

# Constitution of the Game Developers Club

## **I Club Name**

1. The official name of the club shall be "Game Developers Club," or "GDC" for short. No other name shall be used in the advertising or representation of the club.

## **II Purposes and Aims**

The Game Developers Club aims to create an environment where students interested in developing games can openly take part in discussions of all aspects of game development and encourage members to develop games.

## **III Membership**

1. Membership shall be open to all SFU students in good standing with the Simon Fraser Student Society.
2. Membership can also be open to non-student individuals such as staff, faculty, alumni or community members. If any restrictions are to be placed on these associate members they must be noted, and are subject to approval. "Associate Members" may not run for club executive positions.
3. A member may be expelled from the club by a vote of at least 2/3 of quorum. The duration of the penalty must be determined before the expulsion vote is conducted. An expelled member has the right to appeal, and may rejoin the club if 2/3 of quorum vote to permit this.

## **IV Executive**

1. The Executive shall consist of at least 3 members: President Burnaby, President Surrey, and Treasurer.
2. Responsibilities of positions not filled may be distributed among executives.
3. All members of the Executive must be student members of the club.
4. All members of the Executive shall be voted into their positions via an election or by-election. For single nomination positions, a yes/no vote shall be held. No member can be appointed to an executive position unless the appointment is less than a month in duration.
5. Responsibilities of the Executive members are as follows:
  1. President Burnaby: shall insure activities of the Burnaby campus run smoothly; promote the club; manage events on the Burnaby campus.
  2. President Surrey: shall insure the activities of the Surrey campus run smoothly; promote the club; manage events on the Surrey campus.
  3. Treasurer: shall keep a record of allocation of club funds; periodically checks and updates the club asset list; shall give an account of the club's financial standing and make the record books open to the club or to the SFSS if requested to do so.
  4. Secretary: shall send out general meeting notices; record minutes of all general meetings; maintain the club website and mailing lists.
6. Any Executive member may be impeached by a vote of at least 2/3 of quorum. Reinstating a member can be done by a similar vote.

## **V Meetings**

1. The Game Developers Club quorum is 2 Executive members and 15% of signed members.
2. At least one official meeting must be called per semester. If assembling members is difficult, club business can be conducted over the Internet.
3. Club activities should be posted at least 3 day in advance and general meetings 1 week in advance using the club mailing list.
4. Minutes shall be recorded for all meetings and made available to members of the club.

**VI Elections and by-elections**

1. Club Executives of the Club must be elected from and by the membership with a majority vote. An election must be held at least once per year.
2. The club’s elections will take place week 3 of the semester.
3. The results of any election are recorded in the SFSS Club Registration sheet.
4. Executive positions can be held by any student member of the club.
5. Votes may be cast by a simple show of hands or online. Majority vote wins. In case of a tie, the chair casts the deciding vote, or the member with the least votes drops out and votes are recast.
6. If for any reason an executive position becomes vacant, a by-election for that position will be held. This is not required if less than one month is left before the next scheduled election; instead, a member may be appointed to the position by the Executive. The SFSS General Office must be notified of Executive changes.

**VII Amendments**

1. Notice of the proposed amendments to the constitution shall be presented via email to the active club membership in advance, prior to the meeting in which the amendments will be discussed and voted upon.
2. Amendments to this constitution require a 2/3-majority vote of quorum.
3. Upon receiving 2/3 affirmative votes in favour of amendment/revision, an executive member shall submit the new constitution to the SFSS General Office for approval.

**VIII Dissolution**

1. This club will be dissolved if a 2/3 majority of quorum votes to do so, or if club attendance falls below SFSS standards.
2. In the event of the club’s dissolution, all club assets become property of the SFSS.

**IX Agency**

1. The Club is not an agent of the SFSS and the club’s views and actions do not necessarily represent the voice of the SFSS.

**X Special Club Polices**

1. The Game Developers Club is not responsible for any legal issues that arise from the discussions such as but not limited to copyright infringement.
2. A member who discusses their own video game project may request that the discussion of it not to be included in the minutes of the meeting. This request must be done during or immediately following the meeting where it is discussed.

This constitution has been adopted by: “Game Developers Club”

On: \_\_\_\_\_ of: \_\_\_\_\_.  
Day Month Year

President Burnaby: \_\_\_\_\_, \_\_\_\_\_  
Signature Date

President Surrey: \_\_\_\_\_, \_\_\_\_\_  
Signature Date