

Dear students,

NMSU's Learning Games Lab has an incredible opportunity for you to learn how to create games, as well as familiarize yourself with the popular and powerful Adobe Flash software. Twelve students will be chosen to participate in this nine-week, unpaid internship on game development using Adobe Flash.

If you want to make your own games, have an interest in playing games, or just an interest in Adobe Flash, take this opportunity to learn one of the most popular animation and programming environments in the world today with experienced game developers

You **DO NOT** need access to a computer or Flash outside of session times. We will provide all materials and software necessary for the class during session hours. This is an incredible opportunity to get a head start on a future career, or just to have some fun learning about something interesting.

Interns will meet two times a week in the Learning Games Lab on the NMSU campus. Sessions will be on Mondays and Wednesdays, 4:45 p.m. to 6:15 p.m. The lab will be open for free game play from 4:00 p.m. until start time, so show up early to play some of the newest games for the Wii, Xbox 360, Playstation 3, and PC. If you would like to participate, please review the attached *Learning Games Think Tank Application Form* with your parents, and complete **ALL** sections. If selected, you will be expected to attend all sessions.

Application does not guarantee admission, but forms should be turned in as soon as possible. Selected consultants will be notified by February 26.

Sincerely,

Gerritt McGill
Graphic Designer
NMSU Media Productions
646-1866
gmcgill@nmsu.edu

Learning Games Lab Interns will be learning the basics of game creation using Adobe Flash over the course of twelve weeks. The course will focus on programming, but will also touch on graphics, interface design, and game design. Interns will also learn to think critically about game design and what makes a game. Selected applicants will be notified by February 26th that they have been chosen.

Name: _____ **Age:** _____ **Grade:** _____

Gender (circle one): Male Female **Parent's/Guardian's Name:** _____

Your Phone Number: _____ **Parent's/Guardian's Daytime Number:** _____

Your Email address _____

1. Tell us about Game Design. What makes a good game? Give us some examples.

2. Why do you want to participate in the Flash Actionscript Boot Camp? What do you want to get out of this internship?

Review these dates to make sure you can attend.

Session times and dates		
week 1:	Monday, March 2 2009 4:45 - 6:15 p.m.	Wednesday, March 4 2009 4:45 - 6:15 p.m.
week 2:	Monday, March 9 2009 4:45 - 6:15 p.m.	Wednesday, March 11 2009 4:45 - 6:15 p.m.
week 3:	Monday, March 16 2009 4:45 - 6:15 p.m.	Wednesday, March 18 2009 4:45 - 6:15 p.m.
week 4:	March 23 - 27: No sessions - Spring Break	
week 5:	Monday, March 30 2009 4:45 - 6:15 p.m.	Wednesday, April 1 2009 4:45 - 6:15 p.m.
week 6:	Monday, April 6 2009 4:45 - 6:15 p.m.	Wednesday, April 8 2009 4:45 - 6:15 p.m.
week 7:	Monday, April 13 2009 4:45 - 6:15 p.m.	Wednesday, April 15 2009 4:45 - 6:15 p.m.
week 8:	Monday, April 20 2009 4:45 - 6:15 p.m.	Wednesday, April 22 2009 4:45 - 6:15 p.m.
week 9:	Monday, April 27 2009 4:45 - 6:15 p.m.	Wednesday, April 29 2009 4:45 - 6:15 p.m.
week 10:	Monday, May 4 2009 4:45 - 6:15 p.m.	Wednesday, May 6 2009 4:45 - 6:15 p.m.
week 11:	Monday, May 11 2009 4:45 - 6:15 p.m.	

By signing this form, I agree to participate in *at least* 17 of the listed class times.

Student Signature

Date

Parent/Guardian Signature

Date

Return applications to Patricia Clark in **Gerald Thomas Hall, Room 286 (NMSU Main Campus)** or mail to:

**NMSU Media Productions
Learning Games Lab
PO Box 30003, MSC 3AI
Las Cruces, New Mexico 88003-8003**