

# IGDA Scotland Board Meeting

13th January 2013

Meeting held over Skype voice call

## Minutes

Andrew Macdonald (**AM**)

## Attendance

### Present

Luke Dicken (**LD**), Lindsay Kirk (**LK**), Andrew Macdonald (**AM**), Alex Wozniak (**AW**)

### Apologies

Brian McDonald (**BM**), Kieran Nelson (**KN**)

## Approval of Minutes

**LD** moved to approve minutes of board meeting on 9th December as true, seconded by **AM**. 3 votes in favour (**LD, LK, AM**). **KN, BM** abstain. Minutes approved.

## 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 elected board to appoint up to 3 additional individuals to the board. One of these seats was awarded to Kieran Nelson (**KN**) following a board election during December 2013's board meeting, leaving 2 vacant seats.

**LD** nominated Alex Wozniak to join the board as an Appointed Director, seconded by **AM**. 4 votes in favour (**LD, LK, AM**; **KN** votes in favour in writing). **BM** abstains.

**AW** elected to the board.

Congratulations to **AW** 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 **AW** up to speed on what the board has been doing behind the scenes.

## Venues for 2014

Potential venues for the coming year's meetings were discussed, with the board aiming to lock in venues and set dates. The following decisions were made:

**Dundee:** Our existing arrangements with Abertay regarding the use of Hannah Maclure Centre should be resumed. **LD** to liaise with Abertay to facilitate this.

**Edinburgh:** Additional suggestions were made, but it was decided that we should pursue

working with University of Edinburgh's Game Development Society to arrange a meeting space on their campus before making a final decision. **LD** to contact them, with decision deferred until February's board meeting.

**Glasgow:** Board members were still waiting to hear back from contacts at venues, so decision was deferred until February's board meeting.

## Delegation of tasks away from Luke

Prior to the election of new directors and the expansion of the board, **LD** had been performing many of the chapter's day-to-day tasks in addition to working to organise meetings and events. As the board is now much larger, it was agreed that splitting the workload would be beneficial.

With **AW** specialising in marketing, promotion and community management, and having just been appointed to the board, **AW** offered to take over managing the chapter's online presence. This mainly applies to our social media accounts, our website at [IGDAScotland.org](http://IGDAScotland.org) and the monthly email newsletter. **AM** proposed publishing the newsletter during the 2nd week of each month going forward to allow for more effective promotion of events. (board meeting during 1st week, monthly event during 3rd week)

**AW** suggested areas for possible development to promote community discussion and the chapter. **AM** to investigate a way to safely and securely share the chapter's online account logins among board members.

## Upcoming Events

### Play Party

With the Global Game Jam just around the corner, preparations are already underway to hold our annual post-game-jam Play Party. To build upon last year's success, it was decided that two parties will be held in Glasgow and Dundee, to correspond with the major GGJ sites running this year. **LD** and **AM** shall take ownership of each party respectively, working together to coordinate exact dates and venues.

### March event

To avoid a clash with GDC, the March meeting shall be moved back to the 4th week of the month, and will be an evening of microtalks held in Dundee. Following up on the Christmas and GGJ break, this will be our first monthly meeting under the traditional format, so the floor is open for the community to contribute short 5-15 minute talks on game development topics of their choosing. Eventbrite and talk submission to be arranged by **AM**, with **LD** working with Abertay University to arrange dates and book the Hannah Maclure Centre.

## Support for GGJ and Visit by Kate Edwards

Through a stroke of good fortune and our calendars lining up, we are very fortunate to have Kate Edwards, Executive Director of the IGDA internationally in the UK during the Global Game Jam weekend, and she has agreed to hop up to Scotland to visit some of the jam sites. Additionally, **LD** and **AM** shall hold a meeting with Kate in Dundee to discuss our ongoing formalisation efforts. **LD** will take ownership of her visit, confirming details nearer the

time and driving her between the sites in Glasgow, Edinburgh and Dundee to meet our vibrant (and tired) community.

## Any Other Business

The board discussed the recent meeting of the Cross-Party Group on Video Games Technology, which was attended by **LK**.

Following up on discussions in the committee mailing list, **AW** to produce an annual feedback survey, inspired by similar efforts by IGDA chapters around the world. This should provide the board with useful feedback, and hopefully provide guidance on how we can best serve the Scottish game development community. This could be followed up with feedback surveys for individual meetings through Eventbrite.

**AM** to modify the Jobs Board to limit applications to a specific geographic area, in an attempt to reduce the ongoing spam problem.

**LD** to contact Paul Foley at Scottish Enterprise regarding Game in Scotland following an enquiry by **LK**. IGDA Scotland's presence at the event to be coordinated by **AM** and **KN**.