

Minutes of the Trinity 2022 AGM



Figure 1: About half of a standard CompSoc committee tries to organise a hackathon on top of existing obligations (2022, colourised).

1 Members present

- Lize Alberts (President)
- Ewan Murphy (Social Secretary)
- Pavol Kollar (Treasurer)
- Ben Ellis
- Hamzah Qureshi
- Hoa Duong
- Skai Cook
- Antoni Pilat
- Esther Miles
- Alasdair Kergon
- Kledion Shahini
- Arcadia Cipriani
- Rish Naik
- Jake Simian
- Viktor Kozhuharov
- Oscar Mui

2 Committee reports

Unrecorded, written after meeting as whole committee wasn't present

2.1 President

Lize: I'd like to start off by thanking the old committee, as well as the previous OxHack committee, for guiding us through our roles and responsibilities. We'd also like to thank GDSC Oxford for their collaboration and immense help. Despite various challenges and obstacles, and **very** few hands, we managed to pull through and manage not only the society but make a great success of the Oxford Hackathon, of which I am extremely proud. I'll briefly go through the challenges and achievements we've had this year.

Pavol, Kinga and I were approached to take on the roles of Treasurer, Secretary and President in November 2021, despite none of us really being very familiar with the society and its structure. This was due to the Covid pandemic making turnouts low in the previous year and nobody running for any of the committee roles the first time around. As a DPhil student, I was reluctant at first, given the academic pressure I was already under, but agreed on the understanding that my role mainly involved delegating. Unfortunately, as we were lacking a social sec and a vice president, and our secretary was also doing a very demanding degree, we all had to take on twice as much work to make up for lost hands.

This improved greatly when we found Ewan and Abhishek, but we were still experiencing difficulties with organising events due to venue restrictions and low turnouts. Regardless, we managed to host many successful events, including board game nights at the Thirsty Meeples, LAN/Gaming nights, and three ML/RL courses in collaboration with GDSC Oxford. There were three bigger events that were already in the works but had to be cancelled due to venue constraints, including

a formal dinner at Trinity, a robot-building competition, and an Art-with-ML workshop with local artists/engineers from Bristol.

One of our greatest achievements this year was the Oxford Hack, which was also our greatest challenge. We realised that the merger from the previous year was not extremely well planned, as OxHack used to have its own committee for various organisational roles, when we barely had enough members to run one society. We tried to recruit dedicated Hack organisers, but were ghosted by those we got, and so Abhishek, Fryderyk and GDSC Oxford stepped up as the true heroes of the hackathon, to which we owe a massive thanks. It was a great success and as a part of one competition, we managed to donate £5k to Ukrainian humanitarian aids.

Our final year-end event, a formal at Freud Cafe Bar, has now been postponed to Michaelmas to formally thank all those I have named and ring in the new academic year. From the vast and impressive collection of candidates we've gotten for new committee roles, I can tell that it will be a great one.

2.2 Vice President

Abhishek: In my role this year, I acted as CompSoc representative for the Oxford Hack 2022 team, where I helped organise it. My duties in particular involved acting as treasurer and coordinating all payments/expenditures for the hackathon; organising booking the maths venue and food deliveries throughout the event, and finally liaising with the designers to obtain a design theme and mascot for the event.

2.3 Secretary

Kinga: As the Secretary, my primary responsibilities included writing and distributing weekly newsletters, including passing sponsor notices and informing about society events. I also managed handling membership applications, admitting and removing from mailing lists, as well as controlling the inflow of spam. In Michaelmas, I was also taking the role of the Social Secretary, organising two CompSoc board game nights and creating a CompSoc FIXR account for documentation of event participants. Finally, I conducted one in-person meeting with an unhappy sponsor and facilitated communication between members and the committee.

2.4 Treasurer

Pavol: We started off the bygone year with £26296.44, which is itself already lots. Our own sponsor income turned out to be £6000. Our spendings summed over all three terms ended up being 4180.43 pounds. This was due to lots of socials being cancelled or having low turn-outs. Let's hope it gets better next year, as the Covid rules wear off and the UGSA being fully available to us again.

Also, as was decided last year, The Oxford Hack society died and merged their funds with us. This meant another income source of £28859.65. CORRECTION: The income in the end was £28836.65, £23 fewer. I suspect this was some transfer

Current balance	£10 853.05
Balance this time last year	£26 296.44
Difference of	£15 443.39

Table 1: Accounts

fee, since they were very keen on paying us in crypto currencies first. Because I didn't keep a close enough eye on the Hack spendings, they went way over their set budget. Luckily, as we had such a big surplus of money accumulated, this turned out not to be an issue. However, IF the OxHack happens next year too, I'll urge the treasurer to be strict and also Gavin, our senior member said that he'll want a budget overview before anything much happens.

