

改善政党

KAIZEN (改善)

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Original: English

Charter 1.0

Topic : Establishment of the Party of Kaizen

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Approved by :

We the Party of Kaizen,

Aware of the need for active student engagement in the school community,

Determined to boost inter-school cooperation to achieve shared goals,

Having considered the philosophy of Kaizen which discusses continuous improvement,

Emphasizing the importance of feedback from students, teachers, and staff,

Recalling the Student Council By-Laws and Constitution,

Reflecting on the need for a balanced implementation of Artificial Intelligence tools,

And for these ends,

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ARTICLE I; The Role of KAIZEN

1. *Introduces* a Student Council party aimed at promoting the philosophy of continuous improvement;
2. *Defines* continuous improvement as a philosophy of making incremental enhancements in all aspects of a process;
3. *Emphasizes* that continuous improvement will be implemented in all of our programmes and events; a greater focus shall be placed on the process rather than the final result;

ARTICLE II; Vision and Mission Statements

1. *Defines* the vision of the party of Kaizen as follows;
 - a) Becoming an agent of transformative change by flexibly implementing the values of continuous improvement in order to maximize the fullest potential of our school and establishing strong connections with other institutions;
2. *Defines* the mission of the party of Kaizen as follows;
 - a) Our mission is to empower students by providing them with a myriad of opportunities to grow and gain experience through our programmes, promoting the investment in large, metamorphic ideas, and utilizing feedback given by our community to learn, adapt, and evolve.

ARTICLE III; Development Process

1. *Introduces* a PDCA (Plan, Do, Check, Act) framework aligned with the values of continuous improvement for the planning of events and various other activities and programmes;
 - a) 計画 (Keikaku/Plan):
 - I. The Student Council will hold structured brainstorming sessions via a series of moderated caucuses and open discussions to generate new ideas or improve old ones, ensuring a continuous flow of innovation and refinement;
 - II. A market research and voting system are proposed to ensure events align with student preferences;
 - III. The Student Council will exchange event concepts with other schools and institutions in order to benchmark our quality and performance;
 - IV. A finalized proposal will be created and sent to the Principal for approval;
 - b) 実行 (Jikkō/Do):
 - I. Tasks shall be equally divided between the members of the Student Council, the Student Volunteers, and other bodies involved
 - II. The head(s) of each respective department of the Student Volunteers and other bodies involved are obliged to monitor their subordinates and report any misconduct to the Student Council;
 - III. Clear communication channels are to be established throughout the chain of command; The usage of online task planning platforms are encouraged;
 - c) 評価 (Hyōka/Check):
 - I. Feedback from event participants and organizers will be collected;
 - II. Alongside surveys, focus groups and interviews may be initiated to collect detailed data; A stratified sampling process will be used to ensure that the data best represents the entire school community;
 - III. Quantitative data such as attendance and financial performance will be collected and analyzed; They may be trained on a Machine Learning

model by the Finance and Logistics Officer in order to predict future data once enough data has been collected;

d) 改善 (Kaizen/Act and Improve):

- I. An action plan will be formulated to address weaknesses and opportunities for improvement;
- II. Another Student Council meeting will be held to brainstorm new ideas and enhancements if the event will be implemented in the future;

ARTICLE IV; Regarding AI and Machine Learning Integration

1. *Defines* Artificial Intelligence as machines that have the ability to simulate human intelligence;
2. *Defines* Machine Learning as the ability for computers to learn and adapt existing data in order to perform various tasks without the need for rigid instructions;
3. *Calls for* a balanced use of Artificial Intelligence tools in classrooms and the Student Council development process;
 - a) Artificial Intelligence tools shall only be regarded as tools to increase the efficiency of the workflow;
 - b) Uses of Artificial Intelligence tools which diminishes the role of human creativity and infringes copyright laws are strictly prohibited within the development process and regarded as plagiarism;
 - c) This includes but is not limited to the following;
 - I. Using an AI generated artwork as a final product (not as a source of inspiration or ideas) as this violates copyright laws;
 - II. Using an AI generated proposal as a final product without any modifications and minimal human involvement;
4. *Proposes* the GINZA (General Intelligence for Numerical & Zonal Analysis) framework;
 - a) The Finance and Logistics Officer will be responsible for implementing this framework;
 - b) The Machine Learning models will be trained on Google Colaboratory and will be built using various Python libraries such as Tensorflow, scikit-learn, numpy, pandas, and matplotlib;
 - c) A fixed template will be made to record and document financial data;
 - d) The outline for each Machine Learning model are as follows;
 - I. A forecasting model will be developed to forecast future monthly expenses; Data will be based on past monthly expenses; It will be fed into a time series model;
 - II. A revenue forecasting model will be developed; This will be based on past revenue data and sentiment analysis from surveys and forms;

- III. A binary classification model will be developed to predict whether the Student Council will overspend its budget or not based on event costs and revenue; Data from previous events will be used;