

This meeting of the Tech Valley Game Space Board of Directors was held on Monday, 4/11/2022 at 6:05 pm EDT.

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

Taro Omiya (Acting Chair of the Board)

Daniel Tanguay (Secretary 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.

The Board reviews Tom Carmona's Letter of Intent. There is a motion to appoint Tom to the Board. The motion is approved to pass Tom's appointment to be voted on by the Members.

The Board reviews Taro Omiya's Letter of Intent. There is a motion to approve Taro as a Board appointee. The motion is approved to pass Taro's appointment to be voted on by the Members.

Taro recommends that we put a priority on filling Josh's seat as a way to increase Board bench strength. This would be someone who can be active and bring more diversity to the Board. Dan will continue working with Karthik on local options and look beyond the Capital Region to see if there are other folks who can help.

Dan asks how he can best help with preparing for the Annual Members meeting. As the 1-year objectives did not change much this year, Jamey recommends focusing on the survey. Given that the Board proposes and discusses the various questions that they want on the survey.

Jamey provides an update on the financial task backlog. Chiefly, those folks who served as TVGS instructors haven't been paid yet. Jamey is working to get them paid as soon as possible; he feels we should go ahead and pay them even though we haven't been paid yet. Our cash reserves should allow this, and not doing so could harm our reputation working with them. Secondly, MS Azure and other subscriptions are overdue. What can we do to help keep this on track in the future? Jamey needs a more active Treasurer to partner with.

Jason Harlow wants to transition out of the Treasurer role, so the Board needs to find someone to take over.

Taro sets expectations that the Board needs to elect new Board officers in the May Board meeting. He'll send out a survey for a new meeting time for the remainder of the year.

Jamey updates the Board on 2022 Educational Opportunities. The biggest is Questar. They are happy with our work there over the previous summer. Jim Church, the main contact there, is keen to continue working with us on this. They are developing a Game and Multimedia course,

they have a lot of student and parental interest. They want to start it up in the Fall with a cohort of about 20 folks. Jamey gave feedback on their curriculum, including critiques on the instructors.

Questar is looking for a new instructor and changes to the curriculum. Jamey has said TVGS could be a potential partner here. The most immediate opportunity is for TVGS supplying an instructor. The second opportunity is to provide a curriculum. TVGS could expand its curriculum to overlap with their needs and extend it to other opportunities. This could lead to offerings competitive to Carnegie Mellon-level curriculums that they're considering, and it could also lead to paid teaching work throughout the year to maintain cash flow and maintain more stable contacts with our instructors.

Taro expresses concerns about the scope of the effort involved to do this; he recommends to Jamey that he avoid taking on the teaching role himself; he shouldn't spread himself too thin. Jamey says communication is key. Jamey is upfront about our capabilities, i.e., we have a curriculum for just a summer, not several semesters' worth.

Jamey continues. With a focus on paying opportunities, volunteer outreach and coordination hasn't been getting the attention it needs. The prior term almost had a full cohort; this time around we only have about half the roles filled. Is there a strategic way we can address this?

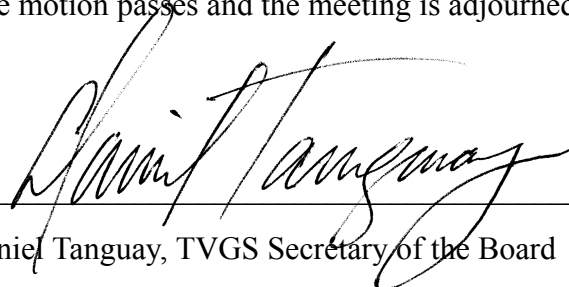
TVGS started developing criteria in early 2020 for sunseting certain events, such as certain Orbits (e.g., it has low attendance and/or it can't maintain 2 volunteer instructors.). Should we start pursuing this now? Jarell suggests one monthly orbit but rotates the discipline. Taro proposes maintaining Beginning Game Design and then cycle monthly for the other ones. Jamey notes that Beginning Game Design is the one that struggles the most as a virtual event. (In person it was the best attended.) Taro recommends enforcing the sunseting policy moving forward; it's not fun, but it'll help with the focus. We'll use the survey to help inform this strategy.

Additionally, are there things that TVGS can do to keep our engaged coordinators around and for them to grow their leadership and become more self-directed? For example, TVGS could incentivize students to continue to volunteer with school credits. Note that this will get more traction at non-RPI schools with burgeoning programs and less established communities.

Taro reminds the Board of open volunteer positions and initiatives. This topic will get postponed until we identify the new Board roles.

Finally, Taro reviews open action items with the Board.

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



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Daniel Tanguay, TVGS Secretary of the Board