Currently, we're ending the year with £10853.05. The extra 5 pound deficit is from the monthly account management fee.

Unfortunately, also, a few days ago, some Hack people came in that they haven't had all their payments reimbursed. I thought I sent a clear message before, but it appears I didn't. I sent another email to them, telling they have until the 24th of July to send me anything they expect to have reimbursed, so that I could finally wrap this year up properly. Most notably, it appears that the photographer hasn't been paid, which will be £1250, but otherwise, hopefully it's all small payments.

2.5 Social Secretary

Ewan: I was elected as Social Secretary in the middle of Michaelmas, before I was elected the society hosted social events at Bbuona pizzeria for week 1 and Thirsty Meeples Board Game cafe for weeks 2 and 3. We were not able to use the UGSA, which made organising social event quite hard as we had to find alternative places to host events. Once I was elected, I realised we needed an event space to host different types of events, I found St Margaret's Institute in North Oxford where I hosted events for the rest of Michaelmas and Hilary. The events included board games, movies, LAN gaming, as well as a competitive programming game known as CORE WARS. Some of the events had to be cancelled in Hilary due to me having covid. When Trinity started we were once again allowed to use the UGSA, however, I only hosted social events there for the first 3 weeks. This was partially due to me becoming increasingly busy with exam revision, but mainly due to the extremely low turn out of people.

3 Elections

3.1 Nominees

- Hamzah Qureshi: President
- Hoa Duong: Vice-President
- Skai Cook: Secretary
- Antoni Pilat | Esther Miles: Joint for Social Secretary
- Kledion Shahini: Treasurer
- Arcadia Cipriani: Leader of Excursions
- Rish Naik | Jake Simian: Joint for Leaders of LAN and Gaming
- Viktor Kozhuharov | Oscar Mui: Joint for Leaders of Coding Workshops

Lize: Very good. OK. So first up, we have Esther and Antoni running for social sec.

Alasdair: Wait, which position is being voted on, is it better to do the more important ones first?

Lize: They have to leave soon, and so they asked specifically to go first. Esther and Antoni are running for a joint role for social sec. And actually, have we had it in the past that people can run joint for a role, or should we vote for that separately?

Alasdair: You do that if you need to, it's not a problem. It's not a problem unless it's the president, not for social sec.

Lize: Okay, cool, so then we're all good. Sorry, you can have the floor, Esther.

Esther: Hi everyone. I'm Esther. I am a first year doing Computer Science and Philosophy and I'm running for social sec cause I think it's really important. I hadn't actually heard about CompSoc until today [laughs] I'd like social sec to make sure that people hear about it a lot more; make the social media more active and more outgoing; make sure there's a stand for it at fresher's fair, that kind of thing; get people involved, lots of really exciting events; maybe collaborate with other societies; to put on exciting events for CompSoc.

Antoni: My name's Antoni. I'm a first-year doing Maths and CS and yeah, I agree with everything Esther said. We've also talked to some of the people running for the lower roles, and we know a lot of people have good ideas for what events the society can organise and we want to help with that and like get more people involved, basically, and in the society.

Lize: Brilliant. Okay. Thank you both.

Applause

Lize: So just for voting, I'm wondering, do we vote for you guys as a package deal? Do we vote for you independently? [laughs]

Alasdair: If we want to do it strictly, the first vote is, 'do we vote for them together?'. If everyone says yes, then it's fine.

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: OK so from here, we'll go in order of importance, I suppose, in roles. So, Hamzah, running for president, you can have the floor.

