen		
1300 - 1310			Retrieve luggages
1310 - 1340	Sponsor tasks		
1340 - 1415	Ice-breaking Games		Travelling to Restaurant
1415 - 1500		Travel back to UST Solve clue for room number of Room Escape	Lunch
1500 - 1530		Theme Game: Room Escape	
1530 - 1700			Writing Turtle Back
1700 - 1800			Dismiss
1800 - 1830	Allocation of rooms Settle luggages		
1830 - 1930	Dinner	Dinner (BBQ)	
1930 - 2130	Theme Game: Night Hunt		
2130 - 2145		Theme Game: Identify Culprit	
2145 - 2200	Shower and rest		
2200 - 2315		Shower	
2315 - 2355		Small Talk	
2355 - 2430		Writing Time Capsule	

Games

Ice-Breaking Games

Game	Game Details
Games that were actually played	
A great wind blows	Participants sit in a circle. Facilitator calls out a trait, and people with that common trait must find a new chair.
Blanket name game	A blanket is set up between two groups. One member from each group approaches the blanket, and has to name the opposing member as the blanket is lowered. The slower person joins the opposite group.
Finding team	Each person is given a piece of paper with a topic. Players try to find another person holding matching topics without talking. In the end, players identify their team based on related topics. The resultant teams are the teams for the rest of the camp.
10 things in common	Each team comes up with 10 things all members have in common. The team scores points for every item that no one from the other team has.
Mutual empathy	Each team stands in a group. Everyone closes their eyes, and a topic is read aloud. Players try to hold a position related to the topic. Team with the most uniform position between members wins.
Blind puzzle	Each team assigns one reader, some guides, and some blindfolded builders. The objective is to recreate the tangram shown. Only the reader may see the target tangram, only the guides may talk, and only the builders may touch the puzzle pieces. Team that completes the tangram most accurately and quickly wins.
River	Team begins at near shore with newspaper. Whole team must arrive at far shore while only allowed to step on the newspaper. Fastest team wins. In second round, team must collect items from far shore and return to near shore. Limitation that each member can only cross the river once. Fastest team wins.
Human Soccer	Players of each team sit in alternating rows, with one goalkeeper at each end. Standing bottles are set up behind each goalkeeper. Each round, a ball is dropped at the middle. Players try to intercept and pass the ball to team members. Teams score points according to number of bottles knocked down with ball.
Games that were prepared but not played	
Balloon break	Step on balloon: Players tie balloons to their ankles. They can move within a designated area, and try to pop others' balloons. Score points according to number of surviving members after time limit. Break between pair: Players try to pop balloons in pairs using their backs. Score points according to number of balloons popped after time limit.
Tower stacking	Each team is given a set of cups/straws/sticks, and is given time for stacking. The structure that can hold a heavy object at the highest elevation wins.
Blind obstacle walk	Some players are blindfolded while others guide them verbally. Guides must help their teammates walk through the entire obstacle course. Fastest team wins.
Capture the pillow	Each member of a team chooses a number from 1 to 10. Teams start at their half of the court, with their pillow placed on a table. Each round, players can take three steps and touch an enemy on the third step. When touching, the player with lower number is knocked out, except that 1 can knock out 10. Team that brings back enemy pillow to their own table wins.

Theme Game

Storyline An Executive Committee Member was captured on the first night of the camp. The teams are led to rescue the captured ExCo through completing the tasks during the HKUST Night Hunt. Then, on the second day, the teams are led through the City Hunt to find the clues for the identity of the culprit. As a revenge the culprit locks the teams in locked rooms. The teams must solve the tasks to unlock the room and reveal more clues to the identity of the culprit. Can the teams identify the true identity of the culprit?

HKUST Night Hunt The teams are led to the checkpoints by receiving messages in WhatsApp group sent by the victim's phone. At each checkpoint there are small tasks to be done; the teams are only given the clue to the next checkpoint upon solving the task at the current checkpoint. One of the team begins at the first checkpoint below, while the other team begins at the fifth. Both teams proceed to the next checkpoint in the list, until they reach the seventh, where they will loop back to the first, until they finish all seven in the loop. At last, both teams are led to the final room, where they would compete to obtain access to the room where the victim is at. The bonus checkpoint was used to compensate for the big difference in speed between the two teams.

Checkpoint	Task Details
The table outside the entrance to the Learning Commons	Participants are given a photo of a certain person. The photo is divided into 4 sections, and the participants are similarly divided into 4 teams. Each team will be responsible for re-sketching 1 section of the photo on a black paper, without seeing the other teams' drawings. Eventually the finished sketch is revealed.
The table on LG3	The participants are required to use the dominoes provided to form a circular pattern that can successfully and completely collapse when one of the pieces are pushed over.
Mushroom	A runway is setup across mushroom. Participants are required to start from one end of the runway, and jump like Mario, till the other end of the runway.
Life Science Living Room	The long table is used as the runway. Participants are required to blow a ping-pong ball from one end of the table through the finishing line. Everyone in the group shall take turns to blow the ball, and if the ball falls off the table, the participants are required to start over again.
The corridor of UG floor, CYT Building	The participants first forms a circle. Then, they are required to hold their hands such that they form a knot-like structure. Without breaking the linkage between the hands, the participants are then required to resolve the knot into simple rings.
Ground floor of LSK building	A variant of tangram is provided. The participants are required to piece together the tangrams to form the letters 'I', 'R' and 'E'.
Coffee Shop, Academic Concourse	There is a boundary set on the ground. Some straws are spread on the ground beyond the boundary. Without touching the ground beyond the boundary with any part of their bodies, the participants are required to pick up the straws from the ground.
Wisdom Stone, Bridge Link (Bonus Checkpoint)	Participants are required to take a photo with one person above the stone, but without that person physically touching the stone.
Room 1103 (Final Room)	Some cards with symbols printed on them are scattered around the room. The participants are given a list of symbols to search for. They are required to compete with the other group to find as many symbols on the list as possible. Each correct symbol counts as 5 marks, but each wrong symbol would result in a 5-mark deduction.

City Hunt The teams are led to the checkpoints by various forms of clues. Upon arrival at the checkpoint, the teams are required to finish a small task, before they are led to the next checkpoint. After the completion of each task, part of a clue for the room number of the Room escape part is also given.

Checkpoint	Task Details
	Tseung Kwan O - Hang Hau Route

Checkpoint	Task Details
Outside Cong Sao Star Dessert (聰嫂甜品)	Some past news articles, on which the past price of certain products of the restaurant are listed, are given to the participants. The participants are required to compare the news articles with the current menu of the restaurant to identify the products that have suffered the largest price change.
Nan Fung Plaza (南豐廣場)	Participants are given a list of 10 shops in the mall. They are given some time to look at the outlook of the shops. Afterwards, they are led to a place in the mall where they cannot see any of the shops. There, the participants are asked questions (1 question per shop) about certain apparent features in the outlook of the shops. If the participants failed to answer a certain proportion of the questions correctly, they will be required to do an extra punishment task.
Outside Hong Kong Velodrome (香港單車館)	Participants will be led to a wall, where the cities that hosted the UCI Track Cycling World Championships from 2007 til 2017 are listed. The participants are required to plot the location of the cities on a given, unmarked map.
Footbridge across Tong Ming Street	Participants are divided into pairs. Each pair is required to walk across the bridge with one person's left leg tied to his/her partner's right leg.
Choi Hung Route	
Ngau Chi Wan Market and Choi Hung Estate Backup for bad weather: Wellcome Supermarket, Infinity 8	Participants are given a list of various plant genera. Photos of representative species in those genera are also given. These genera can be found along the route of the city hunt. The participants are required to take photos with the plants in these genera. This is a roaming task, and is not fixed to a particular checkpoint.
Ngau Chi Wan Civic Center	The participants are required to go into the civic center in batches to gather leaflets of the performances. They must use the prices listed on the leaflets, together with the 4 basic arithmetic operations (addition, subtraction, multiplication and division), to form the number 1453.
Roof of Choi Hung Estate Multi-storey Car Park	Participants are required to count the number of different notices posted around on the walls of the roof of the carpark.

