

GDC 2017

Application Information

The School of Interactive Games and Media is sponsoring 13 IGM students to attend the Game Developer's Conference in

San Francisco February 28-March 3, 2017!

If you have at least 3rd year status and have not gone on an IGM sponsored GDC trip, you can apply. You must also be a full time student this spring semester.

Option 1, up to 8 students (undergrads or grads)

IGM will provide the following:

- Flight from Rochester to San Francisco on 2/28
- Transportation from airport to hotel on 2/28
- Hotel (3 nights)
- Expo Pass
- Transportation to airport from hotel on 3/3
- Return flight from San Francisco to Rochester on 3/3

Students will leave the morning of February 28, 2017 to fly to San Francisco and returning on the evening of March 3, 2017 to Rochester. Students will stay at the hotel for three nights. All students who apply and are selected *must* fly with the group from Rochester and return to Rochester with no exceptions.

Option 2, up to 5 students (grads only)

IGM will provide the following:

- Transportation from Rochester to Chicago TBD
- Train Jam from Chicago to San Francisco
- Hotel starting Tuesday on 2/28
- Expo Pass
- Return flight from San Francisco to Rochester on 3/3

Students will leave from Rochester by train to travel to Chicago to get on the Train Jam, Hotel arrangements that are covered by RIT begin on Tuesday, February 28th . Students must make their own arrangements until Tuesday, February 28th . Students must fly back with the group on Friday, March 3rd with no exceptions.

Additional Details

- Students will be responsible for all food.
- If IGM has sponsored your trip in the past, you may not apply.
- Students will be given the opportunity to take part in discussions, network with professionals, and see many aspects of the industry firsthand.
- All applications are due back by October 14th at 11:00am. You will be notified by October 28th if you have been selected to present your portfolio piece .
- If your application is selected you will be required to present your portfolio piece to a panel of faculty for review on Saturday, November 12th. You will be contacted with more information if you have been selected.

Attendee Requirements

- Students will attend a training session prior to going to GDC.
- Students need to keep a daily log of communications they have at the conference.
- Students will attend a playtesting session on February 28th in San Francisco
- Students will present their experiences upon returning from GDC at dates TBD.
- Students will be required to wear an IGM t-shirt or sweatshirt while on the Expo floor.

Application Qualifications

- At least 3rd year status and have not gone on an IGM sponsored GDC trip.
- You must be a full time student this spring semester.
- 3.2 Cumulative GPA

GDC 2017, San Francisco, CA

Application, due by 11:00am, 10/14/16

Fill in the following information:

Name:

E-mail Address:

Expected graduation:

Major:

Graduate or Undergraduate Student and year in program:

Cumulative GPA:

Indicate which option you are applying for (1 or 2):

Portfolio website (Behance, web, Github, etc.):

Linkedin account:

Resume:

Include a hardcopy of your current resume.

Application:

Drop off your application to the IGM Main Office, GOL 2145 by 11:00am on October 14th, 2016. Please direct any questions regarding the application to Beth Livecchi at bmlpsn@rit.edu.

Applicant Presentation Day:

You will be required to present your portfolio piece to a panel of faculty for review. Presentations will be on Saturday, November 12th. Please indicate your availability, if you are available during both time frames, check both. You will be contacted with more information if you have been selected.

9-11:30am ____

12:00-3pm ____