

CRDM STUDENT ASSOCIATION

MONTHLY NEWSLETTER



INSTAGRAM TAKEOVER

We're still looking for members of the CRDM community to take over our [Instagram](#) for a week! This includes you, awesome faculty! You can introduce yourself, your work, your pets, etc. so Instagram can get to know our program better.

If you're interested in taking over our CRDM Instagram for a week, fill out our [Google Form](#) to get signed up!

EVENT ANNOUNCEMENT: MOBILE GAMING RESEARCH LAB

See page 2 for the full announcement about this event.

The Mobile Gaming Research Lab at NC State University invites you to a brown bag webinar with Frans Mäyrä, Professor of Information Studies and Interactive Media at the Tampere University (Finland).

Thursday, October 8th
12:00 p.m. - 1:00 p.m.
URL: <https://ncsu.zoom.us/j/96968604015>

In this webinar, Prof. Mäyrä will give a 30 minute talk, followed by 30 minutes of Q&A from the audience.

GSA UPDATES

See page 3 for the full update from our wonderful GSA Rep, Amber! Here are the topics for this month's update:

- Early voting at Talley Student Union
- Grade policy for fall 2020
- Chancellor Woodsen Q&A
- Winter Parking

FIRST-YEAR SPOTLIGHTS: CHANCE LACHOWITZER

Below are Chance's highlights from his bio. Remember to check out full spotlights on [Wordpress](#).

From: All over

Masters: MA in Comm from Colorado State University in Fort Collins

Research Interests: the interplay between media and culture

Hobbies: hiking, kayaking, drinking coffee, and playing guitar



EVENT ANNOUNCEMENT: MOBILE GAMING RESEARCH LAB

MGRL Lecture Series
Fall 2020

From Mobile Gaming towards a Pervasive Culture of Play
Prof. Frans Mäyrä (Tampere University, Finland)

The University of Tampere Game Research Lab has focused on studying some of the key emerging game and play forms over the last two decades, such as location-based mobile multiplayer gaming, pervasive play, games with digital distribution and micropayments, social network games, and hybrid playful designs. Much of such work has been based on a combination of humanities, social sciences and design research work, with an aim to build bridges between theoretical and foundational research, and applied, future oriented work. In this short talk, professor Frans Mäyrä will discuss his experiences from this kind of combinations of academic and creative work, focusing on differences of studying games versus play – and then move to outline the history, potential and need of theory for what he calls “pervasive culture of play”.

Bio:

Professor Frans Mäyrä studies the role of interactive media in culture and society, especially focusing on digital culture and game studies. Mäyrä has done research on several aspects of game culture, including player experiences, the sociocultural analysis of games, and experimental game design, and he has published numerous scientific articles and monographs related to interactive media and game studies. He has received various awards, including the DiGRA Distinguished Scholar award in 2016, and is the founding director of the Academy of Finland funded Center of Excellence in Game Culture Studies as well as the head of Game Research Lab at Tampere University. Prof. Mäyrä has served as the founding President of the Digital Games Research Association (DIGRA) and is one of the first scholars in the world study gaming culture and, in particular, mobile and pervasive games.

More at: <http://www.unet.fi/cv/>

Host: Dr. Adriana de Souza e Silva (Professor of Communication, NC State U)
Moderator: Ragan Glover-Rijkse (CRDM program, NC State U)



GSA MONTHLY UPDATE FROM AMBER

October 15 - October 31: Talley Student Union is an early voting site. More information on hours & "Pack the Polls" [here](#). Click [here](#) to check your voter registration status.

The grade policy for Fall 2020 will be the same as Spring 2020 – graduate students can change final grades to Satisfactory/Unsatisfactory via the [COVID-19 Schedule Revision Plan](#). You'll have a few days after final grades are posted to decide whether or not you'd like to keep a grade or change it to S/U.

At the GSA meeting on September 28, Chancellor Woodson answered questions from grad students. It got heated, as you can imagine. I didn't really take away anything new from the discussion, but for those who might be interested, the video and transcript will be posted to [the GSA's Facebook page](#) any day now.

Winter parking: Fall Parking permits will be extended to the end of December, meaning that we will not be required to purchase a winter permit. For students who will need to be on campus during that time who do not have a permit, Transportation will be providing a reduced-cost permit option.