Opportunities.....

Space Jam Game Jam
The RIT Game Developers Club will be hosting the Space Jam Game Jam
Friday, November 21, 2014 at 5:00 PM - Sunday, November 23, 2014 at 6:00 PM
Registration at: goo.gl/pSM4YY

IGME 580 Production Studios for Spring 2145
Section 01: Professor Jacobs
Steampunk Rochester Alternate History Game(s). This class is part of a year-long effort across four classes. In the Fall semester two liberal arts classes, English 543: Game-based Fiction Workshop and Fine Arts 377: Imag(in)ing Rochester have worked together to create a map and a collection of people, places, things and "speculative history" bits as a kind of beginning RPG Source Book. They'll be doing some written fiction using these sets of information as a base.
The current collection can be found on a wiki at http://steampunkrochester.wikispaces.com/Steampunk+Rochester
The goal of this production studio Spring semester will be to use this student-created collection of characters, places and objects will be used as background and resources for game development. The class might focus on one large RPG or we might look at doing several different games based on the capabilities and interests of the students in the class and professorial assessment of same. We will partner with Shaun Foster's 3D Design students who will create digital assets for use in the game(s) that will need them.
All the research and writing for the first semester has been released on the web under a Creative Commons Attribution Non-Commercial 3.0 License. The models and the game(s) created this Spring semester will also be released under that license. For questions about this class, feel free to email Professor Jacobs at sj@mail.rit.edu

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Section 02: Professor Goodman
Global Literacy Project @ IGM – Developing games to help children learn to read
In the spring, we will develop games to help children (5-7 years old) learn skills necessary to read as part of our involvement in the Global Literacy Project (see below – watch the short video). Each group in the studio will propose their own game that
meets a set of specifications for the games. We will leverage best practices from research (developmental psychology as well as cognitive and neuroscience) on teaching children to read and development of educational games. Game proposals will be reviewed and given a green light by one of our collaborators in the Global Literacy Project, Dr. Maryanne Wolf (Tufts University), Dr. Tinsley Galyean (MIT Media Lab) and/or Dr. Stephanie Gottwald (Tufts University). They will skype in from time to time to provide critique and guidance. All games that we develop will be open sourced but this is a very high visibility project and your work, especially if it is included in the tablet distribution, will be an excellent inclusion in your portfolio.

The Global Literacy Collaborative is a consortium of academic and community institutions coming together to address the global challenge of illiteracy. We’re combining what we know about reading with what we are discovering about how to engage children’s learning through new forms of technology. (http://globallit.org/).

RIT through IGM/MAGIC has joined the GLP effort as a content developer. Working with colleagues at the MIT Media Lab, Tufts University Center for Reading and Language Research, Georgia State University Dept. of Psychology and the Dalai Llama Center for Ethics and Transformative Values at MIT, we will make games that help children learn to read in areas where literacy rates are close to zero and where there are often no schools or schools with very limited resources. The project will take advantage of “child-directed learning” where collaboration in groups of children helping one another has resulted in surprising learning outcomes.

Links:
Project’s web site: http://globallit.org/
A talk at the 2014 Sandbox Summit by Tinsley Galyean, Ph.D. and Stephanie Gottwald, Ph.D on the project: https://www.youtube.com/watch?v=1Z6jpCDphUY&list=PLCcWgJBwb1jrHionzwq_REsAWq4HK8o-
For more information, please contact Professor Goodman gigdfp@rit.edu.

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Section 03: Professor Maier. In this section, students will develop their projects in class. Consider your instructor as a “studio head” who manages product development across multiple teams—you (and/or your team) will pitch an appropriately scoped project. If you arrive with a project already “in progress,” you will likely have less to pitch.

Even if you don’t have a specific project, please feel free to take the class, as many teams may need extra help—you can even ask the instructor for project suggestions. For more information, please contact Professor Maire at swmigm@rit.edu.

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Section 04: Professor Simkins
RPG Development
This production studio offers an opportunity to work on the development of role playing games and the technology behind them. I (David Simkins) will consider one of three broad options. The first is in preparation for a grant proposal and will involve work on a set of face-to-face (non-digital) live action and tabletop role playing scenarios to enhance soft skills and civic engagement. These should be fun, engaging games for players who want to tackle serious issues in their role play. The second is to work on a set of digital tools that support online and face to face role play. For example, I am interested in supporting the development of Driftwood, an open source project initiated by RIT Professor Cody Van de Mark and IT masters student Ryan Burst. The third option is to form a group and pitch a role-play project idea of your own. I will be involved in all three options, but will be directing either of the first two. Those pitching the third option should expect to take a greater role in directing, scoping, and managing their project. If you intend to propose under option 3, you may do this before fall term is over if you are concerned with your idea not being accepted. To pitch an idea or for more information please contact David Simkins at dwsigm@rit.edu.

