

International Research Enrichment Students' Society

Hong Kong University of Science & Technology

Students' Union

Session 2015 – 2016

Proposed Year Plan

Contents

A. Information about IRESS, HKUSTSU	3
B. Proposed Executive Committee members	4
C. Proposed Activities	5
I. Schedule	5
II. Spring 2015 Activity Details	6
1. Class Photo Taking	6
2. Joint Science Inauguration Ceremony	8
3. Graduation Party	10
III. Fall 2015 Activity Details	15
1. Registration Day	15
2. Orientation Camp	17
3. Semester Commencement Dinner	37
4. Orientation Week	39
5. Joint Science Singing Contest	40
6. HKUST Senior Science Student Sharing	41
7. Subcommittee function	43
8. Ordering of Society Jacket	44
9. New Executive Committee Information Session	45
10. Annual Dinner	46
11. Christmas Party	48
12. Annual Election	51
13. Annual General Meeting	52

A. Information about IRESS, HKUSTSU

<p>Rationale</p>	<p>International Research Enrichment (IRE) Program is a four-year study track offering students an early opportunity to nurture their research abilities in addition to discipline-specific knowledge in regular science programs. On the other hand, Molecular Biomedical Sciences (MBMS) Program is an elite three-year education developing students into future researchers in the fields of genetics, biochemistry and cell biology. With respect to the emphasis on research that the two programs commonly share, one of the main purposes of the IRESS, HKUSTSU is to provide information and support for both MBMS and IRE students whose career plans are focused on scientific research. In addition, IRESS, HKUSTSU also aspires to facilitate communication between the School of Science and its students.</p> <p>Our society is transformed from the Molecular Biomedical Sciences Students' Society (MBMSSS), HKUSTSU in 2013. Therefore, our members consist of both MBMS and IRE students. With the valuable experience and advice of senior MBMS students, and the vitality of IRE students, the future of the IRESS, HKUSTSU is bright and cheerful.</p>
<p>Mission</p>	<ul style="list-style-type: none"> a. To promote friendship and the coordination among its members. b. To promote social, cultural and science interests among its members; c. To provide welfare to its members; and d. To promote the unity and sense of belonging of the members. e. To develop its own style, spirit and traditions. f. To communicate with the Faculty members of IRE and MBMS. g. To promote teamwork among IRE and MBMS members. h. To increase research experience sharing.
<p>Background</p>	<p>The transformation of International Research Enrichment Students' Society (IRESS) from Molecular Biomedical Sciences Students' Society (MBMSSS), HKUSTSU, was in response to a new program named International Research Enrichment (IRE) in HKUST. IRE was first launched in 2013 under the School of Science. Many resources have been allocated to IRE students for their research opportunities. In order to maximize the resources available to each student, the size of this program is kept at a minimal.</p>

B. Proposed Executive Committee members

Position	Name (Chinese)	Name (English)	Department/ Program	Nickname	Student ID	ITSC
President	陳永健	Chan Wing Kin	SSCI (IRE)	Henry	20277087	wkchanaj
Internal Vice President	陳兆聰	Chan Zhao Cong	SSCI (IRE)	Tom	20266076	zcchan
External Vice President	潘樂雅	Poon Lok Nga	SSCI (IRE)	阿樂	20268919	Inpoon
Financial Secretary	陳承昌	Chan Shing Cheong	SSCI	Benjamin	20263969	scchanah
Promotion Secretary	呂明康	Lui Ming Hong	SSCI (IRE)	ABC	20275558	mhluaia
Academic Secretary	申益尊	San Yik Chuen	SSCI (IRE)	Eric	20275845	ycsan
	鍾炫坤	Chung Yin Kwan	SSCI (IRE)	Alex	20279487	ykchungac
General Secretary	廖明慧	Liaw Ming Wai	SSCI (IRE)	Rachel	20275314	mwliaw
Marketing Secretary	李卓朗	Lee Cheuk Long Frank	SSCI (IRE)	Frank	20128664	clleeae
	梁倬維	Leung Cheuk Wai	SSCI (IRE)	倬維	20265072	cwleungah

C. Proposed Activities

I. Schedule

Date	Function	Venue	PIC
22 April 2015	Class Photo Taking	Sundial	Yin Kwan Chung
4 May 2015	Joint Science Inauguration Ceremony	TBC	Lok Nga Poon
A day between 31 May 2015 and 3 June 2015 (TBC)	Graduation Party	Common Room 5+6	Ming Wai Liaw
12 August 2015	Registration Day	Atrium	Ming Hong Lui
Mid-August 2015 (TBC)	Orientation Camp	HKUST Campus and Hall	Wing Kin Chan
First week of Fall Semester 2015	Semester Commencement Dinner	TBC	Zhao Cong Chan
September 2015 (TBC)	Orientation Week	Atrium	Shing Cheong Chan
Mid-October 2015, November 2015	Joint Science Singing Contest	Heat: TBC Final: Atrium	Lok Nga Poon
The week of 26 October	HKUST Senior Science Student Sharing	TBC	Yik Chuen San
October - November 2015	Sub-committee Function	TBC	Zhao Cong Chan
October - November 2015	Ordering of Society Jacket	N/A	Ming Hong Lui
November 2015	New Executive Committee Information Session	TBC	Wing Kin Chan
20 November 2015 (TBC)	Annual Dinner	Chinese Restaurant (南北)	Frank Lee Cheuk Long
21 December 2015 (TBC)	Christmas Party	Common Room 5+6	Cheuk Wai Leung
TBC	Annual Election	TBC	Wing Kin Chan
Within three weeks after the confirmation of result of Annual Election	Annual General Meeting	TBC	Wing Kin Chan

II. Spring 2015 Activity Details

1. Class Photo Taking

i. Details

Person-in-charge	Academic Secretary—Yin Kwan Chung
Date	22 April 2015
Venue	“Circle of Time” – The Red Bird Sundial Sculpture at HKUST
Time	1500-1600
Objectives	<ul style="list-style-type: none"> a. To provide an opportunity for MBMS students, IRE students and faculty members to gather together and take photos b. To reinforce a sense of belonging among MBMS and IRE students and faculty members c. To keep a record of current MBMS and IRE students and faculty members
Target	<ul style="list-style-type: none"> a. MBMS and IRE students b. MBMS Alumni c. Faculty members of MBMS and IRE d. Society members
Benefits	To reinforce a sense of belonging among MBMS students, IRE students and faculty members
Expected number of participants	<p>27 IRESS members</p> <p>5 faculty members</p>
Photo distribution method	An email will be sent to IRESS members. Members can choose which photos they want to purchase. A reply slip will be included in the email for purchasing the photos. Photos will be distributed individually before or during the graduation party. All members will receive a free 4R group photo with a picture frame.
Arrangement for bad weather	The function will be postponed for one week if needed. Location will be changed to outside Art Hall if the function has already been postponed once.

