

This meeting of the Tech Valley Game Space Board of Directors was held on Thursday, 2/9/2023 at 8:03 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)

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.

Dan reviews the current progress on 2023 strategic planning. First up is the revised Vision and Mission. Dan takes notes from the review in the Vision & Mission documentation. He states that he'll incorporate the notes into another revision to be shared via Discord. Dan then reviews the next steps in strategic planning: building a digital whiteboard that features Goals, OKRs, and potential Projects. This will be built in Miro, as Jamboard is lacking.

Next, Taro reminds everyone that Board nominations and approvals need to happen by the April elections. Taro covers the process for electing new board members, as well as examples of what letters of intent should look like. Taro also identifies what we're looking for in new Board members.

Next, the Board discusses how many open Board seats there'll be.

- Jamey is seeking reappointment.
- Dan is likely not; he needs to discuss it with his family.
- Jarell is potentially not.
- Laquanna's status is unknown.
- Elizabeth's status is unknown.

That leaves up to 7 Board seats to fill this year. Taro notes that he should make a document that tracks Board terms. Dan also asks if there's an Advisory Board so that he can still assist with his areas of expertise as needed.

Jarell asks Tom if he has connections to Rushdown for potential Board appointees. Tom agrees to follow up. Taro intends to contact Indie City games in Chicago for candidates. Dan

intends to investigate interest at Blizzard Albany; he's also going to reach out to ex-VV folks as well. Jamey will reach out to potential appointees in his list of contacts.

Jamey takes a bio break.

Next Tom provides an update on TVCOG negotiations. Tom is helping out with contract-related matters while Jamey leads the charge. TVGS owes TVCOG a response to their MOU; Jamey hasn't had the bandwidth to follow-up. TVGS also needs to review this response in context of our overall coworking strategy with respect to Brian Corrigan's offer to work with them.

Jamey returns.

Jamey reviews the Board's responsibilities for the Annual Members meeting. Jamey has copied the 2022 deck for 2023 so that other Board members can add information in the sections they own. The Board officers then need to present their annual updates during April's Annual Members meeting.

Jamey provides an update on the COE grant, with respect to the "no-cost" extension. Budget reallocations will happen after aligning on the 2023 Strategic Plan wraps up. In the meantime, we need to run tight.

Elizabeth is not at the meeting, so she cannot present her NYSCA grants follow-up. Jamey summarizes her thoughts. Elizabeth feels that Wavefarm won't be a good fit for TVGS. However, the Art Center Regrant seems like a fit, and there are two windows to apply: once in March and once in the summer. It's just a matter of figuring out what we want to pitch. Are we able to make a decision prior to the March deadline, and can Elizabeth take point on this? Jamey doesn't want to speak for her, so Taro's going to follow up with her individually.

Additionally, Jamey recommends that this grant map to our larger strategic priorities. For example, can it be used to fund something that could be used to seed a greater fundraising effort, such as an itch.io bundle of CR games?

Next, Jamey shares that he recently received confirmation from RPI that the Virtual Game Incubator grant has been funded by the state. Jamey is trying to figure out what that means for TVGS; what we know now is that it would be in conjunction with TVCOG and the Troy Innovation Garage supporting student startups coming out of RPI.

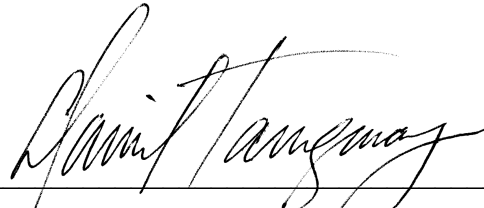
Jamey also shares that he had a meeting with Karthik, Nehme, and Tom at the Innovation Garage with folks who connected to the recent NYS game development incentives. They need a non-profit in the mix, and TVGS was invited to the table as a potential candidate for this.

Jamey needs to get clarity on next steps, but it likely involves collaborating with the previously mentioned persons/organizations on the application for those incentives.

Taro plans to work on formalizing the TVGS Benevity presence so that we can use it as a more formal fundraising source and get better insight into how the contributions break down. Jamey wants to better understand who the individual contributors are so he can thank them. Dan's thinking of a plan for a fundraising drive within those studios who use Benevity to take advantage of company matching to boost TVGS donations. Taro is also looking at swapping out Patreon for Benevity. Benevity seems more like an opportunistic play than a reliable source of matching (similar to Giving Tuesday and Amazon Smile).

Taro is also looking into CRM services such as Little Green Light to track donations moving forward.

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

A handwritten signature in black ink, appearing to read "Daniel Tanguay", written in a cursive style. The signature is positioned above a horizontal line.

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Daniel Tanguay, TVGS Secretary of the Board