Dean for graduate education aims to start new university

Ortiz, who will take leave from MIT at semester’s end, has radical vision for school without lectures

William Navarro

Professor Christine Ortiz is stepping down as dean for graduate education to found a new residential research university. Ortiz, who will take leave from MIT at semester’s end, has radical vision for school without lectures. Ortiz said the university would focus on project-based learning and would dispense with some of the familiar hallmarks of university education, like the lecture. "I don’t see it having any face to face, on-the-ground lectures, actually," she said. "No majors, no lectures, no classrooms." She said she has begun to assemble a team that will help shape the proposed university and help find it. After she begins her one-year leave from MIT, she will work on finalizing the team and begin the initial process of founding a university. Ortiz said that the scope of research undertaken at the university would be broad: students would be able to work on both basic research and applied research, but also on “a vision for a startup.” She said the university will serve "all levels of students," Ortiz envisioned. The students will "come in and leave at different levels, after they come in and complete a project that they … deem completed.” (We hope to think) outside of the degree system totally.” Ortiz hopes that the flexibility the university is slated to offer will not prevent it becoming scalable. She said that, despite the need for a physical infrastructure to support a residential research university, she hopes her model can scale "to the same degree as online education." She hopes the university will be located in Massachusetts.

MIT considers ending in-dorm summer storage for undergrads

Last year’s New House flooding spurred plans to rethink where students store their belongings over the break

Katherine Nazemni

Undergraduates may have to find places other than their dorms to store their belongings over the summer. A plan to rethink dorm storage has been in the works since at least early fall. Dormitory Council members were expected to finalize details with administrators Wednesday, but did not immediately respond to requests for comment on the final arrangement.

One reason for the move away from in-dorm storage was the cost borne by MIT in relocating and storing student belongings that were damaged by flooding in New House over the summer. Students’ stored items in the flooded areas had been quickly moved to Metropolitan Storage at no cost to residents.

“When New House flooded over the summer MIT had to pay a lot of money to replace people’s personal things that were damaged and they weren’t particularly happy about that,” DormCon representative Kate M. Fas.

OBITUARY

Marvin Minsky, AI pioneer, dies at 88

Glenn Rifkin

Marvin Minsky, who combined a scientist's thirst for knowledge with a philosopher's quest for truth as a pioneering explorer of artificial intelligence, work that helped inspire the creation of the personal computer and the Internet, died Sunday night in Boston. He was 88.

His family said the cause was a cerebral hemorrhage. Well before the advent of the microprocessor and the supercomputer, Minsky, a revered computer science educator at MIT, laid the foundation for the field of artificial intelligence by demonstrating the possibilities of imparting common sense reasoning to computers.

"Marvin was one of the very few people in computing whose visions and perspectives liberated the computer from being a glorified adding machine to start to realize its destiny as one of the most powerful amplifiers for human endeavors in history," said Alan Kay, a computer scientist and a friend and colleague of Minsky’s. Fasinated since his undergraduate days at Harvard by the mysteries of human intelligence and thinking, Minsky saw no difference between the thinking processes of humans and those of machines. Beginning in the early 1950s, he worked on computational ideas to characterize human psychological processes and
A blizzard in review

By Costa Christopoulos

WEATHER

A combination of storm systems will bring a chance of snow showers to the Insti-

tute on Friday, punctuating a streak of milder-than-normal weather.

A deep low pressure system currently over the Great Lakes will merge with a

coastal storm currently forming off the coast of the Caroli-

nas, spreading the possibility of snow showers across New Eng-

land in the process. Any accumu-

lation will be small, however — an inch at most — and tem-

peratures climbing to near 40°F (4°C) will keep the snow

from sticking.

Otherwise, a pattern rela-

tively warm weather will persist. The temperature at Boston's

Logan Airport broke the 50°F

(10°C) mark for the first time in

over two weeks on Tuesday, and high temperatures are expected to

remain above the climato-

logical normal of 36°F (2°C) for at least the next few days. Me-

dium-range numerical models show an upper-level ridge be-

ning positioned over the U.S. East Coast, leading to anomalously warm temperatures, and push-

ing the tracks of storms further

northwest. With storms track-

ing the northwest of Boston, the area is more likely to expe-

rience warm fronts, and pre-

cipitation is more likely to fall as

rain rather than snow. While it’s

not possible to forecast precipit-

ation many days in advance, this

general pattern looks to hold at

least through next week.