ii. Work Schedule

Date	Description
1 March	Check for members' availability on the proposed period by Whatsapp; Check for faculty members' availability on the proposed period by email
3 April	Check for members' availability on the proposed timeslot by Whatsapp
9 April	Confirm poster design, print and put up posters
12 April	Invite all participants and photographer by email
15 April	Book the venue
20 April	Send a reminder to all participants and photographer
22 April	Day of event
24 April	Finish photo-editing
25 April	Send a message (through email and Whatsapp) to all participants, with softcopy or the access link of the photos and a reply slip for ordering the photos
27 April to 30 April	Set up counter to collect money for ordering the photos

iii. Rundown

Time	Description
1430	(1) Set up the venue (2) Meet the photographer
1500	Take the photos in the following order: <ol style="list-style-type: none">Year 3 and Year 4 students, ProfessorsYear 2 students, ProfessorsYear 1 students, ProfessorsMBMS Alumni, ProfessorsAll participantsFree shots

2. Joint Science Inauguration Ceremony

i. Details

Person-in-charge	External Vice President—Lok Nga Poon
Date	4/5
Time	Cocktail Session: 1830-1900 Ceremony: 1900-2200 (TBC)
Venue	LT-B
Rehearsal Date	25/4
Objective	<ul style="list-style-type: none"> a. To familiarize professors and Science students' societies in HKUST with our newly formed Science students' societies cabinets b. To reinforce the bond between Science students' c. To develop the cooperative spirit, bonding and friendship among science students' societies
Target	Guests and representatives of other science students' societies
Expected number of participants	Approximately 320 (Not only from IRESS)
Assigned field	Promotion

Division of Labour

Coordination	<ol style="list-style-type: none"> 1. Do general coordination 2. Call and hold the meeting 3. Prepare agenda and minutes 4. Prepare the agreements 5. Set deadlines for preparatory tasks 6. Recruit, interview and allocate tasks of helpers and MCs 7. Prepare MC script 8. Prepare rundown 9. Book venues
--------------	---

	<ol style="list-style-type: none"> 10. Book yellow wall 11. Book the banner of the 1/F or 2/F 12. Book E-Board 13. Prepare the rehearsal 14. Prepare content of booklet 15. Transport refreshment and cocktails
Financial Secretary and Marketing	<ol style="list-style-type: none"> 1. Find sponsors 2. Prepare sponsor list 3. Pre-order refreshments and cocktails 4. Prepare flower corsage 5. Make a financial budget 6. Make a financial report 7. Keep all the receipts 8. Keep the deposit 9. Prepare proposal of subsidy
Decoration	<ol style="list-style-type: none"> 1. Decorate venue of the ceremony 2. Decorate reception and refreshment table 3. Decorate microphone 4. In charge lighting 5. In charge sound effect 6. In charge slideshow
Promotion	<ol style="list-style-type: none"> 1. Design and publish poster 2. Design and publish booklet 3. Design and publish sign board 4. Design and publish banner 5. Design and publish seating card 6. Design and publish road sign 7. Design E-Board 8. Design invitation card, thank you card 9. Design envelop

	10. Design the name tag
Invitation and Reception	<ol style="list-style-type: none"> 1. Organize guest list 2. Publish the name tag 3. Draft content, typesetting and publish invitation card 4. Draft content, typesetting and publish thank you card 5. Draft content, typesetting and publish envelop 6. Send invitation email and phone calls reminders for guests 7. Prepare seating plan 8. Arrange the reception

3. Graduation Party

i. Details

Person-in-charge	General Secretary—Ming Wai Liaw
Date	A day between 31 May 2015 and 3 June 2015 (TBC)
Venue	Common Room 5+6
Time	1700 - 2100
Objectives	<ol style="list-style-type: none"> a. To honor the graduating MBMS class of 2015 by consolidating all members in rejoicing their feat in achieving this milestone b. To provide an opportunity for the prospective graduates to get together with each other and with junior members of IRESS before graduation
Target	<ol style="list-style-type: none"> a. Prospective Spring 2015 graduates of MBMS b. Students of IRE c. Other members of IRESS d. Alumni of IRESS
Benefits	To reinforce a sense of belonging among MBMS students, IRE students and faculty members
Expected number of participants	<p>Graduates: 12</p> <p>Others: 23</p>
Participation Fee	Graduates: \$100

	Others: \$130
--	---------------

ii. Schedule

Date	Description
3 April	Check for members' availability on the proposed period by Whatsapp
15 April	Confirm poster design (with venue left blank)
20 April	Send invitation emails to professors and members Print and put up posters
27 April to 30 April	Set up counter for member enrolment
1 May	Book the venue
6 May	Confirm decoration Confirm graduation card design Confirm souvenirs for graduates Prepare slideshow Prepare game materials
8 May	Buy decoration materials Test the games Order souvenirs for graduates
11 May	Confirm attending professors list <i>Remark: Attending professors can choose either attending the dinner and sharing section only or attending the whole event.</i>
25 May	Order food Print graduation cards
29 May	Remind participants and professors
1 June	Day of the event

iii. Event Rundown

Time	Description
1600-1700	Decorate and set up venue
1700-1730	Reception; Pick up food <i>Remark: Reception Desk with graduation cards for each graduate will be set up. All participants are invited to sign and write on the graduation cards.</i>
1730-1830	Games (Teams are divided at random)
1830-1930	Dinner
1930-1940	Clean up
1940-2000	Time capsule opening
2000-2045	Sharing by professors and graduates
2045-2055	Photo taking
2055-2130	Free time
2130	Clean up

iv. Games Description

Game	Description
Popsicle-stick-race (15mins)	<ol style="list-style-type: none"> 1. Hold a popsicle stick with the player's teeth at one end and then put loads (such as sweets and coins) at the other end of the stick. 2. The player needs to walk from the starting point to a designated point as quickly as possible while balancing the load on the stick. 3. If the load falls off the stick, the player needs to return to the starting point and start over. 4. In each round, 2 players from each team will play the game. 5. The team with the quickest player wins the round. 6. There will be 4 rounds in total. Each round uses different loads and is played by different players.
Beach-ball-challenge (25mins)	<ol style="list-style-type: none"> 1. Each player from a team takes turn to strike a beach ball with a bat. 2. The aim is to hit all 9 panels of a 3x3 target with the ball.

