

CONSTITUTION OF GAME MAKERS GUILD

Last updated: July 10, 2013

ARTICLE I. NAME OF ORGANIZATION

The name of this organization is Game Makers Guild. This organization will utilize the acronym GMG in all publicity materials and correspondence.

ARTICLE II. PURPOSE STATEMENT

The purpose of Game Makers Guild is to promote the art of game-making and to provide a forum where students who are interested in creating video games can meet, discuss, and work on game-making.

ARTICLE III. COMPLIANCE STATEMENT

Upon approval by the Department of Student Activities and Involvement, Game Makers Guild shall be a registered student organization at the University of Florida. Game Makers Guild shall comply with all local, state and federal laws, as well as all University of Florida regulations, policies, and procedures. Such compliance includes but is not limited to the University's regulations related to Non-Discrimination, Hazing, Commercial Activity, and Student Leader Eligibility.

ARTICLE IV. NON-DISCRIMINATION

Game Makers Guild agrees that it will not discriminate on the basis of race, creed, color, religion, age, disability, sex, sexual orientation, gender identity and expression, marital status, national origin, political opinions or affiliations, genetic information and veteran status as protected under the Vietnam Era Veterans' Readjustment Assistance Act.

ARTICLE V. MEMBERSHIP

Membership in this organization is open to all enrolled students at the University of Florida. Non-enrolled students, spouses, faculty, and staff may be associate members; however, they may not vote or hold office. All members and associate members are free to leave and disassociate without fear of retribution, retaliation, or harassment.

ARTICLE VI. OFFICERS

Section 1

The elected officers of Game Makers Guild shall be President, Vice-President, Treasurer, Secretary, and Publicist.

1. The President shall preside at all meetings of the organization and shall coordinate the work of the officers.
2. The Vice-President shall serve as an aide to the President and shall perform the duties of the President in his/her absence or inability to serve.
3. The Treasurer shall receive all monies of Game Makers Guild; shall keep an accurate record of receipts and expenditures, and shall pay out local funds in accordance with the approved budget as authorized by the organization. The Treasurer shall present a financial statement when requested by the President or Vice-President.
4. The Secretary shall keep minutes of Game Makers Guild meetings and shall make meeting summaries available to members via electronic means.
5. The Publicist's purpose is to promote membership growth. The Publicist shall update the Game Makers Guild website, send out newsletters, and organize efforts to drive membership.

Section 2

Officers shall assume their official duties at the close of the last general meeting of the academic year and shall serve for a term of one academic year and/or until their successors are elected or appointed.

Section 3

Any officer of Game Makers Guild may be removed from office through the following process:

1. A written request by at least three voting members of the organization shall be submitted to either the President, Vice President, or Treasurer. Written notification shall be sent to the officer in question asking that officer to be present at the next meeting and prepared to respond to the removal request.
2. A two thirds majority vote of members present is necessary to remove the officer.
3. In the event of the removal of an officer, a special provision may be granted to the remaining officers to appoint an interim replacement until an election may be held.

ARTICLE VII. ELECTIONS

Nominations for all officers will take place annually from the members starting in March. Any member may nominate any other voting member, including himself or herself. Nominations may also be made during the election meeting prior to the closing of nominations. Voting will occur by secret ballot. A simple majority vote is required to elect the officer. If there are more than two candidates running and no candidate receives a majority, then a run-off vote between the top two vote recipients shall be held during the same meeting, and the one who receives a majority shall be elected. No person shall be eligible to serve more than two consecutive terms in the same office. Elections shall be held during the first or second week of April.

ARTICLE VIII. FACULTY ADVISOR

The faculty advisor shall serve as a resource person and provide advisory support for the officers and members of the organization. The faculty advisor should attend executive and general meetings; however, the faculty advisor may not vote in any Game Makers Guild matters. The faculty advisor shall be nominated by the officers and confirmed by a majority vote of the members. The faculty advisor will serve indefinitely. In the event that the faculty advisor is unable to continue in his or her position, officers may nominate a replacement at any time, to be confirmed by a majority vote of the members.

ARTICLE IX. FINANCE

Game Makers Guild will acquire funds through Student Government funding, general fundraising, and donations. Game Makers Guild will not require membership dues. Funds will be used for t-shirts, travel to game development facilities, and other operational expenses of the organization. Members are expected to participate in these fundraising activities.

ARTICLE X. DISSOLUTION OF ORGANIZATION

In the event Game Makers Guild dissolves, all monies left in the treasury, after outstanding debts and claims have been paid, shall be donated to the International Game Developers Association.

ARTICLE XI. AMENDMENTS TO CONSTITUTION

Amendments to this constitution may be made at any regular meeting of Game Makers Guild provided notice of the proposed amendment was given one week prior to a vote. Amendments require a two-thirds vote of the voting members in attendance at the meeting, and are subject to final approval by the Department of Student Activities and Involvement.