Room Escape The teams are required to piece together the clues obtained from the last part of the game. A golf card shall be formed, and from there they shall obtain a room number. They will then be led to the room, where they would be “locked” inside after they enter the room. A “welcoming letter” will be given to the participants, contained within an envelope. The participants are required to use the computer, the materials provided and the clues hidden in the room to solve the main branch. The room would be “unlocked” after the main branch is solved. (The door was not really locked due to safety reasons.)

Afterwards, the participants are then allowed to enter the 4 optional side branches. They are suggested to solve 2 out of the 4 side branches to obtain more clues to the identity of the culprit. The 4 side branches were named and classified according to their theme: History and Geography, Computer Science and Cryptography, Photos and Audios, and Linguistics and Literature. Solving these side branches typically involves moderate to advanced knowledge in the corresponding area.

Main Branch Tasks

- Participants are given an envelope with a letter inside. They are supposed to find a user ID under the stamp, and a password hidden on the letter.
- Login the GMail account with the found user ID and password. There should be 3 emails for the main branch, titled “COMP1453 Notes”, “MATH1874 Notes” and “A special present to you”, respectively.
- For “COMP1453 Notes”, execute the pseudocode in the attachment and obtain the output. The output should be a URL address; access the URL to find a picture of a ring of alphabets.
- For “MATH1874 Notes”, read Exercise 1.1 to obtain a code. Enter the code to Reference item 1 (OEIS), a sequence is obtained.
- Use the matrix in Exercise 1.2 as the indices, find 8 numbers from the sequence.
- Shift the picture index in the URL obtained previously with the 8 numbers. The picture index consists of 8 alphanumeric characters; each character should be shifted by one of the numbers. The shifting is done as if rotating the ring of alphabets. A new picture should be revealed, which is a simple graph.

- Label the nodes of the simple graph by using the Laplacian matrix found in Exercise 2.2 of the "MATH1874 Notes". (Exercise 2.1 is a warm-up exercise to let the participants learn how to use a Laplacian matrix.)
- Locate a skyscraper puzzle under a table of the room, and complete the puzzle.
- Match the simple graph on the skyscraper such that the nodes of the graph matches the grey boxes in the puzzle. Use the numbers in the grey boxes as a guide to the order of reading the nodes of the simple graph. A 6-digit password is obtained. This is the password for the door.

History and Geography Branch Tasks

- Maps of China and South Korea respectively are found in the room.
- Open the email for the History and Geography branch. 3 texts are attached, namely "TextAtlantix_001", "TextAtlantis_002" and "TextAtlantis_003".
- In "TextAtlantix_001", there are 2 poems. Each sentence in both poems contains 2 phrases in bold print. These phrases are direct translation of the names of certain cities from Chinese to English.
- Identify the cities mentioned in the poems, and plot them on the found maps. Link up the cities that appear in the same sentence with straight lines. Two Chinese characters, "平方", shall be seen.
- Open "TextAtlantis_002" to find a poem with 7 verses of 20 words. Following the clue obtained in the previous step, pick out the 1st, 4th, 9th and 16th word from each verse. This shall form a 28-word paragraph.
- Identify the Battle of Midway as the event being described, and use the year that it happened, 1942, to unlock the box found in the room. A picture of stars, as well as a pile of epitaphs, shall be found.
- In the picture of stars, there are 8 of them that are labeled with years. Following the guides in "TextAtlantis_003", identify the one year that is different from the others: 1867 is the year for Canada Unification, while all the other years are related to the partition of Poland.
- Also following the guides in "TextAtlantis_003", identify the real names of the people that is described by the epitaphs. Identify the character that is preserved in the fake names.
- Arrange the epitaphs in the chronological order of their reigns. Pick out the 1st, 8th, 6th and 7th, and assemble their preserved character into a 4-letter word: "CLUE".

Computer Science and Cryptography Branch

- Open the email for the Computer Science and Cryptography branch. A Java program "RSADecoder", a picture of an incomplete Sieve of Eratosthenes and a link to a page in the Society Website shall be found.
- Visit the link. According to the instructions on that page, view the source code of that page, and obtain a series of numbers in the comments of the source code.
- Using the Java program attached in the email, decode the series of numbers found in the source code. The program shall ask for the values of p , q and e , all of which shall be found in the picture in the email.
- Record the decoded output of the program. Convert the numbers into text using the ASCII scheme. A line of unintelligible text shall be obtained.
- Identify that substitution cipher is used in encrypting the text, and hence decipher the text.

Photos and Audios Branch Tasks

- Open the email for the Photos and Audios branch. An image shall be obtained. Following the instructions on the image, open the image with a plain text editor, or convert the image into a text file.
- Read the text and decrypt it to obtain a number (speed of light), and add it to the solution of the main branch according to the instructions of the text. Use the result of the addition to unlock a box found in the room. A USB drive and 3 photos shall be found.
- Decode the first photo by identifying that each row as a combination of 7 objects with one missing. Identify the index of the missing object in each row, and concatenate them to form a six-digit number.
- Decode the second photo by identifying the fact that every polandball appearing inside has a chemical element named after it. Identify Poland as the missing country, and obtain 84 (atomic number of polonium) as the code behind the picture.
- Decode the third picture by identifying that it represents a list of additions in base 13. Identify the number that each symbol represents, and answer the final line of addition. Convert the answer to decimal, which is 4-digit in length.
- Open the USB drive. A password-protected .rar file, as well as a text file of instructions, shall be found. Open the .rar file by entering the password, formed by concatenating the 3 previous numbers, according to the instructions.
- Decompress the .rar file. A photo and 16 audio clips shall be obtained. Discover the message "Trouvez les couleurs de la ville de lumière" hidden inside the photo by stenography. Identify the message as a guide to find the two traditional colors of Paris, which is blue (hex code #0055A4) and red (hex code #EF4135).

8. Open the clip 0055A4 with audacity, and slow down the clip by around 233 times. This is one of the answer message. Repeat with clip EF4135 to obtain the other answer message.

Linguistics and Literature Branch Tasks Participants are required to find a sheet of “text” in the room. The text is written in a self-invented writing system. The system consists of symbols, each representing one Cantonese sound. Each symbol consists of a large sign and a small sign. Participants are required to first identify the text as 木蘭辭, a classical Chinese poem. Then the participants are required to identify how the system represents the various features of Cantonese. Afterwards, the participants are required to parse a question written in the system, and then answer that question by writing their answer with the system precisely.

