**Disclaimer: This document doesn’t serve as an official document for TODA. Only as an organizational tool for development meetings**

**Key**

* Example

(Tabletop Organization (for) Data Analysis)

Game club and data

### Goals

To bring people together.

To promote and educate people on scientific literacy

To encourage interdisciplinary research projects and networking.

To provide people with data analysis experience

*Short term goals*

10 consistent members

### Mission Statement

[write this after we agree on clear singular goals]

by using the familiar activity of tabletop games as a subject of data collection.

#### How we plan to accomplish each goal:

1. How do we bring people together?
2. How do we promote/educate people on scientific literacy by teaching them data analysis?
   1. Teach Data Collection Methods
   2. Teach Research Methods
3. How do we encourage interdisciplinary research projects and networking?

Data we want to collect:

* Time spent playing each game
* We can collect data on the reward points that members earn
  + One purpose of the point system is to teach people how to collect, and graph and analyze it
  + Time per round: after every player has taken 1 turn in a game
    - Caleb thinks this seems a little impractical
    - Rudy’s example: if someone is playing Twilight IMperium, they would earn more points because it takes longer, compared to a shorter game, like Cards Against Humanity.
  + Preparation time, how long it takes to set up a game. A game that takes longer to prepare to play, is likely a more complex game.
    - We should not use this variable. Rudy says that this might incentivize people to take a long time to set up just so they could get more points.
    - One way around this is to not have this contribute (or contribute less) to points that members can use for rewards, other than “amount of data”.
    - Caleb says that a game could take a long time because players are unfamiliar with the game, the more players that are unfamiliar with the game, the longer the game takes to prepare.
  + Incentivize people who collect more data from the game: e.g., amount of data points collected from game. For example, Rodney collects information about time spent playing, number of victory points, the number of players, the number of rounds, and so on. The more data points Rodney collects, the more points he earns.
    - E.g., victory points
  + Winning Games
  + BoardGameGeek.com meausres how complex games are. We could incentivize people to play more complex games. They have a ‘complexity’ rating.
    - <https://www.boardgamegeek.com/boardgame/230802/azul>
* Separate rewards system
  + What do we want to incentivize with our different reward systems?
    - Another purpose is that the points serve as a reward system
      * We can create a reward system now, but we do not have to implement it until we have funding. The purpose of creating the reward system now is to do the work on the front-end, so it is easier to implement later.
    - Create a generalizable point system, and with standardized points (e.g., the games will have different weightings, so we want to standardize it)
      * Possible systems
        + Coins: Gold coins for fancy rewards, Silver coins for less fancy words

For example, we can give different categories of coins for different categories of prizes

* + - * + Victory Points
    - Attendance
    - Participation
      * Publishing articles in the newsletter or peer reviewed journal
    - Includes points system
* Measure Game Balances
  + Avalon favors the villains more in games with a smaller number of players.
  + What does balance mean for games? Is there a definition that applies to ALL games?
    - Easier to win if you are one role versus another?
    - If you draw the Super Mega Gun card, does it tip the balance so much in your favor?
    - Meepleville has board game designers, and people bring games they are prototyping. A source of funding could come from rigorously testing their games.
* We want to administer psychographic measures, such as the Ten-Item Personality Inventory (TIPI), which is a measure of the Big-5 Personality traits

Characteristics of Group Members

* Demographics
  + Data-based majors for interdisciplinary discussion
  + Reach out to non Data-based majors
* Psychographic (Do not screen based on scores)
  + Motivated (e.g., Openness to New Experiences)
  + Test for growth mindset
  + Test high on eagerness to learn

Design, create, and implement a method to cultivate a culture that encourages intellectual growth and that does not tolerate disruptive people

* Define what we mean by intellectual growth
* Define disruptive
  + No fanboys: these kind of people won’t tolerate others’ opinions
  + People who intentionally distract from game time
* ALL players who plan to play a large or long game should learn the rules before they come to the club to play
  + If a player has not read the rules beforehand, that player cannot play that particular game. Let’s put this in the constitution/bylaws. These are the rules that members abide by.
* Have a well-defined termination clause
* Separate social area from tabletop area
* Incentivize members to focus on playing the current game (Caleb wrote this down, but he forgot exactly what he wanted to say)

