DRAFT mission and vision for the LEG SIG (see below for earlier versions):

<u>Who we are:</u>
The Learning Education and Games (LEG) SIG is a community of game developers, designers, educators, policy-makers, and entrepreneurs interested in the intersection of learning and games. This could include issues related to the design, development, distribution, promotion, use, and assessment of games in both formal and informal learning contexts; as well as both commercial off-the-shelf games and games made primarily for educational purposes.

<u>Our vision:</u>
Our vision is to foster an open and accessible community that can share resources and expertise, and collaborate to further the field of games and learning.

<u>Our mission:</u>
In the next five years we hope to:
1. 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.
2. 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 the use and promotion of our ETC Press series of Learning, Education, and Games books.
3. Create, 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.

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The above document follows our first steering committee meeting on April 26, 2016 via Slack (David Simkins, Matthew Nolin, Mark Chen, Karen Schrier).

Example structure

Vision:
Short statement of our ideal future role of the group.

Mission:
Short statement of our goals based on our current state.

Initiative 1:
Longer description stating the initiative and then breaking the paths down into actionable parts.

Initiative 2:
Same

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Brainstormed one:
"Provide avenues for connecting developers, educators and researchers through meetings at conferences, collaborative projects through publishers, and online collaborative spaces"

Original one on the website, as of April 2016:
Our mission is to provide a space for developers, educators and researchers to come together and move games and learning forward.

Original ones in our charter, as of April 2016:

> Mission: The Learning Education and Games SIG is a community of game developers, educators, publisher and entrepreneurs all focused on the intersection of learning and games in formal and informal environments. We are interested in all matters related to the design, development, distribution, promotion, use, and assessment of games that are created to teach concepts and skills in both formal and informal contexts. The SIG has a similar interest in the educational uses of games originally created for the entertainment marketplaces in the same contexts as described above.Our goal is to bring this disparate but passionate community together to further the field.
> (edited)

> ..VIsion: In the next five years the SIG will lead the field in defining guidelines or standards for evaluation, playability and polish of, and business and distribution models for, games used for learning and education in formal and informal contexts. It will become a premier advocate for greater use of games in the classroom, in educational games.

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FOR REVIEW:
Other missions:

MISSION STATEMENT
The mission of the Cohoes City School District, a partnership of schools, parents and the community, is to prepare its students for success in tomorrow's world.

8:22

VISION
The Cohoes City School District strives to be one of the highest achieving school districts in the Greater Capital Region.
The Board recognizes that while the vision is intended to be a long-range statement of the ideal future for the district, it still requires continual evaluation. Accordingly, the Board will review the vision statement annually in developing the district's annual goals.

GBL-NYC
A community for educators who want to engage their students, who use games in the class, or who want to start; a place for game designers and developers to meet and learn from one another tips and strategies for making games that effectively teach; a place where "serious games," "alternate reality games," and "gamification" might fit in the same sentence with "edtech," "curriculum" or "Common Core Standards." NYC's #1 group for people who concern themselves with the overlap of learning, design, and fun. @Play2LearnNYC