

International Research Enrichment Students'  
Society, HKUSTSU, Session 2020 – 2021

# **Annual Report**

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## List of Activities

Date	Event	Location/status	PIC
Cancelled	Science Students' Joint- Societies Inauguration Ceremony	Cancelled	Chan Cheuk Kai Kevin
7 Jul 2020	Graduation Party	Golden Dragon Commercial Building	Woo Dorothy Hoi Shan
17 Aug 2020	Registration Day	Online; combined with Orientation Day	Choy Sin Hang Sonia
17 Aug 2020	Orientation Day	Online	Lau Ching Yan
7-21 Sep 2020	Orientation Week	Online	Lai Man Wai Katherine
Cancelled	Semester Commencement Dinner	Cancelled	Cui Zhenhao
Cancelled	Joint Science Singing Contest	Cancelled	Chan Cheuk Kai Kevin
29 Dec 2020	Sub-committee Function	Online; combined with Christmas Party	Lau Ching Yan
Cancelled	Ordering of Society Jacket	Cancelled	Lo Tsz Yu
26/28 Oct 2020	HKUST Science Research Sharing	Online	Siu Chi Wang Justin
Cancelled	Class Photo Taking	Cancelled	Cui Zhenhao
Cancelled	Alumni Congregation Photo Booth	Cancelled	Lo Tsz Yu
2 Jan 2021	New Executive Committee Information Session	Online	Lau Ching Yan
Cancelled	Annual Dinner	Cancelled	Choy Sin Hang Sonia
29 Dec 2020	Christmas Party	Online	Tsui Yuk Hang
26 Feb 2021	Annual Election	Online	Lau Ching Yan
1 <sup>st</sup> meeting: 14 Mar 2021	Annual General Meeting	Online	Lau Ching Yan

## Graduation Party

**Person in charge:** Woo Dorothy Hoi Shan

**Date:** 07/07/2020 (Tue)

**Venue:** 9/F, Golden Dragon Commercial Building, 522 Nathan Road, Yau Ma Tei

**Time:** 18:00-21:30

**Fee:** \$100 (graduates)/\$110 (other participants)

**Number of participants:** 30

### Preparation

Mid-June to late-June	Souvenir ordering
Mid-June to late June	Ask participants for availability using google forms
Late June to early July	Demonstrated games
Late May	Venue booking
5 Jul 2020	Food ordering (Pizza and other snacks)
7 Jul 2020	Decoration of the venue

### Summary

The game Mystery Phrase began before dinner, where members collected a piece of paper of a phrase they had to include in the conversation throughout the night. We ended the session 15 minutes later than expected due to some members being late to the party.

We ordered pizza from Paisano's for dinner, and prepared gloves and separate cutlery for disease prevention. In general, this part is smooth. During the dinner, a video created by us was played for entertainment.

After roughly 30 minutes, we held the game "Who is the Undercover" for two rounds, followed by a sharing by 4-5 graduates, the opening of time capsules and distributing souvenirs. The event officially ended by 21:30. Some graduates stayed for another 30 minutes for photo-taking, while the executive committee stayed for clean-up. The game "Press Conference" was cancelled due to time constraints.

### Review

Game demonstration is very important for allocating time. Due to some inaccurate assumptions during game demonstration, we are unable to approximate the duration of time for the game "Who is the Undercover" in an accurate manner. Also, the number of walk-in participants was larger than expected, hence causing the game to exceed our expected time limit. Due to the pandemic, the options of food we could serve while being hygienic was limited. However, the use of gloves and other sanitary items worked out well.

## Orientation Day

**Person-in-charge:** Lau Ching Yan Evita

**Date:** 17/08/2020 (Registration Day 2020)

**Venue:** Online (Microsoft Teams)

**Number of Participants:** 9 ExcOs, 33 Group leaders, 19 Freshmen

**Fee:** N/A

### Timeline

Date	Preparation task
Late Jul	Finalization of games
31 Jul	Recruitment of participants (Both group leaders and freshmen)
31 Jul – 17 Aug	Promotion through different channels
17 Aug	Orientation Camp
24 Aug	Encore event