Hamzah: Hey, I'm Hamzah. I'm first-year computer science, and again, as Lize said, I am running for president. When I look at the society currently, I feel like it's not really necessarily fulfilling its role to its best extent as a place for people who are interested in computer science to sort of collect together and boost that sort of extracurricular activity in the subject, you know? Like for example, when I talked to people who are doing maths, they oftentimes will go to a lot of Invariants events; they feel like they're a home for people who are interested in maths. But when I talk to a lot of computer scientists, I don't really feel like they say the same thing, or at least I don't see many computer scientists coming to events at all. Which is a real shame, you know? Cause I think that, you know, we have such a broad and large subject that we have so many things that you can explore outside of just the degree itself. So definitely, my thing would be to try and change the, almost, perception of the society among the student body to make it seem more inviting to people. In terms of specifics of how I'd want to go about it, it's kind of twofold. So firstly, I'd want to definitely deepen ties with a lot of the other CS-related societies, so like OXWoCS, OxAI, OxAI Safety, Oxford Robotics, maybe even Invariants and such. We all kind of have like a similar idea of what we want to do, which is to sort of boost interest in computer science, and I think it's better if we work together than alone. And then, also maybe try and strengthen ties with the department as well, so maybe get into the fresher's introductory talk, or maybe even, I don't know how likely it would be, to get into the Weekly Roundup or something like that. Basically, to get more integrated and see us as like a like a wing of the department almost, so it seems more natural for people to come to us. And then more specifically in terms of events, I'd want to increase how many we do. So obviously I want to keep the weekly socials. I think they're really fun, pizza's great, and like, it's the thing that most people come to anyway. But alongside that, I definitely want to open up a consistent coding workshop for people who are maybe interested in doing programming or coding, but haven't really had the opportunity to get into it. Alongside that, I definitely want to open up a consistent talk series as

well, both for careers advice as well as for just general academic interest and stuff like that. Basically fill the time card with a bunch of stuff so that if people want to increase that knowledge of extracurriculars, they can. So yeah, that's basically it for me.

Lize: Brilliant. Thank you.

Applause

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: OK, so next up, we have Hoa for vice president.

Hoa: Hey, I'm Hoa. I'm a first-year Computer Science and Philosophy student. To be honest, I echo a lot of what Hamzah said. I think that this society has big potential to be like the home, as he said, of computer science, something that people can just like come to all the time and feel like they're a part of it. Another thing that comes quite close to my heart is access in general, because I'm part of the Brilliant Club and things like that. So I think that maybe getting some events of people from like sixth form and schools and things like that and engaging in that sense may be something that we could do. Obviously, I want to make sure that we get freshest fair stall to try increase engagement and just get into as many group chats as possible to try and bring more people in. Because yeah, it's all about like the longevity of the society. And yeah, I know that probably we won't, well, hopefully, fingers crossed, we don't have another COVID. But we'll see, we'll see [laughs] Another point I was trying to make is that the more engagement that we can get, the better. It would be better for us as a society too really, I think that marketing matters. If we can get people that are not doing computer science in as well to do coding workshop, like Hamzah said, then that would be great because like, I know a bunch of PPEs, for example, who, in my year anyway, had to do some coding in art and they really struggled with it and I had to help them. So maybe we could put something on for them and then kind of increase cross-community types as well almost. I think that would be quite nice. Another thing that I quite like the idea of is potentially doing lightning talks, like potentially as an aspect of socials, because, as undergraduates, we don't really get that much opportunity to do things like that. So like, maybe get people to do five minutes just talking about something that they feel is worth sharing. I know a few people that would like to do that. But yeah, that's me.

Lize: Thank you very much. Brilliant.

Applause

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: OK, next up, we have Skai, who is running for Secretary.

Skai: Hi everyone, I'm Skai. I'm running for Secretary. I don't have a lot to say compared to Hamzah and Hoa, so I'm going to keep it short and sweet. Basically, I really believe in the vision that Hamzah laid out. I want to do my best in my role as secretary to make that possible. I'm not afraid to put in the time and effort to do the busy work that's required to keep everything running smoothly; to keep in contact with people in the society and beyond; to make sure everyone's in the know. And that's pretty much it. So yeah, thank you. Oh yeah, and I'm a first-year Computer Scientist.

Applause

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: Brilliant. Okay, so we've already had our voting for joint Social Sec, now we have Kledion for treasurer.

Kledion: I'm Kledion. I do Maths at Worcester College. I am very excited to spend money that billionaires give us [laughs] I'm going to see if we can get them to give us as much as possible and make sure we can host as many epic, fun events with lots of pizza and alcohol and people. I really look forward to trying to make the society like work out and be something that it could be, you know? [laughs] Thanks. Hopefully I can count correctly. [laughs]

Applause

Voting ensues.

