



LOTOMATIC
GROUP

GTECH!

GTECH will be on campus tomorrow, Friday, February 13 to make a special presentation about video gaming in their specialized area of the gaming industry. GTECH is a world leader in producing lottery and other games of chance for governments, casino and industry.

Part of their discussion will include the strict rules and regulations they must comply with to meet the legal limitations for the industry. Making compelling games while maintaining legal compliance can be a challenging for developers and designers.

Another aspect of tomorrow's presentation will be to discuss upcoming internships with their game development division. GTECH is interested in a long term relationship with NEIT's Video Game Department for internships and possibly game contests. Students are strongly encouraged to attend.

**Tomorrow's event will be in
N214 at 1:30 PM!**

Jobs! Work! Jobs!

The college's MIS Department is looking for a few good students who would like to gain hands on knowledge and at the same time earn some extra money. These opportunities are ideal for students going into quarter 5, 7 or 9. If interested, please contact:

Marty Truchon in N240F (x3651)

Work Study Positions!

The Department is looking for students interested in being Lab Monitors for the Game Lab. Monitors will be responsible for keeping the lab open during non-class time for VGDD students to utilize the high end computers and equipment in the Lab. Please contact Marty Truchon, N240F if interested in earning some extra money!

Internships and Co-ops!

Students interested in Co-op and Internship positions should check with Shirl Gerlach in Career Services for current opportunities.

PIXAR Artists coming to NEIT!

Pixar Story Supervisor & Story Instructor, Matthew Luhn will be returning to NEIT in April to conduct a two day Master Workshop on story development and animation. Accompanying Matthew for this event will be Andrew Gordon, a Animation Supervisor at Pixar.

NEIT hosted this workshop two years ago to a large audience from across New England. Many attendees were from game companies, big and small. WB/Turbine sent a number of their artists to learn the nuances that make Pixar works excel. The Workshop features an inside look at how Pixar stories are developed and brought to life through animation.

The Workshop is scheduled for April 10-11, 2015. Registration is now open for this limited seating event. Special student discount rates are available at a cost of \$295. Come learn from the guys who made Nemo, Sully, Ratatouille, Woody, Buzz and others come to life!



To register for the Animation Master Workshop with Pixar artists, go to:

neit.edu/animation