

# Concept Halloween Campus Tour

## Idea

- Concept similar to the city rallye:
  - associations have dungeons in different buildings (on campus or in their club rooms, if they are big enough) where they can defend their treasures (sweets) or take sweets from the groups while playing with the groups (if they loose)
  - The dungeon leaders are responsible for the equipment and games (see Dungeons and Games)
- Groups of 5-6 people are accompanied by “helping” guides (tutors) during their adventure.
  - Group members have certain skills or items with which they can enter the dungeons to compete against the guardians of the treasures (association) and collect treasures or lose them when fleeing
- in total a group should play in 3 dungeons, so the tour ends after max. 2 h (see schedule)
- in addition there should be hidden treasures, which can be found by means of puzzles (see hidden treasures)

## planned capacity

- small version: 10 groups of 5-6 people = 50 - 60 participants
- large version: 2 x 10 groups of 5-6 people = 100 - 120 participants

## Goals

- Getting to know the campus
- Getting to know the participating associations

## Target audience

- Students from the campus; especially international students to get to know the campus
- Members of the TU Ilmenau, if the slots get not filled

## Dress code

- Costumes and masks for all involved

## time schedule

- small version:
  - final registration of the groups: from 18:30
  - Start: 7 pm between bh- and bi-Club
    - 15 min tour to the 1st Dungeon
    - 20 min game in 1st Dungeon (end: 19:35)
    - 15 min tour to the 2nd Dungeon

- 20 min game in 2nd dungeon (end: 20:10)
- 15 min tour to the 3rd Dungeon
- 20 min game in 3rd dungeon (end: 20:45)
- 15 min tour to the final place
- End: 9 pm between bh- and bi-Club
- larger version:
  - small version + repeated run:
  - final registration for the second round: 20:30
  - Start: 9pm between bc- and BD-Club?
    - 15 min tour over the campus with explanation and small treasure hunt to the 1st Dungeon
    - 20 min game in 1st dungeon (end: 21:35)
    - 15 min tour over the campus with explanation and small treasure hunt to the 2nd Dungeon
    - 20 min game in 2nd dungeon (end: 22:10)
    - 15 min tour over the campus with explanation and small treasure hunt to the 3rd Dungeon
    - 20 min game in 3rd dungeon (end: 22:45)
    - 15 min tour to finish
  - End: 11 pm between bh- and bi-Club or bc- and BD-Club

## Places

- in total at least 10 locations for dungeons
- either associations' locations (e.g. at the clubs)
- Foyers or locations in the large lecture hall buildings on campus (HU-Building, Zuse-Building, Helmholtz-Building, Meitner-Building, Kirchhoff-Building, EAZ-Building)
- gym, library

## Dungeons/Games

- Games should have a Halloween reference and reference to the location (you can also make up wild stories about your place)
- Games can be cooperative or group against association, but should involve the group as a whole
- CoViD specifications must be observed and direct physical contact must be reduced to a minimum
- no alcohol during the games

## Materials

- items to equip the dungeons → ref-marketing, items from the associations, decoration from the clubs etc.
- 10 or 20 Halloween bags for the treasures
- Sweets
- Costumes for tutors / guides → ask Kay (theater director) if necessary

## Transport

- Clubs?

## Hygiene/Safety Concept

- Persons with cold/CoViD symptoms are excluded from participation
- 1,5 m distance, wherever possible
- Masks must be worn at the dungeons, if the distance is less than 1.5m and otherwise the urgent recommendation to wear them on the tour
- Small groups of max. 8 people (including guides)
- max. 15 people at one dungeon
- as little direct, physical contact as possible + according to disinfection on site
- regular ventilation
- Registration of all participants + follow-up
- at the clubs (start and finish) → outdoor hygiene concept

## Required personnel capacities

- 10 guides (possibly 20 in the case of a large variant, if the others only want to do it once)
  - Volunteers and we4you-Tutors
- 10 associations/dungeon attendants:
  - inquired so far and interest signaled:
    - ISWI
    - bh-Club
    - bi-Club
    - bc-Club
    - theaterleitertheater
    - AG Lichtscheu
  - further associations are to be recruited over the association distributor
- Transport: min. 1 person
- Dungeon coordination: min. 1 person
- Registration and division of the groups: min. 1 person
- main responsibility: min. 1 person

## Finance

- Transport: 100 Euro
- Material / Decoration: 200 Euro (20 Euro per Dungeon + 50 General + 100 Euro Equipment Guides)
  - certain things can also be ordered here
  - certain items can be made available centrally here
- Catering (treasures): 150 Euro (10 Euro per Dungeon + 50 Euro in general)
- Public relations / printed matter: 50 Euro
- Total: 500 Euro

## Deadline for decision

- Thursday, October 22nd
  - until then:
    - arrangements with TU Ilmenau on hygiene
    - Inquiry of the interest of other associations
    - Finding the respective responsible persons

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