Features of the writing system	Corresponding feature in Cantonese
Large sign	Consonant of the initiation
Small sign	Consonant of the coda
Shape of a sign	Position of articulation (<i>i.e.</i> identity of consonant)
Position of the small sign	Vowel
Orientation of the large sign	Tone (partial) (陰陽)
Orientation of the small sign	Tone (partial) (平仄)

Beach Games

Game	Game Details
Games that were actually played	
Aim Game	Water buckets are set up. Each team takes turn throwing sponges. Score points according to buckets made.
Spicy sushi	Both teams sit facing each other and start chanting “Spicy Sushi”. For each round, players can choose to stand up after chanting. Players take turns, alternating between teams, guessing the number that will stand. If the guess is correct, then the team pours buckets of water on opposition.
Catch the sponge	Each team chooses two members to be the catchers. Catchers must each hold a bucket on their head to catch the water sponges. Other players try to throw water sponges into the buckets. Team that makes the most buckets after time limit wins.
Capture the flag	Two territories with bases are set up. Players try to bring back the flag from the enemy base. But if tagged in enemy territory, player goes into enemy jail. Team wins by capturing enemy flag.
Games that were prepared but not played	
Water bucket/cup/sponge relay	Teams line up with a bucket of water at one end and an empty bucket at the other end. Each team is given buckets/cups/sponges to contain water. Players try to collect water from first bucket with the buckets/cups/sponges, and relay through the line to fill the empty bucket. Team with most water filled after time limit wins. Variation: Can relay by running from water bucket to empty bucket.

Other Games (Not Played)

Game	Game Details
Never did I ever	Each player begins with five lives. Players take turns, alternating between teams, saying one thing that they have never done. Anyone who has done that thing before loses a life.
Electric pulse	Players sit in a circle holding hands, with one person at the center. Person at center chooses a player to start the pulse. Players can hold onto the pulse or pass the pulse to the next person by squeezing his or her hand. Person at center tries to catch the pulse by pointing at a player, who must respond “not arrived”, “passed”, or “I have the pulse”. Game ends when either the person at center catches the player with the pulse, or the pulse returns to the starting player.

Game	Game Details
Wink murder	Players walk around the room, with some designated assassins. Assassins can kill players by winking/shaking their hands. Players that are assassinated must leave the at the end of the round/after a short delay. Players may try to guess who the assassins are to eliminate them, but will die if guessed incorrectly. Game ends when either all player or all assassins are eliminated.
Collect items	Teams are given a list of items to collect during the day. Score points according to number of items collected.
Charades	Each team sends representatives to be actors and guessers. Words are shown to actors, who try to convey the message to guessers without saying the words. Score points according to number of words guessed after time limit.
Ultimate ninja	Players begin in a circle. Each player takes turns making one fluid motion. If a player hits another's hand, then the opponent is knocked out. Teams score points according to their player rankings.
Splat	Players stand in a circle with one person in the center. Person at center points at someone in the circle and says "splat". Players at either side of that person must "shoot" each other by saying his or her name; the slower player is knocked out. Teams score points according to their player rankings.

Meal Arrangement

Day	Meal	Details
1	Dinner	GRB
2	Breakfast	McDonald's
	Lunch	Outside HKUST (City Hunt)
	Dinner	BBQ
3	Breakfast	GRB
	Lunch	Tao Heung, Sheung Tak Plaza, Tseung Kan O (將軍澳尚德廣場稻香)

Evaluation

- Preparation
 - Time management was not done properly. For theme game, the game-designing team spent too much time on Room Escape, leaving not enough time for the rest of the theme game, and hence those parts were not well-developed.
 - Also, the preparation of game materials for other games were not done earlier. Hence manpower was diverted to deal with this problem during the camp, and inadequate manpower was available for other tasks such as buying food for BBQ.
- Ice Breaking and Team Creation
 - The games were generally smooth.
 - One point to note is that the games was not tested throughly before the camp. During the balloon games, the balloons were found to be unable to burst. The game was replaced immediately at that time, but it is recommended that the games be tested throughly beforehand in the future, to reduce the chance of running into such incidents.
 - Another point to note is that the participants were quite tired after playing the ice-breaking games. While that is generally acceptable, care should be taken that the participants won't be so tired that they loss interest in participating in the rest of the camp.
- UST Hunt
 - The last task requires people to find the correct symbols out of all similar-looking figures. Since this task requires participants to walk around rather quickly and randomly in a small room that is packed with chairs, accidents may occur and caused chaos. Therefore, it is recommended that this type of tasks should be deleted.
 - Considering the overall flow of the events, there were some mistakes made during the Night Hunt that we use other phones instead of William's to send the Whatsapp message, which makes everything seems

strange and the atmosphere of solving the “incident” was destroyed. Therefore, it is recommended that we should use safer methods other than Whatsapp to convey the message during the Night Hunt.

- During the process of the hunt, participants have shown a lack of interest in playing the games. This is likely to be the combined result of both poor preparation and the stupidity of certain checkpoint tasks. It is recommended that the checkpoint tasks be better prepared in the future, and that more interesting tasks shall be prepared. Moreover, if the participants shows a lack of interest in playing the games, it may be better to cut the hunt short to avoid reducing the participants’ interest in joining the rest of the camp.
- City Hunt
 - Outdoor tasks should be of low priority. In summer, most likely the weather is either rainy or very sunny, both of which are not suitable for extensive outdoor tasks.
 - Some of the tasks requires memorization of scattered details. These kind of tasks might not be of interest to the participants. Although they have passed the external game testing stage, it is still recommended that some more interesting tasks might be used to substitute these tasks.
 - One particular task in the city hunt requires taking photos at shops in a market. While consent has been obtained from the relevant shops before taking the photos, it is recommended that these tasks should be avoided, as these tasks would still obstruct the normal business of the shops. If these kind of photo-taking tasks are to be kept, it is recommended that the phtots be taken at places that would not obstruct others, such as public areas, but not at markets or shops.
 - During the execution of certain tasks, the excos hosting the game stubbornly insisted on waiting the teams to get the precise answer. It is not necessary to receive the precise answer to proceed in most of the time; a close enough answer shall work. Future excos shall not stubbornly insist on such details; instead, it is recommended that the excos accept close enough answers from the teams to keep the mood and the atmosphere. It does not worth to sacrifice the fun or atmosphere by insisting an accurate answer for “fairness”, as the camp is meant to be a chance for the participants to know each other, rather than a rigorous competition.
- Room Escape
 - In general, participants enjoy the room escape pretty well.
 - The side branch proved to be not too difficult for the participants.
 - One thing to note is that most group leaders have participated in the testing of the room escape. Hence they could not participate much in the actual game. Yet we did not assign any task to them during the actual game. It is recommended that if there are such kind of activities in the future, the group leaders can be assigned the task of releasing the clues and tips, to maximiaze the utilisation of manpower.
 - Another point of note is that the guidance to the teams may be improved. In the early stages of the room escape, some participants were found to start challenging the side branches, which are unsolvable until the main branch is solved. More guidance shall be provided such that they can focus on the main branch until it is solved.
 - It is also found that the participants often wander around between small groups when solving the side branch. This is a result of them being unable to help in that stage of problem solving for all of the branches. This may be relieved by broadening the spectrum of topics offered in the side branches, but that would greatly increase the workload of the preparation. A better balance should be sttained in the future.
- BBQ
 - BBQ on a hot summer night might not be the best choice. In the past years, both BBQ and hotpot have been employed as one of the dinner of the camp. They come in alternating years as the OCamp organizers are often dissatisfied by the other dinner choice used in the previous year. The next session can consider introducing a third choice to break the vicious cycle.
 - The food bought for the BBQ might not be in the best combination. Too much chicken wings were bought, but other types of food ran out rapidly. It is suggested that no matter the next session choose BBQ or hotpot or something else as the dinner, the food choice and combination should be more clearly thought out such that less food waste would be produced.
- Beach Day
 - It took some time for the participants to warm up. Although it was expected, it is preferred that this warm-up time be shortened to leave more time for the more intensive games.
 - It is worth noting that most participants become much more eager to join in the games once they are wet, so it might be a good idea to intentionally wet the participants to help them get into the game.
 - Another point worth noting is that quite some of the participants got into the game under the influence of the group leaders. It is thus advised that groups leaders should be notified of the games beforehand such that they can try to help improve the atmosphere.
 - Thirdly, the location that we originally occupied for the games was a part of the beach that such games are forbidden. Luckily we moved to another part of the beach before the participants arrived. It is rec-