### Timetable

Time	Activity
11:00 - 11:15	<ul style="list-style-type: none"><li>• Self-introduction by Executive Committee members</li><li>• Introduction to IRESS</li><li>• Self-introduction by participants</li><li>• Briefing of rundown</li></ul>
11:15 - 11:20	<ul style="list-style-type: none"><li>• Separate participants into smaller groups in breakout rooms (Games in each breakout room led by two or more Exco members)</li></ul>
11:20 - 12:45	<ul style="list-style-type: none"><li>• Participants play games in breakout rooms (gartic.io, Secret Hitler, Ox-head and One-night werewolf)</li></ul>
12:45 - 13:00	<ul style="list-style-type: none"><li>• All participants re-join main room</li><li>• Debriefing</li></ul>

### Games

Game	Game details
Pictionary	<b>Draw a picture of the word provided</b> <u>Players who draw:</u> -you can get higher marks if more people guess it right <u>Players who guess</u> -you can type your answer in the chatbox, with unlimited attempts -you can get higher marks if you take less time to get the answer There is a chatroom and you can vote to kick someone out of the room.
Secret Hitler	-There are 3 characters: Liberal, Fascist, Hitler -Basically, Fascists and Hitler are of the same party while all Liberals form the opposition party. Fascists' aim is to elect Hitler to be the Chancellor while Liberals have to prevent this

About the characters:

- When the game starts, you will be assigned with one of the characters
- In each round, there is one Hitler. The number of Fascists is shown in red while that of Liberals is shown in blue.
- A Liberal doesn't know who other liberals are
- A Fascist knows one another and who the Hitler is
- Hitler doesn't know who his fellow Fascists are

How to play:

In each round:

- A player becomes the President (all take turns to be the President)
- the President nominate another player to the Chancellor
- all players then vote for/ against the candidate
- pass if the majority vote yes. The President and the Chancellor are then elected
- if there are three unsuccessful votes in a row, a Fascist policy is automatically enacted
- if a person was president/chancellor in the previous round, he/she cannot be elected in the next round
- the President is given three Policy cards from the deck, either Fascist or Liberal Policy. Only the President can see the cards.
- the President has to discard one of them
- the remaining two policy cards are passed to the Chancellor. Again, only the Chancellor can see the cards
- the Chancellor selects one policy to enact.

Policy Peek (the eye):

Only the President can look at the top 3 cards from the deck without changing the order

Execute (the skull):

The President in that round chooses one player to execute. The identity of the executed player is not disclosed except when Hitler is executed.

How to win:

Fascists: 1) Enact 6 Fascist Policies or 2) Elect Hitler to be the Chancellor *after enacting 3 Fascist policies*

Liberals: 1) Enact 5 Liberal policies or 2) Kill the Hitler

Note:

- There are more Fascist policy cards than Liberal policies in the deck
- Last Chancellor cannot be elected again immediately in the next round
- frustrated populace: if the vote for chancellor fails three times, the top card of the deck will be enacted automatically

	<p>-Veto power: after 5 Fascist policies are enacted, instead of selecting one of the policies to enact, the Chancellor can veto the agenda with the President's consent. If so, all 3 policy cards are discarded.</p>
<p>One Night Werewolf</p>	<p><b>-Players vote to kill the Werewolf</b>  <b>-Only one night per round</b>  -Players are divided into the VILLAGER TEAM and the WEREWOLF TEAM  -Each player will be given a card of your ORIGINAL role  -There are 3 cards in the centre which are not assigned to any players  -Players perform their action following the order determined by their roles at night  -During the day, players will be given limited time to discuss  -When the time is up, each of you have to cast a vote for who to kill  -Be reminded that your role may be changed by others during the night and your final role determines whether you win (so better vote according to your final role if you can guess it)  -for villager team, kill any of the werewolf to win  -for werewolf team, survive together with your teammates</p> <p><u>Functions of different roles:</u>  <b>Werewolf:</b> know who the other werewolves are OR if you are the only werewolf, you can look at one of the card from the centre  <b>Mason:</b> Know other Mason  <b>Seer:</b> Choose a player and look at their card OR look at 2 of the cards from the centre  <b>Witch:</b> Look at one of the cards in the centre and swap it with the card of any player, including your own  <b>Troublemaker:</b> Swap 2 players' card  <b>Robber:</b> Swap your card with any of the players and look at the card you've got from that player  <b>Doppelganger:</b> Copy the role of any of the players  <b>Tanner:</b> Win if he/she is killed  <b>Insomniac:</b> Look at their final role</p>
<p>Ox-Head</p>	<p><b>Main objective: Each card has some ox-heads on it. Try to get as few ox-heads by the end of the game as possible</b>  <u>Basic flow:</u></p> <ul style="list-style-type: none"> <li>• Each player draws some cards</li> <li>• Before each turn starts, each player can choose one card they will use in the coming turn (you will not know what cards other players have picked)</li> <li>• Players will take turns and place their cards (rules are stated below), the order is decided by the number on the card they picked (from smallest to largest)</li> <li>• The game ends when all players have placed the cards they have drawn</li> </ul>

