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