



### **Rochester Section Meeting – Tuesday, August 7, 2012 at 12 Noon**

The August Rochester Section business meeting is on Tuesday, August 7, 2012 at 12:00pm, at the Shanghai Restaurant, 2920 West Henrietta Road, just south of the intersection with Brighton-Henrietta Town Line Road.

Any IEEE member is welcome to attend and to participate, or just to observe. Lunch is \$3 for IEEE members. No reservation or RSVP is needed, just show up. Come to enjoy the renowned Shanghai cuisine.

### **New Rochester Section Website is live at: <http://rochester.ieee.org>**

For the past several months, Sam Fryer, the section's Webmaster, has been at work reinventing the Rochester Section IEEE website. This website is different, so you can immediately tell that you are at the *new* website. Reset your bookmarks and links to: <http://rochester.ieee.org/>, and go have a browse around.

### **IEEE June Annual Meeting at Strong National Museum of Play**

The Rochester Section's annual June dinner meeting was held at The Strong National Museum of Play (<http://www.museumofplay.org/>) on Wednesday, June 27, 2012. The member turnout was excellent, and included members and their families from all age groups.

After a buffet dinner, we had the opportunity to participate in a special behind-the-scenes tour of the International Center for the History of Electronic Games led by Dr. Jon-Paul Dyson, director of the center. Here, more than forty years of electronic gaming came to life as we saw hardware and software spanning the entire history of electronic games. For someone like myself, who was thrilled playing the first Pong game on our TV screen with my sons, and who spent many hours playing Space Invaders on my Apple II (I still have it to play in DOS emulation mode on my Windows machines) this was like a history lesson combined with a nostalgia trip. The photos may give some idea of what we saw.

The group then wandered around, stopping at the **eGameRevolution**, the museum's electronic game display featuring 40 classic arcade games. Each of us was given six tokens to use in the machines. In addition to the purely electronic games, there were also several pinball machines with real, as opposed to virtual, action. It's a great exhibit. <http://www.museumofplay.org/see-do/exhibits/egamerevolution>.

After playing our tokens, and watching others play, we wandered down to the first floor where the brand new **Design Zone** exhibit had us engrossed for another hour. <http://www.museumofplay.org/see-do/exhibits/design-zone>

Our June meetings always meet in interesting places, and this was certainly one of the most interesting and, most of all, fun!



**IEEE members listen as Jon-Paul Dyson explains operation of the center**

## **IEEE-USA e-books worth checking out**

IEEE-USA's e-book home page is at: <http://www.ieeeusa.org/communications/ebooks/>. Each month there is a featured *free* book, as well as many other free and low-cost books available.

In August, the free e-book will be "Technical Presentations, Book 1: Strategy, Preparation and Planning."

In "Technical Presentations, Book 1: Strategy, Preparation and Planning," you will learn how to better present technical information to a broad spectrum of individuals, including co-workers, executives and potential clients in a variety of formats -- such as conference papers, training materials and funding proposals. Even if you do not present papers or make other formal presentations, you must present your ideas and opinions daily in a clear and concise manner. Without a strategy and appropriate preparation, a presentation will be unfocused, not apply or fail completely.

"Technical Presentations, Book 1" of a four-part series, outlines a framework to help you prepare for your next presentation. It will be available to members for free download in August.

## **IEEE International Games Innovation Conference Sept. 7-9, 2012**

The 4<sup>th</sup> IEEE International Games Innovation Conference will be held on September 7-9, 2012 at the Strong National Museum of Play. The conference is sponsored by the IEEE Consumer Electronics Society. Details can be found at the CES website <http://ice-gic.ieee-cesoc.org/2010/index.php>.

## **Congratulations to our newest Senior Member**

Sumita Mishra, a member of the Communications Society was elevated to Senior Member at the July meeting of the Awards and Advancements Committee.

**More photos from the Strong International Museum of Play**



**Zektor and Pac-Man games in storage area – two of many**



**Pong – a relic from the mists of time**



**Operating Pac-Man game in the eGame Revolution exhibit**