

Tau Beta Pi, California Psi

Project Report

2021-2022

About Tau Beta Pi's California Psi Chapter...

The California Psi Chapter at UC San Diego was established in 1994. Currently at about 150 members, our chapter has seen some significant growth in membership, participation, and diversity over the past several years. With regards to activities, the California Psi chapter works with various student organizations in campus-wide professional development events, as well as conducts its own endeavors, such as through our outreach and community service programs.

As an engineering honor society, we provide members with opportunities for professional growth through company information sessions, resume critiques, faculty mixers, and more. However, we recognize that providing only these types of events is not enough to encourage our members to be the strong engineers we strive to be. At our core, we strive to be an organization that provides a sense of community within the Jacobs School of Engineering. Most, if not all of our members, develop close friendships with each other that last throughout college and beyond. It is our goal to be inclusive and encourage members to be well-rounded engineers who succeed while keeping in mind the qualities that matter: compassion, character, and integrity. Through interactions with their peers, members gain a sense of appreciation for their similarities and differences and develop camaraderie in all aspects of their college lives.

In addition to providing social and professional support for our members, we recognize community service and outreach as important jobs of an honor society. We believe it is the duty of those who have excelled in academics to enhance the education experience and academic interest of others. For this and other reasons, we highly stress the importance of the participation of members in outreach programs and events for the community, whether it be for our fellow classmates, for San Diego, or across the border. On the school community level, we hold our annual Pi Day celebration to give our school's engineering community free food and a break from studying. This year we had to adapt it to a virtual setting due to COVID19, but we hope to continue this tradition in person next year. Outside of campus, members are traditionally involved with the Student Outreach program, in which groups of 4-5 Tau Bates visit a local elementary school once a week to teach basic science and engineering principles through fun and exciting experiments. Once again, in-person volunteering was not feasible due to COVID, but we hosted online workshops to teach local high schoolers principles of web development.

The California Psi chapter seeks to advance all the disciplines of engineering and in the process, increase the visibility and recognition of Tau Beta Pi on the UC San Diego campus. Through our outreach programs and our engineering workshops and activities, it is the hope of this chapter to encourage the "distinguished scholarship", "exemplary character", and "unselfish activity" that form the basis of the founding of Tau Beta Pi as an honor society.

Officers for 2021-2022

| | |
|--|------------------------|
| President | Dawson Do/Aditi Anand |
| Vice President External | Ye Jin/Wesam Kanim |
| Vice President Internal | Brian Xi/Jackson Conte |
| Vice President Finance | Lorenzo Mendes |
| Secretary | Trevor Tsai |
| Social Chair | Asher Av/Julie Ngan |
| House Chair | Samay Gandhi |
| Membership Chair | - |
| Campus Engagement Chair | John-Paul Pham |
| Outreach Chair | - |
| Community Service Chair | - |
| Techn Chair | Satyam Gupta |
| Historian/Publicity | Meghan Shen |
| Bioengineering Representative | Elizabeth Contreras |
| Data Chair | - |
| Computer Science and Engineering Representative | Jeromey Klein |
| Electrical and Computer Engineering Representative | Chia-Tung (Mark) Ho |
| Mechanical and Aerospace Engineering Representative | Taylor Stiffler |
| NanoEngineering Representative | Rebecca Wheeler |
| Structural Engineering Representative | - |

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Membership Timeline Summary

2020-2021

Fall Term:

Start of Fall Term

| | |
|------------------------|-------------------------------|
| # of Members | 121 |
| # of Eligible Electees | 929 (including grad students) |

Fall Initiation - January 23, 2020

| | |
|--------------------------------------|-------|
| # of Initiates | 19 |
| % of Eligible Students who Initiated | 2.04% |

Spring Term:

Start of Spring Term

| | |
|------------------------|--------------------------------|
| # of Members | 130 |
| # of Eligible Electees | 1374 (including grad students) |

Spring Initiation - April 17, 2021

| | |
|--------------------------------------|-------|
| # of Initiates | 8 |
| % of Eligible Students who initiated | 0.58% |

Total Number of Members at End of 2019-2020 School Year:

| | |
|--------------|-----|
| # of Members | 138 |
|--------------|-----|

Total Number of new Tau Beta Pi Members from CA Psi Chapter:

| | |
|------------------|----|
| # of New Members | 27 |
|------------------|----|

Continuing Program - House & Family System

The House System fulfills two vital roles at the California Psi chapter of Tau Beta Pi. First, it provides our initiates an opportunity to engage in chapter activities in a more intimate and personal setting during the initiation process. Second, it allows members to remain active within the chapter through leadership roles. The House System was enacted eight years ago to meet the demands of increased initiation class size. The House System divides the initiation class into smaller houses, thereby increasing social interaction and bonding between the initiates. For this year, the house system consisted of three houses: Blue House, Green House, and Red House. Initiate house assignment is done randomly at the beginning of the initiation cycle. Each house is headed by one to two house leaders who work together to organize inter-house events, as well as act as the first point of contact for the initiates in their respective houses. Intra-house events serve as small social gatherings where initiates can get to know their house leaders and fellow initiates better. In their interviews, electees have reported that they value the House System and the ability to meet fellow electees in their houses. In many cases, it reaffirms their desire to complete the Initiation Ceremony and become official Tau Bates. Presiding over the House System is the House Chair, which this year was replaced as a committee. The house committee was responsible for overseeing all of the houses and planning various House Competitions that challenge students intellectually and physically.

Beyond the immediate benefits to the initiating class, the House System fosters leadership development of initiated members. The position of house leader is open to all active members and it is common for new members from the spring initiation cycle to take on the responsibilities for the subsequent spring initiation cycle. A large majority of these house leaders then go on to seek officer positions during the end of the year officer elections. Thus, the House System also increases member involvement and promotes chapter vitality through additional leadership opportunities.

We also continued our family system, which matched 3 - 4 initiates with an active member as their family head to go to outside social events together. We implemented this system in hopes of fostering a closer-knit community and giving initiates a set of friends to whom to talk immediately after starting the initiation cycle. We plan on continuing this program for the future years, as many have enjoyed forming new friendships through the House and Family System.

This year, we implemented an inter-house competition, where initiates would garner points for their house by attending TBP events and competing at All-House events. At the end of the initiation cycle, the house with the most points would see its initiation fee reduced. As such, we were able to incentivize friendly competition between houses in our events, as well as promote greater initiate involvement.

Continuing Program - Florence Elementary (on hiatus due to COVID)

Our Florence Elementary outreach program focuses on providing an active learning

approach to science and engineering education to a local, low-income school's 3rd and 4th graders. With weekly visits to the school, we conduct a variety of science and engineering projects to encourage them to explore their curiosity in science, technology, mathematics, and engineering (STEM) fields. With approximately 25 students participating every week, and working with the home teachers of these students, this program has presented both unique opportunities and challenges for our outreach team. Overall, our program has been a success—students and teachers are excited to participate in our program.

Over the past years, we have been able to span a variety of projects, which show off a wide range of science and engineering principles. Examples include bridge building, egg drop, marshmallow towers, popsicle stick catapults, slime, and playing with lightbulbs and motors! Each project typically involves a preliminary phase where the students are taught the principles of the project, going over theory. The students are then divided into groups and planning and development of team ideas is begun. This leads to prototyping, where the teams build out their designs and begin some testing. Then, after initial testing, we go into a revision and final product. Finally, we finish off with group meetings reviewing the whole process, going over how we could improve teamwork, what was learned, and other essential team building skills necessary for future group work success.

Usually, the main challenges of our Florence Elementary outreach program are in managing 25 students with limited numbers of volunteers and limited time for planning for the number of volunteers available. Volunteer numbers varied depending on the time of the quarter it was. When our members were occupied with exams and classes during the time of the event, there were occasions where the volunteer to student ratio was too low. Because of this, it was often difficult to come up with innovative projects with so few hands on deck. Furthermore, it was difficult to plan for the number of volunteers available, as many people would sign up the day before or the day of, when the activity was already planned with a finite amount of supplies. We will, of course, continue to improve on our elementary school outreach programs in our future iterations through active marketing within the organization and building a community and responsibility around service and teaching.

Additionally, this past year of online classes was a large barrier to being able to host these service events. But when schools reopen this fall, we hope to continue our outreach program with Florence Elementary School and even expand our audience when it is safe to do so. We even hope to increase the number of volunteers from TBP that attend each session, perhaps branching out of the classroom for larger outdoor activities. Lastly, we would like to expand to middle schools as we strive to incorporate the Tau Beta Pi MindSET objectives into our program and follow the progress of students over time. We also hope to continue to teach children introductory coding concepts this next year. We look forward to continuing this program and are excited to take part in this great professional and outreach opportunity.

Continuing Program - Tijuana Orphanage Trips - (on hiatus due to COVID)

In previous years, we worked with two startup organizations located in Tijuana - Create Purpose and Hearts of Baja - in order to continue our initiative of teaching the children at orphanages in Tijuana about STEM fields. We collaborated with our fellow engineering peers from the Society for Hispanic Professional Engineers (SHPE), UCSD chapter, to visit two orphanages caring for a combined total of around 80 children. However, due to COVID related restrictions, we were unable to conduct this program this year.

Similar to what is done in our Florence Elementary outreach program, we go to the orphanages for a day and spend 4-6 hours doing a variety of STEM experiments and projects with the kids. Since there are children of all ages participating, the projects are sorted based on difficulty and age group and we try to keep the children organized based on this. We also offer flexibility for the kids to roam around and find a project being taught by one of the volunteers that interests them.

The projects ranged from structural, mechanical, and electrical engineering based to even chemistry and biology based experiments. Out of the many planned experiments, some of the more memorable ones include building sturdy, wooden catapults and propeller cars, DNA extractions, protection cages for eggs (which were then dropped/thrown for testing), building bridges, and, of course, all time favorites baking soda volcanoes and oobleck (silly putty).

For the next year, assuming COVID restrictions are lifted, more volunteers need to be recruited to make these trips even more successful. While just enough translators were there between Tau Beta Pi, SHPE, and Corazón de Vida, even more volunteers and translators would ensure that each child gets enough attention and guidance needed to teach some of the more difficult scientific/engineering concepts. We hope that we can also visit more orphanages and recruit more help from fellow engineering organizations in UCSD to bring more attention to the children at these orphanages.

Lastly, our efforts at these orphanages help to encourage the scientific curiosity of children who have not gotten a chance to exercise their inquisitiveness till this point. By exposing them to STEM fields early, we help the children make a more informed decision about their future careers. Fortunately, Create Purpose's primary mission is training the children in homes with vocational skills to be well-equipped members of society, and our goal with these trips is to inspire as many children as possible to learn as much as possible and take advantage of the opportunities Tijuana-based organizations have to offer. Thus, our chapter hopes to inspire these children to eventually lead scientific and engineering innovation, and to also let them know that they are not limited by their current circumstances with regard to the future.



University Events

| | |
|--|---------------------|
| Project Number | 1 |
| Project Title | MAE Faculty Mixer |
| Project Date | October 27th, 2021 |
| Project Area | University/ College |
| Number of Participating Members | 1 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 3 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

In this event I invited professors Kramer and Boechler to socialize and share some of their research with students.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

With the shift to online classes, it has been difficult to establish a rapport with professors. This event was meant to serve as a more informal setting than class and office hours for students to interact with and establish a connection with MAE professors.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Unfortunately, no one showed up to this event beyond myself and the two professors I invited. I believe this was due to a lack of advertising and possibly hosting the event at a bad time when students had classes. Overall, the event was not successful.

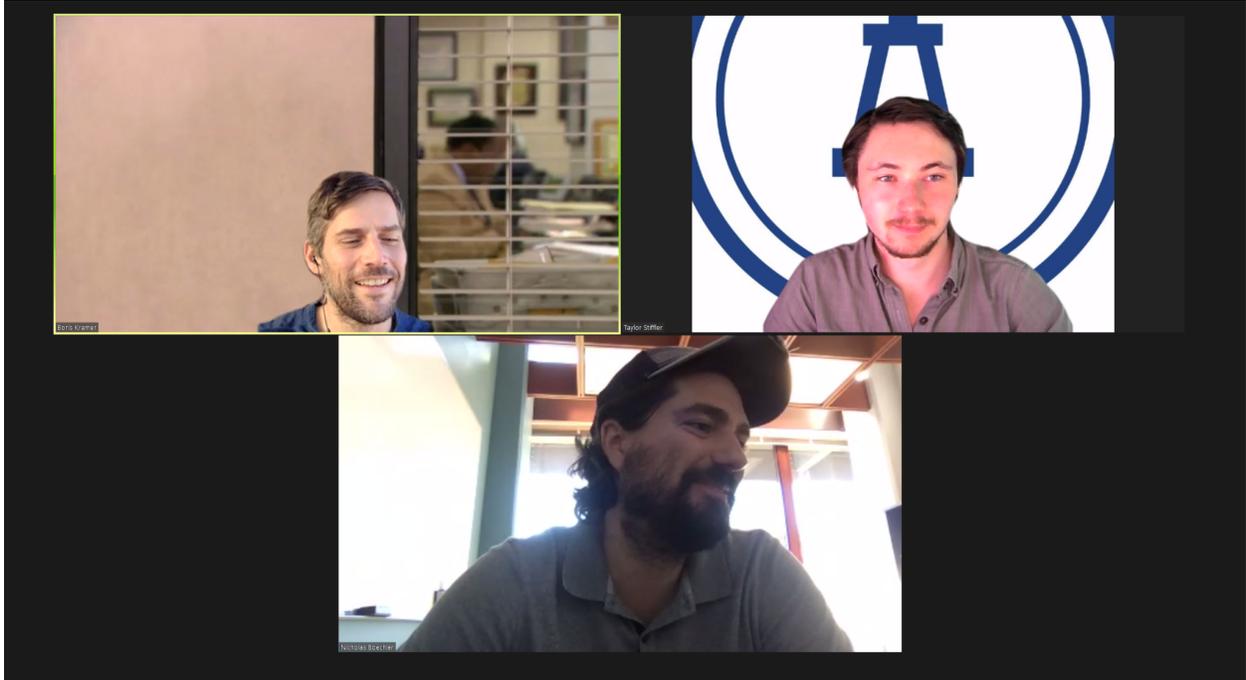
vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Taylor Stiffler

vii. **INDEX OF EXHIBITS**



| | |
|--|---------------------|
| Project Number | 2 |
| Project Title | CSE Faculty Mixer |
| Project Date | November 5th, 2021 |
| Project Area | University/ College |
| Number of Participating Members | 6 |
| Number of Participating Electees | 4 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

Socialize with faculty members and play games

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Membership engagement

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

I think everyone had a good time

vi. **ATTENDANCE**

a. **ELECTEES**

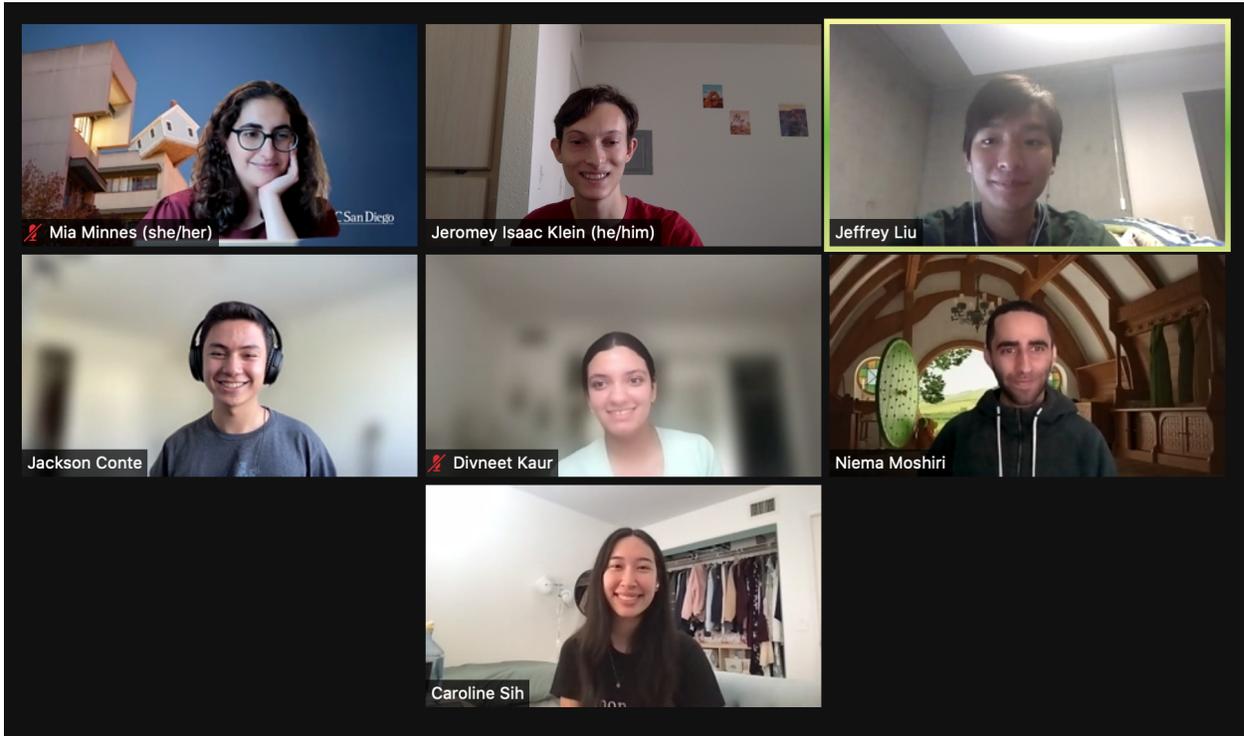
Tim Jiang
 Jeffrey Liu
 Alanna Merlan
 Divneet Kaur

b. **MEMBERS**

Jeromey Klein
 Jackson Conte
 Trevor Tsai
 Caroline Sih
 Taylor Stiffler

Ellie Huo

vii. INDEX OF EXHIBITS



| | |
|--|---------------------|
| Project Number | 3 |
| Project Title | NanoE Faculty Mixer |
| Project Date | November 12th, 2021 |
| Project Area | University |
| Number of Participating Members | 4 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1.5 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Faculty from the NanoEngineering department came to talk with students and answer questions.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Foster a professional relationship with university departments.

iii. **COST AND PERSONAL REQUIREMENTS**

None

iv. **SPECIAL PROBLEMS**

None

v. **OVERALL RESULTS**

Professors were able to communicate and interact with students.

vi. **ATTENDANCE**

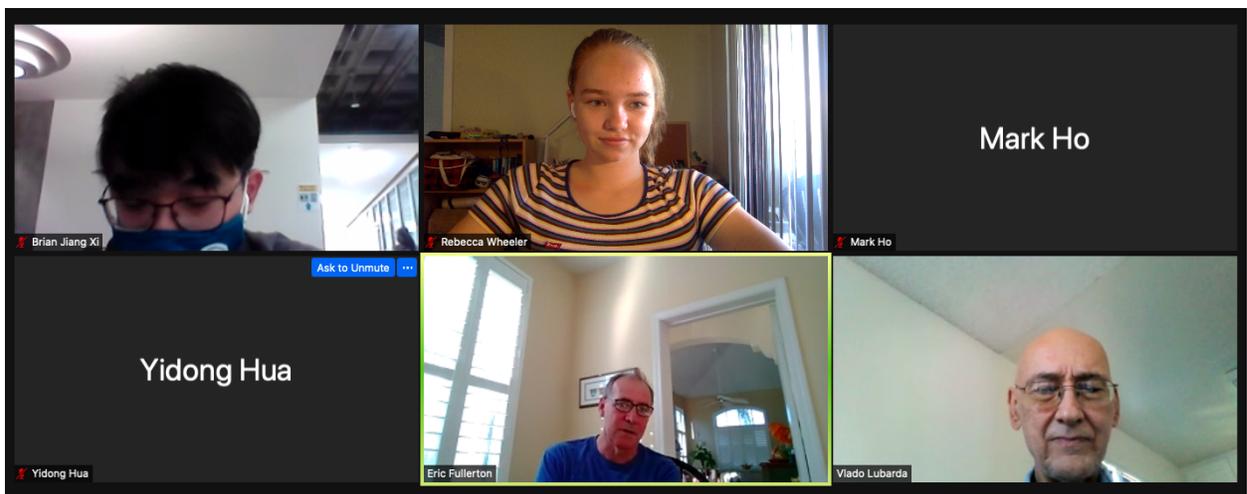
a. **ELECTEES**

Yidong Hua

b. **MEMBERS**

Brian Xi, Mark Ho, Rebecca Wheeler

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| | |
|--|-----------------------------|
| Project Number | 4 |
| Project Title | HKN & TBP ECE Faculty Mixer |
| Project Date | November 19th, 2021 |
| Project Area | University/ College |
| Number of Participating Members | 10 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 4 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | Yes |

i. **PROJECT DESCRIPTION**

Socialize with ECE faculty members.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Providing an opportunity for officers and members to interact with ECE Professors and discuss research, graduate life, and any questions.

