

October 5, 2012

To whom it may concern:

It is my pleasure to write this letter of recommendation for Jose Climaco. I met Jose two years ago when I visited his Technology Academy class at Foshay Learning Center. Since then I have worked with Jose during a month-long junior game design camp that he volunteered to participate in and I have interacted with him frequently during site visits to his school. I have been impressed by Jose's intelligence, his responsible follow through and his respectful demeanor. Jose takes advantage of opportunities offered to him and does so with commitment and thoughtfulness.

Jose was a great asset to our Center's USC Junior Game Design camp program due to his creative ideas and ability to work in an environment filled with different opinions. He responded well to constructive criticism and was an active participant in discussions. He describes himself as an honest co-worker as evidenced on the last day of design camp when he gave credit to a missing group member for his participation in the development of their college access game. The game developers were impressed by Jose's group's game as it was not only entertaining but also conveyed the college financial aid process in a realistic manner.

Jose has also participated in the design and pilot testing of a college access Facebook game we have developed through our research center. When interviewed about the game, Jose clearly articulated the purpose of the game. He was one of a small group of students who volunteered to provide written feedback on game improvements. We valued his notes as they were well conceived and clearly written.

Recently, I helped Jose find a job shadow opportunity in the ITT department at USC's School of Education. His host was so impressed by Jose that she has invited him to intern with her during his school vacations.

I look forward to seeing what Jose accomplishes in the future and strongly recommend him.
Thank you for your time,



Zoë Corwin, Ph.D.
Director of Research
Pullias Center for Higher Education