	<ol style="list-style-type: none">3. The team that finishes the task most quickly wins the game.4. Each team has a maximum of 6 minutes to finish the task.
Pictionary (20mins)	<ol style="list-style-type: none">1. 2 players from each team need to draw out a target item using a 1-metre long marker.2. The rest of the team needs to figure out what the item is.3. Each team will receive the same target at the same time.4. The team that figures out the answer most quickly wins the round.5. The game will continue for 10-15 rounds.

III. Fall 2015 Activity Details

1. Registration Day

i. Details

Person-in-charge	Promotion Secretary — Ming Hong Lui
Date	12 August 2015
Venue	Atrium
Time	TBC
Objectives	a. To establish an early contact network with freshmen for a smooth Registration Day b. To provide information about the university to freshmen c. To promote the IRESS Orientation Camp to freshmen d. To clear any doubts in freshmen's mind
Expected number of participants	12
Remarks	Ask other science societies not to admit IRE freshmen into their O-camp Most Executive Committee members have UROP in summer semester

ii. Schedule

Date	Description
27 July – 2 August	Confirm counter design – Counter name and banners
3 - 9 August	Prepare Orientation Camp overview and forum posts
3 - 7 August	Contact professors or staff in School of Science for IRE student list, IRE student registration time slots, school orientation date and time and, if possible, student contacts. Also request for a small time slot at the end of school orientation for IRESS promotion.
9 August	Post in Little Soldier Forum, Hong Kong Golden Forum, Uwants and open a Facebook group to contact students who have enrolled in the program <i>Remark: Include way to our counter in the posts</i>
10 - 11 August	Search and contact as many incoming IRE students as possible. Inform them of and invite them to the IRESS counter.
11 August	Set up counter
12 August	Day of event

iii. Division of Labour

Time	Station	Activity	No. of Exco members
27 July – 2 August	Common Room 4	Prepare promotional materials for counter	8
27 July – 2 August	N/A	Prepare forum materials	2
11 August	Counter	Set up counter	3
12 August	Atrium and Bus stops	Search for freshmen with banner	5
	Concourse	Search for freshmen with banner	3
	Counter	Station at counter for Orientation Camp promotion	2
	TBC	Orientate freshmen	10

2. Orientation Camp

i. Details

Person-in-charge	President—Wing Kin Chan
Date	Mid-August 2015 (TBC)
Venue	HKUST Campus and Hall
Objectives	<ul style="list-style-type: none"> a. To familiarize freshmen with university life, especially in the aspects which are unique to IRE students b. To promote unity among IRE freshmen c. To help freshmen plan their university life through sharing by senior members of IRESS d. To provide opportunities for freshmen to get to know students from various science departments
Target	<ul style="list-style-type: none"> a. All IRE freshmen and interested persons b. Members of IRESS
Benefits	<ul style="list-style-type: none"> a. Freshmen will be more familiar with HKUST campus b. Facilitate bonding between freshmen and existing members
Expected number of participants	<p>Leader: 10</p> <p>Freshmen: 12</p>
Participation Fee	<ul style="list-style-type: none"> a. Freshmen: \$400 b. Executive Committee members and other members: \$350 c. Spy: \$350
Remarks	Ask other science societies not to admit IRE freshmen into their O-camp

ii. Timetable

	Day 1	Day 2	Day 3
0900 – 0915		Breakfast	Pack up
0915 – 0930			
0930 – 0945			
0945 – 1000		Theme Game Part II “Rookie Training”	Breakfast
1000 – 1015			
1015 – 1030			
1030 – 1045			
1045 – 1100			
1100 – 1115			
1115 – 1130			
1130 – 1145			
1145 – 1200		Lunch	Joint-Science Mass Game (TBC)
1200 – 1215			
1215 – 1230	Introduction to IRE by Programme Coordinator		
1230 – 1245	Ice Breaking (UST)		
1245 – 1300			
1300 – 1315			
1315 – 1330	Theme Game Part III “Intel Gathering”		Turtle Back
1330 – 1345			
1345 – 1400			Travel to Clear Water Bay
1400 – 1415			
1415 – 1430			
1430 – 1445		Ice Breaking (Beach)	Dismiss
1445 – 1500			
1500 – 1515			
1515 – 1530			

1530 – 1545	Team Creation				
1545 – 1600					
1600 – 1615	Team-Based Games (Beach)				
1615 – 1630					
1630 – 1645					
1645 – 1700					
1700 – 1715					
1715 – 1730					
1730 – 1745					
1745 – 1800					
1800 – 1815		Clean up		Dinner	
1815 – 1830					
1830 – 1845	Travel to HKUST campus				
1845 – 1900		Theme Game Part IV “Final Encounter”			
1900 – 1915					
1915 – 1930	Reclaim luggage & Check in				
1930 – 1945					
1945 – 2000	BBQ			Theme Game Part V “The Resolve”	
2000 – 2015					
2015 – 2030					
2030 – 2045					
2045 – 2100					
2100 – 2115					
2115 – 2130		Small Talks (Individual) Sharing & Time Capsule			
2130 – 2145	Theme game I “Introduction”				
2145 – 2200					
2200 – 2215					
2215 – 2230					
2230 – 2245	Demonstrate IRE Cheers for				
2245 – 2300	Joint-Science Mass Game				
2300 – 2315	Room Game				
2315 – 2330	(Optional)		Free Time		

iii. Meal Arrangements

Day	Meal	Arrangement
Day 1	Dinner	BBQ
Day 2	Breakfast	Takeaway meal from McDonald's
	Lunch	Takeaway meal from Ebenezer's
	Dinner	LG7 (Golden Rice Bowl)
Day 3	Breakfast	LG7 (Golden Rice Bowl)

iv. Ice-breaking games (UST) (60 minutes)