Small storm, then warm

By Vince Agard

WEATHER

An article about this year’s Mystery Hunt published last week included several errors. The ar-

cicle incorrectly stated that Setec had won Mystery Hunt in 2002, 2005, and 2009; in fact, before this

year, Setec had won in 1999, 2001, and 2004. The article misstated the class year of Chris Morse, the

leader of Setec. He graduated from MIT in 1998, not 1999. The article misstated the class year of Chris Morse, the

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Dean to leave MIT to start new school
Ortiz’s vision for non-profit school includes ‘no majors, no lectures’

Ortiz, from Page 1

Ortiz has served as dean for graduate education since 2010. The purview of her office includes various diversity initiatives, the International Students Office, and Graduate Student Council staff.

"An enthusiastic and strategic champion for innovations in graduate programming, student success, academic excellence, and diversity and inclusion, Christine has helped build a graduate student community renowned for its talent, curiosity, and commitment to making the world a better place," Chancellor Barnhart wrote.

"She championed increases in funding for fellowships and recruitment and retention programs," Barnhart said of Ortiz. "(She helped) increase MIT’s underserved minority graduate student population by 30% since 2010."

Ortiz has also worked to strengthen support services for graduate students and championed programs for stress relief, cultural acclimation, and child care.

"A particular highlight of my time as dean was partnering with the Graduate Student Council, an exemplary organization of student governance, collegiality, and effective advocacy," Ortiz said in a press release.

"Leading the ODGE and the graduate student community has been a great honor," Ortiz said. "I am forever grateful for the dedication and expertise of the ODGE, ISO, and GSC staff, as well as staff and faculty partners across the Institute, who have been incredible colleagues, thinking partners, and friends."


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I came from a troubled home. We were comfortable, and there was love, but there was a lot of uncertainty. It all looked good. The hedges were trimmed, the car was in the garage. But there just wasn’t a lot of unconditional love. There was never just buying you a new dress because you’re you. You had to give a lot of love to get any in return.

I was depressed during college, on and off. In my freshman year, I was in a relationship and it ended abruptly and I went to the therapist there. And he said: are you pregnant? And I said no, and he said well then, you’re fine. And that was the end of that. Somehow I pulled myself out of that depression. I had really good friends. I fell in love with art, and I had teachers who told me you know, you can probably do this with your life. And that helped.

I lost the hearing in my left ear at 24 and started suffering from tinnitus, which I still have, all the time. I became very sick, and after exploratory surgery, the doctors said there was nothing they could do. I was living with friends in Watertown, going to school for graphic design. I got really sick. I moved back to my parents house, and the depression was pretty dicey for a little while. I am 53 now, and pretty comfortable, and there was love, but there was a lot of uncertainty. It all looked good. The hedges were trimmed, the car was in the garage. But there just wasn’t a lot of unconditional love.

Sally Lee is an administrative assistant in the Computer Science and Artificial Intelligence Laboratory. This project is supported by the Undergraduate Association’s Committee on Student Support and Wellness, chaired by Tanevar Visekey ’17 and Alice Zielinski ’16. To participate in the project, or to learn more, contact ResilienceProject@mit.edu. There are many ways to find help. Members of the MIT community can access support resources at together.mit.edu.

People who don’t have depression have no idea what the depressed person is struggling with. It’s like the person sitting there in the wheelchair and the thing they would like to do more than anything else on Planet Earth is to get up and walk up those stairs, but they can’t do it. And the person who’s walking up those stairs just says: get up! Just get up and walk up the stairs! What’s the matter with you?

I’m glad that I survived so I can maybe help someone else with it. Now I’m able to enjoy all the good things life has to offer. My life isn’t perfect but it is pretty great. I wouldn’t wish this on anybody. Nobody should suffer that long. I didn’t feel the obvious answer was to go to a doctor. That may have been obvious to every single person around me, but not one person ever said that.

I was surrounded by people saying you just need to not take things so personally. That just went on for way, way too long.

I’m glad I lived, you know, because it was pretty dicey for a little while. I am 53 now, and my troubles are behind me. Back then, I had a lot of rage and anger. I used to carry all that with me and I just don’t carry it anymore. I said to my therapist: is this how normal people feel every day? And she said yes. I said wow, I had no idea.

I had basically suffered from depression all my life, and this was the first time I didn’t have to battle with my brain. I kept thinking I wish I had done this 20 years ago. I wouldn’t have had to suffer so long.

