Camp Debriefing

Open: 10:17am

**Location:**

It was “serviceable”

Easy to access with decent surroundings

Big lawn was helpful for our events

The dorms were big, and the bathrooms were nice and local – as were showers

However the kitchen was TOO small

Fridge was TOO small

Not a fantastic way to lock down alcohol or block the kitchen entirely

Nowhere to store used dishes

Appreciation Post for Ern Halliday kitchen

Common room was very cluttered, reverb-heavy and right in the middle of the dormitories – not helpful. Ern Halliday had sound absorbing walls, Woodman Point did not.

The projector screen was an excellent boon – it made screenings much more inclusive

No recycling available - ☹

Woodman Point was easier to clean – being smaller, but also it was not cleaned properly before we got there. Far lower standard of hygiene and cleanliness.

Public Transport was much more convenient.

Attendees were okay with the venue.

In future, this will be okay as a backup site, but we would prefer Ern Halliday.

**Events:**

Spotlight: Easy to run, good fun, very popular, simple setup and easy to run. Excellent “filler” event. Good to run in future.

**break for actual meeting**

Mafia Night: People were somewhat engaged – mostly played werewolf. People seemed to enjoy it. Quite versatile.

Book Club: People had interesting opinions, people strongly engaged. The questions were quite well guided. Was quite formal, which definitely helped with managing people. A good chill event. However, it did run overtime.

Scavenger Hunt: It was really good fun. People love photos. Shout out to Annique for the idea of photos. That is how we should run that event. Pop culture references were fine.

Training Montage: 100% improvised. It was okay, but not well explained. The criteria was not super clear. Was meant to be a way to invest people in LARP, but further LARP prep was not necessary. The vine format was extremely restrictive, and the small time allotted was not helpful. Perhaps we should give more time for this event. Also – it very much felt like an assignment. Perhaps we should not run this again. Maybe a good idea for a future event? Perhaps also too dependent on people having equipment with them.

Dramatic Readings: Not super engaged with, the people who did stay enjoyed it quite a lot. Good stories. For future, we should read something we can all take a character, as opposed to just listening to single person. Rotating readers is, in general, a good idea. Perhaps better to run as a chilled-out main activity.

Quiz Night: Some of the questions were too hard. The homestuck questions seemed to be too important. The true/false and multichoice questions were a good idea, though. Team-specific rounds were perhaps too in-depth. The balance of general questions to deciders was too high – but this could be easily fixed. The books round was a little intense – comics might be a better focus, as well pulp scifi/fantasy, but this has been a problem in Unisfa for decades. The anything goes round was good, except for that one MtG question, it definitely felt out of place.

In general we should also use better, more readable fonts.

Scary Stories: HP Lovecraft is hard to read, and very problematic. Rotating readers was good, and made the event engaging. We should use shorter stories – maybe creepypastas? We need to aim for shorter texts such as Lovecraft’s poems. There are also some other quirky texts on the internet. Also, do not let people suffer freezing conditions.

LARP Crafts: Perhaps seemed a little pressuring to help.

Board Games: People like them - it worked quite well.

Wallace and Gromit night: It was so good. They are a little dark, but it is a fantastic idea. We had fun, and there is some good cheeses. We should run similar events in future. There was a good amount of cheese acquired. The cost of the cheese is not something to stress too much about. Perhaps we should separate blue cheese away from the rest of the cheese and ventilate the room better, though.

LARP: Advertising the LARP was a good idea, but also, we should minimise this.

Making the Armour was good fun, but we should packup first, before the event begins.

The LARP came at the end when everyone was exhausted and was perhaps a little bit too much – considering the pressure to participate for house-points. Perhaps we should shuffle the crafts to the day before so that we can give people a chance to rest.

We should also explain the LARP and the way it is run beforehand and in a better manner, so that more people can understand what is going on.

LARP is not everyone’s cup of tea, so we need to balance the discomfort some people will have with running around and having their personal space invaded against the fact that it is one of our only draws for camp.
People would have been more comfortable if there is some non-combat parts – this would be difficult to incorporate, given the complexity it brings, but perhaps it might be worth looking into – since we only need to solve this once.