iii. **COST AND PERSONAL REQUIREMENTS**

Cost summed to \$0.

iv. **SPECIAL PROBLEMS**

No initiates attend.

v. **OVERALL RESULTS**

Event is smooth and successful

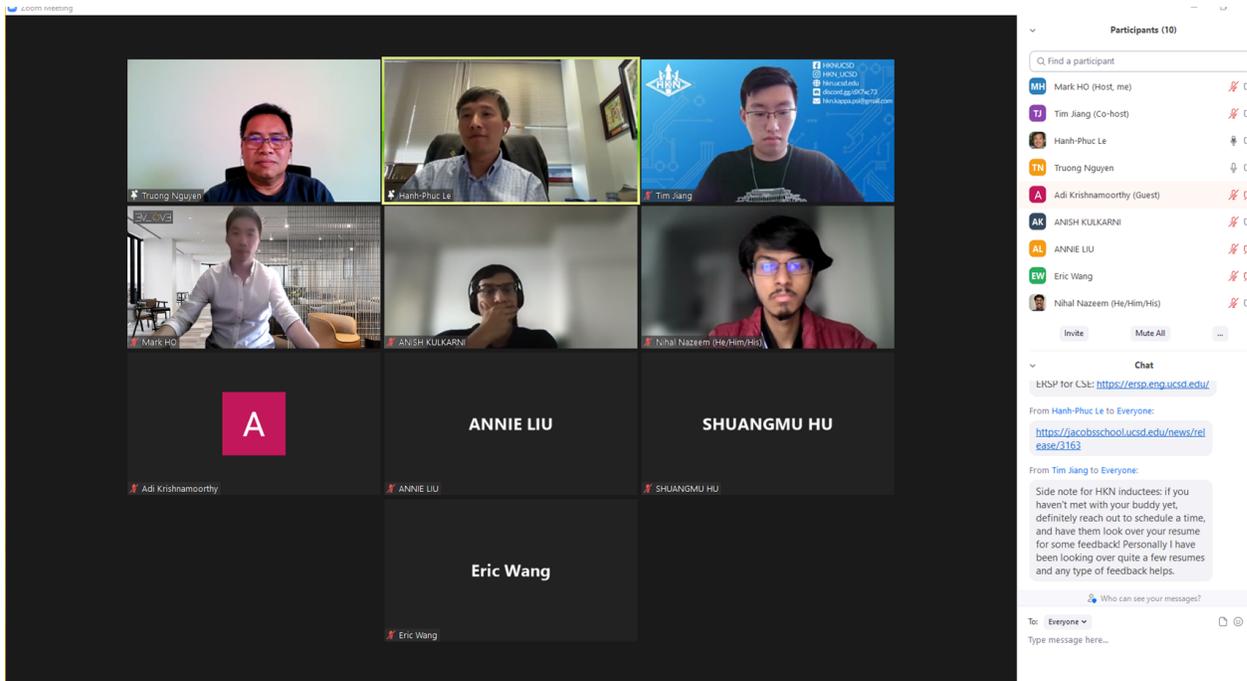
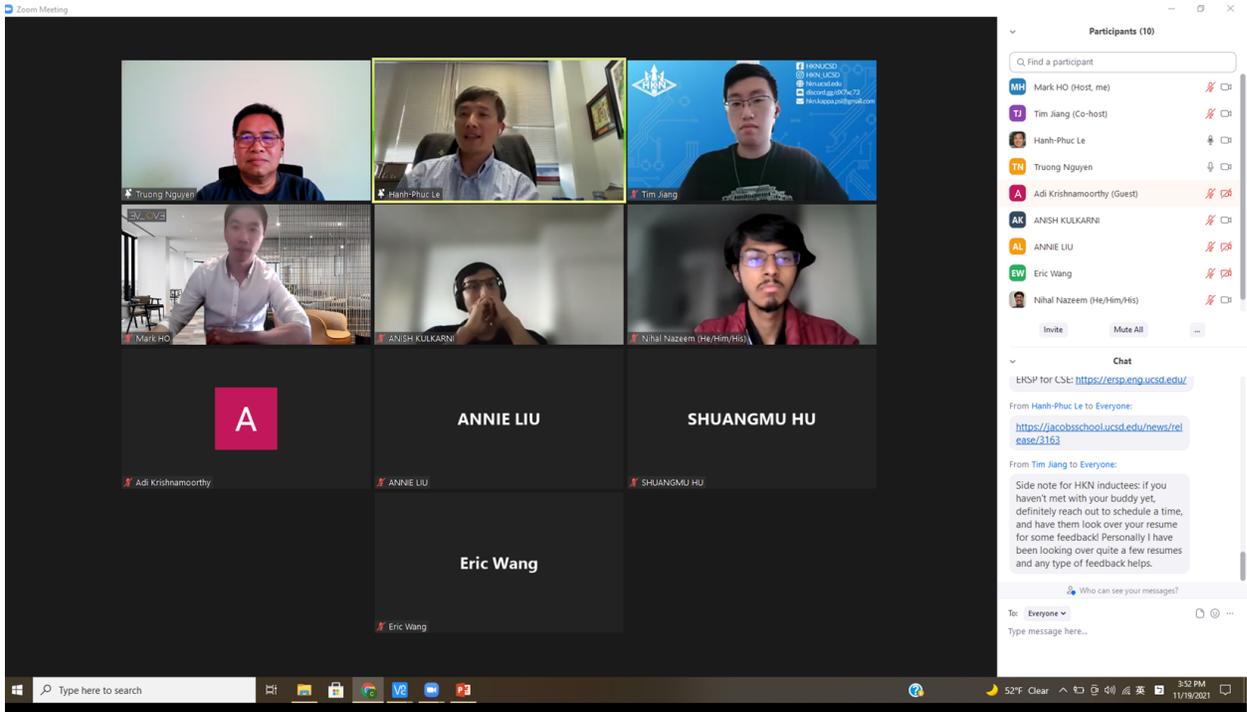
vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Mark Ho, JP Pham

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Chapter & Social

| | |
|--|----------------------|
| Project Number | 5 |
| Project Title | Member Beach Bonfire |
| Project Date | September 26th, 2021 |
| Project Area | Chapter / Social |
| Number of Participating Members | 38 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 4 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Our members only beach bonfire serves as a welcome back to school event after a year and a half of online schooling. This served as a great opportunity for Tau Bates to meet each other in person finally. Set up at La Jolla Shores during the afternoon/evening, we provided food and activities for everyone to bond and get to know each other.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We believe in the importance of keeping members active, especially those who are not on the officer board or involved with the initiation cycle, and introducing our officers to all members to keep everyone involved in the organization. By hosting this bonfire, we hope to introduce all members and strengthen existing relationships between members.

iii. **COST AND PERSONAL REQUIREMENTS**

Cost of food and supplies summed to about \$100.

iv. **SPECIAL PROBLEMS**

Poor planning made this whole event more annoying to plan than normally. We underestimated how long it would take to buy food so it came ~45-60 minutes late. Also poor communication on what to buy led to a shortage of some food like pizza and an abundance of other foods like hotdogs. Also lack of proper skewers made cooking foods over the fire a lot more difficult, but everyone found alternative solutions.

v. **OVERALL RESULTS**

Turnout was very good. The food was successful despite the poor preparation with cooking materials. Activities were successful and everyone reported having a good time.

vi. **ATTENDANCE**

a. **ELECTEES**

None. Members only event.

b. MEMBERS

Mark Ho, Trevor Tsai, Gokul Rasmi, Dawson Do, Jeff Xu, Asher Av, Justine Nguyen, Colin Young, Yaman Jandali, James Zhao, Aaron Wu, Justin Yeung, John-Paul Pham, Jeromey Klein, Aniket Dhar, Jason Gunn, Edward Yau, Sean Ye, Rudy Zhang, Jonathan Low, Wesam Kanim, Lorenzo Mendes, Russell Ro, Rebecca Wheeler, Shoh Mollenkemp, Saman Naseri, Julie Ngan, Yidong Hua, Reed Rouland, Caroline Sih, Taylor Stiffler, Akshay Gopalkrishnan, Ye Jin, Adrian Castaneda, Max Cohen, Ellie Huo

vii. INDEX OF EXHIBITS











| | |
|--|-------------------|
| Project Number | 6 |
| Project Title | MAE Jackbox Night |
| Project Date | October 8th, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Members and initiates played multiple games of Jackbox Party Pack 3.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The purpose of this event was to foster community in TBP and help officers, members, and initiates bond with each other.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Overall the event was a success. The initiates who joined were able to meet and interact with multiple officers in a more relaxed environment than professional events and they seemed to enjoy the games.

vi. **ATTENDANCE**

a. **ELECTEES**

Blake Anderson, Trevor Mathews

b. **MEMBERS**

Taylor Stiffler, Dawson Do, Jackson Conte

vii. **INDEX OF EXHIBITS**

| | |
|--|----------------------|
| Project Number | 7 |
| Project Title | CSE Study Session |
| Project Date | September 21st, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 0 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

We did homework together and helped each other

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Studying and helping each other

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Everyone had a good time

vi. **ATTENDANCE**

a. **ELECTEES**

Kyle Wade

Jack Li

b. **MEMBERS**

Jeromey Klein

Dawson Do

Edward Chen

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------|
| Project Number | 8 |
| Project Title | Potluck Social |
| Project Date | October 24th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 13 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The Potluck Social is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members for some food. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from bringing some food or games.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Attendance numbers were fantastic and the event was fun overall as some of us got to try new foods, chat, and play spikeball.

vi. **ATTENDANCE**

a. **ELECTEES**

Daniel Maldonado-naranjo, Max Cohen

b. **MEMBERS**

Asher Av, Julie Ngan, Dawson Do, Brian Xi, Jackson Conte, Taylor Stiffler, Trevor Tsai, Jeromey Klein, Lorenzo Mendes, Amir Saman Naseri , Daniel Maldonado-naranjo, Max Cohen

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| | |
|--|---------------------|
| Project Number | 9 |
| Project Title | MAE Study Session |
| Project Date | November 11th, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

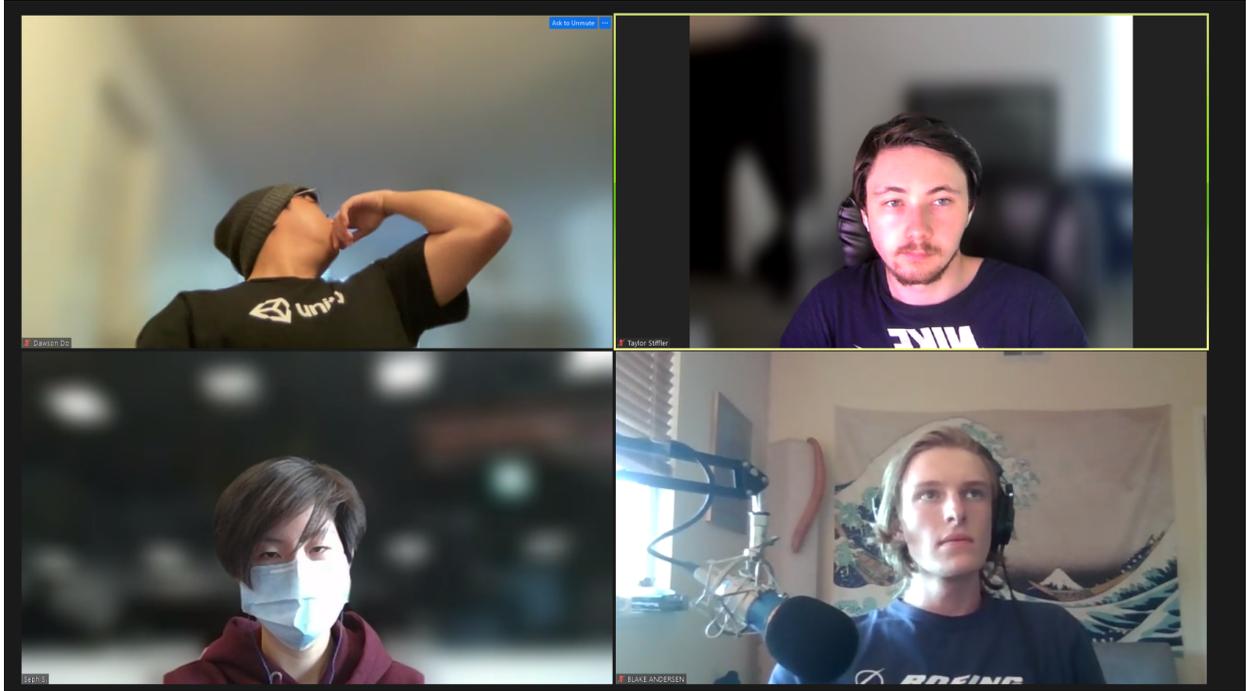
a. **ELECTEES**

Blake Anderson

b. **MEMBERS**

Seph S., Dawson Do, Taylor Stiffler

vii. **INDEX OF EXHIBITS**



| | |
|--|----------------------|
| Project Number | 10 |
| Project Title | NanoE Game Night |
| Project Date | November 03rd, 2021 |
| Project Area | Chapter/Social Event |
| Number of Participating Members | 4 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates and members were able to hang out and play online games together.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Allowing initiates to bond with officers and members is important in understanding their character and getting them further interested and involved in TBP.

iii. **COST AND PERSONAL REQUIREMENTS**

Cost summed to \$0.

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Games were successful and an electee came which was good.

vi. **ATTENDANCE**

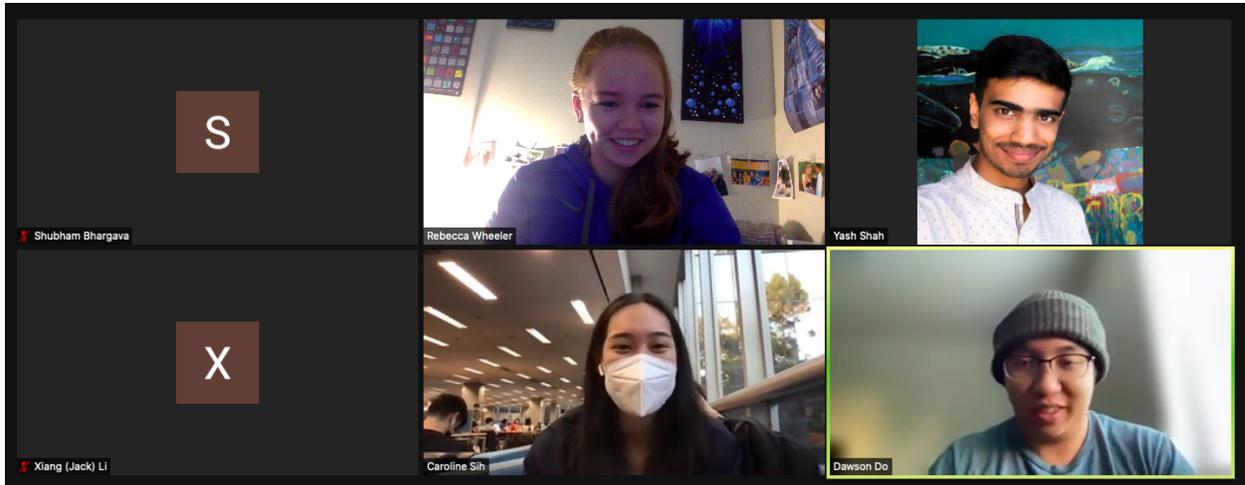
a. **ELECTEES**

Hans Chen

b. **MEMBERS**

Brian Xi, Dawson Do, Jackson Conte, Rebecca Wheeler

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------------|
| Project Number | 11 |
| Project Title | Weekly Board Game Nights |
| Project Date | November 04th, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall as some of us were introduced to new games.

vi. **ATTENDANCE**

a. **ELECTEES**

Tim Jiang, Trevor Matthews

b. **MEMBERS**

Asher Av, Julie Ngan, Tim Jiang, Trevor Matthews

vii. **INDEX OF EXHIBITS**

| | |
|--|---------------------|
| Project Number | 12 |
| Project Title | Music Show-and-Tell |
| Project Date | November 8th, 2021 |
| Project Area | Social |
| Number of Participating Members | 5 |
| Number of Participating Electees | 3 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

To hang out over zoom and talk about the music we were listening to at the time while sharing some of these songs for everyone to listen.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The event allowed for TBP members and initiates to bond over the great art of music. Each of us became closer to each other as we shared music and learned more about each other through the medium.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs.

iv. **SPECIAL PROBLEMS**

We were originally going to play the music over Zoom share, but since it was fairly quiet we ended up using Jukebox.

v. **OVERALL RESULTS**

Went very well. Everyone was very respectful about each other's taste in music. We all listened to a ton of new music and had some interesting discussions about almost every piece of music.

vi. **ATTENDANCE**

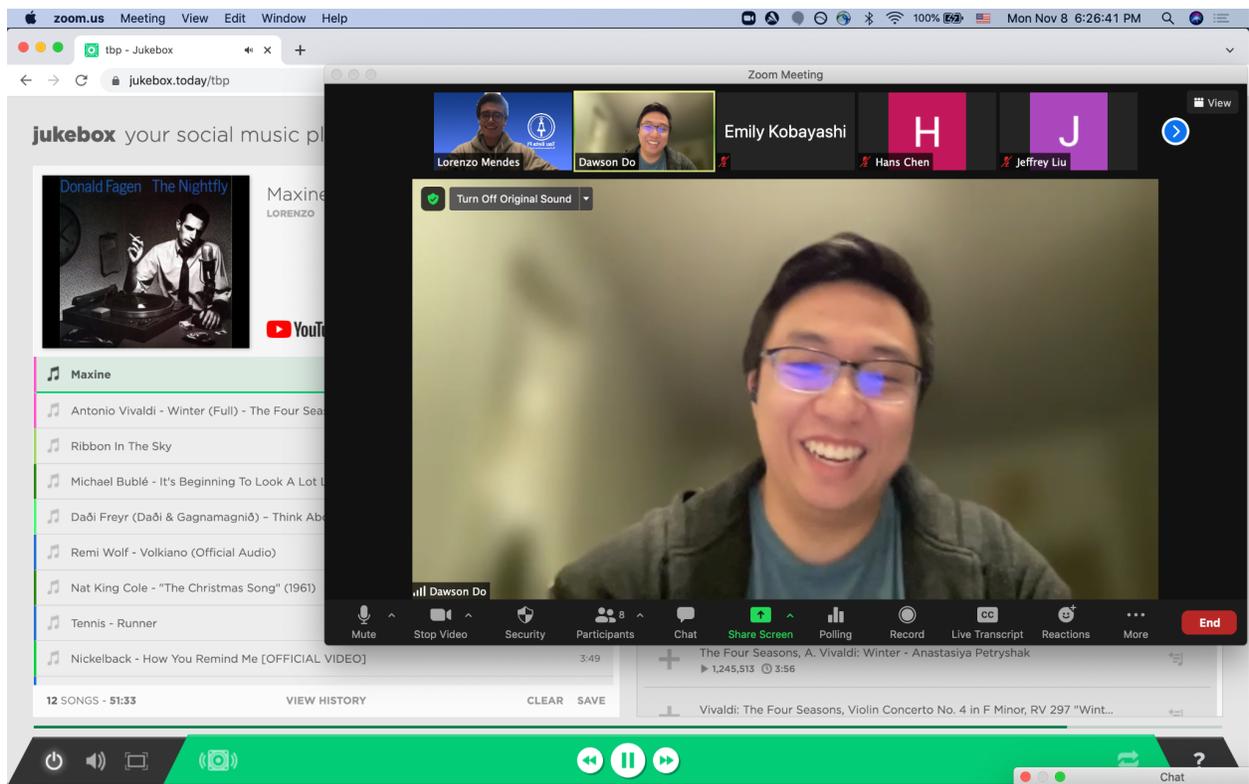
a. **ELECTEES**

Alanna Merlan, Emily Kobayashi, Fei-Xing Peng, Hans Chen, Jeffrey Liu

b. **MEMBERS**

Lorenzo Mendes, Dawson Do, JP Pham

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------|
| Project Number | 13 |
| Project Title | MAE Study Session |
| Project Date | November 3rd, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 1 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

a. **ELECTEES**

Blake Anderson, Shubham Bhargava

b. **MEMBERS**

Taylor Stiffler

vii. **INDEX OF EXHIBITS**

| | |
|--|----------------------------|
| Project Number | 14 |
| Project Title | TBP Ice Skating Fundraiser |
| Project Date | November 12th, 2021 |
| Project Area | Social |
| Number of Participating Members | 11 |
| Number of Participating Electees | 6 |
| Hours Spent Planning (Total) | 4 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Tau Beta Pi hosted a fundraiser with a local ice skating rink where we sold tickets to members, initiates, alumni, and guests, to raise money for future events. Then, at the night of the event, everyone that signed up went down to the rink and skated for 2 hours.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Tau Beta Pi loves to host events for its members that provide social, professional, academic and outreach opportunities. In order to support these future events, we wanted to host a fundraising event that many members would be interested in. The ice skating event itself was also the perfect opportunity for members and initiates to bond through learning a skill that most of us in southern California are not so practiced in. The supportiveness and camaraderie of Tau Beta Pi members was clear at this event.

