

Cyberia Camp by NUSSU CBLC

On 7th December 2005, the National University of Singapore Students' Union (NUSSU) Computer-Based Learning Centre (CBLC) organised its 5th annual Cyberia Camp '05. Planning for the camp began in August 2005 and by November 2005, there was already a sign-up of 50 participants and many more on the waiting list. The organising committee had its hands full with planning for lodging, food, training activities and using feedback from the previous 4 camps to help cater different aspects of the camp to the participants.

The camp started off in Yusoff Ishak Function rooms with ice-breakers for all camp participants to get to know each other. After checking their bags into the newly built Kuok Foundation, participants received a lecture on the "Fundamentals of Design" conducted by Prof. Reddy in the Law faculty.



Following that, the participants were split into 2 groups of 30 to help facilitate learning at the global high tech classrooms in NUS. Over the course of the 3 days camp, participants learned Adobe Photoshop CS, Macromedia Flash and Macromedia Dreamweaver. Students were also taught the freely available image software GIMP.

These classes were conducted by highly experienced tutors from EDUBASE and supported by trained instructors from NUS.

Evenings were reserved for recreational games such as ball games “Human Pool Table” and “Captains’ Ball”, telematches and treasure hunts to bond the orientation groups (OG) and to pitch the 4 OGs against one another.



Feedback from past participants indicated a preference for western food and fruits. This year, with increased sponsorship, the logistics team for the camp was able to cater to such needs and the gleefulness of the camp participants during mealtimes was evident!

On the last day of the camp, a design competition was held allowing all participants to use the 4 software skills they have learnt for the past 3 days to produce a website and win attractive prizes. Excellent work by the marketing team allowed organisers to present attractive prizes including food hampers, optical mouse, 2.1



speakers and printers!



After 3 days of new found friendship and acquiring new IT skills, group photos were taken, contact numbers were exchanged, and Cyberia Camp 05' ended with a tint of sadness that the fun had to come to an end.