

IGDA Annual Report 2010

A word from the Chair

Dear Members and Friends:

2010 was a tough year for a lot of people in the industry, and the IGDA felt the impact of it just as many of you did. Looking back, I firmly believe that we have emerged from 2010 a much stronger, and better organization than we were before. The changes we made, have better enabled the Board and our staff to focus on doing everything we can to amplify the efforts of all of you, our members and volunteers.



The IGDA's mission is to advance the careers and enhance the lives of game developers. In the last several months, we've begun thinking of this as a single key phrase that embodies all that we strive to do:

Developers helping Developers

Whether it's local chapters hosting meetings, SIGs focusing on their specific interests, or advocacy efforts on Quality of Life, Diversity, Legal Issues and more. All of these actions come down to Developers helping other Developers to do what they do. The game industry is filled with some of the most amazing and talented people in the world, and it is our privilege to help each of you share your talents with your peers.

You did some amazing things this year, and a few of the most significant highlights from 2010 are outlined below. However, this only scratches the surface of what was accomplished, and I would like to thank you personally, and on behalf of the entire IGDA, for everything that you have done. Thank you for sharing your time and energy with your peers, and thank you for continuing to volunteer your time to help improve the industry for everyone in the years ahead.

Sincerely,
Brian Robbins
Chair, IGDA Board of Directors
Founder, Riptide Games
brian@igda.org

2010 Highlights

Global Game Jam

The Global Game Jam continues to grow and is by far the largest and most International program the IGDA does. The latest event held January 28-30, 2011 saw over 7,000 participants in 170 locations create over 1,500 games. This year we worked with ACM to help promote the event to ACM members worldwide. We also had new partnerships with GameSpy, and GameSauce that are helping to provide more visibility to some of the games and teams that came out of the event.



GGJ 2011 Fukuoka, Japan

US Supreme Court Amicus Brief

The IGDA worked with the Academy for Interactive Arts and Sciences to submit an Amicus Brief to the US Supreme Court in support of the Entertainment Merchants Association and the Entertainment Software Association in the SCHWARZENEGGER vs EMA case. The case heard oral arguments on November 2nd and a decision is expected to be issued later this year.

2010 IGDA MVP Awards & Lifetime Achievement Award

The 2010 MVP Recipients were Wendy Despain, Marta Daglow and Heather Chandler. Bob Bates was also recognized as Person of the Year and received an honorary Lifetime Membership in recognition of his service to the IGDA.

Gordon Bellamy Executive Director

Gordon Bellamy was made Executive Director in November, 2010. Gordon was previously chair of the Board of Directors and had served as Interim Executive Director since August. Gordon brings an incredible level of passion and energy to the role and we are excited to have him lead us forward.



Leadership Forum

The IGDA Leadership Forum continues to be the premier event for Production and Leadership education and training. The 2010 event had keynotes by PopCap's John Vehey, WB Games' Laura Fryer and THQ's Danny Bilson.

IGDA Foundation

The IGDA Foundation held its first ever IGDA Foundation Charity Dinner at the close of the Leadership Forum. The dinner featured a detailed interview of Will Wright interviewed about game design by John Romero as part of the ongoing efforts of the Romero Archives to



Will Wright and John Romero at the IGDA Foundation Charity

document the history of game design and designers. The Foundation also continued its support of IGDA Special Interest Groups, granting the Fourth Annual Eric Dybsand Memorial Scholarship for AI Development. This provided the recipient, Gabriel Deyerle, with an all access pass to GDC, a \$250 travel stipend and being an honored guest at the Annual AI Dinner.

Community

Our 81 chapters and 31 SIGs continue to be the primary way most members interact with the IGDA. Chapters represent and support the local game development industry and the SIGs provide the same community and industry development around professional topics of interest. These groups are the heart of our grass roots organization. We are constantly looking for new ways to support and promote them. This past year saw a concerted effort for better networking and communication between leaders through Facebook, email and weekly leadership conference calls.

IGDA Perspectives Newsletter

The IGDA Perspectives newsletter was completely revamped this year primarily through the direction of its Editor in Chief, Beth Aileen Lameman, and Cat Wendt. Sent out monthly via email and posted online, this publication provides IGDA news, and further insight and education about many of the topics covered by our SIGs and Chapters.

