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**STUDENT GAME DEVELOPER ALLIANCE CONSTITUTION**

**THE UNIVERSITY OF TEXAS AT DALLAS**

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**CONSTITUTION OF THE STUDENT GAME DEVELOPER ALLIANCE OF**

**THE UNIVERSITY OF TEXAS AT DALLAS**

**Statement of Purpose**

It is the primary purpose of the Student Game Developer Alliance of the University of Texas at Dallas to represent and serve students, and provide a unified voice in student dealings with individuals and agencies outside of the Alliance. This includes, but is not limited to, the following:

1. Serving as a forum for the presentation of student interests and desires pertinent to game development for social, educational, and professional advancement.
2. Enhancing the intellectual life of the University by ensuring that opportunity is available for students to expose themselves to various facets of game development for personal, commercial, and academic purposes.
3. Representing those ideals, goals, and programs that are of general student interest to the administration and other groups within and without the University structure.
4. Working with the administration and faculty to ensure that adequate programs are provided to facilitate student’s involvement in game development.

**ARTICLE I**

**MEMBERSHIP**

***Sub-article A***

***Section 1. Composition***

1. The advisor(s) to the Student Game Developer Alliance shall be non-voting ex-officio member(s).
2. The executive officers of the Student Game Developer Alliance shall include a President, a Vice President, a Secretary, a Treasurer, a Computer Science Ambassador, a Graphic Designer, a Marketing and Social Media Coordinator, and a Technical Officer, who shall fulfill the qualifications set forth in Article II of this Constitution.
3. General membership shall be open to any current student.

***Section 2. Selection of Officers***

1. All officers shall be voted and confirmed by the standing Board in accordance with Article III of this constitution.

***Section 3. Term of Office***

1. The term of office for the President and Vice President and all officers on the board shall be set indefinitely unless they withdrawal or fail to meet the qualifications outlined in Article III of this Constitution.

***Sub-article B***

***Section 1. Presiding Officer***

The President of the Student Game Developer Alliance shall preside over all meetings and may vote in the event of a tie vote. The Student Game Developer Alliance Vice President shall preside over all meetings and/or portions of meetings in the absence of the President and shall exercise the option to vote on all matters before all officers.

***Section 2. Quorum***

One-half of current officers of the Student Game Developer Alliance, rounding up, shall constitute a quorum. The presence of three-fourths of current officers of the Student Game Developer Alliance shall be necessary to vote on proposed amendments to this Constitution.

***Section 3. Meetings***

The Student Game Developer Alliance board shall hold both one officer and one regular meeting once a month during the long semesters to be determined by the officers.

**ARTICLE II**

**FUNCTIONS AND POWERS**

***Sub-article A***

***Section 1. Voting by Proxy***

Voting by proxy on matters before the Student Game Developer Alliance or other bodies set forth in this Constitution shall not be allowed.

***Section 2. Parliamentary Authority***

Unless otherwise prescribed in this Constitution of the Student Game Developer Alliance of The University of Texas at Dallas, *Robert’s Rules of Order Newly Revised* shall serve as the official rules of procedure.

***Sub-article B***

***Section 1. Powers and Responsibilities of the President***

The executive powers shall be vested in a President. The President shall have the power and responsibility to:

1. Preside at all meetings of the Student Game Developer Alliance.
2. Unless otherwise prescribed in this Constitution, set the agenda for all Student Game Developer Alliance meetings.
3. Exercise the option of voting in the case of a tie vote.
4. Oversee the planning of programming and events.
5. Maintain regular communication with Arts, Technology, and Emerging Communications staff and faculty, and the Student Organization Center.
6. Ensure that the organization follows the rules and guidelines outlined by the Student Organization Center.
7. Serve as a representative of the Student Game Developer Alliance to non-members.