Title	Details/ Rules	Estimated Time
Burn the Firecracker (燒炮仗)	<ol style="list-style-type: none"> The first player needs to tell others his/ her name. The next player needs to repeat all the previous players' names and also announce his/ her name. The pattern repeats for every player until everyone's name is said at least once. 	10 minutes
A Dollar and Fifty Cents (一蚊五毫)	<ol style="list-style-type: none"> The group of players are labeled with '1 dollar' or '50 cents' by a dichotomous characteristic (e.g. glasses-wearing, gender, etc.) The host will announce a reasonable amount of money, and the players need to form groups so that the amount is met exactly. The players who are singled out lose. 	15 minutes
Forest fire (森林大火)	<ol style="list-style-type: none"> The host can give out one of the three commands: "forest fire", "squirrels relocate" and "tree-cutting". The host must first give out the command "forest fire", which requires all players to either be a tree 	15 minutes

	<p>or a squirrel living under the tree. The tree is formed from two players holding each other's hands up in a house-like fashion. The squirrel must squat under the tree.</p> <ol style="list-style-type: none"> 3. For "squirrels relocate", all squirrels must relocate to another tree while players being trees need to remain in their original position. 4. For "tree-cutting", players acting as trees need to move around to form a new tree housing a new squirrel. All squirrels remain in their position during the process. 5. The number of players must be $3n$ (excluding the host). Once the host has given the command, he/she will join the players such that a player will be left behind. That player will become the new host to give another command. 	
<p>Catch the paper plane!</p>	<ol style="list-style-type: none"> 1. All players will line up and turn sideways. Each player will have a paper plane with their name on it. 2. Players need to fly their planes and catch a paper plane which is <i>not</i> theirs. 3. One executive committee will act as the 'catcher' to take away one paper plane so that one player will have no paper plane after each round. He/she will then become a 'catcher', replacing the committee member. 4. The planes are then returned to their owners, and another round begins. 5. The game ends when 5 or less people remain in the game as 'non-catcher'. 	<p>20 minutes</p>

v. Ice-breaking games (beach) (60 minutes)

<p>‘Smack’ the fool (扑傻瓜)</p> <p>-</p>	<ol style="list-style-type: none"> 1. The players need to form two concentric circles so that to each person (say A1) in the inner circle, there is a corresponding player in the outer circle (say B1). 2. One person will run around in the region between the two circles. 3. The game starts by one person in the outer circle (B1) yelling the name of another player (A2) in the inner circle. The player corresponding to A2, namely B2, needs to immediately yell the name of another player in the inner circle, and the game repeats. 4. The game terminates when one person fails to call another’s name or does not react quick enough. The person who fails will get “smacked” by the person between the circles. 	<p>15 minutes</p>
<p>Don’t miss it</p>	<ol style="list-style-type: none"> 1. Players will be divided into 2 groups 2. Every player shall come up with a type of fruit which will be used as their labels. 3. The first person who throws the beach ball upward shall call out another player’s label simultaneously. The player who gets called need to use their hands to bounce the ball back up before it hits the ground. He/she also needs to call out another player’s label simultaneously. 4. The pattern repeats until a player misses the ball. The one who misses the ball can shout “freeze!” and all other players shall not move afterwards. He/she may then throw the ball towards any player. However, that player cannot move his/her legs while doing so. The one who gets hit by the ball loses one point. If no one is hit, that player who throws the ball loses one point. 5. A player will be out after he/she loses three points. 	<p>15 minutes</p>

	6. The game continues until there is only one person left in the field.	
Hula hoop relay -	<ol style="list-style-type: none"> 1. Players are divided into two teams and they will stand in two different lines. For the team, each player needs to stand shoulder by shoulder, and everyone in the same line needs to link their hands with people next to them. 2. A hula hoop will be given to the first person in the line, and they need to figure out how to transport the loop down the line without letting go others' hands. If the chain is broken, that team needs to start again. 3. The team who successfully transfers the loop from one end of the line to the other faster wins. 4. The game can be made more challenging by starting with two hula hoops on two ends of the line. 	15 minutes
Shape shifters	<ol style="list-style-type: none"> 1. Players will be divided into two teams. 2. Two long wires/elastic strings will be tied to their ends to form two circles. Players in a team will stand along the circle evenly and raise the circle waist-high. Without anyone letting go of the circle, the team needs to form different shapes as commanded by the host (e.g. star, rectangle). The faster team wins. 3. The game can be made more challenging by blindfolding everyone. 	15 minutes

vi. Team beach games (2 hours)

Title	Details/Rules	Estimated Time
Sand sculptures	<ol style="list-style-type: none"> 1. Players are divided into two groups, and members of each group stand in a line. 2. The name of an object will be given to the first person, who shall “sculpt” that object using only 	15 minutes

	<p>sand and water.</p> <p>3. The second to last person shall guess what the object is by looking at the sculpture and then sculpt a new one.</p> <p>4. The pattern repeats until it comes to the last person who will need to guess what the object it. A point will be awarded to the team who guesses correctly and the fastest. If neither of the team guesses correctly, no point shall be awarded.</p>	
The handicapped being kidnapped	<p>Players will be divided into two groups and every player will be designated a type of physical handicap (e.g. immobilized, blindness etc.) and their movement will be restricted accordingly.</p> <p>Task 1: Each team needs to transfer a bucket brimming with water from a starting point to finishing point. However, the one who is carrying the water can only rely on others for transport and cannot touch the ground. The water level in the bucket cannot be lower than a specific level, otherwise the team will be asked to start over. The fastest team wins.</p> <p>Task 2: Each team will have around 5 blind people and the rest cannot use their hands. Each team will be required to construct a sea turtle out of sand based on a given picture. The team that constructs the turtle with higher resemblance wins.</p>	20 minutes
Channel the water	<p>1. The two teams are required to dig a channel to transfer a given bucket of water from one given location to another. Each teams will be given some materials (e.g. newspaper, plastic table cloth) to prevent loss of water.</p> <p>2. The teams can carry out as many trials as possible</p>	15 minutes

	<p>within a time limit before the formal contest.</p> <p>3. The team that transfers the most water is the winning team.</p>	
Attack on sand castle	<ol style="list-style-type: none"> 1. Players are divided into two teams, each of which will receive a bucket for obtaining and storing water. 2. Each team will be given 5 minutes to construct their sand castle on a plate out of ONLY ONE bucket of water and unlimited amount of sand. The castle will be required to be of at least some fixed height tall. 3. The teams will then be given 1 minute to beautify their castle, the team whose castle is deemed more beautiful by a judge is given extra 5 seconds to use water gun to shoot down the opposite team's castle. 4. Next, the MC will ask one question and the teams are required to answer it within 10 seconds. Team(s) that answer(s) correctly will be given 5 seconds to shoot the other's castle. This repeats until we have run out of questions. 5. The team who manages to shoot the other's castle below a reference height first is declared winner. If neither team manages to do that, we will compare heights of the castles and the team with a taller castle is declared winner. 	20 minutes
The n th Pineapple Bun (菠蘿包 n 號)	<ol style="list-style-type: none"> 1. Two groups will stand in two different lines, back to back. Each person in one row is assigned a number (1, 2, 3 etc.), and the same number is given to the corresponding person in the other line. 2. Different objects will be buried in different designated regions. Players whose number is called by the host need to come out as quickly as possible to dig up an object from one specific region. The 	10 minutes

