To: The General Assembly of the Graduate and Professional Student Assembly, Graduate Student Center, President Elizabeth Magill

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RE: Amendment to GAPSA's 2022/2023 budget to reallocate $40,000 from Reserve to the Graduate Student Center to provide a one-time donation to support the creation of the Grad Center's game room, along with other initiatives and to amend GAPSA's constitution (Article VIII: Budget and Finance Section A) to codify a $30,000 annual contribution to the Center which shall increase at a rate, in percentage terms, equal to that of the GAPSA budget as a whole, to support a host of initiatives that will materially benefit the lives of graduate and professional students.

ABSTRACT:
The Graduate and Professional Student Assembly (GAPSA) should commit to reallocating $40,000 from the 2022/2023 budget reserves to Graduate Student Center (budget line 7.6) to support the creation of a Game room on the third floor of the Grad Center, per Article VIII.A.3 of the GAPSA Constitution, and codify a $30,000 annual contribution to the Grad Center, increasing at an annual rate equal to GAPSA's own budget, to support initiatives that would improve students’ quality of life. The Grad Center will install appropriate signage/recognition of the contribution consistent with institutional guidelines.

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WHEREAS, The Graduate and Professional Student Assembly (GAPSA) is charged with representing all graduate and professional students enrolled at the University of Pennsylvania; and

WHEREAS, The Graduate Student Center (“Grad Center”) provides a centrally-located space for 16,000 graduate students to relax, eat lunch, and connect with other graduate and professional students from across the university; and

WHEREAS, The Grad Center provides a central gathering and study space for students, the Center holds hundreds of events each year designed to help students gain the skills, experiences, and community they need for a truly successful graduate experience; and

WHEREAS, GAPSA helped establish and initially fund the Grad Center and provides an ongoing yearly commitment to the Grad Center to help in a variety of programming and initiatives;

WHEREAS, GAPSA has a vested interest in the success of the Grad Center, and developing initiatives and programs with the Grad Center is for the betterment of the graduate student population; and
WHEREAS, GAPSA, particularly through GAPSA Programming, has a similar goal to the Grad Center in aiming to cultivate events and spaces that bring together students across the twelve graduate schools; and

WHEREAS, The creation of a Game Room with video/board games, comfortable furniture, and a host of stored capital goods for communal activities would be a long-term investment in bringing closer together GAPSA and Grad Center and promoting connectivity and wellness among the graduate student population; and

WHEREAS, The creation of the Game Room would be a form of long-term sustainable programming for GAPSA, and a source of significant cost savings (by lowering the frequency of other game-related nights that have been currently outsourced to outside vendors); and

WHEREAS, The Game Room (and the capital goods purchased as part of the initiative) could be loaned out, providing the infrastructure for more informal gatherings and larger events (including game nights, happy hours, etc.); and

WHEREAS, The Game Room (and the capital goods purchased as part of the initiative) will help further develop the Graduate Student Center as the primary space for graduate students to gather in a University that often lacks student lounge areas in school-specific buildings; and

WHEREAS, The creation of the Game Room will be an ongoing, long-term investment into the Grad Center that will benefit generations of graduate students to come; and

WHEREAS, GAPSA should prioritize creating and promoting more free and accessible programming that would allow students, regardless of their economic background, to participate; and

WHEREAS, Partnering with the Grad Center, through the creation of the Center’s Game Room and our annual contribution, will help increase the amount of free and accessible programming for graduate and professional students; and

WHEREAS, The creation of the Game Room would be an opportunity to demonstrate GAPSA’s dedication to the graduate student population, Grad Center, and fiscally responsible long-term projects and would encourage the University to find a permanent place for GAPSA at the Grad Center; and

RESOLVED, GAPSA shall amend its 2022/2023 budget by reallocating $40,000 from Reserves to the Graduate Student Center (budget line 7.6) to provide a one-time donation to support the creation of the Center’s Game Room, along with other applicable initiatives, and to amend GAPSA’s constitution’s Article VIII: Budget and Finance Section A to insert: “9. The Graduate Student Center shall be guaranteed an appropriation in the sum of no less than thirty thousand dollars in FY24. a) The amount of funds appropriated to the Graduate Student Center shall increase at a rate, in percentage terms, equal to that of the GAPSA budget as a whole to support a host of programming and initiatives that will materially benefit the lives of graduate and professional students.”; and

RESOLVED, The Grad Center begins implementation this summer (and at a timeline most reasonable), provides an annual utilization update to GA, and maintains communication with GAPSA as they plan and take steps to convert the existing Grad Center space; and
RESOLVED, Grad Center, at their discretion, shall commemorate GAPSA’s contribution and use reasonable discretion in appropriately crediting the GAPSA on any projects the one-time and annual contributions are used towards.

[END]