

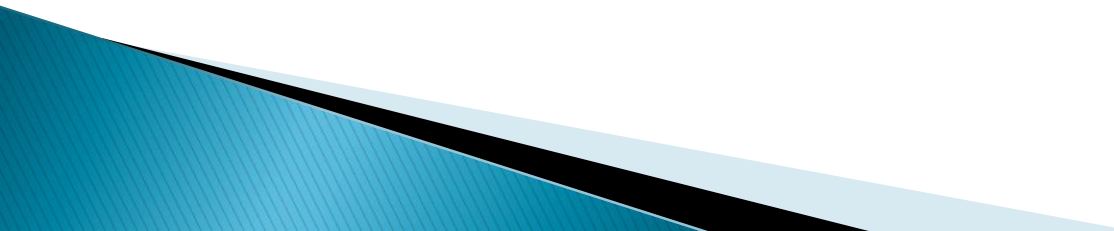
# Game Day

Leaders: Matt Russi, Brittney Montgomery

Members: Naaman Butler, Garrett Fontenot, Christine Olano

IT Leadership – April 12, 2011

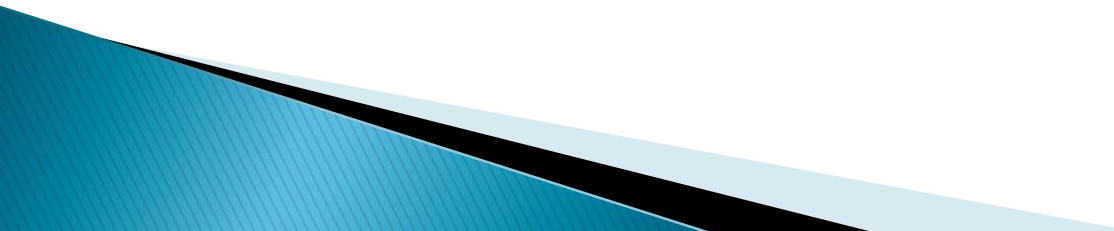
# Goals

- ▶ Provide a fun experience for IT/ICT and non-IT/ICT majors alike
  - ▶ Encourage people from other majors to consider IT/ICT majors
  - ▶ Bring in representatives from popular technology companies
  - ▶ Hold a gaming tournament
- 
- ▶ Did we meet those goals?
- 

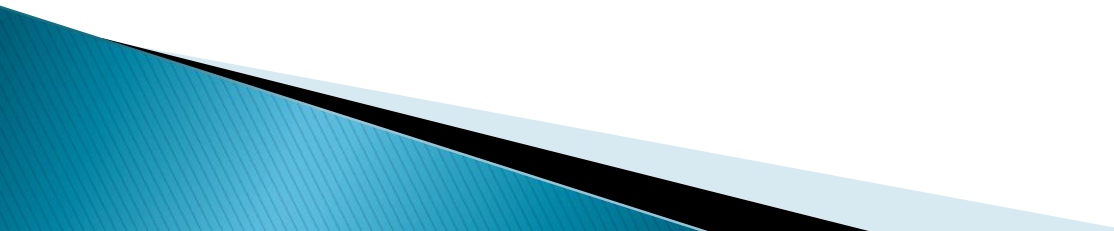
# Challenges

- ▶ Getting sponsors for the event
  - The economic times prove difficult
- ▶ Marketing to increase attendance
  - We need to get the word out to more non-IT/ICT majors
- ▶ Commitments for donated equipment

# What can we do to improve?

- ▶ Plan the event for a weekend that doesn't have so many other events going on
  - ▶ Contact all businesses with several weeks in advance
  - ▶ Be sure to follow up with businesses sooner
- 

# Successes

- ▶ Best Buy brought an iPad 2 and Motorola Xoom tablet
  - ▶ Gamescape provided 8 Xbox 360s, copies Call of Duty Black Ops, controllers and 24" monitors
  - ▶ Maximum PC provided 40 complimentary issues of their latest edition
  - ▶ Lending of equipment for the event
- 

# Why Game Day should continue

- ▶ Each event is improving upon the others
  - ▶ Everyone was enjoying themselves
  - ▶ Allows an opportunity for us to interact with others we may not usually interact with outside of class
  - ▶ Meet people within the program
  - ▶ A platform to share a common interest with non-IT/ICT majors
- 