	<p><u>Rules:</u></p> <ul style="list-style-type: none"> <li>• At the centre, there will be 4 cards. (e.g. 10, 34, 58, 62)</li> <li>• Players are only allowed to place their chosen card in the row that has the largest number that is smaller than the number on their card (e.g. if your chosen card is 24, you will put it in the row with the card 10; if your card is 57, you will put it in the row with card 34)</li> <li>• If your designated row already has 5 cards on it, you must take all 5 cards and start a new row</li> <li>• If your chosen number is smaller than all the slots available (e.g. 2), you can choose any row you want and replace all the cards in that row with your own card</li> <li>• <b>The ox-heads on the cards you collected will count towards your total</b></li> <li>• <u>NOTE:</u> at the start of each round, you will only be able to choose from the cards you initially drew, not the ones you collected during the game</li> </ul>
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### Evaluation

This was the first ever online activity organized by IRESS, and the first time for many of us as well. It was in fact quite challenging and we (at least I personally) were rather worried about how effective the event would be, because there were plenty of unfriendly memes about online orientation camps at that time. We were well-prepared before the actual event, but if we could have rehearsed the whole event once, we would be able to find out the points that did not work and the event could have been delivered more smoothly and less awkwardly.

### Promotion

Attendance was one of our biggest concerns. Therefore, we exhausted all promotional channels that we could use to promote in order to attract as many participants (freshmen) as possible. Apart from our own social media channels, we have leveraged SU's resources (their website and Instagram for orientation event promotion) and asked for help from SSCI for more channels to reach the freshmen. SSCI agreed to help promote our event in their email to all IRE freshmen and allow all societies under SSCI to jump in the induction talks at the very end for a very short presentation to advertise our orientation activities. It turned out that the attendance (especially that of the freshmen) was quite good. If next year's orientation camp is (unfortunately) still held online, we suggest that the new cabinet try to leverage every possible channel to reach the freshmen, many of whom do not even know what IRESS is, rather than just stick to our own promotional platforms that inevitably draw a smaller audience.

### Delivery

The main issue here was the language used for the event. The reason why we decided to use English in the first place was that some international students had also registered for our orientation event. However, it turned out to be super awkward in the beginning of the event when everyone was in the main room. Luckily, after the self-introduction part, participants were assigned to different breakout rooms according to whether they are locals

or non-locals, so the group games could run more smoothly with a better vibe. We tried out all the games on our own before the event to make sure the games are suitable for the setting. If we could have rehearsed the flow of the whole event (without the games) with members not from our executive committee joining in to give comments from a different perspective, then we might have been able to find out this language issue. The next cabinet could also consider playing some group games other than Werewolves/Among Us, which people would have played in almost every single online gathering. They may feel bored playing the same games again and again.

## Orientation Week

**Person-in-charge:** Lai Man Wai Katherine

**Date:** 7-21 September 2020

**Format:** Online

**Fee:** Full membership – 1 year: \$30

– 2 years: \$60

– 3 years: \$90

– 4 years: \$120

**Annual Associate Membership fee:** \$40

## Preparation

Date	Preparation Task
12 Aug – 5 Sep	Design of society products
22 Aug – 30 Sep	Seek companies for society products
4 Sep – 5 Sep	Preparation of membership application form and society product order form
4 Sep – 21 Sep	Preparation of social media posts
7 Sep – 21 Sep	Orientation Week
7 Oct – 14 Oct	Ordering of society products
26 Oct – 6 Nov	Distribution of society products

## Rundown

At the start of the orientation week, the member registration form and society product ordering form were posted on social media and sent to the Whatsapp group. After the forms were received, an email was sent to members to notify them of the amount they had to pay and the payment method. We only accepted bank transfer to the society account. After receiving payment slips and confirming their payment to the bank account, a receipt was sent to them via email. In late October, emails were sent to notify members about product pickup. A counter was set up at LG5 for two weeks for members to pick up their products. Executive committee members took turns to be on duty at the counter.

