

Article I Name & Purpose

Section I

The organization shall be known as The Video Game Development Club.

Section II

The purpose of The Video Game Development Club (VGDC) is to explore the world of video games for both entertainment and serious applications through the study and development of such games. The club will act as a learning center for those interested in video games, and the video game industry.

Article II Membership

Section I

Membership will be open to all who are regularly enrolled in NC State University who show an honest interest and will to learn video games

Section II

To become a member of the VGDC, a prospect, or potential member must attend meetings regularly and contribute, either through asking questions and learning, or teaching others. No technical experience or test is required. Members MUST be a part of the club mailing list. A vote of the officers majority of 2/3 is required for acceptance into the club as a member.

Section III

Membership may be revoked at anytime. Members will receive 3 warnings for poor behavior (failure to attend meetings not being one of them), such as aggressiveness, or any unruly behavior before having their membership revoked. This includes activities outside of the club. If membership is revoked, the member will have to go through prospecting all over again.

Article III Officers

Section I

The Offices of the club are as follows:

President: Central leader of the club. Co-ordinates projects, meetings, "learning sessions", outside speakers and events. Must have some technical knowledge on all subjects, and a deep enough knowledge of the club to run it.

Head of Software: Leader of the software sector of the club. Helps organize software learning sessions, often times teaching them. All final add ons to a current "display" project must go through him/her first or someone (s)he deems adaqet to ensure the add-on or feature works. Must be a CSC major with lots of technical background, or person with most programming background up for the job.

Head of Graphics: Leader of the graphics sector of the club. Helps organize graphics learning sessions, which includes 2-D, 3-D graphics and animations, often times leading these sessions. All graphics to be ported to a "display" project must go through him/her first or someone (s)he deems adaqet to ensure quality in the product. Must be able demonstrate a large knowledge base on 3-D graphics, 2-D graphics and animations or the person with the most abilities in the area up for the job.

Head of Animation: Leader of the animation aspects of the graphics sector of the club. Co-ordinates heavily with the Head of Graphics as far as art is concerned. Takes on many of the same responsibilities of the Head of Graphics, however his or her emphasis will be on animation techniques.

Treasurer: Keeps track of the club budget. Person MUST be organized and capable to handle money in a trustworthy manner. May not be on any kind of probation or warning with the school at all. Must have student ID #, e-mail address, home address, and phone number. Must be in good standing with the school.

President Of The Archives: Acts similar to a Vice-President, and Secretary. Helps a lot in organization of information of the club and acts as an advisor to the President and the other Officers. Must have good management skills.

Section II

Officers shall be elected by members for the duration of one year. The majority vote is required for instatement of a new Officer. Officers must also be reasonably within the requirements set forth by their position's description as stated in Section I of this Article.

Article IV Dues

Section I

There are currently no dues required for this club. Only out of nessesity as determined by the Treasurer and the President unanimously agreeing upon it and a majority vote of 2/3 can dues be instated.

Article V Amending the Constitution and by-laws

Section I

Amendments to the constitution or by-laws shall be presented by members of the club in writing and read at a regular meeting but shall not be voted upon until the next regular meeting, and then only after informing all the members of the proposed amendment(s). A majority of 2/3 of the members present during the predetermined voting meeting shall be required for the amendment(s) to be instated.

Article VI Meetings

Section I

Meetings shall last in minimum 1 hour, in which the first half of the meeting discussed will be club news (ie progress of the current "display" project), along with news in the gaming industry followed by discussion of what next meeting's learning topics will be (these topics are meant to be rather simple topics about one specific feature or idea). Then questions and announcements from any attendees. After all questions have been answered, the second half of the meeting everybody will split up into "learning groups" in which a designated teacher for that session will go over in detail agreed upon items from the previous meeting. If there were no agreed upon learning items, then the club will simply split up into predetermined teams and work on whatever they need to work on.

Section II

Meetings will be held once weekly minimum.