	<p>fastest one win and the corresponding team gets a point.</p> <p>3. However, the player can only come out when his number is called as “pineapple bun number n”; instead of the single number “n”. Player who reacts wrongly will cause 1 point being deducted from his/ her group. The group with the most points wins.</p>	
Football (with beach ball)	<ol style="list-style-type: none"> 1. A field similar to a football field will be drawn, along with two goals on opposite sides. 2. The rules are similar to that of football. 3. The team with higher score wins. 4. Should there be a tie; extra 5 minutes shall be given. 	20 minutes
Water balloon toss	<ol style="list-style-type: none"> 1. A field will be drawn and divided among two groups of player; a line which the groups cannot cross will be drawn. 2. Prepare water balloons and place them in containers (e.g. bucket) at different location. There shall be several locations for which only the ones who get hit may obtain water balloons (see next bulletin point). 3. Every group can only hold up to 3 balloons at any time. Players may toss the balloons to people of the other group; those who get hit are required to leave the “battlefield” and may only stand behind and outside region of the opposite teams. However, they may “snipe” their enemy and if they land a successful hit, the ones that get hit are out. 4. Repeat until every member of one group is out. 	20 minutes

vii. Theme Game (Team Based)

The Theme Game is centered on a conflict between two national secret agent services trying to retrieve a high-end technology from HKUST and uncover the secrets behind. It will adopt a role-playing game (RPG) system involving items, stats and quests.

The story-driven theme game consists of four main parts: **Introduction**, **Rookie Training**, **Intel Gathering** and **The Resolve**.

The **Introduction** session is designated to prepare players both mentally and physically for the intensive theme game in the second day. It includes series of competitive games where the team's performance will contribute to their starting stats, or the level of ease to solve puzzles on the second day. The teams' roles, objectives and the RPG system will also be explained in this session.

The **Rookie Training** session is a refined version of campus hunt revolving around the seafront areas. Teams will go to different checkpoints to accomplish tasks. With the ability to redeem rewards through task completion, players will be able to get familiar with our RPG system, which plays a vital role for the rest of the day.

During **Intel Gathering**, the teams will be assigned to gather pieces of important details to piece together the plot through accomplishing different "quests", which are located in different parts of the Academic Building and the University Center. Quests are triggered depending on the teams' locations and possessions. The more intelligence they gather, the better the resolve will be. Throughout this session, arranged or random encounters may occur to increase interaction between the teams.

The final part of the theme game, **The Resolve**, will start with a puzzle solving game. Then players will explore the southern parts of the campus extensively, battling the rival team and the Ex-cos for the climactic ending.

Introduction (60 minutes)

Title	Details/ Rules	Estimated time
Warming Up	<ol style="list-style-type: none"> 1. Teams are required to complete a series of tasks: spinning in circles, push-up in a loop, walking with tied feet and hopscotch. 2. Points are awarded depending on the completion time. 	8 minutes
Balloon Volleyball	<ol style="list-style-type: none"> 1. A net with large slits will be set up. Two to four balloons will be given to each team, who stand on opposite sides of the net. 2. Teams will need to hit the balloons through 'good' slits to the other side, avoiding the 'bad' slits or letting the balloons reach the ground in their territory. 3. A point is awarded to the opponent for a team's passes through 'bad' slits and for each balloon that touches the ground. 	15 minutes
Charades	<ol style="list-style-type: none"> 1. Two members from each team are given a word. 2. They will need to convey the meaning of the word to their own team without speaking. 3. One point will be given to the faster team making the correct guess. 	10 minutes
Fibbage	<ol style="list-style-type: none"> 1. The host asks a tricky fill-in-the-blank question. 2. Everyone writes down what they think is the most probable answer and gives it to the host. 3. The written answers are screened and transcribed, and the correct answer is added. 4. Each player chooses from the many answers the answer of their choice. 5. Two points are awarded to the correct guess, and 	20 – 30 minutes

	one point to the liar for each player who fell for the 'fib'.	
--	---	--

Rookie Training (60 + 45 minutes)

Task completion (60 minutes)

Checkpoint	Task(s)	Scoring
BBQ site II Shoe Architect	Limited amount of adhesive tape and newspaper will be distributed. Teams need to form a supporting structure atop the BBQ stoves within three minutes. Then in one minute they need to put as many shoes on it as possible without it falling.	Use as little resources as possible and put the most number of shoes on the stove.
Footballer Statue Shuttlecock-go-round	The team decides how many members to send out to attempt the challenge. The members will need to make two complete passes of shuttlecock without it touching the ground. The team can restart indefinitely for a better score.	The more members put forth, the higher the score.
Tennis courts Hula Hoop Pass	All members form a circle, holding hand in hand. They will need to pass a hula hoop across without breaking the circle within three minutes. (Can be attempted more than once)	The more complete passes they can complete, the better the score.
Swimming pool Shout Out Loud	The team is split into two squads and each squad stands at the end of the bridge link. One squad will shout out a script in 30 seconds. Then the other will need to answer questions related to the script in one minute. (Can be attempted more than once)	The more correct answers, the better the score.
Seafront restaurant What's on the Menu?	The team will need to memorize the menu on the seafront restaurant. Ex-co will wait at the front door and ask questions about the menu (e.g. the	The more questions answered correctly, the better the score.

	cost, number of dishes etc.). When the first question is asked, a countdown of three minutes begins. Game ends when time is up.	
Hall VII carpark Mix it up	Paper license plates will be hidden in the carpark. Teams will need to find them and Ex-co will ask questions requiring the teams to use the alphabet or numbers.	In five minutes (including finding time), the score will be the number of questions successfully answered.
Hall III garden Flower Fever	Upon arrival, ex-co will provide botanical pictures to the team. The teams will then need to locate the plant species within the garden.	The more species they can identify, the higher the score.

