

**EB Members present:** Birgit Zuern, Heide Lukosch (chair), Nettie Wester (treasurer), Marcin Wardaszko, Marieke de Wijse-van Heeswijk, Sebastiaan Meijer (secretary), Ryoju Hamada

**Notes:** Marieke de Wijse-van Heeswijk, Ryoju Hamada, Heide Lukosch

9pm NZT/11am CET

**Opening of the meeting** by the chair, Heide Lukosch

Welcome to all members present

### **Agenda of the meeting**

1. Activities and Financial Report
2. Conferences, Summer School, SG Competition 2024/25 and beyond
3. Executive Board – Elections
4. Any other Business

#### **1. Activities and Financial Report (Nettie Wester)**

ISAGA is in a stable financial situation.

The summer school, conference, and website are the biggest budget items.

Please refer to the slides and the financial report for more details.

The members approved the financial report, which was previously checked by Hartmut Wittenzellner and Rens Kortmann. The EB thanks Nettie Wester for creating the report, and Rens Kortmann for his many years to check the report.

Nettie would like to express her gratitude to all members who pay their fees on time. She will reach out to the members who have not yet paid their contribution for 2024. The number of members of ISAGA remains relatively stable, with some members leaving, and a similar number of new members joining each year.

More detail to the activities and their financing was requested by one member – however most of the ISAGA activities (such as the SIGs and Games Competition do not receive any financial support). All details can be found in the report.

Rens has communicated not being available for this role anymore. The EB is looking for a new volunteer for this task, please reach out to Nettie if you are willing to help the association with this role.

#### **2. Conferences, Summer School, SG Competition 2024/25 and beyond (Heide Lukosch)**

The ISAGA Conference 2024 in Christchurch was a successful event.

Proceedings are in progress (check of papers by editors). The EB thanks Maria Freese as co-chair of the conference.

Videos of keynotes and paper presentations with consent will be shared on the website of the conference, along with pictures and a summary video, to be published shortly.

The ISAGA Summer school 2024 was an interactive week of learning and designing. The EB thanks Cat Cutay and Elysebeth Leigh for the organisation.

The ISAGA conference 2025 will be held in Stuttgart, Germany, together with the German Simulation and Gaming Forum. The Summer School will be held in Stuttgart the week before the conference, too. Please pay attention for upcoming calls for participation/contributions.

The EB has received proposals for the ISAGA conference 2026 to be organised in Shanghai, China, or Stockholm, Sweden. No opinion was provided by any member. The EB will review the proposals and make a decision soon. Japan (Tokyo) has proposed to hold the conference in 2027 there, based on the recurring schedule of ISAGA conferences in Japan. 2028 could go to Malaysia.

The ISAGA Game Design Competition will be held in Jakarta, Indonesia, in October 2024. 7 teams will be competing for the award of best ISAGA game design. This competition is chaired by Ryoju Hamada and Paola Rizzi, thank you for your effort!

### **3. Executive Board – Elections**

Heide's term as EB member (and chair) ends in 2024. Sebastiaan took over this part of the member meeting, and asked whether there were volunteers for a seat in the EB. No hands were raised. Heide was re-elected for the next term by all 16 members present at the meeting, and agreed to continue in her role for one more term.

### **4. Any other business**

It was discussed that member information was made public, including the location of the members. Due to European privacy law, this information cannot be made public, but is available with names and countries in the member area of the website. The EB will discuss how to make sure that ISAGA members are well represented on the website.

### **10pm NZT/12am CET**

Heide closed the meeting and thanked everyone for their participation.