Section 05: Professor Phelps
Students in this section will work on a research project assigned by Professor Phelps.

**QA/Tester for A.V.**

The position would require around 15 hours per week and semi flexible schedule.

Background Requirements:
- Beginner-Intermediate Experience with Unity 3D and C#
- Great attention to detail
- Self motivated

Bonus: Previous QA Experience
Email Preston Johnson at ppj4700@rit.edu if you are interested.

**ID Tech Camps – summer opportunity**

**Who we are:** iD Tech Camps is the World's #1 summer technology program for ages 7-18. We offer weeklong, day and overnight courses in video game design, web design, iPhone, iPad and Android Apps, programming, robotics, digital video editing and more at 60 over prestigious universities across the country. Our curriculum is designed for beginning through advanced learners, allowing students to move along at their own pace with customized lessons. This is not school! This is summer camp! We guarantee a maximum of just 8 students per instructor. Students are challenged to stretch their creativity while gaining new tech skills.

**Where we are:** We're practically everywhere. Name a state.
Who we're looking for: Students who know a thing or two about computers: game designers, C++/Java programmers, iPhone/iPad programmers, web designers, people who really love Minecraft. We need to fill a lot of courses!

What's in it for you? What if you could get paid to do something fun AND bulk up your resume with applicable skills? Here are the top reasons you should spend the summer with us:

We only accept online applications so, while you're here browsing the internet, why not take the first step to a great summer? Apply http://www.idtech.com/employment

Video Games Live comes to Rochester!
The RIT Center for MAGIC is pleased to provide promotional support to the Rochester Philharmonic Orchestra to present Video Games Live at Kodak Hall at the Eastman Theatre on Friday, November 21 at 8:00 PM. This support includes a 20% discount for members of the RIT community.

Tickets are available at: http://www.rpo.org/p_1874/?cal=1 Please use the code RITMAGIC at checkout.
For more information about the show, including the opportunity to create the set list, please visit the Facebook page for the event at: http://ow.ly/BhIrK
Additional questions regarding the show should be directed to the Eastman Theatre Box Office at 585.454.2100.

Microsoft College Scholarship Program
Microsoft awards college tuition scholarships each year to encourage students to pursue studies in Computer Science and related STEM disciplines. Scholarships are awarded in full or partial amounts for use toward the 2015-2016 academic year. For more information, please visit http://aka.ms/microsoftscholarship. Application can be found at http://aka.ms/scholarshipapplication.

The IGDA Scholarship Program <http://scholars.igda.org/>>
The IGDA Scholarship Program is a 13 year old program that kick-starts careers of the best and brightest students entering the games industry. This program awards scholarships to select individuals who apply. Here's the full list of what award winners receive:

*Conference Passes*: All access passes to GDC, GDCE, Gamescom, E3, TGS, and CEDEC

*Mentorship*: A veteran, industry mentor is assigned to scholarship recipients based on the field of their study. This mentor meets with them during the conference, helps them network, and maintains a relationship with the student throughout his or her career.

*Studio tours*: This year students toured DoubleFine, 3 Rings, DICE LA, Insomniac Games, and Gree.
*Booth Tours*: This is usually specific to E3 and Gamescom. As part of this students get to play games and meet with developers there. This year students sat down one on one with designers from Ubisoft, attended a Destiny after hours event, met with Disney, sat down with Oculus after hours and more.

*Q&A Sessions*: We invite them to speak to veterans in private sessions. A few of the ones from 2014 included Brian Fargo (*Fallout*, *Wasteland*, *Wasteland 2*), Don Daglow (Intellivision, *Utopia*, *Neverwinter Nights*), John Romero (*Doom*, *Ravenwood Fair*, *Red Faction*), and Jenova Chen (ThatGameCompany, *Journey*, *Flow*, *Flower*).

Applications for GDC 2015 are due the 2nd of December! Visit: http://scholars.igda.org/how-to-apply/ to apply.

For general information visit scholars.igda.org! And follow us on Twitter @IGDA_scholars


**Introducing Blippar!**
Tuesday, November 18th 6-7pm, MAGIC Center
Hear from Luc Michalski and RIT alumna Cheena Jain of BLIPPAR, give an exciting talk on augmented reality—the future of branded engagement. They will also be collecting resumes—they have co-op and full-time opportunities available. Food will be provided.

