GAMEDEV@IU

Structure & Operations

Contents

        ii.   Large events
     b. Equipment
        i.   On Campus
        ii.   Off Campus
     c. Scheduling
     d. Communication
7. Policies

1. Overview

    a. Mission Statement

    GameDev@IU's mission is to provide an open, accessible game development community for students to hone their skills and learn about the industry.

    b. Core Pillars

    All events and long-term goals should be planned with the following pillars in mind:

      i. Community

      The whole point of Gamedev@IU is to establish and support an engaged community of student and hobbyist developers. As such, it is imperative that the aspects of collaboration and socialization are at the core of all activities.

      ii. Culture

      Beyond providing a platform for extracurricular and student-led work, all activities should focus on contributing to a game development centered culture. This culture should be based in creativity, collaboration, and the never-ending pursuit of learning and working to better oneself. What community is to the present moment, culture is to the future--setting standards, goals, and expectations higher and higher with each successive generation of members.

      iii. Accessibility

      In order to create and maintain an active and engaged game development community, activities need to be approachable to newcomers and accommodating of students' varied schedules, work loads, and abilities. Be sure to stay away from activities which require a long-term commitment. Large projects or a large number of sequential events make it hard for prospective members to join part-way through. These also turn away both those whose schedules are less stable and those who have a lot of stuff on their plates already.

      iv. Engagement

      Events, activities, and structures should always be

> constructed such that members are able to deeply engage with their areas of interest. Workshops, discussions, etc. should always aim to to promote either the development of personal skills or a better understanding of standard practices.

    v. Opportunities

> In addition to learning through presentations, workshops, or discussions, activities should aim to provide opportunities for members to personally engage with the medium of digital games. All facets of the organization should focus on creating opportunities that students would otherwise be without, or would have to individually seek out elsewhere.

2. Structure

- Gamedev@IU is structured as:
    - Whole-Organization activities
    - Special Interest Groups
    - The Design Lab

The specifics of these components are discussed below.

3. Internal Groups

a. Special Interest Groups

> Each focusing on a particular aspect of game design and/or development, Special Interest Groups form a large part of the organization's activities overall. With small, regular events, short-term projects, and occasional larger events, these groups allow members to explore and interact with particular aspects and specializations. Special Interest Group activities are intended to be very accessible, consisting mainly of informal sessions without any strict continuity. These groups are generally independent, though all interact with the central leadership of the organization with how events are organized and structured.

b. Design Lab

> Unlike a Special Interest Group, the Design Lab is

primarily a space aimed at development of all-around personal skills through regular short projects. Members work solo or in pairs to create small game prototypes in 2-week intervals, each being based on a different prompt (a particular theme or idea). This group does not offer much in the way of informal events accessible even to people outside the development community, as would be found in the special interest groups. Rather, it aims to provide opportunities for students to gain hands-on experience working with tools and technologies, to experiment with weird or personally-motivated ideas, and to build prototypes which might serve as bases for future projects.

4. Leadership

a. Officers

The organization's officers represent the core managerial team, overseeing and coordinating all activities. Officers for succeeding years will be chosen by the current President and Vice Presidents.

   i.   President
        The president should serve as the primary point of contact for organization affairs, overseeing and coordinating sub-groups such that each can coexist while still maintaining a sense of autonomy.
   ii. Vice President (of Operations)
        The Vice President of Operations will primarily assist the President with operational tasks, gaining the experience needed to fill that role the following year. Additionally, the Vice President will be expected to assist with general logistics, working closely with other officers and group leaders to keep things running smoothly.
   iii. Vice President (of Programs)
        The Vice President of Programs will be the primary organizer and coordinator for GD@IU events as well as all Design/Prototype Lab activities. In addition to leading Lab meetings and events, they will work to

ensure proper coordination with other sub-groups and the organization as a whole. They will also be expected to assist with general logistical and organizational tasks, working closely with other officers and group leaders.

iv. Treasurer
The Treasurer serves as the primary point of contact for all of the organization's financial matters. They will receive training on logistics of obtaining funds for various purposes and will work closely with the President when dealing with transactions.

v. Public Relations and Social Media
The Public Relations manager will be responsible for coordinating the organization's presence on social media platforms and other digital spaces. They will work with group leaders to collect and aggregate content for promotional and archival purposes, as well as with all organizers to manage both physical and digital event promotion.

b. Committees
Smaller groups of officers and student leaders will make up committees aimed at more specific tasks in order to streamline meeting logistics. Committees can be joined on a volunteer basis and an individual might serve on multiple at a time.

i. Special Interest Group Organizers
Planning of events and activities for individual Special Interest Groups will be carried out by smaller groups focused on their respective areas. These groups should always report ideas and plans to the President or Vice President of Operations to ensure optimal coordination with other groups and general activities, though multiple groups might meet at the same time to coordinate scheduling in advance. These groups will be led by one or more student leaders chosen at the same time as officers, and may contain leaders of other groups and officers alike.

      ii.   Event Planning and Organization
               Led by Chief Organizers, the group will oversee the planning and scheduling of all events put on by the organization. Additionally, they will be the primary body that plans and coordinates whole-organization events and activities. The President and Vice Presidents are always a part of this committee, along with any other officers or group leaders that wish to participate.

     iii.   Design Lab Organizers
               Consisting of interested officers, special interest group leaders, and led by the Vice President of the Design Lab, this group will coordinate all activities within the Lab, as well as any larger events it puts together.

5. Events & Activities

  a. Gamedev@IU General
     i.   Small events
          1. GDC@IU (general)
          2. Pitch Weeks
          3. Faculty Lunch Discussion(s)
     ii.   Large events
          1. Semester Showcase
  b. Special Interest Groups
     i.   Small events
          1. GDC@IU (focused)
     ii.   Small projects
          1. Portfolio / Skill building
  c. Design Lab
     i.   Regular meetings
          1. Workshops / Presentations
          2. Work sessions
     ii.   Large events
          1. alt.ctrl.IU

6. Logistics

  a. Spaces

b. Equipment
c. Scheduling
d. Communication

7. Policies

a. Statement of University Compliance: This organization shall comply with all Indiana University regulations, and local, state and federal laws.
b. Anti-Hazing Policy: Hazing is strictly prohibited. Hazing shall be defined as any conduct which subjects another person, whether physically, mentally, emotionally, or psychologically, to anything that may endanger, abuse, degrade, or intimidate the person as a condition of association with a group or organization, regardless of the person's consent or lack of consent.
c. Personal Gain Clause: This organization, if raising funds, shall ethically raise and distribute profits from organizational functions to either the organization or to members who provide a service that directly benefits the organization. Individual members may not receive compensation from for-profit companies if acting as a representative of a student organization.