

1. Introductions
  - Directors' & Coordinators' Introductions
  - Organizational Structure
2. Activities Report
  - Past 2015/Present 2016/Future 2017
  - Financial Report
3. Feedback Session
  - Safer Space Policy Reminder
  - Open Session

#### Attendance List

**Directors:**

Rebecca Cohen-Palacios

Tanya Short

Stephanie Fisher

**Coordinators:**

Jana S.V.G.

Marion E.

Kim H.

**Members:**

Gabe G.

Eleanor J-M.

Amelie L.

Alex Zandra V.C.

Roomila R.

Stephanie C.

Grace A.

Emile B.

## INTRODUCTIONS

**Directors:**

Rebecca Cohen-Palacios

Tanya Short

Stephanie Fisher

**Coordinators:**

Marion Esquian

Kim Hoang

Alicia Fortier  
Jana Sloan van Geest  
Jennifer Sunahara  
Elise Trinh

### **ORGANIZATIONAL STRUCTURE:**

Mission + pivots/changes to Pixelles

Our core mission hasn't changed – we still strive to empower more women to become game makers

- slowly working to being more inclusive to non-binary folks
- also being more mindful of WoC
- making an effort to support aspiring francophone game makers too (PGI5 will be francophone; going to Francophone events like Geekfest, translations)

How decisions, events, programs are organized/decided in Pixelles

- We are 100% volunteer run !!
- Directors are responsible for overseeing the general operations, such as the legal obligations of the non-profit (e.g. paperwork), applying for funding, managing inquiries, and supporting coordinators in running events and programs.
- Coordinators provide leadership on specific programs and events and are supported by the Directors'
- *Use PWI as an example of how programs come to fruition.*

Proposing new activities: if you have an idea for a program you want to run, get in touch by emailing [info@pixelles.ca](mailto:info@pixelles.ca)

### **ACTIVITIES REPORT**

- Teacade Social
- Art Mentorship Panel
- Pixelles @ Indiecade 2015 (Intel "Gaming is for Everyone")
- IGDA "Expansion Pack" funding for equipment
- Volunteers' Appreciation 5@7
- Cookies n' Cocoa Social
- "Women in Games: Breaking In" mentorship event at Ludia
- Pixelles Writing Incubator #1
- Pixelles Game Incubator #4
- GDC Ensemble 2016
- Pixelles Picnic Social
- Monthly workshops

Workshops – we ran 9 since July 2015

- Text Games Using Twine 2
- Integrating Brain Signals into Your Video Games
- On bricole avec Unity3D
- Random Generator Creation in Construct 2
- Unreal Editor – Learning the Basics
- Twine 2.0 Interactive Poetry
- Make a Tamagotchi Game!
- Unity 3D Shaders
- Improving Your Pixel Art

Events: Teacade, Cookies n' Cocoa, and the picnic social

- Teacade – 3 guest speakers and 6 game arcade (funded by Indiegogo/Sponsored by David's Tea)
- Cookies and Cocoa – 10 lightning talk speakers and 2 game arcade; raffle to fundraise for GDC Ensemble (Sponsored by Sophie Sucree and Marius & Fanny)
- Annual picnic at Parc La Fontaine

Mentorship: \*\*Tanya and Jana have revamped the Mentorship program\*\*

- Speed Networking Aug 2015  
Game Art Panel Oct 2015
- Game Writing Panel Feb 2016
- WIG Breaking in @ Ludia Feb 2016

Programs:

- [GDC Ensemble](#) (Sponsored by: Eidos Montreal, Square Enix Montreal, Intel Software, Hibernum, IGDA Montreal, Unity)
- [Pixelles Game Incubator # 4](#) Sponsored by Indiegogo
- [Writing Incubator #1](#) (Sponsored by Storybundle)

In the Community:

- Indiecade 2015 – Los Angeles
- Geekfest 2015 – Montreal
- Festival Montreal Joue 2016 – Montreal
- Champlain College 2016 – Montreal

Remainder of 2016:

- Game Design Mentorship Panel (July 16) – *limited space available*
- “Best of Pixelles Workshops” video series (Sept 2016)
- Teacade 2 (Oct 22, 2016)
- Pixelles Writing Incubator #2 (applications open in October)
- Monthly workshops

#### Future 2017

- Pixelles Game Incubator #5 (Francophone - applications in November 2016)
- GDC Ensemble 2017 (applications in November 2016 )
- Pixelles Petites 2017 (coordinator applications August 2016)
- Monthly Workshops

#### Sponsors:

- IGDA Montreal
- Storybundle
- Ubisoft
- BDO
- Indiegogo (community)

#### Friends and Partners:

- Gameplay Space
- Notman House
- David's Tea
- Mount-Royal Game Society (MRGS)
- Kitfox Games

## FINANCIAL REPORT

<b>Pixelles Budget Summary July 2015 - July 2016</b>	
<b>Starting Balance (July 2015)</b>	<b>\$3,891.16</b>
<b>Total Revenue</b>	<b>\$24,745.08</b>
<b>Total Expenditure</b>	<b>\$17,187.77</b>
<b>Current Balance (July 2016)</b>	<b>\$11,448.47</b>