## Summary

Due to the pandemic, the orientation week was held in online format. The online orientation week was held from 7-21 September. Due to online events being unfeasible in general, we stuck to promotion via social media. A total of 7 posts were published, including promotion of society products and trivia about our society. There are 34 new full members in total (4 who joined after the orientation week) and 6 associate members. This year, the products offered were new society T-shirts, society paper and computer bags (13"/15"), as well as 2019-20 society paper and ice towel. We also arranged for members to pick up products left behind from the previous year.

After accounting for the changes in orders (to be mentioned in detail below), a total of 31 T-shirts, 28 stacks of 2020-21 society paper, 12 computer bags, 10 stacks of 2019-20 society paper and 3 ice towels were sold. In addition, 2 members paid for the society jackets they ordered last year.

We did not seek any sponsorships for the event since we thought it was too difficult to gather members to fulfil their tasks under this situation.

## **Evaluation**

The confirmation of society products was delayed. We did not manage to provide samples for members to evaluate before the release of society products. The delay in design confirmation also led to a delay in order confirmation. In addition, problems with the ordering process (misunderstandings, the company suddenly stating that the product cannot be made, etc.) led to even more disruptions in the ordering process.

During the distribution of society products, we noticed that the pencil cases were missing and there were too few society jackets for distribution. As a result, we had to offer refunds or ask members to purchase another product while we considered their price differences.

Also, the computer bag turned out to be much larger than expected, which caused some members to change to the smaller size, causing an imbalance in the number of sales.

The overall situation was far from ideal. There should be a stricter deadline for design confirmation, and communication with companies have to be improved, so that details on the quantity, format and requirements were made clear from the start. It is better to get a sample from the company if time allows, to get an idea of how the product looks like.

Moreover, before the distribution of society products, it should be made sure that the required products are in stock before arranging for members to pick up their products.

Regarding the membership application form, a section can be added to recruit subcommittee members. Starting recruitment of subcommittee early could avoid delaying the subcommittee function due to not having enough subcommittee members.

## Research Sharing

**Person-in-charge:** SIU, Chi Wang Justin

**Date:** 26 and 28 October, 2020

**Time:** 19:30-21:15

**Venue:** Online (Microsoft Teams)

### Preparation:

Date	Preparation Task
3 Sep	Invite speakers
14 Sep	Finalize the date, time and arrangements and inform the speakers about the detail
Early Oct	Create posters
8 Oct	Upload promotion materials to social media. Send poster to DSTO for promotion through mass email in bi-weekly news
15 Oct	Promotion by DSTO in bi-weekly news
20 Oct	Remind members to join the event on social media and WhatsApp. Confirm arrangements with speakers. Ask speakers to share their PowerPoints with us.
26 Oct	Research sharing for Physics & Mathematics
28 Oct	Research sharing for Chemistry and Life Science

### Event Rundown (same for both 26 and 28 Oct):

Time	Rundown
Morning	Remind members about the event through WhatsApp
19:20-19:30	Start meeting and allow participants to join
19:30-20:15	Mathematics/Chemistry sharing session
20:15-20:30	Q&A session and Intermission
20:30-21:15	Physics/Life Science sharing session

### Evaluation & Suggestions:

The event ran smoothly overall, except that one of the speakers encountered problems in joining Microsoft Teams before the event. It is recommended to check the availability of equipment with speakers beforehand.

The time allocation can be designed more carefully. In one of the sessions, there was insufficient time to address every participant's question and ended in a hurry in order to start the next session on time; while in another session, the speaker ended early, which caused the next session to start a bit earlier. It is recommended to estimate the duration for each session by collecting the presentation materials beforehand and prepare more questions to fill up excess time.

