

Artists, Gamers, Programmers United
Annual General Meeting Minutes
Meeting Commenced: 1st December 2015, 1:30pm
AGPU Club Room, Mawson Lakes UniSA Campus, GP1-02

Attendees:

- Kimberley McEwan (Secretary)
- Nathan Gregory
- Max Schneider
- Jonathon Hart
- Daniel Farr
- Michael Stopa
- Craig Chambers (President)
- Liam Magee
- Christian Lippis
- Anthony Fung
- Mat Tripodi
- Adam Mattiske
- Ian Henderson
- Sam Bilney
- Bannister Nicholas
- Tristyn Mackay

1. Meeting Opened by Craig Chambers

2. Apologies

- a. Ellen Beal (Chairperson)
- b. Ethan Gray (Advertising Manager)

3. Matters Arising

- a. Constitution
- b. Fill necessary roles
- c. Fill non-essential roles
- d. Discuss aim of the club
- e. President Report
- f. Secretary Report
- g. Treasurer Report
- h. Orientation Activities
- i. Events in Adelaide over holidays

4. Constitution

- a. Constitution has been read
- b. Brought forward a conflicting issue regarding whether committee disagrees with office bearers. Will be discussed later on and added into constitution

5. Fill necessary roles

- a. Craig is staying president
- b. VP, Marketing Manager and Events Organiser/Manager
- c. Vice President role has been voted for Tristyn Mackay
- d. Marketing Manager is still vacant although Secretary is holding onto it with help from representatives
- e. Events Organiser/Manager has been voted to Christian Lippis

6. Fill non-essential roles

- a. Gamer, Programmer and Artist Representatives needed
- b. Gamer rep has been voted for Ian Henderson
- c. Programmer Rep has been voted for Jonathon Hart
- d. Artist Rep is still vacant due to no artists in the club as of yet

7. Discuss aim of the club

- a. LANs for fun, Jams for game development, meetings for professionalism (good on resume)
- b. Representatives there to create balance between fun and professionalism

8. President Report

- a. Craig gave president report

9. Secretary Report

- a. Kimberley gave secretary report

10. Treasurer Report

- a. Bannister gave treasurer report

11. Orientation Activities

- a. Make posters
- b. Make banner
- c. Get tablecloth
- d. Hand out cards?
- e. Club members can message office bearers regarding activities

12. Events in Adelaide over holidays

- a. Game Jams in Adelaide

13. Events in December/January

- a. LANs, Jams, movie nights
- b. 17th December (tutorial (blender sketchup))
- c. 19th December (libGDX (gameloops))
- d. 29th December (LAN)
- e. 2nd Jan (Unity tutorial and game jam tutorial)
- f. 3rd Jan (game Jam)
- g. 5th Jan (Committee meeting)
- h. Either Thursday 7th Jan or Friday 8th Jan (Movie night)
- i. 16th Jan (LAN)

14. Noting/Information

Executive Member Report