

Agenda

Central Committee Meeting #6 – 30 October 2020

Time : 16 30

Venue : Zoom

1. Procedural Matters
 - 1.1. Acknowledgement of Indigenous Owners
 - 1.2. Official Welcome
 - 1.3. Attendance
 - 1.4. Apologies
 - 1.5. Adoption of Agenda

2. Confirmation of Previous Minutes
3. Matters Arising from Previous Minutes
 - 3.1.1. CCM #5

4. Proposals
 - 4.1 Customised Goods 2021

5. Reports
 - 5.1. Pixelate your ImagiNATION

6. Other Business

7. Next Meeting



Unconfirmed Minutes

Central Committee Meeting #5 – 16 October 2020

Date : 16th October 2020

Time : 16 30

Venue : Zoom

1. Procedural Matters

1. Acknowledgement of Indigenous Owner

2. Official Welcome

3. Attendance and apologies

- Late - Aaron JOHANNES, Michelle LEE, Christine MOORE
- Leave early - Akshaya RAMAKRISHNAN

Motion 1

Move that Standing Orders be adopted for CCM #5 at **16:33 pm.**

Mover : Elisha CHUNG

Secunder : Putri SHAFIRA

CARRIED without contention.

4. Adoption of Agenda

Motion 2

Move that the Agenda for CCM #5 be adopted.

Mover : Akshaya RAMAKRISHNAN

Secunder : Adrian SO

CARRIED without contention.

2. Matters Arising from Previous Minutes

3. Confirmation of Previous Minutes

Motion 3

Move that the minutes of CCM #4 be accepted and confirmed as a true and accurate record.

Mover : Kezia PRANATA

Seconder : Stefan MARBUN

Motion carried.

Motion 4

Move that the Get Certified! Proposal 2020 be accepted.

Mover : John DUAN

Seconder : Aaron JOHANNES

Motion carried.

Motion 5

Move that the ISA Discord Proposal 2020 be accepted.

Mover : Michelle LEE

Seconder : Mohammed GOLWALA

Motion carried.

Motion 6

Move that the ISA Gifts Incentives Proposal 2020 be accepted.

Mover : Thong NGUYEN

Secunder : Jun Cheng WOO

Motion carried.

Motion 7

Move that the International Buddies Report 2020 be accepted.

Mover : Steven HADINATA

Secunder : Whitney CHEN

Motion carried.

Motion 8

Move that the Professional Mingle Report 2020 be accepted.

Mover : Eric SHI

Secunder : Jason LI WAN PO

Motion carried.

Motion 9

Move that the Get Trivial with UMSU International Report 2020 be accepted.

Mover : Kezia PRANATA

Secunder : Joshua DUBAR

Motion carried.

Motion 10

Move that the ISA Induction Report 2020 be accepted.

Mover : Usaamah FAZAL

Secunder : Adrian SO

Motion carried.

5. Other matters

Motion 11

Move that Standing Orders be suspended at 18:09 pm.

Mover : Jun Cheng WOO

Secunder : Elisha CHUNG

Motion carried.

Motion 12

Move that CCM #5 be adjourned at **18:10 pm.**

Mover : Angela DJAJA

Secunder : Cecilia LEE

Motion carried.



UNIVERSITY OF MELBOURNE STUDENT UNION INTERNATIONAL

 **UMSUINTL** *Care for, Act for, Stand for International Students*

Prepared by,

**Haolan Liang
Secretary 2020/2021
UMSU International**

**Customised Goods 2021 Proposal
Central Committee Meeting - Friday 30th Oct 2020**

1. Introduction

This proposal covers the customised goods to be ordered for the whole of Semester 1, 2021. Since we expect on-campus events to be allowed by then, albeit on a smaller scale, it would be a great opportunity to support students through giveaways for the brand awareness of UMSU International. These items would be distributed on events such as Summerfest Carnival Day, Exam Pack Giveaway, and as prizes for games. The list also includes goods for the committee and ISAs.

2. Expenses

Items	Quantity	Price per unit (\$)	Price (\$)
Stickers	500	0.28	140
Hoodies for giveaways	18 (x6 for each size S,M,L)	48	864
Keychain	500	1.80	900
Plastic bottles	250	3.50	875
Coffee cups	250	3.50	875
Caps	500	4.50	2250
Reusable face mask	250	2.30	575
Cotton tote bags	250	4.10	1025
Committee hoodies	37	43	1591
Committee shirts	37	14.8	547.6
ISA shirts	85	13.8	1173
Total (inclusive of delivery, not including GST)			10815.6

The expenses will be covered under the budget allocated to the Media & Communications department.

3. Conclusion

This tentative list was made knowing that the whole committee would have various opinions on which items to keep and which to discard. Therefore, feel free to give any comments or suggestions on this so that the list can be cut down, if necessary. Me and the Media & Communications team would be happy to explain our reasons for including any of the above items in the list.

