Committee Meeting Minutes

24th October 2020

Agenda

- World Cinema Society and HackSoc Live
- Servers
- Discussion about Slack/Discord
- AOB

Attendees

- (CW)   Charlotte Wringe - Chair
- (AB)   Adam Birtles - Secretary
- (AH)   Ash Holland - Secretary
- (SF)   Skye Fuller - Treasurer
- (AC)   Aaron Christiansen - Press & Publicity Officer
- (DO)   Daniel O'Brien - Social Secretary
- (TH)   Tara Harley - Academic Events Officer
- (EB)   Ezekiel Bethel - Infrastructure Officer
- (LM)   Luke Moll - Infrastructure Officer
- (JA)   Jacob Allen - Ordinary Member
- (MR)   Mahir Rahman - Ordinary Member
- (CL)   Charlotte Lloyd - Ordinary Member

Apologies

Minutes

1. Actions from last meeting
   a. any%
   b. Editing past talks: *AAAAAAAAAAA* (AB now has Creative Cloud, they're being worked on)
   c. Only one talk is actually needed this term (for week 7)
   d. Suggestion from LM: talk footage should go on hack@yusu Google Drive (specifically in the shared drive)
   e. #videos: this exists
   f. "all the things" (servers) to be backed up: not really
   g. Film night stuff: has been set up
   h. Checking for VLAB access: deferred
   i. Fosshost: deferred
   j. YUSU website is no longer broken

      k. More cake recipes for newsletters required

2. World Cinema Society and HackSoc Live
   a. They're not here, which makes this difficult
   b. Either they use our stuff, or we show them how to set up their own
   c. The former: LM explains to them roughly the kinds of things he's already explained to DO
   d. The latter: LM explains to them how they set up their own live.hacksoc equivalent (not difficult, but needs them to have their own person who can do it)
   e. (removed for legal reasons)
   f. Hard to do anything productive without WCS here.

3. Servers
   a. LM has it apparently:
      i. chassis
      ii. many smol but nyoom HDDs
      iii. old ~~crappy~~ motherboard and CPU
   b. LM wants to buy new CPUs, a new motherboard, and new coolers
   c. Reckons we can do it with at most £600, likely to be closer to £400
   d. What can we actually spend the grant money on?
      i. Servers
      ii. Microphones
   e. It's grant money, so we need to spend it this term really
   f. We've had no requests from speakers for audio equipment
   g. Can we just use all the grant money on the server? Assuming YUSU don't complain, sure
   h. Vote on LM spending Big Money on servers: unanimous yes

4. ""Discussion"" about Slack and Discord
   a. What were we actually discussing??
   b. Slack/Discord on the contact page on hacksoc.org
   c. How do we make sure only UoY members can join the Discord server?
      i. Put in an email address, and it emails you an invite link?
         1. uhhhh ratelimits
      ii. Something like the Film Night system? (Google OAuth)
         1. This becomes more annoying for alumni members
         2. But is that a problem?
      iii. Or we can just not include a Discord link on the website.
      iv. People have really spicy takes about this
      v. Will we actually cause problems for ourselves by putting a Discord link in plain text on the website? That's essentially already what we do for IRC (though the situation is not quite the same)
         1. This sounds good (something something premature optimisation)
         2. We should decide up-front what to do if we do get spammers joining
   d. LM wants to determine the canonical HackSoc chat platform

i. Currently, it's Slack, and we bridge to IRC (with a "this software is provided with absolutely no warranty" vibe)
1. Apart from technical issues, this is also like "#random exists and isn't bridged"
ii. Threads are broken, images don't get bridged, IRC is overall a worse experience and you're generally aware of that if you use IRC
iii. The same experience is true of Discord (python-slackclient SUUUUUCKS), but it's not super clear on Discord that that's the case
iv. Do we need to have some wording on hacksoc.org/irc that "Discord is available, but you won't get the full experience" or similar?
v. Currently it feels more like "you can join either and you'll get the same thing either way" which is definitely not the case
vi. tldr: we started with Discord as exclusively a voice chat platform, then realised that people actually use Discord and accidentally ended up with conversations happening there

5. AOB
   a. FIlm Night seems to not really be working as a social thing
      i. People don't tend to join Discord, or join and then mute themselves
      ii. This is kind of a shame when it's replaced HackTogether
      iii. Can we change things so people hang out for a bit before/after the film to socialise?
      iv. Yeah, we can change wording of the event description
      v. Also: people have differing opinions on whether they're happy to chat during the film
      vi. Can we put ""instructions"" for the event somewhere to suggest that people can deafen themselves if they'd rather not talk during the film? which would make it explicit that talking in voice during the film is fine

Actions

- AB to get David's talk video done for week 7
- JA and AB to yeet talks footage into shared Drive
- LM to poke WCS and explain the options/arrange a meeting with them
- SF to ask YUSU if we can spend all the grant money on servers and not mics
- AH to amend Discord PR to add an invite link
- JA to add wording to hacksoc.org explaining the relationship between the HackSoc chat platforms (Slack is canonical, Discord and IRC exist ~~AT YOUR OWN RISK WITH ABSOLUTELY NO WARRANTY~~ and there are many more channels on Slack than anywhere else)
- Everyone else to have takes on the above
- CW to amend Film Night description to suggest that people join early (or that the film won't start exactly at 7) and hang around afterwards to chat about the film