

Constitution of the Game Developers Club

I Club Name

1. The official name of the club shall be "Game Developers Club." 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 discussing all aspects of game development with an emphasis on algorithms and programming techniques.

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 two members: President Treasurer and President Secretary. Other positions can be included as required.
2. All members of the Executive must be student members of the club.
3. 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.
4. Responsibilities of the Executive members are as follows:
 1. President Treasurer: shall In addition to IV.4.3 conduct all executive or general meetings; 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.
 2. President Secretary: shall in addition to IV.4.3 record minutes of all meetings; is responsible for club correspondence; shall maintain the club website and mailing lists.
 3. Both presidents are ex-officio member of all committees within the club; are responsible for promoting the club to the campus community.
5. 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 1 Executive members and 30% 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 electronic mail.
3. Club meetings should be posted at least 1 day in advance using the club mailing list.
4. Minutes shall be recorded for all meetings and made available to members of the club.

