DEPARTMENT OF COMMUNICATION

Meet & Greet

Friday, October 6th
2:00-5:00 p.m.
Arjona Building, 2nd floor

• Meet faculty & grad students
• View research lab demos
• Explore internships, careers, & graduate programs
• Watch short films produced by Comm students
• Join student organizations
• Enjoy refreshments
Meet & Greet

Friday, October 6th
2:00-5:00 p.m.
Arjona Building, 2nd floor
## Get Involved ~ Get Prepared ~

### 2:00 - 5:00 PM

<table>
<thead>
<tr>
<th>Time</th>
<th>Room</th>
<th>Event Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>2:00</td>
<td>Rm 230</td>
<td>Publications by department faculty available for browsing</td>
</tr>
<tr>
<td>2:00</td>
<td>Rm 245</td>
<td>Academic advising information for new majors and graduating seniors</td>
</tr>
<tr>
<td></td>
<td>In Hallway</td>
<td>Ken Lachlan, Department Head, and Rory McGloin, Director of Undergraduate Studies, will be mingling with attendees.</td>
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<tr>
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<td>Communication-related Internship Information table</td>
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<tr>
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<td></td>
<td>Communication-related Student Organization tables: Advertising Club, Communication Graduate Student Association, Communication Society, Daily Campus, UCTV, WHUS</td>
</tr>
</tbody>
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### 2:00 PM

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<tbody>
<tr>
<td>2:00</td>
<td>Rm 203</td>
<td>Mark Hamilton: Learn about the Digital Gamesmith Lab and hear about a recent study analyzing President Trump’s tweets.</td>
</tr>
<tr>
<td>2:00</td>
<td>Rm 225</td>
<td>Tom Meade and Steve Stifano: Hear about the wide world of communication, what you can do in it, and where the newest research is taking us.</td>
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### 2:30 PM

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<thead>
<tr>
<th>Time</th>
<th>Room</th>
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</tr>
</thead>
<tbody>
<tr>
<td>2:30</td>
<td>Rm 203B</td>
<td>John Christensen: See a demonstration of a driving and flying simulator and hear how digital media can improve public safety.</td>
</tr>
<tr>
<td>2:30</td>
<td>Rm 211</td>
<td>Kim Embacher: Try out equipment in the Video Game and Media Effects Lab, including exer-gaming fitness bicycles, and hear how the equipment is being used in current research.</td>
</tr>
<tr>
<td>2:30</td>
<td>Rm 215</td>
<td>Saras Bellur: In the Human-Computer Interaction Lab, see a demonstration of Biopac equipment that can measure various physical responses to communication stimuli.</td>
</tr>
<tr>
<td>2:30</td>
<td>Rm 225</td>
<td>Steve Stifano: Watch several short films from the advanced media production course and hear more about the intro and advanced production sequence.</td>
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</table>

### 3:00 PM

<table>
<thead>
<tr>
<th>Time</th>
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<th>Event Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>3:00</td>
<td>Rm 203B</td>
<td>John Christensen: See a demonstration of a driving and flying simulator and hear how digital media can improve public safety.</td>
</tr>
<tr>
<td>3:00</td>
<td>Rm 211</td>
<td>Kim Embacher: Try out equipment in the Video Game and Media Effects Lab, including exer-gaming fitness bicycles, and hear how the equipment is being used in current research.</td>
</tr>
</tbody>
</table>
3:00 PM (CONTINUED)

Rm 215  Saras Bellur: In the Human-Computer Interaction Lab, see a demonstration of Biopac equipment that can measure various physical responses to communication stimuli.

Rm 225  Levi Green: Attend a presentation by a double-major in Communication and Women’s and Gender Studies about using communication theories and STEM methods to teach the concepts of intersectionality and privilege.

Rm 237  Anuraj Dhillon and Ambyre Ponivas: Stop by the Interpersonal Interaction Lab to see how they study couples' communication and test saliva for key hormones and genes.

3:30 PM

Rm 203B  John Christensen: See a demonstration of a driving and flying simulator and hear how digital media can improve public safety.

Rm 215  Anne Oeldorf-Hirsch: In the Human-Computer Interaction Lab, use virtual reality to experience life in a coral reef, and learn more about how this immersive experience changes our connection to the environment.

Rm 221  Ross Buck: Be a part of the iMotions Biometric Research Platform in action, with a demonstration of facial expression analysis.

Rm 225  Adam Rainear: Learn about the different roles that a graduate student plays in the department — scholar, researcher, teaching assistant — and learn about making the most of a graduate experience.

4:00 PM

Rm 203B  John Christensen: See a demonstration of a driving and flying simulator and hear how digital media can improve public safety.

Rm 215  Anne Oeldorf-Hirsch: In the Human-Computer Interaction Lab, use virtual reality to experience life in a coral reef, and learn more about how this immersive experience changes our connection to the environment.

Rm 221  Ross Buck: Be a part of the iMotions Biometric Research Platform in action, with a demonstration of facial expression analysis.

Rm 237  Anuraj Dhillon and Ambyre Ponivas: Stop by the Interpersonal Interaction Lab to see how they study couples' communication and test saliva for key hormones and genes.
Presenters
Saras Bellur, Assistant Professor
Ross Buck, Professor
John Christensen, Assistant Professor
Tessa Cugno, Program Assistant
Kathryn D’Antonio, Academic Advisor
Anuraj Dhillon, PhD Student & Teaching Assistant
Kimberly Embacher, PhD Student & Teaching Assistant
Levi Green, Undergraduate Student
Mark Hamilton, Professor
Kenneth Lachlan, Professor and Department Head
Rory McGloin, Assistant Professor and Director of Undergraduate Studies
Thomas Meade, Assistant Professor in-Residence
Joel Nebres, Academic Advisor
Anne Oeldorf-Hirsch, Assistant Professor
Adam Rainear, PhD Student & Teaching Assistant
Cindy Stewart, Administrative Coordinator
Stephen Stifano, Assistant Professor in-Residence

Get Experience
COMM 4991 Communication Internship — Provides students with opportunity for supervised field work in a professional communication organization. Credits and hours by arrangement, with a maximum of three credits per semester. Prereq: At least 12 credits of 2000-level or above of Communication courses and consent of instructor.

Get Deeper
COMM 4992 Communication Practicum — Provides students with opportunity to participate in a variety of supervised research activities in communication. Credits/hours by arrangement, with a maximum of three credits per semester. Prereq: At least 12 credits of 2000-level or above of Comm courses which must include COMM 3000Q plus instructor consent.

Get Prepared
It is never too early to go to the Center for Career Development in Wilbur Cross or at http://career.uconn.edu.

Get Involved
Go to our website (http://comm.uconn.edu), like us on Facebook (UConn Department of Communication), and follow us on Twitter (@UConnCOMM).