iii. **COST AND PERSONAL REQUIREMENTS**

Attendees paid for their own tickets to the event so there were no additional costs incurred.

iv. **SPECIAL PROBLEMS**

N/A

v. **OVERALL RESULTS**

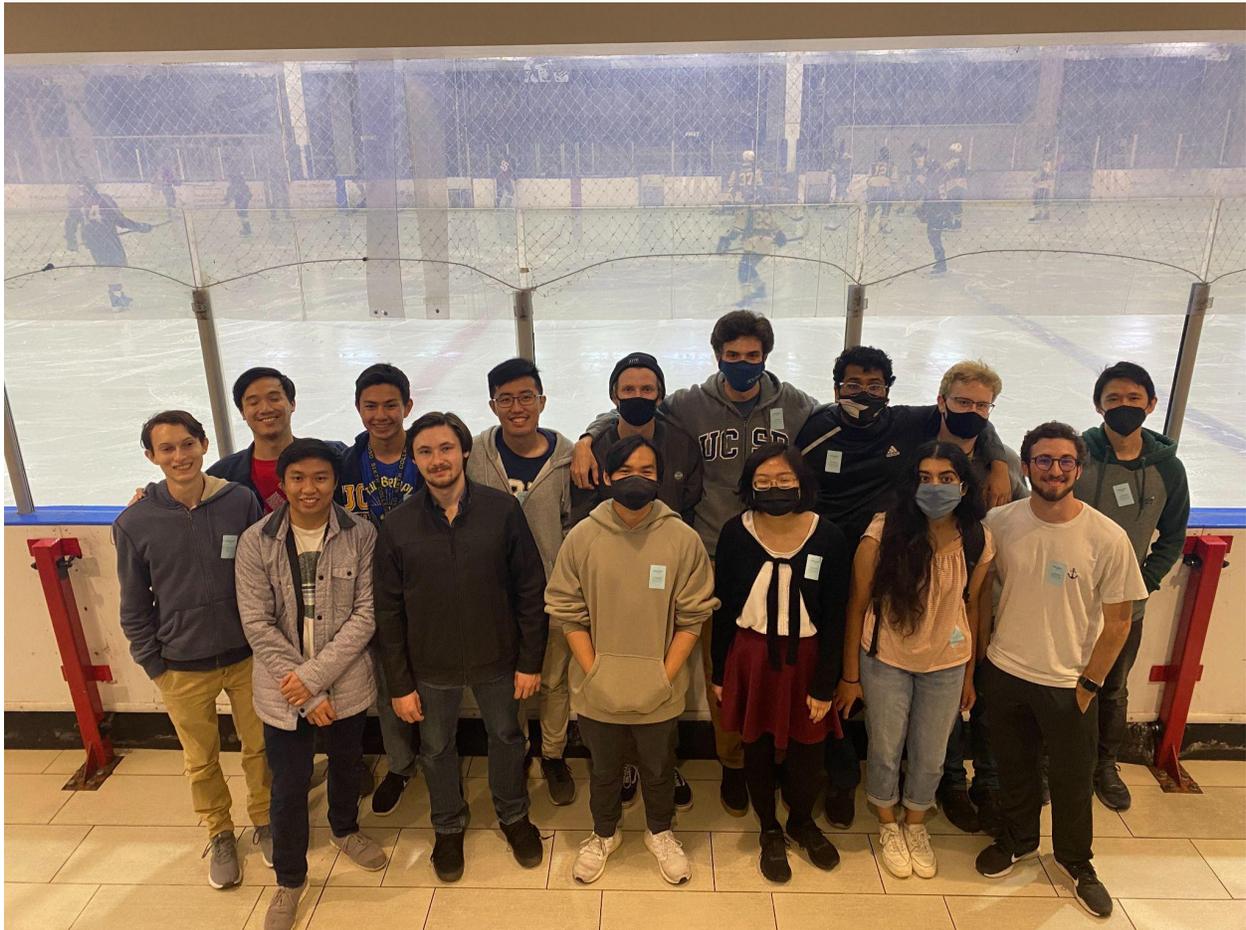
Initially, not many people signed up for the event even though we advertised it a couple of weeks before. Most of the tickets were bought the day of and before the event, probably because people were unsure if they would be free then. The event itself went very well; everyone had fun learning, practicing, helping each other out, and bonding. The feedback we got from the event was all positive, and there were many requests to continue to run this event in the future.

vi. ATTENDANCE**a. ELECTEES**

Emily Kobayashi, Nithya Srinivasan, William Roche, Trevor Matthews, Kenny Ricks, Sai Hosuru

b. MEMBERS

Lorenzo Mendes, Aaron Wu, Jie Xu, Andrew Nguyen, Dawson Do, Nicholas Limit, Taylor Stiffler, Elizabeth Contreras, Max Cohen, Jackson Conte, Jeromey Klein, Trevor Tsai

vii. INDEX OF EXHIBITS

| | |
|--|----------------------|
| Project Number | 15 |
| Project Title | Fall Officer Retreat |
| Project Date | November 14th, 2021 |
| Project Area | Chapter / Social |
| Number of Participating Members | 8 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 3 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

This quarter's officer retreat took place at our local bowling alley and served to strengthen the bond between officers to get a more cohesive board moving forward. We bowled at Mira Mesa Lanes for ~2 hours followed by getting food nearby to round out the day.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

This event furthers the objectives of Tau Beta Pi by building bonds between officers of our campus chapter, which we hope will strengthen the reach of the chapter amongst our general members. This is important to maintain a strong, cohesive officer board.

iii. **COST AND PERSONAL REQUIREMENTS**

\$200 - 2 bowling lanes for 2 hours

\$10 - shoe rentals

Total: \$210

iv. **SPECIAL PROBLEMS**

None

v. **OVERALL RESULTS**

Turnout is not ideal in my opinion, of the 22 officer board we have only 8 were able to make it out to bowling but I do understand that the event happened at an odd time in the quarter system.

vi. **ATTENDANCE**

a. **ELECTEES**

None.

b. **MEMBERS**

Mark Ho, Dawson Do, Jeromey Klein, Nick Limit, Ellie Contreras, Meghan Shen, Jackson Conte, Brian Xi

vii. INDEX OF EXHIBITS



| | |
|--|---------------------|
| Project Number | 16 |
| Project Title | Chemistry of Baking |
| Project Date | November 18th, 2021 |
| Project Area | Social |
| Number of Participating Members | 6 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

We made pumpkin bread together via zoom.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Create a social environment for members and initiates to get to know each other.

iii. **COST AND PERSONAL REQUIREMENTS**

none

iv. **SPECIAL PROBLEMS**

none

v. **OVERALL RESULTS**

We had a fun time making sweet treats!

vi. **ATTENDANCE**

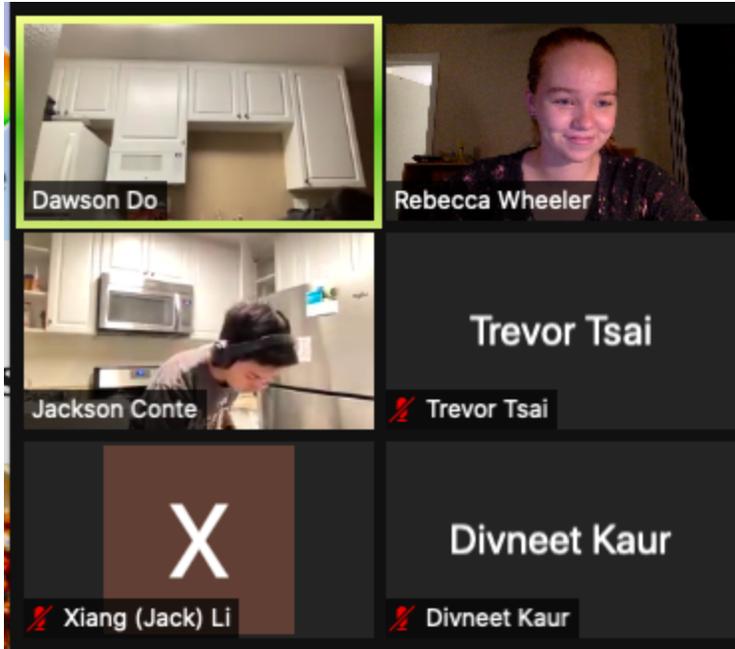
a. **ELECTEES**

Divneet Kaur, Xiang Li

b. **MEMBERS**

Dawson Do, Jackson Conte, Rebecca Wheeler, Trevor Tsai

vii. **INDEX OF EXHIBITS**



| | |
|--|------------------------|
| Project Number | 17 |
| Project Title | Members Only Laser Tag |
| Project Date | November 20th, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 8 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 2.5 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

Members got together for a couple of rounds of Laser Tag at San Marcos. In a dark, foggy, and maze-esque arena, each player was geared up and put onto one of two teams. The objective of each round ranged from capturing the enemy team's homebase to acquiring the most points via shooting one another.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Winning each round required careful and strategic planning before the game started. In the moment, players also had to think on the spot and change approaches accordingly. Since everyone played important roles—offense or defense—there was engagement and enthusiasm from all attendees. This served to help bring everyone closer together to work as a cohesive team (when placed on the same team that is).

iii. **COST AND PERSONAL REQUIREMENTS**

\$20 per person (3 games and a drink was included)

iv. **SPECIAL PROBLEMS**

Location in San Marcos was a bit annoying to drive to on the account of traffic but no special problems nonetheless.

v. **OVERALL RESULTS**

Went really well despite the random people joining our games.

vi. **ATTENDANCE**

a. **ELECTEES**

n/a

b. **MEMBERS**

Dawson Do, Rudy Zhang, Akshay Gopalkrishnan, Jackson Conte, Yidong Hua, Alvin Wang, Fajar Dirham

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------|
| Project Number | 18 |
| Project Title | MAE Study Session |
| Project Date | December 1st, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 1 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Unfortunately, no other members or initiates attended. Likely, this can be attributed to this study session being held at the end of the quarter when students are busy.

vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Taylor Stiffler

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------|
| Project Number | 19 |
| Project Title | CSE Study Session |
| Project Date | December 2nd, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 1 |
| Number of Participating Electees | 4 |
| Hours Spent Planning (Total) | 0 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

We did homework together and helped each other

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Studying and helping each other

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Everyone had a good time

vi. **ATTENDANCE**

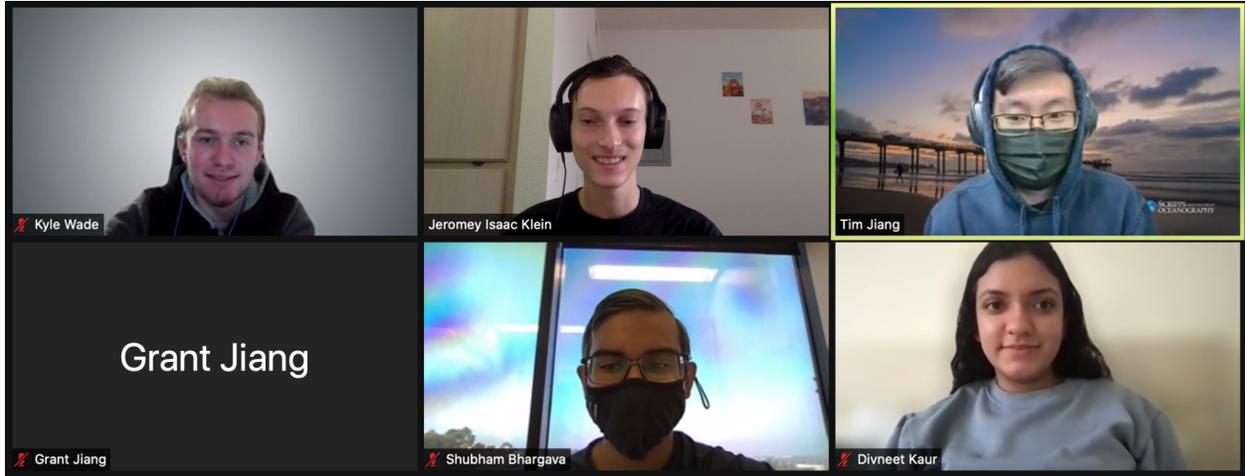
a. **ELECTEES**

Kyle Wade, Tim Jiang, Shubham Bhargava, Divneet Kaur

b. **MEMBERS**

Jeromey Klein

vii. **INDEX OF EXHIBITS**



| | |
|--|---------------------|
| Project Number | 20 |
| Project Title | NanoE Study Session |
| Project Date | Fall Quarter 2021 |
| Project Area | Education |
| Number of Participating Members | Varied by week |
| Number of Participating Electees | Varied by week |
| Hours Spent Planning (Total) | 1 per week |
| Hours Spent Participating (Per Person) | 1 per week |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Students can come and study with a group of others to focus and get work done.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Foster the academic success of students.

iii. **COST AND PERSONAL REQUIREMENTS**

None

iv. **SPECIAL PROBLEMS**

None

v. **OVERALL RESULTS**

Students were able to study at a designated time with other students.

vi. **ATTENDANCE**

a. **ELECTEES**

Varied by week.

b. **MEMBERS**

Varied by week

vii. **INDEX OF EXHIBITS**

| | |
|--|-------------------------|
| Project Number | 21 |
| Project Title | Green House Movie Night |
| Project Date | January 5th, 2022 |
| Project Area | Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 7 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

We would virtually conduct a movie night using the software, Teleparty. The movie of choice was The Karate Kid (2010). There would be an optional chatbox where we can talk while watching the movie together. This would allow us to be socially active without interrupting each other's experiences during the movie.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The goal of this event was to help both members and initiates get closer to each other through the act of watching a movie. This will hopefully lead to a close-knit community being formed between the existing members and the new initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

There were no costs we needed to account for. The only requirement was to have a Netflix account and everyone fortunately had one.

iv. **SPECIAL PROBLEMS**

The only real problem we had was that Teleparty, the software used to watch the movie together, had some rare syncing issues.

v. **OVERALL RESULTS**

The event went smoothly. We started and finished on time, everyone interacted during the movie and we faced very little issues. By the end of the event, we were all able to get to know each other a lot better than when we started.

vi. **ATTENDANCE**

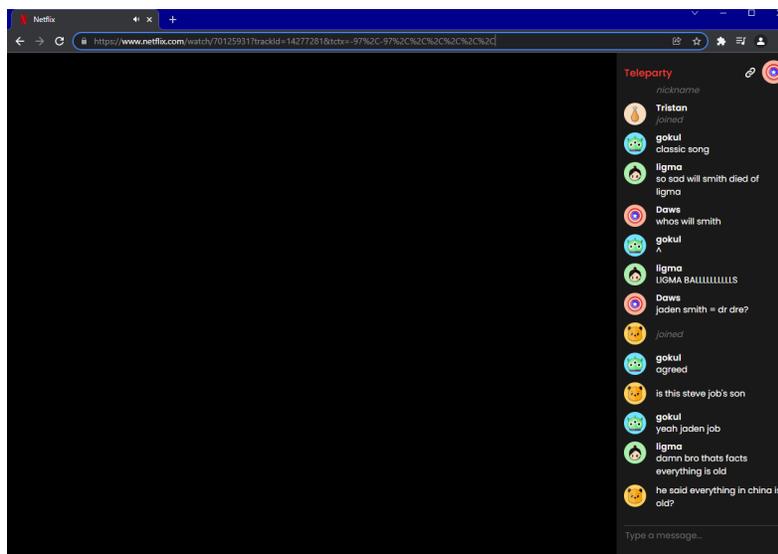
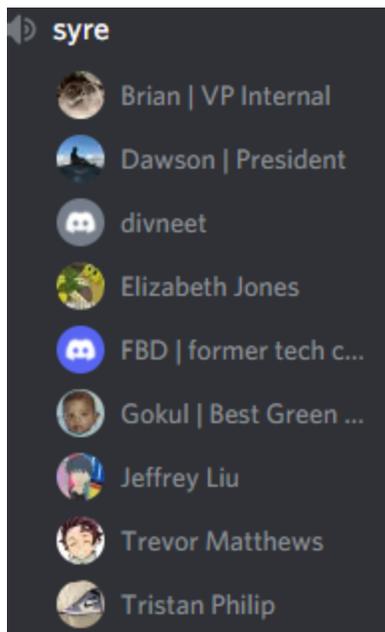
a. **ELECTEES**

Yash, Alana Merlan, Divneet Kaur, Elizabeth Jones, Trevor Matthews, Jeffrey Liu, Tristan Philip

b. **MEMBERS**

Brian Xi, Dawson Do, Fajar Dirham, Gokul Rasmi

vii. **INDEX OF EXHIBITS**



| | |
|--|-------------------------------|
| Project Number | 22 |
| Project Title | Minecraft 1.18 Server Kickoff |
| Project Date | January 6th, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 7 |
| Number of Participating Electees | 8 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1.5 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The CA Psi chapter of Tau Beta Pi created our own Minecraft server as a way to interact socially with our members and initiates during quarantine. Because the avatar system and chat allow users to interact and build toward a common goal, we embraced the unconventional means and began our kickoff event. This Minecraft kickoff was for a new world hosted on the same server as our previous one, this time updated to the newest version of Minecraft

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

A major focus of Tau Beta Pi is membership retention and community enrichment, and with the success of our Minecraft events in the past, we decided to renew our Minecraft server with a new world. Further community engagement for members and candidates is a major goal of our chapter of Tau Beta Pi, and we hope to achieve this by hosting more of these events.

iii. **COST AND PERSONAL REQUIREMENTS**

\$15.99 for 3 months of server uptime.

iv. **SPECIAL PROBLEMS**

We encountered no significant problems with setting up the server. Some issues existed with the transition from the old Minecraft world to the new one.

v. **OVERALL RESULTS**

As one of the first events of the new quarter, we had a reasonably high turnout. This may also be due to the return back to online classes, as this was an opportunity for our initiates to interact with one another while still at home. Overall, the event was a success, and our initiates and members had a great time relaxing at this event.

