A.S.O. 6

Ohlone Game Night
Date Introduced to ASOC Legislature: 11/6/2020

Senator Elango introduced the following bill

An ASO BILL
-Ohlone Game Night-

Primary Authors:
Vikram Elango, Mia Albano

Description
A bill initiating Game Night for Ohlone students to meet and interact with one another

2020-21 ASOC President’s Signature:_____________________________________________________

Upon approval by Senate, shall be signed by Chair of the Senate.
ARTICLE I: Full Description

Section 1: Description of Game Night Event

Section 1.1: The purpose of this bill is to authorize and explain Ohlone Game Night coordinated by ASOC for all Ohlone Students.

Section 1.2: This bill will appoint Vikram Elango as director and Thae Su Thu, Hiren Patel, Jason Gill, and Mia Albano as coordinators.

Section 1.3: This event will be completely virtual and held over Zoom.

ARTICLE II: Mission Statement

Ohlone Game Night is an event to create a sense of community and interconnectedness through light-hearted games and icebreakers. The event will be hosted virtually and is open to all Ohlone students to meet fellow renegades and relieve the new semester's stress. During the event, ASOC would showcase what it has to offer for new and returning students alike.

ARTICLE III: Timeline

Section 3: Logistical Information

Section 3.1 Length/Size: The event is scheduled to be up to one and half hours long. We are expecting at least 50 people to show up at the event.

Section 3.2 Location/Time: The event will take place on Thursday, November 12th from 6:30 - 8:00 pm. This event will be completely online via Zoom.

Section 3.3 Attendees: The amount of attendees we expect is approximately 50 attendees. Attendees will be divided into breakout rooms of up to eight people. At least one person per breakout room will be a volunteer leading students through the games.

Section 3.4 Volunteers: There will be volunteers facilitating and guiding students through the event. These volunteers can be anyone interested in volunteering. Volunteers will make sure that students are being respectful and kind. Students who are being disrespectful will be removed from games and events.

Section 3.5 Games: The games we will be playing are Scribble.io and Among Us. Games and their rules will be listed on a piece of paper and each group will have one paper. The link to the game rules may be found here. Attendees are expected to follow the rules of each game.

Section 3.6 Advertising: Ohlone Game Night will be advertised on Canvas and ASOC’s Instagram Page.

Section 3.7 Inclusivity: We will have one sign language interpreter for students who need assistance. Students who require the interpreter will be placed in the same breakout room.

ARTICLE IV: Goals and Objectives

Section 4.1: To create a fun event where students can socialize and destress

Section 4.2: To encourage students to interact and talk to one another

ARTICLE V: Funding Options

Section 5.1: This event does not require funding.
ARTICLE VI: Enactment Date:
Section 6: Date of Event & Time

Section 6.1: The anticipated date of Ohlone College’s Game Night is finalized for the 12th of November 2020 from 6:30 - 8:00 pm.