

THE INSTITUTE OF BLACK
INVENTION AND TECHNOLOGY

TIBIT CONNECTIONS



Issue 4: May, 2021

TIBIT BRINGS THE EXHIBIT TO YOU!

TIBIT is the only traveling museum in the country that educates audiences of all age groups about African American inventors and innovators in the fields of science, technology, engineering, art, and math/medicine (STEAM), displaying both original and reproduced artifacts. TIBIT was founded by Carroll and Sandra Lamb in 2005 in Amherst, MA. The traveling museum is now located in Kansas City, Missouri. Please visit TIBIT's website at www.tibit.biz to learn more about the various exhibits and programs.

SPOTLIGHT INVENTORS



**LAURA TECLEMARIAM
WRIGHT:**

Black Enterprise named Laura as one of the top 10 African Americans in the video gaming industry. She has over 17 years of high-tech experience working in product management, interactive media design, and software engineering. Presently, she is the Director of Product Management, Animation at Netflix. She also worked for Electronic Arts, one of the world's largest Game Publishers.



ANDREW AUGUSTIN:

An award winning 2d illustrator, game designer, and founder of Notion Games LLC, was recognized by Black Enterprise as being one of the top ten black gamers in the nation. He received a full scholarship to attend the Donius-Sams Gaming Academy at the University of Texas under industry legend, Warren Spector. Augustin has created the characters for The Sims 3 Pets and is creator of his own games: Super Ubie Island and Up Up Ubie Remix.



KARISMA WILLIAMS:

Karisma was named by Black Enterprise as another of the top 10 African Americans in the video gaming industry. She has been in the industry for 10 years. She works at Microsoft as a Lead Product/UI/UX Designer, Product Manager. Earlier in her career, Karisma was a Senior Experience Developer/Designer for Xbox Kinect, which allows players to interact with video games without the use of a controller.



A MESSAGE FROM TIBIT's... **EXECUTIVE DIRECTOR**

Dear Friends of TIBIT,

This past year has posed many challenges for all of us in our collective quests to stay safe and healthy. We have had to alter just about everything in our lives, and as some restrictions are being lifted, please be mindful that the pandemic is not over. I hope that you are not lamenting over missed opportunities to read a book that has been on your shelf for over a year, learn a new skill, pursue a hobby, or get in touch with a loved one. Remember, you can still do those things.

To keep you abreast of what 's been going on with TIBIT:

- In February, Sandra did a virtual presentation: "Bell Labs: The Black Scientific Renaissance" for United Missouri Bank (UMB), and it was very well received.
- Sandra and I were honored to receive the first 2021 Innovation Award from the Social Justice League at Brookside Charter School. We have had the privilege of exhibiting TIBIT at Brookside, as well as teaching several classes on "How to conduct Research." Each year Brookside has sent representatives to attend TIBIT's Girls' STEAM/Entrepreneurship Summit.
- TIBIT had one of its objects/artifacts selected to be a part of "Show Me Missouri", which is a state-wide collaborative initiative, to document and commemorate Missouri's bicentennial in 2021. The object selected was one of Madam C.J. Walker's tins of Wonderful Hair & Scalp Preparation.

Please keep TIBIT in mind as you begin to plan your schedules for the upcoming year. We will customize any exhibit to meet your needs.

Best Regards, Carroll Lamb

SUPPORT TIBIT

The Institute of Black Invention & Technology, Inc. (TIBIT) is a 501(c)(3) non-profit organization that brings a traveling exhibit to colleges, universities, private, charter & public K-12 schools, conferences, museums, libraries, corporations, festivals, living rooms, senior living facilities and cultural events. TIBIT's exhibits instill pride and increase cultural awareness by providing a better understanding of the historic African American experience. With your support and donations, TIBIT will be able to continue bringing these experiences to more people around the country. Visit www.tibit.biz and click on Donations.