vi. **ATTENDANCE**

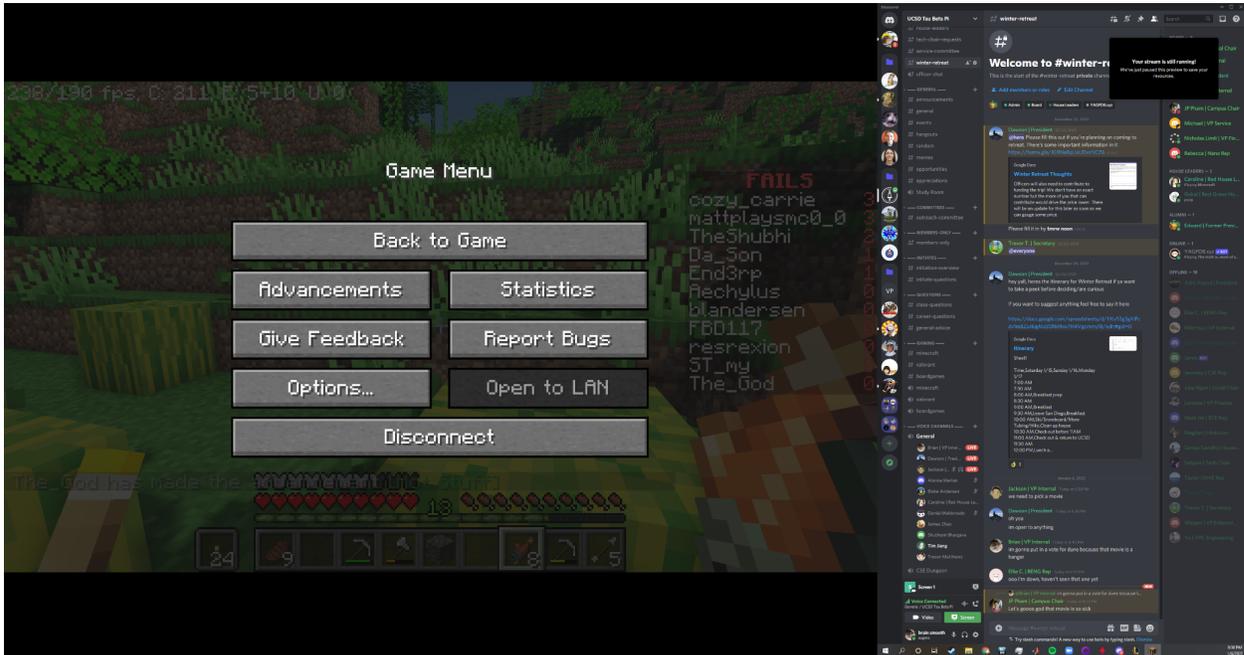
a. **ELECTEES**

Kyle Wade, Tim Jiang, Matthew Peng, Blake Andersen, Shubham Bhargava, Trevor Matthews, Tristan Philip, Alanna Merlan

b. **MEMBERS**

Caroline Sih, James Zhao, Fajar Dirham, Nicholas Alexander Limit, Dawson Do, Jackson Conte, Brian Xi

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------------|
| Project Number | 23 |
| Project Title | Weekly Board Game Nights |
| Project Date | January 10th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 10 |
| Number of Participating Electees | 6 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Attendance was fantastic and the event was fun overall as some of us were introduced to new games.

vi. **ATTENDANCE**

a. **ELECTEES**

Andrew Nguyen, Alanna Merlan, Tristan Philip, Blake Andersen, Shubham Kumar, Hans Chen

b. MEMBERS

Asher Av, Julie Ngan, Dawson Do, Brian Xi, Andrew Nguyen, Alanna Merlan, Tristan Philip, Blake Andersen, Shubham Kumar, Hans Chen

vii. INDEX OF EXHIBITS

| | |
|--|--------------------|
| Project Number | 24 |
| Project Title | MAE Jackbox Night |
| Project Date | January 13th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Members and initiates played multiple games of Jackbox Party Pack 3.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The purpose of this event was to foster community in TBP and help officers, members, and initiates bond with each other.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Overall the event was a success. The initiates who joined were able to meet and interact with multiple officers in a more relaxed environment than professional events and they seemed to enjoy the games.

vi. **ATTENDANCE**

a. **ELECTEES**

Andrew Nguyen

b. **MEMBERS**

Taylor Stiffler, Jackson Conte, Ellie Huo

vii. **INDEX OF EXHIBITS**

| | |
|--|---------------------|
| Project Number | 25 |
| Project Title | Virtual Craft Night |
| Project Date | January 14th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 7 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The Virtual Craft Night is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Attendance numbers were decent and the event was fun overall as we chatted and worked on designs.

vi. **ATTENDANCE**

a. **ELECTEES**

Tristan Philip, Emily Kobayashi

b. **MEMBERS**

Asher Av, Julie Ngan, Jackson Conte, Ellie Huo

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------------|
| Project Number | 26 |
| Project Title | Weekly Board Game Nights |
| Project Date | January 17th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 6 |
| Number of Participating Electees | 4 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Attendance was good and the event was fun overall as some of us were introduced to new games.

vi. **ATTENDANCE**

a. **ELECTEES**

Elizabeth Jones, Blake Andersen, Xiang Li, Tristan Philip

b. **MEMBERS**

Asher Av, Julie Ngan, Elizabeth Jones, Blake Andersen, Xiang Li, Tristan Philip

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------------|
| Project Number | 27 |
| Project Title | TBP Chess Tournament 1 |
| Project Date | January 18th, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Due to the positive responses to the TBP Chess Tournaments in previous cycles, the CA Psi Chapter of TBP hosted another chess tournament in the blitz time format. The tournament was hosted on lichess.com and lasted for a total of one hour.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

This chess tournament helped the chess lovers (and chess novices) of TBP were able to interact with one another and discuss chess. This was intended to stimulate social interactions amongst members, as during this time of social distancing traditional events are impossible to hold.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were associated with this event, since the tournament setup was free on lichess.com

iv. **SPECIAL PROBLEMS**

No significant problems existed with this event

v. **OVERALL RESULTS**

People were able to play and discuss various chess strategies. Novices and intermediates alike were able to play against each other. Furthermore, when not in a game, members were able to spectate other games and commentate on their play. Overall, this event led to plenty of social interaction and entertainment, despite chess not traditionally allowing for discussion. However, turnout was somewhat low, possibly due to the timing of the event not allowing for some to attend.

vi. **ATTENDANCE**

a. **ELECTEES**

Kyle Wade, Matthew Peng
 b. **MEMBERS**
 Adrian Castaneda, Jackson Conte, Brian Xi

vii. INDEX OF EXHIBITS

The screenshot displays the Lichess.org TBP Chess Arena interface. The main content area shows tournament statistics for three players: **resreosion**, **pblackhorse**, and **adrian1224**. Each player's performance is summarized with a trophy icon, their name, and key statistics.

| Player | Performance | Games played | White rate | Berserk rate |
|-------------|-------------|--------------|------------|--------------|
| resreosion | 1887 | 6 | 87% | 0% |
| pblackhorse | 1662 | 7 | 71% | 100% |
| adrian1224 | 896 | 7 | 43% | 71% |

Below the player statistics is a leaderboard table showing the top 5 players in the arena:

| Rank | Player | Rating | Games |
|------|------------------|---------|-------|
| 1 | pblackhorse 1887 | 0333303 | 15 |
| 2 | resreosion 1887 | 0133333 | 13 |
| 3 | adrian1224 1887 | 2013003 | 9 |
| 4 | kyle1373 1887 | 00200 | 2 |
| 5 | Endrip 1887 | 2000000 | 2 |

On the right side, a 'Tournament complete' summary box provides overall statistics:

- Average rating: 1503
- Games played: 16
- Moves played: 824
- White wins: 31%
- Black wins: 56%
- Draws: 13%
- Berserk rate: 50%

Additional options include downloading all games, downloading my games, downloading results as NGSQN, and downloading results as CSV. The interface also features a chat room on the left and a search bar at the top right.

| | |
|--|--------------------|
| Project Number | 28 |
| Project Title | City Guesser |
| Project Date | January 20th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 5 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

City Guesser is a game that allows users to watch videos of people walking around cities in the world to get a sense of what it would be like. In this event we utilized their “City Guesser” gamemode that forces users to guess what city they are in based on the video and sound. We played 3 rounds of this with various round times to see who is truly “Mr. Worldwide”.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

This event served as a fun, social event to have initiates and members come together and bond while showing off their geography skills. This event overlapped with Fall and Winter Initiation cycle so initiates from both cycles got to meet each other here.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs.

iv. **SPECIAL PROBLEMS**

No special problems.

v. **OVERALL RESULTS**

We received a decent turnout for a last minute event for the Fall Cycle. This event was riddled with funny questions people asked when questioning where they are in the world.

vi. **ATTENDANCE**

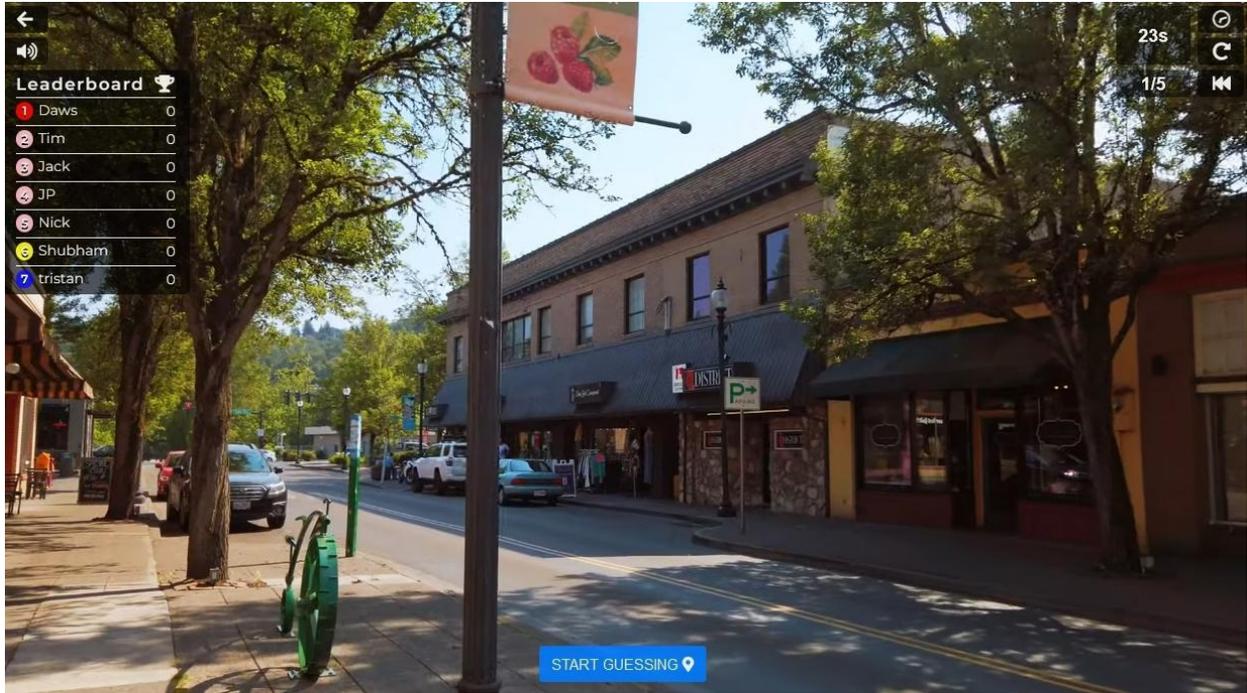
a. **ELECTEES**

Shubham Bhargava, Tim Jiang, Tristan Philip, Xiang (Jack) Li, Rahul Sehgal

b. **MEMBERS**

Dawson Do, John-Paul Pham, Nicholas Limit

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------|
| Project Number | 29 |
| Project Title | MAE Study Session |
| Project Date | January 20th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

a. **ELECTEES**

Blake Anderson

b. **MEMBERS**

Taylor Stiffler, Dawson Do

vii. **INDEX OF EXHIBITS**

| | |
|--|-------------------------------------|
| Project Number | 30 |
| Project Title | Movie Night Social (A Silent Voice) |
| Project Date | January 21st, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 6 |
| Number of Participating Electees | 3 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The Movie Night Social is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Attendance numbers were good and the event was fun overall.

vi. **ATTENDANCE**

a. **ELECTEES**

Andrew Nguyen, Jeffrey Liu, Shubham Kumar

b. **MEMBERS**

Asher Av, Trevor Tsai, Andrew Nguyen, Jeffrey Liu, Shubham Kumar

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------------------|
| Project Number | 31 |
| Project Title | Post Initiation Gartic Phone |
| Project Date | January 22nd, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 13 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | .5 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

This event was designed for newly initiated members of Tau Beta Pi to bond with one another and the officer board immediately after the Initiation Ceremony. We played a large game of Gartic Phone online and got to have a good laugh interpreting each others drawings and witnessing the degradation of everyone's drawings as time passed.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

One of Tau Beta Pi's strategic goal areas is to advance collaborative member engagement. Hosting social events, helps members find a community within Tau Beta Pi. By socializing with one another and with the officer board, new members can make new friends, find new study partners, and network. Thus, new members immediately see the value in initiating into Tau Beta Pi. Additionally, providing newly initiated members with collaborative opportunities (games) helps to strengthen their connection with each other and with Tau Beta Pi as an organization.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Overall, this event was successful and very fun. There were no issues transitioning from initiation to this event. The event did only last for 30 minutes due to everyone needing to leave afterwards / change into more comfortable clothes and eat dinner.

vi. **ATTENDANCE**

a. **ELECTEES**

None

b. **MEMBERS**

Dawson Do, Adrian Castaneda, Aditi Anand, Jackson Conte, Alanna Merlan, Daniel Naranjo, Kyle Wade, Shubham Bhargava, Tim Jiang, Tristan Philip, Xiang (Jack) Li, Yash Shah, Emily Kobayashi

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------|
| Project Number | 32 |
| Project Title | TBP Talent Show |
| Project Date | January 22nd, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | n/a |

i. PROJECT DESCRIPTION

This event was a talent show where members were invited to show off their skills in the areas of Music/Singing, Wild Card, Skills, and others! Each member would screenshare or demonstrate their skills in various ways while questioning each other about their talents and skills.

ii. RELATIONSHIP TO OBJECTIVES OF TAU BETA PI

TBP encourages its members to stand out and build up professional skills, such as public speaking. By showing off their skills that they chose to present, members were able to work on skills such as this as well as learn more about fellow initiates and members.

iii. COST AND PERSONAL REQUIREMENTS

No costs

iv. SPECIAL PROBLEMS

No special problems.

v. OVERALL RESULTS

Super low turnout. Because this event was meant as a last second event for Fall Cycle Initiates, that could mean that everyone has their points already, so they chose not to come. Either way, this event is suitable for the middle of an initiation cycle, not on the day of initiation.

vi. ATTENDANCE

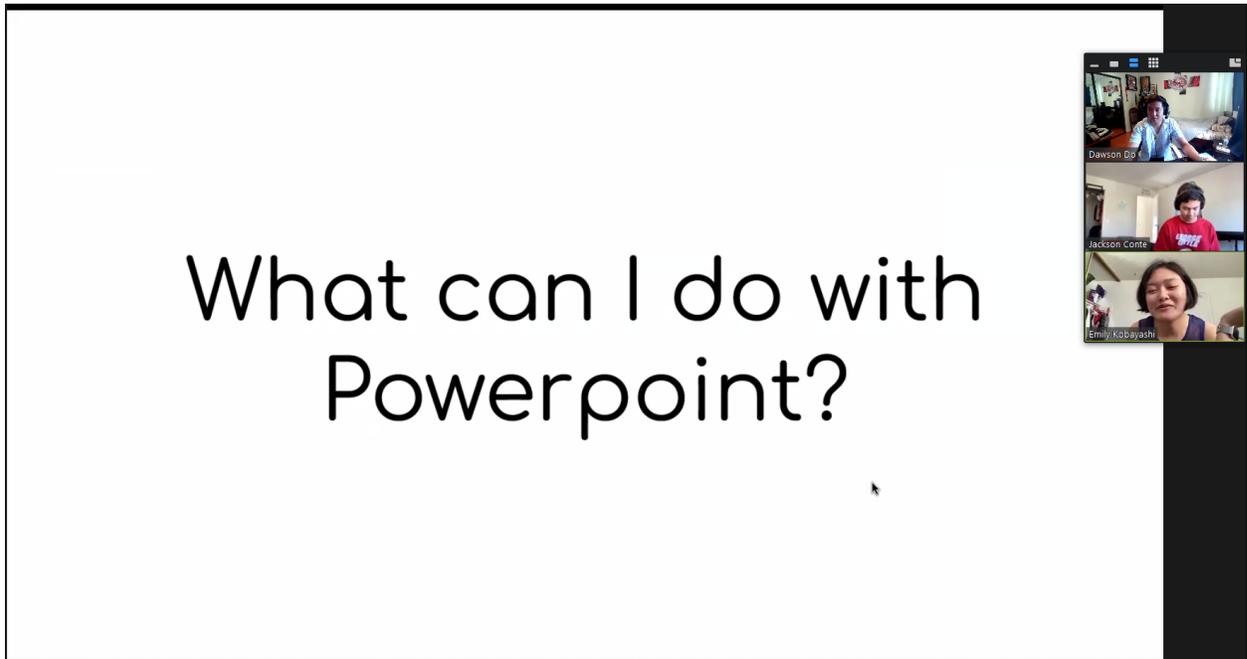
a. ELECTEES

Emily Kobayashi

b. MEMBERS

Dawson Do, Jackson Conte

vii. INDEX OF EXHIBITS



| | |
|--|--------------------|
| Project Number | 33 |
| Project Title | CSE Study Session |
| Project Date | January 27st, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 0 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

We did homework together and helped each other

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Studying and helping each other

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Everyone had a good time

vi. **ATTENDANCE**

a. **ELECTEES**

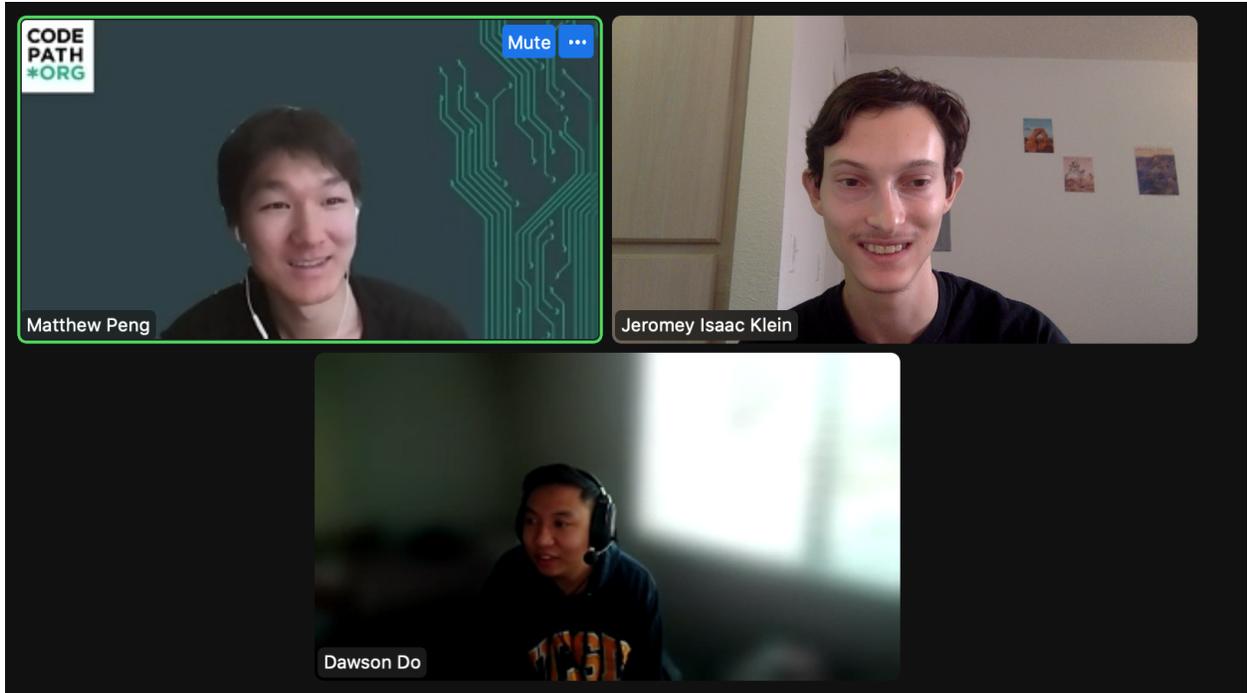
Matthew Peng

b. **MEMBERS**

Jeromey Klein

Dawson Do

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------------|
| Project Number | 34 |
| Project Title | Weekly Board Game Nights |
| Project Date | January 31st, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 6 |
| Number of Participating Electees | 4 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall as some of us were introduced to new games.

