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A PUBLICATION OF THE ARTS & CULTURAL COUNCIL
FOR GREATER ROCHESTER

In Brief *New and Noteworthy*



Sculpture by Susan Ferrari-Rowley, *Declaration of Ruin*

MCC's Susan Ferrari-Rowley Receives SUNY Chancellor's Award

Susan Ferrari-Rowley, Assistant Professor of Fine Art at Monroe Community College (MCC), has been selected to receive the 2011 SUNY Chancellor's Award for Excellence in Scholarship and Creative Activities.

This prestigious award is reserved for faculty who have consistently demonstrated superlative performance within and beyond their position.

Ferrari-Rowley has taught in the Fine Art Program at MCC since 2000. Her contribution

to the community has been demonstrated through various works of public art, including the recently installed sculptural reliefs created for the Glide Street Bridge in Rochester.

This work, a graceful reflection and symbol of the waters of the Genesee River and Lake Ontario, provides a beautiful enhancement to the city. Ferrari-Rowley has exhibited locally and nationally including recent installations at the Davison Gallery at Roberts Wesleyan College and OK Harris in Manhattan.

Extensive Video Game History and Design Collection Donated to The Strong

Ralph H. Baer, the innovative video game pioneer who helped launch a multibillion dollar industry—widely recognized as “the father of video games,” has donated an extensive collection documenting four decades of his illustrious career in electronic game and toy design to The Strong's International Center for the History of Electronic Games (ICHEG). The Ralph H. Baer Papers (1960s–2009) include original diagrams, schematics, engineering notes, and patents that show the scope of his work during the formative years of the burgeoning video game industry.

“I am very pleased to see these materials preserved and very much aware of the importance of ICHEG's efforts to preserve these and other materials that document the history of electronic games,” says Baer.

“Ralph Baer changed our world when he figured out a way to play games on a home television screen in 1966,” says Jon-Paul Dyson, director of the International Center for the History of Electronic Games. “His donation to ICHEG opens an important window into the seminal years of electronic games when individuals and companies explored the best uses for these technologies, including integration into toy products.