ommended that the space-occupation team for off-campus venues pay attention to such regulations of the venue to avoid these kind of forced relocations.

- Final lunch and “Turtle-back” writing
 - The chinese restaurant we went to was off-campus. While this was mainly due to the fact that the on-campus chinese restaurant was closed for renovation during that period of time, it is recommended that an on-campus substitute be chosen if available, as this would save the extra travelling time and cost for the participants.
 - Due to the limitation of the restaurant, we were split into 3 tables at the restaurant. Owing to communication with the restaurant beforehand, we got 3 tables at the corner of the restaurant, which slightly facilitates the turtle-back writing process. The next session is reminded that such communication should be carried out whenever an off-campus venue is used, to ensure that the effect of our activities can be maximized.
 - However, since we were split into 3 tables only, there were some minor chaos in turtle-back writing, mostly concerning where the turtle-backs have been circulated to. This leads to further chaos afterwards, when giving the turtle-backs back to their owners. This can be mitigated if we have got 4 tables; however this was limited by the restaurant and could not be changed.
- Other areas
 - For the meals, more food choices shall be considered. In particular, during the camp, the meals from GRB usually have a larger proportion wasted. This might be related to the unstable quality and the poor reputation of GRB that makes their meals less appealing to the participants. Hence it is advised that the next session reconsider the necessity of ordering meals from GRB.
 - One of our spies was exposed very early on. Afterwards he constantly drags attention of freshmen away from the games of the camp. This completely contradicts the purpose of having spies in the camp, which is to bring the freshmen into the mood and atmosphere of the camp. Hence the next session should brief the spies about their roles in the camp, to avoid such kind of incidents reappearing.

Orientation Week

Person in charge: NG, Si Long

Date: Weekdays during 04 - 15 Sep, 2017

Venue: Atrium

Number of Participants: 31

Fee: For joining Full Member:

Year 1: HK\$120

Year 2: HK\$90

Year 3: HK\$60

Year 4: HK\$30

Annual Associate Membership Fee: HK\$40

Preparation

Date	Preparation Task	PIC
20 Jun - 31 Aug	Seeking sponsorship for welfare pack	CHUNG, Kam Hin NG, Si Long
24 Jul - 04 Aug	Design of society T-shirt and paper	FENG, Zhijie
11 Aug	Ordering society T-shirt and paper	FENG, Zhijie
21 - 27 Aug	Discussion of orientation week	NG, Si Long
27 Aug	Finalization of poster design	FENG, Zhijie
28 - 31 Aug	Preparation for member recruitment and society T-shirt order form, promotion items, package sponsored products and promote through social media	CHUNG, Kam Hin NG, Si Long
03 Sep	Decoration of Counter	
04 - 15 Sep	Orientation Week Creating Facebook posts and sending WhatsApp message to society group for updates	NG, Si Long

Rundown

Executive committee members on duty at the earliest time (0900) in the roster sets up counter every day, which included retrieving the money box, sponsors, soc paper and soc tee from society room. Announcement was made in society WhatsApp group and facebook page to remind members and freshmen to visit our counter. There were at least 2 executive committee members (at most 4 executive committee members) on duty for each 30-minute timeslot most of the time. Executive committee members on duty at the latest time (1800) in the roster closes counter every day, which included returning the money box, sponsors, soc paper and soc tee to society room.

Summary

Insufficient sponsors were obtained despite stating to contact companies in June, so some were bought the price of \$1-3. The design of society T-shirt was unavailable on the first week of orientation week due to slow decision-making. Not all posters were posted.

Evaluation

- This event was smooth overall.
- There were 31 new recruits, including all 20 IRE freshmen, some transfer-in IRE undergraduates and 2 associate members from SBM and SENG respectively.
- There were sufficient people to host counter (at least 2 executive committee members) most of the time; occasionally more than 3 executive committee members hosted the counter. There were only 4.5 hours, spread over 3 days, that only 1 executive committee member was available.
- Our counter was under the threat of strong wind and the attack of blown objects from neighbouring societies on the first week. There were insufficient rubber cables to hold the society banner. However, tape was able to hold it firmly. 2 sandbags borrowed from SAO were also used to stabilize our counter.
- Not all posters were posted but posting on all spots was insignificant to arouse more interest to targeted audience since we have contacted most of them beforehand.

- Some new members had to wait for newly-added sponsors due to underestimation of member recruit number.
- We have labelled the year of production and the name of our society clearly at the top of the society paper.
- A few members mentioned that they did not like the grey colour of society T-shirt.
- Some members commended on the delicate design of society T-shirt.
- The ordered number of society paper was just enough. Nonetheless, with reference to our previous cabinet, we also recommend executive committee members next year to estimate the number of every item carefully and may ask for feedback from members before ordering.

Semester Commencement Dinner

Person in charge: LI, Wing Shun

Date: 21 Sep 2017

Time: 18:00 - 21:30

Venue: Hang Hau Hop Sze Snack and Café Restaurant (坑口合時餐廳小廚)

Number of Participants: 54

Fee: N/A (Participants pay for their own)

Preparation

Date	Preparation Task	PIC
29 Aug - 06 Sep	WhatsApp (PM) members for availability	Li Wing Shun
30 Aug - 06 Sep	Search for suitable restaurants	Li Wing Shun
07 Sep	Contact restaurant and make the booking	Li Wing Shun
07 Sep	Create a Google registration form for the event	Tai Wai Ting
08 Sep	Finalize the poster design	Feng Zhijie
10 Sep	Advertise via WhatsApp group for registration	Li Wing Shun
13 Sep	Try the route to the restaurant	Lam Tak On
17 Sep	WhatsApp (PM) members who may be available but have not sign up	Li Wing Shun
17 Sep	Promote the event via email	Lai San Yu
20 Sep	Send an email reminder to members	Lai San Yu

Rundown

Time	Activities	PIC
17:45	Two executive committees go to restaurant and secure the venue	Li Wing Shun
18:00	Gather members at atrium and go to the restaurant	Lam Tak On
19:15	Lead rest of participants to the restaurant	Yam Wun Kwan
19:30	Dinner	
21:15	Photo Taking	Lau Wing Sum
21:30	Guide the participants back to Hang Hau MTR station	Li Wing Shun

Summary

We have compared Hang Hau Hop Sze Snack & Café Restaurant with several restaurants in Tseung Kwan O and Choi Hung. The reason that we chose Hang Hau Hop Sze Snack & Café Restaurant is the relatively lower price and a more secure venue where we can have the entire 2/F.

