August 23, 2016

Welcome back, we hope the first week of classes is going well for you!

IGM Academic Advising.....

New Walk in Advising Hours for Fall Semester
Our walk in hours for fall have changed! You can see an advisor during the following times:
Mondays: 1pm – 3pm
Tuesdays: 2pm – 4pm
Wednesdays: 1pm – 3pm
Thursdays: 2pm – 4pm
Fridays: 10am – 12pm

New Process for Scheduling Appointments with your Advisor
All students can now schedule appointments with their advisor using Starfish Connect. To access Starfish Connect, log in to SIS or MyCourses and click the symbol: Then, click “My Success Network”, then “Schedule Appointment” link under your advisor’s name. You can sign up for an available time that works for you!

*Keep in mind that you can only schedule an appointment with your specific advisor.

Add/Drop Deadline
Students can add and drop classes without penalty until 11:55pm on Monday, August 29. Remember, a course may appear to be open but might have seats reserved. It is not advised to wait until the last day to drop a class in case you have issues and/or our office is closed for the day. The first day to withdraw from a class and receive a grade of “W” is Tuesday, August 30.
**Game Design & Development:**

Last names A-K: 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: Amanda Scheerbaum (absrla@rit.edu)

Students who entered in Fall 2012 and prior, last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

**Professor Tony Jefferson is now the IGM Undergraduate Coordinator**

Professor Jefferson took on the role of the IGM Undergraduate Coordinator this summer, a role previously filled by Professor David Schwartz. Professor Jefferson will now be the go-to person for independent study and co-op approvals and undergraduate curriculum questions. Welcome, Tony!

**Opportunities....**

**eSports**

With the rise of collegiate eSports, RIT is RIGHT THERE with the best. The School of Interactive Games and Media embraced the 2014 award of the "geekiest college" from ThinkGeek as a badge of honor. In collaboration with RIT - B. Thomas Golisano College of Computing and Information Sciences, Electronic Gaming Society at RIT, and RIT Intramurals we have initiated our first formal eSports league this fall for Heroes of the Storm!

New players and casual groups of friends are encouraged to sign up as this is a good way to socialize with other gamers and just have fun! Sign ups are open today!  
[http://tinyurl.com/zzl77zz](http://tinyurl.com/zzl77zz)
GDC 2017 – Applications are Coming

Once again, IGM will be sponsoring undergraduate and graduate students to attend the Game Developers Conference (GDC) from Tuesday, February 28th - Friday, March 3rd. Applications will be available in mid-September.

Elective for fall

GDD Students

Are you looking still looking for an elective for the fall?

Interested in building a 3D Molecule Visualization Game with Software Engineering students as part of a SE senior project?

The goal of this project is to create a 3-D animated computer game that places the student in the “World of Molecules”.

Within this world, the student can visualize the actual 3-D shape of the molecules, manipulate the molecules within this space, and watch the molecules behave within this space.

For more info, contact Professor Vallino at J.Vallino@se.rit.edu

Part –time student workers needed

The School of IGM is looking for part time student worker(s) to assist with the following: PC Repair and Maintenance, Imaging, Hardware Diagnosis, Scripting, Software Testing and Web Development (php/mysql). If you are interested in working for us, please send your resume to ann.warren@rit.edu.

Hack, Slash & Backstab presentation

9/28 @ 6:00PM: Hack, Slash & Backstab Post-mortem presentation* (dinner will be provided). This is our opportunity to share with what have learned a lot about the process of making, producing and publishing a game that we would like to share with you-the good, the bad and the ugly! RSVP here so I can ensure that we have enough
food for everyone.  http://www.eventbrite.com/e/hack-slash-backstab-post-mortem-tickets-27217607597 (yes, this is for students!)

*We will be launching Hack, Slash & Backstab on Xbox and Steam at Noon on August 31-more on that in a forthcoming email. Lots of little bits that we are still trying to pull together for this—we will be all over social media in particular.

Our speaker series will resume this year on September 16 at 1:00PM and will feature our good friends from a Troy, New York studio, Vicarious Visions! Clive Burdon will be talking specifically about the role of a producer and the production process (are you sensing a theme yet)? More information here: https://www.facebook.com/events/672339546263188/ Again, please encourage your students to join us for this talk AND a reception that we will be hosting the evening before from 5:00-6:30PM. Both events will take place in Student Innovation Hall. Vicarious Visions’ visit to RIT is co-sponsored by the School of Interactive Games and Media, Women in Computing and the Office of Career Services and Cooperative Education.

Finally, as the leaders of the NYS-designated digital gaming hub at RIT, we will be hosting and sponsoring The Legend of Zelda at the RPO on November 11. http://www.rpo.org/p_2156/?cal=3 I am in the process of securing a “discount code” for students, so if you are interested in attending, please hold off on purchasing your tickets until I have that code to share with you. I am hoping to have it next week as the print mailer for the full season is at the printer now and expected to go out next week.

**Hackathon – 9/17**

On September 17, we will unite for the 7th time, technologists, entrepreneurs, makers, developers, designers and other citizens in celebrating our Software Freedom with a hackathon. Please join us! https://www.eventbrite.com/e/7th-annual-software-freedom-day-rochester-2016-tickets-27201333922

**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.

**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

**Key Players in IGM**

Jessica Bayliss – Associate Director
Jill Bray – Administrative Assistant to the Director
Betty Hillman – Academic Advisor
Ed Huyer – Lab Manager
Tony Jefferson – Undergraduate Program Coordinator
Beth Livecchi – Operations Manager
Amanda Scheerbaum – Sr. Academic Advisor
Kathleen Schreier Rudgers – Sr. Academic Advisor
David Schwartz – Director
Shameelah Thomas – Sr. Staff Assistant
Ann Warren – Lab Manager
Chad Weeden – Assistant Director

**Office of Career Services and Cooperative Education Contacts**

www.rit.edu/co-op/careers

Annette Stewart, aksoce@rit.edu, 585-475-5466

Lisa Monette, la moce@rit.edu, 585-475-7413

**Feedback Welcomed**

Your constructive feedback is always welcomed! Please feel free to respond to this email with any questions or concerns.