Special Game (45 minutes)

Title	Details/ Rules	Estimated time
Baseball	Similar to the baseball rules, the game will replace the baseball with a wiffle ball so that the range is shorter.	30 minutes

Intel Gathering (285 minutes)

Arranged Encounters

Title	Details/ Rules	Estimated time
<p>Arranged Encounter I</p> <p>Airdrop</p>	<ol style="list-style-type: none"> 1. Players will stick A4 size labels on their back individually; if player's label is detached from their back, it counts as the death of the player and he/she needs to be removed from the game. 2. The moderator will announce the locations of "airdrops", which include important Intel or perks, one at a time. 3. Teams need to locate the airdrop and obtain it before the opponent does. 4. Teams may adopt offensive or defensive approach; rushing to the destination to retrieve the "airdrop" and waiting in position to launch an assault on the enemy team are strategies teams may use. 5. The acquired airdrop(s) will be added to their inventories. 	<p>30 minutes</p>
<p>Arranged Encounter II</p> <p>King of the Hill</p>	<ol style="list-style-type: none"> 1. Five enclosures will be marked on Café area, balcony, car park, Sci/Home and Barn B. 2. The game starts with both teams gathered outside LT-A, calibrating their watches with 5 Ex-co. 3. The two teams will need to send people to each enclosure to 'capture' it. 4. An enclosure is said to be 'captured' by team A when team A has more people than team B at that enclosure at that given moment. 5. Captures and re-captures can occur indefinitely over the course of the game, as long as there are enough people to support it. People are free to run around to overwhelm the opposing team at different enclosures. 6. The goal is to capture as many enclosures as possible at the same time, and hold it as long as possible, especially 	<p>30 Minutes</p>

	<p>when they are about to be 'scored'.</p> <p>7. At each :00 mark, stationed Ex-co will give one point to the team that captures the stationed enclosure. Five seconds before each scoring, the Ex-co will give a countdown.</p> <p>8. The game ends at 10:00, after the tenth scoring has occurred. The teams will then gather, and the one with more points will receive a reward.</p>	
--	--	--

Random Encounter

<p>Photo Duel</p>	<ol style="list-style-type: none"> 1. The game is initiated whenever one team spots another during Intel Gathering. 2. When one team spots another, they can take a photo of the other and post it to the big Whatsapp group with at least one of the names of the people in the photo. Doing this causes the opposing team to be 'sniped', and will lose an Item of the winner's choice. (Items with no Point value are invalid targets) The 'sniper' will get the Item (if able). 3. If both team spot each other at the same time, the faster one wins (determined by posting time). 4. Quality of the photo is not concerned, as long as the figures are discernible. HQ will have the right to final judgement. <p><i>*After each Duel, there will be a 10-minute refractory period.</i></p>
-------------------	---

Final Encounter

Title	Details/ Rules	Estimated time
Water Extraction	<ol style="list-style-type: none"> 1. A large square (5 m x 5 m) will be marked on the floor. Paper cups filled with water will be placed inside the square. 2. Each team will need to use the provided materials to transfer the water from the cups to their own bottle without physically entering the square. 3. After 10 minutes, volume inside the bottles will be counted and points will be awarded accordingly. 	18 minutes
Dodgeball	<ol style="list-style-type: none"> 1. The first round of dodgeball is standard-timed (3 minutes). 2. Afterwards, three to four more rounds will be played, each a different variant. Teams get points according to remaining players in the field after each round. <ol style="list-style-type: none"> A. Bouncy – the hit is counted only if the ball bounced at least once. B. Jumpy – the hit is counted only if the ball is thrown mid-air. C. Quick-fire – players who hold the ball for longer than 3 seconds lose. D. Bullet – the ball cannot be caught by in-field players. 	16 – 20 minutes
Animal Chess	<ol style="list-style-type: none"> 1. A hierarchy of animals will be explained to the teams. The stronger animal can defeat all the weaker ones, while the weakest one can defeat the strongest. 2. Each team will be given all the animal roles to be distributed among the members. 3. Players will try to ‘tag’ members of the other 	15 minutes

	<p>team and reveal their roles for comparison. The loser is knocked out.</p> <p>4. The 'tagging' continues until one team is completely knocked out.</p>	
--	--	--

viii. Work Schedule (Main event)

Date	Description	Person-in-charge
1 May - 31 July	Seek sponsorship <i>Remark: Confirm arrangement for jointly seek sponsorship with other societies</i>	Cheuk Wai Leung Frank Lee Cheuk Long Lok Nga Poon
Mid April	Recruit leaders	Wing Kin Chan
27 April to 30 April	Set up counter to collect fee from leaders	Wing Kin Chan
Mid June (TBC by OAC)	Confirm date of orientation camp	Lok Nga Poon
Once the date of orientation camp is confirmed	Send invitation email to IRE programme coordinator	Yik Chuen San
Late June (TBC by OAC)	Confirm hall rooms and venue	Lok Nga Poon
Mid July (TBC)	Confirm arrangement for joint science mass game Confirm event rundown	Lok Nga Poon
Mid July	Prepare game materials	Zhao Cong Chan
Mid July	Test the games and beach day	Wing Kin Chan
Late July	Briefing section for leaders	Wing Kin Chan
31 July	Confirm poster design	Ming Hong Lui
7 August	Booking for meals <i>Remark: Confirm whether changes in number of person can be made</i>	Zhao Cong Chan
11 August	Print and put up poster	Ming Hong Lui
12 August	Recruit freshmen	Wing Kin Chan/ Zhao Cong Chan
3 days before camp	Confirm checklist for participants Send checklist to participants	Zhao Cong Chan
1 day before camp	Prepare all materials needed Decoration and set up venue	Wing Kin Chan/ Zhao Cong Chan
Mid-August (TBC)	Days of event	

ix. Work Schedule (Camp T-shirt)

6 July – 13 July	Confirm whether both 2 kinds of camp T-shirts will be ordered jointly by all Science societies Quotation for ordering orientation camp T-shirts	Lok Nga Poon Frank Lee Cheuk Long
13 July	Confirm orientation camp T-shirt design 1 type for Leader 1 type for Freshman	Ming Hong Lui
20 July	Order orientation camp T-shirt	Frank Lee Cheuk Long

x. Work Schedule (Camp book)

24 July - 31 July	Quotation for printing camp booklet	Yin Kwan Chung
31 July	Confirm camp booklet design	Ming Wai Liaw
7 August	Print camp booklet	Yin Kwan Chung