Now I’m just on Effexor, which is like a miracle drug for me. There is so much misinformation. All the fears that you go in there with, that you’re not going to feel anything, going numb. But really all it does is even out all that sorrow.

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The brutal realism and emotional candor that the developers poured into the game is constantly evident and incredibly admirable.

From David Bowie and Alan Rickman’s death from cancer within a few days of the game coming out, to the State of the Union address on its release date, in which President Obama vowed that the US would cure cancer, That Dragon, Cancer, is depicted with glowing, toxic drugs in a kind of three-dimensional rotoscoping animation. And the physical representations of cancer are spiky and pulsating and feel like black holes, devoid of light and color and motion. The brutal realness and emotional candor that the developers put into the game is incredibly admirable.

Ryan and Amy Green, who created That Dragon, Cancer along with a small team of developers, lost their son, Joel, to a series of brain tumors in early 2014 at five years old. The game is a recreation of their experience, in both realistic and abstract ways, of a family barraged by illness. It was already in development before Joel’s death, but after his passing, they resolved to devote all their time and resources to finishing the game. After almost two more years of development and a Kickstarter campaign, it was finally released this January.

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The changing relationship between Ryan and Amy is one of the main focuses of That Dragon, Cancer, a new video game by Numinous Games. Released January 12, 2016, That Dragon, Cancer, is available through Steam, Windows, Mac OS, Ouya, and Microsoft Xbox.

In That Dragon, Cancer, the ordeal of chemotherapy is depicted with glowing, toxic drugs, favoring a fairly low-budget production. All of the living things in the game, from people to ducks, vibrate with some supreme energy in a kind of three-dimensional rotoscoping that feels reminiscent of stop-motion animation. And the physical representations of cancer are spiky and pulsating and feel like black holes, devoid of light and color and motion. The brutal realness and emotional candor that the developers put into the game is incredibly admirable. That Dragon, Cancer also tends to make cancer sympathetic at the receivers of this ‘not-good’ news. They address our main character, arranged on a couch facing them: a husband, a wife, and a small child who happens to be the unwitting subject of the conversation.

I, the player, am a ghostly observer, floating above the couch on the baby’s left. In front of me is a toy reminiscent of a “See, N Say” only instead of farm animals depicted around it, there are pictures of the four adults in the room: the two doctors, and the husband and wife. I click on the husband, and an arrow in the center spins until it’s pointed at his face. I press a play button on the top right. I fly towards him and straight into his head, rotating to see the room through his eyes. “Sorry guys, it’s not good,” the doctor tells us the tumor is back. This means the treatment has failed, he says. “How big is it?” I ask, and the conversation tunes itself out as I hear what I, the father, am thinking. “No, no, no, this can’t be happening. How big is it? If I know how big it is I can wrap my head around it.” The father, am thinking. “No, no, no, this can’t be happening. How big is it? If I know how big it is I can wrap my head around it.”

I start to realize how many ways this scene can be played. I could go through each conversation segment as every single person in the room, constantly rewinding and flying to a different spot. Or, if I want, I could experience the conversation entirely from one person’s viewpoint. But no matter what, as the conversation goes on, it begins to rain. The water level in the hospital room gradually rises until it reaches the necks of these people so oblivious to their imminent metaphorical drowning. And suddenly the water becomes an open sea in a violent storm, and the game transitions to a completely different scene.

This segment in That Dragon, Cancer, a new video game by Numinous Games, showcases what lies at the game’s core. It lets you empathize with others, understand feelings that may seem alien. In that moment, I truly felt like I was inhabiting these characters, empathizing not just with the family but also the doctors who are forced to deliver the bad news and see people’s lives change forever.
That Dragon, Cancer, from Page 6

good use of sound design. Much of the story is delivered through speaking, and whether it’s an inner monologue, a voice-over, or a conversation, the dialogue consistently feels genuine, because it is. When you hear the family talking about Joel, you’re hearing an actual conversation that the developers recorded themselves having with their children. The game plays with spoken words, making them abstract and surreal to fit with the scene. The frequent use of spoken word and monologues usually works quite well, but sometimes it feels like the game is just using a monologue to tell me how to feel, rather than making me feel something. I also find the game’s orchestral soundtrack to be a bit much, occasionally forcing or reinforcing emotional beats that don’t need musical cues to evoke feeling.

