12.10.14

Classes end today, reading day tomorrow and exams begin Friday.

Good luck to all of you with you final exams!!

Opportunities.....

We have added additional sections of IGME 230, IGME 209, IGME 220 and IGME 590 (Level Design and Advanced 3D Modeling). If you need any help with your schedule, please contact your advisor. Please check SIS for class times and additional sections.

**IGM is seeking GDD seniors to team up with New Media Team Project and Adobe.**

This year’s New Media Team Project -- IGME-588, the New Media senior project course -- is being sponsored by Adobe, with the help of the MAGIC center. We’re very excited about this opportunity to work with Adobe’s R&D experts and to meet their challenge of envisioning the future of location-based interactions. You’ll work with designers (from New Media Design BFA) and other developers in a full project cycle: from focusing on a topic and envisioning a solution, through developing a working prototype. All team projects will be exhibited at this year’s ImagineRIT. You’ll end up with a high-quality portfolio piece and a realistic chance to have your work featured internationally by Adobe.

The teams have already been formed, but we still need a few more developers. If you’re in GDD and are interested in web, mobile, innovative interaction styles, location-based computing and/or leveraging data from social media, this is a fantastic opportunity!

Note: these Team Project developer positions are only open to GDD students -- 4th year preferred, 3rd year considered. This course counts as an advanced elective.

If you are interested, or have any questions, contact Nancy Doubleday, nrdics@rit.edu.
**IGM study session**

There will be a student-led study session on Thursday, December 11th from 12-4pm in 70-2435. Stop by anytime!

Study session will cover questions related to IGM introductory programming classes (IGME 101, 102, 105 and 105).

**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](http://www.idtech.com/employment)

**Blizzard Entertainment**

Summer 2015 Internships:

[Link to Internship Postings](http://www.idtech.com/employment)
The WoW Student Art Contest:

Link to Contest Page

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.

RIT Job Zone

Check out opportunities on Job Zone for Dreambox, Dig-it! Games

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.....

Game Design & Development:

Last names A-K and all Honors Students: Amanda Scheerbaum (abslra@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: @IGM_RIT
- 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 – 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.