## Christmas Party and Sub-Committee Function

**Person-in-charge:** Tsui Yuk Hang Arnold

**Date:** 29th December 2020

**Time:** 20:00-23:00

**Venue:** Online (Microsoft Teams)

**Number of participants:** 44

### Preparation

Date	Preparation Task
04 Dec	Ask sub-committee members to start preparing for games
08 Dec	Finalize the date, time and venue of the Party
21-29 Dec	Online registration
23-24 Dec	Run a trial and finalize the detail of the game
29 Dec	Christmas Party

### Rundown

Time	Description
20:15-21:30	Big group games (werewolves)
21:30-22:30	Small group games (Secret Hitler, Among Us, Card against to Humanity, one-night ultimate werewolves)
22:30-23:00	Lucky draw

### Game Description

Game	Description
Werewolves	Participants are divided into two sides with different identities. Each round has two phases - day and night. During the day, the villagers discuss who they think is guilty; during the night, players may use special powers and the werewolves kill a person. These cycles will continue until one side wins.
Secret Hitler (Webpage game)	Participants are divided into two sides, the liberal and fascists, and one will be Hitler. Each round, one participant will be chosen as the president; they can nominate another participant as Chancellor. All participants have to vote either "yes" or "no" to the proposal. After the election, the president will pass 2 policy from 3 to the Chancellor and the Chancellor will choose one. These cycles will continue, and some special scenarios occur once a threshold has been reached. The game will end when one side meets the winning.
Among Us (Mobile game)	Participants are divided into two sides, the crewmates and imposters. Crewmates will be assigned a number of tasks and their winning condition will be either to finish all tasks or find out all imposters. Imposters can kill the crewmates, sabotage the vital systems and covertly travel through vents. The imposter wins if they have killed all crewmates. A meeting can be held by pressing the emergency button or dead bodies found. In the meeting, participants can communicate and gather information to find the imposter.

Cards against Humanity (webpage game)	Participants will be given 10 cards with different words or phrase. In each round, a participant will be chosen as the “Card Czar”, which will draw a question card out. Other participants are required to fill in the blank by their cards. The Card Czar will then choose what they think is the best answer, and the corresponding participant will gain one mark. After each round, participants draw the number of cards they used.
One-night Ultimate Werewolf (webpage game)	Participants will be assigned an identity. Then in the first night, they will use their ability in order based on their rule. After the first night, players directly enter discussion time, to find out who are the werewolves. At the end, each participant votes the werewolves out to win and the werewolves need to mislead others to keep themselves alive.

### **Lucky Draw**

There were 3 gifts offered, and lots were drawn at the end of the party. The first and second gifts were two masks inside an iPhone box. The third gift was a phone case from Lorak Institution. Participants’ names were drawn out at random using a lucky draw website. Gifts were later sent to the prize winners.

### **Summary**

Due to the pandemic, we chose to hold the event online. The date of 29<sup>th</sup> December was a week after the final exams, which gave both us and the sub-committee enough time to prepare, and did not interfere with our Christmas holiday activities.

During the party, participants were divided into small groups for them to feel more comfortable. In total, 4 games were prepared and participants chose the game they wanted to play in each group. All games were prepared and held by the subcommittee members.

### **Evaluation**

This year’s Christmas Party is special as it was held online. Like last year, we also did not have sufficient time for the sub-committee to hold another event before or after the Christmas Party. In the future, we suggest that the subcommittee function be held in mid-/late November.

## New Executive Committee Information Session

**Person-in-charge:** Lau Ching Yan Evita

**Date:** 2-1-2021

**Time:** 2100-2330

**Venue:** Online (Microsoft Teams)

**Number of participants:** 10 participants, 9 excos

**Fee:** N/A

### Preparation

Date	Preparation tasks
28-12-2020	Asking subcommittees for their availability
28-12-2020 – 2-1-2021	Invite more freshmen to join the Information Session
2-1-2021	Information Session (Info Session) Exco members explained roles and duties of different positions with the help of a PowerPoint.

### Summary

After the Christmas Party, which was merged with the Subcommittee, we asked the subcommittee members for their availabilities for the Information Session. When the date was settled, we reached out to more freshmen other than the subcommittee members to join the session, to let them know more about becoming an executive committee member and the Society itself.

During the event, around 10 freshmen showed up in the Teams meeting. We started off by wrapping up the Christmas Party with a subcommittee debriefing. We asked each of the subcommittee members to talk about their feelings towards the event and what they have learnt. Then we moved on to the main part of the event, with a PowerPoint slide prepared beforehand. We gave them a brief description of the duties of the Executive Committee of IRESS and the benefits of becoming an executive committee member. After the brief overview, we took turns to introduce the duties of our own position. We encouraged them to ask questions and raise their concerns in the event. The event was ended when there were no further questions.