For the promotion we did for the event, we used a Google registration form for members to sign up themselves. However, the method resulted in a relatively lower response rate and we need to ask members to join the event via PM.

On the day of event, Li Wing Shun and Lai San Yu arrived at the restaurant at 18:30 to secure the venue and confirmed the seating plan. On the other side, Lam Tak On (also with Lau Wing Sum, Feng zhijie, Chung Kam Hin) lead the participants from HKUST to the restaurant. The time for waiting the bus was long and some members preferred to walk to the restaurant. One of the executive committees lead those members to walk to Hang Hau but caused confusion to other members, causing a large group of members to walk to the restaurant. For those participants who had lessons and cannot come on time, Yam Wun Kwan, Tai Wai Ting, Ng Si Long contact with them and went to the restaurant at 19:15.

For the seating plan mentioned above, it did not work out because a large group of members were arriving at a short time and we did not have enough time to tell the members to seat according to the seating plan one by one.

During the ordering of dishes, due to miscommunication with the restaurant, we decided to collect the order from each table and made the order to the restaurant.

At last, we calculated the fee for each table and collected the fee from members.

Evaluation

- Hang Hau Hop Sze Snack & Café Restaurant has been a choice for semester commencement dinner every year. Some members may not be interested in having dinner at the same restaurant every year.
- In last year, the participants signed up for the event by message in the society's WhatsApp group. The method may cause nuisance to members due to a large amount of messages, so we decided to use a Google registration form instead. However, members did not know how many other members has signed up for the event and may therefore lessen the interest to join the event.
- The ordering of dishes was messy. It would be better if we asked the restaurant to take the order of each tables separately.
- It may not be necessary to make a seating plan for members, but it needs to concern the interactions between members during dinner.

Joint Science Singing Contest

Person in charge: YAM, Wun Kwan

Date: Preliminaries: 27 - 28 Sep 2017, Finals: 20 Oct 2017

Time: Preliminaries: 19:00 - 22:00, Finals: 12:45 - 14:00

Venue: Preliminaries: Common Room 5+6, Finals: Atrium

Number of Participants: Preliminaries: 71, Finals: 20 (both excluding audiences)

Fee: HK\$10 for member contestants, HK\$20 for non-member contestants, free for audiences

This year IRESS took the "Decoration" and part of the "Audio" duties:

Decoration

1. Decorate Common Roo 5+6
2. Setting Venue of Atrium
3. Decoration of venue of Atrium
4. Floor plan

Audio

1. Receiving music
2. Music rundown
3. Setting, finding and controlling audio system

Preparation

Date	Preparation Task
01 Aug	Decide on work allocation
03 Aug	Decide on date and venue for preliminaries Decided on theme Discuss on participant deadlines Discuss judges, MC and helpers
30 Aug	Decide competition detials Decide on prizes
11 Sep	Publication of promotion items
22 Sep	Participants sign-up deadline
24 Sep	Collection of preliminaries soundtrack Creat preliminaries music rundown
27 - 28 Sep	Joint Science Singing Contest: Preliminaries
07 Oct	Promotion of finals
16 Oct	Finalization of finals preparations Collection of final soundtractks Creat finals music rundown
20 Oct	Joint Science Singing Contest: Finals

Rundown

Preliminaries

Time	Activities
17:00 - 18:00	Take equipment Set up venue
18:00 - 18:15	Coordinate with judges Prepare souvenirs Preparate song list and audio system
18:15 - 18:45	Decorate venue Set up reception
18:45 - 19:00	Take participants attendance Welcome audieance
19:00 - 22:00	Performance of participants

Time	Activities
22:00 - 22:30	Clean up venue Return equipment

Finals

Time	Activities
10:00 - 10:30	Take equipment
10:30 - 11:30	Set up the stage Decorate the venue Post up road signs
11:30 - 12:15	Rehearsal of the MCs and Giftlady(s) Hold a briefing session to Excocs and photographer Remind the participants to come
12:15 - 12:40	Welcome the participants at the reception Rehearsal of the participants
12:40 - 12:45	Welcome judges at the reception and lead to their seats
12:45 - 12:50	To give welcoming speech by MCs
12:50 - 13:40	Performance of 12 groups of participants
13:40 - 13:42	To give comments by judges and deliver souvenirs to the judges
13:42 - 13:50	Performance of guest (A Capella) Calculate the scores of performance of participants
13:50 - 14:00	To announce the winners by MCs To deliver prizes for the winner by judges and take photos To announce the end of the Joint Science Singing Contest 2017 To give thank you speech
14:00 - 14:30	Take photo on the stage To lead judges and guests leaving
14:30 - 15:30	Clean up venue Return equipment Remove road signs

Summary

The Joint Science Singing Contest went well this year. The external officers began discussing the possibility of reviving the science school singing contest earlier in the year. Meetings began near the beginning of semester to ensure that work progress can be on schedule. We quickly decided on the work allocation and theme for this event. IRESS took the duties of decoration and audio. Since the singing contest was canceled in the previous two years, we spend much of August deciding on the competition details, such as setting, participants, judging and prizes. Promotional materials were published in September, along with participant registration. As part of audio duties, IRESS was in charge of compiling soundtracks and monitoring the music rundown. For decoration, IRESS was in charge of setting up the venues, along with the help of other cabinets. The preliminaries round of competition went smoothly in late September. Notifications and further promotion was published for the finals round of competition. The finals was also held successfully.

Evaluation

The external officers worked well together for this event. Although there was some challenge to organize an event which was canceled in previous years, it was not too hard to overcome. A difficulty was to have an adequate number of participants join the singing contest. While there seemed to be a lacking of contestants at first, the numbers eventually rose due to the effort of our cabinets. However, there were few contestants from IRESS, likely because of the smaller member base. A future solution is to lower expectation numbers and to encourage more members to participate.

HKUST Science Research Sharing

Person in charge: TAI, Wai Ting

Date: 01 Nov 2017, 08 Nov 2017

Time: 19:00 - 20:00

Venue: Room 2464

Number of Participants: 10 - 20

Preparation

Date	Preparation Task
Early Oct	Contact senior students for invitation and determining availability
16 Oct	Confirm speakers and date
23 Oct	Confirm venue
23 - 30 Oct	Put posters around campus Follow-up on possible questions
30 Oct	Promote event on Facebook Purchase souvenirs (bookmarks) Give reminders for speakers
01 & 08 Nov	HKUST Science Research Sharing

Summary

The sharings were held on two different sessions. We invited Lee Wai Hang (Chemistry) and Chung Yin Kwan (Biochemistry) as speakers for the first session, and Chow Tsz Kiu (Mathematics) and Lee Cheuk Long (Physics), as well as Prof. Fong Tsz Ho for the second one. I met Prof. Fong on several occasions in the beginning of the semester and discussed about the sharing. Considering how he is well-acquainted with many of our members and his interest in it, I also invited him to the sharing.

The sharing was an elective session for SCIE1000 in the years before. Considering how the seniors reported that the participation was unenthusiastic, however, I did not contact School of Science for the sharing, in favor of organizing a smaller and more conversational event.

