BCS Berkshire Branch AGM Minutes
30-September-2015

Venue: The Griffin, Caversham
Time: 19:30

Committee present:
Anthony Parker – Chair (AGP)
Andrew Fieldsend – Secretary (AF)
Chris Todd-Davies – Treasurer (CTD)
Mike Buckland (MB)
Dan Sydes (DS)

Student Chapter Committee present:
Glenn Healy – Chair and BCS liaison (GH)
Andrew West – secretary and IET liaison (AW)
Jamie Barry – Social (Media) secretary (JB)
Daniel Brooks – Treasurer (BD)
James Wells – Communications Officer (JW)

Apologies:
Jules Gribble – Student Chapter Events Manager (JG)
Kurien Philip (KP)
Byron Glover (BG)
Tony Levene (TL)
Phil Cracknell (PC)

Others present:
Paul Scrivens – Waitrose (PS)
Paul Foster – 23 Technology (PF)
Usayd Callender – UTC Student (UC)
Sunil Dharurkar – SunGard (SD)
James Anderson – UoR (JA)

Introduction
AGP opened the meeting by introducing those present and passing on apologies received.

Minutes of Previous AGM
The minutes of the previous AGM were accepted with no comments.

Report from the Chair
2014/15 for us has been a great year of maturity but also housing a few hidden challenges. We are really starting to grow the branch, especially from the viewpoint of BCS HQ.

Our main focus this year has been on our student links. Along with Reading University we have set up Berkshire's first Student Chapter. Glenn Healy and his team have been a core driver of this initiative, and with HQ support we are looking to grow this area in our coming year. Our thanks go out to Glenn and his team for their efforts.

We also received the final version of our drum kit, a collaboration between us and Reading Uni PhD students and put on events such as The Great Debate (a collaboration between the BCS, IET, IMechE, ICE and IChemE), the business impact of technology and CRM. We also continued to support the education business partnership, collaborated with the Elite Specialist Group and got a new venue for our regular Reading Geek Night events where we looked in to the future of VR!

Other highlights include:
- Being a test bed for BCS's new strategic campaigns as a growing branch
- Assisting BA and Oracle to hold fantastic meetings on Big Data
- Expanding our links to schools, volunteering and the community
- Events ranging from Predictive Analytics to Salesforce and DBaaS (Database as a service)

Unfortunately, during the year we did lose a number of great committee members which made our volunteering work a little harder. I would like to thank our current committee in stepping up to cover efforts and wish the best for Gill Hunt, Avril Lindsay, Max Maybury, Rhys Puddephat and Olivia Whittlesey as they continue progressing their professional endeavours and studies. We also welcomed Glenn Healey, Jules Gribble, Byron Glover to the committee and it's been great getting their fresh ideas and seeing the Student Chapter grow.

Next year we are hoping to put on such events like Cyberbullying, organising a codeathon, discussing MOOCS over a pizza and having our Xmas Social. Can you help us?

If you would like to help manage our communications, newsletter and social media presence, or just help out and experience a vibrant, growing branch, please do get in touch.

Onwards to 2016!

Finance Report
Following the final accounts from BCS HQ we ended up only £77 over budget, or less than 1%. Next year our budget should be £4,100 although we have not yet had the breakdown confirmed by BCS Finance.

Election of Officers
AGP thanked CTD for acting as treasurer and stood down as chair. Officers were then elected:
- AGP was reelected as chair.
- Chris was reelected as treasurer
- AF was elected as secretary.

Additional committee members were then elected:
KP (webmaster)
DS (education liaison)
MB (events manager)
GH (student chapter liaison)
TL (volunteer coordinator)
PS
PF

AOB
AGP presented the "Project of the Year" award to UC, who developed the "Bark Free Edition" app for Minecraft.

Minecraft is a game with endless possibilities. When Minecraft was released for PC, people decided to reverse engineer and alter the way the game works. This became known as mods and became popular quite quickly as more and more were made. But when Minecraft Pocket edition came out on phones and tablets, mods were much harder to make (Minecraft on PC was created in java, and can be decompiled to see some of the game code, whilst Minecraft Pocket Edition was created in C++ and can only be disassembled to assembly code). One of the first reverse engineers for Minecraft Pocket Edition decided that because of the complexity of modding pocket edition, he would create a launcher that loads the Minecraft Pocket Edition binary and has its own modding JavaScript API, which he called ModPE. Since then, hundreds of thousands of ModPE scripts have been created and shared amongst the Pocket Edition Community.

Usayd's application's purpose is to allow a user with little or no JavaScript knowledge to be able to create his own ModPE scripts quickly. Through the similarities of a template, the app only requires entry of things such as custom food name or custom weapon damage, and the app then creates a JavaScript ModPE script. The app was first released on the 7th of July 2014 and has 20,929 downloads as of 7th July 2015. Dozens, if not hundreds, of videos have been created reviewing the app.

Usayd hopes to add a way for other programmers to create templates for people that cannot code for the app. This will then reduce the number of requests he gets to add things to the game and allow him to work on other projects in peace.