

## Winter LARP Subcommittee

Wednesday 25/07/18

### Attendance:

Simon Lawrance (Unisfa)

Autumn Brough (Unisfa)

Jasmine Sullivan (Unigames)

Aoibhinn O'Shea (Unigames)

### Absent:

Meeting Opened: 12:08pm

### Agenda:

- Reports
  - Simon:
    - We did it
    - Turn out wasn't good but we had enough people to have a successful event and technically made a profit
  - Everyone else:
    - Yep pretty much
- Monies
  - We've got the receipts
    - 3 from Autumn, 3 from Aoibhinn
  - \$65 event cost
    - Spent half on food
  - \$67 in revenue
  - \$2.03 profit
  - Reimbursements
    - Autumn \$44
    - Aoibhinn \$13
    - Unisfa \$1
    - Unigames \$8.30
      - \$1 profit plus \$7.30 for printing
- Improvements
  - Not buying unnecessary food
    - We didn't end up using onions
  - Could have made a better profit
  - With more people having more structure would be beneficial
    - Low numbers meant that it needed to be reconfigured on the fly
  - Crafting was great and everyone seemed to have a good time
    - Spray painting was more trouble than it was worth
    - But that could be fixed with new spray cans
  - Advertising that joining the event late (after/during crafting) may have improved numbers
  - Low cost tickets were highly beneficial to participants
    - \$5 price
    - Decreasing the price is not encouraged
    - In future \$10 only if food was included or more
    - Craft supplies: plenty of cardboard, more decorative items would be useful aka streamers

- Don't get cello-tape, duct-tape works better and people are more keen to use it
- Lots of interest but that didn't transfer well into actual ticket purchases
- Later start time? 12
  - Lunch during craft/craft outside 1h and have lunch
- Physical tickets weren't useful
  - We would have saved \$3 due to the printing
  - We also had a spread sheet that was comprehensive and worked for the tickets that we did sell

**Meeting Closed: 12:22pm**