

This is a partially edited transcript (for length and clarity) from an information session we held on Wednesday, November 8, 2006

Representing the program were:

Director Henry Jenkins <henry3@mit.edu>, Research Manager Joshua Green <drjbware>, Post-doc Alice Robison <ajrobison>, and students Geoffrey Long <glong2005a>; Ivan Askwith <ivanaskwith>

Topics of conversations are capitalized and bolded.

INTRODUCTIONS

henry3@mit.edu: hello this is Prof. Henry Jenkins, the co-director of the CMS program. Welcome to this orientation session.

ajrobison: Yes, hello! This is Alice Robison. I'm a postdoc in the program and teach courses on videogames and digital literacies.

drjbware: Hello indeed. I'm Joshua Green. I'm also a postdoc in the program and am the research manager for the convergence culture consortium (C3)

Dadatralla: Hello, I'm Xiaochang Li, one of those prospective students who can't make it out to MIT. I'm currently living/working/studying in Germany with the Congress-Bundestag youth exchange

nuhiep: My name is Lan. I'm actually currently going to Boston University, so I'm right down the street.

glong2005a: My name is Geoffrey Long and I'm a second-year grad student in CMS, where I'm currently writing my research on transmedia storytelling.

ivanaskwith: Most of my research lately -- for my own work -- has focused on strategies that television networks and producers are using to try to engage audiences across multiple platforms.

ReligiousRooster: I'm sorry - I sort of snuck in late. Ummm my name is Faith. I am currently a student in the UK. So I am sort of interested in post-grad/doc stuff more than undergrad, but I hoped I would be welcome in the chat anyway

tkadrice: Me: Adam Rice. Where: Austin, TX. What: Office Jock/Internet Journo w/ b-ground in humanities in the technology

WhiteWinged 1: I'm actually a fourth year undergrad at UVA, Media Studies and Art History major

henry3@mit.edu: Josh, Alice, you've both arrived this year. Maybe you could share some of your **FIRST IMPRESSIONS** of the program.

henry3@mit.edu: take your time, Dada

ajrobison: one of the things i like a lot about cms is its **INTERDISCIPLINARITY**

drjbware: Sure. I completed my PhD at the Queensland University of Technology in Australia and worked in the Creative Industries Faculty. I too was impressed by the interdisciplinarity of CMS

ajrobison: students come from all kinds of backgrounds

drjbware: and get to do all kinds of things

drjbware: the balance of practical opportunities and theory is compelling, I think.

ajrobison: I come from the University of Wisconsin-Madison where I did research on videogames' potential for learning and literacy, and there is a very progressive games studies agenda in CMS, which is fun for me.

drjbware: Especially as there is a tendency to approach subject areas from the perspective that might be the most interesting, rather than necessarily deciding certain fields are best studied as 'practical' or 'theoretical' projects

nuhiep: My name is Lan. I'm actually currently going to Boston University, so I'm right down the street. I have a question for the post-docs. what kind research interests do you have and how has CMS been able to nurture them?

henry3@mit.edu has left the room.

drjardware: Great question Lan

drjardware: Oop and Henry's off

ajrobison: But what I enjoy the most is the fact that there are just SO many opportunities here for networking, publishing and presenting your work, starting new projects.

ajrobison: Specifically, I do research on how videogames are designed to inspire literacy activities, Lan.

drjardware: I've only just started as a postdoc, and I'm the research manager for a project here as well. My research looks at the future directions television is moving in, both potentially and actually

ajrobison: I'm trained as an ethnographer but my PhD is English (humanities-based), so I'm part social-scientist, part theory head.

ajrobison: Oh we lost Henry!

ajrobison: Gene?

ajrobison: Lan, what are you studying at the moment?

nuhiep: I'm actually a student of public health.

drjardware: The interdisciplinarity of CMS provides scope for me to work on theoretical projects (like the changing communities constructed by television broadcast systems) and industry perspectives

nuhiep: I'm sort of switching careers.

ajrobison: Ahh!

ajrobison: Cool.

nuhiep: My undergraduate degree was in Asian Studies and my interests are in media globalization.

drjardware: And, as Alice says, there are both opportunities and energies around here for people to develop new projects

drjardware: Are you interested in the **EMERGING CHINA MEDIA SPACE**?

ajrobison: I think too that what CMS offers is an opportunity to meld your scholarly interests with concrete practical work.

henry3@mit.edu has entered the room.

nuhiep: Yes, the things going on in China are really interesting.

ajrobison: hi henry

nuhiep: I haven't been keeping up with those developments, unfortunately.

henry3@mit.edu: sorry, guys, i got long winded and ended up being booted from our session. i'm back

ajrobison: haha

drjardware: indeed. The transition of China towards a 'cosmopolitan' society at such a rapid pace makes it a fascinating object to examine at the moment

drjardware: Some of the work we're doing at C3 is exploring the rise of advertising in this space. And this is work connected to that of Prof. Jing Wang, who's affiliated with CMS

nuhiep: What kinds of **RESEARCH PROJECTS** are being explored by the students in CMS?

henry3@mit.edu: research here would describe two things -- their RAships and their thesis projects

henry3@mit.edu: on the Raship front, the key projects at the moment involve media convergence, games and education, media literacy, and humanities computing

henry3@mit.edu: though there are always new projects being created. we are exploring possibly something around civic media.

nuhiep: civic media?

henry3@mit.edu: on the thesis front, they run the gambit. this year's crop includes work on soap operas, comics, games, minority cinema, digital art...

henry3@mit.edu: civic media == media that encourages civic engagement. we are trying for a term bigger than news and journalism but inclusive of it.

henry3@mit.edu: so this might include blogs, online forums, podcasts, forms of entertainment that foster awareness of current events -- such as the daily show

Dadatralla: Sorry, had to step out for a bit, but I'm back now.

nuhiep: excellent!

ajrobison: hi dada

henry3@mit.edu: i did a post on my blog about civic media a while back that might be worth looking at if

that interests you nuhiep.

nuhiep: i'll definitely look at it

henry3@mit.edu: we've been running a series of programs this term about the future of news and will probably be cohosting the Beyond Broadcasting conference with Harvard's Berkman Center next

henry3@mit.edu: we don't really know yet what we will do in this space but it is one we are starting to explore.