BLACK WOMEN in STEAM



LISETTE TITRE

Lisette Titre is a video game artist and designer, who graduated Magna Cum Laude from Miami International University of Art and Design, with a degree in computer animation. Her inspiration for going into the field was sparked after seeing the movie “Toy Story” as a child. Titre’s artistic skills include special effects, character modeling, and texture painting. She has managed global art teams in Japan, China, Australia, India, and the Philippines. She has been part of a team that has produced some of the industry’s highest profile games, including Dance Central 3, SIMS 4, Tiger Woods Golf, The Simpsons, and Dante’s Inferno. Titre has taken an active role in promoting diversity in the video gaming industry. During the Obama Administration, she was invited to the White House to work on initiatives to improve diversity in tech hiring and inclusion. She is a member of “Blacks in Gaming”, a non-profit group which provides networking and collaboration opportunities for African Americans working in the gaming industry. She was named one of the Most Powerful Women in Tech by Business Insiders. Lisette Titre-Montgomery is married to Marcus Montgomery, who is also a game developer/designer. She speaks publicly about how game-based curricula are the key to engaging today’s youth in STEAM education and careers.



DID YOU KNOW? A Little Known Gaming Fact...

Reggie Fils Aime, of Haitian descent, became the first black, as well as first American to become President and Chief Operating Officer (COO) of Nintendo of America, the North American division of the Japanese video game company from 2006–2019.



PLANTING THE STEAM SEED

Get Out of the House/Classroom and Enjoy Nature: Nature provides numerous opportunities for discovery, problem-solving, and creativity.

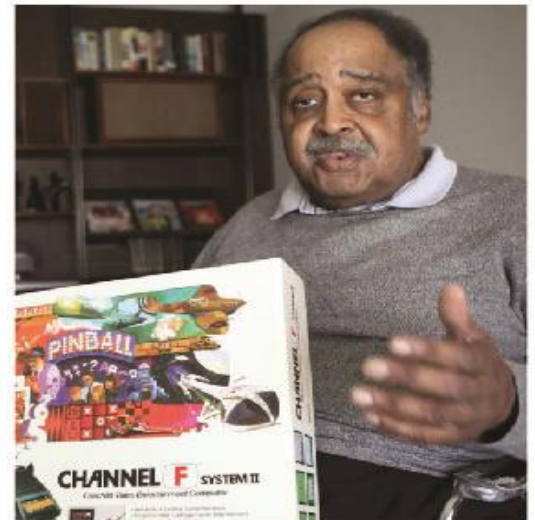
- Plan a weekly nature walk – try to identify the insects, flowers or birds in your own area.
- Play with rocks– just like people, no two are alike. Discuss their size, shape, color, or texture. Build with them, sort them etc.
- Run and play outside – it keeps the body moving and the mind thinking by designing your own activities/exercises, and by approaching the environment in different ways.



HELPING GIRLS TO EXPLORE STEAM

GIRLS' STEAM/ ENTREPREURSHIP SUMMIT

Gabrielle Jordan, TIBIT's third featured speaker for its Girls' Summit, is attending college in Cleveland, Ohio while still designing jewelry for her company called "Jewelz of Jordan". This is a luxury jewelry brand she started when she was 9 years old. She is co-founder of the "Excel Youth Mentoring Institute"; a youth-based online mentoring organization which provides mentorship opportunities and educational resources for entrepreneurship and leadership development. In 2019 Excel held its first Excel Honors Awards Gala, where they recognized the accomplishments of young entrepreneurs and their parents. Excel is also starting an eMentoring program to empower young leaders beyond their expectations.



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TIBIT'S BOARD OF DIRECTORS:

Barbara Terry, President

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Kenneth Stone, Treasurer

Sandra P. Lamb, Co-Founder



JERRY LAWSON

As a youth, Jerry was a "tech-nerd" and tinkerer, repairing televisions, building his own amateur radio station from his room, and making and selling walkie-talkies. After attending college in New York, Jerry

Lawson pioneered home video gaming in the 1970s by creating the first cartridge-based video game console, the "Fairchild Channel F", designed one of the first coin-operated arcade games, "Demolition Derby", and started his own video game development company, Video Soft, where he only created one video-cartridge game, the "Color Bar Generator". Jerry Lawson was the first African American in the gaming industry. The International Game Developer Association honored Lawson as a game pioneer one month before his death on April 9, 2011.