

IN THE LOOP

A publication for College of Computing and Digital Media alumni

DEPAUL
UNIVERSITY

COLLEGE OF COMPUTING
AND DIGITAL MEDIA



Art O'Leary (CDM '07), far right, jumps for joy after receiving a Creative Arts Emmy Award. Read about O'Leary's success and discover what other alumni are accomplishing in Hollywood on page 4.

Spring 2015

IN THIS ISSUE

2 | New School of Design 6 | Freshman learning community 7 | A lifelong FBI career

CDM's new school puts design front and center

By Kelsey Schagemann

In January, the College of Computing and Digital Media (CDM) launched the School of Design (SoD). The new school, which joins the School of Computing (SoC) and the School of Cinematic Arts (SCA) within the college, further enhances and defines CDM's priorities for the years ahead. "Creating a separate School of Design indicates the depth of dedication and expertise CDM offers on the subject," says David Miller, dean and interim provost. "It also gives our faculty the resources and opportunity to create new design-related programs to meet industry need."

The impetus for the new school developed in part out of the successful growth of the School of Cinematic Arts (formerly the School of Cinema and Interactive Media). During the past several years, the school expanded beyond its film and animation offerings to include programs in gaming and other interactive disciplines. "As the role of games and apps in our lives has increased, we saw a need to put that into focus and make that more visible for current and incoming students," explains Associate Professor Nichole Pinkard, the inaugural director of the School of Design. "By splitting into two schools, we can allow the cinema and animation programs to continue their phenomenal growth while simultaneously creating a community around design."

Computer game development, digital communication and media arts, graphic design, interactive and social media, and human-computer interaction are now housed in the School of Design. Twelve faculty from those programs have moved over to the school. "One of the great things about it is that we sit at the intersections of the other two schools," Pinkard notes. "Some of our faculty members' initial appointments were in the School of Computing and some were previously based in the School of Cinema and Interactive Media, so we really bring an interdisciplinary approach." Indeed, all of the programs except graphic design and the digital communication and media arts master's degree (offered in conjunction with the College

of Communication) will continue to be joint programs with the School of Computing.

CDM plans to offer new degree programs at the school in the coming years, with technology and design as a unifying theme. "The school is already a place where students think about how technology is designed and used," Pinkard says. "Over the next couple of years, I think you'll see more universities across the country paying attention to technology from a usability standpoint, and we want to be at the forefront of that." In the School of Design, faculty will encourage students to tackle tough questions about the context of technology and its environment, users and interfaces, and the personal and technical aspects of the medium.

Pinkard also anticipates a greater focus on learning how to collaborate with clients. "The reality is that with design, you're normally dealing with a client and a problem you're trying to solve," she explains. "That requires a different set of processes and classes than if you're making a film or other work of art for an audience." To that end, the School of Design faculty plan to implement more client-focused projects, invite industry professionals as guest speakers, and design hands-on opportunities like internships and grant projects.

These component elements serve a greater purpose than simply supplementing classwork. "We're hoping to create a culture within the school," Pinkard says. "The idea is to build a community and environment that supports complete growth." That way, students will not only be supported in their ambitions at DePaul, but also feel confident in their overall understanding of technology and design once they graduate. "Given the context of where society is going and how technology is so embedded in everything we do, this [school] is an attempt to answer that need," Pinkard asserts. "We can say that DePaul is truly an industry leader in creating learning opportunities for students and preparing them for careers in usable technology and design."

A GLOBAL PERSPECTIVE

Each year, the college welcomes a new cohort of international students who are excited to study at DePaul. Many of these students come to the United States specifically to enroll in programs at CDM, some of which aren't offered in their home countries. As CDM's international students explore their academic passions, their perspectives and life experiences enhance dialogue both within and outside the classroom. Meet some of these engaging students below.



"DePaul is well known as a center for academic excellence. As a future graduate of CDM, I believe I will be offered a wide range of professional opportunities, which will help me to achieve my long-term career goals."