Dadtrala: Can anyone talk a little about humanities computing and what that entails? I've seen this term used rather frequently, but I'm not entirely sure of the specifics involved

henry3@mit.edu: the key point is that we encourage our students to apply what they are learning in their classes towards solving real world issues in collaboration with industry, policy makers, educators, etc.

tkadrice has entered the room.

henry3@mit.edu: in our case, **HUMANITIES COMPUTING** means the development of multimedia archives and databases which support the teaching of humanities subjects

ajrobison: hi tkadrice

tkadrice: Hello!

henry3@mit.edu: so that for example the shakespeare electronic library includes scans of the original printings of the plays, images from the folger library of shakespeare performances, links to film versions

henry3@mit.edu: it's a tool for teaching the bard but also allows students to write multimedia essays, create minicollections and share it with other students, etc.

henry3@mit.edu: there are also language learning projects which allow students to trade images and texts with students in other countries and learn about language and culture through actual interactions

henry3@mit.edu: i have built an archive of scans of early 20th century comic strips which are useful for teaching social history.

henry3@mit.edu: and we are working with the Beijing Film Academy to create a project which showcases their work in animation and their teaching techniques.

WhiteWinged 1 has entered the room.

henry3@mit.edu: increasingly this work is deploying things like social tagging and google maps in interesting ways, taking on a web 2.0 dimension.

henry3@mit.edu: so as you can see, humanities computing describes a broad range of practices.

henry3@mit.edu: Another new development for us is the Singapore-MIT International Games Innovation Lab = SMIGIL

Dadtrala: Ah yes, but thank you for the clarification

henry3@mit.edu: this will be a partnership between CMS, computer science at MIT and about 10 different Singaporean institutions, to try to explore new directions in **GAME DESIGN**.

henry3@mit.edu: and it also involves building partnerships with industry in Singapore to get games that are created by our students into incubation and production.

drjardware has left the room.

henry3@mit.edu: we just announced this a few weeks ago but it represents an exciting new opportunity for us to put some of our ideas about games into practice.

henry3@mit.edu: all of this speaks to one of the big ideas behind the program -- that what we know about culture and society as humanities students can have immediate value at a moment of profound and prolonged media transition.

ajrobison: yes, i'm pretty excited about SMIGL

ajrobison: there are so many things we can do culturally and socially with games, and i think that SMIGL is a good opportunity for that

henry3@mit.edu: I am curious what has interested you prospective students about CMS. What topics might you like to research?

glong2005a has entered the room.

ajrobison: hey geoff

glong2005a: Hello, everybody!

ajrobison: introduce yourself!

henry3@mit.edu: Geoff, we've been discussing student research. why don't you tell us something about your projects?

glong2005a: My name is Geoffrey Long and I'm a second-year grad student in CMS, where I'm currently writing my research on transmedia storytelling.

glong2005a: (er, writing up my research, I meant to say)

henry3@mit.edu: can you explain what **TRANSMEDIA STORYTELLING** means?

glong2005a: I'm looking at narratives that move across multiple media forms from chapter to chapter, such as the Enter the Matrix video game (which filled in the narrative space between the second and third Matrix films)

glong2005a: At the moment I'm focusing my attention on how the Jim Henson Company is returning to their non-Muppet properties (Labyrinth, The Dark Crystal, Mirrormask) and how they're extending them into new media forms such as TV and manga

nuhiep: I was very excited to see them revisit the Labyrinth in manga.

drjardware has entered the room.

henry3@mit.edu: and Geoff has also been doing work for Josh and I on the **CONVERGENCE CULTURE CONSORTIUM** -- work on mobile platforms for entertainment

drjardware: Hi team, sorry, fell off the edge of the world

glong2005a: the big point of all this is to show would-be transmedia storytellers how to craft new narratives that take advantage of the opportunities offered by each media component and how to examine existing narratives for jumping-off points

henry3@mit.edu: as i suggested earlier, students both doing research to support their education and do their own thesis projects. we try to pair people up in ways so that the RAship facilitates what they want to do on their own projects

drjardware: And I think for the most part we're successful in doing that Henry.

drjardware: CMS has a good range of research projects, that are all doing a good range of things, that there is a lot of scope to match personal research areas to RAship opportunities

henry3@mit.edu: of course, as this discussion suggests, we also enjoy being geeks, fanboys and girls, gamers, etc.

ajrobison: testify!

glong2005a: right -- so I joined C3 in order to explore the ideas Henry laid out in his chapter "The Origami Unicorn" in Convergence Culture -- which led to a new white paper on how to best use an emerging media form as a narrative device

drjardware: But we're not all geeks, fanboys and girls and gamers.

drjardware: that it is good to be in an **ENVIRONMENT** where discussion of critical and emerging practices is everyday

ajrobison: what's that thing you once said, geoff, about everything new in cms is already old?

henry3@mit.edu: we have such a diverse and engaged student body that very few developments escape our notice

ajrobison: true

drjardware: Which is nice.

ajrobison: but it's cool because i'm always finding about new things

ajrobison: NEVER boring in CMS

ajrobison: that's for sure

henry3@mit.edu: and now that we have so many different groups blogging most of it goes back out to the rest of the world, one way or another

drjardware: It's good to teach in an environment where the new things I've uncovered aren't necessarily that new to the student body

ajrobison: what i also love is that there is so much outside interest in CMS and MIT students in CMS

ajrobison: i get emails all the time from people in games looking to talk to/meet with my students

drjardware: It means discussions can get into the nitty gritty of considering developments and consequences

ajrobison: yeah

drjardware: Most definitely Alice

henry3@mit.edu: i often say that cms is a salon-based culture. we always have interesting people passing through and networking with our faculty and students

drjardware: Henry and I have been organising a conference on the Futures of Entertainment

ajrobison: students get access to the industries from the inside

ajrobison: which is great for them

drjardware: and I have been pleasantly surprised by the industry interest in the conference; by the number of people outside of the institution who know who and what CMS is; and by the range of people who want to come to a CMS event

drjardware: plug: convergenceculture.org/futuresofentertainment

henry3@mit.edu: from the start, our goal was to produce a graduate program which would prepare students for a range of different **CAREER OPTIONS**

tkadrice: Do you have representation for SXSW interactive in Austin, TX?

henry3@mit.edu: about a third of our students go on to PhDs -- and they land in great places

henry3@mit.edu: and the rest go into jobs in industry, journalism, ed tech, policy think tanks, etc.

henry3@mit.edu: yes, Joel from GSDM, one of our c3 clients, set it up for me to give a talk about Convergence Culture

ivanaskwith: Most of my research lately -- for my own work -- has focused on strategies that **TELEVISION** networks and producers are using to try to engage audiences across multiple platforms.

ivanaskwith: So I'm specifically looking at the show Lost, and the way it has expanded into other media for both profit and marketing purposes.

ivanaskwith: And the way that the producers and cast of the show allow (a limited amount of) direct interaction with fans.

drjardware: and the work you've been doing on **ALTERNATE REALITY GAMES**, Ivan?

ivanaskwith: Ah, yes... for C3 (one of our research groups), I just finished a far-too-detailed rundown of the state of alternate reality games as a form of storytelling and new media marketing.

