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EVENT PROPOSAL BY CLUB   Save 🖫   Submit ✅

EVENT DETAILS

Event Type	:	Event ▼	Event ID :	None
Event Name	:	Celebration of Pi Day 2020		
Organized By	:	UCSI University Institution of Engineering & Technology (IET) Student Chap ▼		
Event Date	:	From 13 March ▼ 2020 ▼ To 13 March ▼ 2020 ▼		
Event Time	:	From 8:00 AM To 06:00 PM		
Publicity Period	:	From 13 March ▼ 2020 ▼ To 13 March ▼ 2020 ▼		
Venue	:	Block A Lobby		
Estimated Attendance	:	50		
Total Hours	:	10		
ELE Point Request	:	Yes ▼ If YES (Please select an appropriate level)		
Event / Competition Level	:	International Level ▼		
Event Category	:	Exhibition ▼		

OBJECTIVES

Fill-in your Event Objectives below. Use the '+' button to add a new line below it or press 'X' to delete the respective line.

No	Objective(s)		
01	Celebrate the International Day of Pi (actually 14th of March)	✕	➕
02	Raise awareness of the importance of Pi in the fields of Science, Technology and Mathematics through interactive games	✕	➕
03	Showcase Club projects related to approximation or intricate use of Pi (computer simulations and applications)	✕	➕

ORGANIZING COMMITTEE

Fill-in your Committee Members below. Use the '+' button to add a new line below it or press 'X' to delete the respective line.

No	Position	Full Name	Program	Student / Staff ID	Sem	Contact No	Email		
01	Chairperson ▼	IBRAHIM IZDHAN AZEEZ	Bachelor of Enginee ▼	1001852671 🔍	Y1S3	01161843966	1001852671@student.uc	✕	➕

INTERNAL / EXTERNAL GUEST(S) LIST

Fill-in your guest(s) details below. Use the '+' button to add a new line below it or press 'X' to delete the respective line.

No	Full Name	Category	Position	Role		
01		Internal ▼		Not Applicable ▼	✕	➕

PROGRAMME

Fill-in your Event Programme below. Use the '+' button to add a new line below it or press 'X' to delete the respective line.

No	Date	Time	Activity		
01	13 March ▼ 2020 ▼	08:30 AM	Set up booth	✕	➕
02	13 March ▼ 2020 ▼	09:00 AM	Booth Opens and games and demonstrations continue	✕	➕
03	13 March ▼ 2020 ▼	05:00 PM	Booth Closes // clean up	✕	➕

PROPOSED BUDGET (REVENUE)

PROPOSED BUDGET (EXPENSES)

EVENT DESCRIPTION

Fill-in your Event Descriptions below.

No	Description	
1	Introduction on Concept of Event	Pi Day is an international Holiday Celebrated every year on the 14th of March. Pi itself is a mathematical constant that plays a pivotal role in Science ,Technology and Mathematics. Therefore the UCSI IET on Campus, in collaboration with IEEE - HKN Mu Alpha Chapter UCSI would like to organize the annual Pi Day celebration event to raise awareness of the importance of Pi along with fun games and other projects built by our club members to showcase the different applications of Pi.
2	Is the event related to Sustainable Development Goals? If yes, which goal, and why?	SDG 4: The games and demonstrations are prepared in a way that even the complex nature of pi can be explained and its subsequent to individuals without a strong foundation in mathematics so that they are encouraged to learn about more mathematical constants such as Pi. The demonstrations would showcase the code involved as well and would serve as an encouragement for participants to attempt the same (try their hand at coding).
3	Specify the impact that your event could bring to your Student Organisation and UCSI University.	Gain recognition as an active club in the field of engineering both in UCSI and with our respective professional bodies that we have to report to. In the case of UCSI IET on Campus that would be IET YPS Malaysia and for IEEE - HKN Mu Alpha, the IEEE - HKN Headquarters.
4	Mode of Registration	On the spot at the booth
5	Publicity Execution	On that day as its the booth event. The booth will be designed in a way to attract participants to the event on that day.
6	How do you maintain the security and safety of participants? How do you ensure that participant does not violate UCSI University Rules & Regulation?	
7	Details of Activities & Performances (Explain in details what is the performance/activity, who is the speaker/performers)	Activity 1: Basic Introduction on the history of Pi (short) Activity 2: Pi Approximation Game (Use of Monte Carlo method to approximate Pi with aided demonstration of the method with our coded computer program. Activity 3: Pi Digit Memorisation game (participants will get 30 seconds to memorise as many digits of pi as they can. Afterwards they have to enter the digits of Pi in order to the computer. It will output how many they get correct. The highest number will
8	Sponsorship	none
9	The Overall Process of Event Day	
10	Who is your Target Participants (UCSI University Students/Public)	Open to All
11	Work Scope of Event Organising Committee	

➡ EXPECTED LEARNING OUTCOMES

➡ ELE POINT REWARD / SWA HOURS REQUSITION

➡ REMARKS (IF ANY)