—Xing Gao, China, graduate student, information systems



"The mindset I have developed during my time at CDM has definitely shaped me, because I'm more motivated now to finish my tasks and responsibilities. Looking to my future, I hope to be among those who transform Saudi Arabia into a more modern and cutting-edge country."

—Waleed Mohammed Altufail, Saudi Arabia, undergraduate student, computer science



"I like having the option of taking courses and reviewing lectures online. This is really helpful when you're balancing work with studies. Another highlight has been meeting industry professionals and people with the same interests as me. They've helped grow my professional circle, and I know it will be useful in the future."

—Tushar Jain, India, graduate student, computer, information and network security



"My major in undergraduate school was TV production, but when I began my internship at a TV station [in China], I found my training to be insufficient. I decided I needed to learn more about media and cinema. I like American TV shows and movies, so that was part of the reason I came to America. Here at DePaul, I was happy to learn I can easily borrow equipment for projects!"

—Na Shan, China, graduate student, cinema production



"The CDM program is different from programs in my home country in one main respect: the faculty here at CDM have years of experience working in their fields. I think DePaul is the right place for me, because DePaul prepares future leaders and I want to be one."

—Fahd Nasser Aldosari, Saudi Arabia, undergraduate student, information assurance and security engineering



"I have always been interested in film, and it was my interest in film editing in particular that led me to DePaul. One thing I noticed here is that greater importance is given to hands-on learning. My favorite part so far has been the opportunity to meet and work with people of varying backgrounds and experience. Also, the facilities and equipment made available to us are great!"

—Teresa Mathew, India, graduate student, cinema production



Behind the scenes in HOLLYWOOD

By Kelsey Schagemann

Less than a decade after the launch of the School of Cinematic Arts, graduates from its programs are walking red carpets, lunching with top studio executives, brokering million-dollar deals and even setting sail on the yachts of the rich and famous. But it's not bright lights and glamour all the time. Here, four alumni discuss the hard work and dedication that happens behind the scenes in Hollywood.

The Editor

Last summer, Art O'Leary (CDM '07), an editor at Original Productions, stood onstage at the Nokia Theater in Los Angeles clutching his new Creative Arts Emmy Award. "I looked out into the audience, and Morgan Freeman was in the front row," he recalls. "It was a very surreal night!" Along with two colleagues, O'Leary won the Prime-Time Emmy Award for Outstanding Picture Editing in a Reality Series for his work on the Discovery Channel's "Deadliest Catch." Now in its 11th season, the show depicts the difficulties faced by crews fishing for king crab in the Bering Sea. O'Leary has worked on the show for four years. "I support the



story producer and the associate producers in crafting the raw footage into episodes," he explains. "We shoot so much footage, and we don't fake anything—which makes it different from other scripted reality shows—so it's a big hurdle to shape that material into a story."

With strict deadlines to meet, O'Leary routinely puts in 12- and 14-hour days, which makes cooperation imperative. "We spend a lot of time in the office, so it's really important that you're not a jerk," O'Leary says. "Hollywood is a surprisingly small town, and your reputation will precede you." He remembers DePaul professors' advice on that front, telling students that their classmates could be their future bosses or colleagues, so they might as well learn to collaborate while still in school. "Of course it's important to be good at your job, but you'd be amazed how being a nice person opens doors," O'Leary says.

The Screenwriter

It wasn't so long ago that Josh Golden (CDM '12) was writing at coffee shops in the morning, leading youth programs in the afternoon and crashing on friends' couches at night. Fast-forward a year, and Golden is a bona fide screenwriter, having recently sold his spec script "Road to Oz" to New Line Cinema. He was also one of 10 finalists in the 2014 Academy Nicholl Fellowships in Screenwriting, an international screenwriting competition, and was named to the 2014 Young & Hungry list, The Tracking Board's annual compilation of the top 100 writers "on the verge."

