Opportunities.....

**IGM Town Hall Meeting, facilitated by Tona Henderson, Director School of IGM**

Date: Tues, February 10th
Time: 6:30 pm – 7:30 pm
Location: GOL – 1400

**We need YOU to stay in the Global Village Tech Suite!**

Student Auxiliary Services, FMS, and ITS are testing a “smart suite” in Global Village. Basically they’re filling the space with as much smart technology as they can get their hands on and they want YOU to try it out. We’re looking for 4 interested students to spend 2 nights in the suite. The dates are February 26 – 28. If you’d like to stay in the suite, please email Amanda Scheerbaum (absrla@rit.edu). You will be contacted if you’re selected to stay in the suite.

**Have you declared your Immersion yet?**

Every student pursuing a bachelor’s degree must complete an immersion, and also must declare the immersion by completing a short form found on the Registrar’s website –https://www.rit.edu/academicaffairs/registrar/forms.html. If you have any questions, please contact your advisor.

**Office365 is now available for students to download for free**

https://elmslogin.cias.rit.edu/?action=signin

Go to this site and log in with your DCE addresses and on the front page is Office 365.
Apple coming to campus!

Apple is making a special trip to RIT on February 10th to talk with students and upcoming grads about career and job opportunities. The event is being held in the Fireside Lounge from 4:30-8pm. Don’t miss this awesome opportunity to speak with Apple Managers! Bring multiple copies of your resume.

Please fill a profile out at http://appleeu.avature.net/ursite?jobId=1341&source=UR%20Job%20Posting&tags=rit/rit_appleday_winter2015 before the event and bring multiple copies of your resume.

Kodak alaris coming to campus!

Wednesday, February 11th
11:00a – 2:00p

Full Time & Internships available including Software Development, Quality Assurance, Product Management, Mobile, Technicians, Interactive Design, IT, Marketing, Finance and more.


MAGIC Speaker Series returns with Kotaku’s Yannick LeJacq

February 11, 1:00-2:00 PM

Title: Games Should Be More Violent, Not Less

Abstract: A question that always seems to surface in games criticism is: what do video games need to do to "get better?" The answer that's often given, in so many words, is that they need to become less violent. Games should become more civil, or more humane, to achieve a level of artistry and grace people appreciate in music, film, literature. LeJacq believes that this is misguided and that there is a good reason that violence seems intrinsic to many video games. LeJacq will discuss some of the biggest games in recent memory such as The Sims 4, GTA V, Shadow of Mordor, even Mario Kart and Super Smash Bros. to demonstrate his point.

For more information: [https://www.facebook.com/events/377136549126360/](https://www.facebook.com/events/377136549126360/)

**Summer AFRL internships at AFRL (Rome NY)**

[http://www.griffissinstitute.org/employment/summer-intern-program/](http://www.griffissinstitute.org/employment/summer-intern-program/)

**Are You A Game Changer?**

Xbox is giving away All Access passes to GDC 2015 plus VIP seats to Xbox’s Women in Gaming Luncheon to some lucky female engineering or computer science students with a passion for gaming! To enter, submit one or two photos demonstrating one or both of the following:

1. How do you immerse yourself in interactive entertainment? Show us how it’s a part of your life!
2. What makes you a game changer? Show us who you are & how you’re changing the game for women in technology.

Be creative – use imagery, text, anything that showcases YOU & your life as a woman with a passion for games!

**Send your photo entry along with name, age, and university and/or employer name to wig2@microsoft.com.**

- Must be a female, 18 years of age & older, and actively enrolled as a fulltime university or college student at any accredited university worldwide studying computer science, computer engineering or a related tech major OR be a recent hire working in the computer engineering or related tech field for less than 2 years
- Must submit 1-2 photos meeting one or both of the specific contest requirements for entry
20 winners will be randomly chosen from applicants meetings all qualification
Winners will receive an all-access GDC pass & a VIP ticket to the Women in Gaming luncheon
Prize includes conference pass and luncheon ticket only. All other travel expenses, including but not limited to, airfare, hotel, and meals are the sole responsibility of the winner
All entries must be submitted by Feb 13, 2015 to qualify.
Please see the attached Official Rules for additional details & restrictions.

Vignelli Legacy Lecture Series
Tuesday, February 17th
4:45pm
Chris Pullman – Designing with Motion

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.....
Are you planning to graduate at the end of spring, summer, or fall semester? If so, then you need to complete an application for graduation.

To apply for graduation, login to SIS (http://sis.rit.edu). From the drop down menu on the left side of the screen select “Apply for Graduation” and follow the prompts. After you’ve submitted your application for graduation, your advisor will then perform a full degree audit, and will email that report to you within two weeks of your application submission date. This audit is incredibly important, as it will let you know exactly what requirements you have remaining, and if you’ll be able to graduate in the timeframe you expect.

**If you have completed a paper application for graduation, you are all set.**

**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

**Key Players in IGM**

Jessica Bayliss – Graduate Coordinator  
Jill Bray – Administrative Assistant to the Director  
Tona Henderson – Director  
Betty Hillman – Academic Advisor  
Ed Huyer – Lab Manager  
Beth Livecchi – Operations Manager  
Amanda Scheerbaum – Sr. Academic Advisor  
Kathleen Schreier Rudgers – 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.