LETTER from the DEAN

The College of Computing and Digital Media has always prided itself on curriculum, creative work, and research that stays current with changes in our various fields of instruction. As we looked back on our 2016-17 academic year, the need to chronicle the breadth and excellence of this work became clear. We are pleased to share with you this annual report, our first, highlighting our accomplishments.

Last year, we began offering three new graduate programs and two new certificate programs. We also planned six degree programs and three new certificate programs for implementation in the current academic year. CDM faculty were published more than 100 times, had their films screened more than 200 times, and participated in over two dozen exhibitions. Our students were recognized for their scholarly and creative work, and our alumni accomplished amazing things, from winning a Student Academy Award to receiving a Pulitzer. We are proud of all the work we have done together.

One notable priority for us in 2016-17 was creating and strengthening relationships with industry—including expanding our footprint at Cinespace and developing the ID Lab—as well as with the community, through partnerships with the Chicago Housing Authority, Wabash Lights, and other nonprofit organizations.

We look forward to continuing to provide innovative programs and spaces this academic year. Two areas in particular we’ve been watching closely are makerspaces and the “internet of things.” We’ve already made significant commitments to these areas through the creation of our 4,500 square foot makerspace, the Idea Realization Lab, and our new cyber-physical systems bachelor’s program and lab.

We are excited to continue providing the opportunities, curriculum, and facilities to support our remarkable students.

David Miller, Dean
The College of Computing and Digital Media is dedicated to providing students an innovative edge in today’s computing, design and cinema fields. We are a diverse group of notable and award-winning faculty, students, and programs, with specialized areas of expertise that are nationally and internationally recognized. Our curriculum is reflective and responsive to the latest industry trends, technologies, and ideas across the computing and digital media spectrum. Our programs provide real-world experience and global perspectives through national and international opportunities, enabling students and faculty to keep pace with leaders in their field. Chicago is our engine for creation where students can leverage the resources of the city and our broad alumni network to launch careers that have impact and influence. Whether it’s computing, design, or cinema, we believe in the power of innovation and know it is at the heart of our students’ success.

### BY the NUMBERS

<table>
<thead>
<tr>
<th>Staff and Faculty in 2016 - 2017</th>
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<tbody>
<tr>
<td>Full-time Faculty</td>
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<td>236</td>
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<table>
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<th>Students in 2016 - 2017</th>
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<tr>
<td>Total Students</td>
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<td>5570</td>
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<table>
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<tr>
<th>Student Gender and Total</th>
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<tr>
<td>33% Female Undergraduate</td>
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<tr>
<td>32% Female Graduate</td>
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The College of Computing and Digital Media continues to show growth in both enrollments and headcount.

**Total Enrollments**

Enrollments have increased 26% from Fall Quarter 2012 to Fall Quarter 2016, with undergraduate showing a 21% increase and graduate showing a 41% increase.

**Total Headcount**

Head count increased 28% from Fall Quarter 2012 to Fall Quarter 2016, with undergraduate showing a 43% increase and graduate showing a 12.5% increase.

**BY the NUMBERS continued**

**DIGITAL MEDIA**

15% **SOCIAL MEDIA GROWTH** from 2015-16

- facebook: 9100+ likes

2.5M+ **WEBPAGE VIEWS**

- 40.5% new visitor
- 59.5% returning

**EXAMS & TUTORING SESSIONS**

- Proctored Exams: 4840 (3.2% growth)
- Unique tutoring sessions: 3367 (19.4% growth)

**RETENTION & OUTCOMES**

**1st Year Retention**

- 2012: 88%
- 2013: 89%
- 2014: 89%
- 2015: 86%
- 2016: 89%

**4 Year Graduation**

- 2012: 54%
- 2013: 55%
- 2014: 57%
- 2015: 56%
- 2016: 60%

**Career Outcomes**

- Undergraduate: 87% (82% employed, 4% continuing ed, 1% not seeking)
- Graduate: 94% (92% employed, 2% continuing ed, 1% not seeking)
New Full Time Faculty

Brian Andrews
School of Cinematic Arts
Assistant Professor in Visual Effects and Compositing

Ann Hozian
School of Cinematic Arts
Assistant Professor in Screenwriting

Alireza Khatami
School of Cinematic Arts
Assistant Professor in Film and Television Production

Dan Klein
School of Cinematic Arts
Assistant Professor in Film and Television Production

