

CRDM STUDENT ASSOCIATION

MONTHLY NEWSLETTER



THE RETRO MOBILE GAMING DATABASE (RMGD)

The RMGD is an online, publicly searchable database of early mobile games, intended for use by game scholars, students interested in games, and game enthusiasts. The RMGD includes information about games developed between the years 1975-2008.

Wanna learn more? See page 3 for full details!

CRDM DISCORD IS HERE

You heard that right, folx: we now have an awesome Discord space to hang out in thanks to Tyler DeAtley and Bryce Strout!

Do you want to join our super cool discord? You know you do! Just reach out to Tyler and Bryce with your Discord username and they'll get you set up or head there yourself by clicking [here](#)! Don't have a Discord account yet? It's easy and free to set up. Head over to discord.com to get started.

FIRST-YEAR SPOTLIGHT: CHENXING XIE

Below are Chenxing's highlights from her bio. Remember to check out the full spotlight on [Wordpress](#).

From: Beijing, China

Masters: MS in Tech Comm from NCSU

Research Interests: technical communication, health communication, intercultural communication, and digital rhetoric

Hobbies: traveling, watching movies, and cooking

GSA UPDATES

See page 2 for the full update from our wonderful GSA Rep, Amber! Here are the topics for this month's update:

- Prizes for Research Poster Contest
- GSA Letter to Administration on Spring 2021
- GSA Statement on Proposed International Student Rules

CONGRATS TO OUR CRDM FRIENDS!

CRDMSA sends a big CONGRATULATIONS to our friends who recently became ABD!

- Danisha Baker-Whitaker
- Lori Mackowski
- Anne Njathi

FIRST-YEAR SPOTLIGHT: EMMA STANLEY

Below are Emma's highlights from her bio. Remember to check out the full spotlight on [Wordpress](#).

From: Atlanta, GA

Research Interests: mobile and locative media, electronic literature, video games, composition pedagogy, and philosophy

Hobbies: traveling, playing tabletop board games, and hiking



CRDMSA MONTHLY UPDATE FROM THE BOARD

CRDMSA's first meeting of the semester is happening soon!

Check the next newsletter for information from that meeting.

GSA MONTHLY UPDATE FROM AMBER

GSA Conferences and Travel Awards is now OPEN!

- 2 categories of awards:
 - GSA Award for Conferences: \$1500
 - GSA Award for Travel Assistance: \$500
- More information on how to apply [here](#).
- Can only receive award once per graduate degree.
- **Deadline: Monday, Feb 15, 2021 at 11:59pm**

Infographic Poster Competition is OPEN!

- **ONLY 3 ENTRIES CURRENTLY RECEIVED!!!! \$\$\$ prizes**
- Deadline: Sunday Feb 14 2021 at 11:59pm (link)
- This is a reminder that PackPics, the GSA infographic competition, is still collecting submissions until February 14th. There are up to **18 cash prizes totaling \$1,350** up for grabs, and this would be a great way to represent our department and win some cash at the same time! Here are the links to the [website](#) and [submission portal](#).

Addressing Rumors of UNC-CH Deficit

- There are structural deficits at UNC-Chapel Hill: You may be aware of the significant structural deficits in the UNC-CH budget (-\$100 million). This could pose a problem for their operations, but President Lexie says she has been assured that similar issues do not occur at NC State and will not have any impact on our operating budget (including TA/GA ships).

COVID-19 Testing Clarification for On-Campus Students

- All students living on campus must get weekly COVID-19 testing. More information on that [here](#).

NC State IT Employee w/Links to White Supremacy

- Brought up in the most recent GSA meeting on 1/25. More information on the situation [here](#).
- Students are protesting the university's decision to continue individual's employment.
- Petition to fire employee located [here](#).



THE RETRO MOBILE GAMING DATABASE (RMGD)

The [Mobile Gaming Research Lab](#) at NC State University is proud to announce the release of the [Retro Mobile Gaming Database](#) [<http://database.mglab.chass.ncsu.edu/>] (RMGD). The RMGD is an online, publicly searchable database of early mobile games, intended for use by game scholars, students interested in games, and game enthusiasts. The RMGD includes information about games developed between the years 1975-2008. We have selected this initial experimental timeframe to demarcate the release of the earliest handheld games up through the release of iPhone 3G and app store in 2008, when the number of mobile games grew significantly.

The RMGD offers a centralized repository for researching games. Prior to this point, it was often very difficult to find information about specific mobile games or to understand how they related to one another, since several early mobile games lacked consistent documentation and were experimental, ephemeral, or small-scale in nature. The RMGD fills this gap by allowing users to search using a wide range of criteria, such as title, time frame, genre, type of connectivity, number of players, place of development, authors, hardware, as well as popular press and scholarly articles written about them. By combining and establishing search criteria, users will be able to trace new correlations among games that otherwise might not be evident. The database also provides a map that shows the geographic locations of where searched games were developed and a list of games with similar features.

In addition, users will be able to participate by not only searching for games, but also by suggesting new games! So, if you know of a game that is not currently in the database, you can help to populate our database by suggesting a new game. To do that, simply register for a new account and, as soon as an administrator gives you permissions, you can add new entries by completing the "suggest new entry" form. The game suggestions will be reviewed by the MGRL staff before becoming publicly available.

WE WELCOME YOUR CONTRIBUTIONS!

Users can also export their search results as a .csv file, so that the data can be used for any individual research purposes. Finally, the repository is mobile friendly, so you can access it either from your computer or mobile device.

Mobile games are a growing and increasingly complex genre. Our database aims at creating a centralized repository for all types of mobile games, including (1) games played on mobile gaming consoles, such as Mattel Football and Nintendo Game & Watch Parachute, (2) games played on mobile phone screens, such as Tetris and Snake, and (2) games played with mobile phones, but that take place simultaneously in physical and digital spaces, such as location-based mobile games, hybrid reality games, pervasive games, augmented reality games, and urban games.

The Retro Mobile Gaming Database was developed and designed by the NC State University Computer Science Department [Senior Design Center](#) team members: Alexander Chtcheprov, Shrawan Gautam, Neeloy Gomes, and Meet Patel, under the mentorship of Ms. Margaret Heil (Director), Dr. Lina Battestilli (Technical Advisor) and Mr. Michael DeHaan (Technical Consultant).

The concept, content and structure of the MGDB was developed by the NCSU Mobile Gaming Research Lab research team, which is comprised of Ragan Glover-Rijkse (CRDM, PhD candidate) and Akshay D'Souza (STS student), under the supervision of Dr. Adriana de Souza e Silva (Professor of Communication).