The game’s controls are simple. This isn’t in itself a bad thing, but in the context of That Dragon, Cancer, my immersion often felt inhibited by the lack of agency the game allows. The controls consist of moving the mouse around and clicking, which is sometimes enough to provide a sense of agency while delivering the story, but at other times, the game felt like a cart on tracks that just asked me to click before feeding me the next segment.

And part of the game’s purpose is to give the player a sense of helplessness. The Greens want you to feel what it’s like to have a sense of moral responsibility, and a set of tasks you can perform, but be completely unable to comfort or save Joel. When it achieved this, I felt panicked and horrified. I felt morally culpable for not being able to achieve this, I felt panicked and horrified.

And while delivering the story, but at other times, the game felt like a cart on tracks that just asked me to click before feeding me the next segment.

That Dragon, Cancer confronts the player with intensely uncomfortable and universal questions and truths, and this is where the game really shines. The Greens are devout Christians, and the game doesn’t shy away from religious themes (not that it has to be religious to understand the fear of cosmic insignificance, and part of what is so effective about the game is that while its story may be specific, anybody can identify with what these people feel. It affirms that the human condition is universal.

That Dragon, Cancer, in its final form, is a tribute to Joel’s life. A life too short to have gained meaning or purpose, yet too long to be devoid of substance. And that accomplishment, in itself, is beautiful. The game is a compelling, unforgettable step forward in a fascinating direction that small independent games have been taking, of exploring storytelling through gameplay. It certainly could go further in embracing interactivity, to increase the sense of immersion and agency and strengthens the emotional connection it creates.

But when the game is at its height, That Dragon, Cancer achieves gloriously delivering emotional, interactive storytelling on the level of Telltale’s The Walking Dead or Gone Home. The brutal realness and emotional candor that the developers poured into the game is constantly evident and incredibly admirable. This is a game worth experiencing.

**Institute Double Take**

By Skyler Adams

Elena Byun ’17 spins a dragon staff in an MIT spinning club event during a winter storm.

Joel giggles and feeds a duck in a scene at the start of That Dragon, Cancer.

ELECTRONIC MUSIC: SIA

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**AMERICAN RED CROSS**
Pro football and a math wunderkind join forces

Ray Wang
ASSOCIATE NEWS EDITOR

MIT students tend to have a lot on their plates — they might be juggling a varsity sport, a few clubs, and academics. But John Urschel has reached a different height — after finishing his second season in the NFL, he has also been working on a PhD in mathematics at MIT.

Urschel graduated with a master’s in mathematics from Penn State in 2013, and he was drafted by the Baltimore Ravens in the fourth round of the NFL draft, where he was selected with the 123rd overall pick. At Harvard, he invented and built the first confocal scanning microscope, an optical instrument with superior resolution and image quality still in widespread use in the biological sciences. His own intellect was wide-ranging and his interests were eclectic. While earning a degree in mathematics at Harvard he also studied music, and as an accomplished pianist, he would later delight in sitting down at one and improvising complex baroque fugues.

Urschel was a New York Times Best Seller in 2017, the Turing Award, computer science’s highest prize.

He went on to collaborate, in the early 70s, with Seymour Papert, the renowned educator and computer scientist, on a theory they called “The Society of Mind,” which combined insights from developmental psychology and artificial intelligence research.

Urschel’s book “The Society of Mind,” a seminal work published in 1985, proposed that “intelligence is not the product of any singular brain, but comes from the interaction of a diverse variety of resourceful agents,” as he wrote on his website.

Underlying that hypothesis was his and Papert’s belief that there is no real difference between humans and machines. Humans, they maintained, are actually machines of a kind whose brains are made up of millions of “human intelligent agents.” And different tasks, they said, “require fundamentally different mechanisms.”

Their theory revolutionized thinking about how the brain works and how people learn.

“Marvin was one of the people who defined what computing and computing research is all about,” Kay said. “There were four or five supremely talented characters from back then who were early and comprehensive and put their personality and stamp on the field, and Marvin was among them.”

Marvin Lee Minsky was born on Aug. 9, 1927, in New York City. He was the precocious son of Dr. Henry Minsky, an eye surgeon who was chief of ophthalmology at Sinai Hospital, and Fannie Reiser, a social activist and Zionist.

Fascinated by electronics and science, the young Minsky attended the Ethical Cultural School in Manhattan, a progressive private school from which J. Robert Oppenheimer, who oversaw the creation of the first atomic bomb, graduated. (Minsky later attended the affiliated Finkeldey School in Riverdale.) He went on to attend the Bronx High School of Science and later Phillips Academy in Andover, Massachusetts.