Dana Kupper
School of Cinematic Arts
Professional Lecturer in Cinematography

Scott Myers
School of Cinematic Arts
Assistant Professor in Screenwriting

Arunadha Rana
School of Cinematic Arts
Assistant Professor in Documentary Production

Kahra Scott-James
School of Cinematic Arts
Assistant Professor in Sound

Susanne Suffredin
School of Cinematic Arts
Professional Lecturer in Editing

Anna Anthropy
School of Design
Game Designer in Residence

Denise Nacu
School of Design
Assistant Professor in Experience Design

B Rich
School of Design
Assistant Professor in Digital Communication and Media Arts

Adam Trowbridge
School of Design
Assistant Professor in Interactive and Social Media

Jessica Westbrook
School of Design
Assistant Professor in Graphic Design

James DeBettencourt
School of Computing
Professional Lecturer in Computer Science Education

Mary Jo Davidson
School of Computing
Professional Lecturer in General Computer Science Education

Tanu Malik
School of Computing
Assistant Professor in Databases and Big Data

Yosef Mendelson
School of Computing
Professional Lecturer in Information Technology

Hamed Qahri-Saremi
School of Computing
Assistant Professor in Information Systems

Filipo Sharevski
School of Computing
Assistant Professor in Networking and Security

CDM PROGRAMS

Undergraduate

Animation BA/BFA
Computer Science BS
Cyber-Physical Systems BS*
Cybersecurity BS
Data Science BS*
Film and Television BA/BFA
Game Design BS
Game Programming BS
Graphic Design BFA
Information Systems BS
Information Technology BS
Interactive and Social Media BS
Math and Computer Science BS
Network Engineering and Security BS

Graduate

Animation MA/MFA
Applied Technology MS
Film and Television MMS/MFA
Computational Finance MS
Computer Science MS
Creative Producing MFA (Joint with Kellstadt Graduate School of Business)*
Cybersecurity MS
Digital Communication and Media Arts MA
(Joint with College of Communication)
Documentary MFA
E-Commerce Technology MS
Experience Design MA
Game Design MFA*
Game Programming MS
Health Informatics MS
Human-Computer Interaction MS
Information Systems MS
IT Project Management MS
Network Engineering and Security MS
Predictive Analytics MS
Product Innovation and Computing MS (Joint with Kellstadt Graduate School of Business)*

PhD

Computer and Information Sciences
Human Centered Design*

* Indicates new in 2017-2018

New in 2016 - 2017

School of Cinematic Arts
Documentary MFA

School of Design
Experience Design MA

Institute for Professional Development
Modern Information Technology
Technology and Innovation

Institute For Professional Development (IPD) Certificates

Advanced SQL
Big Data and NoSQL
Big Data Using Hadoop
Big Data Using Spark*
Cloud Computing Technologies
Data Science for Business
Introduction to SQL*
IPv6
Java Developer
Modern Information Technology
Modern .NET Web Development*
SQL Server Business Intelligence
SQL Server Database Administration Technology and Innovation
Web Development with JavaScript and HTML5

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Program Recognition

DePaul was included in Variety’s list of Stellar Film Schools in 2017. 

MovieMaker Magazine listed DePaul as one of their top film schools, highlighting us in the “top-notch equipment and facilities” category. 

The Wrap ranked our School of Cinematic Arts #29 on their list of the 50 top film schools.

Curriculum Updates

Our new (2016-17) MFA in Documentary, accepted as one of DePaul's mission-resonant graduate programs, prepares future documentary filmmakers by providing a foundation in documentary history, traditions, storytelling and production techniques, as well as innovative and emerging styles and techniques of transmedia and interactive documentaries. Social justice is inherent to documentary filmmaking and the Vincentian emphasis on ethics is central to the curriculum.

We renamed and revised our BA in Digital Cinema to a BA in Film & Television and our BS in Digital Cinema to a BFA in Film and Television (where all concentrations from the BA degree were moved). The BA is our generalist degree, where students can obtain a more liberal arts-oriented education with broad exposure to all areas of film and television production while the BFA allows students to specialize in specific film and television areas and create portfolios to better prepare them for careers in these areas.

