

The By-Laws of the Marist University Game Developers Club, 2026

**Amended by
The 2026 Marist Game Developers Club Officers:**

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Article I: ORGANIZATION

This club will hereon be known as the “Marist Game Developers Club” and will be located at 3399 North Rd, Poughkeepsie, NY 12601.

Article II: PURPOSE

Section A: Purpose

The purpose of the Marist Game Developers Club is to provide supplemental learning and networking opportunities for students interested in video game development and production. An active member of this organization will develop the intellect, skills, and character required to acquire a position in the emergent field of video game development and production.

Section B: Mission Statement

To provide resources and community to students interested in the video game development industry and related fields.

Article III: MEMBERS

Section A: Types of Membership: Active and Passive

Active members of the Marist Game Developers Club will be those members who attended at least fifty (50) percent of meetings and fifty (50) percent of events in the previous semester. Active members will also be eligible to vote on organization affairs when applicable. Passive members will be those members who attend fewer than fifty (50) percent of meetings and fifty (50) percent of events. Passive members

will be welcomed at any organization meetings and events. Passive members will not be counted in votes regarding organization affairs.

Section B: Qualification of Membership

Membership in the Marist Game Developers Club is open to any full-time undergraduate student currently enrolled at Marist University.

Section C: Priority Points

Priority points will be given to members each semester based on the following:

- 1 point – 50% meetings, 50% events
- 2 points – 50% meetings, 75% events (including community service)
- 3 points – OFFICERS ONLY: 50% meetings, 100% events (including community service event)

Section D: Provisions of Resignation

Active members may resign from the organization or become passive members at any time. Any member may choose to cease membership in the organization at any time. Members may choose to provide notice to the organization's officers prior to doing so, but are not required. An officer intending to resign must provide a two week notice to the board

Article IV: FACULTY ADVISOR

The faculty advisor of the Marist Game Developers Club is expected to attend a meeting with organization officers at least once each semester and to otherwise provide guidance to officers when they, the advisor, deem it necessary.

Article V: OFFICERS

Section A: Eligibility

Eligibility to be elected to an office is described in this Article V. The member must meet the qualifications of an active member as described in Article III Section A. They shall agree to attend all meetings regarding items connected to their office as well as fifty (50) percent of organization meetings and one hundred (100) percent of all organization events.

Section B: Board Composition

The organization's executive board shall be comprised of a President, Vice President, Treasurer, and Secretary. Optionally, a Public Relations and/or Sergeant at Arms officer may be included as deemed necessary by the board. These optional positions fall under the same eligibility and election requirements provided in Articles V and VI. Without these officers, the Public Relations officer duties fall to the Secretary and the Sergeant at Arms duties fall to the Vice President.

Section C: Officer Duties

- 1. President** – The president shall be the chief executive officer of the Marist Game Developers Club and as such shall be conversant with all the duties and responsibilities of all other officers of the organization. The president will not usurp the duties of other officers as outlined hereinafter but will be expected to have a personal knowledge of the tasks being taken on by other officers. The

president shall see to the successful planning and execution of all organization events. The president will be the presiding officer of the organization and shall preside over all meetings and events.

- 2. Vice President** – The vice president shall succeed to the office of president when the president is absent from the organization. The vice president shall preserve order and compel attendance at meetings and events. The vice president shall also be charged with maintaining, updating, and enforcing these By Laws, and shall ensure that all active and passive members, as outlined in Article III Section A, have access to them.
- 3. Treasurer** – The treasurer shall act as the custodian of the Marist Game Developers Club's funds and shall be responsible for overseeing all aspects of the organization's financial well-being. The treasurer shall be responsible for all accounts receivable and for the payment of all organization debts and other accounts payable which the organization incurs. The treasurer shall develop and maintain the organization's budget and shall report to the organization's other officers the state of the organization's finances.
- 4. Secretary** – The secretary shall maintain a complete record of the minutes of officer meetings which may occur external to the organization's regular meeting times. In addition, the secretary shall record, file, and communicate to all members the scheduled meeting times at which their attendance is expected. The secretary will also be responsible for recording attendance at each organization meeting and event.
- 5. Public Relations** – The public relations (PR) officer shall administer and maintain the social media accounts and external communications associated with the organization. The PR officer will be responsible for any announcements, flyers or notices the organization produces and serve as media liaison.
- 6. Sergeant at Arms** – The Sergeant at Arms shall manage the logistics and practicalities of meetings, such as securing room reservations, supplies and equipment, decorations, club-provided snacks, etc.. As provided for in the budget, the Sergeant at Arms completes the necessary purchases of any materials required by the organization.

Article VI: ELECTION OF OFFICERS

Section A: Method of Elections

The election of executive officers will occur in the spring semester of each academic year with the elected individuals claiming office in the fall semester of the successive academic year. In order for an election to take place, a quorum of active members, as outlined in Article VII Section C, must be present. An officer can only be elected by a majority vote of a quorum of active members.

Section B: Length of Term

The organization's executive board members will serve for a term equivalent in length to one calendar year. They will be removed from office by their successor in the fall semester following the spring at the end of their term.

Section C: Reelection

Previous executive board members may run again after their term is complete.

Article VII: MEETINGS**Section A: Time and Place of Regular Meetings**

Regular Marist Game Developers Club meetings shall be held once a week during the school year, excluding the final examination period, on Wednesdays at 9:15 p.m. in a room on campus with a capacity to seat all active members as defined in Article III Section A.

Section B: Special Meetings Procedures

Special meetings outside of the regular meeting time and place may be called by the executive officers when deemed necessary (i.e. for guest speakers and game jams, etc.) so long as active members are given a one week notice.

Section C: Number Constituting Quorum

A quorum is constituted by the presence of sixty (60) percent of active members, as defined in Article III Section A, at a meeting of the Marist Game Developers Club. Any decisions cast to a vote without the presence of a quorum of active members is to be considered invalid except for under extreme circumstances which may be defined by the sitting members of the executive board of the Marist Game Developers Club.

Article IX

Unless suspended, all meetings will be run according to Robert's Rules of Order, Newly Revised.

Article X

These by-laws may be amended by a majority vote of the members provided that a quorum is present. If such amendments pass by the majority, it then must be presented to the Student Government Association for final approval.

Article XI

The club and any individual associated with said club, shall abide and conform to all Federal Laws, New York State Laws, all rules and regulations of Marist University, and all directives of the Student Government Association. Any violation of the aforementioned criteria may result in the disciplinary action taken on the club charter.

Article XII

The Marist University Division of Judicial Affairs holds this policy for the college: Any action, which endangers the mental, emotional, or physical health or safety of a student, or which destroys or removes

public or private property, for the purpose of initiation, admission into, affiliation with, or as a condition for continued membership in an organization or team whose members are, or include, students at Marist.

Article XIII: AMENDMENT INDEX

UPDATES TO THESE BY-LAWS

Updated October 2026 to:

- Update member positions
- Update from Marist College to Marist University