

Paper outlining the situation in the web design and software society.

The Web Design and Software Society/Club will from now on be called WDSS.

The current situation, how it arose and what we'd like to correct in terms of the budget of the WDSS in order to have a smooth, successful and giving operation next year. Finally there will be 'recommendations' on how the money asked for could be obtained from the fixed amount of RCC money and our ideas on how we can secure our own funding.

The current budget situation...

arose from the previous committee's failure to carry out a proper budget application process. The budget they sent in was unfortunately only five lines like this:

1	Instructors	Software developpers [sic] to give lessons x10	£300,00	£300,00
2	Travel	Trips to software companies x3	£150,00	£150,00
3	Competitions	laptop hire for software competitions	£160,00	£160,00
4	Publicity	Poster design materials	£50,00	£50,00
5	Consumables	food and drinks for events	£100,00	£100,00

The problem with this was that they didn't specify enough information about each item, but also that there are several items in that budget non-applicable for RCC societies, like advertising materials. From what Xiang tells me, the former treasurer was bad at his job. In any case, nothing was done to correct the lack of details when Eugene Chang sent a mail, because of a lack of information flow, it seems.

The unfortunate consequence of this, in the context of me winning the election to be the president of this society, is that I won't have any money available for next year without getting much support from external companies or by gathering it by the usage of events. This reduces the number of activities we will be able to hold, ceteris paribus.

I'd like to receive help in terms of funding for the following items:

Category	Description	TC	Subsidy Requested
Instructors	We'd like to invite both instructors from the industry to hold lectures on topics like C++ for games or other interesting topics which are harder to get knowledge about from published media such as books or the web. Furthermore, instructors from within the college can be entitled to payment for the time they spend teaching, depending on the number of people attending the events. We are estimating we'll get a rather good turnout of people to events during the first part of the year, but not less than 70% of initial turnout during later parts of the year.	£500	£500
Hosting	Cost of paid hosting since Union web servers insufficient in terms of operating system/software installed.	£10	£1
Software Licenses	CS3 Suite/Flex/AIR – software; depends on if we can get a common place to gather or a computer we can use with specific software installed. If that's the case, we can get a deal from ICT, the whole package for £300 [RCC Chair] If we go into distributed systems a well researched threading dev pack would be helpful; would be Intel's threading dev. kits, which are expensive, but possibly we could get money off. Also utils like ReSharper for Visual Studio 2008, VisualSVN for VS2008 cost money but improve user experience and quickness of writing code. Student licenses apply though. More software licenses issues will likely crop up during the year.	£800	£150
Software-related hardware	Web-cam or other cam for image recognition/parsing & possible for building a multitouch system using IR-leds, acrylic plate	£600	£30

	etc. Many open source C++ libraries surfacing this summer for multi-input mapping.		
Books	Literature for book circles; areas like software architecture, project management, game engine development and semantic grid technology are candidates for discussion. Not all are present in library. Talks have been held with doc library rep, but they are non-conclusive atm. Possibly extra books from industry sponsors. Modern books are expensive. Google does not have all answers, contrary to popular science's belief nowadays.	£800	£400

Total Expected Expenditure: **£2 710.00**

Total Requested Subsidy: **£1 081.00**

Total RCC Budget: **£60 338,40**

Asked for = 1/60.

Gathering possibility no. 1:

Shave 1/60 off every club's budget. Aggregate each slice, reaching our total after some rounding.

Gathering possibility no. 2:

Shave 1/100 off every club's budget. Gives: £603,38. Furthermore, we're not that into belly-dancing. They get £2000 for instructors. So we take £477,62 from their £2 000 making it £1522,38 instead, reaching our total.

Gathering possibility no. 3:

Taking from:

Fellwanderers **£100** from Travel
Belly Dancing **£100** from Instructors
Caving **£0,5** from Travel, evening it out to a whole pound which makes sense.
Chess **£0,5** from Travel, (ditto mark)
Gliding (getting £16 747) **£400** from Total, distributed as it fits best
Ice Hockey **£100** from Ground Hire
 £100 from Travel
Outdoor **£200** from Travel
Underwater **£1** from Conferences, making it a power of two.
 £79 from Travel,

reaching our total.

How will we be able to make money? As ABBA sang in 1976 *"I work all night, I work all day, to pay the bills I have to pay | Ain't it sad | And still there never seems to be a single penny left for me"*.

There are multiple ways if you're good at what you're doing. The most obvious way would be to hold events where posters advertising it would be put up; teaching events, in some recurring problem of programming, just like the DoC department announces it will teach folder navigation in Linux for £75 per hour. Something similar to this, but more advanced. So – paid for lectures by the attendees/courses.

Events – big people coming to talk; entrance fee.

Work – creating software/web sites/graphics, selling it or posting it for competition, talking with representatives for each department, trying to understand how they would most benefit from the use of technology as a pedagogical tool, MultiPoint SDK as a part of teaching physics or manipulating simulations – i.e. custom built software per client specifications.

In principle, the society could be turned into a company, but that kind of makes the principle of having fun together go a bit astray, so I will focus on events that are so fun to organize that you don't notice you're doing work 'for free' ;), without the classical work-situation of 1. spec, 2. prototype, 3. revision, 4. implementation, 5. testing, 6. release as is typical in software development. We will try to have as much fun as possible, simply, finding ways to make money as we go.

Sponsors. Very nice.

That concludes this paper.