Funding

* Advertisements in our newsletter
* CSUN funding
* Membership dues
* Donations
* Sponsors
  + Board Game Cafes
  + Comic Book Shops
  + Independent Sodas
  + Game shops
  + Game companies
* Balance Checking Service
  + Meepleville has a game designer’s night on Wednesday
  + Offer to check the balance of prototype games for a fee (might have to start out free)

Marketing

* Tabling
* Advertising
  + Flyers
  + Social Media (e.g., Facebook, Instagram, SnapChat, Twitter)
  + Word of mouth
  + Announcements at start of class
  + Announcements in Rebel News
  + Rebel Yell (school newspaper)

Outreach

* Facebook Groups
  + [Board Gamer’s Guild of Las Vegas](https://www.facebook.com/groups/LVBGG/)

Monthly Newsletter (of the members, by the members, for the members)

* Managed by Publicist officer
* Get members to write articles
* Put advertisements in the newsletter (Funding source?)
* At least one board member should write at least one article for each edition of the newsletter
* Events

“Peer-Reviewed” Journal

Budget

* Marketing
  + Materials
    - Clothing
      * T-shirts
      * Hats
    - Buttons
    - Flyers(C&S)
    - (NSFW night: condoms)
    - Charger Ports
    - Office Supplies
      * Pens
      * Pencils
      * Highlighters
* Advertisements
  + Videos
  + Social Media
* Flyers (C&S)
* Business Cards (C&S)
* Food
  + Pizza
  + Independent Soda
* Physical Newsletter(C&S)
  + Semi Gloss Paper
* Prizes
  + Budget?
  + Board Games to Keep
* Membership cards
* Board Games
  + If you use UNLV money to buy games, the UNLV owns the games, and they would be stored in the game room
  + We don’t know whether UNLV owns the board games if the CLUB purchases games using a SEPARATE funding source from UNLV. For example, if we use money from membership dues, does UNLV still own it because we are a UNLV RSO? Or does our club own and thereby the board members of the club?
    - A related issue is where to store games that are NOT owned by UNLV

Website

* Resources
  + Textbooks and websites for Stats and boolean algebra
* Board Game Geek
  + Board Game Lists
  + Data

Officers

* President-Coordinates officers, Proposes budgets, Proposes meetings, Decides if a board game will get purchased with UNLV funding, or TODA money
* Vice President-Assists the president in managing affairs.
* Secretary-Maintains thorough documentation such as minutes, forms, Primary data collection, Maintains play durations
* Treasurer-Approves all financial decisions, Argues for funding from CSUN senate, Treasure keeps track of 2 books: UNLV funding and TODA funding
* Historian-Manages archives and handle’s photographic documentation
* Publicist-Maintains newsletter
* Logistician-keeps track of board games and their owners and transport
* Director of Marketing
  + Social Media
  + Tabling
* Director of Public Relations

Documents

* Constitution (Word)
* Bylaws (Word)
* Data form for board games (Excel)
* Member form (Excel)

Social Media

* Facebook
* Twitter
* Remind 101
* Reddit

Itineraries on the next page!

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| --- | --- | --- |
| Time structure | pros | Cons |
| 5 hours   * Announcements(10m) * gametime(1h30m) * Presentation(5-10m) * Network break(10min) * Gametime (3 hours) | * brief |  |
| 9 hours   * Announcements(20m) * gametime(1h30m) * Presentation(20m) * Network break(20m) * Gametime 3h * Presentation(20m) * Network break(20m) * Gametime 2h30m | * Provides enough time to do longer games | * Long * People might come and go * Not everyone has 9 hours to meet in a single chunk of time |
|  |  |  |
|  |  |  |

* Announcements
* Gametime (1 hour 30 mins)
* Presentation (10 mins max)
  + Preapproved presentation(for length)
* Networking breaks