8.27.14
We hope the first week of classes is going well for everyone.

A few things to be aware of:

- There are no classes on Monday, September 1\textsuperscript{st}, the labs are closed as well.
- Drop/Add ends Tuesday September 2 at 11:55pm. Until that time you can change your schedule without receiving a grade of “W”.

**Academic Advising.....**

**Fall Semester Walk-in Advising Hours:** Monday – Thursday from 1pm – 3pm and Fridays from 10am – 12pm in the IGM Office (Golisano 2145). **Please note: our priority the first week is to help students who need immediate assistance regarding their fall semester schedules. Kathleen, Amanda, and Betty can and will see all students for walk-in advising, even if the student is not assigned to them.**

**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)

**Opportunities.....**

**Wargame Design IGME-590-08**
There are seats available in Prof. Bierre’s T/R 9:30-10:45am class. If interested, the class number is 17976. If you have any questions about enrolling please contact your advisor.
This course teaches students how to create accurate and realistic wargames. Students will be introduced to the mathematical modeling and research required to create this type of simulation. Basic concepts of strategy and tactics will also be covered, along
with the game balance issues seen in these simulations. Current areas of research will also be part of this course. Several group projects will be required, including the design, implementation, and testing of a complete wargame.

**A.V. (avthegame.com)** is a stealth puzzle music game that started as an IGM graduate capstone project last year. Currently, the team is seeking an additional AI programmer to improve enemy behaviors in the game as well as some other general programming work on the game. The project is in Unity using C#, so C# experience is a must; However, we can show you around some of the Unity systems if you are unfamiliar. We are targeting about 10-15 hours per week from now until mid October but are flexible about when you work these hours. Compensation for your work is negotiable and several options are available. We require someone dedicated to their projects to the end, and we require help ASAP! Please contact admin@avthegame.com or ppj4700@rit.edu for more information.

**Friday nights at IGM!**
Watch for more information on these upcoming events during September.....European Board Game Night, Build a Board Game Night and Drones Night.

**Looking for an advanced elective in design?**
New faculty member Ian Schreiber is teaching a Masters level course on Game Balance in fall. Interested undergraduate students need to have a 3.25 cumulative GPA and should contact their advisor (Amanda/Kathleen) to be added to the course.
IGME 796-04: Advanced Topics in Game Design
Monday/Wednesday 5:00pm - 6:15pm
Nearly every game project requires the designers to balance the game at some point. In this class we will explore concepts and techniques for evaluating and improving the balance of digital and non-digital games. Topics include cost curves, using randomness appropriately, pacing, tuning, metrics, transitive and intransitive mechanics, and the applied use of spreadsheets.

**Fulltime - Game Developer**
American Girl
POSITION TYPE Full Time
DESCRIPTION
American Girl, a wholly owned subsidiary of Mattel, headquartered in Middleton, Wisconsin, has an opening within our Digital Content Department for a Game Developer. We employ creative and energetic individuals who DARE to be innovative, and THRIVE in a friendly and fast-paced environment. American Girl is committed to developing employees and supporting their career goals, helping them GROW with a host of meaningful experiences and learning opportunities.
Mattel has been named "100 Best Companies to Work For" six years in a row. By promoting a culture of BALANCE that emphasizes working passionately and taking time to play often, we are proud of how our employees LEAD by example in all that they do!

We are recruiting for a talented Game Developer to join the digital content team to create browser-based games for their Play @ American Girl website (www.americangirl.com/play). This position will work with producers, copy writers, and artists to bring American Girl’s beloved brands and characters to life in an exciting way. The game developer is responsible for creating proof of concepts, coding interactive experiences, implementing visual and verbal creative. The right candidate will be able to hit the ground running in Flash Professional using ActionScript 3, and also in HTML5 using JavaScript, to create fun and engaging gaming experiences. If you use a tool other than Flash Professional to create SWF-based browser games, we are open to conversation about what tools you develop with.

Requirements:
- Associates or Bachelor’s degree in Web Design, Development or a related discipline
- Proficient with Javascript, Flash/Actionscript, JQuery, XML, CSS, HTML5
- Familiar with Photoshop and Illustrator
- Preferred knowledge of Unity, Objective C, C++, PHP, .NET development
- Clear understanding of game play types and mechanisms

Please apply online at www.americangirl.com
Please provide links to example games you have created or a website that contains portfolio samples

Connect with us on Facebook at American Girl Careers!
Affirmative Action Employer
Middleton, Wisconsin

SALARY RANGE
Commensurate with experience

HOW TO APPLY
Please apply online at www.americangirl.com
Please provide links to example games you have created or a website that contains portfolio samples

For more opportunities please visit RIT Career Services

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 – 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.