3. Semester Commencement Dinner

i. Details

Person-in-charge	Internal Vice President—Zhao Cong Chan
Date	First week of Fall Semester 2015
Venue	TBC
Time	1800 onwards
Objectives	a. To reunite freshmen and leaders after the orientation camp b. To develop and strengthen friendship among participants in the orientation camp and other members of IRESS c. To provide a platform for students to share their experience
Target	IRESS members
Fee	\$60 per participant

ii. Schedule

Date	Description
24 August	Start contacting members for their available time slots through WhatsApp, email and phone call
27 August	Reserve tables Confirm poster design
28 August	Print and put up posters
1 day before the event	Remind participants
TBC	Day of event

iii. Event Rundown

Time	Description
1800 – 1815	Gather at counter, 2 Executive Committee members leave for restaurant
1815 – 1845	Leave for restaurant
1845 onwards	Dinner

4. Orientation Week

i. Details

Person-in-charge	Financial Secretary—Shing Cheong Chan
Date	September 2015 (TBC)
Venue	HKUST Atrium
Objectives	<ul style="list-style-type: none"> a. To develop a sense of belonging among members through promoting the society's products b. To recruit new members <ul style="list-style-type: none"> 1. Member recruitment (Membership fee: \$120) 2. Sub-committee recruitment c. To sell society-related items <ul style="list-style-type: none"> 1. Society T-shirt 2. Society paper
Target	All science students, especially IRE students
Remarks	Welfare packs will be distributed

ii. Schedule

Date	Description
1 May – 31 July	Seek sponsorship for welfare pack <i>Remark: Confirm joint sponsorship seeking with other societies</i>
13 July	Confirm society T-shirt and paper design
20 July	Order the society T-shirt and paper
7 August	Send email and WhatsApp messages to current members to check the number of members who are interested in society products
28 August	Confirm poster design
1 week before orientation week (TBC)	Print and put up posters Package sponsored products
1 day before orientation week (TBC)	Set up counter and decoration

5. Joint Science Singing Contest

i. Details

Person-in-charge	External Vice President—Lok Nga Poon
Date	Heat: Mid-October Final: November
Venue	Heat: TBC Final: Atrium
Objectives	<p>a. To offer a stage for students from School of Science to show off their talent in singing</p> <p>b. To establish and strengthen the bonding between Science students</p> <p>c. To develop the cooperative spirit among science students' societies</p> <p>d. To provide a fruitful extracurricular life to students from School of Science</p>
Target	All students from School of Science

6. HKUST Senior Science Student Sharing

i. Details

Person-in-charge	Academic Secretary—Yik Chuen San
Date	The week of 26 October
Venue	TBC
Language	English
Objectives	<p>a. To let students who want to pursue further studies and research careers know more about</p> <ol style="list-style-type: none">1. How to gain research experiences as an undergraduate student here in HKUST.2. How to plan for a career in research. <p>b. To promote IRESS to students from School of Science.</p>
Target	All students from the School of Science
Expected number of participants	40
Participation Fee	Free

ii. Schedule

Date	Description
13 April	Send event proposal to the Office of Academic Advising and Support under the School of Science <i>Remark: Request for SCIE1000 selective activity</i>
4 September	Confirm list of speaker (one from each of Mathematics, Physics, Chemistry and Life Science) Confirm time and date
11 September	Prepare guiding questions and suggested topics to speakers
21 September	Confirm poster design
28 September	Book a venue for the event
5 October	Print and put up posters Confirm thank-you card design
12 October	Send invitation email to IRESS members Invite the Office of Academic Advising and Support under the School of Science to send an invitation email to science school students
1 week before the event	Remind speakers Print thank-you card
TBC	Day of event

iii. Event Rundown

Time	Description
1300-1310	Put up road signs
1400	The sharing section begins
1400-1410	Self-introduction from the speakers: Nickname and research interests
1410-1450	Individual sharing by each speaker on suggested topics
1450-1500	Take questions from the audience (Optional)
1500-1505	Promote IRESS to the audience
1505-1530	Participants may leave or talk to the speakers

7. Sub-committee function

i. Details

Person-in-charge	Internal Vice President—Zhao Cong Chan
Date	October-November 2015
Venue	TBD by sub-committee members
Time	TBD by sub-committee members
Objectives	<ul style="list-style-type: none"> a. To recruit and train potential Executive Committee members b. To build up relationship and sense of belonging among freshmen c. Provide a leisure activity to members
Target	New IRESS members
Benefits	<ul style="list-style-type: none"> a. Sub-committee members will establish a good relationship with one another b. Sub-committee members will acquire a variety of skills required to become an Executive Committee member c. Sub-committee members will get to know the operation of related school offices, which is important if they become a part of the Executive Committee.
Remarks	<ul style="list-style-type: none"> 1. The whole function would be organized by the sub-committee. The person-in-charge would play a role as mentor to provide information about event management and organization in HKUST. 2. After the function, an evaluation meeting will be held by the person-in-charge.

ii. Schedule

Date	Description
First week of orientation period	Recruit sub-committee members during orientation week
The week of 21 September	First meeting between the person-in-charge and the sub-committee Further meetings will be arranged
Within 2 weeks after the event	Evaluation meeting
TBC	Day of event

8. Ordering of Society Jacket

i. Details

Person-in-charge	Promotion Secretary- Ming Hong Lui
Date	October-November 2015
Objectives	a. To develop a sense of belonging among members through promoting the society jacket
Target	IRESS members
Benefits	To reinforce the sense of belonging to IRESS

ii. Schedule

Date	Description
19 October	Confirm society jacket design
23 October	Confirm poster design
26 October	Order samples for jackets Print and put up posters Send email to IRESS members to promote the society jacket <i>Remark: set up a google form for members to fill in</i>
9-13 November	Set up counter to confirm order and collect society jacket fee
16 November	Order the society jackets
25-27 November	Collection of society jacket

9. New Executive Committee Information Session

i. Details

Person-in-charge	President—Wing Kin Chan
Date	November 2015
Venue	A classroom in HKUST
Objectives	a. To introduce the history and mission of our society b. To share our experiences of being an Executive Committee member c. To introduce the procedure of becoming an Executive Committee member d. To recruit new potential Executive Committee members
Target	IRESS Members
Benefits	Potential Executive Committee members will gain a clear understanding about the obligation of each post

