

Dear \_\_\_\_\_,

Welcome to MASON and the College of Visual and Performing Arts!

Selecting courses for the first semester is an important step in your academic journey. As an international student, you may become eligible for PRIORITY registration if you do the following:

1. Schedule an appointment with your major advisor by sending an e-mail to the appropriate e-mail address listed below.
2. These meetings can take place online, via e-mail, skype etc.
3. Advisors for the College of Visual and Performing Arts are as follows:
  - a. Art and Visual Technology: Robert Yi, [ryi6@gmu.edu](mailto:ryi6@gmu.edu)
  - b. Dance: Marjorie Summerall, [msummera@gmu.edu](mailto:msummera@gmu.edu)
  - c. Film and Video Studies: Lori Yi, [favs@gmu.edu](mailto:favs@gmu.edu)
  - d. Music: Melinda Wildman, [mwildman@gmu.edu](mailto:mwildman@gmu.edu) and Tom Owens, [towens1@gmu.edu](mailto:towens1@gmu.edu)
  - e. Theater: Sara Simanski, [ssimansk@gmu.edu](mailto:ssimansk@gmu.edu)
  - f. Computer Game Design: Jeremy Tuohy, [wtuohy@gmu.edu](mailto:wtuohy@gmu.edu)
    - i. **Computer Game Design Students** must register for the self-paced online algebra tutorial program MATH 008 (**CRN 81685**) and complete all the exercises.
    - ii. Regardless of your math preparation to date, this online course is **mandatory** for Computer Game Design students. Use [this link](#) to find instructions on how to use [Patriot Web](#).
    - iii. MATH 008 can be completed in as little as 2 weeks. As soon as you complete the online course, send your name, G#, and a brief message indicating you have completed MATH 008 to the course coordinator via email: [gbulance@gmu.edu](mailto:gbulance@gmu.edu).
    - iv. Completing this requirement promptly will aid you and your Computer Game Design advisor in course selection for the fall term.
4. All students must attend orientation on August 21, 2018.

Please let us know if you have any questions.

Sincerely,

The College of Visual and Performing Arts, Academic Affairs