

## **Board proposal for the 2019 committee structure**

Below are the descriptions for the committees and their roles, which are recommended by the board for the year 2019. This proposal is not necessarily the final structure, which is decided by the guild assembly. The aim of this document is to guide the heads of the committees in their process of official selections. In this proposal, the underlined roles will be processed by the guild assembly, while the rest are proposed by the heads of the committees and confirmed by the board of 2019.

### **Freshman Committee** (led by Freshman Captain and International Student Captain)

Organizes freshman activity in the guild

#### Tutor Boss (1 pc)

Organizes the recruitment, education and general management of the tutors.

#### Great Freshman Captain (1 pc)

Previous Freshman Captain continues with their freshmen until the possible Wappu.

#### Uncle Tutor Boss (1 pc)

Previous Tutor Boss continues with their tutors until the possible Wappu.

#### Senior International Student Captain (1 pc)

Previous ISC continues with their tutors until the possible Wappu.

#### DSD Captain (1 pc)s

In charge of DSD:n freshmen. More info on forums soon.

### **Study Committee** (led by Master of Studies)

Promotes the interests of the students.

#### Informant (1 pc)

Helps in general and IT-main studies related duties

Avustaa yleisissä ja IT-pääaineeseen liittyvissä tehtävissä ja kokouksissa.

#### Automaton (1 v)

Helps in general and Automation-main studies related duties

#### DSD-maton (1 pc)

Helps in general and DSD-main studies related duties

### **Entertainment Committee** (led by Host and Hostess)

Organizers of the best parties. Together with H&H, the smurfs form a dynamic team ready to host all sorts of events.

#### Smurf (10 pc)

**Committee of Cultural Affairs** (led by Master of Culture)  
Organizes cultural and sports events

Gameman (1 pc)  
Organizes board game nights and weekends.

Sitsi program manager (n pc)  
In charge of organizing fun sitsi activities

Director of Evens and Cultural Excursions (n pc)  
Helps with organizing cultural events and excursions

Cupbeares (n kpl)  
Makes sure that non-alcoholic wine is available on important occasions

Sports managers (n pc)  
Take care of university leagues (futsal, basketball, volley ball) applications and attendances.  
Organize sports tryouts and other sports events. Part of AYY Liikuntatoimikunta.

Stiff Wrist (1 pc)  
Keeps up the kimble traditions.

Senile Secretary (1 pc)  
Organizes events for the older students.

**Golden Tomato** (led by GTPT, under the Master of Culture)  
The editorial staff of the official guild magazine, Kultainen Tomaatti aka Golden Tomato

Golden Editor-in-Chief(GTPT)(1 pc)  
In charge of delivering 4 or more guild magazines per year. Manages the editorial staff and oversees the editorial process. Part of AYY Päätoimikunta.

Golden Editor (4 pc)  
Writes content for the magazine.

Golden Layout Designer (1 pc)  
Takes care of the layout of the magazine.

Golden Graphic Artist (1 pc)  
Produces graphics for the magazine.

**Sexton Committee** (led by Sexton Master, under Master of Culture)  
Upkeeps the guilds singing culture at sitsis and other events.

Sexton Master (1 pc)  
In charge of sexton activities, creating the song booklet for sitsis and the preservation of guilds singing culture. Part of AYY Lukkaritoimikunta (Sexton Committee).

Sexton (6 pc)  
Helps with Sexton Masters responsibilities

**Committee of ASki** (led by Master of Aski)

Takes care of the guild room.

Master of ASki (1 pc)

Leads the committee and is in charge of the guild room.

Guardian of ASki (5 pc)

Manage the guild room and its kitchen.

**Control Club** (led by Control Boss, under the vice chairperson)

Upkeeps the tinkering traditions of the guild and builds all sorts of things for needs and for fun.

Electro Workshop, a joint workshop between SiK and AS, is also managed by Control Club.

Control Boss (1 pc)

Leads the Control Club.

Control Journeyman

Helps with managing the Club. Documents the tinkering projects.

Electro Workshop Manager (1 pc)

Leads the Workshop together with SIK representative.

**Committee of IT** (led by Bit Master)

Takes care of the IT-infrastructure of the guild, which includes the guilds server and cloud.

Bit Master (1 pc)

Leads the committee.

Server Person (1 pc)

In charge of keeping the server alive. Documents changes.

IT Person (4 pc)

Help with IT appliances and upkeeping different systems.

**Public Relations Committee** (led by Head of Corporate Relations)

Advances the public relations of the guild and helps the Head of Corporate Relations.

Public Relations Journeyman (n pc)

Helps Head of Corporate relations with the public relations

Public Relations Consultant (1 pc)

Old Head of Corporate Relations. Consults and guides.

TEKSAS Ranger (1 pc)

Takes care of relations with TEK and Suomen Automaatioseura and other similar associations.

**Media Committee** (led by Master of Communications)

Takes care of media needs of the guild, such as documenting and graphical design.

Graphics Designer (2 pc)  
Produces graphics for the guild

Documentator (4 pc)  
Documents guild events

Social Media Manager (1 pc)  
Updates guild Facebook, Instagram and other social media platforms.

**Stimulaatio Committee** (led by Stimulantti)  
Organizes the annual ball Stimulaatio and half-annual ball Eskalaatio

Stimulant (1 pc)  
Leads the committee

Depressant (n pc)  
Help with different areas of the annual ball organization

Escalator (1 pc)  
Takes charge of the half-annual ball Eskalaatio

**Outside committees:**

Alderman (1 pc)  
Contact person from the School of Electrical Engineering.

Inspector (2 pc)  
Oversees that the guild abides by the Finnish law. Check the transcripts and financial statement.

Vice-Inspector (2 pc)  
Take over, if Inspectors are unavailable or disqualified.

**Updates:**

16.10.2018

- Senior Master of International Affairs -> Senior International Student Captain
- Sports managers are part of the AYY Liikuntatoimikunta
- GTPT is part of the AYY Päätoimikunta