



Student Groups

Digital Events Guide



Welcome!

We know that COVID-19 has created huge levels of uncertainty for student groups – but you can still organise some great and engaging digital events to interact with and bring your members together!

We've put together this guide with the aim of providing you information on how to:

- Successfully run and lead great activities on your chosen platforms e.g. Teams
- Respond to any inappropriate behaviour during digital events and maintain a positive and inclusive environment

Online Event Ideas

Games Nights

- Pull everyone in your society together and bring out your competitive sides! You could even host a games tournament with prizes for the winners!
- There are loads of platforms you can use for online games nights – take a look at our suggestions further into this guide!

Online relaxation/ Exercise classes

- We all know how beneficial it is to relax or get moving – consider hosting an active social for your group!
- Consider getting your members to join you in a live workout or yoga session, or set yourselves a group target to exercise for a certain length of time or reach a certain number of steps!

Quiz Night

- There are lots of online quizzes out there already, but why not create and host your own?
- Consider using platforms like Kahoot to host!

Movie/Tv Night

- Movie nights are a great way to feel connected to other members of your society – you could either use tools such as NetflixParty, or ask your members to watch some content, and have a group call afterwards to discuss!

Speed Friending

- Joining a new group for the first time can be intimidating for some people, but chances are they're there to meet people and make friends! Help them out by hosting a speed friending session, where they'll get the chance to interact one-on-one with different members of the society!
- You could either pair people manually on a Teams/Zoom call, or utilise online tools such as Icebreaker to host speed friending sessions.

Virtual Scavenger Hunts

- A great game to play whilst distancing is virtual scavenger hunts – set up a group call with your society members and prepare a list of general household items.
- Agree one person to host the game and announce each item on the list in turn one by one. The first person to find each item and show them on screen wins!
- You could even consider finding a prize for the person who finds the most items in the quickest amount of time!

Karaoke Night

- Having a karaoke night with your members is a great way to showcase the talent your group has!
- This could be hosted on multiple platforms, and you could host regular themed sessions!

Group Catch up

- Arrange a call with your members just to catch up!
- You could chat about assignments, key topics, ideas for the society, or even just chill!

Online Event Platforms

- **Microsoft Teams**

- Teams is another way to connect, which lets you collaborate through chats and videos, and you will be able to use your '@uel.ac.uk' address to join.

- **Google Hangouts**

- Hangouts is a great way to be in touch with multiple people. The organiser of the Hangout will need a Google account, but once it has been set up those without Google accounts can also join. This is a great option if you want to hold a meeting.

- **Kahoot**

- Kahoot is a great platform for setting up and hosting quizzes - it's simple and easy to set up and use!

- **Netflix Party**

- Netflix party is a Chrome extension that allows you to watch with your friends online in real time. All users will need to have a Netflix account to use.

- **Online Games**

- Here are some suggestions for games you can play online as a group:
 - Cards Against Humanity
 - JackBoxTrivia Games
 - Online Board Games
 - Skribbl.io (Pictionary online)
 - Online Card Games

- **Gaming Apps**

- Here are some suggestions for mobile app games you can play together:
 - Psych!
 - Plato
 - House Party
 - Bunch
 - Scrabble Go
 - Mario Kart Tour

- **Discord**

- Discord allows you to play video games, particularly pc games, and chat whilst you play.

- **Icebreaker**

- Icebreaker sets up virtual meet & greets for you, with a number of activities and games to use!

- **Streaming**

- You could stream activities on platforms like Instagram or Facebook Live

Digital Conduct

It is important to remember that any digital/online event is an official student group space, so any behaviour which would be deemed unacceptable at a physical group event, is also unacceptable throughout any digital events.

Here is some advice for managing your platforms effectively, to ensure minimal risk to your group:

For social media pages/groups/group chats:

- Only give admin access to those who need it
- Include web platform details in your committee handover each year
- Keep your groups and chats closed to paid members only
- Provide a statement to members upon joining that your web platforms are for discussion and communication around student group activities only and behaviour associated with unacceptable conduct is not tolerated

If an incident of unacceptable conduct does occur on any of your platforms:

- Put out a message on the web platform where the incident has occurred, to state that the behaviour shown is not tolerated in your group and kindly ask your members to keep the platform a safe space for students.
- If the behaviour continues, consider directly contacting the person(s) involved to inform them that their behaviour is unacceptable.
- If the situation becomes unmanageable you can consider instigating a cooling off period and temporarily freezing the platform for a period of time. Admins may consider using this period to release further statements as necessary.

- After taking screenshots for evidence, remove the comments to keep your event a safe space for students.
- Report any incidents to the Students' Union staff team, providing evidence of the behaviour. The Students' Union will then deal with any necessary further action or investigation as per procedure.

When hosting your online events, please be particularly mindful of the Student Groups Code of Conduct S5, relating to Digital/Online Conduct as follows:

15. Digital/Online Conduct

1. A Student Group account is any account which is recognisably tied to University of East London Students' Union (hereinafter 'the Students' Union') – any mention or reference to the Students' Union in the name, profile pictures, or regular content of the page, including use of any affiliated logos, are all included within this.
2. A student group account should only be made with the permission of the Students' Union, and all login details should be provided to the Students' Union for storage purposes and to aid handover each year. The President should inform the Students' Union of any changes to these details.
3. Each student group should have a nominated committee member responsible for their social media output on the official account/s. Whilst login details for official accounts may be shared between committee members where deemed necessary, they should not be shared with members of the student group.
4. The Students' Union must be provided with up to date contact details for the member of committee who is responsible for the management of the group social media account/s.
5. Any content on group accounts must be deleted if requested by any member of Union staff. A reasonable explanation will be given for any such requests.

15. Digital/Online Conduct

6. Student group accounts should under no circumstances:
 - a. Use language which could be deemed racist, homophobic, sexually explicit, abusive, or can be seen as offensive in any way. If you are unsure, do not post.
 - b. Use language which incites, perpetuates or provides a platform for violence against a group or individuals.
 - c. Use language which is inappropriate or in poor taste, this includes swearing and other offensive language.
 - d. Use an offensive username, or have a profile image which is violent, sexually explicit or otherwise illegal.
 - e. Disrupt, bully or impersonate another individual organisation.
 - f. Discuss illegal activity or break the law.
 - g. Share content which violates copyright, intellectual property rights, defamation and contempt of court laws.
 - h. Share content containing confidential information and data.
 - i. Share content which links to sexually explicit or otherwise offensive material.
 - j. Share content in breach of UELSU's Elections rules and regulations.