10. Annual Dinner

i. Details

Person-in-charge	Marketing Secretary—Frank Lee Cheuk Long
Date	20 November, 2015 (TBC)
Time	6:30 p.m. to 9:45 p.m.
Venue	Chinese Restaurant (南北)
Objectives	a. To strengthen relationship and sense of belonging among student members and teaching staff of School of Science b. To reinforce communication between student members and teaching staff of School of Science
Target	IRESS members, MBMS Alumni, faculty members of IRESS
Expected number of participants	35 members, 6 faculty members
Participation Fee	\$160

ii. Schedule

Date	Description
26 October	Send invitation email to professors
26 October	Confirm poster design, print and put up posters Remark: Include payment procedure and application method in posters
26 October	Prepare game materials and gifts
2 November	Send invitation email to all society members Remark: Include payment procedure and application method in email
2 November	Book tables in the restaurant Remark: Confirm whether changes in number of person can be made
2 November	Confirm decoration design Test the games
4 November	Buy decoration items
9-13 November	Set up counter to receive participation fee

18 November	Confirm number of participants Confirm menu and booking of the restaurant
19 November	Send a reminder to all participants through email, WhatsApp and phone.
20 November	Day of event

iii. Event Rundown

Time	Description
1700 – 1830	Decoration of venue
1830 – 1900	Reception and welcoming
1900 – 2030	Dining
2030 – 2100	Games <ol style="list-style-type: none"> 1. Guess who I am – a particular person’s photo is zoomed in to a certain specific part of his/ her body, and others are required to figure out who that person is with that enlarged photo. 2. Guess the song – the MC draws out a certain person who will sing an assigned song using only the word “IRE”, and the rest need to guess what the song is.
2100 – 2115	Lucky Draw
2115 – 2140	Photo taking
2145	Clean up

11. Christmas Party

i. Details

Person-in-charge	Marketing Secretary—Cheuk Wai Leung
Date	21 December, 2015 (TBC)
Venue	Common Room 5+6
Objectives	a. To consolidate and maintain bonds between IRESS members b. To celebrate Christmas
Target	Members of IRESS
Benefits	To reinforce a sense of belonging among IRESS members
Expected number of participants	35
Participation Fee	\$80

ii. Schedule

Date	Description
18 November	Confirm poster design
20 November	Print and put up posters (with venue to be confirmed) Send invitation email to IRESS members
23 November	Book venue
25-27 November	Set up counter to collect participation fee from members
11 December	Confirm decoration design
14 December	Confirm the number of participants, order food Prepare game materials, decoration materials and gifts
18 December	Rehearsal, test the games
19 December	Send reminder to all participants <i>Remark: Each participant should prepare a gift of \$30-50 for exchange</i>
21 December	Day of event

iii. Event Rundown

Time	Description
1600-1730	Decorating the venue
1730-1745	Reception
1745-1845	Games
1845-2000	Dinner and snacks
2000-2030	Gift Passing
2030-2040	Photo taking
2040-2130	Free time
2130	Clean up

iv. Games

Title	Details/Rules	Estimated Time
Catch the Bugs	<ul style="list-style-type: none"> - Participants will sit in a circle reaching their hands to the neighbor sitting next to them - A short story will be read aloud - Once a chosen word is read, participants have to draw their right hand back and use their left hand to grab the right hand of the one sitting on the left - This game ends when 3-4 stories are read 	10 minutes
Measure Word	<ul style="list-style-type: none"> - Participants will sit in a row or a circle - Someone will be the first to suggest a noun - The one who sits next to him should give a correct classifier and then propose another noun. - The next one will give a corresponding classifier and so on - It ends when someone cannot continue 	10 minutes
Gifts Stacking	<ul style="list-style-type: none"> - Participants will be divided into groups - Each groups have to stack up as many gifts without collapsing 	5 minutes

	<ul style="list-style-type: none"> - The gifts stacked up within a time limit will be awarded to the groups 	
Minute to Win It	<ul style="list-style-type: none"> - Some games from 'Minute to Win It' will be played - Such as Movin' On Up, Tilt-A-Cup, Floatacious 	20 minutes
Santa's Hat Says (back-up game)	<ul style="list-style-type: none"> - Questions related to Christmas will be asked - Members will put on their Santa's hat or take it off to indicate whether they agree with the statement 	10 minutes
Gifts Passing	<ul style="list-style-type: none"> - A game for gift exchange - Gifts prepared by each member will be collected at the beginning of the party. - All participants will sit in a circle - With music playing, 2 to 3 gifts will be passed along the seats. After certain time, the music will stop and those holding a gift will take it. - Those who have already received a gift will leave their seats - Passing process will continue until all gifts are distributed 	15 minutes

12. Annual Election

i. Details

Person-in-charge	President—Wing Kin Chan
Date	TBC
Venue	TBC
Objectives	<p>a. To form a new cabinet consisting of the nominated Executive Committee members of the next session to succeed the current one.</p> <p>b. Allow a new cabinet of the IRESS to be voted for</p>
Remarks	<p>a. Nominated Executive Committee members of the next session shall form a nominated cabinet and an Election Board will be formed</p> <p>b. Polling will be conducted on the election day</p> <p>c. The result of the election will be announced by the Election Board.</p> <p>d. The result will be released within 24 hours by email</p>

ii. Schedule

Date	Description
28 December, 2015	Confirmation of Election Board and announcement to member by email
8 January, 2016	Nomination starts
25 January	Confirm time of promotion period and the Election Day
27 January	<p>Nomination ends</p> <p>Post official notice and send emails about the details of the Election Day</p>
TBC	Day of event

13. Annual General Meeting

i. Details

Person-in-charge	President—Wing Kin Chan
Date	Within three weeks after the confirmation of Annual Election result
Venue	HKUST Campus
Objectives	a. To review the current session of the Executive Committee b. To inaugurate the next session of the Executive Committee c. Anything else as required by the Constitution
Remarks	a. The Annual General Meeting will start if the quorum required by the Constitution is fulfilled. b. Minutes of the previous AGM, as well as Annual Report and Annual Financial Report from the current Executive Committee Session shall be received and adopted. c. Honorary Members of the previous session will be proposed and voted for. d. The result of the Annual Election of the nominated cabinet of the next session will be adopted. e. The Year Plan and Financial Budget of the new session will be received and adopted.

ii. Schedule

Date	Description
22 February	Confirm the date, book the venue
7 March	Prepare agenda for the meeting, invite all members
TBC	Day of event

Society Chop

Chan Wing Kin (20277087)

SSCI (IRE) Year 1

President of the Elected Cabinet,

International Research Enrichment Students' Society

HKUSTSU,

Session 2015-2016