



# JESTER LUMOS

PVCC Game Development Peer Mentor

**Use They/Them Pronouns**

## What Is a Peer Mentor?

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We wear many hats as Peer Mentors, but at the end of the day, we are **experienced students** with a passion for **helping our peers**. We are selected by a partner instructor, and then we interview for and pass a service-learning course as education paraprofessionals.



## Ask Me for Help With:

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Academic Anxiety	College Success	Game Development/C#	Campus Navigation
Adult Re-entry	Time Management	Hands-On Activities	General Questions
Campus Resources	Campus Policies	Course Expectations	Technical Failure

## JesterMaps (Patent Not Pending)

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If you are not sure whether I can help you with something, just ask! If I cannot help, I can direct you to a resource that can. If you have a safety concern, I can help you navigate our CARE system. I will never share or act on anything you tell me in confidence without your permission. I periodically post announcements and resources in our Canvas course, so **check Canvas regularly**. Think of me as your personal directory or map to college success!

## I DO NOT Provide:

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Help in Other Classes	Tutoring Services	Grading/Testing	Counseling/Therapy
Enforcement of Policy	Gapless Knowledge	My Own Biases	24/7 Availability
Any Personal Details	GenAI/LLM Support	Personal Advice	Course Assignments

## Need to Contact Jester?

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Expect to see me **in class one day each week**, typically at least an hour before class starts. If you need to reach me electronically, **I prefer Canvas messages**. I show up in our Canvas course under "Designers," as Canvas does not officially support Peer Mentors. You may also reach out via email at [jesterlumos@gmail.com](mailto:jesterlumos@gmail.com) if you prefer, but I may not respond as quickly.