Meeting Minutes

9:00-9:30 PM June 23rd

* Mickey, Aaron, Bryer
* Agenda -
  + Previous Action Items

We completed the final steps for goal one on June 22 and goal two on June 23rd. All previous meetings thus far have been a roaring success. Preparations for 3 and 4 are now underway.

* + Return and Report
    - Goal 1 Complete
    - Goal 2 Complete
    - Goal 3 incomplete
    - Goal 4 Incomplete
* Current plans

Research for escape rooms this upcoming week. During the Friday meeting make plans to meet for practice online escape rooms. On Wednesday coordinate a time to go bowling or go to the ropes course, depending on which one is more open.

* Lessons Learned:

Pandemic and reverse charades were both very intense, because of this, we learned how to better work under pressure and collaborate together.

The CIT society project helped us to better learn communication and teamwork. Professionalism was also necessary in that situation because it was a group collaboration with engineers.

* Summary of assigned action items - each team member should have an assignment.

Bryer--Research common escape room practices

Aaron-- Coordinate with escape room to get reservations

Mickey--Look up information for Ropes course, bowling, and game hall. Oversee operations and monitor/report on progress

Summary Template:

* Goal 1:
  + Name: Pandemic Game/Reverse Charades
  + Influence: Group
  + BYU-Idaho ILO Mission: Skilled Collaborators
  + Values: Our main goal with this is to become better at collaborating with one another. With everyone doing their part and helping each other to do the same, we are hoping to improve upon our teamwork, professionalism, and overall influence that we have as a team. We cannot make as big a difference alone as we can collaborating together.
  + Vision: Provide unique opportunities to work together as a team and to work together despite adversity, growing and improving along the way.
  + SMART Goal: Meet at least three times within the next 3 weeks to learn how to master the games of Pandemic and Reverse charades.
  + Milestones:
    - COMPLETED: Work together to beat pandemic at least once and reverse charades five times in a row.
    - COMPLETED: Begin each game with a carefully thought strategy.
    - COMPLETED: Met another time to improve upon our strategies and apply them to beat the games.

* Goal 2:
  + Name: CIT society meetings
  + Influence: Group/self
  + BYU-Idaho ILO Mission:, Effective Communicators
  + Values: We are striving for a sense of accomplishment for creating something that is somewhat difficult and learning how to work more effectively as a team. This will help us improve our teamwork and ability to work under pressure.
  + Vision: To create a miniature house that has working lights, smart fans and possibly a garage door.
  + SMART Goal: Meet three times on three separate Wednesdays to work on constructing the house together. By working on it a little bit more each day, we should be able to complete the lights and the fans.
  + Milestones:
    - COMPLETED: Learn how to program smart lights. Each person has learned what programs we have used to program the lights and how to turn them on and off.
    - COMPLETED: Learn how to power on the smart fans. By using a laptop charger and by putting the correct wires from the fan to a board we have been able to effectively make the fans run.
    - COMPLETED: Learn how to solder effectively. Each person in the group has learned how to solder and decent enough to get the lights boards together.
* Goal 3:
  + Name: Escape Rooms
  + Influence: Group
  + BYU-Idaho ILO Mission: Sound Thinkers
  + Values: With this goal we are trying to learn how to think effectively and in unity with one another. We are also striving to improve with our overall teamwork skills and our ability to work under pressure.
  + Vision: The purpose of this project is to develop the skill of solving problems as a team. Escape rooms provide an opportunity to think outside the box and put our minds together to accomplish a common goal.
  + SMART Goal: 1st meeting: Research common escape room practices and what to look for. 2nd meeting: Perform online escape room practices. 3rd meeting: Sign up and complete an escape room. We believe this project will take about two weeks to complete.
  + Milestones:
    - NON COMPLETE: Research common escape room practices.
    - NON COMPLETE: Perform online escape room practices.
    - NON COMPLETE: Sign up for and attempt an in person escape room.
* Goal 4:
  + Name: I-Belong activities
  + Influence: Self/Community
  + BYU-Idaho ILO Mission: Disciples of Jesus Christ
  + Values: With this goal we are working to improve our connections with each other, our personality, and our motivation through I-Belong activities--(bowling, ropes course, service, volunteering, etc).
  + Vision: Our vision for this goal is to improve our overall productivity, relationships with one another, and our influence on the community.
  + SMART Goal: Meet for an hour every Saturday morning for four weeks and participate together in a I-Belong activity (This Acorn project will be finished last.)
  + Milestones:
    - NOT COMPLETE: Complete 2 hours of service and/or volunteering through the I-belong portal
    - NOT COMPLETE: Complete the ropes course as a team, focusing on lifting each other and working together
    - NOT COMPLETE: Go bowling and add our accumulative score together. Make a goal for points to reach and beat it.