vi. **ATTENDANCE**

a. **ELECTEES**

Aman Aggarwal, Keshab Agarwal

b. **MEMBERS**

Asher Av, Julie Ngan, Aman Aggarwal, Keshab Agarwal

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------------------|
| Project Number | 35 |
| Project Title | Inaugural YeetCode Challenge |
| Project Date | February 2, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

Initiates compete to present the worst possible solution to a simple coding challenge. This was to be the first of a series of competitions.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

This combines academic excellence (with regards to the field of computer science), public speaking skills (presentation), and chapter bonding through humor in a casual setting.

iii. **COST AND PERSONAL REQUIREMENTS**

Monetary cost was zero. The electricity wasted by Dawson's futile attempts to leverage Amazon Web Services (AWS) for his solution was also negligible.

iv. **SPECIAL PROBLEMS**

Given only one initiate attended, there weren't enough to have a competition. As a result, we cut the four-officer judge panel in half and conscripted Dawson and Jeromey as additional competitors.

v. **OVERALL RESULTS**

The one initiate seemed to enjoy it, and he "won". The officers got a kick out of it too. The event was conducted well and ran smoothly. If this is to be conducted in the future, however, better advertising will be needed, and perhaps better timing as well.

vi. **ATTENDANCE**

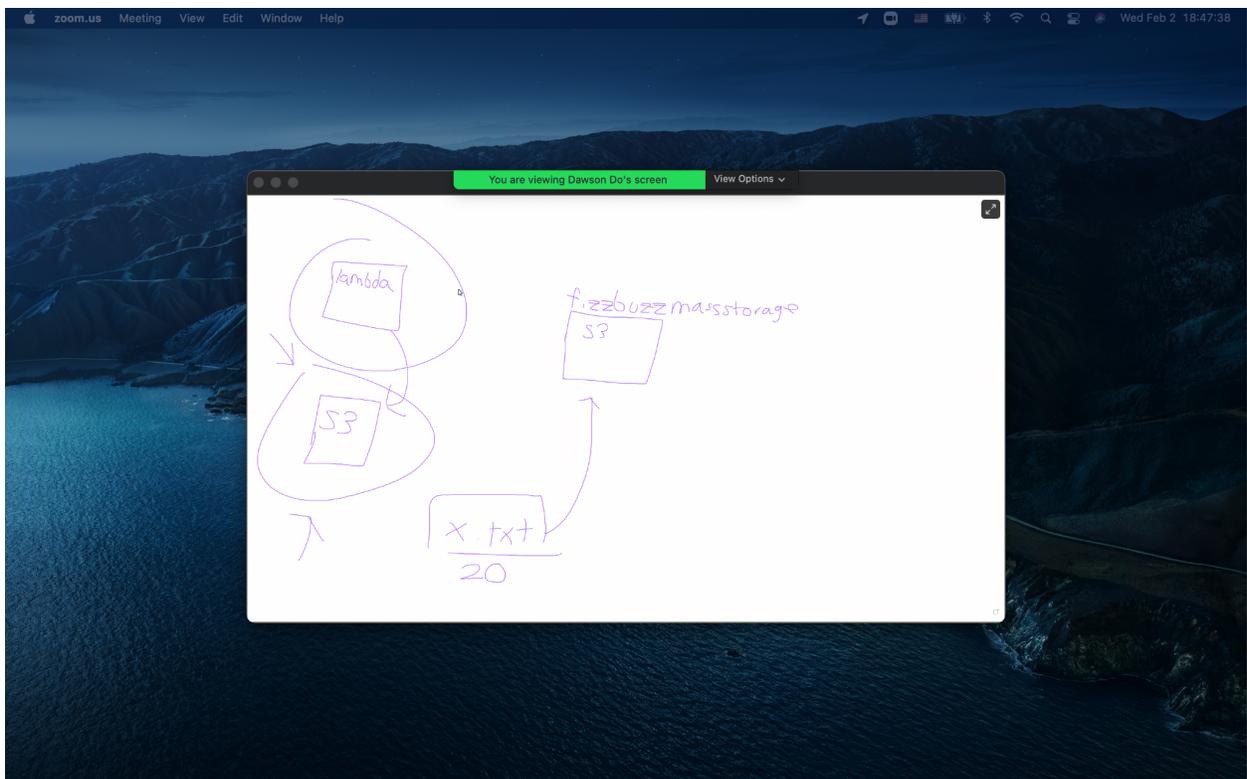
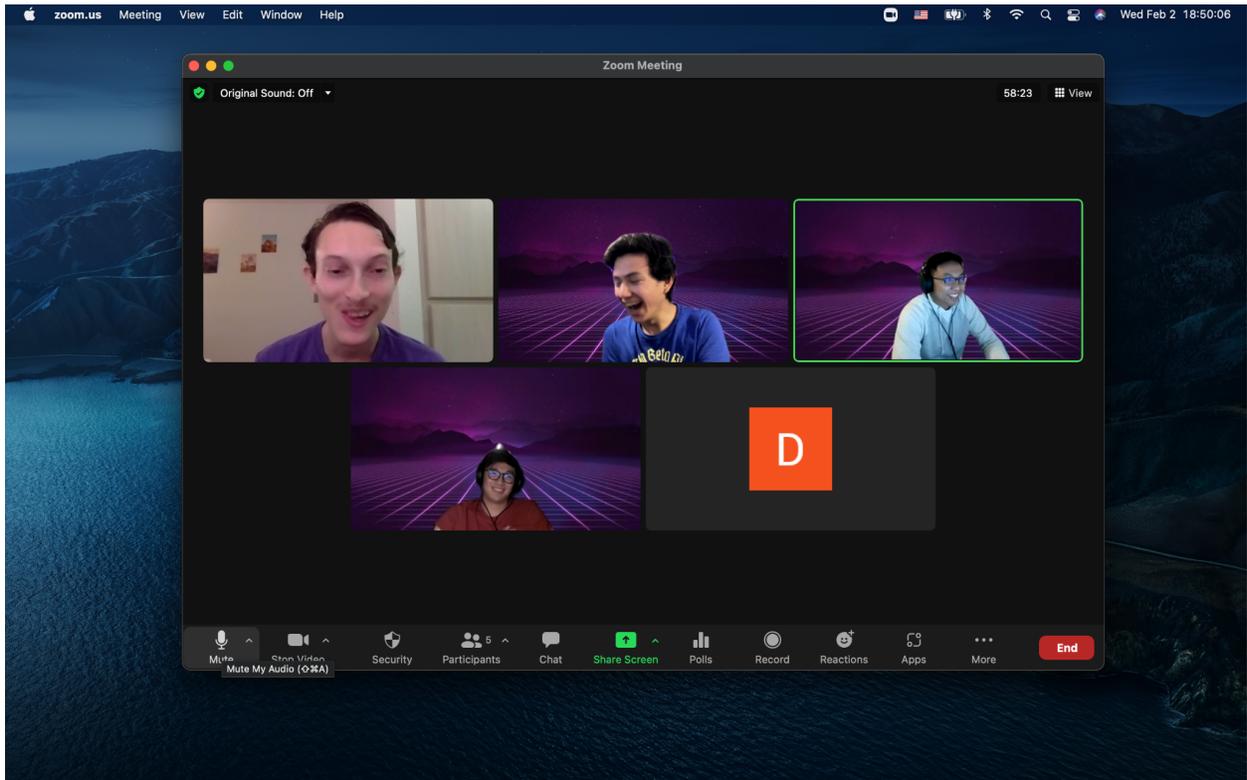
a. **ELECTEES**

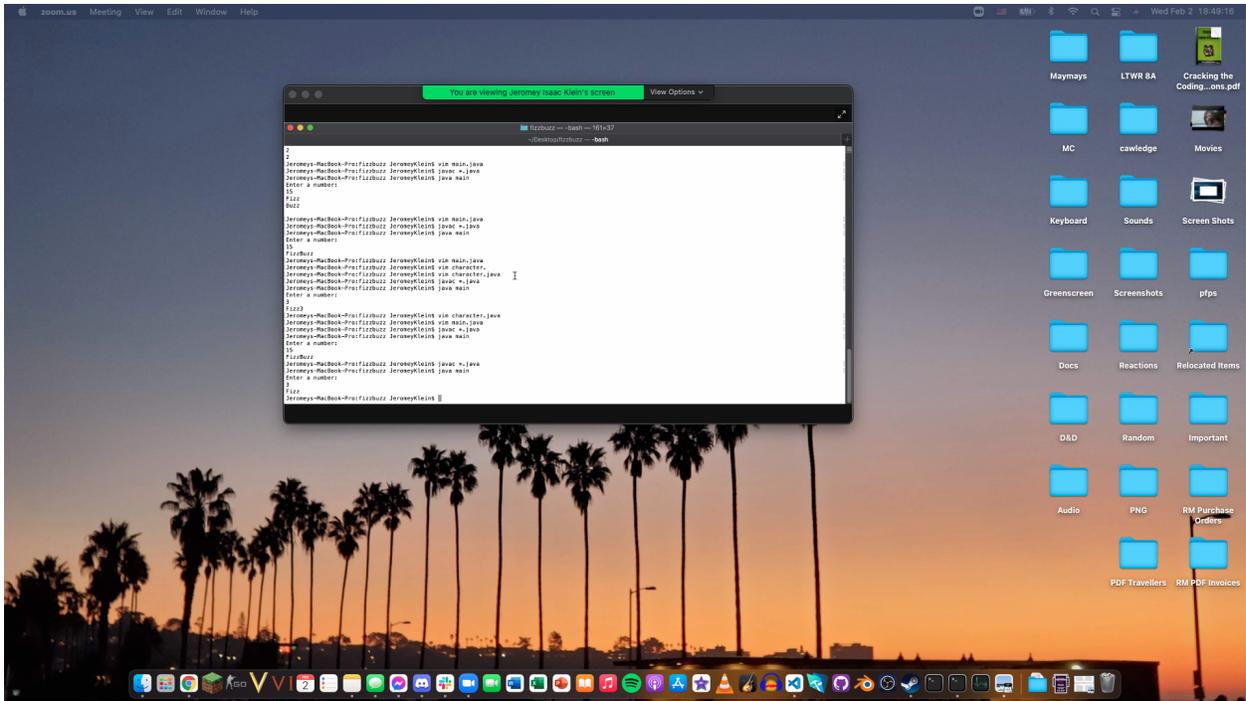
David Min

b. **MEMBERS**

Jackson Conte, Dawson Do, Jeromey Klein, Nicholas Limit

vii. INDEX OF EXHIBITS





| | |
|--|--------------------|
| Project Number | 36 |
| Project Title | MAE Study Session |
| Project Date | February 3rd, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

a. **ELECTEES**

Ben Stivi

b. **MEMBERS**

Taylor Stiffler, Dawson Do, Trevor Mathews

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------------|
| Project Number | 37 |
| Project Title | Weekly Board Game Nights |
| Project Date | February 2nd, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Lack of attendance outside event hosts

vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Asher Av, Julie Ngan

vii. INDEX OF EXHIBITS

| | |
|--|---------------------|
| Project Number | 38 |
| Project Title | Frisbee Event |
| Project Date | February 10th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | .5 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

We played frisbee in Doyle Park

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Building community and officer bonding

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

We had a good time

vi. **ATTENDANCE**

a. **ELECTEES**

n/a

b. **MEMBERS**

Jeromey Klein

Dawson Do

Taylor Stiffler

vii. **INDEX OF EXHIBITS**

n/a

| | |
|--|---------------------|
| Project Number | 39 |
| Project Title | MAE Study Session |
| Project Date | February 10th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 1 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

Unfortunately, no other members or initiates attended.

vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Taylor Stiffler

vii. **INDEX OF EXHIBITS**

| | |
|--|---|
| Project Number | [Leave blank, Historian will fill in later] |
| Project Title | MAE Study Session |
| Project Date | February 17th, 2021 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 1 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Blake Anderson, Taylor Stiffler

vii. **INDEX OF EXHIBITS**

| | |
|--|-------------------------|
| Project Number | 41 |
| Project Title | Odd One Out CSE Edition |
| Project Date | February 17th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

There were 5 CSE Majors and 1 person who was not a CSE Major. Everyone was muted with video off and could only communicate through the zoom chat. Everyone had 5 minutes to chat and try to figure out who the mole was, after which they would vote someone out then vote to stop or continue the game. The first round was a 3 minute speed round.

For more info:

https://www.youtube.com/playlist?list=PLBVNJo7nhINRk19eI2LTu7GXRx05PO9W_

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Community building

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

After 3 rounds participants voted to end the game and had successfully voted out the mole.

vi. **ATTENDANCE**

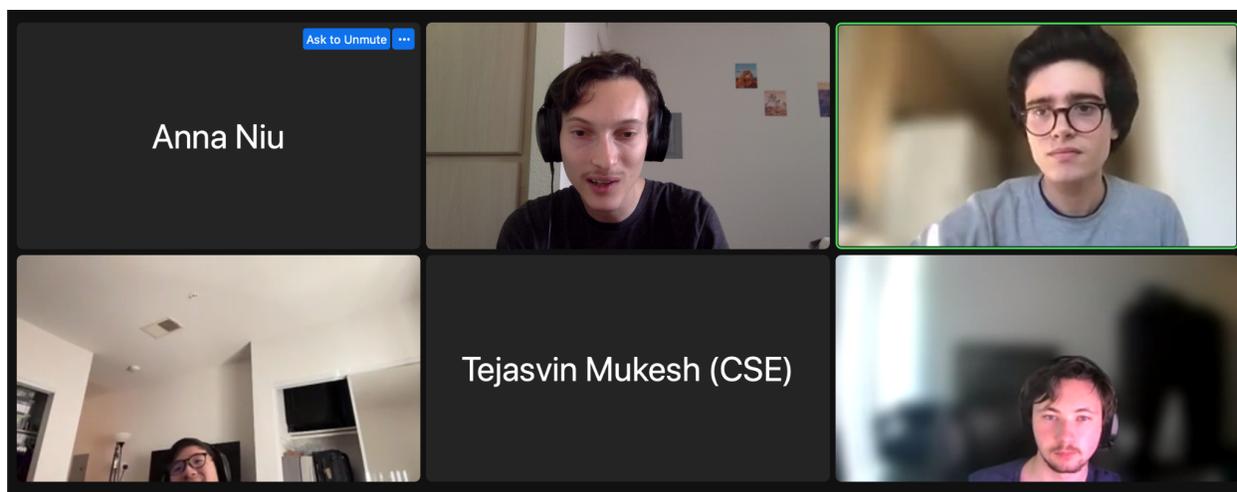
a. **ELECTEES**

Anna Niu

Tejasvin Mukesh

b. MEMBERS

Jeromey Klein
Nicholas Limit
Lorenzo Mendez
Taylor Stiffler

vii. INDEX OF EXHIBITS

| | |
|--|--------------------------|
| Project Number | 42 |
| Project Title | Weekly Board Game Nights |
| Project Date | February 21st, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall as some of us were introduced to new games.

vi. **ATTENDANCE**

a. **ELECTEES**

Trevor Matthews, Tejasvin Mukesh

b. **MEMBERS**

Asher Av, Julie Ngan, Trevor Matthews, Tejasvin Mukesh

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------------|
| Project Number | 43 |
| Project Title | Weekly Board Game Nights |
| Project Date | February 28th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Weekly Board Games are events we host as a casual way to meet other members, de-stress, and have some fun. These events are free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event weekly as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members on a weekly basis for some fun games. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall.

vi. **ATTENDANCE**

a. **ELECTEES**

Tejasvin Mukesh

b. **MEMBERS**

Asher Av, Tejasvin Mukesh

vii. INDEX OF EXHIBITS

| | |
|--|---------------------|
| Project Number | 44 |
| Project Title | Baking Night Social |
| Project Date | March 4th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The Baking Night Social is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection and optional baking ingredients.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event.

v. **OVERALL RESULTS**

Attendance numbers were decent but the event was fun overall as we baked banana bread.

vi. **ATTENDANCE**

a. **ELECTEES**

Tejasvin Mukesh

b. **MEMBERS**

Asher Av, Julie Ngan, Trevor Tsai, Tejasvin Mukesh

vii. **INDEX OF EXHIBITS**

| | |
|--|---------------------|
| Project Number | 45 |
| Project Title | Valorant Game Night |
| Project Date | April 2nd, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Continuing on the popularity of the Valorant game night a year ago, we hosted another Valorant game night to foster team building. We played a deathmatch game of Valorant, followed up by an unrated game with everyone on the same team.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

In order to build social relationships amongst Tau Beta Pi members, especially given that many members expressed interest in video games, common ground was found in the game of Valorant. Through the game, people could share experiences and make good memories related to poor aim and otherwise poor gameplay.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were associated with this event

iv. **SPECIAL PROBLEMS**

No problems arose during this event.

v. **OVERALL RESULTS**

This event had to be rescheduled as a result of a conflict with another event; as a result, people who had previously expressed interest in the event were unable to attend. Furthermore, as a result of generally low initiation counts, attendance was overall low. However, people have generally expressed interest in video game events, and as such more events similar to this will be hosted in the future.

vi. **ATTENDANCE**

a. **ELECTEES**

b. MEMBERS

Dawson Do, James Zhao, Trevor Matthews, Brian Xi

vii. INDEX OF EXHIBITS

2/2
0/3

HOME BATTLEPASS AGENTS **PLAY** CAREER COLLECTION STORE 0/120

13 **VICTORY** 11

SUMMARY **SCOREBOARD** TIMELINE PERFORMANCE

APR 2, 2022
UNRATED
MAP - ASCENT
17:24

| INDIVIDUALLY SORTED | AVG COMBAT SCORE | KDA | ECON RATING | FIRST BLOODS | PLANTS | DEFUSES |
|---------------------|------------------|--------------|-------------|--------------|--------|---------|
| xKhopzuwu | 388 | 32 / 19 / 2 | 111 | 7 | 3 | 0 |
| B Emoji | 383 | 31 / 16 / 5 | 109 | 6 | 0 | 0 |
| hailey | 295 | 21 / 22 / 12 | 60 | 4 | 1 | 0 |
| frixxxer | 256 | 23 / 14 / 12 | 81 | 1 | 0 | 1 |
| wrinkle diff | 250 | 18 / 19 / 13 | 58 | 2 | 1 | 0 |
| Ädun | 206 | 14 / 22 / 9 | 60 | 1 | 1 | 0 |
| ThisVendeta | 184 | 15 / 19 / 5 | 53 | 1 | 0 | 1 |
| hersage | 114 | 9 / 18 / 6 | 40 | 2 | 0 | 0 |
| delivery fee | 109 | 11 / 17 / 2 | 34 | 0 | 0 | 0 |
| OmegalV | 90 | 9 / 17 / 3 | 31 | 0 | 1 | 0 |

Party: [icon]

| | |
|--|---------------------|
| Project Number | 46 |
| Project Title | Fortnite Game Night |
| Project Date | April 7th, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 4 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

