

# ARE YOU A NERD?

## YOU'RE NOT ALONE!

To meet others with similar interests, talk about computer game design and programming, help work on current development of a 3D UC Computer Game, AND enjoy FREE Pizza and Drinks...

Come to the First Official Meeting of UC-LaRC  
on  
Tuesday, February 5<sup>th</sup> at 7pm in 427 ERC

LaRC, the Laboratory for Recreational Computing, is a Project-Driven Organization open to all UC students, freshman included. LaRC's primary goal is to <<mission>>.

Since LaRC is Project-Driven, you can choose from any number of current, ongoing projects to participate in. You can even make your own, and get help from other LaRC members. Membership is free, and your work is considered 100% volunteer effort, so you can decide your own level of involvement.

Current ongoing projects include:

- Development of a cross-platform C/C++ Graphics API using SDL and OpenGL.
- Development of a cross-platform Input/Output Event handler using SDL.
- Numerous Web-Based Games using Java.
- Plus, anything you want to do! You can start your own project with other LaRC members and resources!

First Meeting of UC-LaRC is on Tuesday, February 5th at 7pm in 427 ERC. For more details, check out <http://pohl.ececs.uc.edu/larc> or stop by the UC-LaRC office at 807 Rhodes.