Golden notes that this acclaim didn't come without a great deal of focus, assistance and luck. "For one thing, I sent the script to DePaul people before I showed it to anyone else," he says, adding that feedback from former professors and classmates helped give him the confidence to contact an agent and a producer he admired. "There's a taboo about sending unsolicited material, but I wouldn't be in this situation if I hadn't done that."



The first draft took Golden about six months to research and write, and he has since tackled many revisions and rewrites on his biopic about "The Wonderful Wizard of Oz" creator L. Frank Baum. "I've been fortunate to be involved with the entire process, since it doesn't always work that way," he says. As "Road to Oz" progresses on the timeline toward the big screen, Golden has continued to develop several other projects. "Keep writing," he advises aspiring screenwriters. "It's easy to get comfortable or caught up in a job, but you have to keep your head down and stay focused."

The Vice President of International

Katie Irwin (CDM '06) is always on the move. In her position as vice president of international at Fortitude International, a film financing and sales start-up, she travels the globe meeting with potential buyers, closing deals and developing marketing strategy. "I never thought I'd be working in film financing and distribution," she says. "But it's actually such an important part of the business."

To get launched in her career, Irwin put in time as an executive assistant at Hollywood Gang Productions and Myriad Pictures. "Being an assistant is a great way to build your network and learn the basics of the business," she notes. "I saw firsthand the steps that go into producing a film." In fact, at Myriad, Irwin started accidentally making small sales to clients who came into the office. "I would talk to them about the films,



the cast, availability for their country and show them the promos—and then people started making offers!"

Those experiences helped prepare her to become Myriad's director of distribution, where she focused on selling distribution rights in different countries. "As independent films have become a more significant part of the industry, their anticipated value in foreign markets is an important aspect of how financing comes together," she explains. At Fortitude, which she joined last year, Irwin relies on a deep understanding of the financial side of the business as she assesses the value of incoming projects and helps decide which ones to pursue. "We're still new, but it's an incredible team," she notes. "I'm excited to see how we'll grow."

The Writers' PA

As one of two writers' production assistants for ABC's "Grey's Anatomy," Daniel Willis (CDM MS '12) never knows quite what each day will bring. "Recently, there was a reference in the script to 'The Odyssey,' and we wanted to make sure we were using it correctly. So I had to do some fact-checking," Willis recalls. "My job is to meet the staff writers' administrative needs, research needs or whatever comes up."

While his responsibilities can run toward the mundane, such as coffee runs, Willis doesn't mind. "This is still an apprenticeship business in many ways," he notes. "It can be humbling to start at the bottom, but I think it prepares you in the long run." He adds that he obtained his current position through a writer he contacted when he first moved to Los Angeles. When the PA



position became available three years later, she remembered him. "This industry is about building genuine relationships," he asserts. "You never know where a door will open."

In the meantime, Willis is learning as much as he can, both on set and in the writers' room. "My ultimate goal is to write and direct for television, so it's pretty great that I get to see the entire process from the first pitches to the final cut of each week's episode."

1. Art O'Leary (CDM '07), right, accepts the Prime-Time Emmy Award for Outstanding Picture Editing in a Reality Series.

2. Josh Golden (CDM '12), middle, reviews footage on the "Girl in Blue" set.

3. Katie Irwin (CDM '06) walks the red carpet at the Cannes International Film Festival.

4. Daniel Willis (CDM MS '12), left, shares industry tips at the Page One Entertainment Writers Conference held at DePaul last year.

School of Computing launches freshman learning community

By Jamie Sokolik

It is critical that computer science degree programs stay abreast of constantly evolving technology, but top-notch programs like DePaul's also look beyond the technical aspects in their design and delivery of high-quality courses. To that end, Associate Professors Amber Settle and Theresa Steinbach (CSH '88, MBA '90, CDM MS '99, PhD '08) recently created a learning community—a group of students who take classes together and participate in social activities outside the classroom. "Learning communities have a long history of success, but these groups are still pretty rare in computing programs," Settle says. "I don't know of any other schools that have executed their learning communities in the way that we have."