<b>Funding Sources</b>	<b>Amount (CAD)</b>
<b>Storybundle 2015</b>	<b>\$3,470.38</b>

Storybundle 2016	\$1,411.69
GDC Ensemble Sponsorships	\$5,720.09
IGDA "Expansion Pack" Phase 1	\$6,322.01
Indiecade "Gaming is for Everyone"	\$1,282.10
REFIG Indiecade Top Up	\$500.00
General Donations - Individuals	\$163.81
General Donations - Businesses	\$5,545.00
General Donations - Showcases	\$330.00
	\$24,745.08

<b>Program/Event Expenses</b>	<b>Expenditure</b>
Indiegogo Rewards and Goals (incl. PGI3)	\$1,849.03
Event - Teacade	\$720.50
Mentorship - Art Mentorship Panel	\$183.00
Outreach - Indiecade 2015	\$1,702.62
Event - Volunteers' Appreciation 5@7	\$574.88
Event - Cookies n' Cocoa	\$137.18
Program - GDC Ensemble 2016	\$6,471.00
Event - GDC Pixelles Sushi in the Park	\$383.56
Program - PGI4	\$1,214.03
Program - PWI1	\$492.39
Community Tool Chest (Equipment)	\$4,604.98
Admin & Misc. (e.g. banner, cards, NPO & bank fees)	\$703.63
	\$17,187.77

## 2016-2017 BUDGET

<b>Program/Event</b>	<b>Budget</b>	<b>Funded By</b>
<b>Workshops - "Best of" video series</b>	<b>\$500.00</b>	<b>IGDA</b>
<b>Event - Teacade 2</b>	<b>\$750.00</b>	<b>Donations, Storybundle, IGDA</b>
<b>Program - PW12 (late 2016)</b>	<b>\$500.00</b>	<b>Storybundle</b>
<b>Program - PGI5 January 2017</b>	<b>\$1,200.00</b>	<b>Indiegogo</b>
<b>Program - Pixelles Petites (Summer 2017)</b>	<b>\$2,400.00</b>	<b>Indiegogo</b>
<b>Program - Pixelles ++ (TBD)</b>	<b>\$1,200.00</b>	<b>Indiegogo</b>
<b>Program - GDC 2017</b>		<b>Sponsorship/Fundraising</b>
	<b>\$6,550.00</b>	

### **FEEDBACK SESSION:**

Safer Spaces Policy Reminder

- Eleanor (PGI participant) says we are “pretty cool” :)
- Marion E. could we make a Patreon if we’re looking for more money (like MRGS)
- Tanya S. - yes, that would be great. It just takes effort/work to monitor, so if someone wanted to make a Pixelles Patreon and spearhead that. Marion E. Might take this one.
- Roomila : - how does borrowing laptops work
- Tanya S.: for PGI1 we used Playmakers license (ask them for one)
- Kim H.: Champlain College - they are also interested.

- AlexZandra, just moved to Montreal (Pixelles was one of the reasons), did a C&C lightning talk: The game design mentorship event that is coming up, is it ok to just attend to see what it looks like. Jana/Tanya: yes, you should actually come as a mentor.
- Kim H.: A concern of Pixelles is trying to branch out and do work with more organizations centered on WOC. As Pixelles grows, we can see the demographic balance shifting to reflect demographics in the game industry (re: white/asian), where we used to have a lot more WOC; Kim is going to spearhead an initiative for WOC going forward. Please get in touch with her if you are interested
- Tanya: I also want to start doing programs that support non-beginners (not for the aspiring game devss); I believe that the minority person burns out a lot faster in games industry and I want to do something for that. AlexZandra says they can help.
- Amelie: Opened a studio a year ago. She's from eSports. Her studio is growing "too fast" and the men in her studio "mentor" her but it's not the same as having a group to just talk and share (tried with friends and family and that doesn't work at all). Is it possible to have discussion groups!
- Tanya: like "Women in Biz-Dev"?
- Jana V used to have bi-monthly "Lady Game Dev" mixer for women who work in the industry. It's not discipline specific, just has to do with making games. The events aren't organization-specific or branded.
- Opey: came to a workshop and the social events this year. i have a job on weekends because i am a student, so knowing events in advance is super helpful. Your events are awesome, you should have more of them!
- Rebecca: what is a reasonable time frame?
- Opey: 2 weeks or more is great
- Steph: part of ensemble, and went to the showcase and went to the picnic. Are there any opportunities for game jams; even if its just a collective to go to Game Jams (because I don't want to go with myself)
- Tanya: we used to do more game jams, we don't really do them anymore because there are so many now that we don't need to fill that need. The one we usually partner with is GamerELLA with TAG, but we're not sure if it's running this year. If anyone wants to be a Game Jam Coordinator...
- Kim: "Game Jam Roll Calls" on the Facebook group might be a solution to find other people who want to also go to a game jam together
- Jana: Jams can be intimidating
- Rebecca: we are also trying to more inclusive to newcomers; the picnics are good for this, but we're also going to have ambassadors who are wearing sashes or something visible to talk to people who are kind of by themselves, or greeting people at the door.