As the popular online game “Fortnite” had been making a resurgence, the California Psi chapter of Tau Beta Pi decided to host a Fortnite game night. This event consisted of several games of “squads”, where up to four members could play in a team together.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

In order to build social relationships amongst Tau Beta Pi members, especially given that many members expressed interest in video games, common ground was found in the game of Fortnite. Through the game, people could share experiences and make good memories related to poor aim, poor decision making, and otherwise poor gameplay.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were associated with this event

iv. **SPECIAL PROBLEMS**

No problems arose during this event.

v. **OVERALL RESULTS**

As a result of minimal advertising, this event had relatively low turnout. Furthermore, computer system requirements meant that this event was only practically open to a limited subset of TBP members. However, several members expressed interest in another event dedicated to playing Fortnite; as a result, future events will be hosted as well.

vi. **ATTENDANCE**

a. **ELECTEES**

b. **MEMBERS**

Dawson Do, David Min, Trevor Matthews, Brian Xi

vii. INDEX OF EXHIBITS



| | |
|--|-------------------|
| Project Number | 47 |
| Project Title | MAE Study Session |
| Project Date | April 7th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates, members, and officers studied and helped each other with assignments.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Maintaining high academic standards is important to the objectives of Tau Beta Pi. Providing a space to study and assist one another helps advance the academic standing of members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

No special problems

v. **OVERALL RESULTS**

The event was overall a success. We were to study and assist each other when needed.

vi. **ATTENDANCE**

a. **ELECTEES**

Tejasvin Mukesh, Rahul Sehgal

b. **MEMBERS**

Taylor Stiffler, Trevor Tsai

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------|
| Project Number | 48 |
| Project Title | City Guesser |
| Project Date | April 11th, 2022 |
| Project Area | Chapter / Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

City Guesser is a game that allows users to watch videos of people walking around cities in the world to get a sense of what it would be like. In this event we utilized their “City Guesser” gamemode that forces users to guess what city they are in based on the video and sound. It was funnily advertised as a competition to claim Pitbull’s title of “Mr. Worldwide”.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

This event served as a fun, social event to have initiates and members come together and bond while showing off their geography skills.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs

iv. **SPECIAL PROBLEMS**

No problems, this has been a recurring event I like to host every now and then :)

v. **OVERALL RESULTS**

Not too many people came out for a last minute event for the Spring Cycle. This isn’t the worst thing as that means initiates do not need the last second points and have been on top of their points then!

vi. **ATTENDANCE**

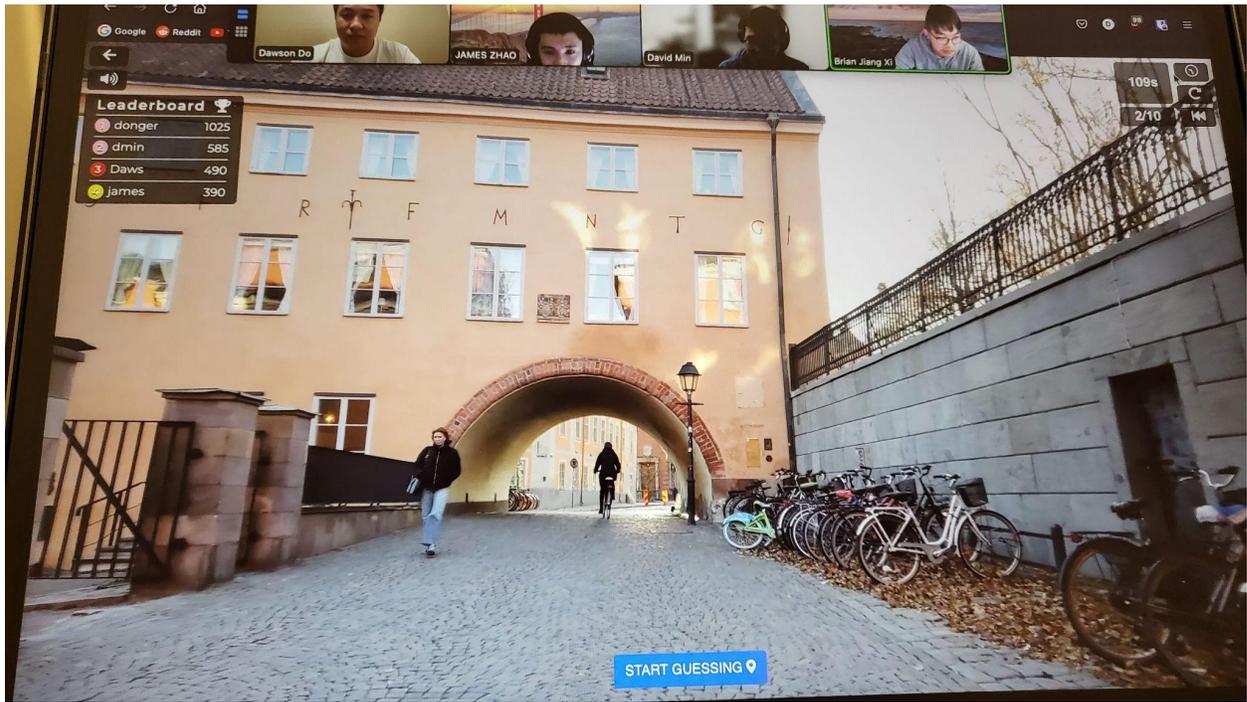
a. **ELECTEES**

David Min

b. **MEMBERS**

Dawson Do, James Zhao, Brian Xi

vii. INDEX OF EXHIBITS



| | |
|--|---|
| Project Number | 49 |
| Project Title | Movie Night Social (A Hitchhiker's Guide to the Galaxy) |
| Project Date | April 12th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The Movie Night Social is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from a working internet connection.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall.

vi. **ATTENDANCE**

a. **ELECTEES**

Rahul Sehgal

b. **MEMBERS**

Asher Av, Rahul Sehgal

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------|
| Project Number | 50 |
| Project Title | PC Games Social |
| Project Date | April 12th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 5 |
| Number of Participating Electees | 3 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Members and initiates played some rounds of pool in a casual setting.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

One of Tau Beta Pi's strategic goal areas is to advance collaborative member engagement. By hosting social/destress events, members can come together to chat and mingle. This promotes friendship among members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

Original location was already in use when the event started but we were able to find an alternative location and successfully hold the event.

v. **OVERALL RESULTS**

The event was overall a success. Despite the above trouble with the location we were able to play pool and get to know each other better. Turnout was more than expected.

vi. **ATTENDANCE**

a. **ELECTEES**

Tejasvin Mukesh, Aman Aggarwal, Keshab Agarwal

b. **MEMBERS**

Taylor Stiffler, Dawson Do, Jeromey Klein, Brian Xi, Meghan Shen

vii. **INDEX OF EXHIBITS**

| | |
|--|--|
| Project Number | 51 |
| Project Title | All House Competition 3: Jackbox Games |
| Project Date | April 13th, 2022 |
| Project Area | Chapter / Social |
| Number of Participating Members | 9 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1.5 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

During this event, members and initiates played Jackbox Games together, a collection of trivia and other party games. More specifically, we played Quiplash 2 and Patently Stupid. Also, unlike most previous iterations of us playing Jackbox Games, this time it took place in person which allowed for far easier bonding and chit chat.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

One of Tau Beta Pi's strategic goal areas is to advance collaborative member engagement. By hosting social/destress events, members can come together to chat and mingle. This promotes friendship among members and initiates.

iii. **COST AND PERSONAL REQUIREMENTS**

We impulse bought Jackbox Party 5 during the event to play Patently Stupid. It cost \$30 but we split it 3 ways. It also required a laptop and someone who owned various Jackbox Party games to put on the projector.

iv. **SPECIAL PROBLEMS**

The room we used (SSC 400) normally has a bad projector set up so we had to get a chair in the middle of the room and prop up the projector on the chair in order for it to work out. No other problems.

v. **OVERALL RESULTS**

Overall, this event was extremely enjoyable for everyone involved. We all had good fun and laughed at every corner of the event. We ended up running 30 minutes over the allotted time but almost everyone chose to stay because it was fun.

vi. **ATTENDANCE**

a. **ELECTEES**

Tejasvin Mukesh

b. **MEMBERS**

Jackson Conte, Yash Shah, Adrian Castaneda, Jeromey Klein, Taylor Stiffler, Lorenzo Mendes, Fajar Dirham, Gokul Rasmi, Dawson Do

vii. **INDEX OF EXHIBITS**





| | |
|--|------------------|
| Project Number | 52 |
| Project Title | TBP Food Run |
| Project Date | April 12th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 3 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

The TBP Food Run is an event we host as a casual way to meet other members, de-stress, and have some fun. This event is free-form; people can come and go as they please. It's a good opportunity for initiates to get to meet members and have something to do/talk about. It's also a way for initiates to earn their initiation points.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

We recognize the value of personal interactions between officers, members, and initiates. We host this event as a way for members to network and strengthen their relationships in a casual context. It's the perfect way for members to stay socially involved in the organization, by hanging out with fellow members. It creates some good memories, as well as helping us build involvement.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost for attending the event aside from purchasing your own food.

iv. **SPECIAL PROBLEMS**

There were no special problems with hosting this event

v. **OVERALL RESULTS**

Higher attendance numbers would have been preferred but the event was fun overall as we dined at Cross Street located in Carmel Valley.

vi. **ATTENDANCE**

a. **ELECTEES**

Rahul Sehgal

b. **MEMBERS**

Asher Av, Jackson Conte, Rahul Sehgal

vii. **INDEX OF EXHIBITS**

| | |
|--|------------------------|
| Project Number | 53 |
| Project Title | Fortnite Game Night II |
| Project Date | May 2nd, 2022 |
| Project Area | Chapter/Social |
| Number of Participating Members | 5 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

As the popular online game “Fortnite” had been making a resurgence, the California Psi chapter of Tau Beta Pi decided to host a Fortnite game night. This event consisted of several games of “squads”, where up to four members could play in a team together.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

In order to build social relationships amongst Tau Beta Pi members, especially given that many members expressed interest in video games, common ground was found in the game of Fortnite. Through the game, people could share experiences and make good memories related to poor aim, poor decision making, and otherwise poor gameplay.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were associated with this event

iv. **SPECIAL PROBLEMS**

No problems arose during this event.

v. **OVERALL RESULTS**

As a result of minimal advertising, this event had relatively low turnout. Furthermore, computer system requirements meant that this event was only practically open to a limited subset of TBP members. However, several members expressed interest in another event dedicated to playing Fortnite; as a result, future events will be hosted as well.

vi. **ATTENDANCE**

a. **ELECTEES**

Jakob Getzel, Saman Naseri

b. **MEMBERS**

Dawson Do, Jackson Conte, Brian Xi

vii. **INDEX OF EXHIBITS**

| | |
|--|--------------------|
| Project Number | 54 |
| Project Title | Ice Skating Social |
| Project Date | May 6th, 2022 |
| Project Area | Chapter/ Social |
| Number of Participating Members | 5 |
| Number of Participating Electees | 0 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | no |

i. **PROJECT DESCRIPTION**

We went ice skating at UTC.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Community building

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

We did not check that there was public skating and had to reschedule the event.

v. **OVERALL RESULTS**

We had a fun time.

vi. **ATTENDANCE**

a. **MEMBERS**

Jeromey Klein

Taylor Stiffler

Yash Shah

Keshab Agarwal

Emily Kobayashi

vii. **INDEX OF EXHIBITS**





Initiation

| | |
|--|--------------------------|
| Project Number | 55 |
| Project Title | Fall Cycle Info Sessions |
| Project Date | October 11-15, 2021 |
| Project Area | Initiation |
| Number of Participating Members | 5 |
| Number of Participating Electees | 51 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 5 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

The Fall Information Sessions are the Fall electees' first formal contact with members of Tau Beta Pi. At these information sessions, the officers present an overview of the history of Tau Beta Pi, its mission and principles, and the benefits of becoming a member of Tau Beta Pi. On a chapter level, we provide examples of past and upcoming events, and share personal experiences with our UCSD chapter of Tau Beta Pi. Finally, we obtain the electees' contact info and provide them the means to keep up to date with our events and initiation process.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The information sessions constitute the primary introduction to Tau Beta Pi as an organization and CA Psi as a chapter. They are where the officers explain the benefits of Tau Beta Pi and why the electees should join. The info sessions further encourage electees to attend our next major event, house sorting, where they experience how much fun Tau Beta Pi is and get to know the other electees and officers better.

iii. **COST AND PERSONAL REQUIREMENTS**

There were no costs nor personal requirements incurred during the event.

iv. **SPECIAL PROBLEMS**

A lot of the electees did not want to turn on their cameras and interact. After some encouragement, some more turned their cameras on.

v. **OVERALL RESULTS**

The turnout was good. This ensured a good foundation for house sorting and the rest of the initiation cycle.

vi. **ATTENDANCE**

a. ELECTEES

Alanna Merlan
Andrew Nguyen
Blake Andersen
Daniel Maldonado Naranjo
Divneet Kaur
Elizabeth Jones
Hans Chen
Jeffrey Liu
Kyle Wade
Nithya Srinivasan
Shubham Bhargava
Shubham Kumar
Tim Jiang
Trevor Matthews
Tristan Philip
Xiang (Jack) Li
Yash Shah
Anshuman Dewangan
Emily Kobayashi

b. MEMBERS

Jackson Conte, Brian Xi

vii. INDEX OF EXHIBITS

| | |
|--|-----------------------|
| Project Number | 56 |
| Project Title | Fall Cycle Interviews |
| Project Date | Jan. 4-7, 2022 |
| Project Area | Initiation |
| Number of Participating Members | 13 |
| Number of Participating Electees | 20 |
| Hours Spent Planning (Total) | 4 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

As part of the Initiation Cycle, it is a CA Psi tradition to interview candidates to evaluate their character. Each candidate submits a candidate packet containing their resume and application to our chapter, and is then paired up with an interviewer in their field of study. The interview is based on the information submitted in the candidate packet. The interviewer asks the candidate why they want to join Tau Beta Pi, a series of behavioral questions, and technical questions in the candidates' domain.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

It is the goal of the CA Psi Chapter of Tau Beta Pi to promote and encourage distinguished scholarship, exemplary character, and selfless activity among our members. The purpose of this interview is to assess each candidate individually on these qualities before inviting them formally to initiate as a member. It is also an excellent opportunity for electees to gain technical interview experience if they have not yet had any.

iii. **COST AND PERSONAL REQUIREMENTS**

No cost and personal requirements were incurred.

iv. **SPECIAL PROBLEMS**

None.

v. **OVERALL RESULTS**

The interviews went smoothly and without issue. Since it was online, we could have several interviews occurring at the same time, at convenient times for both interviewer and interviewee.

vi. **ATTENDANCE**

a. ELECTEES

Alanna Merlan
Andrew Nguyen
Blake Andersen
Daniel Maldonado Naranjo
Divneet Kaur
Elizabeth Jones
Hans Chen
Jeffrey Liu
Kyle Wade
Nithya Srinivasan
Shubham Bhargava
Shubham Kumar
Tim Jiang
Trevor Matthews
Tristan Philip
Xiang (Jack) Li
Yash Shah
Anshuman Dewangan
Emily Kobayashi

b. MEMBERS

Jackson Conte, Brian Xi

vii. INDEX OF EXHIBITS

| | |
|--|-----------------------|
| Project Number | 57 |
| Project Title | Fall Cycle Initiation |
| Project Date | Jan. 22, 2022 |
| Project Area | Initiation |
| Number of Participating Members | 10 |
| Number of Participating Electees | 19 |
| Hours Spent Planning (Total) | 3 |
| Hours Spent Participating (Per Person) | 2 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

The initiation ceremony is where we initiate the new electees into the honors society upon completion of the initiation process. It is an event filled with our own traditions as well as the traditions of the national organization.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

In the initiation ceremony, we read to the new electees about Tau Beta Pi, its goals, its history, and everything else that Tau Beta Pi represents. It also has a social aspect as the electees go through the ceremony together and bond with each other as well as mingle with the officers and other members during the banquet portion afterwards.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost associated with the event. The only personal requirement was time for planning, set-up, the ceremony itself, and clean-up.

iv. **SPECIAL PROBLEMS**

There weren't any major unanticipated issues during initiation.

v. **OVERALL RESULTS**

Overall the event went smoothly. Following the ceremony, everyone had a good time mingling with each other. Hopefully the new members were motivated to become active and keep true to principles of Tau Beta Pi.

vi. **ATTENDANCE**

a. ELECTEES

Alanna Merlan
Andrew Nguyen
Blake Andersen
Daniel Maldonado Naranjo
Divneet Kaur
Elizabeth Jones
Hans Chen
Jeffrey Liu
Kyle Wade
Nithya Srinivasan
Shubham Bhargava
Shubham Kumar
Tim Jiang
Trevor Matthews
Tristan Philip
Xiang (Jack) Li
Yash Shah
Anshuman Dewangan
Emily Kobayashi

b. MEMBERS

Aditi Anand
Rebecca Wheeler
JP
Dawson Do
Taylor Stiffler
Ellie Contreras

vii. INDEX OF EXHIBITS

| | |
|--|----------------------------|
| Project Number | 58 |
| Project Title | Winter Cycle Info Sessions |
| Project Date | Jan. 10-14, 2022 |
| Project Area | Initiation |
| Number of Participating Members | 5 |
| Number of Participating Electees | 45 |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 5 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

The Winter Information Sessions are the Winter electees' first formal contact with members of Tau Beta Pi. At these information sessions, the officers present an overview of the history of Tau Beta Pi, its mission and principles, and the benefits of becoming a member of Tau Beta Pi. On a chapter level, we provide examples of past and upcoming events, and share personal experiences with our UCSD chapter of Tau Beta Pi. Finally, we obtain the electees' contact info and provide them the means to keep up to date with our events and initiation process.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The information sessions constitute the primary introduction to Tau Beta Pi as an organization and CA Psi as a chapter. They are where the officers explain the benefits of Tau Beta Pi and why the electees should join. The info sessions further encourage electees to attend our next major event, house sorting, where they experience how much fun Tau Beta Pi is and get to know the other electees and officers better.

iii. **COST AND PERSONAL REQUIREMENTS**

There were no costs nor personal requirements incurred during the event.

iv. **SPECIAL PROBLEMS**

A lot of the electees did not want to turn on their cameras and interact. After some encouragement, some more turned their cameras on.

v. **OVERALL RESULTS**

The turnout was less than the Fall cycle, which was expected, but still a really good size. This ensured a good foundation for house sorting and the rest of the initiation cycle.

vi. **ATTENDANCE**

a. ELECTEES

Keshab Agarwal
Aman Aggarwal
Jakob Getzel
David Min
Tejasvin Mukesh
Anna Niu
Matthew Peng
Rahul Sehgal

b. MEMBERS

Jackson Conte
Brian Xi

vii. INDEX OF EXHIBITS

| | |
|--|-------------------------|
| Project Number | 59 |
| Project Title | Winter Cycle Interviews |
| Project Date | March 31-April 1, 2022 |
| Project Area | Initiation |
| Number of Participating Members | 7 |
| Number of Participating Electees | 9 |
| Hours Spent Planning (Total) | 3 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

As part of the Initiation Cycle, it is a CA Psi tradition to interview candidates to evaluate their character. Each candidate submits a candidate packet containing their resume and application to our chapter, and is then paired up with an interviewer in their field of study. The interview is based on the information submitted in the candidate packet. The interviewer asks the candidate why they want to join Tau Beta Pi, a series of behavioral questions, and technical questions in the candidates' domain.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

It is the goal of the CA Psi Chapter of Tau Beta Pi to promote and encourage distinguished scholarship, exemplary character, and selfless activity among our members. The purpose of this interview is to assess each candidate individually on these qualities before inviting them formally to initiate as a member. It is also an excellent opportunity for electees to gain technical interview experience if they have not yet had any.

iii. **COST AND PERSONAL REQUIREMENTS**

No cost and personal requirements were incurred.