Healthy Games Challenge

In May 7 US locations held a 48-hour Healthy Games Challenge Game Jam sponsored by the Games for Health Project and Games Health Research. 22 games were created with the goal to motivate kids to eat better and be more physically active.



Aaah! Condiments! by Sabrina Haskell and David Culyba

Staff Changes

We revised our relationship with Talley Management Company who has provided back office support and staffing for a number of years.

We continue to retain their accounting and meeting planning services, but have hired our own staff to handle the majority of the day-to-day operations. Sheri Rubin is our Operations Manager, Ryan Arndt is our Global Community Manager and Susan La Sky (Sky) is in charge of Business Development.

Simplified Financials and Statistics

Statement of Activities

January - December 2010, 2009, 2008

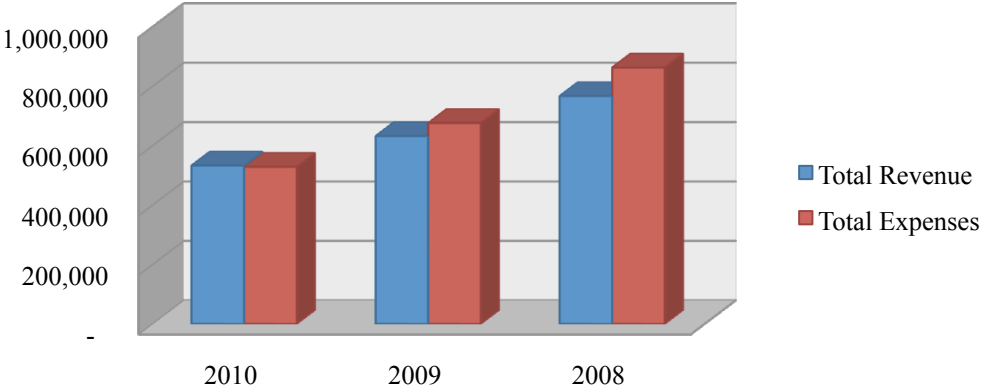
Revenue	2010	2009	2008
Membership, Studio & Partner Dues	\$318,063	\$443,363	\$519,283
Advertising & Sponsorship Revenue	86,957	106,875	131,550
Interest Income	97	371	2,054

Fiscal Agency Income	-	-	403
Loss on sale of office equipment	-	-	-
Miscellaneous	13,667	-	-
Managed Events	115,336	82,689	114,837
Total Revenue	534,120	633,298	768,127
Expenses			
Administrative	101,099	187,072	200,474
Member Programs & Meetings	428,448	490,134	663,860
Total Expenses	529,547	677,206	864,334
Net Surplus/Deficit	\$4,573	\$(43,908)	\$(96,207)

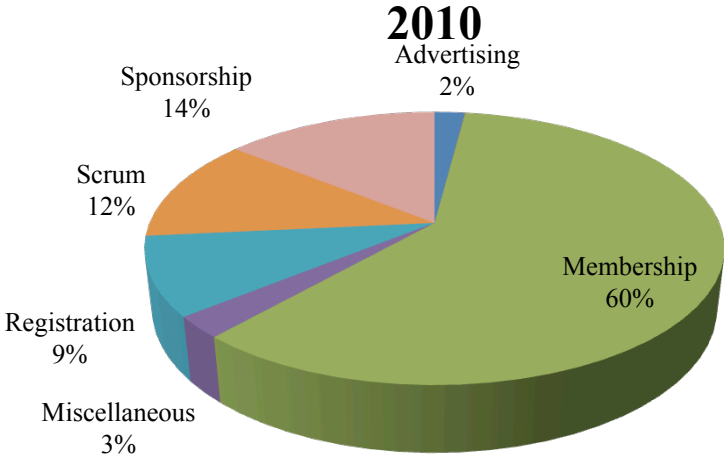
**Statement of Financial Position
As of December 31st 2010, 2009, 2008**

Assets	2010	2009	2008
Current Assets			
Cash	\$63,480	\$107,086	\$245,288
Accounts Receivable	55,318	38,105	23,774
Prepaid Expenses	5,287	11,933	15,785
Deposits		-	-
Total Assets	\$124,085	\$157,124	\$284,847
Liabilities & Net Assets			
Current Liabilities			
Accounts Payable and Accrued Expenses	23,937	\$80,839	\$117,053
Payroll Taxes Payable	-	-	-
Deferred Revenue	239,799	195,351	243,241
Chapter Payables	4,008	29,167	28,878
Total Liabilities	267,744	305,357	389,172
Unrestricted Net Deficit	(143,660)	(148,233)	(104,325)
Total Liabilities & Net Deficit	\$124,085	\$157,124	\$284,847

