# The University Computer Club, Inc. Club Summary

#### **About Us**

The University Computer Club, Inc. (UCC) is the oldest student-run computer club at the University of Western Australia (UWA), whose main aim is the promotion and support of computer science and technology at the university and within the wider community. Established in 1974 as a small group of students tinkering with an old IBM machine from the 60's, it has since grown both in numbers of members as well as scope.

At present day, UCC has a membership of 257, comprising both UWA students, alumni and interested members of the community. The club has a permanent room at the university, which is used daily to provide members with access to computer hardware, tools, and an array of network servers and services. The room is also available for the hosting of smaller events.

Our annual turnover is circa \$10,000, funded by membership fees, grants from the UWA Student Guild, and sales of snacks and drinks to members.

#### **Events**

UCC runs a variety of events, aimed at engaging with its members and educating them and the wider university community about varying topics in computer science.

#### **Tech Talks**

In 2019, we ran a series of weekly tech talks on various topics of interest to those studying or interested in computer science. Topics included using Linux and other tools common in computer science, 3D printing, compilers, the Domain Name System (DNS) and Software-Defined Radio (SDR).

Event attendance was around 3-7 people for these events. In 2020, we plan to re-run the majority of those talks, as well as expanding the line-up to cover the principles of open source software, Kali Linux and machine learning and GPU-accelerated computing. In particular, we have a number of members interested in artificial intelligence/Neural Networks, and contacts with possible presenters for those topics.

A large focus for the club in 2020 will be on marketing. This year's weekly events were sometimes planned at short notice, and as such suffered in potential member engagement. The committee has committed to planning a full schedule of talks for next year in the November-January break. Through planning and some use of advertising, we hope to increase average weekly attendance to 5-10 members.

#### **Guest Presentations**

The club also hosted two guest presentations by club members and UWA alumni. These were larger events for the club, attracting 20-40 responses.

In early 2019, we hosted a talk from a member of the Murchison Widefield Array project, an international collaborative science project maintained by the Curtin Institute of Radio Astronomy in WA. Later in the year, we hosted a talk from a club alum and founder of a startup in the government metadata space, on what it takes to create a successful company from the ground up.

These talks were well-attended and well-liked by our members, and we are currently seeking interest for further guest presentations for 2020.

#### **Industry Events**

In 2020, we also plan to expand our our range of events to better engage with industry. This will be achieved via direct contact with industry members, collaboration with other computer science- and technology-focused clubs on campus, and via club alumni contacts.

### **Study Nights**

UCC has collaborated with several other computer science and engineering clubs at UWA to host a number of study nights for various computer science units, contributing organisational resources and knowledgeable members to assist students. We aim to continue this collaboration and expand the number of these events run.

## **Daily Operations**

UCC offers a large range of services to members, with the aim of providing access to technology and tools that members would not otherwise have access to. Our clubroom, open on most days, hosts 12 high-end desktop PCs that are part of the wider club network.

The club's network and servers run a large variety of technologies, many of which are normally only found in enterprise and other large networks. It is a goal of the club to provide members with use of and experience in technologies that are used in industry, to help them prepare for a future career in computer science and technology.

The clubroom also features two 3D printers and a wide variety of electronics tools and parts.