iv. **SPECIAL PROBLEMS**

None.

v. **OVERALL RESULTS**

The interviews went smoothly and without issue. Since it was online, we could have several interviews occurring at the same time, at convenient times for both interviewer and interviewee.

vi. **ATTENDANCE**

a. ELECTEES

Keshab Agarwal

Aman Aggarwal

Jakob Getzel

David Min

Tejasvin Mukesh

Anna Niu

Matthew Peng

Rahul Sehgal

b. MEMBERS

Jackson Conte, Brian Xi

vii. INDEX OF EXHIBITS

| | |
|--|-------------------------|
| Project Number | 60 |
| Project Title | Winter Cycle Initiation |
| Project Date | April 16, 2022 |
| Project Area | Initiation |
| Number of Participating Members | 10 |
| Number of Participating Electees | 8 |
| Hours Spent Planning (Total) | 10 |
| Hours Spent Participating (Per Person) | 6 |
| In Conjunction with Another Group | |

i. **PROJECT DESCRIPTION**

The initiation ceremony is where we initiate the new electees into the honors society upon completion of the initiation process. It is an event filled with our own traditions as well as the traditions of the national organization.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

In the initiation ceremony, we read to the new electees about Tau Beta Pi, its goals, its history, and everything else that Tau Beta Pi represents. It also has a social aspect as the electees go through the ceremony together and bond with each other as well as mingle with the officers and other members during the banquet portion afterwards.

iii. **COST AND PERSONAL REQUIREMENTS**

There was no cost associated with the event. The only personal requirement was time for planning, set-up, the ceremony itself, and clean-up.

iv. **SPECIAL PROBLEMS**

There weren't any major unanticipated issues during initiation.

v. **OVERALL RESULTS**

Overall the event went smoothly. Following the ceremony, everyone had a good time mingling with each other. Hopefully the new members were motivated to become active and keep true to principles of Tau Beta Pi.

vi. ATTENDANCE**a. ELECTEES**

Keshab Agarwal
Aman Aggarwal
Jakob Getzel
David Min
Tejasvin Mukesh
Anna Niu
Matthew Peng
Rahul Sehgal

b. MEMBERS

Neal Bussett
Meghan Shen
Dawson Do
Aditi Anand
Adrian Castaneda
JP
Asher Av
Lorenzo Mendes
Jackson Conte
Ellie Contreras
Wesam Kanim
Brian Xi
Nicholas Limit
Jeromey Klein
Taylor Stiffler

vii. INDEX OF EXHIBITS





Academic and Professional Development

| | |
|--|-----------------------|
| Project Number | 61 |
| Project Title | BioRender Workshop |
| Project Date | October 21st, 2021 |
| Project Area | Education/ Prof. Dev. |
| Number of Participating Members | 2 |
| Number of Participating Electees | 2 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

In this event, I gave attendees a brief introduction to BioRender, a free online tool used to create professional science figures. In this introduction, many of the basics (such as alignment, icons, and brushes) of BioRender were covered. Attendees were encouraged to go to the BioRender site and follow along we created a “scientific diagram” of the Tau Beta Pi bent.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

One of Tau Beta Pi’s mission statements is to provide leadership and professional development training for engineering students and alumni members. Since creating scientific figures is a beneficial (if not necessary) skill for engineering students, the BioRender workshop allowed members to familiarize themselves with a tool that could help them in this endeavor.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were incurred when organizing this event.

iv. **SPECIAL PROBLEMS**

No special problems were encountered when organizing this event.

v. **OVERALL RESULTS**

This event was somewhat successful. Only 2 initiates attended the event, which could have been due to the fact that the event was scheduled early in the quarter. Additionally, neither of these students were bioengineers. However, they both said that they learned useful skills from the workshop.

vi. **ATTENDANCE**

a. **ELECTEES**

Hans Chen, Xiang Li
b. **MEMBERS**
Dawson Do, Elizabeth Contreras

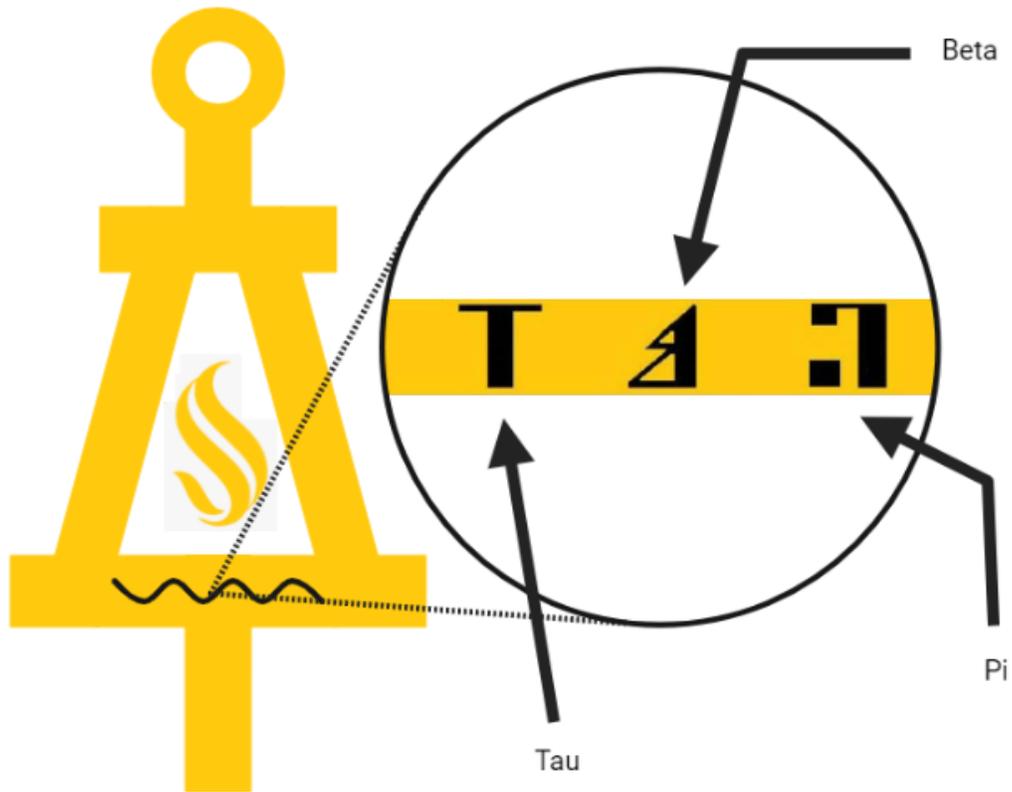
vii. **INDEX OF EXHIBITS**

① Introductions!

② UI Basics!

③ Make a Bent!

④ Circle Crop!



| | |
|--|----------------------------------|
| Project Number | 62 |
| Project Title | Princeton Review Resume Workshop |
| Project Date | October 27th, 2021 |
| Project Area | Education/Prof. Dev. |
| Number of Participating Members | 6 |
| Number of Participating Electees | 13 |
| Hours Spent Planning (Total) | 5 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | Yes |

i. **PROJECT DESCRIPTION**

The Princeton Review Resume Workshop is a virtual workshop meant to help initiates learn what should go on their resumes while also getting their resumes critiqued by officers and members. The resume critique was in collaboration with The Princeton Review, where one of the representatives gave a presentation on resume tips and advice. Following the presentation, attendees were able to join various breakout rooms to get one on one feedback on their resumes from an officer or member. Resume critiques gave advice on how to improve their resumes to the attendees and all attendees were able to get their resume critiqued.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The event promoted the professional development of the attendees by teaching them what should go on a resume and some tips so attendees can apply for internships and jobs in the future. Moreover, the event also features a one on one individualized resume critique by an officer or member familiar with their fields which makes attendees more competitive when applying for job positions or graduate school.

iii. **COST AND PERSONAL REQUIREMENTS**

There were no costs and personal requirements other than time spent planning with The Princeton Review representative as the critique was done virtually.

iv. **SPECIAL PROBLEMS**

No special problems.

v. **OVERALL RESULTS**

The event was successful and helped our attendees update their resumes and gain a competitive edge when applying for job positions, scholarships, or graduate schools.

vi. ATTENDANCE**a. ELECTEES**

Vishaal Ramaswamy-kasi-vasu, Matthew Peng, Hans Chen, Andrew Nguyen, Nithya Srinivasan, Rishmal Rohin-kumar, Alanna Merlan, Trevor Matthews, Kyle Wade, Anshuman Dewangan, Elizabeth Jones, Yash Shah, Akshay Gopalkrishnan

b. MEMBERS

Wesam Kanim, Nicholas Limit, Rebecca Wheeler, Dawson Do, John-Paul Pham, Brian Xi

vii. INDEX OF EXHIBITS

| | |
|--|----------------------------|
| Project Number | 63 |
| Project Title | Life After Undergrad Panel |
| Project Date | November 11th, 2021 |
| Project Area | Education/ Prof. Dev. |
| Number of Participating Members | 2 |
| Number of Participating Electees | 7 |
| Hours Spent Planning (Total) | 3 |
| Hours Spent Participating (Per Person) | 1.5 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

In this event, four UCSD bioengineering alumni were invited to speak about their experience after graduation. Two of the panelists were working in industry, while the other two were in graduate school (one Master's student and one PhD student). Questions were asked to each panelist regarding steps taken in their undergraduate career which prepared them for their current positions, interview tips, and their plans for the future. Attendees had an opportunity for Q&A after these questions.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

One of Tau Beta Pi's mission statements is to provide leadership and professional development training for engineering students and alumni members. By informing members of the options available for them to pursue after graduation, the Life After Undergrad Panel helps achieve this goal.

iii. **COST AND PERSONAL REQUIREMENTS**

No costs were incurred when organizing this event.

iv. **SPECIAL PROBLEMS**

No special problems were encountered when organizing this event.

v. **OVERALL RESULTS**

This event was successful because many attendees were engaged, and stayed to ask their own questions during the Q&A portion of the event.

vi. **ATTENDANCE**

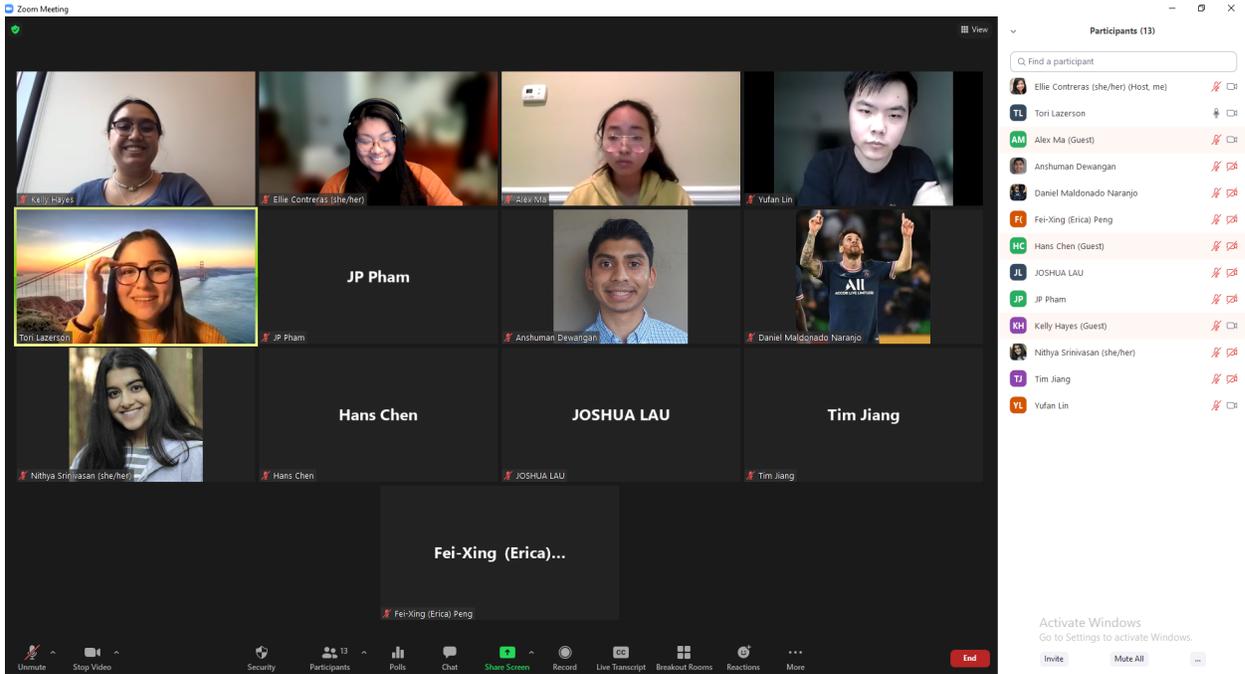
a. **ELECTEES**

Ashuman Dewangan, Daniel Maldonado Naranjo, Nithya Srinivasan, Hans Chen, Joshua Lau, Tim Jiang, Erica Peng

b. **MEMBERS**

JP Pham, Elizabeth Contreras

vii. **INDEX OF EXHIBITS**



| | |
|--|---|
| Project Number | 64 |
| Project Title | Best Foot Foward- Job Application Process |
| Project Date | November 2nd, 2021 |
| Project Area | Profession/ Engineering |
| Number of Participating Members | 3 |
| Number of Participating Electees | 5 |
| Hours Spent Planning (Total) | 2.5 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. PROJECT DESCRIPTION

The Best Foot Foward- Job Application Process talk with Indeed is to help students learn more about job application process specifics and how to have their best foot forward throughout the application process. This talk goes thoroughly through the different people/teams involved and also the different steps and items that are important in the application process. From the applicant(us), the recruiter to the hiring team, there are multiple things we should be aware of. Additionally, this talk goes through the do's and don'ts of resumes and cover letters for the application process and the interview process.

ii. RELATIONSHIP TO OBJECTIVES OF TAU BETA PI

This event is a professional event where it can give back to students who are in the job application process and also provides them a connection to our speaker from Indeed. This talk helped our TBP members and future potential electees to learn more about the process and items a part of the job application process from an insider view as our speaker, Steve Marks, is a university recruiter at Indeed.

iii. COST AND PERSONAL REQUIREMENTS

No costs or personal requirements.

iv. SPECIAL PROBLEMS

No special problems. We did postpone this event from its previous date that was before house sorting to after the house sorting. We asked to reschedule because the turnout was low for events pre house sorting (pre-electees joining).

v. OVERALL RESULTS

Turnout was lower than expected but students were engaged and got to connect with our speaker and ask him questions.

vi. **ATTENDANCE**

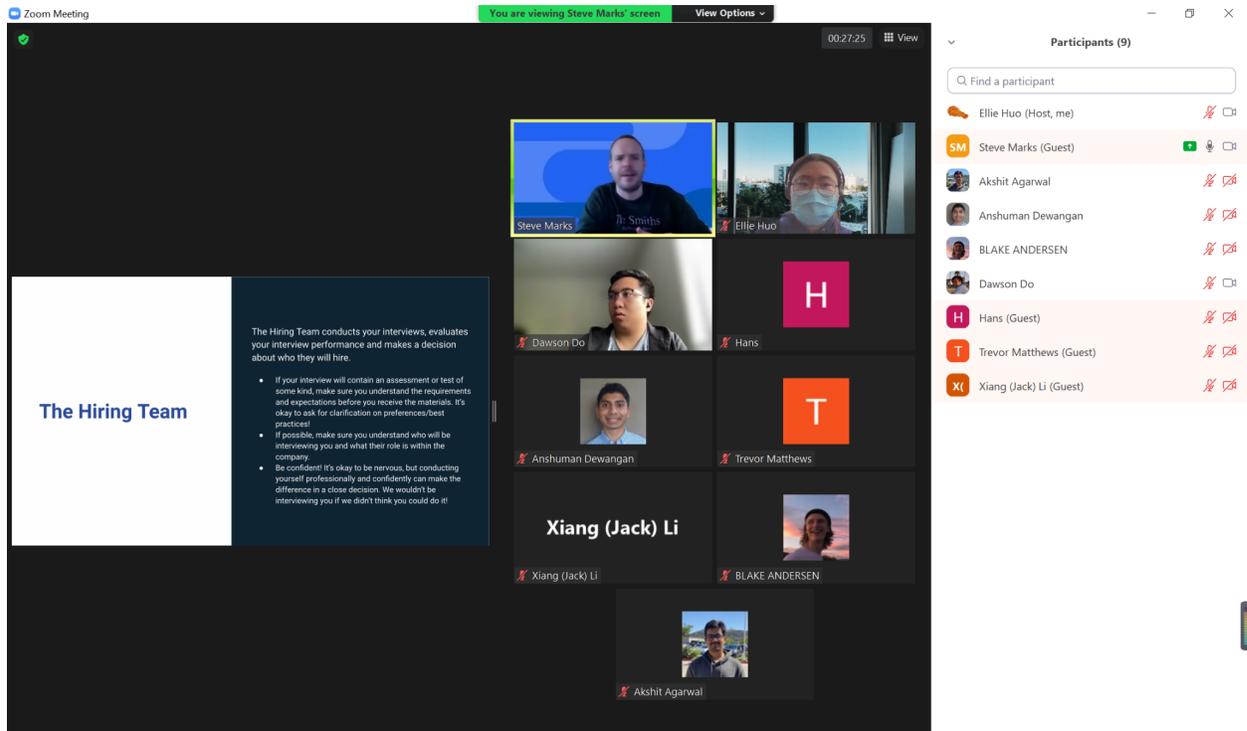
a. **ELECTEES**

Blake Andersen, Hans Chen, Trevor Matthews, Xiang (Jack) Li, Anshuman Dewangan

b. **MEMBERS**

Akshit Agarwal, Dawson Do, Ellie Huo (event planner/host)

vii. **INDEX OF EXHIBITS**



| | |
|--|--------------------------------|
| Project Number | 65 |
| Project Title | Improve your resume with Latex |
| Project Date | November 15th, 2021 |
| Project Area | Profession/ Engineering |
| Number of Participating Members | 15 |
| Number of Participating Electees | 13 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Initiates and members will learn Latex to create high typographical quality resumes.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Providing officers and members to learn Latex to improve professional or academic performance.

iii. **COST AND PERSONAL REQUIREMENTS**

Cost summed to \$0.