LA Quarter, the program allowing students the unique opportunity to experience the inner workings of Hollywood first hand, is now offered in the fall, winter, and spring quarters. The offices have moved to a larger facility, and students now take classes on the Sunset Gower Studio lot. Sunset Gower Studios, formerly the headquarters of Columbia Pictures, is one of the largest independent media and entertainment properties in the United States.

This past year, due to tremendous growth of the cinema program, the School expanded its footprint at Cinespace to over 32,000 square feet (previously 20,000 square feet), adding two stages, two editing studios, an advanced camera checkout facility, classrooms, and offices. The space also has a 30’x40’ cyclorama (one of the largest green screens in the Midwest). The new stage setups, in addition to our existing stage, provide 16 total slots for production classes. Nearly all of our production classes are now held at Cinespace.

CINESPACE

Faculty Recognition

Savvas Paritis was promoted to Associate Professor.

Anchor Baby, the script written by Assistant Professor Anna Hozian and one of the few scripts chosen for the inaugural year of Meryl Streep’s Screenwriting Lab, has been acquired by Lynmar Entertainment and is being packaged for production.

Assistant Professor Dan Klein wrote the film It’s Just a Gun, which won silver in the narrative category of the Student Academy Awards.

Two of our faculty members - Assistant Professor Shayna Connelly and Professional Lecturer Dana Kupper - were listed in Newcity’s 2016 Film 50: Chicago’s Screen Gems.

Associate Professor Meghann Artes received DePaul’s Spirit of Inquiry award.

Dana Kupper was the Director of Photography on Life Itself, which was nominated for a Best Documentary Emmy.

Count Me In, edited by Professional Lecturer Susanne Sufferedin, aired nationally on PBS.

Gary Novak
Director, School of Cinematic Arts

Since its inception, the School of Cinematic Arts has been dedicated to training the next generation of visual storytellers. When the program started, we asked ourselves a series of questions: If we were going to school today, what would we want that school to look like? What courses would be taught? What equipment and facilities would we have? The goal was to create a truly innovative film school for the 21st century. Our accomplishments this past year are the latest answers to these questions in our quest to offer the best film education possible to our students.

Note from the Director

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The Wrap ranked our School of Cinematic Arts #29 on their list of the 50 top film schools.
Program Recognition

DePaul was ranked #10 among graduate programs and #18 among undergraduate programs in The Princeton Review’s Top Schools to Study Game Design in 2017.

Animation Career Review rated our game design program #1 in the Midwest and #11 nationally.

Curriculum & Program Updates

The new (2016-17) MA in Experience Design addresses the growing demand for professionals with a combination of skills to effectively design processes, services, events, and environments, with a focus placed on the quality of user experience and culturally relevant solutions.

We began offering a Designing for Physical Technology minor in 2016-17. The minor provides the opportunity to integrate hardware with software and design digital fabrication tools, clothing, robotics, and interconnected objects.

Game design, previously a concentration, was elevated to a freestanding BS degree.

In Spring 2016 we funded a Design Impact Project Series where students could pitch their plan to imagine, develop, and deploy cutting-edge visual and interactive designs that positively impact individuals and communities using emerging social practices, technologies, and entrepreneurial thinking. Winners received advising support, workspace, and stipends ranging from $500-$5000.

Our new Divergent Design Lab is a research and design lab focused on interface, play, collaboration, and distribution. The Lab uses critical design to decode value systems and encode underrepresented ideas, produce interactive experiences through emerging media practices, and host guests/workshops.

This year, Assistant Professor Sheena Erete was awarded a $150,000 grant from the National Science Foundation for the project “Investigating the Use of Information and Communication Technologies in Supporting Violence Interruption.” Dr. Erete and her students in CDM’s Technology for Social Good Research and Design Lab (http://tsg.cdm.depaul.edu) are partnering with Cure Violence to design and develop a mobile application that uses predictive analytics techniques to provide violence interruption workers with the most effective intervention strategies based on data from over a decade of prior inventions. Dr. Erete will deploy the mobile application in several US cities.

Assistant Professor Sheena Erete was also awarded a Best Paper Award for “Empowered Participation: How Citizens Use Technology to Leverage their Political Power” at SIGCHI2017, ranking her paper in the top 1% of over 2,400 submissions.

Instructor Jay Margalus was invited to the White House Nation of Makers Fair in August to meet with a group of other makerspace organizers throughout the nation.

