



AIMS TIMES

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DIRECTOR'S CHAIR

Greetings AIMS Family!

I am glad that several you have participated in our Academic Year program activities! Keep up the good work! Good luck to each of you who will be taking the ACT for college admission! I know you will do well!!

Make sure to keep up to date on all events planned for this semester and the remainder of the year! We look forward to seeing you during visits to your school and workshops and trips. Remember to send us any accomplishments that you have! We love to brag on our students! Speaking of which, one of our former students, Mr. Blake Denson, was recently selected to be an Acoustikat at the University of Kentucky! For those of you who do not know, this very group represented our State well on the National A capella competition "The Sing-Off" last season! Congratulations Blake!

Have a great month and study hard and play even harder!!!

Yours in education,

Dr. Doris Clark-Sarr

COORDINATOR'S CORNER - AIMS I

Hello ALL!

Time certainly flies when you're having fun! I cannot believe that it's already September and Evan and I will be out in your schools in just a few weeks! I'm excited to see new faces, and even more excited to meet with each of you to discuss your academic progress and ways that AIMS can assist you. Our goal is to give you any assistance needed in your efforts to be a successful student. We have all the tools necessary for you to succeed so please do not hesitate to use Evan and I as valuable resources. Seniors (Bridge Students) will have individual meetings with each of us as well and you will begin the Murray State University application process, which is the first step in becoming a Bridge Student! If you missed the first workshop, information will be coming in the mail soon so be sure to follow all instructions and most importantly, pay close attention to deadlines! The calendar has tons of important dates and activities listed so please pay close attention and make sure you don't miss out on anything! As always, if you have questions or concerns please do not hesitate to contact your central staff! We are here to serve you! I look forward to seeing several of you within the next few weeks!

Sincerely,

Stephen D. Keene

COORDINATOR'S CORNER - AIMS II

Hello AIMS Family!

He we are in September – it certainly arrived in a hurry! Stephen and I are looking forward to visiting your schools and communities this month to recruit new students and visit with all of you! Be sure to tell your friends to ask us or their counselor for an application!

It was great seeing those who could make it to the AIMS back to school dinners! For those who couldn't make it be sure to read over your Academic Year Handbook and pay special attention to the events calendar. The importance of tutoring was also stressed during the dinner. If you are struggling with a class get help immediately! Do not wait until it is too late. If you have any questions about tutoring please contact me. Don't forget to explore the tutoring opportunities at your school and online.

Again, we are here for you all. If you need anything at all please let us know. We will see you soon!

Evan O'Neal



The CFSB Center will host **Bill Cosby on Saturday, October 11 at 8:00 p.m.**
The AIMS Program will offer tickets to select students who have attended AIMS Workshops & Events and also students who exhibit exemplary academic progress and achievement.

About Bill Cosby –

One of America's most beloved comedians of all time, Bill Cosby has captivated generations of fans with his comedy routines, iconic albums and best selling books such as *Fatherhood*. His comedy transcends age, gender and cultural barriers.

Cosby broke television's racial barrier with *I Spy*, becoming the first African American to costar on a television series while winning three consecutive Emmys. He created and produced the Emmy-winning cartoon *Fat Albert* and the *Cosby Kids*, which began airing in the 1970s and was made into a film in 2004. The show, based on Cosby's childhood in Philadelphia, was designed to educate and entertain.

The former Navy serviceman's illustrious list of accomplishments includes roles on the children's educational show *Electric Company* and creating and producing the Emmy award winning *Little Bill*, which is based on his bestselling book series

Perhaps Cosby's greatest contribution to American entertainment and culture is *The Cosby Show*, about a close-knit, upper class black family. Cosby said his intent was to portray an American family. *Time* magazine called the show "an encouraging sign of maturity in matters of race." *The Cosby Show* dominated the No. One spot for years, earning nearly unanimous critical praise. *Life* magazine described the program as "a gentle, whimsical, warmhearted" show whose "delicious ordinariness of its pleasures and tribulations has given millions a fresh, laughter-splashed perspective on their own domestic lives."

Bill Cosby's current best seller, *I Didn't Ask to Be Born, But I'm Glad I Was*. Cosby talks about the Bible, being a grandfather and his first love in his humorous and insightful manner.

Cosby has received the Kennedy Center Honors, the Presidential Medal of Freedom (America's highest civilian honor), the Mark Twain Prize for American Humor and the Marian Anderson Award.

Cosby's been busy raising a family, too. He married the former Camille Hanks on January 25, 1964, while she was still a student at the University of Maryland. They raised four daughters (Erika, Erinn, Ensa and Evin) and one son (Ennis) and now have three grandchildren. The family resides in New England.

CAREER PROFILE - Kelly Murphy: Disney Video Game Designer



Name Kelly Murphy

Education B.A. Film, University of Utah

In the recipe for fun, Video Game Designers are the secret sauce. Kelly Murphy, a Video Game Designer for Walt Disney, spends his time balancing tight deadlines for game releases while ensuring Disney games are exciting to play and keep gamers' coming back for more. Read more to learn what makes a Video Game Designer such a cool job!

What is your job?

I am a Video Game Designer and part of a team that develops family-friendly video games for Walt Disney, often based on Disney motion pictures. The contributions made by a video game designer are not always so apparent, but a designer's job is critical to the development of the game and its ability to capture a player's attention. Designers are faced with deciding game logistics such as how many levels a game should have, how long a train chase should be or how many seconds should pass between firing a weapon. These details, although minute and often unnoticed by the players, create excitement and intrigue.

Why did you choose this career?

I majored in Film at the University of Utah and loved entertaining and creating something special for my audience, but video games took my passion for entertaining to another level by creating an interactive experience for players.

Explain what an average week at work is like for you.

