

**UGC Initiatives on Internationalisation and Engagement with Mainland China
in the 2012-15 Triennium
- Student-initiated Projects**

Institution : City University of Hong Kong

Project Title : Resonance

Organising Team:

Student Name	Field of Study	Place of Origin
AL-ABBASI Ali Mustafa Hamid	Architecture and Civil Engineering	Iraq
BYARAVALLI ARUN Suhag	Computer Science	India
CHAO Roman	International Business	Hong Kong
GAMBHIR Chaahat	Information Management	Hong Kong
ISLAM Maruful	Accountancy	Bangladesh
KAUR Kameldeep	Finance	Hong Kong
KHAN Muhammad Anas	Economics and Finance	Pakistan
LAZARUS Sumanth William	Electronic and Communication Engineering	India
RAFIQUE Yusuf	Industrial Engineering and Engineering Management	India
RELEKAR Akhil	Electronic and Communication Engineering	India
SALEEL Farhaan	Computer Science	India
SINGH Keshav	Electronic and Communication Engineering	India
TUNGARE Ninad	Computer Science	India
YIM Wing Man	Marketing	Hong Kong
YOON Chan Hyuk	Finance	Korea

Project Summary

Over 200 local and non-local students in Hong Kong participated in the CityU project, of whom about 140 were participants and approximately 80 were organisers and volunteers. The organising committee comprised 15 students from Bangladesh, Hong Kong, India, Iraq and South Korea.

“Resonance” consisted of five events that took place simultaneously on 12 February 2015. The events were:

- **Printisable:** A 3D-design event in which participants were given a workshop and a period of time to produce a design with a 3D printer. The designs were put online where people could vote for them on the event day.
- **Optimus:** An event that encouraged interaction between students in a high-pressure, crisis-management environment. It also included a “Mad Ad” activity which further promoted creative thinking and reasoning.
- **Brokers’ quest:** A scavenger hunt in which participants worked together to complete tasks. The final round included a life-size Monopoly® board.

- Crime buster: A mysterious crime investigation event requiring participants to find the culprit in the case presented to them.
- Indubious: Participants competed on various PC and console games to promote communication and interaction in a unique fashion.
- Other relevant information about the project, including photos and videos is available at the Facebook page:
https://www.facebook.com/Resonance.CityU/photos_stream?ref=page_internal.

Experience Sharing

The University is particularly impressed by this student-initiated project for the proactiveness of the student organisers in coordinating the numerous items for the prime intention of promoting integration at CityU. They created an authentic platform for students involved to interact over an extended period of time on a project initiated by the participants.

Yusuf Rafique, the coordinator of Resonance said events like “Resonance” allowed students to showcase their talents and realise their potential.

“The participants not only competed against their peers to demonstrate how good they are, but also made lasting friendships and connections,” Yusuf said.

As the head of such a major project, the most important lesson Yusuf said he had learnt was the need for coordination and communication between different groups working together.

“I had to manage about six sub-committees, each consisting of local and non-local students,” he said. “Because we worked together for many months, we learnt to appreciate each other’s differences and perspectives. By the end of the project, all of us had strengthened those relationships and had become close friends.”

Sapkota Bibek, the team leader and a student from the Department of Architecture and Civil Engineering, said teams had worked together well, sharing knowledge about different gaming platforms. The project provided him with a valuable opportunity to meet new friends from various backgrounds, and enhance his personal development.

Activities Highlights

