- **TOP PRIORITIES FOR 2016-2017**

1. Co-organizing or co-curating a part of a games conference
2. Creating a new website
3. Creating a monthly e-newsletter
4. Starting and expanding our social media presence
5. Creating a career hub for ed tech/ed games jobs
6. Continuing to host monthly meetings

Initiative One: Connecting People
Grow and sustain a robust community of developers, educators, policymakers, and researchers, through a series of virtual and in-person meetings, workshops, online dialogues, and other shared activities.

This could include:
*1. Monthly meetings - promoted and led by Karen but all can help!
*2. Webinars - Randall Fujimoto can help - awesome!
*3. Database of members- Started at:
https://docs.google.com/spreadsheets/d/18um4yqG208UB_BfbCfMVYB3rKucJqlMlGBjdxUXzFVU/edit#gid=0
*4. Member "matchmaking" - Karen
5. Listserv and monthly newsletter
*6. Facilitate networking at various games conferences, such as GLS and G4C - maintain a spreadsheet - Started at:
https://docs.google.com/spreadsheets/d/1loFlKPMs62qXSC2nuWivv_7TThNAajPAeCoINl_7dRQ/edit#gid=0
*7. Shared calendar of events that includes meetings, webinars, and conferences

Initiative Two: Thought Leadership
Serve as thought leaders and advocates for the intersection of games and learning, both in classrooms and other contexts (healthcare facilities, after school programs, not-for-profits, corporate sector, government, military), such as through new collaborative projects and grants, or through the use and promotion of our ETC Press series of Learning, Education, and Games books.

This could include:
*1. Grant/funding collaboration matchup - Karen - matching people (see above)
2. Initial grant for establishing a series of workshops/meetups for games and learning - Karen wants to help, [this sounds awesome!-Mark - yay] - Karen will set up a first meeting for interested folks to discuss.
3. Continued books
*4. Whitepapers - David Simkins

*5. Best practices/exemplars - Lee Sheldon (although not sure exactly what this refers to) & David Simkins

Initiative Three: Sharing and Communicating Resources
Promote and share resources related to the design and use of games for learning, such as standards and guidelines, case studies, models and exemplars, and an online database. If they have not yet been created, create them.

1. *Create a website that houses all of our materials - Karen to help, Mark can help
2. *Create a case study database (also part of goal 3) - Karen (using content from LEG books)
3. Create lesson plans - Randall Fujimoto can help
4. *Re-establish Facebook and twitter as a means of sharing information and promoting meetings. Rob Lockhart can help.
5. *Create and maintain a database of funding sources or webpage