Dadatralla: I'd love to hear more about what people are doing with **DIGITAL STORY TELLING AND TRANSMEDIA**.

Dadatralla: I come from a comparative literature background and have a strong interest in how narrative form and how digital media is changing the way we understand and relate to narrative.

ajrobison: ah, take it away, guys

ivanaskwith: You've found the right place, then.

henry3@mit.edu: this is an example of the kinds of partnerships which emerge between our students and various groups on the cutting edge of media development

glong2005a: Dude. No kidding.

glong2005a: I did my undergraduate work at Kenyon College in creative writing

ivanaskwith: <---- doesn't look like his buddy icon, for the record.

drjardware: He's growing a beard of contemplation 'cause of all the work he's doing right now

glong2005a: while I was there they had this experimental program called IPHS, which focused on combining new media with the classics

glong2005a: no joke, CMS was the ONLY program I found that combined the two mental spaces

ivanaskwith: Yeah, agreed.

glong2005a: standard literature programs are too old-school and most new media programs lack the classical grounding. CMS was, to steal a Grimm phrase, "Just Right."

Dadatralla: Ha, I can't actually see the buddy icons, so I'll just take your word for it

ivanaskwith: Dadatralla, a big part of what led me to CMS was an interest in the Matrix trilogy, and the way they used a video game, anime, comics, and other forms of media to flesh out a single core narrative arc.

Dadatralla: Yes, this is exactly the problem I ran into as well

henry3@mit.edu: Part of the **CMS VISION** is that we extend our notion of media backwards in time far

enough to include oral storytelling, literature, theatre, painting, and opera...

Dadatralla: *well

henry3@mit.edu: and forward enough in time to include cutting edge forms of digital expression.

ivanaskwith: Mmmm, opera!

henry3@mit.edu: kill the wabbit!

glong2005a: Exactly. We have relationships with all kinds of people, including the Royal Shakespeare Company

drjbrew: And I'd have to say, the 'comparative' in the name is not hyperbole

ivanaskwith: So did I miss introductions from those of us I don't already know, here, or is it mostly those of us here in Cambridge yapping ad nauseum?

tkadrice: My brain is about to explode with excitement.

henry3@mit.edu: we are constantly drawing juxtapositions between different kinds of media and are especially interested in the intersections between old and new media forms

glong2005a: Yeah, who's the new blood? :D

ivanaskwith: Cause I'm curious to hear about the people who are thinking about moving in and joining us.

Dadatralla: I loved doing Comparative Literature at NYU, and it was a great department, but there just wasn't any interest there in new/digital media.

Dadatralla: Then I looked into the communications department and found a lack of theoretical grounding and the type of critical rigor that I had become accustomed to in literature.

drjbrew: As someone who's balancing another project about media history, CMS is a place where looking backwards is as valued as looking forward.

tkadrice: Me: Adam Rice. Where: Austin, TX. What: Office Jock/Internet Journo w/ b-ground in humanities in the technology. When: 27, balding :-(.

ivanaskwith: Yeah, I'd definitely stand by the claim that there isn't any other department that nails the specific combination of things we do.

henry3@mit.edu: of course, looking in both directions at once is a good way to trip but there are plenty of folks here to catch you if you fall.

ivanaskwith: Henry, no talking about tripping yet.

ivanaskwith: William will be back from the Netherlands next week.

glong2005a: Completely. And we're not media snobs, either -- our conversations bounce from high art to "low art" and back again in the course of a few breaths. There's a ton of interest in the history of comic books, for instance.

Dadatralla: Xiaochang Li, currently living in Wiesbaden and Berlin Germany, background in Comparative Literature, in particular narrative theory, Proust, and East Asian Cinema.

ivanaskwith: err, whitewinged.

WhiteWinged 1: I'm actually a fourth year undergrad at UVA, Media Studies and Art History major

henry3@mit.edu: so are you working with my friend Aniko, WW?

WhiteWinged 1: so I'm currently trying to decide what I want out of grad school

WhiteWinged 1: oh, yes

ivanaskwith: *sighs because henry knows someone EVERYWHERE*

WhiteWinged 1: she's on sabbatical right now though

henry3@mit.edu: we were friends back in graduate school. just saw her last week in Austin.

henry3@mit.edu: sometimes it is hard to tell the difference, G and I

WhiteWinged 1: I get conflicting advice about whether doing **GRAD SCHOOL** immediately is helpful or not :-(

ivanaskwith: hard to say, ww. depends on you.

glong2005a: alright, let's frontchannel that topic

ivanaskwith: though -- to be honest -- it seems like a lot of people benefit most from grad school if they take at least a year or two off from academia first.

drjbrew: whitewinged, that is a hard decision to weigh up. Ivan, Geoff - did you guys come straight in or

work first?

ivanaskwith: for two reasons

glong2005a: I took five years after graduating from my undergrad program before entering grad school

WhiteWinged 1: you can call me Gloria, btw

ivanaskwith: (a) it makes being in school -- again -- a luxury

ivanaskwith: and

glong2005a: (b) it increases your chances of getting in :D

ivanaskwith: (b) it gives you some perspective on why you're still in school, and what kinds of concerns will surface once you're not

ivanaskwith: *smacks Geoff in the head*

ivanaskwith: i took two years off first, and am REALLY glad that i did.

henry3@mit.edu: we do place some real value on life experiences and accept a high percentage of returning students. they bring real world perspectives to the mix.