After a stint in the Navy during World War II, he studied mathematics at Harvard and received a Ph.D. in math from Princeton, where he met John McCarthy, a future AI pioneer.

Intellectually restless throughout his life, Minsky sought to move on from mathematics once he had earned his doctorate. After ruling out genetics as interesting but “not relevant for the rest of the world,” he chose to focus on artificial intelligence itself.

As a child he worked at Beth Israel Hospital, and he knew he wanted to be a musician. He was a ambitious pianist, he would later delight in sitting down at one and improvising complex baroque fugues.

The Tech: Why did you decide to come back to MIT? Urschel: MIT is really awesome. It seemed like a good fit. I love Cambridge — my dad, when I was a kid, he worked at Beth Israel Hospital. I always thought it was a great place, and he showed me around MIT, showed me around Harvard.

I’ve always had great memories from when I was a kid, and I looked at a lot of the professors here, and a lot of them do things I really like, so I thought it was a good fit.

The Tech: What are your research interests? Do you consider yourself more of an applied or pure mathematician?

Urschel: Most people put me more in the applied, and … I don’t really separate the two, I have interests in both.

I’ve done research in multigrid methods — so, like, numerical PDEs. I’ve done research in spectral graph theory. One of my first papers was in classical mechanics — celestial mechanics — and I’m currently doing research on convex polytopes.

Machine learning is more my applied side — but there are also very theoretical aspects to this, like growing noncommutative complexity bounds. Some of the newer things I’m doing on convex polytopes are more the theoretical side.

The Tech: Have you ever felt like you were just a football player, a mathematician or a football player?

Urschel: I feel like, sometimes, the concept of math genius in my head. It’s like a high, almost hothouse, overdose. So, actual math people probably get frustrated by this.

Mainstream media describes someone a math genius just because they did this or did that. I’d like getting a fair shot at things, like don’t judge me based on these articles or what people are saying about me — judge me by meeting me, talking to me, reading my work. The Tech: And on the other side?

Urschel: If you can play ball, you can play ball. That’s it.

The Tech: How are you able to juggle a professional sport and a career in mathematics.

Urschel: All of the stuff I do. Because I love the things I do, I like doing them all day, and somehow I find time to do math, do football, play some chess sometimes, and sleep, lots of hours in the day.

The Tech: What are your views on the future of artificial intelligence?

Urschel: I’m a big chess fan, but not good by good people standards … I’ve done one tournament, I’ve gone about 3-0. The Tech: How do you compare the competitiveness of an NFL to the competitiveness of math?

Urschel: My competitiveness in both is a unified competitiveness. Just as I am competitive on the football field, I want to win, I want to beat the person next to me … It’s the same thing in math. I want to be very competitive, I want to be successful, but now, instead of trying to beat up defensive linemen, I’m trying to beat up the best mathematicians. This is competitive ‘me’ against the unknown — against things I’m trying to solve. These are the things that are the same.

The Tech: What are your views on contributing to the football world after your playing career is over, perhaps coaching down the road?

Urschel: I want people to look back at me as a football player and say ‘he was a tough player, he played the game right.’ In terms of math, I want them to say I proved my point. I did good things. Kay said. “He never thought he had any- thing completely done.”
Add Date Techdoku

Instructions: Fill in the grid so that each column and row contains exactly one of each of the numbers 1–6. Follow the mathematical operations for each box.

Drop Date Techdoku

Instructions: Fill in the grid so that each column and row contains exactly one of each of the numbers 1–6. Follow the mathematical operations for each box.

Registration Techdoku

Instructions: Fill in the grid so that each column and row contains exactly one of each of the numbers 1–9. Follow the mathematical operations for each box.
This space donated by The Tech

ris’ ‘17 said in an email to a Simmons mailing list in early November. “But there have been a number of smaller issues with in-dorm storage over the past few years that have also contributed to MIT wanting to phase it out.”

Changes to in-dorm storage would affect personal storage only, not storage which some dorms rent over the summer. Six undergraduate dorms currently supply summer storage; for students in the other dorms, Metropolitan Storage Warehouse is a popular choice.

However, there are upcoming plans to turn the Met Warehouse into a dorm, and the facility officially closes its doors on Saturday. Patrons have been asked to vacate their belongings by Jan. 29.