***Section 2. Powers and Responsibilities of the Vice President***

The Vice President shall have the power and responsibility to:

1. Assist the President in the execution of his/her duties.
2. Perform the duties of the President in the case of his/her absence.
3. Exercise the option to vote on all matters brought before officers unless he/she is acting as a chair of the meeting.
4. Become President, if the office of President should become vacant, for the remainder of the term of office in accordance with Article VI of this Constitution.
5. Serve as a representative of the Student Game Developer Alliance to non-members.

***Section 3. Secretary of the Student Game Developer Alliance***

The Secretary of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Maintain a record of all proceedings of the Student Game Developer Alliance in conjunction with the Student Game Developer Alliance office secretary.
3. Assist the President and Vice President in the execution of their duties.
4. Fulfil all responsibilities for student organizations outlined by the SOC office including, but not limited to, attending required meetings, submitting organization renewal and budget reports, and delegating other requirements outlined by the SOC office.
5. Oversee, under the direction of the Student Game Developer President, all correspondence.

***Section 4. Treasurer of the Student Game Developer Alliance***

The Treasurer of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Provide monthly reports on financial status to all officers.
3. Publish by January 1 and June 1 of each year a financial statement which includes amounts appropriated to each activity, total allocations to date, inventory, current balance to date, and other information that the Student Game Developer Alliance may designate.
4. Request funding from the Student Organization Center.
5. Propose fundraising initiatives.
6. Oversee, under the direction of the Student Game Developer President, budget spending.

***Section 5. Computer Science Ambassador of the Student Game Developer Alliance***

The Computer Science Ambassador of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Maintain regular communication with Computer Science students, staff and faculty.
3. Promote Student Game Developer Alliance programs and events to students, staff, and faculty within the school of Computer Science.

***Section 6. Graphic Designer of the Student Game Developer Alliance***

The Graphic Designer of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Oversee, under the direction of the Student Game Developer Alliance President, the creation of the organizations’ graphics for communication and promotion including events, newsletters, and social media platforms.

***Section 7. Marketing and Social Media Coordinator of the Student Game Developer Alliance***

The Marketing and Social Media Coordinator of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Oversee, under direction of the Student Game Developer Alliance President, all marketing and social media marketing and communication.

***Section 8. Technical Officer of the Student Game Developer Alliance***

The Technical Officer of the Student Game Developer Alliance shall:

1. Be an elected member of the Student Game Developer Alliance board.
2. Oversee, under direction of the Student Game Developer Alliance President, the official Student Game Developer Alliance website operations.
3. Troubleshoot technical issues at programs and events.

**ARTICLE III**

**QUALIFICATIONS AND ELECTIONS**

***Section 1. General Qualifications***

No person shall be a candidate under the authority of this Constitution unless he/she shall:

1. Be regularly enrolled at UTD for at least a minimum of nine (9) hours on the undergraduate level or six (6) hours on the graduate level in the fall and spring semesters.
2. Hold a minimum cumulative grade point average of 2.5 on the undergraduate level or 3.0 on the graduate level and not be on disciplinary probation, scholastic or otherwise.
3. Have attended UT Dallas for a minimum of two (2) semesters.
4. Approved by the majority of current officers.

***Section 2. Voting***

No person shall be entitled to vote in an election held under the authority of this Constitution unless he/she is a member in good standing or an officer of the board of the Student Game Developer Alliance. Those defined in the Bylaws as associated members who are non-students will retain membership privileges except the right to vote or hold office.

***Section 3. Elections***

1. All elections provided for in this Constitution shall be administered by the Student Game Developer Alliance officers.
2. To be elected officer, including President or Vice President of the Student Game Developer Alliance, a candidate must receive the majority of votes casted for that office.
3. Upon accepting the election results into officership, any candidate will forfeit their option to fulfil other positions, and the votes casted for this student in other positions will not be considered in the election for that position.
4. All other elections shall be decided by a plurality of the votes cast, provided that in the event of a tie vote, a runoff election shall be held.
5. Special elections may be called by the Student Game Developer Alliance by a two-thirds (2/3) vote of standing officers.
6. Elections shall be held each Spring semester. Elections shall take place over three weeks, providing two weeks for students to declare their intent to vote and/or run, and a single following week for voting. The method in which students register and run shall be prescribed by the board.

**Article IV**

**STANDING COMMITTEES**

***Section 1. Standing Committees***

1. The organization shall have no standing committees unless voted on by the majority of officers.
2. Additional committees may be created by the board.

**Article V**

**VACATING AN OFFICE**

***Section 1. Removal from Office***

1. Any person serving under the provisions of this Constitution may, upon petition by the current officers, be removed from office upon approval of two-thirds (2/3) of the entire officer board.
2. If at any time a person serving under the provisions of this Constitution accumulate three (3) inexcusable absences, they no longer meet the requirements of an officer and vacate their position automatically.
3. If at the time of elections a person serving under the provisions of this Constitution can no longer meet the minimum requirements outlined for the office of this Constitution, that office automatically becomes vacant with the exception of Article III Section 1.

***Section 2. Succession***

1. If for any reason the Office of the President should become vacant, the Vice President shall become President.
2. If the office of Vice President should become vacant, it shall be filled from among the current membership of the Student Game Developer Alliance board in a method to be prescribed by the existing officers.

***Section 3. Vacant Offices***

(1) If there is an existing or soon to be vacancy in office, the previous or departing officer of that position shall receive priority in recommending an incoming officer. Any nominations must fall in compliance with Article III of this Constitution.

(2) Upon a vacancy occurring in any elected office, a special election may be held to fill that vacancy. Persons elected in special elections shall serve until the next regularly scheduled election for that office.

***Section 4. Recall Elections***

Any elected person serving under the provisions of this Constitution shall be subject to an automatic recall election upon presentation of a petition bearing a majority of signatures of the appropriate constituency specified in the Bylaws of the Student Game Developer Alliance.

1. The petition must be submitted to the Student Game Developer Alliance President, or if the office of the President is in question, to the Vice President.
2. After receipt of the petition by the appropriate official, a recall election must be held in a timely manner.
3. The election shall be conducted as if it were a regular election for that office. The member in question shall be a candidate by right and shall continue in office until the election results are certified by the organizations’ sponsor(s).

**ARTICLE VI**

**RATIFICATION AND AMENDMENT**

***Section I. Student Game Developer Alliance Student Initiated Amendment***

Any member of the Student Game Developer Alliance may propose amendments to this Constitution. The proposed amendment must lay on the table for twenty-eight (28) days, after which all officers must vote on the proposed amendment. If two-thirds (2/3) of the total officer membership favors the amendment, it must be submitted to the sponsor(s) of the organization for final approval.

***Section 2. Ratification***

1. Amendments approved by the Student Game Developer Alliance in accordance with Article VI, Section 1, shall go into effect thirty (30) days after formal notice of the proposed change has been given to the officers of the Student Game Developer Alliance.
2. Amendments may only be passed during regular fall and spring semesters.
3. The period of formal notice shall begin once the following has been completed:
4. A copy of the proposed amendment has been emailed to all officers.
5. A reasonable effort has been made to email a copy of the proposed amendment to the entire Student Game Developer Alliance membership.
6. The Student Game Developer Alliance spokesperson will release the official SGDA opinion stating why the amendment has been approved.
7. During the period of formal notice, members may conduct a petition demanding a formal vote on the amendment and upon presentation of a petition containing signatures from current members equal to or greater than twenty (20) percent of the total membership.
8. Any amendment proposed under Section 1 of this Article or any amendment subject to a general election as provided by subsection (5) of this Section, shall then become effective following the approval of two-thirds (2/3) of the Student Game Developer Alliance members voting on said amendments.

**Section 3. Permanent Copy**

Such amendments shall be attached to the permanent copy of this Constitution preserved in the records of the Student Game Developer Alliance.

**Section 4. Deletion and Substitution**

Amendments by deletion and substitution are allowed.