Meeting Minutes:

* 60 minutes- During class discussing possible ideas for project
* 30 minutes- Times for the ropes course and registration
* 20 minutes- Driving to ropes course
* 15 minutes- Training for ropes course
* 90 minutes (about 1 and a half hours)- Ropes Course
* 30 minutes- Evaluating and discussing teamwork for ropes course
* 30 minutes- Discussing times and places for escape room
* 45 minutes- Devotional 11/1
* 45 minutes- Devotional 11/8
* 45 minutes- Devotional 11/15
* 30 minutes- Discussing notes we wrote during all the devotionals
* 60 minutes- Attending two WDD societies
* 60 minutes- Working on personal site-plan together
* 15 minutes- Discussing what we are learning in WDD class
* 30 minutes- Reviewed our personal websites
* 30 minutes- Archeologist House Escape Room online game
* 45 minutes- Devotional 11/29
* 60 minutes- Driving to escape room and back
* 60 minutes- Complete escape room

Attendees: Mo and Ammon

Principles:

In terms of principles that we have gotten a better understanding through doing things milestones and projects, we have really gained a great understanding and likeness to teamwork. While Mo and I were up on the ropes course he had to assist me several times in getting my rope around the connection pieces that without him I don’t think I would have gotten it. Influence has also been a big thing when attending the devotionals because we both influence each other to attend the devotionals no matter how tired we are or how much homework we have. Influencing others in a team is so powerful especially in our thought process to what we should do for our projects. We were influenced heavily by others' ideas that we overheard like ropes course, and the escape room. Professionalism has also been a big thing in societies because we must show up and communicate and talk to older adults that have information that we may need to know to help us in our future.

Summary Template: What up cuz!?

* Goal 1: Disciple of Jesus Christ
  + Name: Devotional Reflection/Study
  + Influence: We both attend devotional every week and wanted to ponder what was learned from each devotional.
  + BYU-Idaho ILO Mission: Brigham Young University-Idaho provides a unique educational experience with the objective of preparing students for lifelong learning, employment, and roles as leaders in their homes, the Church, and communities. To this end, BYU-Idaho strives to **foster a healthy academic, cultural, and social environment**.
  + Values: Spiritual Wellbeing, Communication, Evoking thoughts and emotions.
  + Vision: Come closer to God and to those around us as we allow ourselves to be spiritually uplifted.
  + SMART Goal:

o Specific: Come closer to God by listening to keynote speakers the University has chosen

o Measurable: Write up a brief summary of our insights

o Attainable: Attend Devotional

o Relevant: Invite others to join us.

o Timely: Attend at least 4 devotionals between now and the end of the semester. This should fulfill the time requirements between attending, inviting other and the discussions afterwards.

* + Milestones:

o 11/1 Devotional #1 (Completed)

o 2. 11/8 Devotional #2 (Completed)

o 3. 11/15 Devotional #3 (Completed)

o 4. 11/29 Devotional #4 (Complete)

o 5. First week of Dec. Final get together before ensuing finals and discuss favorite talks/topics from Devotionals that we have attended. (Incomplete)

* Goal 2: Sound Thinkers
  + Name: Web Design & Development Society
  + Influence: Both take a web development class and thought it would be an interesting society to join.
  + BYU-Idaho ILO Mission: Brigham Young University-Idaho provides a unique educational experience with the objective of preparing students for lifelong learning, employment, and roles as leaders in their homes, the Church, and communities. To this end, BYU-Idaho strives to **foster a healthy academic, cultural, and social environment**.
  + Values: Teamwork, constructive criticism, positive feedback and gaining knowledge.
  + Vision: To learn more about Web Design, increase our skills in the matter and to then turn in the best possible project we can for our WDD-130 class.
  + SMART Goal:

o Specific: Complete Personal Website

o Measurable: Attend society meetings and show progress to each other.

o Attainable: Turn in final Web Design Project that has been edited by each other.

o Relevant: Stay on top of due dates, possibly by a day so that we may give feedback with enough time to implement changes.

o Timely: Work with each other’s schedules so that if one cannot make it to a society meeting, the other can and let the other know what was missed and if anything taught might be beneficial for our endeavors.