For	14
Abstain	0

MOTION PASSED

Lize: OK, next up, we have Arcadia for the subrole of Leader of Excursions

Arcadia: [read out in her absence]: Hi, I'm Arcadia. I'd be interested in running for Head of Excursions for CompSoc within social events. I feel like there's a lot of opportunity, not only for interdisciplinary events, but also ones for relaxation. A few ideas

of regular excursions could be board game nights, escape rooms, picnics, Junk Yard Golf, bar/pub nights, karaoke, movie nights, and much more. Additionally, I also want to collaborate with other subsidiaries of the social secretary branches, such as LAN and Gaming to host game jams, and with the computer science workshop to host special events on creating programs, which transition into cross departmental activities. I recently attended a fascinating English literature talk on how computer science has changed, not only the future of philology, but could be a useful tool for analysing texts of the past in new ways. Wouldn't it be special to do interdisciplinary lectures, fun events relevant to the study of both CS and another subjects, or just a social mix of CS and different people? There'll be plenty of things to look forward to when it comes to excursions outside of the CS department. This is very much coming from a place of being a Computer Science and Philosophy student who values what CS could add to other departments. Thank you, and have a nice day.

Applause

Pavol: Well presented.

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: Ok. Next, next up, we have Rish and Jake, joint for the sub role of Leaders of LAN and Gaming.

Rish: Hi guys, we're Rish and Jake, first-year at Keble, Computer Scientists. From what Hamzah said, we really agree that it's important to get as many people in the society as possible, and obviously gaming is a really good way to get new people.

Jake: We also have lot of experience in the field. [laughs] We also have experience organizing these things. We have loads of ideas. There are quite a lot of games that exist, so. [laughs]

Lize: Amazing. Thank you very much.

Applause

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: And finally, we have Victor and Oscar running for the joint sub-role, Leaders of Coding Workshops.

Victor: I'm Victor. I'm a first-year CS student at Magdalen.

Oscar: Yeah. And I'm a first-year computer scientist, I'm Oscar.

Victor: Yeah. We're running for Leaders of Coding Workshops. We want to do different workshops for different levels of ability in computer science. I personally have expertise in competitive programming, so I can help people with interview-type questions and give some lectures about that.

Oscar: Lectures? [laughs] OK yeah, and like, for me, I might touch on the more practical side of things, for example, I've made websites for a few years and I might do that. So, yeah, I hope our workshops can like reach people who are not studying computer science as well. Actually, those sort of like websites or things like are not taught in computer science anyways, so it appears to CS people and also non-CS people. And yeah, hope more people can join and yeah. Or like, if there's not that many people we could like also tailor make things, like help people make the things they want to make. It's not that we have a fixed thing we want to do, it's like what the participants want to do is the most important.

Victor: Oscar has actually made a game before, so maybe we can kind of combine our two.

Oscar: Yeah, we could alternate, like, so we could have one for the weekend then just like me and Victor during the week.

Lize: Have you guys taught coding before; what kind of structure are you going to use? Do you have like an idea?

Victor: I think that we can manage, I have taught some coding before to smaller kids, and I think that they took it very well. Hopefully they enjoyed themselves.

Alasdair: Yeah. Prior to the pandemic CompSoc used to run this every year, particularly for people in other subjects outside computer science. And we used to have more people trying to do it than we got room for. And so, there is a sort of Python course that we've used in the past that you can take a look at as a starting point.

Victor: Okay, yeah, thanks.

Alasdair: And so we had people who volunteered to run that. And then the sad thing was most of the people who came to those events never actually joined CompSoc, so it was a sort of service we were providing to other people in the university.

Victor: Maybe the social should be right after the workshops. If you're too tired from coding all day, you can have a drink later.

Lize: Does anyone else have any questions? [no response] OK, great. Thank you so much.

Applause

Voting ensues.

For	16
Abstain	0

MOTION PASSED

Lize: Thank you so much, guys. Hamzah, do you have any final words?

Hamzah: Great that all my guys got in. [laughs] No, but yeah, I mean people here, came up with ideas that I wasn't even thinking of to begin with, so I'm really hopeful for the future of the society. I imagine that we can get a lot done next year, really sort of rebooting and revitalizing the society post-COVID to bring it to the best it could be.

Lize: Brilliant. You guys have all practiced, haven't you? [laughs] Great speeches. I'm really excited as well, because I'm going to be here for the next couple of years, and so I can't wait to see what happens.

Alasdair: Can we also thank everyone who actually put all this work in?

Applause

Lize: Yeah, massive thanks to Ewan who was such a saving grace. Honestly, you changed everything; you put all the fun stuff together and you made Facebook events and just really made a massive turn in the society. And also, Pavol, thank you for dealing with all the contracts and all the people that don't read the contracts, and those who never came back to us. I'm really proud of what we managed to do, given the resources and all the hurdles we've had this year.

Applause

Meeting ends