

This meeting of the Tech Valley Game Space Board of Directors was held on Thursday, 1/12/2023 at 8:00 pm EDT.

The following members of the board were in attendance via teleconference:

Taro Omiya (Chair of the Board)

Daniel Tanguay (Secretary of the Board)

Tom Carmona (Treasurer of the Board)

Jamey Stevenson (Executive Director)

Elizabeth McLaren

Jarell Pryor

A quorum is present at the start of the meeting.

There is a motion to approve the Consent Agenda. The Board approves the Consent Agenda.

First up, Dan reviews the current progress on 2023 Strategic planning. He brings up the Jamboard and reviews the SWOT responses and grouping. Dan then opens the floor for further feedback and captures those notes on the Jamboard. After that, Dan opens the floor for feedback on the vision and 5-year strategy. He captures those notes on the Jamboard as well.

Next, Jamey provides an update on the COE grant. The grant paperwork mistakenly has the end of grant date in 2023, and RPI is fine with keeping it this way. This gives us the flexibility to extend our 2022 objectives into 2023. How far do we want to extend them into 2023? And how does this impact our contract negotiations and allocations with Nacy Warner and Vocation Media?

Jamey is dropping in and out with Discord issues, but the conversation continues.

Elizabeth called Nacy and left a message with them to see if they want to restart their work with us. She did not receive a reply from them. Tom says they have a reputation for not being responsive. Does it make sense to reallocate back to them given their responsiveness? The Board recommends that we do not reallocate resources to them. If not Nacy, then who do we work with for grant applications? We need to start searching for another agency, or we need to go it alone.

As for Vocation Media, it was urgent to get them paid. The bank has approved ACH payments, and Tom submitted the payment. Vocation Media should now be getting paid and will be up-to-date shortly. We can now un-pause Emily's work requests and get moving with them again. Should we expand their responsibilities? They were originally focused on fundraising; could we get them to do a more in-depth pass on the website with a focus on audience/mission changes? Perhaps we can do this once we have the 1-year plan sorted.

The Board needs to finalize the new allocations at the February meeting. TVGS also needs to take care not to overspend in other categories until we wrap the strategic planning.

Next, Jarell provides an update on the Giving Tuesday campaign. It raised \$650, but the campaign only reflects the donations made that day. There's no way to see the recurring donations and the matches associated with those. Overall, Facebook's new donation process is not very user-friendly. The Board feels that we can't count on this as a reliable funding source moving forward.

Next, Elizabeth poses a question: do we want to apply for any NYSCA grants? If so, does the Board have any feedback on which ones? She has found a couple of opportunities that might apply:

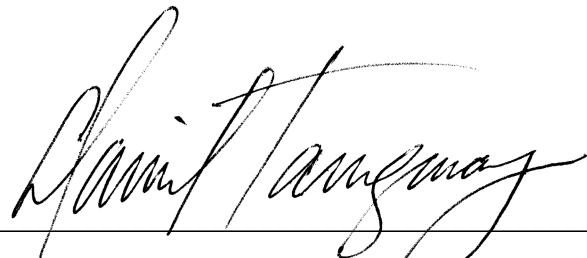
- Wavefarm. This is to fund a 12-week bootcamp with juveniles/adults in the correctional system. Elizabeth imagines that it'd focus on paper prototyping and design analysis. This would bring in \$8000 for the 12-week program. It's similar to a program Taro & Jamey developed for 518 Game Changers and Lauren Groff from Groff Networks. This educational program was tailored for an audience in South Troy of formerly incarcerated people. Unfortunately, a partner didn't come together with participants, so the program pivoted to younger kids instead. Perhaps Lauren is looking for funding to do this one again.
- Statewide Community Re grants through the Art Center. This is to fund an event to get people together & mingling to experience art. There seem to be opportunities to directly apply for our own project/event or sponsor someone else's project. Of the several types available, the arts education grant (a smaller one) could be a good fit. TVGS could take on two categories for a total of up to \$5000 in grants.

TVGS would have to choose; we can only take one NYSCA grant. The Board is leaning toward the Re grant, with Wavefarm as a networking opportunity for us. Some ideas for the Re grant include:

- A mobile Arcade Cabinet(s) that feature games from devs in the Capital Region.
- Projecting games on the sides of the Art Center, again featuring Capital Region games.

Next, Tom reviews the 2022 Annual Report, and then the Q4 2022 Report. Budget vs. Actuals are not included this time out, but he'll add them to the reports moving forward.

Finally, There is a motion to adjourn the meeting. The motion passes and the meeting is adjourned.



Daniel Tanguay, TVGS Secretary of the Board