WhiteWinged 1: that's interesting

henry3@mit.edu: we do also accept a certain percentage of students straight from undergrad.

henry3@mit.edu: myself, i took a few years off between undergrad and grad and it made me a much stronger student

glong2005a: actually, it is incredibly valuable to have some **REAL-WORLD EXPERIENCE**. I worked as a designer for a couple of years and then started up my own design consulting business

ivanaskwith: yeah, part of what i love about our classes is that we've got people from diverse professional experiences, and they bring that stuff to bear in practical ways in the classroom.

ajrobison: i took a few years off too and it made me stronger

ajrobison: fwiw

WhiteWinged 1: what kind of things did you guys do in your time between being in school?

ivanaskwith: thanks alice, now i've got christina aguilera's "stronger" in my head.

drjardware: Ivan, not a bad thing

ajrobison: o:-)

glong2005a: One of our grad students did special effects for films like Spider-Man

ajrobison: i worked in advertising

Dadatralla: I'm in the middle of my year off and it's been really great. I burned out a bit doing my undergraduate thesis and it's been nice to have to chance to actually miss academia.

ivanaskwith: i traveled in europe for about half a year, supporting myself by doing web design for clients back here in the US; then worked as a consultant in DC for about a year.

henry3@mit.edu: i worked as the PR director for the Atlanta Zoo, among other things.

glong2005a: I worked in DC and Chicago

glong2005a: cool :-)

ivanaskwith: is THAT how you got the koala picture?

henry3@mit.edu: nope -- the Kaola is from my trip to Aussieland.

ivanaskwith: drat.

ivanaskwith: i like the idea of you being king of the zoo.

ivanaskwith: which is more or less what you still do at MIT.

ivanaskwith: so.

henry3@mit.edu: interesting times, for sure. i used to have lunch with the gibbons every day.

glong2005a: Josh, didn't you get your degree in Comparative Koala Studies at Queensland?

ivanaskwith: what other questions can we answer for you guys? :-)

glong2005a: And now you dine with the baboons of MIT...

ajrobison: ah, drat, i gotta go guys--i have lunch with henry in an hour and i don't want to be late

drjardware: Yep, it was all poking marsupials with a stick. The sciences get to use the reptiles

ajrobison: feel free to get in touch if you have more questions about games: ajr@mit.edu

ivanaskwith: Koala vs. dinosaur!

WhiteWinged 1: thanks

ivanaskwith: Cagematch.

ajrobison: l8r

drjbware: later alice

ivanaskwith: later, alice.

ajrobison has left the room.

glong2005a: folks can ping me at glong@mit.edu or through my website at www.geoffreylong.com

Dadatralla: oh, hey, quick question about the application

ivanaskwith: or you can stop into cambridge and see us.

ivanaskwith: yes?

henry3@mit.edu: sure go for it

Dadatralla: what's the page length for the writing sample?

Dadatralla: I didn't see one mentioned on the website

glong2005a: How long was War and Peace?

ivanaskwith: ha.

ivanaskwith: "necessary."

henry3@mit.edu: it's up to you. keep in mind we will end up reading 100 or so applications so the longer you send, the more chance we will start skimming.

ivanaskwith: as in, "as long as ... to make your point."

henry3@mit.edu: ideally you want a writing sample that demonstrates an ability to construct an argument, offer original analysis, and use evidence.

Dadatralla: okay, I'll try to restrain myself then

tkadrice: Can I submit it in sniglets?

ivanaskwith: i think i sent 2-3 short pieces.

ivanaskwith: sniglets?

henry3@mit.edu: we prefer sniglets for the **PORTFOLIO** and argumentative essays for the writing sample.

glong2005a: words that should be in the dictionary that aren't

tkadrice: Rich Hall, antique standup.

ivanaskwith: god, i wish we'd accept someone based on a sample of clever limericks.

glong2005a: yeah, but what rhymes with "media"?

ivanaskwith: wikipedia!

henry3@mit.edu: oh -- i thought you were being literal. but you would be surprised. people submit poetry, business plans, news stories, etc. for the writing sample and it doesn't help us judge them as students

glong2005a: if you can fit commedia dell'arte into a haiku you're in

glong2005a: NICE

henry3@mit.edu: we love to see these other materials though as portfolio material

ivanaskwith: greed-ee-a.

ivanaskwith: or you don't end a line with it.

glong2005a: I think I sent in a copy of my portfolio

tkadrice: That's the thing. I'm a silly guy - pee-dia - and I'm looking to "get (semi)serious" in studying media, like seriously defining "Urkel-ness" etc.

henry3@mit.edu: to be fair, we look at portfolios for semifinalists only -- the first cut gets made based on writing samples, letters of rec, transcripts, and personal statements

ivanaskwith: yeah, the most important thing -- based on my non-existent-experience of reviewing applications -- is to give the reviewers a sense of how you think about things, so they get a sense of what you might bring to the table while here.

henry3@mit.edu: of these, the personal statements are the most important

Dadatralla: are portfolios required?

ivanaskwith: good lord, henry, how in god's name did i get in, then?

ivanaskwith: *thanks god for clerical errors*

glong2005a: I think it was the \$50 you slipped in the envelope

henry3@mit.edu: no -- portfolios are not required. it's an option if you feel like there are aspects of your work that are not captured through the other materials

henry3@mit.edu: about a third of applicants send portfolios. the rest don't.

henry3@mit.edu: portfolios can help you. they also can undercut you.

sujiing0714: I am a student from China. I want to ask about research currently being performed under the "Global Culture and Media" theme. Can you give me any information?

henry3@mit.edu: the personal statement is key -- give us a compelling narrative of who you are, how you got to where you are, what you want to get out of the program.

ivanaskwith: Hmmmm.

Dadatralla: Okay, good to know. Any page limit on that?

henry3@mit.edu: it's best to summarize a potential project -- something you might like to do while in cms. we are looking for students who don't fit within a specific discipline but do have a sense of direction.

henry3@mit.edu: no set page limit. they end up five or six pages often.

glong2005a: mine was long

ivanaskwith: Sujiing, we have students specializing in that area who would probably be willing to talk to you.

ivanaskwith: Two of them from China, actually.

Dadatralla: Wow, great.

henry3@mit.edu: keep in mind that many students do change their projects once they are here. this isn't a contract -- it's just a way to tell us who you are and how you think.

ivanaskwith: I think my statement was about 5 pages.

Dadatralla: I've been struggling with the 1-2 page thing most graduate applications require.

ivanaskwith: The last page outlining a few different potential projects.

Dadatralla: so it's nice to know you guys allow for more breathing room

ivanaskwith: We try to be people, instead of formalities.

henry3@mit.edu: yes -- i'd rather see some depth there than to have you leave all the good bits on the cutting room floor.

sujiing0714: I want to know specifically about the Chinese culture and media studies

drjardware: Henry, can you speak generally to activities happening under the Global Culture and Media theme?

henry3@mit.edu: getting back to **GLOBALIZATION** research, we have had a fairly broad array of thesis projects in this area -- work on women's radio in Afghanistan, in Christian media in Latin America, in Chinese cinema and now in Chinese animation...

glong2005a: mine was 5 too

henry3@mit.edu: we just had a student complete a feature film project with a tribe in Panama.

ivanaskwith: And I think we've got a student focusing on media in Pakistan this year.

henry3@mit.edu: our students come from around the world and their research reflects that.

henry3@mit.edu: we have so far had less money to support global media research -- the luck of the fundraising cycle, unfortunately

ivanaskwith: Oh, a good deal of work on India, as well.

henry3@mit.edu has left the room.