Alternatively, we should share with people that the quiz night is the most important part of LARP/the scavenger hunt, and that LARP is not weighted super heavily.

The simple LARP we organised was easy logistically, but anything more we throw in could be a little difficult.

Nonetheless, we should look into other options for making LARP more accessible.

**Food:**

Food was good, but we should make sure the snacks (fruit and muesli bars) are more clearly freely available. We should also not be so dependent on fruit. Part of the problem with visibility of free food was just that there was not space. Mi Goreng should not have been done on the day of the LARP, or the last day, since it is so intense to cook.

We should have some more vegetarian meals – this will simplify cooking a lot, and meat is expensive. This will just make things a lot easier.

Mi Goreng – should we axe it? Nah, it was the most popular by far, but also, we can simplify the rest of the menu.

One single night of vegan/low allergen meal on the last night is a good idea, as it will greatly simplify things for the cooks, but also not impede on people who want to eat foods.

Rostering things earlier and getting everyone well-versed in what they need to do and when.

There was quite a lot of food left over – bread and veg mostly.

Management:

The EMP was submitted rather late, which hurt us majorly.

Autumn seemed to run the whole of camp – mad props for stepping up. The camp manager should definitely be there to oversee everything.

We could definitely be more supportive of people participating in the chill events, some people felt like they “had” to participate.

We should aim for larger houses, so that people taking time out of point-based events can be better encouraged.

Limiting Magic the Gathering to outside of main event times was a good idea and facilitated people enjoying the camp more.

We should divvy up the committee into houses before the camp so that entire houses aren’t sent to clean/cook at the same time.

Advertising: We should be less targeted in our advertising, and certainly not be too over the top.

We need better intra-committee communication. The planning needs to be done more in advance. The last minute decisions often clashed.

Next year, we should not divide the committee into camp subcommittee and regular committee. We should aim to include the wider committee in more camp decisions.

We need to plan a physical checklist in advance, and also plan to go back for additional supplies. We should also script our camp briefing (including itinerary) and clean up.

Positives: once events began running, they went really well. RSA worked extremely well, there was a much friendlier attitude with people coming to the kitchen with RSA staff, so that a “waiter” paradigm was not in effect. First aid was run extremely well. We had one illness, and it was handled professionally. We had less drinking this year, which was probably good.

The camp leader should be better briefed by the committee in future.

Camp leaders are paying for a ticket and should definitely be allowed to enjoy the events a bit more. Perhaps we could ask some non-leaders assist with the cleanup or some events. To give the leaders a slight break and a chance to enjoy the events.

**Houses:**

Next year, we should aim for 3 houses. Houses should be at least 5 people.

They should also be less specific memes. We should use elements of the club that will be popular in years to come (Terry Pratchett, Big Hero 6, etc).

The competitive nature of having houses can cause issues of people not mixing with each other, as well as causing pressure for people to participate in events.

Perhaps we should just split into teams for individual events rather than houses.

**Meeting closes**

**Budget:**

At this stage it appears we made a slight (~$14) loss. We could have perhaps saved a lot of this by finding cheaper cheeses or buying them when they’re on special.

Ticketing prices were fine. Camp accommodation prices seemed fine – certainly cheaper than last year.

Food would be cheaper if we ran a vegan night, since meat is expensive.

Mi Goreng is the most expensive night, but we could buy a bulk box from spud shed, or cut back slightly on the Bok Choy. Woodman Point is $10pp cheaper than Ern Halliday, but given the flex we have in the budget, and the extra people it would draw, this could be a good idea. Perhaps we could also investigate Manjedal camp in future.

In conclusion, however, a $14 loss for this event is a good outcome.

**General:**

This was a generally successful event, people certainly had fun.

We should probably issue a feedback form.

We should make more dorm signs, like we did last year.

We should let unigames know that we are stealing their stuff.

We should include more chill-out time (dedicated reading/crafts/boardgames time)

Having chill events as an option was a great idea.

We should use fonts that are more friendly to dyslexic people.

There are opinions on whether we should run this event again – but in general people had fun.

Closes: 12:42pm