10 YEARS OF GAME CLUB!

Saturday, September 18, 6:00 pm, Den

network * eat * learn

10 Years of Game Club
Stay tuned for more info!
Join the 9 past Game Club presidents as they share their experiences, good and bad, of running the club and how it has helped them in the game industry.

This event is open to ALL students, alumni, faculty, staff and friends.

If you haven't already RSVP'd for this great chance to get together with former classmates, let us know now! We wouldn't want to run out of food! Send a quick email to Bonnie at bphelps@cogswell.edu to let us know if you can make it!

10 Years of Game Club
Saturday, September 18, 2010
6:00 pm
Dragon's Den at Cogswell
Entrepreneurship Classes Begin

We are pleased to announce that the first class in Entrepreneurship & Innovation, Building Blocks of Entrepreneurship will be offered in two forms this Fall Semester: weekly beginning Friday, September 10th from 10:15-12:45 at Cogswell - and on-line starting Monday, September 13.

The Building Blocks of Entrepreneurship (ENT110) class covers the basics of starting a new company - from development of an idea through execution - and uses small groups to create a basic business plan. The class includes successful entrepreneurs sharing their stories, live and digitally, as well as small group exercises and company visits.

For more information, please contact Trish Costello.

Announcing Game Audio Major at Cogswell!
Game Audio has arrived and students can enroll in this new educational opportunity now. The program has two tracks, Game Audio Production and Game Audio Programming.

The Production track is for students who wish to create audio assets such as music, sound effects or dialog to play within a game or other interactive experience. Students in this track take courses in music theory, soundtrack composition and digital orchestration, as well as studio recording and audio production for interactive media.

The Programming track is for students who wish to setup how audio assets will interact with the player in response to game play. Students in this track take courses in C programming, object-oriented programming and programming interactive content as well as audio production for interactive media.

All Game Audio students have the opportunity to work on multi-disciplinary teams in instructor-led projects to gain direct experience in applying game audio skills. These two tracks complement the existing Audio Production and Audio Engineering tracks of the Digital Audio Technology degree program.

For more information please contact Tim Duncan, Director of Digital Audio Technology at Cogswell Polytechnical College at tduncan@cogswell.edu.

Cogswell Partners with NeuroSky

Digital Arts Engineering student, Christian Lucas, spent the summer working in the Engineering, Simulation and
Animation Lab (ESAL) at Cogswell and successfully connected the NeuroSky headset to the Torque 3D game engine. Christian is set to complete his studies and earn his Bachelor of Science degree this summer.

NeuroSky is a worldwide leader in mass-market biosensor technology. Their ThinkGear technology allows the recording and processing of brainwaves that can power user-interface operations in games and medical devices. Industry partner Mattel used NeuroSky's technology to create Mindflex and Uncle Milton's Force Trainer. NeuroSky is based in San Jose.

Torque is the most licensed engine middleware in the games industry. The Torque community is now home to 150,000+ game developers and artists with additional licensees of more than 200 universities and schools for computer science and game design curricula.

For more information about ESAL, check out the new promotional video.

Alumni Notes


Share Your News!