### Evaluation

We believe that we could have been made the event of more interactive, engaging with a virtual setting by not just asking them to listen to us talking about the positions, but also their comments and opinions. Otherwise, other arrangements were quite good. We agreed that notes should be prepared when excos talk about their duty to better illustrate. However, we do not think that hardcopies should be provided to each participant, even for physical setting. Instead, sharing the PowerPoint slide to the freshmen via WhatsApp or other channels will suffice.

## Annual Election

**Person-in-charge:** Lau Ching Yan Evita

**Election Date:** 26 February 2021

**Time:** 00:00 - 2359

**Venue:** Online (Qualtrics)

### Timeline

Date	Preparation task
31 Jan	Formation of Election Board
6 Feb	Notice of Nomination Period, publish Election Rules and Regulations & Application Form
8 Feb – 16 Feb	Nomination Period
17 Feb	Closure of Nomination Period and announcement of candidates for the Annual Election; Announcement of Election Rules and Regulations
19 Feb	Trial run for the Annual Election
20 Feb	Notice of Election Day
26 Feb	Election Day
27 Feb 00:00	Vote Counting and notice of Provisional Results
27 Feb	Confirmation of Official Results

### Summary

Due to the pandemic, we were not able to carry out physical polling for the Annual Election. However, we understand that online system for polling may contain bugs if we do not carefully check and test it. Therefore, we decided to hold a mass trial run to openly test out the system, which has already been meticulously checked by the executive committee, and also to collect feedback from all members to ensure the voting process goes smoothly and the system is user-friendly. In the mass trial run, we had around 40 full members participating and we did not receive any complaints from members about the system. During the actual election, the Election Board reported the voter turnout every two hours. At the very beginning of the Election, a member told us that the link to the survey for polling was not a clickable hyperlink in the email when he checked out the email. We reacted immediately by checking among ourselves to see if this happened to everyone. We found out that this problem happened whenever people open the email with a browser instead of the Outlook App, since we used the mail merge function in Office to mass send the emails. We then notified everyone by sending an announcement in the WhatsApp and Signal group chats to ensure the voting process was still smooth and easy to access. In the end, the Annual Election was successfully carried out, with the results as follows:

Number of full member(s) : 105

Number of responses received: 82

Number of invalid responses: 0

Total number of votes received: 82

Overall voter turnout rate: 78.10%

Number of FOR votes: 76

Number of AGAINST votes: 2

Number of ABSTAIN votes: 4

Number of VOID votes: 0

Within 24 hours after the provisional results were announced, no complaints or appeals for the results were received. The results were then deemed the official results automatically. Irenovatus was elected as the new cabinet for the year 2021-2022.

### **Evaluation**

This was the second time the Society used online platforms for the Annual Election polling. We knew we had to learn from past experience to make sure the election runs well and all the conditions written on the Constitution for the election are observed. Therefore, we started working on the voting system earlier in order to reserve time for debugging if needed, or even for developing another one ourselves if the original one did not work out. Also, we carefully checked the system among ourselves even the trial run. After multiple rounds of testing, we were glad that the Annual Election ran smoothly, with a high turnout of 78.10%.

For the new cabinet, we suggest them to also conduct a trial run before the actual election, if physical polling is still not feasible, and the voting system is adopted to make sure the voting process is quick and easy, yet abides by the Constitution.

## **Cancelled events**

Due to the COVID-19 pandemic that lasted throughout the Session 2020-2021, face-to-face classes were suspended for most of the past year, and the Congregation for the Class of 2020 was moved online. There were also a number of restrictions on gatherings and dining in restaurants placed by the government. It was also difficult to distribute products, given the lack of in-person classes and many members' reluctance to come to campus. Hence, regrettably, the following events were cancelled: Science Students' Joint-Societies Inauguration Ceremony; Semester Commencement Dinner; Joint Science Singing Contest; Ordering of Society Jacket; Class Photo Taking; Alumni Congregation Photo Booth; and the Annual Dinner. We hope that as the pandemic situation improves, campus life will gradually return to normal soon.