

# VES Washington BOM August - 10<sup>th</sup> Minutes

1. Chair call to order: 7:20pm
2. Roll Call: Neil, Mike, Rachelle, Tyler, Laurie, Gavin, Tim, Todd
3. Approval of last meetings Minutes: Approved
4. Reports:
  1. Anything to report from Committees?
    1. Screenings: Neil
      1. Working on social to get discounts with SIFF festival
      2. Work on 1 screening during May festival
      3. Minimum Screening 12 per Year
      4. Possibly add a sizzle reel of companies who have VES members run before a screening.
    2. Financials: Laurie
      1. \$1280.50 for the year
      2. What would it take to get the bank fees (keep \$1500 in the bank)
    3. Sponsorship: Mike, Jones, Gavin
      1. For \$500 (what would you want?)
        1. Want a logo on a banner Social
        2. Want to have 30 minutes of run time of a logo on the screen before the screenings
  1. Debrief Social Mixer on July 27<sup>th</sup>
    1. Turn out: 68
    2. Next time maybe have a table with VES content (screeners, swag, handouts) (Event Booth-ish)
    3. Next Social Mixer in Seattle (Date??? Location???) Possible Location @ 501c3 location (Gavin investigate)
5. Discussion Topics:
  1. Plan for fall Membership Drive
    1. "Find your Tribe"
    2. Building a community, a network in WA
    3. Outreach to everyone we can have games people
    4. Washington needs to get in with the game industry
    5. Change the mentality and understanding Visual Creator, Visual Artist,
    6. Breakdown barriers of perception between game creators and VFX artist
    7. Strategy for reaching our current members
      1. Nobody talks to each other or know that there are more VES members even in their own companies

1. Christmas Party at Bushnell December 7th
  1. Shutdown Bushnell for only VES and friends
  - 2.
2. Can we piggy back on the part of the VES awards that focus on Games to get some sponsorships or giveaways (Steam Codes)

6. Agenda items for next meeting:

1. Oct 4<sup>th</sup> Deb check on the Library

Final thoughts: