

Minutes for IGDA Board Meeting 3/22/12
Approved 04/04/12

Present: Brian, Tobi, Dustin, Cordy, Wendy, Coray, Scott, Jane

Absent: Darius

Tardy: David, Jamil

Staff (joined after Executive session): Gordon, Diann, James

Called to order at 1:05 pm.

February Minutes voted. Tobi moved, Brian seconded; passed unanimously.

March 22, 2012 10am-11:30am PST / 1pm-2:30pm EST

<https://www2.gotomeeting.com/join/648112634>

Canada: +1 (416) 900-1164

United States: +1 (786) 358-5411

Access Code: 648-112-634

Next meeting: Wed, April 4th, 11am-12:30pm PST; 2-3:30 pm EST

Jamil joined at 1:11 pm.

Executive session convened at 1:12 pm to discuss BoD Election results and any other matters deemed necessary.

Executive session adjourned at 1:46 pm.

David joined during executive session.

During executive session the board declared the election void due to lack of quorum; and voted to appoint the top two vote getters to the two vacant Board seats up for election: Sheri Rubin and Ed Fries. Brian will inform all candidates, and the results will be released approximately on Monday. until then the results will be confidential.

- Finance discussion (Dustin, 10 minutes)

Membership income is down slightly, studio revenue is up slightly

Partnerships are significantly down

Global Game Jam sponsorships down against last year

Operating Expenses are also down, resulting in a net positive vs 2011

Currently \$46k over budget

However, this is largely timing related, as we haven't spent against the website and other things that are budgeted.

The new database system will be coming online beginning of April, which will simplify automated renewal reminders and management.

Quarterly forecast is being started but results will not be available at the next board meeting due to the timing.

- Website Taskforce (Dustin, 1:55 pm)
 - Update on status for our most important 2012 priority
 - Schedule was impacted by needs of GDC
 - We are getting close to signing an RFP writer
 - Dustin has met with two vendors but no budget/scope discussion has happened yet
 - Will have a proposal at the next board meeting
 - Wendy volunteered to join the task force

- IGDA Summit (Brian, 1:59 pm)
 - Status update for our 2nd highest 2012 priority
 - Content needs to be locked down by May 1st
 - Last year we had an organizing panel per track; this year there will be 1-2 organizers per track to simplify the coordination
 - Writing and QA tracks in process; Production/Leadership track being added, and then remainder
 - Meeting next Monday to continue to move along
 - Cordy volunteered to join the effort, to contact and recruit talks
 - The agreement with Jessica will be presented to the board for approval at April meeting

- Anti-Harassment Policy (Brian, 2:03 pm)
 - https://docs.google.com/document/d/11-3HqOdjoL5A_IbOgjhKyVN9oGmlm2DzuGLWz7Psa8A/edit
 - Background on this and establish a 1-3 person task force to work with them and provide a proposal for next board meeting
 - This arises out of recent concerns raised by a number of members related to GDC events
 - The proposed policy is based on a template provided here: (http://geekfeminism.wikia.com/wiki/Conference_anti-harassment/Policy)
 - There has been preliminary efforts to address this, including Jen Maclean, Erin Hoffman, Corvus Elrod, Cat Wendt, Ian Schreiber)
 - Need to check for legal liability that this could raise, and be aware
 - Jane, Dustin & Coray volunteered to help out
 - There will be an update at the next meeting

- Global Game Jam (Dustin/Brian, 2:10 pm)
 - Update on discussions and identify path for moving forward
 - At GDC Dustin met with the organizers re the global game jam IP related to the IGDA
 - Some options - recruit new volunteers, license out the event to the current volunteers, etc
 - Discussion ongoing
 - There will be follow-up on the prior agreements regarding GGJ, to ensure continuity

- Nordic/Hansoft Partnership (Gordon, 2:20 pm)
 - Approve partnership
 - New track at Nordic Game Conference

- A set of prepaid membership vouchers are provided to Hansoft to use to attract / reward/enrich attendees
- IGDA Foundation (Brian, 2:27 pm)
 - Need to select a Trustee, required to be a member of the board when term starts
 - Brian is currently a trustee member; Tim Train is an outgoing trustee whom we are replacing
 - Jamil and Scott indicated an interest, after discussion Scott withdrew and Jamil was selected as the new Trustee

Meeting adjourned 2:36pm

Pre-Meeting Updates

Committee / Task Force Updates

Sponsorship / Sales Update (from Gordon)

- Video Partnership with Design 3 for GDC
- New Nordic Game Conference Track Partnership w/ Hansoft
- New Develop Brighton Partnership
- New E3 Partnership
- New Casual Connect Asia : Partnership with Jessica Tams
- Indie Game: The Movie
- Partnertrans
- GDC -- Google, Hansoft, Casual Connect, White House, Autodesk
- SxSW -- Nintendo (Retro Studios), Sony Computer Entertainment, Red Robot, Fast Company

ESP Committee (from Brian)

- Working on revised working approach with GGJ team
- ESP continues to meet weekly on Thursdays at 11am PST/2pm EST
- IGDA Summit
 - See separate Summit topic
- No other updates available at this time, will be provided separately by respective owners

Individual Updates

Gordon Bellamy

Money:

\$130,000 in Operating Cash and \$39,000 more in AR as of March 9th

Membership:

LinkedIn is now over 10,000 members

Twitter is now over 7,000 followers

Membership is now back over 7,000 professionals and students

Some notable Renewed and Joining studios:

Crystal Dynamics

Tribe

Airtight Games

Vicarious Visions

Behaviour

Tencent Boston

Schell Games

EA Partners

Microsoft Studios

Sixits

Partnerships

Video Partnership with Design 3 for GDC

New Nordic Game Conference Track Partnership w/ Hansoft

New Develop Brighton Partnership

New E3 Partnership
New Casual Connect Asia : Partnership with Jessica Tams
Indie Game: The Movie
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GDC -- Google, Hansoft, Casual Connect, White House, Autodesk
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Fast Company

Successful Election Implementation

Successful WuFoo implementation (which has brought in \$37,000 in two months)

Scholars

Video: <http://www.design3.com/industry-insight/item/2474-double-fine-studio-tour-with-igda-gdc-2012-scholars>

www.igda.org/winners

Scholars Program @ Doublefine, Autodesk, IndieFund, LucasArts, Microsoft, Zynga, Indie Game:The Movie and Three Rings
Inaugural IGDA Scholars at SxSW at Bioware, ThatGameCompany, Zynga and Junction Point

Advocacy

Working with the ESA on Developer Leadership for Illinois Tax Incentive Initiative
Identified Developer to implement the IGDA Credit Standards in their game and matched them with the committee
Connected our Anti Censorship Committee lead with the ESA
Got the Anti Censorship page re engaged and updated

Team

Helping James onboard into the organization and the industry

Brian Robbins

About half of GDC was IGDA related meetings and discussions
Annual Meeting, staff, meeting with BoD candidates, etc
Bi-weekly updates with Gordon monitoring sales process via Salesforce
Bi-weekly with James
Weekly Finance & ESP Committee calls
Global Game Jam team

Jane Pinckard

- No update provided

Dustin Clingman

- No update provided

Tobi Saulnier

- No update provided

Scott Berfield

- GDC IGDA events
- Harranged people to vote
- Thought about IGDA from beach in Cancun

Wendy Despain

- No update provided

David Edery

- No update provided

Darius Kazemi

- No update provided

Jamil Moledina

- No update provided

Cordy Rierson

- No update provided

Coray Seifert

- No update provided