



# Clubs - how it started

In 2020, students founded the Computer Geek Club with the help of the Student Support Centre. The club, which aimed to be a peer-helper club, lived through 5 semesters and 3 iterations. Even though, the club is no more, its legacy still lives on!

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## Extracurricular activities at ELTE Faculty of Informatics

Clubs and workshops, other activities

### How is it going?

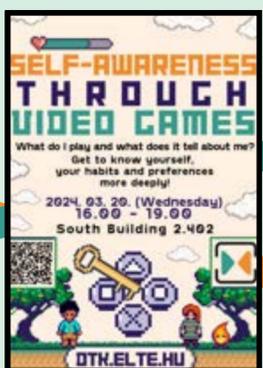
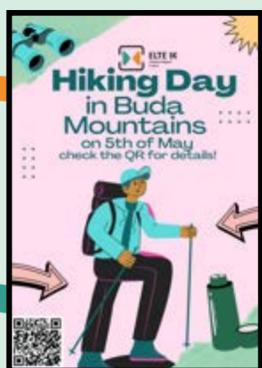
There are currently 6 international student clubs in the Faculty, their advertisements can be seen on the right:

- **English Club - Top down - Since 2019/20/2 - 9 semesters**
  - A club led by senior students to practice English together
  - Started in 2020 March, online, during COVID-19 as a meeting point for students
  - Number of members is dropping
- **Hungarian Club - Top down - Since 2020/21/2 - 7 semesters**
  - A club led by senior students and/or university employees to facilitate practising the Hungarian language
  - Particularly important as Stipendium Hungaricum students need Hungarian language exam
  - Number of members is fluctuating
- **Cybersecurity Club - Bottom up - 2021/22/2 - 5 semesters**
  - A club for cybersecurity enthusiasts to practice hacking and enter CTF tournaments
  - Around 15 members currently
  - Have organized tournaments and hacking events together
  - Highly succesful in competitions
- **Game Dev Club - Bottom up - 2022/23/2 - 3 semesters**
  - A club for aspiring game developers, to develop games together
  - Around 8 members currently, developing 2 games simultaneously
- **Open Source Software Club - Bottom up - 2023/24/1 - 1 semester - On hiatus**
  - A club for those, who are interested in open source software
  - Currently on hiatus because of schedule clashes
- **AI Development Club - Bottom up - Yet to launch**
  - A club, aiming to launch in 2024/25/1 for students, who are fascinated by the world of AI



### Workshops and other activities

From time-to-time, the Student Support Centre organizes so called 'ad hoc' workshops with the goal of **community building**, and **working on a particular topic or skill**. For example, in the past year we have had workshops to develop **presentation skills**, to work on **self-improvement** and **self-awareness through video games**, **self-care through art** or **exploring Hungary on a budget**. We also organize **hikes** and **city-tours** from time to time, with the goal of helping foreign student explore Budapest and nearby places for **free**. Two of our colleagues are official tour guides, which helps the matter.



### Key takeaways and challenges

- **We try to involve a lot of students** in these community events. Unfortunately, what we find is that students can be **hard to involve**. We try to overcome these with **mass advertising**.
- **Early in the semester**, both for events and clubs, there are **more participants**. The number of participants **drops sharply during midterms** and then there is usually a **second drop during finals**. **Some clubs**, like the Game Dev Club **are active in the summer**, but most are inactive.
- Currently, **bottom-up clubs are thriving more**, than top-down clubs, even though some bottom-up clubs have recently gone through **leader changes**. These leader changes were initiated, because founders did not have the capacity to run the club anymore.
- With clubs, **we keep in contact with leaders, organize location** for them, **advertise them, but are not present** at meetings.
- For each **event**, we ask students to register, to know how many people to anticipate - **usually, around 50% of the applicants show up**.
- **We are still working on finding the best way to reach all students**. Even with Neptun advertisements, advertisements on our website, on Teams and e-mailing all students, they usually indicate, that they heard about the event from others