

## Clubs Get Creative for an Early Halloween Celebration

Campus focus

#### International Ambassadors Club × Indonesian Student Association:  
Halloween Party Extravaganza

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The International Ambassador Club and the Indonesian Student Association hosted a "Joint Halloween Party" on October 23 at 6 PM in Tongzhou Square, drawing over 260 students. The event created a vibrant Halloween atmosphere, with students from around the world dressing up as various iconic or quirky characters, immersing themselves in the festive celebration.

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The party kicked off with an energetic dance performance, setting a lively tone and eliciting cheers from the audience, filling the venue with joy and enthusiasm. After the opening performance, group activities and a series of challenge games began, helping participants bond and make new friends. A DJ then took over, energizing the crowd with music and allowing everyone to fully enjoy the party's vibe.

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Event leader Yi-Hui Tsai, a senior in International Business, shared that the Halloween Party is a tradition of the International Ambassadors Club, aimed at fostering interaction between Taiwanese and international students while celebrating this special occasion. "We hope to create lasting memories and meaningful experiences for everyone. Hearing our members say how fun the event was made me so emotional after it ended. A big thank you to everyone who made this possible!" Wong Kwan In, a senior in English, said it was her first time participating in a Halloween event. "The atmosphere was so lively. Everyone dressed up as different characters,

which was adorable. The combination of lighting and music was fantastic, making the event so enjoyable. It was an unforgettable night!"

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#### Culinary Club' s Halloween Costume Fun: Full-On Team Challenges

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Culinary Club' s Halloween Costume Fun: Full-On Team Challenges

The Culinary Club hosted a Halloween Challenge Event on October 24 at 6:30 PM in classroom E308. Club members and leaders dressed up in various costumes, participating in a series of team-based challenge games. Members were divided into groups for competitions, fully immersing themselves in the games, enhancing interactions, and strengthening team bonds.

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The event featured 5 challenges: "Brainstorming," "Elephant Lipstick," "Bouncing Ping-Pong Balls," "Frontline Support," and "Jumping Temple." In "Frontline Support," game hosts described a series of required items, and team members had to gather the corresponding objects from themselves or their teammates, creating humorous and energetic scenes. "Jumping Temple" was the most intense challenge, with hosts announcing topics and participants jumping into circles for correct answers or into X-marks for incorrect ones. Members gave their all, fully enjoying the game' s excitement.

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Luo-Qing Zheng, a first-year History major, said this was her first club experience since starting college. She bought a special costume for the event and was impressed by the efforts of the club leaders in dressing up. She even won first place in the costume contest. "As someone just starting university life, joining the Culinary Club and participating in this event has been truly joyful!" Jul-Yun Chang, a second-year Economics major who wore clown makeup and earned second place in the costume contest, shared

that her favorite part was the "Frontline Support" game. "Working together toward a common goal made me feel a strong sense of participation and accomplishment," she said.

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#### Game Development Club Hosts Halloween-Themed Board Games with Treats

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On October 24 at 7 PM, the Game Development Club held the "Halloween Fog Board Game Event" in B116. The event featured 2 board games, "Night of the Ninjas" and "Patchwork," designed to foster interaction and teamwork among members in a relaxed gaming atmosphere.

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"Night of the Ninjas" is a strategy game where players assume roles within ninja clans, tasked with protecting their leader while defeating opponents. Players draw role cards to determine their team and use skill cards to engage in battles, with the first to score 10 points declaring the winner. "Patchwork" is a geometric tile game where players expand their territories while observing their opponents' moves, with the highest score on the board determining the winner. Members were divided into 2 groups to play the games, enhancing interaction and collaboration and setting the stage for future game development projects next semester. Halloween-themed treats, including European-style lollipops and chocolate snacks, were distributed as prizes for the game winners, adding to the festive atmosphere. Wan-Jing Wu, a third-year student in Computer Science and the club's Fine Arts officer, shared: "Today's event was incredibly fun. Through board game interactions, everyone deepened their understanding of and connection with one another."



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