MUN Computer Science Society

Meeting Minutes

September 9th, 2019

Attendance

- Marty Whelan (President)
- Riley Flynn (Vice President)
- Ricky Hineman (Academic Officer)
- Taylor Hadfield (Event Coordinator)
- Andrew Stacey (Representative At Large)

Agenda Topics

Upcoming Board Game Night

- Room currently booked for the 20th, planning to reschedule for another day (someday the week fo the 16th)
- Discussed what games to bring
 - Catan
 - Chess
 - Magic
- Possibility of bringing a TV/game console for games (i.e. Mario Kart)
- Possibility of booking a separate room for better table space
- Looking to order pizza/bring snacks for the night

Cleaning out the Clubroom

• Have to consider other societies using the room, plan to contact a representative from the society about this

Elections

- All roles filled with the exception of Executive Assistant, Andrew is planning to take over providing agreement from other society members
- Looking for representatives for First and Second Year students specifically, and more representatives in general

Other Topics

Future Events

- For other mixers, find something to entice newcomers
- Possibility of bus crawl with another society, possibly Math, Ricky will look into it

Code Night

- Find ways to get more people to come out
 - Rescheduling the time
 - Push it as a more relaxed event
 - Possibility to make it less code-related some weeks (movie nights, game nights, etc.)
 - Game nights in the computer science lab
 - Bring food

Diplomacy

• Taylor planning to start up diplomacy again this semester, dates TBA

Trello

• We should use the Trello more often to organize/pace ourselves

Tutorials

• Ricky looking into running more tutorials this semester

Emails for muncompsci.ca

• We have executive and events as email addresses, could use more?

MUN CompSci Merchandise

- Possibility of new merchandise using the logo (t-shirts, flash drives, etc.)
- Designing for wider appeal
- Cheaper merch
- Hosting on a store for instant buying (teespring, or something similar)
- Stickers would be a great option, popular, cheap

Plans for the Future

- Going to visit classes to introduce the society
- The board game event should be locked in before going to classes to promote the society