Studies show that effective learning communities improve student retention by promoting positive interactions among participants, who often develop deeper and more immediate friendships and show an increased willingness to seek help. These goals struck a chord for Steinbach, who teaches first-year students through the Explore Chicago program. "We pitched the students this idea of promoting a strong support system during their initial year at DePaul," she says. "We explained that we wanted to provide additional opportunities not only to succeed in their coursework, but also socially, and that's what a learning community can achieve."

The cohort of students in Steinbach's Explore Chicago course last fall also enrolled in Settle's Introduction to Computer Science course. To find the right mix of students, the professors worked closely with Enrollment Management and Marketing during the 2013-14 admissions period to identify students interested in programming degrees. They also kept their eyes open for

female and minority applicants in an effort to balance the field's predominately white, male workforce.

Nineteen students participated in the inaugural learning community, spending at least six hours together each week. Steinbach and Settle also offered study sessions before midterms and finals and hosted several social gatherings at their homes. "It's not always easy to meet people when you're a freshman," says participant Carrie Munguia, a computer science major. "But having these two classes back-to-back with the same people helped me get to know them quickly. I met some of my first and closest friends at DePaul through the learning community."

Fellow student Kien Huynh, a computer game development major, agrees with Munguia's assessment. He believes it's easier to ask for help when you have a certain level of comfort with your classmates and professors. "You're not worried about offending someone or if they think you should already know the answer," Huynh says. "That's really helpful—especially for freshmen."

Settle and Steinbach will offer the learning community again this fall. The second run will look very similar to the first, but they hope to recruit juniors and seniors to serve as mentors. They also plan to conduct further research into the effects of the learning community on student success and retention. "Our students come from different experiences and backgrounds when they first set foot on campus," Steinbach says. "The learning community brought them together and gave them common ground from which to start. They met new people and they learned in a familiar, comfortable environment. That's what I call success."

Computer science degree gives alumnus an edge in lifelong FBI career

By Kelsey Schagemann



As the special agent in charge of the FBI's Milwaukee division, Robert Shields Jr. (CDM MS '89) holds one of the top positions at the bureau, but he insists that certain aspects of his work aren't very different from the responsibilities of a DePaul student. "When you're faced with a project at DePaul, you have to work with your classmates to come up with a successful result," he explains. "This job is similar in that I build relationships and collaborate with partners in the community, with an end goal of making Wisconsin as safe as possible."

Shields oversees the federal agents and professional support staff who manage the state's investigations. Whether the focus is counterterrorism, cybercrime or white-collar offenses, Shields' background in computer science comes in handy. "Pretty much every investigation today involves some form of digital media forensics," he says, pointing to the wealth of often-critical information contained on personal media devices, such as phones, iPads and laptops.

This wasn't the case when he first joined the FBI nearly 20 years ago, but even then, Shields believed a master's degree

in computer science could give him an edge. He remembers Helmut Epp, former provost and founding dean of CDM, calling computer science the degree of the future. "It took me about five years to graduate, but that was a really proud moment," Shields says. "I still have my diploma on the wall." After working in the insurance field for a few years, Shields decided to apply for a job at the FBI. "I wanted to get into an organization where I could really see the highest levels of computing," he explains. With a father and two brothers in law enforcement, Shields was also upholding family tradition.

The rigorous acceptance process entailed interviews, testing and extensive background checks, followed by a 17-week course at the FBI Academy in Quantico, Va. Upon completion, Shields received his first office assignment in Chicago, where he worked

"People took the time to give me encouragement over the years, including my professors at DePaul. I try to provide that same kind of leadership to my team."