Prepared By,

**STEFAN MARBUN
Media & Communications Director 2020/2021
UMSU International.**

Pixelate Your ImagiNATION Report Central Committee Meeting - Friday 30th Oct 2020

1. Introduction

This final report concludes the Pixelate Your ImagiNATION event which occurred from the 1st of October to 11th of October 2020. The aim of this virtual activity is to encourage students to develop and unleash their creativity, while exchanging interesting cultures of their countries through pixel art creation.

2. Objectives

- To allow students to discover cultures from other countries through pixel art.
- To increase the awareness and knowledge of the uniqueness of different countries' icons through pixel art.
- To allow students to unleash their creativity during the pandemic, providing them with a source of relaxation.
- To allow international students who are unable to travel home an opportunity to reconnect with their home countries.

3. Event Details

Coordinators : Andi XU, Michelle (Shuet Yi) LEE

Duration : 30 September - 17 October 2020

Time : -

Platform : Facebook, Google Form

Budget : \$350

Manpower : 2 Coordinators

Target audience : 50 in the first round

3.1. Event Format

Pixelate Your ImagiNATION is an event which requires students to utilise Excel Spreadsheet or Google Sheets to create pixel arts based on the theme proposed.

A pixel art template together with instructions for making a copy of the template would be given in the description of the Facebook event post. Participants will post their pixel arts onto the Facebook event page and each participant can receive a maximum number of 3 entries, with criteria listed below in 3.3.

3.2. Theme

Their art pieces should revolve around their home country.

Theme: National flower/animal (choose 1)

3.3. Lucky Draws

Participants will be screened based on:

- the quality and clarity of the visual representation of their pixel art (it has to look like a flower or an animal)
- a size standard of utilising at least a quarter of the 100x100 cells, while utilising a minimum of 6 colours
- only 1 submission will be accepted from each per participant

Only participants who pass the minimum criteria are eligible to participate in the lucky draw. Each participants' number of entries will be based on:

- Submission of artwork and a reference picture which the participant used, together with a brief description in the caption: 1 entry
- Including a reference picture which the participant used: 1 entry
- including a process picture or timelapse: 1 entry

Participants' names will be listed into a random generator, which will decide the lucky draw winners.

3.4. Prospective Event Timeline

	Activity	Details
	Publicise event and release the theme	Include event hashtag and view-only Google spreadsheet/excel file template for students to use
	Open submission	Monitor Google form for submission. Stop receiving submissions at 11:59 pm on 10th Oct.
	Determine lucky draw winners and announce lucky draw winners*	Determine lucky draw winners using a random generator. Contact the winners and allow winners to respond within 24 hours to claim the prize.

* due to the lack of participants, all 15 participants received the gift card from us.

4. Budget Allocation

Items	Budget (\$)	Actual amount (\$)
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Winners (gift cards):		
Lucky draw (\$15 x20)	\$300	\$225
Miscellaneous (FB boost, etc.)	\$50	-
TOTAL	\$350	\$225
Budget Surplus	\$125	

As there were only 15 eligible submissions, only 15 gift cards of \$15 were given out, which led to the budget surplus.

5. Publicity

Publicity for the event was done through Facebook, Instagram, ISAs and UMSU newsletters. The main marketing channel was Facebook, with an event page set up one day prior to the submission period for the pixel art. In total, 34 people responded to the event. Submissions from the participants were posted progressively in batches as a form of publicity.

Besides that, a time-lapse video of pixel art was made and posted onto both the event page on Facebook and UMSU International's Instagram page. ISAs who shared the event on their social media also received publicity hours.

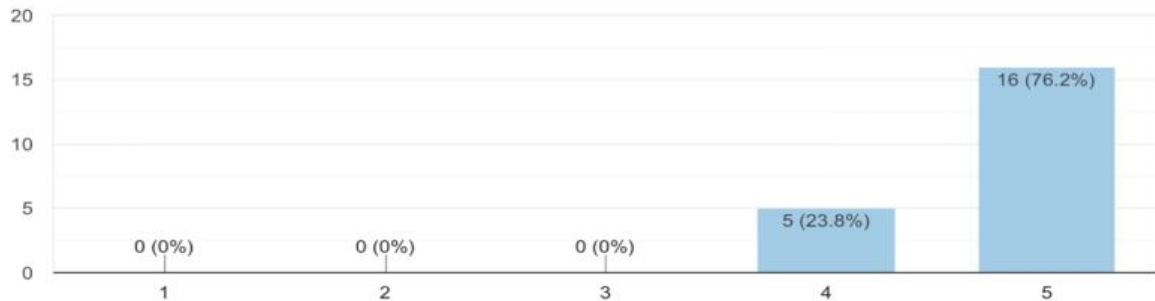
6. Feedback

Since the feedback is included in the submission form, feedback from all participants were collected.

6.1 Feedback statistics

On a scale of 1 to 5, how much did you enjoy the pixel art event?