Professor Nichole Pinkard was invited to and participated in the White House’s GS&All State Convention focused on designing STEM environments for youth. Pinkard was also named a Pahara-Aspen Education Fellow. The fellowships are awarded to diverse and innovative leaders who are reimagining America’s public schools.

Associate Professor Doris Rusch and Brian Shrank were promoted to Associate Professor. Game Designer in Residence Anna Anthropy was an honoree at the 2017 Video Game Art Gallery’s HARDCORE/CASUAL benefit party in September. She received their Global Illumination Award.

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Associate Professor Doris Rusch gave the TEDx Talk “Why Game Designers are Better Lovers” about deep games, which tackle salient aspects of the human experience.

Associate Professor Brian Schrank received DePaul’s Excellence in Teaching award.

Associate Professor Doris Rusch was on a “Social Impact Gaming” panel at the Chicago Comic and Entertainment Expo of Chicago (C2E2), hosted by the Chicago Public Library.

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Faculty Recognition

Amber Settle was elected Chair of the SIGCSE board. She was also promoted to Professor.

Associate Professor Andre Berthiaume received DePaul's Gerald Paetsch Academic Advising Award.

Professor Xiaowen Fang received a Best Paper Award for “A Lexical Analysis of Online Reviews of Social Media Applications” from the Information and Communication Technologies in Organizations and Society.

Professor Rosalee Wolfe was awarded an academy fellowship at the University of Hamburg to engage in research on the Academy's long-term project "Development of a corpus-based electronic dictionary of German Sign Language."

Professor Radha Jagadeesan was part of a team that won the 2017 Alonzo Church Award for Outstanding Contributions to Logic and Computation for providing a fully-abstract semantics for higher-order computation through the introduction of game models, thereby fundamentally revolutionizing the field of programming language semantics, and for the applied impact of these models.

Associate Dean Theresa Steinbach and Professor Amber Settle piloted a linked-course learning community in the fall of 2014, which included freshman women pursuing tech degrees and men of color. The results showed that students who took courses in a community with the same group had retention rates higher than 4 of the 5 comparison groups, and none went on academic probation.

The School of Computing is a vibrant community in which committed faculty educate students at the undergraduate and graduate level in a broad range of technology disciplines, including computer science, information systems, data science, networking, cybersecurity, human-computer interaction, and software engineering. The School is also a research laboratory, in which faculty research medical and health informatics, recommends systems, innovation, data analytics, and American Sign Language. We are proud of our community: faculty, students and alumni, and invite you to get involved.

Curriculum Updates

Game Programming, previously a concentration, was elevated to a freestanding BS degree.

We changed the names of our BS in Information Assurance and Security Engineering and MS in Computer, Information, and Network Security to a BS and MS in Cybersecurity, respectively. The name change reflects the current industry terminology and more accurately describes the curriculum.

Partnerships and Events

The School of Computing is partnering with the National Center for Women & Information Technology (NCWIT) as a Change Leader in the NSF-funded Learning Circles Project. The purpose of the project is to use evidence-based practices and methods for recruiting and retaining women.

We completed our second year of sponsoring a Girls Who Code club. Undergraduate and graduate CDM students volunteer to work with the middle and high school girls in the club.

In May, we held a BioMedical and Health Informatics Workshop, celebrating research by students, faculty, and practitioners.

MS in Predictive Analytics students were invited to present their capstone projects at the Chicago City Data Users Meetup held in May at the Microsoft Technology Center in Chicago.

We hosted Google’s Applied CS for Android program, a 6-Saturday workshop, in October at CDM.

Bosch Day at DePaul took place in September. Events included a hackathon, project management leadership workshop, and a 3D printer stand and demo.

We partnered with SAP for a CodeJam, giving students access to tools, sandboxes, and interactive time with experts in SAP Cloud Platform.

SoC Leadership Council

Thank you to the dedicated service of the School of Computing Leadership Council, which donated and raised over $30,000 in scholarships for CDM students. We also welcome two new members on the council this year.

Lori Lee Bielski
Jim Bowler
Diane Brown
Michael Carioscio
Larry Cecil (new member)
John Fisher
Jordan Gary (student member)
Lily Gulik
Matt Laboe
Mary Anne Luczak (council chair)
Laurel McGrath
Dan O’Mahoney (new member)
David Offutt
The American Sign Language Project at DePaul University has been in the works for 15 years. Led by Professor Rosalee Wolfe, the project combines computer technology and linguistics research to bridge the communication gap between the deaf and hearing worlds using an English-to-ASL avatar translator.