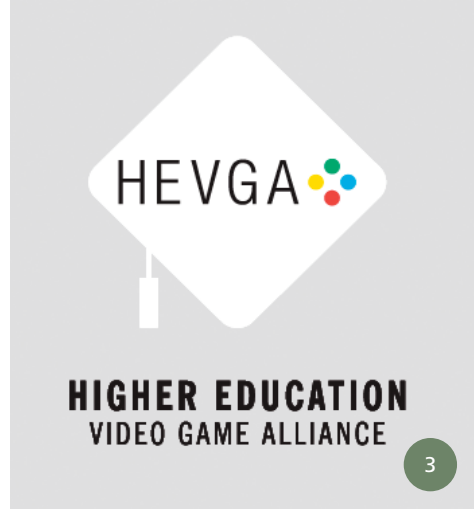
for the next 15 years. As the landscape of technology changed, the FBI established a Cyber Squad unit in Chicago; Shields was one of the squad's first agents. "The bureau was in its infancy in terms of assessing cybercrime," Shields says. "Back then, it was more about copyright infringement and credit card fraud." Now, he notes that many cybercrimes involve intrusion, where someone tries to harm or infiltrate an entire computer network.

After being promoted to supervisor of the Cyber Squad in 2001, Shields oversaw the launch of the Chicago Regional Computer Forensics Laboratory. This full-service lab provides training and technical assistance on the use, examination and processing of digital evidence. "When you look at the amount of data out there, it's exponential," Shields says. "It's a lot to get through during an investigation."

Subsequent positions in Chicago and at FBI headquarters in Washington, D.C., paved the way for Shields' current appointment in Milwaukee. "To make it to the level of agent in charge is truly amazing," he says. "I'm humbled that the FBI gave me this opportunity." One of Shields' favorite aspects of his job is mentoring younger agents who are just beginning their careers. "People took the time to give me encouragement over the years, including my professors at DePaul," Shields recalls. "I try to provide that same kind of leadership to my team."

For those coming up the ranks, Shields emphasizes the importance of teamwork. "It may surprise some individuals, but you need to be people-oriented in this position," he explains. "You need to be able to get out and liaise with law enforcement departments, with sheriffs, with federal partners and with people outside the industry." Looking back on his career thus far, Shields feels gratitude and amazement. "To be honest, I never thought I'd get in—either to DePaul or the FBI," he laughs. "I've been very fortunate."





Around the college

1 In October, CDM celebrated its new game production lab with an open house and reception. The Play for Change lab is dedicated to the creation and evaluation of games and interactive experiences that promote personal and social change. As a space for cross-disciplinary design, research, development and assessment, the lab encourages collaboration among students, faculty, departments and schools; builds connections between academia and industry; and enhances the relationship between game producers and users. Visit playforchange.cdm.depaul.edu to learn more.

2 Billy (CDM '14) and Matt Flanagan (CDM '14) traveled across the country in the Mutt Cutts van from "Dumb and Dumber" after submitting the winning video in Universal Studios' Mutt Cutts Tour Contest. The identical twin brothers, who both majored in digital cinema, beat out more than a thousand other video entries for the chance to promote "Dumb and Dumber To" on the road. The duo's long road trip included a special stop at their alma mater in October, where they were greeted by excited students and fans. Watch their winning video at bit.ly/flanaganvideo.

3 DePaul joined 19 other universities, including New York University, Parsons The New School for Design, the University of Southern California and Yale University, as an inaugural member of the Higher Education Video Game Alliance. Led by Executive Director Constance Steinkuehler, a former senior policy analyst in the White House Office of Science and Technology Policy, the alliance aims to create a platform for higher education leaders to promote the cultural, scientific and economic importance of video game degree programs.

4 Students from the MS in predictive analytics program recently formed a new student organization, the DePaul Predictive Analytics Group. This group, which connects students, faculty, alumni and industry professionals who share an interest in data science, has already sponsored events on marketing, crime analytics and big data, as well as a Kaggle Workshop. Additional opportunities for networking, education, professional development and career exploration will be offered in the coming months.

