

**In Attendance:**

- Tina Coleman (Staff Liaison) x
- Jennifer Bartlett (Pass President) x
- Jessica Parij (President), x
- Thomas Vose (President Elect) x
- Erica Ruscio (Secretary) x
- George Bergstrom (Treasurer) x
- Tricia Boucher (Member at Large)
- Jessica Spears (Member at Large) x
- Dan Major (Member at Large) x
- Rebecca Strang (Member at Large) x

Other members of GameRT were present at this meeting -- huzzah!

These notes are broken down into two sections: discussion recap, and action items for Board Members

**Part I: Discussion Recap**

1. Before we got to the items on the agenda, Jenn had an item she wanted to discuss -- boosting game publisher and library partnerships through streamlined distribution channels. After overviewing her notes, there was a lively discussion about stepping it up to encourage game purchasing by moving away from a heavy emphasis on publishers donating to libraries but still thinking about discounts on games. Below is a more in-depth list of what the discussion covered:
  - a. **Haba Games Library Partnership:** Jen had a conversation with [Haba](#) and was informed that they have a librarian program -- verified library staff can order directly from and get 35% off games. Huzzah!
  - b. **Ingram Game Distribution:** But Haba is just one publisher. How can we increase distribution for libraries? Jen also learned that Ingram sells games, and the Board discussed how we might encourage Ingram to carry more games by more publishers. Jen said she is working with Ingram and publishers to increase the amount of publishers whose games Ingram sells to libraries! Having a lot of contacts out in boardgaming, Jenn also said that she and Rebecca know a lot of publishers who could get "on board" with distributing with Ingram, so that is something they will work on in the coming months.
  - c. **No More Donations:** The board also began discussing the need to stop asking for donations any more... "the donation train has to stop." Game publishers are burned out and cannot do it anymore, so GameRT needs to stop promoting that. Back in the day it was a feasible thing for publishers, but now we cannot keep doing that without expecting a better economical relationship between the gaming industry and libraries. Here are our solutions for moving away from this mode of game development.

- i. Thomas will take down the existing publisher donation list on League (GameRT Facebook), explain why we are taking down the doc, and replace it with a new list (that Board members will contribute to) that discusses an updated way of fostering mutually beneficial relationships with publishers.
- ii. Relationships between libraries and publishers are awesome! While the board is encouraging members to move away from primarily asking publishers for donations, we are interested in fostering relationships that allow libraries to purchase games at a discounted rate. We want to advocate to publishers to make clear that libraries asking for discounts are still paying customers supporting the game makers, and that libraries asking for donations is the merely beginning point of a relationship that will transition into a paying phase. We discussed broadly how we might focus on different ways to partner that is a mutually beneficial relationship, through not only discounts and donations for libraries, but through print and plays, demos, and more that help game publishers develop their products and reach a wider audience.
- iii. We put out the idea of designating an official publisher liaison to Game RT to begin the work discussed in c.ii, and we collectively were behind Jenn taking on that role! Tina stepped in at this point to remind that in this role, Jenn cannot promise anything in GameRT's name because it will also be in ALA's name. In other words, if we go forward with this role, she should stay away from terms like "agreement" or "partnership" because they have legal connotations.
- iv. Tina also suggested we should encourage the game publishers to be corporate members, and that we can think of enticing perks, like maybe mentioning them in the newsletter or giving them access to webinars? Erica, as Chair of the Membership and Outreach committee, will look into how that might be achieved.

2. After that discussion, we turned to the points on the official agenda.

- a. We briefly discussed the handbook -- its updates look really good so far, and we are super excited to see the progress, but it still needs some tweaking here and there. Tina reminded us that we cannot change ALA quoted language, and Erica and Thomas reiterated the need to change the expected turnaround time for secretary notes to 2 weeks instead of 6 weeks. Erica will send a few grammar edits to Jenn, who will take all of those into consideration. Our goal is to have a finalized handbook by next month's meeting. Tina says we don't need to formally vote on it if we are all in general agreement.
- b. We also discussed admin permissions for social media accounts and that admin permissions are in need of a clean up. GameRT channels are an extension of ALA channels, and we don't want non board members to post something that is perceived as ALA. We decided to make a social media policy to be inserted into our handbook and limit admin access to current board members only.

- i. Tina mentioned that ALA has a social media manager as well as a list of all official ALA accounts, and that she would be willing to ask the social media manager to lead an onboarding session for GameRT if we felt it was necessary.
  - ii. We then looked at our Facebook account, League of Librarian Gamers, and Thomas removed past Board members from admin status. While he did this, the Board determined brief language to send to every individual removed explaining the decision. decided to up--should be locked down to board members.
  - iii. We still need to weed out our Twitter access.
  - iv. This led us into a discussion about our current Google Folder, which Thomas had shared with Erica, and which Erica mentioned seemed in need of cleanup and also that the website needs to be updated. Thomas will update the website. There is currently a document listing all of the social media accounts, including Twitter. Erica will clean up the Drive folder and ensure all Board members have access to it. We will make sure all board members are added to all social media accounts.
- c. Next on the agenda was an invitation from the newly formed [CORE division of ALA](#), conveyed by Tina. On November 18, they would like to have a game night with us. Tina reminded us all that it is a good idea to pay attention to ALA council so we are up to date when they approve things, like the new CORE division. On the surface, we are interested in participating, so we said tentatively, yes; however, we would like to know more about what they have in mind. Jessica P will get in touch with them and pass the information along via Connect.
  - d. Next we had planned to discuss recruitment strategies. However, after a quick question about current committee appointments, we realized that there were some issues with our committee appointments and so we needed to table this discussion for next time. Jessica P will send out another call for volunteers and clean up current committee lists. Tina informed her that she can export applications into a spreadsheet. This is the [volunteer form](#).

## **Part II: To-Do List before Next Meeting**

Jessica P:

- Jessica P will get in touch with them and pass the information along via Connect.
- Jessica P will send out another call for volunteers and clean up current committee lists.

Jenn:

- Jenn also said that she and Rebecca know a lot of publishers who could get "on board" with distributing with Ingram, so that is something they will work on in the coming months.
- Jenn will take Erica's Handbook edits into consideration.

Erica:

- Erica, as Chair of the Membership and Outreach committee, will look into how to better engage corporate members.

- Erica will send a few grammar edits to Jenn, who will take all of those into consideration.
- Erica will clean up the Drive folder and ensure all Board members have access to it. We will make sure all board members are added to all social media accounts.

Thomas:

- Thomas will take down the existing publisher donation list on League (GameRT Facebook), explain why we are taking down the doc, and replace it with a new list (that Board members will contribute to) that discusses an updated way of fostering mutually beneficial relationships with publishers.
- Thomas will update the website <http://www.ala.org/rt/gamert/executive-board>

Rebecca:

- Jen also said that she and Rebecca know a lot of publishers who could get "on board" with distributing with Ingram, so that is something they will work on in the coming months.

Tina:

- The prizes for virtual are in the ALA office in downtown Chicago. Tina won't be able to get into office until the beginning of September, at which point they can be distributed to our lovely GameRT winners!

General to do:

- We decided to make a social media policy to be inserted into our handbook and limit admin access to current board members only.
- We still need to weed out our Twitter access.
- If we need anything else, we can email Tina.