

# The HackSoc Proposal

## 1 Overview

### 1.1 Events > *We will...*

- Have weekly meetings in order to establish details about new events
- Have weekly programming project presentations
- Organise social events to cater to a wide variety of tastes such as but not necessarily limited to: film/games nights, pub socials, lunch hours
- Have coding challenges
- Organize Game Development events
- Organise trips to places of significant interest relating to Computers and Computer Science
- Organise Hackathons
- Have speakers from industry talk about their experiences
- Organise Hackathon Teams that will represent HackSoc at Major League Hacking events and other such contests
- Organise hubs for Global Game Jam, Google Hash Code and Ludum Dare Jam etc.

### 1.2 Benefits > *We will provide...*

- Easy access to open-source, under-development projects
- Full access to learning resources
- Fully accessible discord server
- Non-formal teaching sessions where we will try to introduce programming to everyone interested
- Award system for participating at events and winning challenges

### 1.3 Society Outreach

Our priority is to maximise the number of people interested in programming and technology. We will do this by having fun social events where everyone can share their opinion about the subject.

## 2 Events

### 2.1 Weekly Meetings

Our weekly meetings will be for the members of HackSoc to get together; discuss their projects and ideas;

make friends and generally become better acquainted with one another. On occasion this weekly meeting may be overtaken by a specific event; be this a *social* an organised speaker or a presentation. A location for the regular meetings is yet to be found, however, we suspect this will be a bar or public house in the local area. At this meeting we would give time to any member who wanted to present their projects to their peers, and provide adequate infrastructure for this to occur.

### 2.2 Hackathons

We would hope to organise regular *hackathons*. A hackathon is an event in which participants are given a particular brief and a limited amount of time to create and present their solution. This solution is then judged to a specific criteria and the best is selected as the winner. Hopefully this would involve some sort of prize.

### 2.3 Outreach/GIAGs

We would attempt to run *outreach* events, in which we invite people from all over the university to 'Give It A Go' and learn something they did not know. The themes could be almost anything, from basic principles of computer programming to the fundamentals of game development. Our aim would be to promote technical aptitude among our peers.

### 2.4 Speakers

As aluded to earlier, as HackSoc we would intend to invite various experts in their fields to give guest lectures/seminars on their area of experties. This would require us to have sufficent resourses for speaker fees, which is likely to be our single biggest expence. We hope, however, the union and the School of Computing would help fincace these talks as they would be enourmously beneficial to the students studying technical diciplines.

## 3 Committee

### 3.1 Chair

The President is *Mugurel-Adrian Enache*.

It will be his role to have responsibility for the efficient running of HackSoc. He will also be the main point of contact between HackSoc and the wider LUU.

### 3.2 Treasurer

The Treasurer is *Benjamin Chalmers*.

It will be his role to have responsibility for the financial accounts and will be the 2nd point of contact for student activities and the rest of the LUU; assuming the role of the chair when they are unavailable.

### 3.3 Secretary

The Secretary will be *Diana Marin*.

Her role will be to arrange and minute committee meetings. She will also be responsible keeping members details up to date.

### 3.4 Social Secretary

The Social Secretary will be *Aitor Fernandez*.

His role will be to arrange social events and coerce members to attend them.

### 3.5 Chief Technical Officer

The Chief Technical Officer will be *Luca Sas*.

His role will be to advise on esoteric technical matters and help organise the more technical events.

### 3.6 Head Developer

The Head Developer will be *Joshua Burke*

It will be his role to manage community development projects.

## 4 Notes

### 4.1 The Future

In the future we would hope to increase the number of events we are able to run, along with building the membership and popularity of our group. We also would love to explore and integrate other technical

hobbies into our society, such as amateur radio and hobbyist electronics.

### 4.2 CompSoc

The group CompSoc is a group whose aims and goals, at first glance, appear to overlap with ours, however, we think that our society is unique in the sense that it widens the scope of what a computing society offers. CompSoc is yet to run any of the events proposed in this document this academic year (2017/18), and as such we see them not as competitors to this society.

### 4.3 The LUU

We hope that being a part of the LUU would lend us a certain degree of legitimacy which we could use to attract speaker and members alike. There are clear advantages, including the offer of funding to our group.

We would also like to operate in cooperation with other societies in the LUU and be an active participant in the general student body.