5 A partnership between Visiting Associate Professor Jose Soto and the Asylum & Immigration Law Clinic at DePaul's College of Law led to the production of four public service announcements (PSAs) on Deferred Action for Childhood Arrivals (DACA). The PSAs encourage undocumented immigrants who may qualify for DACA to learn more from the Asylum & Immigration Law Clinic and other reliable sources. Students from the law school and the School of Cinematic Arts (SCA) worked on the collaborative project, with digital media major Helen Albrecht (middle) serving as producer. Photo credit: DePaul University/College of Law.

6 In December, CDM served as one of the cohosts of an inaugural conference on cybersecurity. "After the Breach," which was held at the Driehaus College of Business in collaboration with DePaul's Arditti Center for Risk Management and the College of Law, featured keynote speaker Peter W. Singer, the author of "Cybersecurity and Cyberwar: What Everyone Needs to Know." Additionally, panelists from the military, public and private sectors discussed the steps to take following a cybersecurity breach.

7 During the winter intersession, SCA faculty members and students worked on several three-minute films for Project Bluelight, the professional motion picture production company housed in CDM. Assistant Professor Kristyn Benedyk, Associate Professor Matt Irvine and Assistant Professor Brad Riddell each contributed scripts, and the shorts were filmed at the college's soundstage at Cinespace.

"Three films in 10 days is an almost impossible task, but we were excited by the challenge," said Riddell. "Almost half of the 40 students had never been on a movie set before, so it was a great chance for them to see how three very different films are put together from the inside out." The films included Benedyk's "Pillow Talk," about a 1960s couple facing communication difficulties; Irvine's "Dawn," about a woman trying to end an affair; and Riddell's "Failure to Yield," a comedy that Riddell describes as "a geeky 'Reservoir Dogs' set in the bedroom of a diehard World of Warcraft player." Learn more at bit.ly/digitalcinemaclassroom. Photo credit: Kelli Tynan.

8 An influx of grant awards showcases the wide variety of research projects undertaken by CDM professors. Recent grants from the National Science Foundation (NSF) include:

- Assistant Professor Sheena Erete and Associate Professor Nichole Pinkard received a grant of more than \$1,210,000 over three years for "Engaging Middle School Girls in Computational Electronic Design."
- Pinkard also secured a grant of more than \$598,000 over two years for "Broadening Participation in Computing through a Community Approach to Learning."
- Professors Robin Burke and Bamshad Mobasher were awarded nearly \$500,000 for their project "Multi-dimensional Recommendation in Complex Heterogeneous Networks."
- Professors Daniela Stan Raicu and Jacob Furst received \$306,000 over three years for "Research Experiences for Undergraduate Students in Medical Informatics."

Additionally, several faculty members have been awarded grants to support collaboration between DePaul and Rosalind Franklin University of Medicine and Science (RFUMS). Recipients of the DePaul-RFUMS research grants include:

- Raicu and Furst received more than \$89,000 for "Application of Image Analytics in Understanding *C. elegans* Neural Circuits and Behavior."
- Associate Professor Olayele Adelakun was awarded more than \$86,000 for "Telemedicine—A Global Solution for Medical Education: An Initiative for Haiti and the United States."
- Assistant Professor Cynthia Putnam secured more than \$80,000 for "Quantitative Outcome Assessment of Motion-based Video Games for Brain Injury Rehabilitation."



