Greenhouse Studios is an incubator for new modes of collaboration, interdisciplinary scholarship, and scholarly publication. Every year, Greenhouse Studios brings together several teams of researchers to investigate problems of mutual interest and guide them through a two-year-long design process. Our current projects include experiments with virtual and augmented reality, mobile applications development, alternative print formats, digital audio and video production, and educational games (both digital and analogue).

Application - Period, Process, & Materials:
- Students should review JobX for a posting during the Fall 2019 semester.
- Students will apply directly via JobX.
- Résumé, Cover Letter, Portfolio (Optional)

Eligible Class Standings & Minimum GPA:
- Freshman, Sophomore, Junior, Senior (preference given to Juniors and Seniors)
- 3.00/4.00

Credit, Compensation, & Hours:
- Paid
- 8-12 hours per week
- Greenhouse Studios is open to working with academic departments to arrange credit for this internship. Please see guidelines for earning academic credit for your internship at https://career.uconn.edu.

For More Information, Please Contact:
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http://greenhousestudios.uconn.edu/