The sharing was conducted in an interview/conversational styles, where I would be posing questions to guide the speakers to share their experience. In the first session, we mainly talked about research experiences in UROP and SCIE3900, as well as advice for conducting researches. In the second session, Prof. Fong talked for the majority of the sharing, guiding the students on their studies and the development of research careers. Souvenirs (bookmarks bought from a bookstore) were presented to the speakers and photos taken at the end of the sharings. The overall event went smoothly.

Evaluation

Concerning the decision not to collaborate with School of Science, the overall number of participants were much smaller than before (10-20 as compared to more than 50), and most participants were also active members in other events, although there are also a few outside participants. The overall sharing was somewhat more conversational than before, however. The next session could decide on which one is preferable next time.

The sharing, being conducted in this interview format, was dependent on the ability of the MC to bridge between different topics and to maintain the overall atmosphere. I would admit that I, as the MC, stammered during some points due to my lack of experience in this area. I relied somewhat on the speakers to make the overall conversation smooth.

In the second session, Prof. Fong was the main focus in the sharing, while the other two student speakers spoke considerably less. This was natural since the professor had a greater wealth of experience than students, but it could be potentially awkward for the students. To mitigate this, the students and professors could each be given separate times to speak or segregated in different sessions, if professors were invited next time.

Another point to note concerning Prof. Fong's presentation was that he talked in detail many points concerning how to be an outstanding mathematics student by, for example, studying advanced courses starting from Year 1 and finding three different professors for the reference letters. While these are relevant points that most IRE students can and should achieve, it may be unrealistic to the broader audience. This is not a main issue here, but the MC should be ready to steer the conversation to something more relatable if it digresses too much.

The souvenirs (bookmarks bought from bookstore) were admittedly not unique enough for IRESS. If time allows, it would be better to have some custom-made souvenirs (e.g. bookmarks or pens with our names printed on it). Such souvenirs could also be produced in greater numbers and used for other events if applicable.

Subcommittee Function

Person in charge: LI, Wing Shun

Date: 11 Nov 2017

Time: 14:30 - 18:30

Venue: HKUST Campus

Number of Participants: 11

Fee: HK\$30 for members, HK\$35 for non-members

Summary

We started to recruit subcommittees during the Orientation Week. After that, we PM the participants for confirmation and their availabilities for the first meeting. The first meeting was held on 29th September, which was a free session of SCIE1000. A WhatsApp group was also made to facilitate communication.

During the first meeting, we briefly introduced the duties of subcommittees and assigned some important roles including two coordinators, two minute-takers, two poster designers and one financial secretary. For the subsequent meetings, we ensured at least one to two executive committee members would be present to give advice and keep the record of progress.

The subcommittee event consists of two parts, which is a UST hunt and a chess game as the final stage. The subcommittees set up a counter starting from 1st November. On the same day, promotion was made via email and Facebook post.

After the event, an evaluation meeting was held on 29th November, right before the Information Session with a short break.

Evaluation

- During the first meeting with subcommittees, it may be better to add a section to let the subcommittees to know each other before assigning roles and discussions on the event.
- When the subcommittees set up the counter, a problem was faced as some societies occupied the tables at LG5 by putting tablecloth only but without a person sitting at the table. It was hard for the subcommittees to occupy a table for counter even though they arrived early at LG5. External Vice President should beware if conflicts occur with other societies regarding the problem.

Alumni Congregation Photo Booth

Person in charge: YAM, Wun Kwan

Date: 16 Nov 2017

Time: 12:30 - 13:30

Venue: SCI/HOME

Number of Participants: 7

Preparation

Date	Preparation Task
12 Nov	Decide on photo-taking details
15 Nov	Notify members about photo booth
16 Nov	Alumni Congregation Photo Booth

Rundown

Time	Activities
12:00 - 12:30	Prepare for photo-taking
12:30 - 12:30	Photo booth session
13:30 - 14:00	End photo-taking session

Summary

The Alumni Congregation Photo Booth went quite smoothly. Preparation was relatively simple, only needing to decide on photographer and venue. Members were notified about a photo booth before the school of science congregation. After photo-taking session, pictures were distributed upon request.

Evaluation

The venue and details of photo-taking were not quite clear until close to the congregation date. However, this was not a large problem due to the simple nature of the event. There were not many alumni for photo-taking due to the small IRESS graduate size. It might be preferable to encourage more members to take photos with graduated IRESS students.

Annual Dinner

Person in charge: CHUNG, Kam Hin

Date: 21 Nov 2017

Time: 18:30 - 21:45

Venue: G/F Chinese Restaurant (南北小廚), HKUST

Number of Participants: 48

Fee: HK\$150 for members, HK\$160 for non-members

Preparation

Date	Preparation Task
09 Nov	Ask professors' availability for different dates
15 Nove	Confirm the date
16 Nov	Book the venue
17 Nov	Publish posters Confirm menu with restaurant
18 Nov	Remind participants via email and WhatsApp
20 Nov	Buy new metal-letter balloons
20 - 21 Nov	Set up counter
21 Nov	Buy prize for lucky draw Buy prize for minigames Buy snacks

Rundown

Time	Activities
10:00 - 16:20	Buy prize for lucky draw Buy prize for minigames Buy snacks
18:00 - 18:30	Decoration
18:30 - 18:50	Reception Arrangement of seats
18:45 - 19:00	Chatting with participants
19:00	Welcome by MC
19:00 - 19:45	Games
19:45 - 20:40	Dining
20:40 - 21:20	Lucky Draw
21:20 - 21:45	Photo taking
21:45 - 22:15	Clean up

Games

Game Name	Game Content
Big Television	<ol style="list-style-type: none"> 1. Each group choose five people as representatives, who will be divided into "performers" and "guessers". 2. Phrases will be displayed on the screen, where only "performers" can see the words. 3. "Performers" must use words other than those on the screen and gestures to guide the "guessers" to the correct word. 4. When "guessers" say the correct word that is currently displaying on the screen, they get one mark and the next word will be displayed on the screen. 5. The group that can guess most of the words wins.

Game Name	Game Content
Kara-karaoke	<ol style="list-style-type: none"> 1. Well-known songs with unfamiliar accents (<i>e.g.</i> Spanish) are prepared in advance. 2. Each turn, one participant, either by volunteering or chosen by us, will get on stage and listen to the song. 3. When they are listening, they should try to stick to the lyrics and sing it. 4. All the audiences will try to guess what the name of the song in English/Chinese is. 5. The first one who successfully guess the correct name of the song will win.

Games that are Prepared but not Played

Game Name	Game Content
Numbers of UST	<ol style="list-style-type: none"> 1. Ten questions about HKUST is prepared, and the answer is a number. 2. Each table will take turn to be the first one, which is responsible to give one number as the answer. 3. Other tables will take turn to give their answers as "Larger", "Smaller" or "Equal". 4. If the actual answer falls within 5% of the answer given by the first group, the first group wins. Or else those answering "Larger" wins if the actual answer is greater than the answer provided by the first group, and vice versa. 5. After all questions, the group with the highest score wins.

Summary

Since Chinese Restaurant was in renovation, we have planned to hold the annual dinner at Tao Heung in Hang Hau, yet they cannot provide us a big enough space to perform minigames, and it is also more expensive. Since the Chinese Restaurant reopened on 13 November, we decided to hold the event in Chinese Restaurant, same as in previous years. However, since there is another society holding their events in the same day, we cannot book a room and need to make do with the open area.