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Event was very successful and a lot of initiates are interested in using Latex. Initiates asked many good questions.

vi. **ATTENDANCE**

a. **ELECTEES**

Andrew Nguyen, Anna Niu, Blake Anderson, Daniel Maldonado Naranjo, Divneet Kaur, Elizabeth Jones, Hans Chen, Jeffrey Liu, Matthew Peng, Nithya Srinivasan, Shubham Bhargava, Shubham Kumar, Trevor Matthews

b. **MEMBERS**

Dawson Do, Mark Ho

vii. **INDEX OF EXHIBITS**

Online Latex Editor - Overleaf

- Overleaf website
- <https://www.overleaf.com>

Latex Mathematical Symbols

- Greek and Hebrew letters**

| | | | | | |
|---------------------|-------------------|-----------------|---------------------------|-------------------|---------------------|
| α \alpha | κ \kappa | ψ \psi | F \digamma | Δ \Delta | Θ \Theta |
| β \beta | λ \lambda | ρ \rho | ε \varepsilon | Γ \Gamma | Υ \Upsilon |
| χ \chi | μ \mu | σ \sigma | \varkappa \varkappa | Λ \Lambda | Ξ \Xi |
| δ \delta | ν \nu | τ \tau | φ \varphi | Ω \Omega | |
| ϵ \epsilon | o o | θ \theta | ϖ \varpi | Φ \Phi | \aleph \aleph |
| η \eta | ω \omega | v \upsilon | ϱ \varrho | Π \Pi | \beth \beth |
| γ \gamma | ϕ \phi | ξ \xi | ς \varsigma | Ψ \Psi | \daleth \daleth |
| ι \iota | π \pi | ζ \zeta | ϑ \vartheta | Σ \Sigma | \gimel \gimel |
- LATEX math constructs**

| | | |
|-----------------------------------|-----------------------------------|---|
| $\frac{abc}{xyz}$ \frac{abc}{xyz} | \overline{abc} \overline{abc} | \overrightarrow{abc} \overrightarrow{abc} |
| f' f' | \underline{abc} \underline{abc} | \overleftarrow{abc} \overleftarrow{abc} |
| \sqrt{abc} \sqrt{abc} | \widehat{abc} \widehat{abc} | \overbrace{abc} \overbrace{abc} |
| $\sqrt[n]{abc}$ \sqrt[n]{abc} | \widetilde{abc} \widetilde{abc} | \underbrace{abc} \underbrace{abc} |
- Delimiters**

| | | | | | |
|---------------|-------------------|-------------------|-------------------------|-------------------------|-----------------------|
| $ $ | $\{$ \{ | \lfloor \lfloor | $/$ / | \uparrow \Uparrow | \llcorner \llcorner |
| \vert \vert | $\}$ \} | \rfloor \rfloor | \backslash \backslash | \uparrow \uparrow | \lrcorner \lrcorner |
| $\ $ \ | \langle \langle | \lceil \lceil | $[$ [| \downarrow \Downarrow | \ulcorner \ulcorner |
| $\ $ \ | \rangle \rangle | \rceil \rceil | $]$] | \downarrow \downarrow | \urcorner \urcorner |

Use the pair \lefts_1 and \rights_2 to match height of delimiters s_1 and s_2 to the height of their contents, e.g., $\left| expr \right|$ $\left\{ expr \right\}$ $\left\lceil expr \right\rceil$.

| | |
|--|---------------------------------|
| Project Number | 66 |
| Project Title | TBP x BMES COVID Research Panel |
| Project Date | November 19th, 2021 |
| Project Area | Education/Prof. Dev. |
| Number of Participating Members | 9 |
| Number of Participating Electees | 5 |
| Hours Spent Planning (Total) | 10 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | Yes |

i. **PROJECT DESCRIPTION**

The COVID Research Panel is primarily meant to inform attendees of the staggering advancements made at UCSD in terms of combatting the COVID-19 pandemic across multiple engineering disciplines, from vaccines delivered via plant-derived particulates to easily constructed, open-source, and inexpensive ventilators for intubating patients without the need for major reconfiguration of industrial workflows. Attendees also had the opportunity to learn about the two speakers' labs (Dr. Lonnie Petersen and Dr. Joy Xiang), challenges related to their research and professional development during the pandemic, and opportunities for joining their labs as undergraduates. Finally, a Q&A session allowed attendees to inquire about anything that was not covered in the scripted segment.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

The event promoted the professional development of the attendees by disseminating information about the cutting edge of molecular biology, bioengineering, and mechanical engineering in the face of a relevant global crisis, preparing them intellectually to join novel workspaces or future research initiatives associated with these fields. Furthermore, the event strongly encouraged attendees to consider undergraduate research, which will also enhance students' competitiveness in applying for positions in industry or graduate school by giving them this formative background in pragmatic science.

iii. **COST AND PERSONAL REQUIREMENTS**

There were no costs and personal requirements other than time spent arranging for the speakers, as this was an entirely virtual event.

iv. **SPECIAL PROBLEMS**

No glaring problems were observed; all attendees from across TBP and BMES seemed to thoroughly enjoy hearing the speakers share about their research and their relatability in

facing challenges and dead ends, but having the persistence to continue. Initiative attendance could have been greater, but this could be attributed to the fact that the event was held rather late in the quarter close to midterms and finals.

v. **OVERALL RESULTS**

The event was successful and strengthened our continuing collaborative relationship with the Biomedical Engineering Society (BMES)

vi. **ATTENDANCE**

a. **ELECTEES**

Anshuman Dewangan, Andrew Nguyen, Blake Andersen, Divneet Kaur, Shubham Kumar

b. **MEMBERS**

JP Pham, Wesam Kanim, Emily Kobayashi, Rachel Lian, Neel Dhar, Jay Chen, Jay Golden, Brian Xi, Mark Ho

vii. **INDEX OF EXHIBITS**

| | |
|--|-----------------------------|
| Project Number | 67 |
| Project Title | CSE Mock Interviews |
| Project Date | January 18th - 21st, 2022 |
| Project Area | Profession/ Engineering |
| Number of Participating Members | 4 |
| Number of Participating Electees | 5 |
| Hours Spent Planning (Total) | ~4 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | Triton Software Engineering |

i. **PROJECT DESCRIPTION**

Held both technical and behavioral mock interviews

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Help with professional development

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

- Next time specify 1st year graduate vs undergraduate on the sign up form (to determine difficulty level of questions to ask)
- Next time specify initiate vs member on the sign up form

v. **OVERALL RESULTS**

Successful overall

vi. **ATTENDANCE**

a. **ELECTEES**

Alanna Merlan
 Shubham Bhargava
 Anshuman Dewangan
 Yash Shah
 Rishmal Rohin Kumar

b. **MEMBERS**

Akshay Gopalkrishnan
 Jeromey Klein

Ellie Huo
Dawson Do

vii. **INDEX OF EXHIBITS**
n/a

| | |
|--|------------------------------------|
| Project Number | 68 |
| Project Title | When Graduates Meet Undergraduates |
| Project Date | February 17th, 2022 |
| Project Area | Profession/ Engineering |
| Number of Participating Members | 8 |
| Number of Participating Electees | 5 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. **PROJECT DESCRIPTION**

Have you ever been curious about life in graduate school? What is an efficient way to communicate with a Professor? Should I ask the Professor to pay my tuition? How to start the question? Should I apply for graduate school or go directly to work?

This event is a casual talk between graduate students and undergraduate students. Come with your friends and have a chat with us!!!

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

A great opportunity for undergraduate members and officers to know more about life in graduate school. Construct a good relationship with Professors.

iii. **COST AND PERSONAL REQUIREMENTS**

Cost summed to \$0.

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Event went smoothly and initiates are interested in graduate school. Initiates asked many good questions.

vi. **ATTENDANCE**

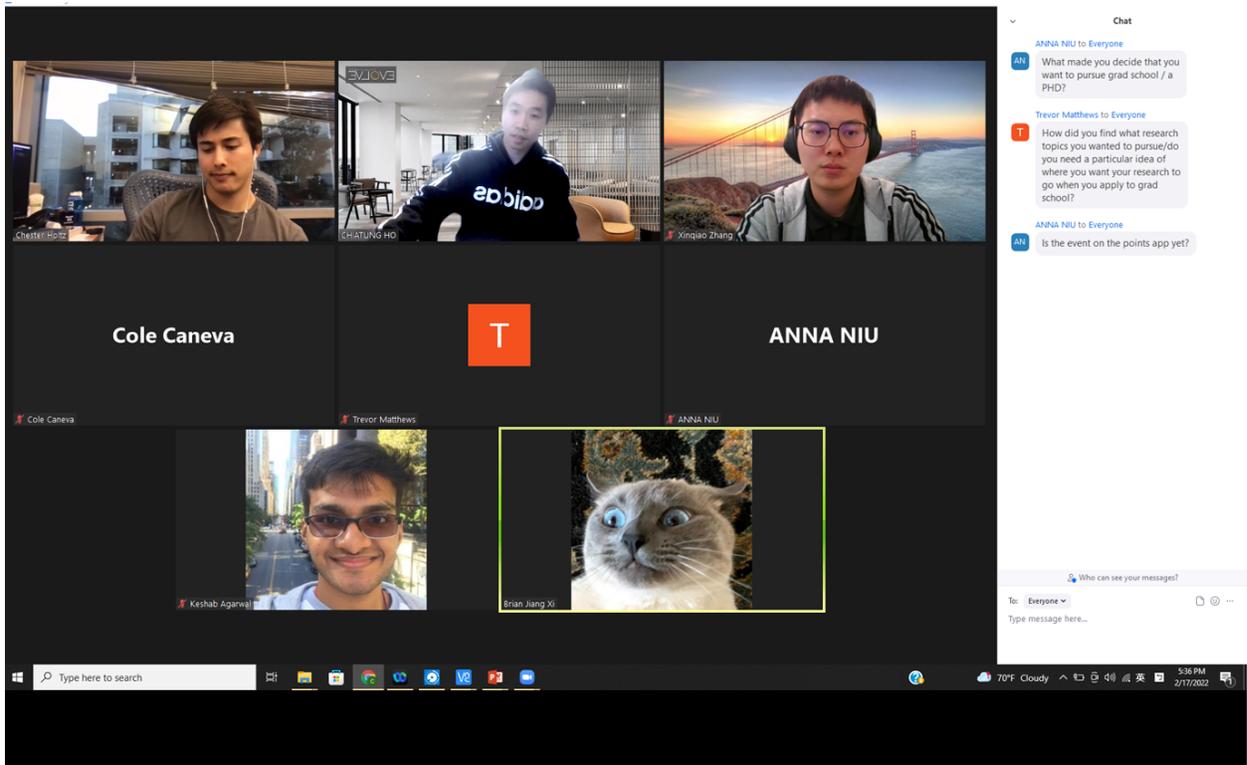
a. **ELECTEES**

Cole Caneva, Anna Niu, Keshab Agarwal, Trevor Matthews, Xinqiao Zhang, Chelster Holtz

b. **MEMBERS**

Brian Xi, Mark Ho

vii. INDEX OF EXHIBITS



| | |
|--|----------------------|
| Project Number | 69 |
| Project Title | Intern Panel |
| Project Date | February 22nd, 2022] |
| Project Area | Prof. Dev. |
| Number of Participating Members | 4 |
| Number of Participating Electees | 4 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | N/A |

i. **PROJECT DESCRIPTION**

Intern panel comprised of our very own officers who have interned at LYTX, AMAZON, IMC Trading and many more... they will be sharing about their advice and journeys so ask away.

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Professional event to help members and initiates learn more about internships.

iii. **COST AND PERSONAL REQUIREMENTS**

N/A

iv. **SPECIAL PROBLEMS**

N/A

v. **OVERALL RESULTS**

Initiates got to learn more about internships from our officers' experiences and internship journeys.

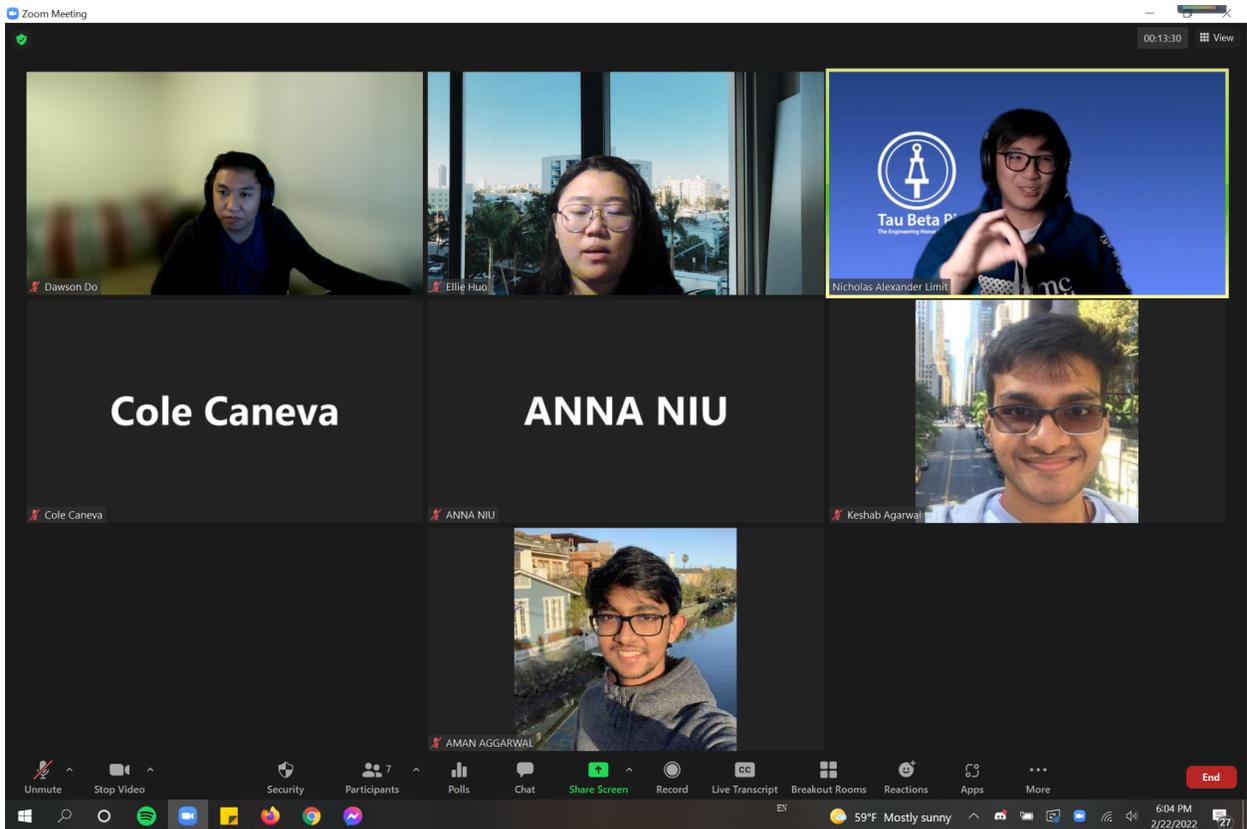
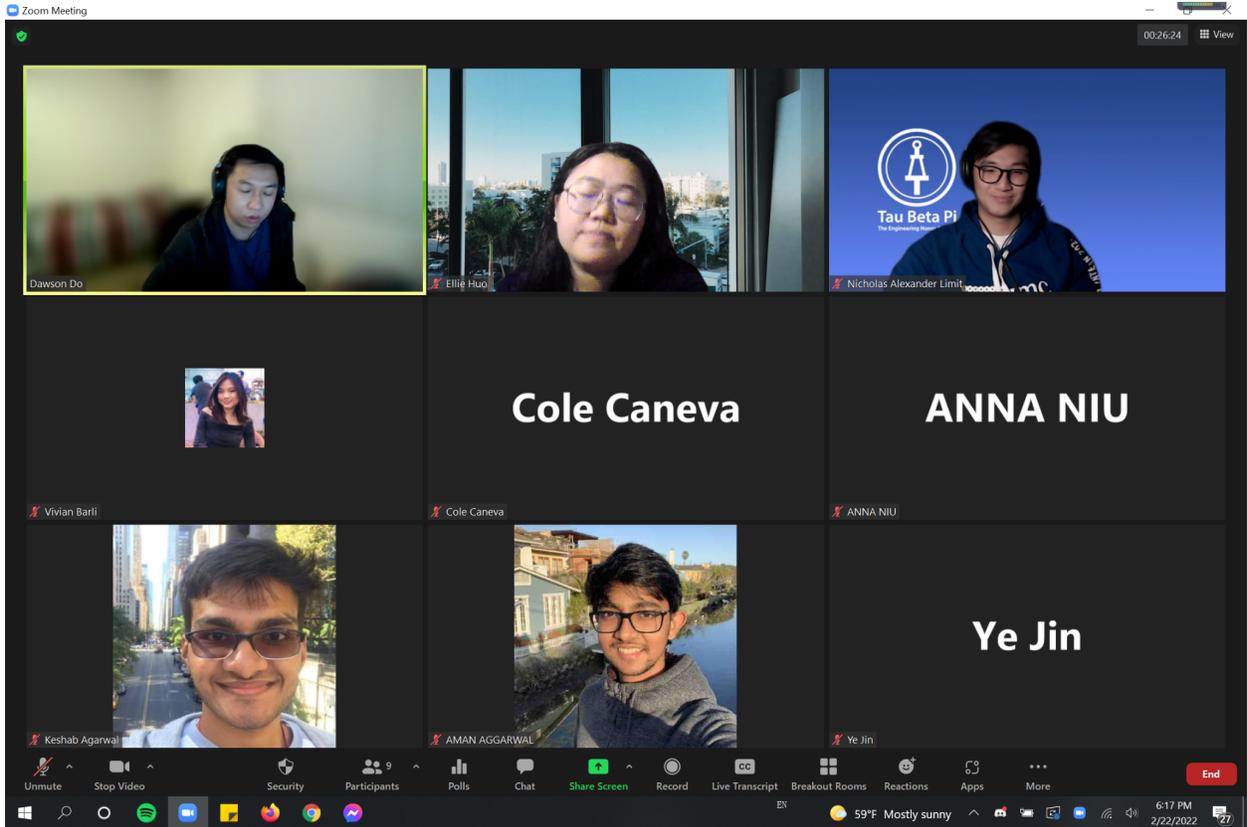
vi. **ATTENDANCE**

a. **ELECTEES**

Anna Niu, Cole Caneva, Keshab Agarwal, Aman Aggarwal

b. **MEMBERS**

vii. **INDEX OF EXHIBITS**





| | |
|--|------------------|
| Project Number | 70 |
| Project Title | Interview Tips |
| Project Date | April 14th, 2022 |
| Project Area | Prodev |
| Number of Participating Members | 2 |
| Number of Participating Electees | 1 |
| Hours Spent Planning (Total) | 2 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | n/a |

i. **PROJECT DESCRIPTION**

Get basics of interviews and work with your peers to practice mock interviews!

ii. **RELATIONSHIP TO OBJECTIVES OF TAU BETA PI**

Allows members to get to know initiates and initiates to get professional development.

iii. **COST AND PERSONAL REQUIREMENTS**

n/a

iv. **SPECIAL PROBLEMS**

n/a

v. **OVERALL RESULTS**

Went well, the initiate was able to get interview tips.

vi. **ATTENDANCE**

a. **ELECTEES**

David Min

b. **MEMBERS**

Brian Xi, Rebecca Wheeler

vii. **INDEX OF EXHIBITS**

[Insert pictures here]

| | |
|--|-----------------------|
| Project Number | 71 |
| Project Title | TBP Journal Club |
| Project Date | Every Friday |
| Project Area | Education/ Prof. Dev. |
| Number of Participating Members | Varied each week |
| Number of Participating Electees | Varied each week |
| Hours Spent Planning (Total) | 1 |
| Hours Spent Participating (Per Person) | 1 |
| In Conjunction with Another Group | No |

i. PROJECT DESCRIPTION

Every week, one member is responsible for choosing an academic paper and creating a presentation summarizing that paper. All of the other members are responsible for reading the academic paper, and bringing questions or discussion topics to the meeting. Academic articles can cover anything in any engineering field, and topics are meant to be something that the presenter is interested in. This exposes club members to many different topics within engineering. Every member is responsible for presenting one academic paper at least once per quarter.

ii. RELATIONSHIP TO OBJECTIVES OF TAU BETA PI

One of Tau Beta Pi's mission statements is to provide leadership and professional development training for engineering students and alumni members. Since reading academic papers is a beneficial (if not necessary) skill for engineering students, TBP Journal Club provides an opportunity for members to gain familiarity with academic journals. This journal club is meant to introduce the skill of analyzing scientific papers in a low pressure environment among peers. The club is also meant to introduce members to a wide range of topics that they may not be exposed to otherwise; for example, bioengineering majors may read a chemical engineering paper that they would not have read otherwise.

iii. COST AND PERSONAL REQUIREMENTS

No costs were incurred when organizing these events.

iv. SPECIAL PROBLEMS

No special problems were encountered when organizing these events.

v. OVERALL RESULTS

The journal club has been very successful so far. There have been around five members who consistently come to the meetings, and more people have shown interest in giving presentations as the quarter has progressed.

vi. **ATTENDANCE**

a. **ELECTEES**

Varies each week

b. **MEMBERS**

Varies each week

vii. **INDEX OF EXHIBITS**

None yet.

Thanks for a great year!

Tau Beta Pi's California Psi Chapter had a fun year, full of triumphs and challenges. We got to host in-person events, and getting to know initiates in-person was a blast! The transition back to normal was a little rocky, yet we believe that this report reflects our interest in increasing member engagement, and we are excited for next year! Thank you so much for reading!

Regards,

Meghan (*2021-2022 Historian*), Trevor Tsai (*2021-2022 Secretary*), and the 2021-2022 Officer Team

