



# ACM Student Club Extracurricular Activities

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## Abstract

Between 2025 and 2026, the ACM (Association for Computing Machinery) Student Club has actively participated in and organized a wide range of extracurricular activities. This poster highlights some of the key events and initiatives we have been involved in during this period. From workshops and coding competitions to community outreach and collaborative projects, we have worked to foster a vibrant and engaging environment for our members.

## Campus Involvement & Initiatives

🌀 **Fall Activities Fair Day** – Promoted and actively engaged in the event by interacting with attendees, sharing information about the organization, and encouraging participation.

👉 **Internship Experience Sharing** – Member share their internship experiences with CSIS students, offering insights into real-world work environments, application processes, and industry expectations.

👜 **Internship Partnership with Career Center** – Since AY24–25, ACM has collaborated with the Career Center to expand internship and job opportunities with Kansas City–based tech companies for Park students.

🚚 **MINKWIC Conference Trip** – Through the general support of PSGA, members are able to attend and actively participate in the 2025 MINKWIC Conference. Throughout the event, we gained valuable insights and knowledge by engaging in a wide range of sessions, including hands-on workshops, research poster presentations, and a career fair.

🎃 **Fright Night Booth** – Members designed and developed a fun Halloween computer game helping community children build creativity, teamwork, problem-solving skills safely.

🎤 **Alumni Speaker Series** – Held an alumni talk entitled “From Park to Evergy – including a presentation on Evergy Internship” by Ms. Tammy Cruz, a Park alum and Manager at Evergy.

🔧 **Computer Science Workshop** – Members actively engaged in the session, enhancing their knowledge and skills.

## MINKWIC 2025



Park Student Government Association's Post



## Computer Game Design and Development for Halloween Fright Night

Members designed and developed an engaging computer game for children in the community to enjoy during Fright Night at Halloween 2025. The game featured fun, age-appropriate challenges and interactive elements that encouraged creativity, teamwork, and problem-solving. It provided a safe and entertaining environment where children could immerse themselves in the festive spirit while building digital skills and confidence through play.

