Attendees:
Adam Bargteil, Executive Committee Director
Jesse Barker, Executive Committee Chair-elect
Elizabeth Baron, Executive Committee Chair
Jenna Feldman, Project Manager
Adam Finkelstein, Executive Committee Director
Masa Inakage, Executive Committee Director
Mona Kasra, Executive Committee Director
Brad Lawrence, Executive Committee Treasurer-elect
Barbara Mones, Executive Committee Director
Hanspeter Pfister, Executive Committee Director
Mikki Rose, Conference Advisory Group Chair
David Spoelstra, Treasurer
Cindy Stark, Conference Management

Approve EC Meeting Minutes - October 12, 2021
> i)   Vote: Approved by unanimous consent

Agenda:

1) **2022 SNA Conference Program Format Proposal [Muunuu/Mikki]**
   a) Muunuu presented on the phase 03 planning for SNA 2022. In the process of diving in the details of what each program will look like in the in-person and virtual formats. Learned of the VAT requirement (Value-Added Tax) that there needs to be an experiential delivery of content and have revised programs based on that requirement.
   b) Muunuu shared an additional update on Blank canvas day, originally presented to the EC. It will be sprinkled throughout the conference in different event types (breakfast, mixers, lunches, etc.), for example they are looking into having breakfast sessions in the morning and the rest of the conference content will shut-down, helping to have focused experience based sessions with the contributors and attendees.
      i)
   c) Discussion:
      i)   Currently the conference is still thinking through how requirements for in person/virtual attendance and participation in the conference will be

communicated to submitters. For courses, they are considering providing an option and considering it on an individual basis.

    ii) The conference is excited for the arcade where developers can bring their games and attendees can demo and test them and play in the space, with some potential for short presentations and discussions.

    iii) The EC praised how the conference is thinking about the relationship between in person and virtual experiences independently and not attempting to duplicate one format in the other.

    iv) The EC encouraged the conference to ensure any changes to the Technical Papers program are socialized with the Papers community so contributors are fully aware of what they are submitting to.

    v) The EC expressed some concern regarding 'required attendance' but was assured by the conference that there will be contingencies planned and in place for those circumstances.

2) **Honorarium for Webinar Speakers [Brad/David]**

    a) The EC discussed whether there should be a budget allowed for honorariums for speakers. Historically, the only honorariums provided were through the DEI (usually covered by sponsorships), but another group recently requested a budget for this.

        i) The EC expressed concerns over the implications of cost and how it could impact the budget.

    b) The EC agrees that honorariums could be a tool for people not in the community to be incentivized to join. The EC agreed that there shouldn't be a blanket statement around this, but that it should be considered case by case.

ACTION ITEM: The Governance committee to discuss honorarium for speakers item and bring back to the EC for discussion.

3) **Revenue Trends for SIGGRAPH Org [David]**

    a) David shared the revenue trends. Expecting most numbers to be lower. Noting these trends to give an idea as go through the next budget cycle, warning that most budgets will be tight. It was also noted that as everyone will want to go to the conference, they will have 200,000 dollars less to accommodate that for the next year.

        i) The EC discussed how to reverse the trend and identify other sources of revenue. One of the solutions discussed was increasing the value of membership.