ReligiousRooster has entered the room.

ivanaskwith: *loves the name religiousrooster*

tkadrice: Is there any humanitarian aspect to the Global Culture project? Despite seeming to be inane, I am cery interested in minority representation in new media, especially here in the states.

henry3@mit.edu has entered the room.

ReligiousRooster: It is actually my other halves, I'm borrowing his aim log in

henry3@mit.edu: oops. i got long winded again.

drjardware: I for one welcome our avian deity

ivanaskwith: Well, there is definitely room for humanitarian focus.

ivanaskwith: I don't know if we have a specific predetermined focus.

ReligiousRooster: Thank you very much, I thought I would never get here

henry3@mit.edu: i was saying -- C3 research on media change in China, Beijing Film Academy archive, and Singapore games project

ivanaskwith: But CMS gives a LOT of flexibility for **PERSONAL DIRECTION**.

glong2005a: amen

ivanaskwith: To be fair, if you don't work on focusing, it can be enough flexibility to hang yourself with.

ivanaskwith: But between our peers and our advisors, we're pretty good at focusing ourselves.

henry3@mit.edu: that's what i meant before when i said, we want students who don't fit in a traditional program but do have a sense of direction.

henry3@mit.edu: the challenge is not to be too narrow you don't explore opportunities beyond your thesis project or too open that you loose all focus

sujing0714: it seems that media research related to China is focused on film studies?

ivanaskwith: (we also love this made-up phrase "applied humanism", which sort of implies the overall ideological goals that our program tries to serve.)

henry3@mit.edu: some of it -- not the work in c3 -- which has dealt more with mobile culture.

drjbrewer: Not necessarily, sujing. We have students working on social networking and viral marketing in China

ivanaskwith: sujing, that's mostly be decision of the people who are studying china -- they chose their own areas.

tkadrice: Applied Humanism is a practice I can get with...

henry3@mit.edu: and it's partially because we formed a good connection with the Beijing Film Academy which has led to the animation project

ivanaskwith: what we do for our personal research, and what the department projects focus on, are two different -- often overlapping -- things.

henry3@mit.edu: but the program is open ended enough to allow students to pursue goals that have very little to do with our formal research initiatives

ivanaskwith: amen.

henry3@mit.edu: you can take courses from across MIT, Harvard, Mass College of the Arts, and Wellesley to expand on what we offer through the program

ivanaskwith: i'll say, for what it's worth:

sujing0714: I see

ivanaskwith: there's a lot of sense of ownership of your specific research agenda.

ivanaskwith: and the class of students is small enough that we all tend to know what everyone else is doing, and can pass things along to them that they might not notice.

ivanaskwith: /end rant

tkadrice: What are some instances of agenda **COLLABORATION**, if there are any?

cunningham tyler has left the room.

ivanaskwith: Well... about 4 of us -- all of whom are assigned to the same department research project -- have tightly overlapping thesis topics this year.

ivanaskwith: Maybe more like 3, now.

ivanaskwith: But all looking at different detailed aspects of transmedia narrative.

tkadrice: Where do they overlap? Just in the fact that they address transmedia narrative?

henry3@mit.edu: there's another cluster this year with strong game theory/design focus -- they are working with Alice and with the folks in the Education Arcade.

ivanaskwith: One person is looking at how to create effective storytelling; I'm looking at how it can be used as a strategy to attract niche audiences; another guy is looking at them in relation to how soap operas could evolve to use new media.

glong2005a: (the first one's me)

henry3@mit.edu: but the projects are wildly different -- game secrets, morality in gaming, virtual geography, and the intersection of games and mobile phones.

ivanaskwith: Overlap comes in because we all grapple with similar and interrelated issues, and keep clarifying our own focus through larger discussions.

ivanaskwith: And yeah, the gaming cluster of research this year is really strong too.

henry3@mit.edu: but then there are other projects which follow their own path -- Tracy is working on

minority film production and distribution using Long Tail theory

henry3@mit.edu: Karen is working on the definition of web art and how it fits into the art world

tkadrice: What of morality in gaming? That seems to dominate the public sphere's serious discourse of games...

henry3@mit.edu: Neil is looking at adolescent narratives across film, tv, and games

ivanaskwith: (tracy's for example, overlaps with mine in that we're both looking at long tail economics as a pivotal enabler for what we're focusing on.)

henry3@mit.edu: he's trying to explore how different philosophical traditions of making moral decisions might be encoded into games

ivanaskwith: (just to give a sense of how many of these overlap in several directions.)

henry3@mit.edu: basically he is looking at some conventional games and reimagining how they would be if the moral questions were taken more seriously

henry3@mit.edu: there's an interest in what kinds of play mechanics might encourage moral reflection.

tkadrice: Neat-o

ReligiousRooster: does sound very interesting

ivanaskwith: rooster, wanna introduce yourself?

WhiteWinged 1: you mean with how the player has to make decisions within the game? or the player's personal response to the narrative of the game?

ivanaskwith: (both, i think)

henry3@mit.edu: some of both, I think. He wants to look at the choices that get encoded into the game, the moral systems that underlie them, and what might get us as players to think more deeply

ivanaskwith: (with the idea that moral questions would become meaningful aspects of the game, rather than symbolic -- but ultimately mechanical -- strategic decisions.)

ReligiousRooster: I'm sorry - I sort of snuck in late. Ummm my name is Faith. I am currently a student in the UK. So I am sort of interested in post-grad/doc stuff more than undergrad, but I hoped I would be welcome in the chat anyway

henry3@mit.edu: will wright has said that games are the only medium which can make us feel guilt because we are responsible for the choices we make

ivanaskwith: welcome, faith.

henry3@mit.edu: yet many games trivialize those choices.

ReligiousRooster: thanks

ivanaskwith: drjardware is a postdoc here.