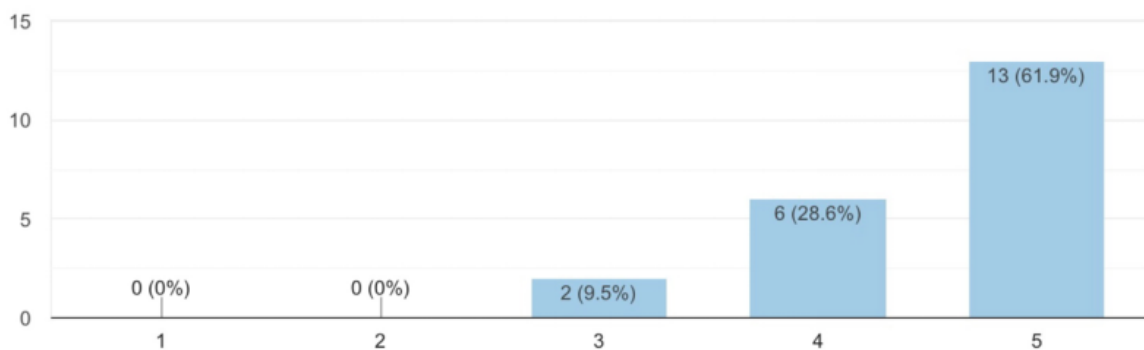
21 responses



- The event achieved an average score of 4.75 for this section.

On a scale of 1 to 5, how therapeutic did you find the pixel art event?

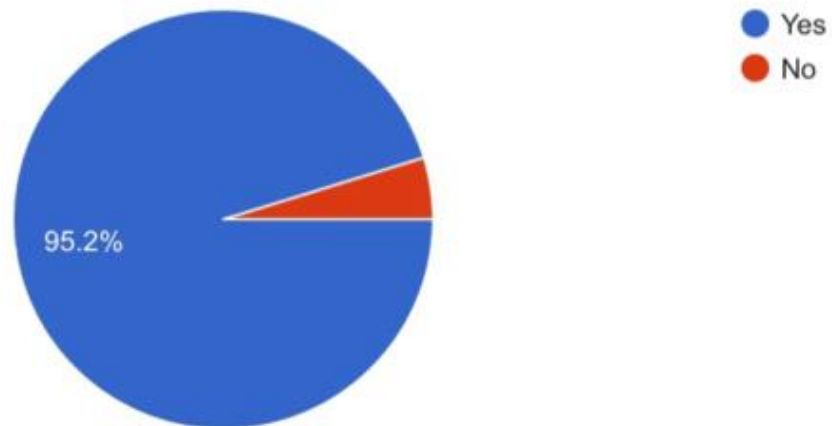
21 responses



- The event achieved an average score of 4.5 for this section.

Would you like us to organise other art-related events in the future?

21 responses



Most participants enjoyed the pixel art event and 95% of them would like to see other art-related events being organised in the future.

6.2 Other comments

- **What participants enjoyed:**

I liked experimenting with the spreadsheet method of creating pixel art!

How convenient the pre-set colours made it

Relaxing

An eye-opener to what we can do with Google Sheets!

Was a nice cause it helped relax me and gave something to do as a break away from studying.

interesting theme

I explored a different artistic style.

The accessibility of the task

It was fun to draw something for an event that wasn't a contest based entirely on skill. It felt a lot less pressure than previous art "contests" that have been held by UniMelb.

- Most participants found the activity creative, interesting and relaxing.

- **What participants disliked:**

- "Couldn't really do a bulk copy and paste, making it a more tedious process. Enjoyed it nevertheless."
- "I don't really find it fair having to attach a reference image. A good artist can draw without needing one or using several different references for just a general idea without copying the entire thing."
- "a bit straining on the eyes having to concentrate on the screen after a while"
- "Quite a tight deadline! Perhaps an extra week, or even a few days more, would be nice."
- "would be better if the topic is more open"

8. Problems and Suggestions

- **Problems:**

- There were only 15 participants, as compared to the original 50 participants that were anticipated.
- The engagement with posts and the event page was low.
- The theme was too restrictive.
- Some participants felt that the deadline was too tight.

- **Suggestions:**

- Provide a wider range of theme, as long as it fits the objectives of the activity or event.
- Organise the activity at the beginning of the semester, ideally in week 1 to 3.

Otherwise, increase the duration of the event to encourage more participation.

- Publicise this type of events at least 1 week in advance, with a tutorial or promotional video prepared right from the start of the publicity period.
- Encourage OBs and ISAs to submit their artwork and utilise them as promotional material.
- Future events that students would be interested in:

Could go into other forms of art, like digital graphics, physical painting/sketching, photography, music (creating simple tunes on a free music software/app), design (logos, marketing material), coding(?)

Pencil sketches or something.

To let us pick a program in which we will do our art.

Design greeting card or booklet

9. Conclusion

All in all, we believe that Pixelate Your ImagiNATION has achieved its objectives, with participants sharing their national icons together with a brief description. Although the participation rate was low, the positive feedback and suggestions from the participants have provided more ideas for similar artistic events to be organised in the future.

We would like to take this opportunity to thank the Office Bearers who have supported the event by submitting their artwork, together with the ISAs who shared the event. This concludes our report. Please do not hesitate to contact the Cultural and Social department should you have any questions or suggestions.

Prepared by,

Michelle LEE & Andi XU

Cultural and Social Department 2020-2021,

UMSU International



1. Other Business

2. Next Meeting

- to be confirmed