GameRT Board meeting June 5, 2020

Treasurer report

* not spending a lot of money
* most recent info from January, not a lot of spending since then
* YTD a little more than prev. Year,
* current asset balance ~$14k
* Game On! Grant ($500) paid out
* next yr budget expecting lower income from dues
	+ typically $4500-6000, expecting lower end
* not expecting pre-conference/conference
* $2800 largest line item for ALA Gaming Lounge
* annual grant
* other expenses fairly minimal
* probably take it easy next year
	+ we don’t know what things like ALA and Play next year look like
* overall doing fine financially
* Thomas will post budget in community group

Committee Reports

* Membership & Outreach
	+ bit of disarray
	+ but Discord Server is setup
	+ some blog posts have gone up
	+ quarterly newsletter has been put out
	+ Jenn has provided videos as well
	+ probably should put out another call for blog posts?
	+ Let M&O Committee know if you want a more specific focus being made
	+ Communicating on Connect vs. League/rest of FB
		- what’s the best path? Cross-posting?
		- Thomas: FB has shown capacity for toxicity, so we should be careful leaning too much on it
		- Tina: GameRT has two websites (for now), and some strategy discussion is required for where we make posts (open website vs. walled-off Connect)
		- How much do we want to wall-off from non-members? How should/can non-members interact and get involved with GameRT?
		- One benefit of League: opens up to international connections
			* widening the base is good and valuable
			* nothing of similar size, scope and focus internationally that we’re aware (some small pockets of endeavours in Canada, per Mackenzie)
		- if League is a GameRT space, it may be wise to increase GameRT branding there
* IGW
	+ Week of Nov. 8
	+ someone needs to take the lead of the committee
	+ Jenn in contact with Alfred (current head) about adding IDW details to GameRT handbook
		- include details on Print & Play games, as more publishers have offered PnP materials
	+ Diane has given over control over IGW FB pages, suggested to merge with League
	+ question: what are we doing on our end when IGW comes up
		- need to communicate that on website
	+ Communicating with other countries needed (Italy, Norway, Australia) to confirm dates and continuing on
* Report from Gina
	+ Midwinter: Resolution on Hong Kong/censorship had been worked on, but did not get picked up and read in Resolutions
	+ unsure if we can get it ready for Annual
	+ not in public eye, but it doesn’t mean it doesn’t exist
	+ Tara and Gina are talking about whether ALA should make working group to determine best practices to address how/when to involve police in library buildings
		- waiting to hear from caucuses representing marginalized groups before proceeding
	+ attending Governance meeting at end of month
	+ Thanks members for re-electing her to new position
	+ Jenn: GameRT should create statement supporting Black Lives Matter
		- Tina suggests board draft statement, specifically in support of executive board statement to avoid splintering
		- Tina provides link to GNCRT statement as example
		- develop a resource list? (themed games, BIPOC designers, etc.)
			* pull in members of colour to help cultivate list
			* GNCRT put out a call, started a Google doc to take suggestions
			* put out a call on League for help

Old Business

* Gaming Grants
	+ over 70 applicants
	+ committee met in March
	+ awarded 1 $500 grant to Prairie State College
	+ jury met yesterday (June 4) to debrief, discuss issues
		- some issues:
			* samey applications
			* programming budgets out of context not clearly showing financial need
			* distinguishing in criteria for programming and collection development budgets
			* needing clearer language on sustainability plans
	+ How easy is it to increase grant amount?
		- need to talk to ALA Awards committee
		- also would need approval of GameRT board
* Handbook
	+ working on updating handbook
	+ hoping to accomplish that this year
	+ areas that still need work
		- history (Diane provided info)
		- Thomas updating Treasurer info
		- Alfred tackling IGW
		- Brian potentially covering Membership & Outreach
	+ also hoping to include info on:
		- League
			* how to become an Admin
			* moderation
		- Newsletter
		- Grant
			* one of the grant committee members should write it?
		- Councillor-at-large
	+ members need to know where to find the Handbook
* Annual
	+ President’s program looking good
	+ we’ve been offered our own virtual space; Tina has no details right now
	+ Thomas: good opportunity to play up the Discord server
	+ Tina on vacation next week, will forward conference information to board.

New Business

* Webinars
	+ a good place to provide Pro-D
		- info on games, how to take them online
		- helps “legitimize” GameRT
		- Jessica put out call for interest on League
			* unsure of response at the mo
	+ Teresa: maybe lightning talks might be a better/more approachable format?
	+ A good starting webinar: “What is GameRT?”
		- details explaining the Roundtable, League, etc.
		- Potentially also make a President’s message
* League
	+ some admins are not active members, not active on FB, not on the board
		- should only board members be admins?
			* Not as important as whether they’re active in the group?
			* Appoint a team of volunteer admins
				+ potentially also given control of the Twitter account?
			* Currently League has 15 admins
			* GameRT needs a bit more control of League admin, inventory who has admin power each year
			* admins need to communicate more
		- Is League GameRT’s FB group or isn’t it?
			* GameRT represents ALA, so the terms of the partnership/relationship with League needs to be clarified
		- need to contact admins and clarify roles
		- Teresa: non-members could be mods, board members are admins
* Onboarding (for new board members)
	+ Zoom Meeting end of June, early July to introduce them, show things where they are, etc.
	+ Retiring members: Teresa, Sara, Diane, Brian (Thank you for your service!)
		- retiring members email Jenn with details of something you’re proud of
* Discord
	+ Thomas has set it up as part of outreach kit
	+ Rebecca has organized a number of channels
	+ lots of talk in RPG channels
	+ currently 53 members
	+ looking to include link in Newsletter blast
* Recruitment
	+ heavy recruitment is needed because we’re losing so many people in key positions
	+ programming chair is needed
	+ trying to get away from board members also being committee chairs
	+ what’s happening with programming committee with Brian leaving?
		- Conference services want to do virtual Gamers Grove (we don’t need to do anything)
		- we have a “virtual booth”, no idea what that means
* Potential new RPGs/video games/mobile/LARPing subcommittees
	+ Jenn had put a call for interest on League
	+ trying not to be just tabletop focused
	+ present wide range of views
	+ hard to have digital games at conferences, because of costs
	+ naturally a lot of interests in virtual programming and gaming
* Jenn’s term is almost over
	+ apologizes for not having a lot of meetings/communicating
	+ don’t worry, this is a volunteer-run group, a small group of people get a lot put onto them here
* Looking to partner with another group (missed the name) to host virtual trivia
* Actionable items
	+ email Jenn for access to the handbook