

FINAL Minutes for IGDA Board Meeting 20 December 2012

Present: Brian, Coray, Darius, Dustin, Ed, Sheri

Staff: Diann, James, Kate, Nick

Tardy: Wendy

Absent: Cordy, Gordon

Brief Announcements

- Seven Group
- Next Board Meeting: 17 January 2013 at 2 pm EST

Meeting called to order at 1:13 pm CT

Review previous meeting minutes.

Sheri moves to approve minutes for November 15th meeting, Brian seconds. Passed unanimously; Darius and Ed abstained.

Meet Kate Edwards

- Kate started on December 17th though not publicly announced yet
- Kate mentioned she was extremely honored to be here and is looking forward to working with everyone and for the org
- Kate is just trying to get her footing under her and getting access to everything and being added on committees
- Kate talked about her blog post she is posting with the release
- Kate talked about asking people to go to Sheri's feedback form so she can get her bearing on what the community needs and asking people for problems and solutions
- Kate talked about how she'll be doing office hours to be open on Skype for the membership and volunteers to gain more accessibility globally to the ED

Wendy arrived 1:18 PM CT

Finance Discussion

- We came in close to our targeted budget numbers for November but again fell short in studio membership revenue
- We didn't do the SCRUM event and website expenses didn't start yet so that helped offset revenue shortfalls
- This year were doing well but some of that is because we were not paying for an Executive Director or website vendor costs where originally planned
- Financial situation is pretty good but next year is not as great as we're still working on the budget but if everything stayed the same we won't be in as great as shape
- The draft budget for next year is so far optimistic but conservative but is having to take into account that website expenses will start coming in and we will now be paying for an ED again.
- So what we really need is for the new ED to bring in at least as much as they cost, if not more, and there's a lot of opportunities for that.

- There's lots of room for growth and opportunities including memberships, Summit, and ECGC, Scholars, and GGJ.
- Talked about how the current draft budget shortfall will affect the website budget and what we need to do to overcome that and how it will affect the continual adding of features to the website, e.g. being worked on in stages

Board Election Update

- It's coming around to election time again soon
- Dustin was extremely pleased with the process that went through next year
- The plan was to continue to move forward with the same plan this year
- Dustin has reached out to the folks from last year and most of them have already said they will help out again this year
- Nominations will open up on January 3rd and working to get the word out
- Dustin asked people to reach out to people we felt might be good and have them go through the process
- Close nominations at end of the month and then start going through the interviews
- First week of April is again when the board members will start
- Please help promote the membership to get involved and help the selection and to participate in voting
- Sheri requested timeline to start preparing the communications for mail, social media, and website

GDC Advocacy track

- Last board meeting Dustin reminded everyone that GDC asked us to submit topics for their new advocacy track
- Dustin had a few suggestions for speakers, one for a topic, and Dustin asked Brenda to put together a panel on the #1reasonwhy and Brenda said yes but Meggan came in and said she's already putting that together with Brenda
- It was suggested we do employment contract/fair employment best practices panel
- Dustin would still love us to come up with ideas of prospective ideas and speakers
- They are preferring individual speakers but can do panels if needed
- Ed has talked with a couple people related to gamer culture and #1reasonwhy type topics
- Wendy is going to send her suggestions to Dustin via email
- This needs to be done soon because of the timelines involved and we can submit up to 7 talks and they'll be listed as IGDA sessions if we want, e.g. presented by the IGDA

Employment Contract Discussion

- We've got feedback from a number of people
- The group is working on pulling that feedback into the documents and doing a revision
- Then it'll be taking it back to the board and to studios to review the early draft
- Brian would like board members to think about who they can send the early draft to for review that would be great; Ed said he could reach out to Bungie/Valve

Website Project

- The vendor that was recommended had a cost that was a little higher than budgeted but its been the full intention to negotiate that cost down and create and construct a multi-phase or a la carte approach to make it within budget
- We'll have a good relationship with a vendor who can continue to carry us forward as we expand the website
- We have a good opportunity to get a basic website overhaul that's in budget with the option to work on getting funding in support of making it better
- Where we are at right now is finalize negotiation with that vendor but that has stalled a bit on Dustin's desk as holidays draw near
- At beginning of the year we'll be aggressively working on it to get it ready to go and finalize the contract and push to get the basic version done by GDC
- Dustin is looking forward to going to GDC with new website, new Executive Director, money in the bank, new employment contract initiative, etc.
- Dustin wanted to use that as a year in review and extend his heartfelt thanks as a member and peer for all our work to get all this done and for all the work we continue to do in the future

Review of Action Items

- ALL: Send in suggestions of panels/speakers/topics for GDC Advocacy Track to Dustin
- ALL: Send in suggestions of studios we can use to get feedback on the Employment Contract drafts

Executive Session entered 1:53 pm CT

Exited Executive Session at 2:15 pm CT

Sheri moves to adjourn meeting.

Ed seconds.

Meeting Adjourned 2:15 pm CT