WhiteWinged 1: that's really interesting

henry3@mit.edu: you are very welcome to the chat, RR. We do have opportunities for postdocs from time to time

ReligiousRooster: ty

henry3@mit.edu: we just launched our postdoc program this year. we have three post-docs -- Josh and Alice who you met. and Hugo who is really on loan from the Media Lab.

ivanaskwith: other questions? anyone? bueller?

drjardware: Indeed, it was how both myself and Alice got into the program

henry3@mit.edu: we will be having some more through the Singapore game lab but these will be specifically focused on games based research.

drjardware: So hi again, and hello Faith. My name is Joshua Green, and I'm a postdoc here at CMS

sujung0714: does anyone do research on **TRADITIONAL MEDIA**, like newspaper and magazine
mistermookian has entered the room.

henry3@mit.edu: yes -- we have been running a series of forums on the future of news and journalism. see the MIT Communications Forum homepage for webcasts.

henry3@mit.edu: we've had several news related projects -- though the tendency has been to look at the intersection of print and digital media

henry3@mit.edu: that's just a reflection of student interests though. we'd welcome work specifically on print culture

ReligiousRooster: nice to meet you Josha. Currently I'm looking at online communities, specifically fan communities, although occasionally I get distracted by computer games (doesn't everyone)

ivanaskwith: and william uricchio, the other head of our department, is pretty interested in that space.

ivanaskwith: ooooh, what fan communities are you looking at, faith?

henry3@mit.edu: in fact, MIT just hired a new faculty member this year who is focused on the social history of print culture and has a strong interest in publishing as a creative industry

ivanaskwith: (sujing, try here: <http://cms.mit.edu/events/colloquiaforums.php> for more info)

drjware: Very interesting Faith. My own work looks at television, but I manage a research project (Ivan and Geoff both 'work' for me) that explores those particular areas

sujing0714: thx ivan

drjware: We're all over **FAN COMMUNITIES** and doing some good work (if I do say) about online communities, particularly looking at the evolution of social networking

Dadatralla: I'd love to hear about everyone's work on fan communities/fan cultures as well

ReligiousRooster: Mostly fan fiction communities but obviously other fan creative communities and non-fan creative communities come into it

henry3@mit.edu: i've done a little work on fan fiction through the years.

ivanaskwith: Are you looking at any specific communities?

ivanaskwith: Don't brag, Henry, you've only dabbled.

ivanaskwith: ;-)

ReligiousRooster: I know - I have quoted you so many times in my thesis *blush*

WhiteWinged 1: I've been looking at the anime fan community in the US actually

henry3@mit.edu: we have a visiting scholar with us right now from Russia who is doing work on Harry Potter fan fiction behind the iron curtain

ivanaskwith: Oh, we have a Japanese culture/anime expert on hand as well.

drjware: Non-fan creative communities! Man, part of the direction my work is moving in is to look at the activities of groups of 'passionate amateurs' particularly those who are contributing to the production of television history materials

WhiteWinged 1: really? that's great

drjware: And I'm connected with researchers looking at Flickr and other sites of 'ordinary' creativity

drjware: which I think would count as 'non-fan' creative communities

WhiteWinged 1: does something like deviantArt fit into that too?

ReligiousRooster: that is basically what I am looking at. I am working from the computer science of things but looking at how 'passionate amateurs' push the usage of new technology

tkadrice: Some people are fans of their "self image"

drjware: yes, Gloria, deviantArt fits squarely into that field

ReligiousRooster: really I am basically doing media studies but no one has noticed yet *eg*

ivanaskwith: where in the uk are you, faith?

drjware: Some of my work and teaching looks at sites of user-generated content, which is a clunky term that sort of describes sites like deviantArt but not really

ReligiousRooster: Southampton

henry3@mit.edu: people get away with doing media studies in so many different departments, RR.

ivanaskwith: yeah, that's because half the world isn't willing to admit we exist yet. :-)

henry3@mit.edu: and that's why our students come from so many different disciplines.

WhiteWinged 1: I've always been rather interested in looking at communities like deviantArt because I joined it early on and saw it grow.. though I'm not really active in it anymore

drjware: I have a whole degree in media studies, and a post-grad degree

ivanaskwith: it lends our work a certain solidarity.

henry3@mit.edu: we have few homelands but we travel everywhere. that's why i wanted to create a mother country.

drjware: I think those sites are really interesting places to explore the use of digital technologies that are frequently labelled 'media' but which are used outside of the constructs of 'media' as an industry

ivanaskwith: mediatopia?

ReligiousRooster: I started off as an ancient historian and now I am in a computer science department. I think I am what they had in mind when they say inter-disciplinary

ivanaskwith: yep, sounds perfect for this space, faith.

henry3@mit.edu: increasingly i describe us as "undisciplined" as in operating outside of fixed disciplines rather than interdisciplinary. it's just a rhetorical game of mine, I suppose.

henry3@mit.edu: a way of taking some of the negatives that get projected onto us and turning them into a positive.

Dadatralla: I like that. Makes it sound sort of roguish and dashing.

henry3@mit.edu: we're here, we study media, get used to it

ReligiousRooster: adisciplined?

ivanaskwith: hahahaha.

tkadrice: Somebody's gotta do it

ivanaskwith: we're the rogue department.

drjardware: As an Australian, I am drawn to sites where I can construct myself as 'roguish and dashing'

ivanaskwith: but we manifest it by watching 24.

sujing0714: one question about application, is **TSE (EDIT: TOEFL)** required or recommended if I want to apply for TA or RA positions?

drjardware: speak for yourself, ivan

WhiteWinged 1: (what's TSE?)

ReligiousRooster: in the UK we manifest it by watching Torchwood

ivanaskwith: except for josh, who kills men with his bare hands.

ivanaskwith: better?

ivanaskwith: oh, is it any good? we don't have it (legally) yet.

henry3@mit.edu: don't rub it in, RR. we crave torchwood in my house.

drjardware: I <3 Torchwood

sujing0714: Test of Spoken English

ivanaskwith: so we just watch Dr. Who.

ivanaskwith: henry, can i give you copies of torchwood in lieu of a finished thesis?

drjardware: Did we get an answer on the TSE question?

henry3@mit.edu: Suijing, it's generally recommended. for what its worth. we only hire RAs in this department due to some funding issues

ReligiousRooster: I can see a bidding war starting here

drjardware: sorry, jumped ahead

tkadrice: aSend me some Mighty Boosh while yer at it

drjardware: Ivan, giving Henry copies of Torchwood will only satisfy part of your cttee

ivanaskwith: Right. Name your price, Josh.

drjardware: To much of an open offer Ivan.

ivanaskwith: It has to be downloadable television. :p

henry3@mit.edu: i am trying to remember if we have a specific policy on the TSE. Write me off line at

henry3@mit.edu and I will look into it.

sujing0714: ok, thanks

henry3@mit.edu: so back to important things, like Torchwood.

