

TC14 Online Meeting June 23, 2014

<http://flashmeeting.e2bn.net/fm/0c48d1-18191>

Officers

Chair: Matthias RAUTERBERG [MR]

Vice-chair: Hyun Seung YANG [HY]

Secretary: Erik VAN DER SPEK [ES]

Participants

Present

Matthias RAUTERBERG [MR] (TC Chair, rep Netherlands)
Helmut HLAVACS [HH] (rep Austria)
David GEERTS [DG] (rep Belgium)
Esteban CLUA [EC] (rep Brazil)
Zlatogor MINCHEV [ZM] (rep Bulgaria)
Rainer MALAKA [RM] (rep Germany)
Artur LUGMAYR [AL] (rep Finland)
Nikitas SGOUROS [NS] (rep Greece)
Mads HAAHR [MH] (rep Ireland)
Letizia JACCHERI [LJ] (rep Norway)
Henry DUH [HD] (rep Singapore)
Erik VAN DER SPEK [ES] (ex-officio Secretary)

Action items

1401 [ES] Convene new TC14 meeting (video conference) to discuss matters of quorum. *[SOLVED]*

1402 [MR] Send the list of identified sections in the Handbook project and section editors that agreed.

1403 [HD] Write a proposal for TC14 endorsement of book series on Gaming, Media and Social Effects.

1404 [MR] Setup draft for the Dagstuhl meeting.

Agenda

- 1) Welcome, approval of Agenda
- 2) Discussion of quorum and future TC14 spring meetings
- 3) Future of ICEC

1. Approval of agenda

After a question by EC, MR explains that there was a lack of quorum in the Spring Meeting in Toronto. No further questions regarding the agenda.

2. Discussion of quorum and future TC14 meetings

MR wanted to propose lowering the quorum request, say 10 or 20% of the voting members present or connected via online. We have 31 members, so 10% would mean 3. RM proposed a quorum of about 30 or 40%; so six, seven, eight people. HH: I think it would be dangerous to limit the quorum

for meetings where people have to be physically present, a quorum is a good idea for an online meeting.

It used to be the case that the spring meeting was held at the conference location, and the autumn meeting at the conference, but this was quite expensive. After a discussion, it was decided that the spring meeting would be held online (at least until traveling budget, e.g. COST was secured), and the autumn meeting at the conference, starting from 2015. A vote was held: 9 for, 0 against. At the end of the meeting, a second discussion on the quorum was held and it was proposed to lower this to 30%, which is currently 10 people. This also received a 9 for, 0 against, vote tally.

3. Future of ICEC

The discussion was not to reach a decision, but as a discussion about the future of ICEC. Following is a transcript of the most important points in the discussion.

Three options were presented to the assembly:

1. Continue with ICEC as is,
2. Stop, or
3. Merge with other conferences.

DG: what is the purpose of the ICEC conference? Is it to have lots of participants (a flagship event), or more a yearly activity? In the second case we can just keep going on with what we have now. Mixing is always a good idea. RM: At less than fifty participants we might as well stop. We have two events in the pipeline, let's see how it goes and think about joining other conferences. MR: When we started as a taskforce we had several main strategic objectives [see also previous minutes –ES], setting up a conference to establish the research field of entertainment computing, primarily for academics; setting up an organizational body; and to have a peer reviewed international journal. The original objectives have been achieved. In this respect there might be no need for the conference from the TC14 point of view.

AL: I think we also have a fourth option. To revise the conference, make new strategic goals and put it in a different shape. Mix with new topics to attract new target communities. We can also join with conferences from our working groups to grow from the inside; e.g. TVX. This would go into the direction of track based conferences. RM: I don't see this will change much. The working groups didn't create workshops, so I can't see them making tracks. AL: I agree but a track could be more lucrative than a workshop, but it would need convincing. MR: The attractive part would be that all the tracks would have their own responsibility for proceedings. EC: But not a lot of working groups are active.

On merging: MR: When we discussed ICEC and ACE to merge a while ago, we had a good proposal for colocation. But each conference had their own budget and registration fee, and the proposal therefore failed. That was the challenging part to resolve, but it could be that other conferences are more receptive. AL: If we join the conferences and 400-500 people come, the registration fee could be increased a bit and it should easily cover the costs for both conferences.

RM: What are the possibilities of joining other IFIP conferences, for instance to have ICEC as a sidetrack for INTERACT. MR: From my understanding of the past that would be difficult, but we could try; that would be one of the avenues for option three. HH: There are also other options like TC3

education, and ICT and society. MR: From IFIP's side they have a world computer congress where TCs are invited to run their own tracks.

The discussion ended with the remark that we should wait for any General Assembly feedback, and that the discussion would continue in Sydney. So far the consensus seemed to be to search for collaboration partners.

New Actions Items

1402 [MR] Send the list of identified sections in the Handbook project and section editors that agreed.

1403 [HD] Write a proposal for TC14 endorsement of book series on Gaming, Media and Social Effects.

1404 [MR] Setup draft for the Dagstuhl meeting.

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WG14.1 Chair	+	+	+	+	-	+	+	+	-	+	-	+	p	-	-	-	-	-	-	-	-	-	-	-	10
WG14.2 Chair	+	-	-	+	+	+	+	+	+	+	-	-	+	p	p	p	-	+	+	-	+	-	-	-	14
WG14.3 Chair	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	-	-	-	20	
WG14.4 Chair				+	+	-	+	-	p	-	p	-	+	p	p	p	+	+	+	+	+	P	-	15	
WG14.5 Chair				+	+	-	+	+	-	-	-	+	+	-	-	-	-	-	-	-	-	-	-	6	
WG14.6 Chair								+	p	-	-	+	+	-	-	-	-	+	-	+	-	-	-	6	
WG14.7 Chair								+	+	p	+	+	+	+	+	+	+	+	-	P	-	-	-	12	
WG14.8 Chair																					+	+	-	2	
	02/1	03/1	03/2	04/1	05/1	06/1	06/2	07/1	07/2	08/1	08/2	09/1	09/2	10/1	10/2	11/1	11/2	12/1	12/2	13/1	13/2	14/1	14/2	Total	

— + representative attended — - representative absent — p proxy— o observer