GMM Feedback Conclusions

*Atmosphere*

In general the atmosphere at the GMM this year was experienced as very casual. There was a good balance between being serious and professional when needed, but there were also enough fun things and jokes. The use of videos and the extra things as for example the pinchos helped in achieving this. The balance between casual and formal helped in keeping people interested in the GMM.

Most of the people also felt comfortable to speak up in this atmosphere.

People enjoyed the GMM’s because of the mix of people present, the interesting topics combined with the visual presentation. But above all because of the interaction and engagement between the topics presented by the board, and the GMM.

*Purpose*

(old) Board members might find policy a good and useful topic, while members who visit once or twice find fun activities and member involvement a more interesting and useful topic. People liked the more interactive approach of handling the topics. It would be nice if that could be implemented even more so people can think along more easily on a strategic policy level. In the end all topics discussed were experienced as useful.

Past and upcoming activities can be shortened for sure.The listing of these activities becomes long-winded for already active members. Maybe it would be nice to add a 'member input' part or something similar where people can send in topics they would like to discuss or things they would like to address/know more about before the GMM takes place. That way they are still being heard and do not have to attend the GMM if they still find that threshold too high. Stimulating members to send something in and sharing afterwards what the outcome was might trigger them to join. Do this via low-threshold channels instead of the GMM invitation (eg instagram stories)

It would also be nice to get more updates about Lucid collaborations with other parties like companies but also within the uni.

Try to propose as many topics as possible where you want direct feedback on. These are also the topics which can be made most interactive.

Almost all people felt like they had a contribution to the GMM.

The GMM doesn’t really feel like a cooperation because the board is in charge of the meeting. This mainly because the structure is that the board present everything, and the members elaborate on it. But the feedback of members is well accepted and there is a good atmosphere to give your opinion

In the ideal scenario it would be like a meeting with members instead of a presentation for members.

That it does not feel like a collaboration can also be caused by the board being defensive sometimes. This is not always a bad thing, but has the consequence that it does not feel like a collaboration and more like a GMM vs. the board.

When the board is listening more to members, and gives them more time to talk instead of only the board talking, it feels more like a collaboration.

*Presentation*

This depends per topic. With committee presentations some people say it is always nice that they make the slides themselves, it shows their identity and allows it to make it their own. But others hope there would be a template to make the content better.

Slides are sometimes a bit standard, and visual content is always appreciated. Focussing more on that would be a good thing to do.

People liked that we have mixed up the slides with some interactive slides. This kind of 'forces' people to give their input whereas when you ask for feedback. It would be valuable to explore how you can create this interaction on other topics as well. For example policy and finances are a bit harder to put in nice slides and quickly become large fields of text/numbers.

Videos are in general appreciated. They prove to be clear and fun tool. If there would be a structured way to create videos that have some sense of humor then that would be great.

People find the interactive programs very nice to use, because it also gives a voice to people who are more 'afraid' to speak, and it makes the GMM less formal and more fun. There could be reflected on how this could enhance the discussions even more. According to the GMM there should be paid attention to selecting the topics you want to use it for. Eg voting for a car name this is a really fun way, it breaks the formality for a bit and you get a good laugh, but this atmosphere might be less desirable when there is a serious discussion going on or you need some actual advice on an important topic.

*Online GMM*

It was good to see that there were about the same amount of people as with a normal GMM. Try to keep this up!

People found the atmosphere really different. To a lot of people it felt way less formal than a normal GMM. It really felt like a meeting instead of you vs. us. This made that people dared to comment more, but it also has some downsides.

Topics were discussed less thoroughly because of the shorter response time and people feel less responsible to react. Also online does not provide a nice platform for a good discussion. Sometimes it is needed to have this deeper discussion about a topic.

Voting can be improved.

Good to think about how it would like when other people then the board will present.

Chat was a really nice function to make it fun.

Videos worked well. There were fun and especially just really clear.

Other things that would be nice in normal GMM would be the videos. Not everyone is a fan of doing these pre-recorded parts in a normal GMM. But the way the content was prepared and structured is really something to take to the normal GMM’s.

Also the raising hands was experienced as nice.

*Takeaway learning points*

* A GMM is experienced as more casual when you put humor and fun things into the GMM. For example with videos pincho’s etc.
* The balance between casual and formal helped in keeping people interested in the GMM.
* People like the more interactive approach of handling the topics. It would be nice if that could be implemented even more so people can think along more easily on a strategic policy level.
* It would be nice to add a 'member input' part or something similar where people can send in topics they would like to discuss or things they would like to address/know more about before the GMM takes place
* Try to propose as many topics as possible where you want direct feedback on. These are also the topics which can be made most interactive.
* The GMM doesn’t really feel like a cooperation because the board is in charge of the meeting. This mainly because the structure is that the board present everything, and the members elaborate on it. In the ideal scenario it would be like a meeting with members instead of a presentation for members.
* A board being defensive creates a more board vs. GMM atmosphere.
* When the board is listening more to members, and gives them more time to talk instead of only the board talking, it feels more like a collaboration.
* Visual content is always appreciated.
* People liked that we have mixed up the slides with some interactive slides.
* Videos are in general appreciated. They prove to be clear and fun tool.
* People find the interactive programs very nice to use, because it also gives a voice to people who are more 'afraid' to speak, and it makes the GMM less formal and more fun. Beware of what kind of topics you choose to do this for.
* The online GMM felt way less formal than a normal GMM. It really felt like a meeting instead of you vs. us.
* In the online GMM topics were discussed less thoroughly because of the shorter response time and people feel less responsible to react. Sometimes it is needed to have this deeper discussion about a topic.
* The way the content of the videos during the online GMM was prepared and structured is really something to take to the normal GMM’s.