ReligiousRooster: Indeed

ivanaskwith: For those of us focusing in television, there's nothing ironic about that statement.

ivanaskwith: *cough*

ivanaskwith: I'd actually be thrilled to work on transmedia for the BBC post-graduation.

henry3@mit.edu: well, from a fan studies perspective, the resurection of the Who franchise and its control by fans is a really fascinating story.

drjardware: so would I ivan

tkadrice: Well, what about focus on tv? What sort of projects are focused on that medium?

henry3@mit.edu: and the British, as Ivan notes, are really exploring transmedia issues in interest way.

ivanaskwith: I would say Sam and I are the most TV focused this year.

ReligiousRooster: We are trying to put together a Torchwood bingo of cliches and plots often seen in fan fiction for playing while watching Torchwood. It has to be one of the most intertestual shows on at the moment

ivanaskwith: Both of us looking at how television branches into transmedia to supplement or extend the

narratives shown on television.

henry3@mit.edu: There's a fair amount of tv related work through c3. And as Ivan noted, ahead of me, there are multiple thesis projects

ivanaskwith: I'm looking at serial primetime drama -- like Lost -- and Sam is working on soaps, focusing on As The World Turns.

henry3@mit.edu: William Uricchio, Myself, David Thorburn all do scholarly work on TV -- as does Josh, of course

tkadrice: Why is Law and Order still owning 4-8 hours of my weekly life?

ivanaskwith: And another thesis looks at television depictions of adolescence as part of a larger tapestry.

drjardware: Dick Wolf is an unrecognised genius - it is only snobbery that keeps him down

ivanaskwith: I'd say the ratings recognize him.

henry3@mit.edu: And Alec's project deals with audience expectations in House, Veronica Mars, as well as card games and comic books

tkadrice: That's really interesting considering my 3rd parent was TV.

drjardware: You're right Ivan, language is failing me today

ReligiousRooster: Oh the House on is going to be fun (says the person in a few House communities)

ivanaskwith: hahahaha. several of us do weekly house viewings.

henry3@mit.edu: yes, I count House among my personal fan interests as well

ivanaskwith: and post-game analysis.

WhiteWinged 1: I supply Veronica Mars for weekly viewings here :P

ReligiousRooster: Well we give the US Torchwood, and you give us House, Studio 60 and Heroes...

seems fair to me

henry3@mit.edu: All shows that are widely viewed in the cms community

henry3@mit.edu: studio 60 is much discussed and cussed.

ReligiousRooster: Although to be fair I think we partly just like to laugh at the Americans who had never heard of Hugh Laurie before the show

ivanaskwith: has anyone started watching heroes yet aside from you, henry? i'm so resistant, on principle, at this point. :D

henry3@mit.edu: of course, we wouldn't have House if you didn't loan us Hugh Laurie

ReligiousRooster: We want him back afterwards, you know

ivanaskwith: "the thinking woman's sex symbol."

ivanaskwith: lucky bastard.

henry3@mit.edu: we also had Inspector Morse on the show this week.

ReligiousRooster: Actually I think that is Peter Wingfield... but we love Hugh Laurie too

ivanaskwith: yeah, david morse is doing a 6-7 episode run. excellent foil.

thedivinegigi has entered the room.

sujing0714 has left the room.

thedivinegigi: What is this?

ivanaskwith: (THIS gives you a good balance sense of what our dept is like.)

ivanaskwith: (conversation on media theory which segues into what we like about Hugh Laurie)

thedivinegigi: am I some sort of example

thedivinegigi: ?

thedivinegigi: hm

drjardware: of what?

ReligiousRooster: and it is pretty much acknowledged this side of the pond that Stephan Fry, if not God then is very close

bovinerocksteady: kristina...its the CMS orientation session.

ivanaskwith: ah, we get very little fry still.

thedivinegigi: oic

ivanaskwith: faith, you have access to any 'bit of fry and laurie' tapes?

ivanaskwith: trying to track some down.

ReligiousRooster: Not on me but I might know somewhere that does. Have you tried LiveJournal. I know there are some sharing communities on that which might tend in that direction

ivanaskwith: Will look there next.

ivanaskwith: Sooooo...

ReligiousRooster: LiveJournal seems to have suddenly become the new place to get stuff

tkadrice: What's this about "accelerated masters" I see? Who is too fast for love and why?

ivanaskwith: With that important business out of the way, anyone else have any questions?

ivanaskwith: :D

henry3@mit.edu: we have had very few people take that option.

mistermookian: Yes, two years feels like not enough time!

ivanaskwith: I think it's partly people who don't want to take loans or want to fast-track to get back to jobs...

ivanaskwith: Ugh, two years is NOT enough time.

ivanaskwith: Amen, sister Amanda.

henry3@mit.edu: yes, that's it. most of us find two years fly by

tkadrice: Can you tell us more about the new faculty member and his/her research on publishing/print media?

glong2005a: amen

ReligiousRooster: What do I have to sacrifice to which dieties to come play with you guys? Not that I can really ask that.

ivanaskwith: You have to let us keep Laurie.

henry3@mit.edu: some students who work on global projects may want to front load the requirements and then take a term off to work overseas on their research

glong2005a: lol

WhiteWinged 1: okay, I gotta run since I've been putting off showing up at work to listen to you guys :D

WhiteWinged 1: thanks a lot

ivanaskwith: of course.

henry3@mit.edu: Her name is Sarah, blanking on how to spell the last name. She is teaching courses for us in the future on the history of print and the sociology of reading. She was hired in the Literature department.

ivanaskwith: feel free to e-mail us if you have questions!

drjbware: Broulliette

henry3@mit.edu: her focus is mostly in British literary production but her teaching interests are broader.

drjbware: Ast. Prof. Sarah Broulliette

henry3@mit.edu: thanks Josh

WhiteWinged 1: ciao!

ivanaskwith: hey henry, still here?

WhiteWinged 1 has left the room.

ivanaskwith: ciao, ww!

drjbware: later

henry3@mit.edu: yes, i am still here

ivanaskwith: if you're free tonight, it seems some people might gather up here at davis to watch the 'lost fall season finale', if you care to join.

henry3@mit.edu: i wish but i fell behind a few weeks ago and still need to catch up. bummer.

henry3@mit.edu: i also have a housemaster's meeting

tkadrice: Any projects with a focus on the future of the **PUBLISHING** industry? They're throwing money away in the most peculiar ways these days...

ivanaskwith: anyone who watches lost is more than welcome to join. :D

ivanaskwith: bah, housemaster, shmousemaster.

