

VIDEO GAME DEVELOPMENT CLUB AT UC SAN DIEGO CONSTITUTION - 2024-2025 ACADEMIC YEAR

Article I (Name)

The organization shall be called Video Game Development Club at UC San Diego, and may also be referred to as Video Game Development Club @ UC San Diego, Video Game Development Club, VGDC, or VGDC @ UC San Diego.

Article II (Purpose)

The purpose of the Video Game Development Club is to aid students interested in video game development to produce games and learn skills relating to game design, game programming, art and animation, music and sound effect production, dialogue and story writing, and more. The club shall serve as an interdisciplinary forum where members can discuss video games and seek like-minded teammates from various disciplines to participate in club and personal projects. The club shall provide structure in hosting various projects and game making competitions, in addition to hosting educational workshops for all skill levels to learn and participate.

Article III (Nonprofit Statement)

The *Video Game Development Club* at UC San Diego is a non-profit student organization.

Article IV (Membership)

Membership is open to any enrolled UC San Diego student who is interested in video game development and will actively engage and participate in various club events, projects, and community.

Article V (Club Meetings)

Scheduling for regular club meetings will occur and be planned at the beginning of fall quarter. Meetings will be on a need-basis on holidays and exam weeks. There is no required number of meetings each quarter, but the organization will seek to hold weekly meetings and additional if necessary.

Article VI (Officers)

Only registered UC San Diego students may hold office in the organization. Only registered UC San Diego students may vote in elections for the selection of the organization's officers.

The *Video Game Development Club* shall have a president, vice-president, treasurer, events

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director, marketing director, outreach director, projects director, tech director, and subsequent events, marketing, public relations, outreach, human resources, projects officers and game development leads. The executive committee shall consist of the president, vice-president, treasurer, and mentioned directors.

Section A: The president shall be responsible for overseeing and organizing officer meetings, delegating tasks, and plotting the overall direction of club operations. Serves as a point of contact between UCSD, other school orgs, companies, and the club.

Section B: The vice-president shall serve as a secondary point of contact between UCSD, other school orgs, companies and the club. Oversees logistics for club internals and aids the president in club organization.

Section C: The treasurer shall be responsible for overseeing club funds, managing the club bank account, managing any club expenditures, and communicating with UC San Diego for quarterly student organization funding and reimbursements in addition to preparing yearly proposed and expected budget sheets.

Section D: The events director shall be responsible for the planning and logistics of club events and meetings including room reservations, budgets, and supplies. This mainly will include completing Triton Activity Planner (TAP) entries ahead of time with details and securing appropriate venues for non-regular events through EMS.

Section E: Event officers shall assist the events director with any necessary logistic tasks when planning and creating events as well as communicating with other committees and officers as necessary, such as discussing the budget with the treasurer or projects director for Tritonware and workshops.

Section F: The marketing director shall handle the planning and delegation of promotional operations including but not limited to event graphics and other web pages, assets and designs for the club, and flyers for events. Also in charge of managing club social media accounts such as Discord, Instagram, Twitter, and LinkedIn.

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Section G: Marketing officers shall help to create graphics and flyers with the marketing director in communication with the events committee.

Section H: Public relations officers shall be in charge of drafting messages in accordance with the marketing director and the rest of the marketing team for social media.

Section I: The outreach director shall be in charge of planning external and/or professional events hosted by VGDC. These include company partnerships, initiatives, and programs that the club may be involved in. Serves as a default point of contact between other organizations and the club. (UCGDN, IGDA, other UCSD clubs, etc.)

Section J: The outreach officers shall assist the outreach director with managing connections with external organizations.

Section K: The HR officer shall be in charge of ensuring good communications and relations between officers and club members as well as between officers. Handles interpersonal conflicts.

Section L: The projects director shall be in charge of the game development side of the club. Plans content for workshops, organizes teams for Tritonware, and organizes game jams. During winter quarter is in charge of a quarter long community based game development project: The Chanel Project (TCP). During spring quarter is in charge of managing game dev leads and running more workshops. Continuation of the winter quarter project is optional in spring and summer.

Section M: The projects officers shall teach workshop topics and act as leads in winter quarter for long-term game development projects. Assist projects director with running workshops, managing teams in Tritonware, and leading subteams in TCP.

Section N: The tech director shall maintain and update the club website (vgdc.dev), and manage the upkeep of the arcade machine. Maintains an understanding of the website and its technologies (Next.js, React, JavaScript, GitHub, Google Sheets, etc.) so that content can be added and updates can be made effectively.

Officers shall be elected by an application and interview process followed by a final majority vote

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among the executive board. Officers shall be expected to serve for the rest of the year if recruited in fall and for the whole following year if recruited in spring – unless they:

- No longer meet the requirements for holding office (i.e. graduate).
- No longer wish to continue holding office (i.e. quit).
- Display ineptitude in performing their duties. A call to impeach may be initiated by two or more officers or the president/vice-president and requires a majority vote among all executive board officers currently active.

Article VII (Risk Management)

The *Video Game Development Club* at UC San Diego is a registered student organization at University of California, San Diego, but not part of the University itself.

The *Video Game Development Club* at UC San Diego understands that the university does not assume legal liability for the actions of the organization.

Article VIII (Community Advisor)

Advisors for the *Video Game Development Club* at UC San Diego shall be selected among professors within the Computer Science and Engineering department, with preference towards professors with experience developing games, and a lesser preference towards professors with experience developing other software. If there are multiple advisors under consideration, a majority vote among the principal members will be held to select the advisor.

Advisors will serve one year per term. If the advisor is willing to serve, the same advisor may be asked to serve the following year.

Advisors will be available throughout the term to advise principal members on matters of logistics, events, and collaboration with the Computer Science and Engineering department.

Article IX (Financial Management)

The *Video Game Development Club* at UC San Diego is currently affiliated with the Computer

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Science and Engineering department. As such, it primarily receives its funding through the department's support. Fundraisers may be held if more funds are required.

Funds earned or gathered by the organization shall be used solely for the purpose of club activities and events, with no personal gifts to any members. Equipment purchased using club funding should either remain with the organization for use in future years or be expended at club activities (i.e. food).

Article X (Affiliation with Other Groups)

The Video Game Development Club at UC San Diego is currently affiliated with the Computer Science and Engineering department. This affiliation will be renewed every year as needed.

This affiliation allows our organization to reserve rooms within the Computer Science and Engineering building as requested. We also receive funding each year as required for club activities.

To renew affiliation, our organization must re-register our organization and inform the department of our purpose, principal members, and budget.