Game Demo Night September 30, 2009

Event: Silicon Valley International Game Developers Association (SV IGDA) Game Demo Night

When: Wednesday September 30, 2009

Time: 6:30 - 9:30pm

Where: Cogswell Polytechnic College in the Dragons Den Auditorium

What: Game Demo Night is an evening where new and upcoming games and game tools are presented. After the presentations, the audience will have a chance to talk to presenters and check out the demos. An added benefit of the event is the chance to hear about the wide range of game approaches and experiences of the developers. Presentations will consist of concise game and tool overviews.

Presenters include: Bioroid Studios (Cyborg Mice), Cogswell's...
Game Development Club, Lazy 8 Studios, Mixamo, PlaySpan, Terathon Software and Trinigy.

Read more about the event.

COME EARLY TO GET A GOOD SEAT!!!

Social Game Fest Coming to Cogswell College

Want to know what it takes to develop apps or games for the Facebook platform? Have a great idea but you're not sure how to transform it into reality? Interested in understanding the basics of the Facebook API?

Then don't miss the Social Game Fest!

Social games are a new, rapidly growing area of the game industry. Local companies are actively looking for both experienced talent and interested interns.

Join the Social Game Fest's Facebook Group to get the latest news about the event.

Registration required. Attending all four sessions is recommended unless you have recently made a social app or game.

Sessions 1 & 2 (October 19 & 26) cover the basics of the Facebook API and other topics, Sessions 3 and 4 (November 2 & 9) are more focused on-hands on game or app building. There will be awards for various categories of games and apps.

Adjunct Professors Needed at Cogswell

Cogswell College seeks part-time instructors for upcoming terms.

We regularly offer teaching opportunities to our pool of part-time teaching applicants. This is an ideal opportunity for an industry professional to teach students, help develop an excellent digital arts and animation program and to work
collaboratively on cross-discipline projects.

We need:
Traditional Animators
Storyboard Artists
Traditional and/or Digital Illustrators
Game Design and Development Instructors
3D Modeling Instructors and 3D Animation Instructors

Start Dates:
Spring 2010 classes begin January 2010
Summer 2010 classes begin May 2010

Learn more about these opportunities and how to apply.

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The Gallery at Cogswell invites Artists from the Entertainment Industry to Exhibit

Artists and Teachers in the Movie and Game Industries are invited to submit their art for a group exhibit at The Gallery at Cogswell called, Entertainment Industry Artists Exhibit. This exhibit’s opening reception is slated for October 24, 2009, in conjunction with the Art Alive Event featuring Michael Mattesi and Cogswell’s Open House.

Michael works for Leap Frog - and - is the acclaimed author of the educational and inspiring FORCE book series. He will create in live performance, a larger than life size work of art. We invite you to submit drawings, paintings, digital art and sculpture. The artwork you submit can be personal or work related.

If you are interested in showing your work, please contact the Alumni Office for additional information.
The Studio Improvement Project was set in motion in 2008 to diversify, update and enhance each of the college's primary three audio studios as part of an ongoing effort to expand and improve the capabilities of the facilities. The construction of Studio B represents the second phase of three in the Studio Improvement Project. The first phase of the project - the redesign and construction of Control Room A - was completed last fall. The third phase will be the acoustic treatment and reconfiguration of Control Room C planned for later this year.

"Our goal is to prepare people for the various aspects of the audio industry," said Dr. Timothy Duncan, Director and Associate Professor of the Digital Audio Technology program. "We wanted the studio to be more than technically proficient workspace but we also wanted something that was aesthetically pleasing - a place where people feel like working and are inspired."