The Graduate Association of Mechanical Engineers (GAME) represents current graduate students within the Mechanical Engineering Department at MIT. Our goal is to organize social and professional activities which strengthen and enrich the MechE community, and to help publicize various research activities within the department. We organize social hours, host talks by guest speakers and students, and help communicate with the department and the Graduate Student Council.

We encourage all current MechE graduate students to come forward and participate in the group. Members along with the GAME officers play important roles in spearheading many of GAME's initiatives, activities, and student advocacy issues.

Events we organize:

GAME Coffee Hour

One of our most traditional events sees students gather from 8.30 am to 10.00 am on Friday mornings for breakfast in the MechE common area.

GAME Intermural Sports

Join each semester one of the many GAME teams participating in the MIT wide sports league.

GAME Muddy Mondays
Our newest event sees students gather for beverages and snacks - each Monday at 5.30 pm in the Muddy Charles on-campus pub.

GAME Research Seminars

Sign up for or attend for our semesterly seminar series where lunch is provided and students present their research to their peers.

GAME Faculty Seminars

Learn from the experiences of our faculty at these monthly seminars - sandwiches provided.

GAME Quals Seminars

Join our pre-quals and post-quals seminars at the beginning of each semester for advice on preparation and progression through the PhD program.

View the Events Calendar here for more information about the dates and times.