Revenue over Expenses

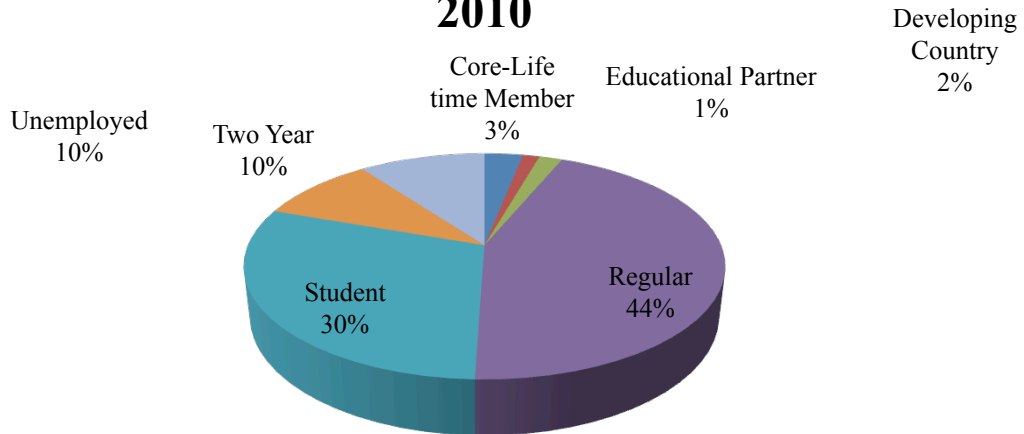


Revenue by Type - Accrual Basis



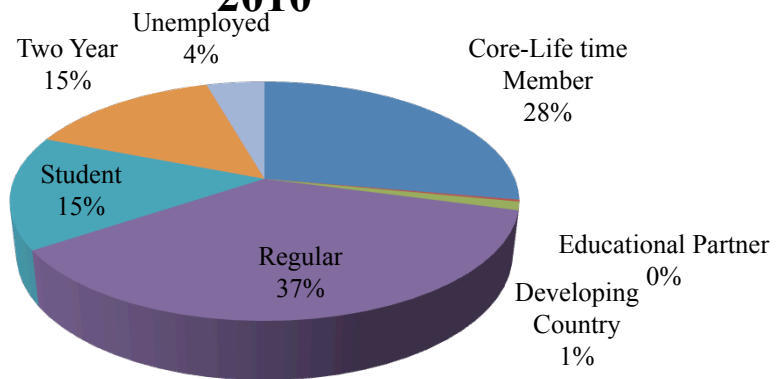
Membership Joins/Renewals by Type

2010

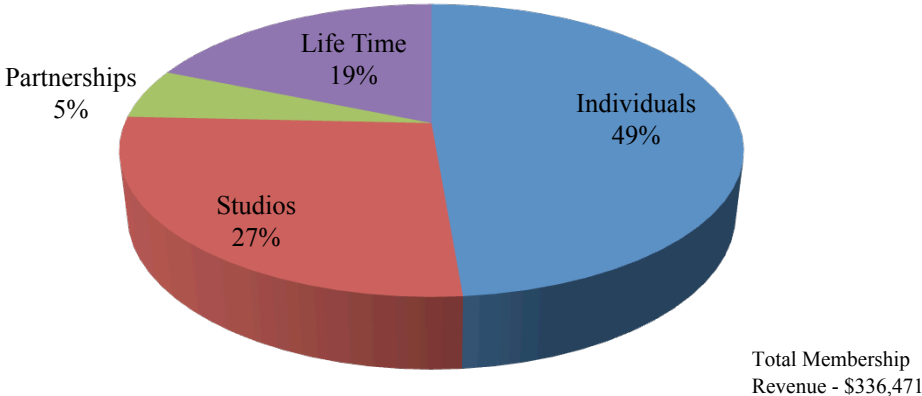


Membership Revenue by Type - Cash Basis

2010



2010 Actual Membership Revenue Cash Basis



Thank You

All of the great work we have done this year would not be possible without the belief of our members, the work of our volunteers, and the support of our partners, affiliates and sponsors. You are the heart of the IGDA, and we cannot thank you enough!