

Topic	Growing an emerging sector intersecting Indie Games and Arts Non-Profit in Vancouver		
Date	Oct 5 Saturday	Location	Vancouver
Host(s)	Jim Munroe		
Participants	<ol style="list-style-type: none"> 1. Tessa Riecken (ArtBreakers Illustration Society) 2. Clara - (Narrative Designer) 3. Maurice Grela (President, Full Indie) 4. Ziggy - (Game Designer / Heart Projector) 5. Alan Jernigan (Charm Games) 6. daffodil - (Game designer) 7. Phil - (Heart Projector) 8. Madeline Berger - (Comix / illustration / environment art) 9. Lan - (Game Designer / Heart Projector) 10. Colin Northway - (VR museum) 11. Sarah Northway - (Game designer with Colin) 12. Arthur Protasio - (Writer & Narrative Designer) 13. Kim Parker - (Heart Projector) 14. Kenji Maeda - (Business for the Arts and GVPTA) 15. Allison Colins - (Curator Media Art, Western Front) 16. Laura Bifano - (ArtBreakers Illustration Society) 17. Carina Kom - (Crash Wave Games) 18. Brendan Vance - (Writer / Heart Projector) 19. Justin Smith - (Heart Projector) 20. Jim Munroe - (Hand Eye Society, Toronto) 		
Notetaker(s)	Kristin Cheung		
Facilitator(s)	Jim Munroe		
Gathering Question	What would it take to start up a non-profit arts organization that will thrive and support an emerging artistic discipline?		
Perspectives and thoughts	<p><u>History, Organizational Development:</u></p> <p>History of Indie games / Arts in Toronto - Discussion about Hand Eye Society (HES) and how it was influential in developing the game/arts sector in Ontario and now “video games” is a category under Ontario Arts Council with further advocacy through Toronto Arts Council.</p> <p>Vancouver has a much richer game/arts ecosystem now than when HES started in Toronto. Vancouver has become a magnet for different industries and communities.</p> <p>Discussion about different models as a non-profit in BC. Society, corporation, non-share model, member funded model, collective model,</p>		

Discussion about details: corporation, accounting costs, bylaws, membership rights, voting power at AGM for members, financial information for members for transparency, Board of Directors (in charge of the health of the organization, legal liabilities, any misuse of funds and the directors are held viable for that, guidance and mandate of the organization, working board / advisory committee)

Discussion about Game / Arts in Vancouver:

- Existential dread/crisis
- The need for space (physical, cultural, non-cyber space)
- Community to fight isolation
- Getting it organized
- Support / Non toxic
- Develop a sense of history (capitalism, documentation, acknowledgement)
- Vancouver is good at acknowledgement: AAA companies provide scholarships named after prominent game designers at Relic / Black bird and bringing more women into games as designers
- Equity are big goals and opportunities for everyone
- Indie Games Mandate should not just be “fuck capitalism” but put in space, develop a cultural mission but it’s fairly elastic

Discussion about potential projects to develop:

- Indie and experimental game festival
- 1st person drifter - proceeds to homeless group (as a fundraising)
- Public facing event like Bard on the Bach, public projector nights, something outdoors for non gamers
- Jericho Park had projected art, but maybe with laser pointers
- Heart Projector - pay artists to show their works
- Pay artists - exhibitions or commission
- Cross discipline events; to fill in gaps - micro publishing art / getting artists to exhibiting
- Initiative to bring people into the world as creators
- What’s the next step after GAME JAM ? they would be game makers to production
- Advocacy & Exposure
- Creating alt pipelines (cross dis events / production commision / advocacy / pipelines)
- Getting physical space (artist model is collective studios with common space for gallery; in games community you might approach someone who has a space and partner with an

	<p>organization who can lend you space with regularly, once a month meet-up and studio residency</p> <ul style="list-style-type: none"> - Space does need to be accessible space for the public, the public access will change how you operate - Other spaces are Cultural amenity space but now has legal battle (e.g TMAC space but issues with public / private partnership, W2 - similarly unfruit due to pressure and costs that buried under agreement, BC ArtScape in Vancouver; East Side Culture Crawl - tonnes of galleries contribute to 3 day event / interact and buy products / outside season they collectively rent a big space - Idea: Indie + Experimental Game Festival -- organize w/ VANCAF, in vancouver -- leveraged cross dis. events What are the next steps? <p><u>Discussion about “anxiety” about this process:</u></p> <ul style="list-style-type: none"> ● Making safe spaces for women is integral to long term community, morale, perception, trying to implement ● Work Life Balance: working on full time job while participating, going to events, and emails is still work ● Managing volunteers -- how to make vision enticing enough <p><u>Discussion from the non-game participants:</u></p> <ul style="list-style-type: none"> ● There are partnership are out there ● The larger arts community has been discussing similar issues ● What are critical things? capacity building, sponsorship, the arts community can support if we could dedicate 3 hrs on this ● Leadership role? who is willing to organize other people
<p>What further research on the topic discussed would be useful?</p>	<ul style="list-style-type: none"> ● Funding (Industry Funding / Sponsorship) ● Space (co-working space / studio space) ● Leadership ● Different working models ● Partnerships
<p>Whose voices are missing around the table?</p>	<ul style="list-style-type: none"> ● Need more voices from Media arts, artists community ● women / people of colour communities ● Emerging indie game professionals
<p>Resources & Links (mentioned during discussion or</p>	<ul style="list-style-type: none"> ● Full Indie Summit developed a “mocumentary” ● Indie Game the movie ● Danielle Hopkins - Electric Perfume, a gallery space for new medium arts in Toronto ● Creative BC for funding

shared afterwards)	
What next steps were mentioned as a result of the Gathering?	<ul style="list-style-type: none">• 3 ideas / questions for follow up meeting - how can we keep meeting as a group that doesn't interfere with our lives, talk about non profit or collective, how it can grow.• Discuss over email thread OR slack channel• Meet again in about 3-months and discuss next steps