

2016 NYC SUMMER INTERNSHIP PROGRAM

AGENCY NAME

DEPARTMENT OF PARKS & RECREATION

DIVISION

Computer Resource Center

ADDRESS1 Chelsea Recreation Center

ADDRESS2 New York, NY

CONTACT NAME Leslie Nusblatt

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AGENCY DESCRIPTION (Max characters 3000)

The New York City Department of Parks and Recreation manages 14 percent of the land in New York City. These assets range from playgrounds and large parks, to tranquil wooded areas and miles of beaches. Parks serve as New Yorkers' backyards, as meeting areas for outdoor play and recreation - but also as critical engines for economic growth and development.

NYC Parks' mission is to plan resilient and sustainable parks, public spaces, and recreational amenities, build a park system for present and future generations, and care for parks and public spaces to benefit New Yorkers across the five boroughs.

Through an effort to improve the quality, accessibility, efficiency and sustainability of our city parks by increasing investment in underserved neighborhoods and expanding parkland: NYC Parks' **Community Parks Initiative**, at the center of the Mayor's plan, is completely redesigning and reconstructing parks in neighborhoods across the city with the greatest needs --35 of which are nearing the construction phase.

NYC Parks is also leading in innovative park design with **Parks Without Borders**, a new design approach that focuses on improving park entrances, edges, and spaces adjacent to parks. By extending parks into communities, Parks Without Borders will improve New Yorkers' access to quality parks.

Ongoing work to care for our parks has:

- Reconnected the City's two most northern boroughs, Manhattan and The Bronx, when NYC Parks' historic High Bridge was reopened.
- Re-energized Flushing Meadow Corona Park in Queens, one of New York's largest parks, drawing visitors from around the globe.
- Reinforced our commitment to growing greenspaces by meeting our goal to plant 1,000,000 trees.

The work of the agency goes far beyond the maintenance of New York City's nearly 30,000 acres. Parks is the City's leading programmer of cultural, athletic and social activities, including nature walks, concerts, learn-to-swim classes, sports clinics, historic house tours, and much more. Each year Parks hosts annual events such as WinterJam, Adventures NYC, and the Fall Field Day.

The Parks Commissioner is appointed by the Mayor to oversee and direct the work of the agency. The Commissioner appoints Deputy Commissioners, Borough Commissioners, and Assistant Commissioners who are responsible for managing the agency's divisions. These senior officials supervise the work of thousands of Parks employees. They work with elected officials to complete capital improvements for parks, playgrounds, and recreation centers. They work with the private sector to sponsor free public events. They get the community involved in Parks through volunteer initiatives and educational and athletic programming in recreation and nature centers. They prepare Parks' budget and monitor the work of Parks' ice-skating skating rinks, golf courses and other concessions.

UNIT DESCRIPTION (Max characters 1000)

Computer Resource Centers (CRC) provide internet and information access, state of the art technology tools, and digital learning opportunities in 32 DPR recreation centers city-wide to New York City residents. CRC workshops and training sessions are free to recreation center members of all ages and abilities and range from basic typing to video production and game design. Our teen programming, RecYouth, provides teens with multimedia project based learning and credit-bearing internships. Our adult program offers certification in Adobe CC and MS Office. Our afterschool and summer programs, for youth ages 6-14 throughout the city, focus on project-based learning in the areas of 21st century skills, media literacy and STEM enrichment. <http://www.nycgovparks.org/crc>

POSITION TITLE (Max characters 100)

CRC Game Design Intern

INTERNSHIP RESPONSIBILITIES (Max characters 1500)

- Support Recyouth Instructors in teaching game design to youth and teens aged 12-17 as part of our summer RecYouth program (teen digital media education program). <http://www.nycgovparks.org/crc/recyouth>
- Assist youth and teen participants in the creation of their own video games.
- Support excursions to inform game design themes and content generation.

QUALIFICATIONS/SPECIAL SKILLS/AREA OF STUDY (Max characters 1500)

- Junior or senior in college.
- Familiarity with game design and game design theory.
- Ability to communicate creative ideas in written, verbal, and visual form.
- Proficiency in and/or familiarity with the following software preferred: RPG Maker, Blender 3d, Articy:draft2, Adobe CS3/4/5 (Photoshop, Illustrator, Flash, After-Effects), Microsoft PowerPoint, Word, Excel.
- Desire to work and collaborate with supervisors, CRC staff and other interns.
- Youth media/education teaching experience preferred.
- Desire to work and collaborate with Recreation Center and CRC staff.

APPLICATION PROCESS (Max characters 700)

Please email cover letter and resume to Leslie.Nusblatt@parks.nyc.gov

SALARY RANGE

Unpaid

Internship may be used to fulfill college credit requirement

ADDITIONAL INFORMATION / COMMENTS (Max characters 700)

2 positions available 10-20 hours per week.

nyc.gov/dcassip
