

VIDEO GAME DEVELOPMENT CLUB AT UC SAN DIEGO CONSTITUTION -

2025-2026 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. Any funds made from external sources such as donations and fundraisers will be put toward club affairs for club members and participants.

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.

Section A: Video Game Development Club at UC San Diego is committed to maintaining a safe, inclusive, and respectful environment for all its members and does not condone hazing. Hazing, in any form, is strictly prohibited within the organization in compliance with state and federal law, Regents' policies and University regulations. Participation in hazing or any intentional, knowing, or reckless act, activity, or method committed by a person (whether individually or in concert with other persons) against another person or persons, including current, former, or prospective students, regardless of the willingness of such other person or persons to participate, that is committed in the course of a

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preinitiation, an initiation into, an affiliation with, or the maintenance of membership in, an official or unofficial student organization or other student group that i. causes or creates a risk, above the reasonable risk encountered in the course of participation in the institution of higher education or the organization (such as the physical preparation necessary for participation in an athletic team), of physical or psychological injury, including personal degradation or disgrace, and/or ii. the person knew or should have known was likely to cause serious bodily injury. As an organization, we understand that failure to abide by hazing policies and laws will result in referral to the Center for Student Accountability, Growth, and Education (SAGE) for an organizational violation and/or individual violation(s).

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 director, marketing director, projects director, tech director, and subsequent events, marketing, projects, and tech officers. 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.

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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 logistical 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.

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.

Section G: Marketing officers shall help to create graphics and flyers with the marketing director in communication with the events committee. Marketing officers may also be in charge of taking photos at events and writing blog posts for the organization's website.

Section L: The projects director shall be in charge of the game development side of the club. They will plan content for workshops and organize teams for our game jams and long term projects. They will also be responsible for leading, managing, and organizing meetings with project officers.

Section M: The project officers shall lead workshops and act as leads in our long-term projects. They shall also assist the projects director with any logistical tasks as well as communicating with other committees as necessary.

Section N: The tech director shall maintain and update the club website (vgdc.dev), and manage

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the upkeep of the arcade machine. They are responsible for maintaining 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.

Section O: The tech officer shall aid the tech director in the development of the website and upkeep of the arcade machine.

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

Mentors 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 mentors under consideration, a majority vote among the principal members will be held to select the mentor.

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

Mentors 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 Science and Engineering department and Associated Students. As such, it primarily receives its funding through its affiliates. 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.

Article XI (Elections Process)

Every year, during the winter quarter, the *Video Game Development Club* at UC San Diego will host an election day to determine the executive board for the following year. All officers of the

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organization are expected to attend and vote for each executive position. The elections process will include an application process and elections meeting.

The application process consists of a Google Form that will be released at least two weeks before the election meeting date. This form will be organized by the graduating executive officers of that year. If there are no graduating executive officers then it will be the President and Vice-President's responsibility.

The elections meeting will be held in-person and on campus; the exact location and date will be announced to the officers closer to the date. Candidates will prepare a short presentation and/or speech. Each presentation will have a time limit which will be discussed closer to the election date as well as a Q&A section which will also have a time limit.

Voting will be done by all active officers of the organization. Each officer is allowed one vote for each of the positions and these votes will be anonymous. Voters may only vote for the position sections they were fully present for (i.e. if an officer did not listen to all the presidential candidates speak, they cannot submit a vote for president)

The graduating executive officers will be in charge of validating and organizing the votes and announcing the decisions. If there are no graduating executive officers then this responsibility will fall onto the President and Vice-President of that year.