

We are your resource, so use us!

I'm not sure there is such a thing as a former member of STG.

It's tough for me to look back at STG in retrospect. For most of us alumni, it never really ended.

The contact lists on our phones and our friends lists on Facebook are still riddled with names and faces we met through this organization, even though a decade has passed.

Someday, those of us who were around for Arcon I will be grizzled and gray, carefully counting our daily vitamin supplements and taking extra care not to aggravate that nagging hip.

Some might even say we're already getting close to that stage, but let's not get into that.

Those of us who still follow the organization after all these years are the proof that STG is



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ON GRAPH PAPER

not something that just fades away with time. In this group you will find an enduring, supportive social network that will last many years.

Here are a few things you may not know about STG's alumni:

One of us handles inquiries for a department at a major college. Another is a high school English teacher. Another has had a job at a newspaper

for eight years. Another went on to a school that specializes in video game design.

One of us is a civil servant who helps other people find jobs. Another is a library director for a community college. Another has successfully designed an independent role-playing game that is slated to be published. Another is a manufacturing technician for GE.

One of us is an IT consultant for a camp for children orphaned by genocide in Rwanda. Another is a musician with two bands, one of which will soon be publishing a full album with production value funded through thousands of dollars worth of fan donations. Another went back to school to do biochemistry research.

And then there's a couple of us that went on to have careers

in information technology. We are a bunch of geeks after all.

The list goes on.

The point of the STGAA is not just to help keep those social bonds strong.

It is a way for us to help each other find each others' place in the world beyond college, across the generations of students who pass through the group.

The point of this newsletter is to help you become aware that the alumni association is available to you, and so are many of its members.

That's why we're inaugurating the association at Arcon X. We're here to help out, have fun, and catch up.

Sean Treacy is the chairman of the Communication and Advancement Committee for the STGAA.

Successes of past continue to this day

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The inside joke of calling the convention "Deacon" lead to the names of the positions. At first we had the Archdeacon as the convention committee chair and the Subdeacons as those who handled the various staff positions. Later the subdeacons became deacons, and it's a title that persists to this day.

There were many bumps along the way. SUNY Oswego had never seen an event quite like Arcon before, and it took a lot of work convincing the Student Life staff that we could pull it off.

I remember long conversations with Barbara St. Michel and Holli Stone about logistics. I remember selecting Laker Hall for its huge ballroom

and smaller dealer room, but balking at the huge overnight janitorial charge (over half our budget). I remember having to rent tables and chairs from some local business and renting a truck to transport them back and forth. I remember buying walkie talkies for security and playing with them all con. But most of all, I remember the pride I felt when I saw the event come together. People were actually showing up!

We had a whole bunch of people gaming, buying stuff from the dealer, watching anime, LARPing in the cavernous hallways in the basement, eating junk food, and sleeping in strange places. In other words, we'd created a convention.

Mistakes were made along the way. I once thought Hewitt

Union would be a bad place for a convention, with all the student traffic. I originally wanted our gamemasters to create modules for their games in case they couldn't make it to their slot. We were overly optimistic and offered too many games per slot, causing some to not have enough players. But in the end I can only consider that first Arcon a great success.

I still remember Boldo, at the end of a very long and tiring weekend, said that Arcon was the best first convention he'd ever been to. That success would never have happened without a hardworking dedicated staff and the supportive members of STG.

That success continues to this day. We have a different staff and a different STG (though Virgo will always be

there!), but they're no less dedicated and no less supportive. I'm proud to say that I've been to every Arcon and I'm always impressed by how well the convention has been organized. It's not just a weekend of gaming fun — it's an STG reunion, a chance to see old gaming buddies I've missed over the years.

I hope to see many of my long-lost friends at Arcon X this year. I hope to play some fun games, go out and share a meal with old friends and new, try something different, buy something from Boldo, and share memories and make a few new ones. But most of all, I'm looking forward to celebrating this strange, crazy hobby of ours and looking to the future of "our con." Who's planning Arcon XI? I may just have a game to submit...