The issue of summer dorm storage was broached at a DormCon meeting on Oct. 22. At the time, concerns were raised that removing in-dorm storage and losing access to the Met would leave students with few remaining options. Amanda Lee ‘18, Baker House representative, asked in the meeting: “Without in-dorm storage and the Metropolitan Warehouse closing, where are we supposed to store things?”

“We have stressed this in our meeting with Humphries [sic], but he said they’re looking into this, yes,” DormCon Vice President Caitlin Heber ‘16 said, according to meeting minutes.

“We should be aware though that this might be something they won’t compromise on,” she said.

More recently, on Jan. 21, DormCon President Yonadav Shavit ‘16 said that “DSL intends to provide us with a default (opt-in) storage solution” on a thread on discussion.mit.edu. He said further that “it’s almost certain that it will not be free,” but noted that “the plan has not yet been nailed down.”

“Our target range would be close to the current prices for the Metropolitan Warehouse, i.e. ~$300 for the amount of stuff one could fit in a 5’ by 7’ room,” he wrote. “But that is tentative and subject to change.”

Shavit and Heber were expected to finalize details with administrators Wednesday.

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With no Met, where will the boxes go?

DormCon president seeks storage prices similar to Metropolitan’s

Storage, from Page 1

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SPORT SHORTS

Women’s swimming and diving Falls short to Williams College, 217-82.

Amanda Wu ’16 claimed the 50 freestyle with a time of 24.45 for the Engineers’ lone individual victory on the day.

Men’s swimming and diving defeated Williams College, 225-85.

MIT came away victorious in 15 of 18 possible events on the day, with their lone loss coming in the 200 Backstroke.

Men’s basketball came up short against Emerson, 66-56.

LaMonro Tstonzos ’16 led the Engineers with a career-high 24 points.

SPORT SHORTS

Squash extended its win streak to eight with a 4-0 victory. Winning 35 of 36 ladder positions the MIT squash team recorded victories over Boston University, Boston College, Northeastern University and Northwestern University at the MIT Round Robin this weekend.

Men’s track and field captured Bowdoin Invitational II. Behind eight individual first places finishes, the MIT men’s track and field team captured the Bowdoin Invitational II on Jan. 22 inside the William Farley Field House.

The top ranked Engineers accumulated 203 points, which was ahead of Merrimack College (90), Tufts University (89), Bowdoin College (70), the University of Southern Maine (65), Connecticut College (34), the U.S. Coast Guard Academy (23), Keene State College (7), Plymouth State University (5), and UMaine Farmington (2).

Individually, Montgomery went to place first in the one-mile with a time of 4:28.97, before teaming up with classmates Leandra Zimmermann ’19, Megan Montgomery ’19, and Gong for first in the 4x800m relay in 9:41.94.

As a team, MIT notched seven individual first place finishes, the top three spots in the 5000m, the top two finishes in high jump and weight throw, and first, second, third, and fifth positions in pole vault.

Bailey Tregoning ’19 led the way for MIT with a win in the 800m race with a time of 2:20.97, before teaming up with classmates Leandra Zimmermann ’19, Megan Montgomery ’19, and Gong for first in the 4x800m relay in 9:41.94.

Individuals, Montgomery went on to place first in the one-mile in 5:15.81 and fifth in the 1000m in 3:08.22, while classmate Bailey Margolis ’19 crossed the finish line first in the 5000m in 18:46.55.

In the field events, Natalie Alper ’17 was first in high jump with a height of 5ft 3½”, Camran Veit ’16 was first in the pole vault with a height of 14ft 6½”, 12-0 1/2”, and Jackie Valley ’17 was first in the weight throw with a distance of 16ft 0½”, 52-8”.

The Engineers secured 19 qualifying times for the NCAA Division III New England Indoor Championships, 13 qualifiers for the ECAC Division III Championships and five qualifying times for the New England Intercollegiate Amateur Athletic Association (NEICAAA) Indoor Championships, all which are going to be held later in February.

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Junior clocks best NCAA time for 3000m, finishing at 9:41.34

Women’s track and field secures victory at Bowdoin

Max Berkowitz DAAPA ’19

Maryann Gong ’17 registered a first-place finish with a time of 9:41.34 in the 3000m, an NCAA record, which helped the Engineers to victory at the Bowdoin Invitational II on Jan. 22 inside the William Farley Field House.

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