* + Milestones:

o 1. 10/27 Society Meeting (Completed)

o 2. 11/01 Personal Siteplan (Completed)

o 3. 11/09 Society Meeting (Completed)

o 4. 11/26 Personal Site Home Page (Completed)

o 5. 11/23 Society Meeting (Canceled for Thanksgiving)

o 6. 12/13 Final Project Due

Goal 3: Effective Communicator

* + Name: Escape Room
  + Influence: We both love escape rooms and like solving puzzles.
  + BYU-Idaho ILO Mission: Brigham Young University-Idaho provides a unique educational experience with the objective of preparing students for lifelong learning, employment, and roles as leaders in their homes, the Church, and communities. To this end, BYU-Idaho strives to **foster a healthy academic, cultural, and social environment**.
  + Values: Teamwork, communication, problem solving
  + Vision: This will be a success because we have a passion for escape rooms and have a goal in mind and an estimated date, so it will come through.
  + SMART Goal

o Specific: Finish and escape the escape room.

o Measurable: Escape the room in under 55 minutes.

o Attainable: Complete at least 5 clues, finishing it is also very attainable.

o Relevant: Don’t get stressed in the escape room and keep calm.

o Timely: Do the escape room on the date we planned and spend at least 10 hours driving, completing it, and planning the activity. Also evaluating how we did at the end

* + Milestones:

o 1. Brainstorm activity for effective communicator (Completed)

o 2. Complete a practice escape or clue game online (Complete)

o 3. Plan date and time for escape room. Get dates. (Completed)

o 4. Choose theme that would require most teamwork (Completed)

o 5. Complete escape room (Complete)

o 6. Talk about what went well, what went wrong and just overall quality of the room (Complete)

Summary:

The escape room we chose to do for our “effective communicator” Acorn Project was the “Avengers” themed challenge. For this escape room we were tasked with collecting the six Infinity Stones in order to open up a vault that contained the infinity gauntlet. This escape room was very much geared towards team work. The challenges we faced before us weren’t linear and could be solved in any which order. In preparation for the escape room we watched a video by Mark Rober and decided to implement some of the tactics used in the video. Ammon was our “Project Manager”, the person who kept a wide overview on the tasks at hand while the rest of focused on specific tasks. This whole project was about how well we were able to communicate, and having someone who was the point person was really helpful. It allowed for the pressure to be lessened on all the participants that were involved and keep their minds focused on their tasks at hand. This was a great project to do as a group as it allowed for everyone in the group to be involved as much as a leader as they were participants. It really took into account how much we were able to be flexible and when we should be rigid. One example of this is that we were given an allotment of hints that we could use throughout the night. We were given 3 hints that we could use when we were stuck and 2 clarifications on rules that we were unsure of. When deciding to use a hint, we had to take into account if we thought the hint would save us X amount of time that would make it worth it. If we could spend a minute or so and put all of our heads together to solve the task, it probably wasn’t worth the hint. This project really put everything Ammon and I have learned over the course of this class and embodied it in a way that proves technical teamwork is really a crucial skill that can be effective in every facet of life!

* Goal 4: Skill Collaborators
  + Name: Ropes Course
  + Influence: I have been wanting to do the ropes course for a while now and when I suggested it to Mo he agreed.
  + BYU-Idaho ILO Mission: Brigham Young University-Idaho provides a unique educational experience with the objective of preparing students for lifelong learning, employment, and roles as leaders in their homes, the Church, and communities. To this end, BYU-Idaho strives to **foster a healthy academic, cultural, and social environment**.
  + Values: Communication, skill, collaboration, interaction
  + Vision: This will be successful because we both want to try the ropes course and experience the different obstacles, but also because we are both skilled and have experienced and done ropes course.
  + SMART Goal:

o Specific: Get through the ropes course in one piece

o Measurable: Be able to do the obstacles without slipping or falling

o Attainable: Communicate and be helpful towards one another

o Relevant: Show skills on the ropes course. Collaborate with one another

o Timely: Finish the ropes course in under an hour

* + Milestones:

o 1. Brainstorm activity for skill collaboration (Completed)

o 2. Set date and time for ropes course (Completed)

o 3. Buy tickets (Completed)

o 4. Go through training for ropes course (Completed)

o 5. Complete ropes course (Completed)

o 6. Communicate what we did well and what skills we used (Completed)