September 15, 2016

IGM Academic Advising.....

Did you enter RIT this fall semester? Schedule your First Year Advising Meeting!

All students who entered into RIT this year are required to attend a meeting with their advisor during fall semester. The goal of this meeting is to start building the advisor advisee relationship and provide information regarding important resources. Incoming students can schedule this meeting via Starfish Connect. It is imperative that incoming students attend this meeting as there is a hold on all incoming student accounts that will prevent them 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.

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.

Game Design & Development:

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

Opportunities....

Goliisano building Closure this Sunday!
Lots of buildings are closing down early on Sunday night! The IGM Labs will close at 7:30pm. Please plan accordingly for homework and assignments!

GDC 2017 - Applications are available
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 are available in the main office or on the website https://www.rit.edu/gccis/igm/news/2017-game-developers-conference

“Greatness Awaits” you this summer as a PlayStation Intern!
Hear from Mark Buchighani, Senior Engineering Manager at Sony Santa Monica Studio, as he talks about opportunities through PlayStation University.

Friday, September 16
6:00pm-7:00pm
GCCIS, Room 1400

MAGIC Speaker Series
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.

**Need Assistance Preparing for an Interview?**

Join Michelle Paul from DATTO and Career Services for tips and techniques for a successful interview.

**Thursday, September 15th**

**6-7 pm**

**Carlson, Bldg76**

**Room 1125**

Presented by the Office of Career Services and Cooperative Education

For more information find us @ www.rit.edu/careerevents

Interpreting Services: Unless otherwise noted, students are responsible for requesting interpreting services. To submit requests go to [http://myaccess.rit.edu](http://myaccess.rit.edu)
Do you have an interest in game design? Learn about the European game industry and gain a new perspective on game design by studying abroad in Germany this summer!

Game Design & Development
RIT Faculty-Led Study Abroad Program to Paderborn, Germany

Travel Dates: May 28 – June 10, 2017
Term: Summer
Credits: 3
This program will introduce students to the European Game Industry. Students will enroll in a spring semester course led by Stephen Jacobs that will meet a few times in the spring and will culminate in a 2-week study program to Paderborn, Germany from May 28-June 10, 2017.

Highlights:
• Attend class in the game program at the University of Paderborn.
• Participate in a game jam over several days.
• Tour the Nixdorf Museum, the largest museum of computing in the world.
• Visit game studios in Berlin and other German cities as time and schedule allow.

Program is open to all majors who have a minimum of a two-course concentration in content creation (graphics, animation, audio, etc), computer programming and/or web development and a strong interest in game design. All applicants will be required to submit a portfolio of work in your field and participate in an interview with the faculty-director.

Next Steps:
1) Contact faculty director Stephen Jacobs at sxjics@rit.edu or (585) 475-7803 to let him know that you are interested in the program.
2) Click here to start an application in the study abroad Compass database.
A budget worksheet outlining costs of the program can be obtained by contacting the faculty director at sxjics@rit.edu or Study Abroad office at global@rit.edu

Games & Tourism in Dubrovnik, Spring 2017

• Take two game design courses at RIT Croatia in Dubrovnik from Dr. Elizabeth Lawley, professor of Interactive Games & Media
• Students in all majors are welcome to participate (must have 2nd year status; pre-req of Intro to Game Design required)
• Field trips throughout the Balkan region

Application Deadline: November 1, 2016
Learn more at: gamesandtourism.com/rit/
For more information contact faculty director, Dr. Elizabeth Lawley, at eliabeth.lawley@rit.edu

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

IMLeagues
imleagues.com

Mock Interview Day, Friday 9/23 to prepare for Career Day
FIRST COME, FIRST SERVE BASIS SO SIGN UP EARLY!!!

M O C K I N T E R V I E W D A Y is Friday, September 23, 2016 from 9:00 - 4:00 pm. YOU MUST SIGN UP TO PARTICIPATE!

REGISTRATION NOW OPEN!
Here is how to Sign-Up! (Limited spots- first come first serve basis)

2. Upload current resume under Documents tab (this is the resume interviewers will receive).

3. Select the Jobs tab/RIT JobZone Jobs and search for ‘Mock Interviews’

4. **BE SURE** to select the **FULLTIME/CO-OP Mock Interview - Undergraduate Students in Computing**

5. Select Apply

The **DEADLINE** to apply is **Monday, September 19th**!

Questions? Please call the Career Services Office at 585-475-2301. Thanks!

**Opportunity at Microsoft**

[https://careers.microsoft.com/students/explore](https://careers.microsoft.com/students/explore)

**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](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 jcibcis@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, lamoce@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.