

Game Developers Club

Constitution

Article I: Name and Purpose

Game Developers Club

The purpose of this club is to form a community of people interested in subjects related to game development.

By forming this community we hope to provide the following benefits to members: having a group of similarly interested students for support; having access to more experienced students to learn from; a place for students to find groups or projects to work with; and a place for project leaders to find students willing to help.

Article II: Membership

Being a member of this organization would benefit people interested in the following subjects: music composition, sound recording and processing, computer art, 3d modeling, creative writing, artificial intelligence, multimedia programming, and gaming in general.

Any student at NC State is permitted to join.

Article III: Meetings and Activities

Section 1: Organizational meetings will be held as decided by the ruling council at the beginning of each semester. The purpose of these meetings is to organize events and activities, make budget decisions, and amend the constitution as well as any other administrative changes deemed necessary.

Section 2: Guest Lecture activities will be held as often as the ruling council can find funds and lecturers. Guest lecturers should be game industry professionals that can give a 30-minute or more presentation concerning some topic related to game development.

Section 3: Game Analysis sessions will be held throughout the semester as budget allows. For these sessions, club budget will be allotted to purchase copies of highly anticipated games, and in the analysis session, students will observe, take notes on, and play the game. Afterwards a discussion will be held analyzing the game's good and bad points.

The purpose of this is to keep aspiring developers in touch with the industry, give developers a better understanding of the good and bad aspects of games and game play, and give interested gamers a chance to preview games before purchasing them.

Section 4: To encourage students to develop and hone skills, the club will hold contests covering related subjects such as art, modeling, writing, programming, and music. The awards for winning a contest can be the games purchased for analysis sessions owned by

the organization.

Section 5: Throughout the semester student volunteers or guests can teach workshops, giving interested students hands on experience with various topics.

Section 6: To gather interest and give organization members opportunities to meet each other, the organization will hold social gatherings in the form of gaming tournaments or LAN parties.

Article IV: Committees

Each of the meetings and activities described in Article III, Sections 1-6 will have a corresponding committee in charge of planning, organizing, advertising, funding, and hosting of their respective activities.

Article V: Officers

Section 1: It is the responsibility of the President and Vice President to plan, organize, announce and host administrative meetings. It is the President and Vice President's role to ensure that each activity is held in a reasonable amount of time.

Section 2: It is the responsibility of the Treasurer to maintain the organizations bank account. The Treasurer should ensure that funding is dealt with such that each activity as a fair amount for advertising and setup for even meetings throughout the semester. It is also the responsibility of the treasurer to apply for additional funding from the university and organize any fundraisers as needed.

Section 3: It is the responsibility of the Public Relations officer to keep club membership and interest high. The Public Relations officer should raise public awareness of the organization and manage the creation and printing of promotional material for the club as well as individual activities the club hosts.

Section 4: There will be a planning committee for each type of activity held. Each committee will have a committee leader who is responsible for ensuring activities go as planned.

Article VI: Amendments

Section 1: All changes to club constitution are to be made at the organizational meetings held by the President.

Section 2: Any member can attend an organizational meeting, but only officers and committee members can vote on amendments.

Section 3: Half of the ruling council must be present in order to vote for a change to the constitution.