Deadlines and game releases tend to drive the team's hours. The Disney studio uses color codes to describe peak volumes throughout the year. For example, code-yellow indicates the team is working 40-50 hours a week, which is fairly typical. The work week increases to over 60 hours a week in late summer and right before Christmas when a great deal of movies and games are released simultaneously. These hectic times at the studio are appropriately dubbed code-red.

What do you like best about your job?

Above all, I enjoy working with a team and making movies come to life with video games. Movies are a significant aspect of our culture and entertainment, but video

CAREER PROFILE - continued

game designers take players to another world where they can interact with the heroes they love and villains they love to hate in movies

When you were a kid, did you like science, technology, engineering and/or math?

If so, what subject did you enjoy most and why?

I enjoyed science as a kid and studied astronomy in college, but floundered in math. I am learning scripting, which is industry speak for writing code like java, and having a stronger background in math would make this process simpler.

Was there a moment when you knew that you wanted to become a Video Game Designer? Tell us about it.

There wasn't a notable moment when I decided to become a Video Game Designer. Instead, it seems that everything leading up to my position at Disney was leading in that direction. As a kid, I played Sierra Computer Games and in middle and high school I spent hours conquering levels in Sonic the Hedgehog on Sega Genesis. In college, I actually quit a job to stay home and play a video game. A lot has changed since college, but the best video game designers have a true and unwavering love of gaming themselves.

What is the biggest challenge you face as a Video Game Designer?

Where to begin... There have been many challenges, but my own self-doubt is often the greatest obstacle.

The more you learn in the video game development world the more you realize you don't know. There is always new and better technology to supersede the technology you are most familiar with that quickly becomes obsolete.

In college, I worked as a video game tester at Microsoft, which was really my first taste of video game development. However, at Microsoft my job was finding problems with games and now, as a Video Game Designer, I have to come up with the solution to problems. The process can be quite daunting at times.

Was there a person who inspired or convinced you to get involved in your field?

Who was he/she and how did he/she do it?

I have had many inspirations along the way. I was inspired by my childhood friend who followed his passion, went to work for Pixar and created his own cartoon series. Shigeru Miyamoto, the creator of Mario Brothers and Yugi Naka, the creator of Sonic the Hedgehog both played a pivotal role in shaping my approach to game design. What I appreciate about Miyamoto and Naka is that they take real-life pastimes like gardening and painting and replicate them in an artificial game world. Remarkably inspiring!



PARENTS' CORNER: Students Learn Better with Engaged Parents

Parents should help their high school students by engaging in studies at home and working with teachers.

As kids get older and advance to [high school](#), talking to them about their school life can become more difficult for parents. With younger children, parents may have been required to sign off on report cards and progress reports, attend more parent-teacher conferences, or simply drive their kids to school. But when students reach high school, connecting with children over school can become challenging.

Even if parent engagement in academics is hard, it's incredibly important, says Sherri Wilson, senior manager of family engagement at the [National Parent Teacher Association \(PTA\)](#). Wilson helped organize the recent National Take Your Family to School Week, designed to build partnerships between families and schools through individual school events such as teacher-parent breakfasts, game nights, and workshops for [applying to college](#).

Wilson cites a report from the [National Center for Education Statistics \(NCES\)](#) that surveyed the same 25,000 students, once in 8th grade, again in 10th, and lastly in 12th. The students' responses—along with surveys of their parents and educators, and academic data—showed that [parental involvement in school correlates with higher grade point averages](#).

The most important way for family members to get involved is to show interest in the student's academics at home, says Wilson.

"Unfortunately [engagement] often tapers off as children get older," she says. So, parents and other family members who care for students should be "making sure their children are taking the right classes and maintaining passing grades."

Wilson also says parents should be working with their high school kids on pre-college activities, such as filling out the Free Application for Federal Student Aid ([FAFSA](#)). "It's about making sure that their child is going to be able to leave high school and go to [college](#) or start a career," she says.

For students who could become the [first in their family to seek higher education](#), Wilson says, "Having an expectation that their child should go to college will have a profound shift for them."

PARENTS' CORNER – CONTINUED

While offering support and guidance at home is the first step in engaging in a high school student's academics, it's certainly not the last. Families should work with the school, too, specifically by communicating with teachers and giving them helpful background information on their children, Wilson says.

Usually, she adds, the parents and high school teachers are on the same team in that they both want the child to succeed.

"It really needs to be a partnership between the school and the parents," Wilson says. They should "build trusting and respectful relationships."

By [Laura McMullen](#) February 20, 2012

SEPTEMBER BIRTHDAYS!!!!

Joyrian Bradley

Beth Clark

Marcus DeBerry

Nakita Finch

Charity Henry

Darrion Lockridge

Shamiah Perry

Nicholas Ware

SCHEDULE AT-A-GLANCE

September

11th Evan O'Neal visits McCracken County High School

13th ACT Test Date

22nd Stephen Keene visits Big Sandy School

24th Evan O'Neal visits Lake County High School

Stephen Keene visits Fulton Independent High School

26th Stephen Keene visits Fulton County High School

October

2nd – 7th AIMS Mobile Classroom – Florida

11th MSU Homecoming & Bill Cosby Performance

SAT Test Date

17th Stephen Keene visits Hickman County High School

18th MSU Festival of Champions

25th ACT Test Date

31st AIMS Application Deadline for Academic Year Consideration

November

8th SAT Test Date

9th – 12th 2014 KNCT-3 Fall Conference in Asheville, NC

15th Bridge Workshop II (NEWLY REVISED DATE)

TBD AIMS Thanksgiving Dinner MSU Faculty Clubhouse

December

6th AIMS Christmas Dinner @ Patti's 1880's Settlement and Variety! Christmas Spectacular 4:00pm

SAT Test Date

13th ACT Test Date