ReligiousRooster: I'll just get the plane over

ivanaskwith: well, we had the sessions on the 'death of the newspaper', which are related.

henry3@mit.edu: she's just arrived, TK. I don't know exactly where she is going with this research. You might try writing her.

ivanaskwith: but not the publishing industry proper, that i've heard of.

tkadrice: I used to do author events for our big bookstore down here and publicists freaking book flights

the day of the event! Very 'spensive!

henry3@mit.edu: we have through the years done Forums on the future of the book. you may search on the Communication Forum site to see if you can find some old transcripts or webcasts

tkadrice: Very cool.

ivanaskwith: well, yes, but the myopia of publicists is a dissertation unto itself.

henry3@mit.edu: hey -- I should get a different publisher. i pay for my own flights.

ivanaskwith: hey, i should get a publisher, period.

drjbware: there is a brief overview of Sarah's work here:

http://web.mit.edu/shass/soundings/issue_06f/faculty.html#brouillette

ivanaskwith: (and faith, we'll save a seat for you. ryanair doing US runs yet?)

tkadrice: You're on NYUP? UPs never pony up with flights. I'm talking big 4 here.

ReligiousRooster: Sounds good. Not sure that RyanAir is doing these days

henry3@mit.edu: yes, i'm joking. NYUP has been pretty good at getting publicity for the book and also has gotten it into the chain stores so I have no real complaints.

ReligiousRooster: Tend to go BA cos they feed you

tkadrice: IT's a shame too, b/c UPs put out the best stuff.

henry3@mit.edu: i struggle with trying to get a commercial publisher for Convergence Culture and I couldn't find an agent who understood the project.

henry3@mit.edu: in fairness, i gave up at about the point I really started to understand the project myself.

henry3@mit.edu: i had spent half of my sabbatical writing book proposals and getting no where.

henry3@mit.edu: i could either write the book and find a path to market or keep rolling the dice.

tkadrice: Publishers can be jerks.

ivanaskwith: and much as we all have gambling problems here...

ReligiousRooster: You mean you aren't going with the dice thing?

henry3@mit.edu: nope -- i was playing D&D. these dice had many many sides

ivanaskwith: wow.

ivanaskwith: i don't know if i'm more ashamed that you made that joke, or that i got it AND smiled at it.

ReligiousRooster: You need to go White Wolf - the dice are the same and you get more of them

tkadrice: I'd say that considering your book is in a variety of indy's in Austin, TX your publicity dept. is doing its job.

henry3@mit.edu: yes, the book is in its third printing since August.

tkadrice: Yahtzee anyone?

ivanaskwith: Ahh, Yahtzee.

ivanaskwith: Someone needs to do a CMS thesis on board games.

ivanaskwith: And dice games.

ReligiousRooster: you are bad people. I like you

tkadrice: May I volunteer?

mistermookian: ok infosession, im logging off. sorry i couldn't be much help

mistermookian has left the room.

henry3@mit.edu: we had Eric Zimmerman teaching a games course for us. he did all of the work with pen and paper.

henry3@mit.edu: Philip Tan's thesis was on live action role playing games, does this count?

Dadatralla: Please tell me CMS has a game night. Game theory cluster versus transmedia storytelling cluster.

ivanaskwith: We should.

ivanaskwith: We have game sessions impromptu.

ReligiousRooster: Lol

ivanaskwith: But no organized night cause people tend to be so busy or in class.

ivanaskwith: But that could be corrected.

glong2005a has left the room.

tkadrice: I'd be interested to see what a serious study on Monopoly would yield. The latest incarnation features commercial, branded products for game pieces.

thedivinegigi: hah sudden death guitar hero

henry3@mit.edu: we have a group gathering every thursday night after colloquium. everyone comes to my house.

henry3@mit.edu: there's no reason why people couldn't play games there if they wanted.

ivanaskwith: true.

thedivinegigi: in fact we have a few times

thedivinegigi: ok So long guys, I must take my leave. So many many things. Bye!

ivanaskwith: alright

ReligiousRooster: Ivan - I can't promise but if you are on LJ you might want to check out the 'aBitOf' community...

thedivinegigi has left the room.

drjardware: alright infosession, I've gotta run.

ivanaskwith: dropping like flies, they are.

drjardware: Have fun ya'll (that's what they say here right?)

ivanaskwith: henry, do you own a copy of yahtzee?

tkadrice: I refuse to work!

ivanaskwith: sure it is, MATE. G'Day!

henry3@mit.edu: so it looks like this is winding down. i am happy to respond to any questions via e-mail at henry3@mit.edu

drjardware has left the room.

henry3@mit.edu: i am not sure, Ivan. we may.

ReligiousRooster: before anyone else vanished - if anyone wants to chat about stuff my e-mail is kf03r@ecs.soton.ac.uk

ivanaskwith: iaskwith@mit.edu

Dadatralla: I really want to thank you guys for doing this.

henry3@mit.edu: our pleasure. we hope you folks apply to cms.

ivanaskwith: our pleasure. we love having new people to talk to.

Dadatralla: It was a great opportunity to get to know the department

tkadrice: Thanks!!! For rills!

ReligiousRooster: will keep an eye on any postdoc positions being advertised

glong2005a has entered the room.

ReligiousRooster: Thanks for doing this chat. Only wish I had managed to make it in sooner

henry3@mit.edu: yes -- you never know and if you want to be in touch about fan research, drop me a line

ivanaskwith: ah, there'll be a log somewhere.

Dadatralla: I was already planning on sending my my application this january, so you'll definitely see it

ivanaskwith: keep an eye on cms.mit.edu

ivanaskwith: which our own geoff long designed.

henry3@mit.edu: or henryjenkins.org

ivanaskwith: *points to glong*

ivanaskwith: henry, you publicity whore.

glong2005a: thanks :-)

ivanaskwith: they already know your site.

tkadrice: Very nice.

ReligiousRooster: Thanks - I will.

henry3@mit.edu: sse ya

henry3@mit.edu has left the room.

glong2005a: please feel free to email me any questions you might have -- glong@mit.edu :-)

ivanaskwith: am i the only person who doesn't want to rush off and work?

ReligiousRooster: I was just about to ask the same thing

Dadatralla: Ha, I don't even have work

Dadatralla: it's already 6pm here in Germany

ivanaskwith: what time is it in the UK?

ReligiousRooster: I have a thesis to write - I'm quite happy to put it off

ReligiousRooster: 5pm

ivanaskwith: seriously, once i leave this chat, it's back to writing about The Lost Experience for josh, which i've been avoiding.

ReligiousRooster: But the last chat I was in was 3am UK time. That was unpleasent