To deduce the date of annual dinner, we first ask our members and find out the most desirable dates to be 20/11, 21/11 and 23/11. Then we sent e-mail to Lortz, Vic Law and Pak Wo (Physics), Henry Yan and Dennis (Chemistry), Meng and Fredrick (Mathematics) and King Chow (Life Science). The date with highest availability was 21/11, at which King Chow, Dennis, Vic Law, Meng and Fredrick could come. Pak Wo was also available originally, yet he informed us on 21/11 that he was not free on that day suddenly.

This year, two professors, Meng and Vic Law, want to sponsor our annual dinner. Since it is perfectly OK, we accept the sponsor and the money are used to buy extra snacks and prize for the annual dinner. Moreover, we thank them through e-mail instead of directly announcing in the event because not all professors have sponsored.

Same with last year, we decorate the venue with the three metal-letter balloons "I", "R" and "E". We hung them on the wall, which is above the banner. According to our plan, students are seated according to their major: Mathematics students are in table 1, Physics students on table 2, Chemistry students on table 3, and Life Science students on table 4. However, since the number of participants exceeds our original prediction of around 40, we book an extra table that day, and ordered extra meals. The extra table (Table 3) was allocated to physics students, and Chemistry are seated on table 4, Life Science students on table 5 eventually.

We also prepared three minigames. However, due to time constraint, we skip the second game.

Evaluation

- We are complained that the last minigame, Kara-karaoke, produces too much noise and disturbed others in Chinese Restaurant. Therefore, it is recommended that the games that are prepared for annual dinner should be able to play without noise and great body movements.
- If you are planning to host the annual dinner outside campus, please make sure that there is enough space for you to play games without disturbing other people.

Class Photo Taking

Person in charge: LAI, San Yu

Date: 23 Nov 2017

Time: 12:30 - 13:00

Venue: "Circle of Time" (The Red Bird Sundial Sculpture at HKUST)

Number of Participants: 51

Preparation

Date	Preparation Task
30 Oct - 05 Nov	Contacting members for availability in the proposed period by WhatsApp
09 Nov	Shortlist of possible dates prepared
14 - 16 Nov	Contacting faculty members for availability on shortlisted days by email
16 Nov	Confirmation of date of event
18 Nov	Confirmation of design of posters
19 Nov	Invitation of photographer Invitation of all participants by email Printing and posting of posters
20 Nov	Booking of venue
22 Nov	Sending of reminder to all participants
23 Nov	Class Photo Taking
27 Nov	Finising of editing of photos
27 - 30 Nov	Setting up of counter to collect orders of photos
16 Dec - 20 Feb	Distribution of photos to members

Rundown

Time	Activities
11:30	Setting up the venue Acquisition of charis from the Amenities Services Counter Clearing of the area
12:15	Taking attendance of gathering participants
12:20	Arrival of faculty members
12:30	Start of event: taking photos in the following order: 1. Group photo 2. Year 4 students with Professors 3. Year 3 students with Professors 4. Year 2 students with Professors 5. Year 1 students with Professors 6. Students arranged by major and with subject coordinators 7. Free shots
13:00	End of event

Summary

All communications with members were done through both WhatsApp and email, in order to ensure that the relevant message was read by the intended recipients. The date of event was chosen by compiling a list of the availability of all members, done by simple counting of the number of participants unavailable on a given day. The ordering of the photos was both through physical and online means, respectively, through a physical counter and a Google Form created for ordering of photos; as the Google Form is used at the counter as well, this is not a waste of resources. Once photos were available, the members were informed of the availability of the photos; besides the photos explicitly ordered, one group photo was given for free to every member attending the activity.

Evaluation

The most obvious major problem was that the date of the photo-taking was extremely late, near the end of the semester; as a result, insufficient time was allowed for the ordering and distribution of photos. This was partly due to the unwillingness of certain executive members, including the person in charge, to work during the midterm exam period; there are multiple possible suggestions to counter this problem, including simply finding another period for photo-taking and alleviation of responsibilities by further distribution. However, the former may face other problems, as other parts of the year may have more problems; the latter is also difficult given the already-limited manpower.

In addition, the person in charge was not aware of many parts of the process, which caused a lot of confusion; for example, the decided date and time was calculated date-first, which is not necessarily the best solution. This also caused a large number of members and executive committee members having to skip a certain class in order to attend the class photo taking session. This would have been easily remedied by having more communications between the person in charge and the other members of the executive committee.

A reminder was sent as per the suggestions from the previous Annual Report that freestyle photos will be taken. Indeed the members had come up with poses relatively quickly and the flow of the event was uninterrupted. Thus it is recommended that this practice be kept for the subsequent years.

Ordering of Society Jacket

Person in charge: FENG, Zhijie

Date: 27 Nov - 04 Dec 2017

Fee: HK\$150 for members, HK\$170 for non-members

Preparation

Date	Preparation Task
Nov	Drafting design for the style, color combination, logo, with consideration of printing method
24 Nov	Confirmation of Amax as manufacturer. Price and printing method are confirmed through WhatsApp contact. Considering the cost of HK\$147, fee for member and non-member are confirmed. Finalization of jacket design. Negotiation for earlier deadline with Amax. Request for sample production before confirming total number.
27 Nov	Finalization of poster design.
27 Nov - 04 Dec	Putting up posters around campus. Promotion through email, WhatsApp group and personal messages with photo and registration link. Online registration through Google Form is allowed. Setting up counter for application and fee payment.
06 Dec	Sample photos is received from Amax through WhatsApp. With further promotion via group and private messages, few extra orders are received. Number of jacket and the distribution of sizes are confirmed with 10 spare, ans sent to Amax.
19 Dec	Jackets are directly delivered and received in HKUST. Active members start collection.
21 Dec	Distribution through Christmas Party.
21 Dec - now	The rest of the jackets were distributed individually, contacted via private message.

Summary

Pricing and payment

The choice of manufacturer is made with quality as the higher priority. The price is higher than previous years. Using silicon printing for front logo cost extra \$7 than usual screen printing, while the back logo kept screen printing.

Design and feedback

The design is well-agreed among executive committee members and interviewed members. One intra-cabinet vote for logo size and position is made. Preview is created with edited real photo of jackets both for promotion and for manufacturer's reference. This method is highly encouraged over using cartoon template for more accurate effect.

To enhance the popularity of the design, popular family colors are suggested. All logos are suggested to be kept within A4 size to prevent flamboyant effect.

Promotion

Due to the late finalization near study break, only few days of counter duty were available. Active promotion by contacting every member was done.

Evaluation

- Designer should manage the workload and start earlier. Working before the busy end-of-semester will ease the fee-charging and promotion difficulty.
- It is suggested that the designer consider the manufactory detail as a part of the design. For example, the color inside the jacket and the zip-zap.
- Most year 3 members will exchange out after the end of semester. Distribution must not be later than study break.
- Distribution record was not done clearly and rigorously. Some confusion exist about who has not taken their jackets and create extra workload. Executive committee members should avoid skipping recording steps, even for familiar active members.
- For members who request for size swapping or extra ordering, make sure the spare is enough.

