

**VIDEO GAME  
DEVELOPMENT & DESIGN  
CLUB**

Name of Club \_\_\_\_\_

ARTICLE I

**(Name of Club)**

The name of this Club will be VIDEO GAME DEVELOPMENT & DESIGN CLUB.

ARTICLE II

**(Purpose of Club)** The club has been organized to

**To connect Video Game Developers, Designers, and Artists. To bridge the gap between the science, technology, art and entertainment aspects of the Video Game Industry. To share industry insights and create opportunities for talented and aspiring students.**

ARTICLE III

**(Authority)**

The Club derives its authority directly from the Student Senate and indirectly from the College Board of Trustees.

ARTICLE IV

**(Membership) (Mandatory)**

Membership is open to all SBCC students regardless of their religious affiliations, gender, age, sexual orientation, ethnicity, etc.

ARTICLE V

**(Meetings)**

Regular meetings of the Club will be determined by the membership at its initial meeting each semester and reported to the Office of Student Life, room CC-217.

ARTICLE VI

**(Officers) President Kyle Katzin** – Preside over all meetings. Call special meetings. **Vice President Owen Hartley**– Supports presidents, takes over in his/her absence. **Secretary NA** – Records minutes of club meetings. Treasurer – Keeps financial record.

ARTICLE VII

**(Elections)** Officers shall serve 1 year term(s) and will be elected each Fall semester.

ARTICLE VIII

**(Amendments)** The Constitution shall be amended upon the approval 60% of the Club members.