

THE ARTICLES OF THE CONSTITUTION AND THE BY-LAWS

CONSTITUTION

Article I: Name

The name of this organization shall be the International Computer Games Association.

Article II: Object

The organization is a non-profit group devoted to providing an international framework for activities in computer games and encouraging advances in this field.

Article III: Qualification of Members

Members of the ICGA are individuals, honorary members, and institutional members. Individual membership is open to anyone interested in pursuing the objectives of the organization as stated in Article II, who makes application and pays the current dues. Honorary and Institutional Membership shall be set forth in the By-Laws.

ARTICLE IV: OFFICERS AND THEIR ELECTION

The elective officers, their terms of office, and their duties shall be set forth in the By-Laws.

BY-LAWS

ARTICLE I: MEMBERSHIP

- Section 1. Individual Membership.** Individual Membership shall be as set forth in the Constitution.
- Section 2. Honorary Membership.** Honorary Membership may be awarded by majority vote at general meetings to any person who has especially aided the organization.
- Section 3. Institutional Membership.** Institutional Membership can be granted following the request of an organization to the ICGA. In particular, games organizations and computer organizations are eligible.

ARTICLE II: MEETINGS AND EVENTS

- Section 1. The World Computer-Chess Championship and the Triennial Meeting.** The ICGA will use its best endeavours to hold a World Computer-Chess Championship every year. A Triennial Meeting will take place during and at the site of a World Computer-Chess Championship.
- Section 2. Other Events.** The ICGA will use its best endeavours to hold other appropriate computer games events, including conferences and Computer Olympiads, on an annual basis.
- Section 3. Quorum.** A quorum at the Triennial Meeting will consist of at least twenty (20) members. Under exceptional circumstances the Executive Committee may decide by majority vote to reduce this number.

ARTICLE III: OFFICERS

Section 1. Elective Officers. The elective officers of the organization shall consist of a President, two Vice-Presidents, one representing Asian countries and one representing all other countries, a Programmers Representative and a Secretary-Treasurer. They shall constitute the Executive Committee of the organization.

Section 2. Elections. Elections for the members of the Executive Committee will be held at each Triennial Meeting, with elected officers taking on their duties at the end of that meeting. Nominations are to be made to the ICGA no later than three (3) months before the elections, save for the Programmers Representative for which nominations will be taken at the Triennial Meeting. The ICGA will announce the nominations on its web site at least two months before the election. At least five (5) members are required for each nomination. All candidates for election must have been members of the ICGA for no less than two years. Officers are elected by a majority of those present and voting by secret, written ballot. Runoffs will be held if no candidate receives a simple majority. The candidate with the least votes will be eliminated from the ballot for each runoff, until one candidate receives a simple majority.

Section 3. Terms of Office. All members of the Executive Committee serve for a three-year term.

Section 4. Executive Committee. The Executive Committee shall be presided over by the President, who shall have a casting vote in any Executive Committee meeting.

ARTICLE IV: THE ICGA JOURNAL

The ICGA will encourage the publication of technical and non-technical works on the subject of computer games. The official publication of the ICGA shall be the *ICGA Journal*. The Triennial Meeting will appoint one or more Editor(s)-in-Chief of the *ICGA Journal*. The Editor(s)-in-Chief shall be empowered to nominate Editors and editorial staff as (s)he or they see fit, subject only to the provision that Editors must be ICGA members. The *Journal* may accept acknowledged sponsoring. The Editorial Board is charged with ensuring that the *ICGA Journal* holds an acknowledged position in the roster of scientific publications. The Advances in Computer Games Conferences [and the Computer and Games Conferences] are official ICGA events. The Editor(s)-in-Chief is(are) responsible for helping to arrange the publication of the Proceedings of the Advances in Computer Games Conferences and the Computer and Games Conferences.

ARTICLE V: DUES AND FINANCES

- Section 1. Annual Dues.** Dues will be twenty Euro (€ 20) per year payable in advance. Dues are normally collected during the month of January or when the member joins the ICGA, whichever is the later.
- Section 2. Disposition of Funds.** No part of the net earnings of the ICGA shall ever accrue to or for the benefit of or be distributed to its members, officers or private persons, except that the ICGA shall be empowered to pay reasonable compensation for services rendered, and to make payments and distributions in furtherance of the express purpose for which it was founded.

ARTICLE VI: AMENDMENT OF THE BY-LAWS

Section 1. Presentation. Any proposed amendments for changing the By-Laws must be announced on the ICGA web site at least two months before a tri-ennial meeting.

Section 2. Voting on Proposed Amendments. The adoption of proposed Amendments to the By-Laws require two-thirds of the members voting and present at a tri-ennial meeting to support the amendment.

ARTICLE VII: DISSOLUTION

Section 1. Dissolution of the ICGA. Upon winding up and dissolution of the ICGA, after paying or adequately providing for the debts and obligations of this organization, the remaining assets shall be distributed to a non-profit fund, foundation, or corporation whose purposes are consistent with the object of this organization.