

**2024-25**

## **Constitution of Students' Union UCL**

### **Game Development Society**

#### **1. Name**

- 1.1. The name of the club/society shall be Students' Union UCL Game Development Society.
- 1.2. The Club/Society shall be affiliated to Students' Union UCL.

#### **2. Statement of Intent**

- 2.1. The constitution, regulations, management and conduct of the club/society shall abide by all Students' Union UCL policy, and shall be bound by the [Students' Union UCL Memorandum & Articles of Association, Byelaws, Club and Society Regulations](#) and the club and society procedures and guidance – laid out in the '[how to guides](#)'.
- 2.2. The club/society stresses that it abides by Students' Union UCL Equal Opportunities Policies, and that club/society regulations pertaining to membership of the club/society or election to the club/society shall not contravene this policy.
- 2.3. The Club and Society Regulations can be found on the following webpage:  
<http://studentsunionucl.org/content/president-and-treasurer-hub/rules-and-regulations>.

#### **3. Committee**

##### **3.1. President**

- 3.1.1. The Presidents' primary role is laid out in section 5.7 of the Club and Society Regulations.

##### **3.2. Treasurer**

- 3.2.1. The treasurer's primary role is laid out in section 5.8 of the Club and Society Regulations.

##### **3.3. Welfare Officer**

- 3.3.1. The Welfare Officers' primary role is laid out in section 5.9 of the Club and Society Regulations.

##### **3.4. Additional Committee Members**

- 3.4.1. Marketing Officer

- 3.4.1.1. The Welfare Officers' primary role is to manage social media account, creating and posting promotional materials to advertise the society's activities, including descriptions, posters, social media posts, game showreels, etc.
- 3.4.2. Workshop Officer
  - 3.4.2.1. This person facilitates the society's workshops. They must ensure to approach every member attending the workshop session to see how their game project is progressing, then offer feedback and guidance if needed.
  - 3.4.2.2. They must provide guidance and help on game projects when requested. The officer could point them to online resources, offer to playtest, provide feedback on their game design document, organisation tips, and in some cases even solve technical issues.
- 3.4.3. Projects Officer
  - 3.4.3.1. The Projects Officer assists members in forming teams for a game project. They must work together with the Workshop Officer and President to accomplish this.
  - 3.4.3.2. The Projects Officer is responsible for organising pitch night, where members pitch their game project ideas. This means moderating the entries, providing feedback on pitches, organising the schedule in which members will deliver their pitches, and hosting the pitch night itself.
  - 3.4.3.3. If a team is struggling to work together on a project outside of workshops, their main point of contact should be the Projects Officer.
- 3.4.4. Jam Officer
  - 3.4.4.1. The primary role of the Jam Officer is to manage the 'game jam' activity, laid out in section 4.4.1 and 4.4.2. This includes but is not limited to:
    - a. Signups
    - b. Finding jams to participate in.
    - c. Contacting any external organisations if needed
    - d. Creating and hosting internal jams.
    - e. Finding a jam site.
    - f. Looking after the well-being of jam participants at the jam site.
    - g. Being present and leading the jam event itself.
  - 3.4.4.2. The Jam Officer must prepare for jam deadlines, such as signup and submission deadlines, especially with external jams (e.g Global Game Jam has a deadline date for team signups).
- 3.5. Management of the club/society shall be vested in the club/society committee which will endeavour to meet regularly during term time (excluding UCL reading weeks) to organise and evaluate club/society activities.

- 3.6. The committee members shall perform the roles as described in section 5 of the Students' Union UCL Club and Society Regulations.
- 3.7. Committee members are elected to represent the interests and well-being of club/society members and are accountable to their members. If club/society members are not satisfied by the performance of their representative officers, they may call for a motion of no-confidence in line with the Students' Union UCL Club and Society Regulations.

#### 4. Terms, Aims and Objectives

- 4.1. The club/society shall hold the following as its aims and objectives.
- 4.2. The club/society shall strive to fulfil these aims and objectives in the course of the academic year as its commitment to its membership.
- 4.3. The **core activities** of the club/society shall be:
  - 4.3.1. Workshops
    - 4.3.1.1. Workshops are a space for members to work on game development projects. They are encouraged to do this in teams but may be permitted to work on an individual project. Members will receive feedback and guidance on the games they're developing during the session. A workshop officer will help facilitate this. Members may playtest each other's game.
  - 4.3.2. Game Jams
    - 4.3.2.1. A game jam can be:
      - 1.created and hosted internally at UCL.
      - 2.participated in as an intercollegiate event with other universities.
      - 3.participated in as a jam hosted by an external organisation (e.g. Global Game Jam).
  - 4.3.3. Game Design talks
    - 4.3.3.1. Session where someone hosts a talk and/or discussion on game design theory and/or the games industry.
  - 4.3.4. Pitch Night
    - 4.3.4.1. Members pitch an idea for a game. After the pitch, members who were interested in their idea will sign up to help them with their game project. The person who pitched will be the project lead. This process is crucial for the formation of game projects and teams within the society.

- 4.3.4.2. The pitch must go through an approval process by the Projects Officer. The project lead can then pitch on the night if they pass this process.
- 4.3.5. Trips to gaming events
  - 4.3.5.1. Members may sign up to attend external gaming exhibitions as a group trip (e.g Eurogamer Expo).
- 4.3.6. Socials
- 4.4. In addition, the club/society shall also strive to organise **other activities** for its members where possible:
  - 4.4.1. Tutorials
    - 4.4.1.1. Session where specific aspects on game development are taught.
  - 4.4.2. External Speakers
    - 4.4.2.1. Invite a speaker to discuss game development and/or the games industry.
- 4.5. This constitution shall be binding on the club/society officers and shall only be altered by consent of two-thirds majority of the full members present at a club/society general meeting. The Activities Executive shall approve any such alterations.
- 4.6. This constitution has been approved and accepted as the Constitution for the Students' Union UCL Game Development Society. By signing this document, the President and Treasurer have declared that they have read and abide by the Students' Union UCL Club and Society Regulations.

<b>President</b>	<b>Name:</b> Yuhan Shi
	<b>Signature:</b> <i>Yuhan Shi</i>
	<b>Date:</b> 20240911
<b>Treasurer</b>	<b>Name:</b> Aowei Zhang
	<b>Signature:</b> <i>AOWEI Zhang</i>
	<b>Date:</b> 20240911