MAGNET Interviews - Donovan and Sriya

\*All interviews were held between 4:30 and 6:00pm on Monday October 6, 2014

**Brigid Walsh Final semester Grad student at IDM (IDM Grad Lab)**

1. For the most part (fix lights and temperature). Better now because for last 2 semesters there was no assigned study room for grads. Did not work outside—too many people talking. Comes to Grad lab because it is quiet.

2. Usually studies at MAGNET/Grad Lab. Gets distracted at home

3. Hates studying alone, likes having people around—not necessarily to talk to—but just around. People she knows. People working together in the same room keeps her on task. Other people working keeps her working

4. Procrastinator until lately—responds well to stress though so she can perform. She needs to write things out for them to become real (she says she needs to use a calendar but she would ignore it). She also studies better at night.

5. Studies better in a group—better if they are not talking though. If had to be talking she would rather study alone.

6. An app (rescue time) that would lock out her distraction websites helped—then she stopped setting it because it got tedious—she wanted to get better at ignoring the sites herself. If social media didn’t exist, that would help also.

7. Music without or with minimal lyrics. Helps if it is not cold and dark (referencing the IDM Grad Lab)

8. Organizing notes. Evernote and Zoetero don’t work for her. She needs a tool to help her organize notes. Her sorting methods are not organized. “Where’s my stuff?”

9. Has two other degrees related to media. Her last degree was in art where she learned programming. She wanted to learn more about the science and engineering behind what she knew. She felt she was reverse engineering where she wanted to directly engineer. She also likes teaching—she’s done a lot of gigs. Wants to close the gender gap in STEM.

10. Wearable EEG reading technology that maps brainwaves. She wants to map emotions to brainwaves. Interested in how new/emerging technologies are adopted by society and mediate social interactions. Interested in wearables because they are a new field. Potential for good and for not so good because they can become less transparent and effect things like privacy.

11. Product developer for a wearables company “would be totally awesome”. She doesn’t have an engineering degree though.

12. Ridiculous amount of money it costs to be at NYU and live in New York. The school’s cost is the only prohibitive factor. Tons of smart people otherwise to work with and learn from.

13. She was asked to join the program—was originally thinking of ITP. DeAngela asked her to apply to IDM—and she received a fellowship.—Less expensive than ITP.

**Paul Dariye Management of Technology Graduate student (first year) (MAGNET main area)**

1. International Student from Central Nigeria—comes from a minority tribe in the country

2. Computer Science background (from Cyprus)

3. Studies in MAGNET now because he takes classes in MAGNET. Would like to study in MAGNET if he wasn’t a student (it has a ping pong table). It is a good space when he wants to work on expressive things—less so when he wants to write a paper.—Magnet is a great place for creative pursuits.

4. Would suggest a quiet room or quiet rooms within the open space

5. Somewhere with a Teapot (likes something hot when he’s studying)—he gets hungry when he studies.

6. He gets distracted easily (with other things to study)

7. He’s still developing study habits. They are so dynamic with less structure. Sometimes he leaves things until the last minute and other times he just has too much to do.

8. Studies better individually. Unless the group knows exactly what the subject matter is to the utmost detail

9. Automatic tea machine

10. Getting pointers on how to start writing papers (when he does have them)

11. Tea

12. He likes management (he thinks). Wants to see if he will be good at it. He isn’t as good a programmer as he would like, but he doesn’t think it is viable to be both a coder and a manager

13. He wants to eventually start a company in Nigeria. But before, he wants to work for a good company to gain experience. He is getting the knowledge-base in his program—he needs experience to follow.

14. “Balancing the whole act” social life, sleeping, good grades, family, etc. he feels he doesn’t have balance. He is “busy”. Balance should be there.

15. Came to America with the American Dream and thought he could wiggle his way into a job and realize he needed certain things before that could happen. He didn’t have the right visa status so he decided to enroll in school. For a capstone project, he wanted to build an actual company—not sure how feasible it is though. He doesn’t like to experience failure—he is the type that is broken when/if he fails once. Believes in meeting the right people

**Pierre Depaz Grad Student in Game Design MFA (Tisch)—Second Year (MAGNET gaming room)**

1. Half French Half American—registered as an American

2. Often studies in MAGNET (more than he’d like) because of the environment which isn’t distracting

3. Two screens, a good sound system, and white boards

4. Studies more efficiently here in MAGNET—if you make the effort of going, you have to make it worth while

5. He feels all he does is study. A lot of his life is dedicated to studying. Classes are just a framework for him to make his ideas real (he would work on his ideas anyway)

6. Doesn’t believe there is such a thing as studying in a group. Working in groups is the reality not studying in groups

7. Having an internet connection is the ultimate pastime (can be used for distractions). Selective internet connections would help him study better.

8. He always wanted to make games and recently realized he could make it into a career.

9. Live installation and sound design (he is an average programmer and graphic designer)

10. He doesn’t know. Since you never know how good you’ve become until you are in an environment that demands your skills. He wants a job though.

11. Not enough money. Having people trying to justify why games are relevant and not working to make them relevant. People end up making games that they are trying to veer away from.

12. Thesis is an exploration on faith as a game design mechanic—he will make an actual game.

13. He doesn’t know if it is worth it to engage in research. He doesn’t know if his premise is worthwhile

14. He would like more access to faculty feedback. It’s hard to expect a prof. to give his utmost attention to every student.

**Sam Cheng – IDM Grad first year**

1. Comes often to MAGNET. Library is too noisy. Can come to the research lab which is quieter.

2. Any quiet place

3. Likes to study during the day—sometimes saves work until the last minute (sometimes too much homework). Teaches himself through tutorials when he doesn’t know the material

4. Depending on the classes (where there are group projects)

5. Quiet places

6. Distractions—friends call/text, email he has to reply to immediately

7. He has to often teach himself software

8. IDM courses are more self-directed. Other programs are too restrictive

9. Find internship opportunities after he graduates to get enough experience to get a full-time job

10. Language is a problem sometimes

11. Speaking more may help.