IGDA Scotland Board Meeting

9th December 2013
Meeting held over Skype voice call

Minutes

Andrew Macdonald (**AM**)

Minutes Reviewed

AM, LD

Attendance

Present

Luke Dicken (**LD**), Lindsay Kirk (**LK**), Andrew Macdonald (**AM**), Kieran Nelson (**KN**)

Apologies

Brian McDonald (**BM**)

Appointment of Board Members

In accordance with the chapter's bylaws, the board may appoint members to the board, provided that no less than 51% of the board are elected individuals and no more than 49% are appointed seats. This allows the current board to appoint up to 3 additional individuals to the board. A shortlist of candidates was produced.

LD nominated Kieran Nelson to join the board as an Appointed Director.
4 votes in favour (**LD**, **LK**, **AM**; **BM** votes in favour in writing). **KN** elected to the board.

Congratulations to **KN** on his appointment, and we look forward to working closely with him until he vacates his seat at the next election in November 2014, as per the Bylaws.

Review of Action Items

Following up on action items from previous board meetings (see previous minutes), the board recapped and reported progress on outstanding and in-progress tasks. This also served to bring **KN** up to speed on what the board has been doing behind the scenes.

Events

GamesWest

The board agreed that GamesWest was a highly successful event, with one speaker stating online that *"despite being a student event, it was actually better than some of the paid conferences I've been to over the years"*. The board extends its thanks to everybody at the University of West of Scotland, West College Scotland, the excellent speakers, and the volunteers for all their help in making the event a success. A blog entry will be posted on

IGDAScotland.org soon, with videos of the main track's talks to come in January.

Global Game Jam

With the next GGJ/SGJ just around the corner, the board aims to continue the chapter's tradition of hosting Play Parties following the jam in February, where teams can show off their games and play everybody else's. We aim to host two Play Parties this year, one for each of the jam's host cities (Glasgow and Dundee), which we're hoping will encourage jammers from each site to mix and share their games. Dates and venues to be confirmed and announced early January 2014 in advance of the jam.

Monthly Meetings

Moving meetings to 3rd Wednesday of month

To resolve a long-standing scheduling conflict with Edinburgh's TechMeetup, **LD** suggested moving all the chapter's regular meetings away from the 2nd Wednesday of the month for 2014, to minimise clashes and allow people to attend both events. Following a discussion, the board agreed to move the chapter's regular meetings to the 3rd Wednesday of the month.

Venues

The search for next year's meeting venues is still ongoing, with more suggestions added to the list. The board will make it's final decision for each city during the next board meeting in January, allowing for advance bookings for the entire year to be made. Once venues are secured, a list of 'dates for your diary' will be posted on IGDAScotland.org.

Holyrood Cross-Party Group on Videogames

LD has contacted the group organiser to register as an attendee, awaiting confirmation.

Any Other Business

During discussion, it came to light that individuals have been in touch with different members of the board offering to speak at the chapter, but these offers were not being collated or listed anywhere centrally for discussion and planning (outside of board meetings). The board agreed to adopt a more formal system where all offers are tracked in a Google Docs spreadsheet. **LD** suggested adjusting an existing form already in place to be better suited for this task.

Action Items

Whole Board:
- Consider sponsorship options

LD:
- GamesWest
  - Get slide decks and video clips from speakers and send to **AM**

- - - **LD** *needs to source email addresses of speakers from Daniel Livingstone to request slides/videos.*
    - ○ Find author for GamesWest blog post
      - - *Volunteers have been contacted.* **AM** *to prepare/edit/approve post.*
  - ● SCIO
    - ○ Contact IGDA to gauge flexibility to accommodate SCVO regulations
    - ○ Organise email thread or Skype with IGDA to discuss formalisation in detail
  - ● Cross-Party Group on Videogames
  - ● Add extra fields to Speaker List and share with board members

AM:
  - ● SCIO
    - ○ Begin drafting first working draft of constitution to ascertain viability
    - ○ Contact SCVO to find out how IGDA-IGDAS relationship will affect SCIO formation
  - ● Send Ákos the volunteer list form and add to mailing list
  - ● Edit GamesWest footage
  - ● Implement Jobs Board anti-spam measures
  - ● Publish November minutes of board meetings