

Game Artificial Intelligence Studies Constitution – 2019-2020 Academic Year

Article I. Name of Student Organization

- The organization shall be called Game Artificial Intelligence Studies (abbreviated as GAIS)

Article II. Statement of Purpose

- A networking group to get together and discuss topics on creating, improving, and developing AI's to beat games. By using AI to beat the challenges involved in games we hope to apply the knowledge we gain to other more complex problems in life.

Article III. Nonprofit Statement

- Game Artificial Intelligence Studies is a non-profit student organization.

Article IV. Requirements for Membership

- There will be no fees that are required to join the organization and any UCSD student will be eligible for membership. New members who want to join an ongoing development team will be required to shadow the team for one month or display adequate skills based on the requirements set out by the development team's leader.

Article V. Frequency of Organization Meetings

- The organization leadership will meet a minimum of once a month to discuss progress on any ongoing projects as well as any official matter which needs to be resolved. Minutes will be taken and required for official meetings, so as to disseminate information to members who cannot make it, as well as for officially recording organization procedure and decision-making.
- Meeting among development groups will be encouraged to take place at least once every two weeks, however, can be substituted for frequent and organized communications on discussion forms or some other communication medium.

Article VI. Qualifications for Holding Office and Methods of Selecting and Replacing Officers

- Only registered UCSD undergraduate students may hold office in the organization. Only registered UCSD undergraduate students may vote in elections for the selection of the organization's officers.
- The number of officers will fluctuate depending on the number of ongoing projects within GAIS, however, there will always be an organization president and vice president. The president and vice president for the following year's board must be appointed by majority vote by the previous board.
- Each project will have a head officer. If a student proposes a project that GAIS approves, they will be the project head officer. Once they graduate or leave GAIS, then a student who worked with that officer will take over the project and be voted in by others on that project team. This appointment is for the entirety of that student is enrolled at UCSD unless they stop showing up to monthly organization leadership for two sessions for either non-medical or emergency reasons. In which case, an emergency election will be held. For medical emergencies, an interim project head officer will be appointed by the president.
- All positions will have a term lasting one year, starting & ending from Spring Quarter.

Article VII. Risk Management

- Game Artificial Intelligence Studies is a registered student organization at the University of California, San Diego, but not part of the University itself.
- Game Artificial Intelligence Studies understands that the University does not assume legal liability for the actions of the organization.

Article VIII. Community Advisor

- The advisor is selected from the Cognitive Science department, Computer Science department, or a community member with a deep knowledge of computer science and AI by their willingness to oversee the Game Artificial Intelligence Studies development and growth. They will serve on a year to year basis as long as they have the willingness and capability to do so. Their role will be to advise on the events and direction of the organization, as well as to help provide opportunities for the members in the organization.

Article IX. Affiliation with Other Groups

- Game Artificial Intelligence Studies is not affiliated with any other group.