New Executive Committee Information Session

Person in charge: LAM, Tak On

Date: 29 Nov 2017

Time: 20:00 - 21:30

Venue: 2406

Number of Participants: Around 15 - 20

Preparation

Date	Preparation Task	PIC
15 Nov	Begin collecting availabilities	LI, Wing Shun
18 Nov	Drafted Poster	YAM, Wun Kwan
22 Nov	Booking of venue	TAI, Wai Ting
23 Nov	Finalized Poster	YAM, Wun Kwan
25 Nov	Email sent	LAI, San Yu
29 Nov	New Executive Committee Information Session	

Summary

The event was held on the same night as the subcommittee evaluation meeting, due to the highly overlapping audience base. The same venue was used, with a half-hour break in between. A preference indication form was distributed to the audience before we started our presentation for each post according to the order in the Constitution. At the end of the session, a WhatsApp group is opened to facilitate the communication between the executive committee members and the potential successors.

Evaluation

- The pattern of combining subcommittee evaluation meeting and information session has proved to be successful after years of implementation. It is recommended that this practice shall be carried on.
- While there is no need of forcing the formation of an informal cabinet within a short period of time, the progress shall be monitored regularly after the information session.

Christmas Party

Person in charge: FONG, Kin Long

Date: 21 Dec 2017

Time: 17:00 - 22:00

Venue: Common Room 5+6

Number of Participants: 28

Fee: HK\$60 for members, HK\$70 for non-members

Preparation

Date	Preparation Task
05 Nov	Asking IRESS Members about availability for proposed date
20 Nov - 03 Dec	Discussion of event activities
24 Nov	Confirmation and booking of venue
27 Nov	Finalization of poster design
27 - 30 Nov	Setting up counter for application and fee payment
27 Nov - 20 Dec	Putting up posters around campus Promotion of event through social media
04 Dec	First dem-game and preparation of materials
19 Dec	Ordering of food and the second dem-game
21 Dec	Christmas Party

Rundown

Time	Activities
15:00 - 17:00	Decoration of venue
17:00 - 17:30	Reception
17:30 - 18:30	Games
18:30 - 20:00	Dinner
20:00 - 20:15	Games
20:15 - 20:45	Gift exchange
20:45 - 21:30	Photo-taking
21:30 - 22:00	Free time
22:00 - 23:00	End of event and cleaning up of venue

Games

Game Name	Game Content
Opposites	<ol style="list-style-type: none"> 1. The players of each team stand in a circle. 2. The MC will say a direction (left, right, front or back) or an action. 3. The player have to jump to the opposite direction or do the opposite action that the MC said.
High! Low!	<ol style="list-style-type: none"> 1. Players, segregated between teams, will sit down in front of a screen. 2. The screen will first project a number or a picture representing a number (e.g. a collection of 17 eggs, or a mathematical expression that results in a number) 3. The screen will then project another picture representing another number. 4. Each player must either stand up (if the new number is larger than the old one) or remain sited (otherwise) within a second after the new picture is projected. 5. The team with the most members choosing the correct option wins that round.
Polygon single-leg tug-of-war	<ol style="list-style-type: none"> 1. Players will be divided into teams. Each teams will select 1 representatives for the game. 2. The representatives should stand with only one leg and holding one end of the towel. 3. The representatives will pull the towel to make other players fall down or make other players' towels touch the stick in the middle. 4. The one who can stand with one leg at the end will be the winner or whose towel touches the stick in the middle lose.

Game Name	Game Content
Blanks Against Humanity	<ol style="list-style-type: none"> 1. Participants are given a sentence with a blank left to be filled. (one question per group) / Participants are given a question to answer. 2. Participants take turns to give answers to the question / fill in the blank. 3. MC reads out the answer one by one. Participants of other groups will be responsible for voting for the best answer for the question, i.e. everyone should not be voting for their own question. 4. Winner of each question can get a prize. There will be a total of 6 rounds of questions.

Gift Exchange

Everyone randomly draw a number to decide the order to draw a number representing a gift. For all the participants except the first person, after they draw a number, they can decide whether to 'steal' someone's number while they don't know what actually the number is. A person whose number is stolen have to draw a new number immediately. At last, everyone get the gift that has the same number with that he or she drawn.

Summary

The venue was chosen to be common room 5+6 because it was the usual place that we organize activities. The date of 21st December was the date that most of our members were available. The fee \$60 for members and \$70 for non-members were lower than those stated in the year plan due to there were some revenue.

For the meal, pizzas from Pizza Box, food from GRB and KFC were ordered. The reason for ordering food from GRB is that there may be some people that want to have some 'proper' meal.

For the games and gift exchange part, there were only 4 games in the party because we expected that the time for the gift exchange would be long and therefore the time for playing games was short. Several gifts were given out such as snacks, cups, and iron man T-shirt to try to make everyone happy and make the party more engaging. The games were chosen in the way that there are 'dynamic' and 'static' games. The method of gift exchange was designed to allow participants to have one chance to avoid some gifts that they may not want.

Evaluation

- The PIC of this function should be pushy and ask others to work on this function in a determined way as most of the people may not want to work at the end of the semester and the session.
- The games should be designed and tested as detailed as possible or there may be some argues about details of the game during the event between executive committee members and technical issues.
- The MC should prepare some ideas about how to fill the time gap when some technical issues or accidents happened.
- Things should be prepared earlier as there was not enough time for us to set up a counter.
- There were too much for the meal and the next session should not buy too much for that.

Annual Election

Person in charge: LAM, Tak On

Date: 28 Feb 2018

Time: 10:00 - 18:00

Venue: Atrium

Preparation

Date	Preparation Task	PIC
Late Dec - Early Jan	Formation of Election Board	LAM, Tak On
06 Jan	Notice of Formation of Election Board	LAM, Tak On
15 Jan	Publish Election Rules and Regulations & Application Form	LAM, Tak On
15 - 23 Jan	Nomination Period	LAM, Tak On
22 Feb	Notice of Election Day	LAM, Tak On
28 Feb	Election Day and Vote counting	LAM, Tak On
01 Mar	Notice of Provisional Results	LAM, Tak On
02 Mar	Confirmation of Official Results	LAM, Tak On

Summary

One nomination was received from Tesseract, which consists of 11 members. The polling started at 10:00 and ended at 18:00. The votes were counted at 19:00 on the same day. The turn-out rate was 54.9%. Tesseract was elected with 47 FOR votes, 1 AGAINST vote, 1 ABSTAIN vote, and 1 VOID vote.

Evaluation

- With reference to last year's experience, we have decided to announce the interim voting statistics during the polling with a neutral stance. The statistics were released every 2 hours in the IRE WhatsApp Group. It is recommended that this practice is kept for the coming years.
- The polling date was not confirmed until very close to the deadline stipulated by the Constitution. This was mostly due to the slow response from SU when we seek confirmation for availability of venue. It is recommended that the next session takes a more proactive approach and exerts more pressure on SU for such issues, as it is foreseen that SU would probably keep this kind of low administrative efficiency.
- It was reported that a member was found taking photos at the polling station. While no appeals were received for it, it is recommended that the next session be aware of such possibilities, and clearly inform the members of the forbidden actions at the polling station, including photo-taking.

Prepared by,



LAM, Tak On (20248359)

President,

International Research Enrichment Students' Society, HKUSTSU,

Session 2017-2018



(Society Chop)