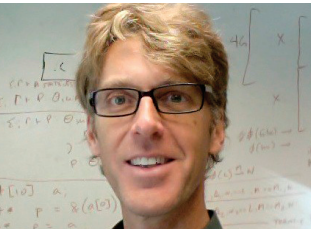
CDM was well represented at the Chicago International Film Festival, with graduate student and lecturer Joel Benjamin (pictured) winning the silver plaque in the Short Film Competition: Animation category for “Drifting,” which he directed and produced. The festival also featured “Una Mujer Sin Precio (1961),” directed by Lecturer Alaric Rocha (CDM MFA ’14) and produced by graduate student Elliott Lonsdale; “Lucy,” directed and produced by graduate student Zoe Lubeck (LAS ’14); and “Speed Dating,” directed by Assistant Professor Meghann Artes and produced by Artes, Assistant Professor Kristyn Benedyk, Lecturer Nick Schmidt and student Joe Lyons. Photo credit: Timothy M. Schmidt.

“Speed Dating” also screened internationally at the Foyle Film Festival, the Show Me Shorts Film Festival, the Warsaw Film Festival and the Raindance Film Festival, as well as domestically at the LA Shorts Fest, the Hawaii International Film Festival, the Chicago Children’s International Film Festival, the Washington West Film Festival and the Anchorage International Film Festival.



The Project Bluelight film “Nostalgic,” written and directed by Associate Professor Ron Eltanal, won an honorable mention in the Fiction Short category at the 2014 University Film and Video Association Conference. The film has also won awards at the Canton Film Festival, the Accolade Global Film Competition and the Best Shorts Competition, and was screened at 14 other film festivals around the world. Watch a video about the making of “Nostalgic” at bit.ly/nostalgicdoc. Photo credit: Lauren Major.

Another Project Bluelight film, “The King of URLs,” produced by Assistant Professor Jonah Zeiger, won the Best Short Film award and the Audience Choice Award for Best Drama at the 11th Annual Chicago International REEL Shorts Film Festival. The film also garnered a Best Supporting Actor award for Adam Poss (THE ’07), as well as nominations for Lea Coco in the Best Actor category and former lecturer Daniel Klein in the Best Director category.



During the Academic Convocation this past fall, Associate Professor James Riely (pictured) was recognized with a Spirit of Inquiry award, while Instructor Ed Keenan received an Excellence in Teaching Award for 2013-14. Riely, a member of the faculty since 1999, focuses on programming languages and security in his research and instruction. His colleague Keenan brings 16 years of experience in the game industry to his courses on game development, software engineering and OO programming.

InformationWeek included the MS in predictive analytics program in its list of the 20 top programs for big data analytics master’s degrees. The article noted that DePaul was a good option for “those specifically interested in big data analytics as applied to marketing” and also stated that “graduates of [the schools on the list] tend to have their pick of future employers.”



The Security Daemons, DePaul’s computer security student organization, placed third in the 2014 National Cyber League (NCL) fall postseason gold bracket, while Team France DPU placed fourth in the bronze bracket. Undergraduate Ryan Patrick Haley placed seventh in the fall regular season bracket. Haley is also the recipient of the Jim Nolen Award from the Upsilon Pi Epsilon (UPE) International Honor Society, the only international honor society for the computing and information disciplines.

The Forbes list of 30 Under 30 2015 in Games highlighting “rising stars who are leading a technological and artistic revolution in the industry” included Philip Tibitoski (CDM ’12), CEO and community manager of Young Horses Inc. The company recently released “Octodad: Dadliest Catch,” a sequel to the award-winning “Octodad” game, which Tibitoski helped create as a DePaul student.



THANK YOU FOR...

... your support through these past two and a half years. As a veteran, I know that nothing can ever be accomplished unless someone believes in supporting the mission. You made my education possible.

–Daniel Williams (CDM ’14)
Digital cinema

... helping me get a chance at my dream! Thank you so much.

–Tony Wojnar
Computer game development



... your contributions and help. Without you, we wouldn’t have all the amazing resources we do. Keep being awesome!

–Manuel Rodriguez (CDM ’14)
Animation

... giving us all an opportunity to have the best educational experience.

–Nicole Beverlain
Graphic design



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