**Rochester Philharmonic Orchestra**
We are pleased to provide promotional support to the Rochester Philharmonic Orchestra as they present Video Games Live at Kodak Hall at the Eastman Theatre on Friday, November 21 at 8:00pm. This support includes 20% discount for members of the RIT community! This discount has been extended and will be available until November 16. To buy tickets please visit: http://www.rpo.org/p_1874/ and use the code RITMAGIC at checkout!

**RIT Job Zone**
Check out opportunities on Job Zone for Second Avenue Learning, SeeClickFix and Broken Myth Studios

**Portfolio pieces for website**
If you have portfolio pieces that we can use on the IGM website please contact Beth Livecchi at bmlpsn@rit.edu.
Room Reservations
All IGM students or student groups/clubs must go through Jill Bray to make a room reservation. In GCCIS, please do not go through the Dean’s Office. Jill can be reached at jcbics@rit.edu or Room 2161.

Academic Advising…..

To all IGM students taking (or who will take) IGME 101, 102, 105, 106, 201, and 202.

As of Spring 2015 enrollment, IGME-102, IGME-106, IGME-201, and IGME-202 have grade pre-requisites, which SIS shows (you need to set it to "Spring"). If you get a D or lower in a course that is a pre-req to one of those courses, you must retake the pre-req course. Here are the complete grade pre-reqs:

If you earn a grade of D or lower in IGME-101, you cannot take IGME-102.
If you earn a grade of D or lower in IGME-102, you cannot take IGME-201.
If you earn a grade of D or lower in IGME-105, you cannot take IGME-106.
If you earn a grade of D or lower in IGME-106, you cannot take IGME-202.
If you earn a grade of D or lower in IGME-102, you cannot take IGME-202.
If you earn a grade of D or lower in IGME-201, you cannot take IGME-202.

The pre-reqs for IGME-202 are IGME-106, IGME-201 and MATH-185.

Please check with your academic advisor if you have any questions.

Did you enter RIT this fall semester?
All students who entered into RIT this year are required to attend a meeting with their advisor during fall semester. In this meeting we will discuss future course enrollment and other IGM resources. To schedule this meeting you must stop by or call the IGM office at 585-475-7453. It is imperative that you attend as there is a hold on your account that will prevent for you from enrolling in spring semester classes. This hold can only be removed by attending this meeting with your academic advisor. Please e-mail your advisor if you have any questions.
**Fall Semester Walk-in Advising Hours:** Monday – Thursday from 1pm – 3pm and Fridays from 10am – 12pm in the IGM Office (Golisano 2145).

**IGM Advising Appointments:** Students may also schedule an appointment with an advisor. To schedule, students should call the office at 585-475-7453 or stop in the main office during regular business hours. Undergraduate students are assigned an academic based on their academic program, last name, and entry year.

**Game Design & Development:**
Last names A-K and all Honors Students: Amanda Scheerbaum (absrla@rit.edu)
Last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

**New Media Interactive Development:**
All NMID students who entered in 2013 and beyond: Betty Hillman (echics@rit.edu)
Students who entered in Fall 2012 and prior, last names A-K and Honors students: Amanda Scheerbaum (absrla@rit.edu)
Students who entered in Fall 2012 and prior, last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

**Social Media**
Please remember to stay in touch with the latest and greatest School news
- Facebook: School of Interactive Games and Media
- Twitter: @IGMRIT
- Foursquare: School of Interactive Games and Media
- There are also 2 student created and moderated discussion groups: Game Design and Development and New Media Interactive Development on Facebook
- IGM Student Wiki: [https://wiki.rit.edu/display/IGMguide/Home](https://wiki.rit.edu/display/IGMguide/Home)

**Key Players in IGM**
Jessica Bayliss – Graduate Coordinator
Jill Bray – Administrative Assistant to the Director
Tona Henderson – Director
Betty Hillman – Sr. Academic Advisor
Ed Huyer – Lab Manager
Beth Livecchi – Operations Manager
Amanda Scheerbaum – Sr. Academic Advisor
Kathleen Schreier – Sr. Academic Advisor
David Schwartz – Undergraduate Coordinator
Ann Warren – Lab Manager
Chad Weeden – Assistant Director
Shameelah Wilson – Sr. Staff Assistant
Feedback Welcomed
Your constructive feedback is always welcomed! Please feel free to respond to this email with any questions or concerns.