

CSSS Activities Committee Meeting (Unscheduled) Minutes

Max Whitney

May 28, 2008

Note

I had scheduled an Activities Committee meeting for 15:30 in the common room, and also said that I would be available there from around 13:30 to talk to anyone who could not attend the meeting. I ended up talking to several people at around 13:45, so this became a unscheduled meeting.

1 Beginning

The meeting begins at around 13:45. I guess I am technically chairing.

Attendees: Max Whitney, Ryan Bujnowicz, Ted Tate, Travis Brown, Stephen Tiu (with occasional input from others in the common room, but nothing major).

2 LAN Party Ideas

The idea of a LAN party with old or free games is already being discussed when I arrive in the common room, so we continue from there.

The general idea is that free or old games would let more people play, due to availability and (in general) lower system requirements.

We talk a bit about suitable games. Some ideas were:

- Old Quakes, and mods for them
- Wesnoth
- Freeciv
- Various newer free FPSes
- Warzone 2100

I say that I will post on the forum to request more ideas about games.

After discussion of times for games nights (below), we establish that a LAN party should probably follow a couple of weeks after the next games night. This puts it about four weeks from now.

3 Games Night

We also talk about possible times for a games night. Next Friday, June 6th, seems to be good. There is convocation that day though, so we need to be careful. We need to make sure that we can actually get the North atrium from 5:30 or so. We may also need to bring some couches and things out of the common room if the regular atrium couches are still missing (as they have been for most of the semester).

We need to motion for a bit of money at the general meeting. There is no particular need for prizes, but we should get some snacks. \$50 is probably enough, but it is better to motion for up to \$100.

There is a bit of discussion somewhere in here about what should or should not be at a games night (like consoles, PCs). There seem to be opinions both ways on whether consoles should be there (I did not record exactly what people thought here, though – some of this I brought up due to having heard it from others before). Some people say consoles keep people from playing board games. Others say they attract people who would not otherwise come. I suggest the possibility of including some turn based strategy computer games (especially Freeciv, but maybe also Wesnoth or whatever else people think of) at a games night, in hopes of getting people who are more inclined to play computer games than board games. This seems to be considered an ok idea to try.

4 Beer Garden

There is also some call for a social event, in particular an outdoor beer garden. (The location was not actually brought up here, but previous suggestions have been that it be held on top of the ziggurat in the AQ gardens.) Curtis Muller is reportedly interested in this event, and may know a bit about organizing it. Apparently the SFSS has a flowchart for organizing events involving alcohol.

5 Outdoor Events

We agree that we should do some outdoor events for the summer. Hiking is suggested, especially the Grouse Grind. Smaller outdoor events could happen too.

6 Adjournment

I did not record when this meeting ended.