Currently, the focus is on automating the portrayal of linguistic processes that are missing from avatar systems. Much of the information in a signed sentence can be lost without careful attention to the subtleties of movement.

The team is exploring the possibilities of utilizing the “Paula” avatar for other sign languages. Dr. John McDonald, Associate Professor and a senior researcher on the project, has been invited to spend the fall term at Laboratoire d’Informatique pour la Mécanique et les Sciences de l’Ingénieur (LIMSI) in Orsay, France where he will collaborate with researchers who are investigating parallel questions in LSF (French Sign Language).

Learn more:
ASL Project: http://asl.cs.depaul.edu/
“Chicago Tonight” Interview: https://goo.gl/hFf2N

School of Design faculty LeAnne Wagner and B Rich have been collaborating with the Fused Muse Ensemble (FME) on their most recent project Edge of Shelter. FME increases awareness of local and global concerns through new artistic works that integrate music with other media and amplify those voices too often left unheard. The Edge of Shelter project focuses on homelessness awareness and advocacy.

B Rich is also currently collaborating with André Perez and the America in Transition organization to design and develop a transmedia website and campaign to support the documentary series and outreach plan devoted to destigmatizing and supporting trans people around the country.

Bad at Sports, a podcast produced by Brian Andrews, partnered with Open Engagement, a conference on socially engaged art, and took over the WLPN 105.5 FM airwaves on April 22 to broadcast interviews from the conference.

SCA and film production company Digital Hydra partnered with Kaleidoscope, a child welfare agency, to host 19 kids, ages 6-16 for Kaleidoscope’s first ever Winter Arts Camp. In addition to giving the kids and their chaperones a tour of Cineline and the post-production studio Periscope, the Digital Hydra team—comprised of DePaul alumni, Jacqueyun Jamjoom, Hamnah Jamjoom and Patrick Wimp—coached Kaleidoscope’s kids through recording interviews with one another on the DePaul soundstage using DePaul’s professional equipment.

Associate Dean JoAnne Zielinski received the Spirit of DePaul award. The award highlights institutional Vincentian values and their relation to the achievement of DePaul’s mission, and recognizes individuals for their leadership and service in the spirit of Saint Vincent de Paul.
The School of Cinematic Arts partnered with the Chicago Housing Authority for its inaugural 6-week documentary filmmaking program in the summer of 2016. Teenage girls were introduced to basic theory, aesthetic, and technical skills and produced their own documentaries. Two of the documentary shorts created in the program, That’s Not Me and Rise Up, were included in the Global Girl Media Film Festival. Rise Up was also accepted to the Windy City Film Festival, where it won the Rising Voices Award and was nominated for the Best Documentary Short.

As part of Digital Youth Network, last summer DePaul planned and hosted a 6-week program to bring mobile technology into pedestrian space. The beta testing phase of the project was completed early this year. Students researched, designed, and prototyped dynamic, interactive experiences that utilize the Wabash Lights primarily as a public large-scale video screen, tapping into a variety of current trends including augmented reality, data visualization, and gamification. The experiences they designed are controlled through a variety of interfaces: mobile apps, public kiosks, existing public data APIs, and an innovative, motion- and light-based interface projected into pedestrian space. The beta testing phase of the project was completed early this year.

Digital Youth Network (DYN) put on Month of Code in December, providing coding workshops in Chicago classrooms.

DYN partnered with the Best Buy Geek Squad Academy for a 2-day workshop at DePaul, providing 10-18 year olds the opportunity to develop tech skills and spark their inner creativity.

CDM, the Theatre School, and the School of Music collaborated on a float for the Cultural Mile’s Halloween Gathering.

Our Corporate Affiliate Partners program, which provides an opportunity for companies to develop long-lasting, strategic partnerships with a college dedicated to educating the next generation of IT leaders in a wide variety of disciplines, includes Bosch and EZ Links Golf.

Through her NSF-funded project Accelerate ECS4All, Lucia Dettori continued her partnership with CPS, Loyola, UIC, and The Learning Partnership to ensure all CPS high school students take at least one relevant and compelling computer science course (Exploring Computer Science - ECS). The partnership has now been formalized as the Chicago Alliance for Equity in Computer Science (CAFECS). Over the course of the last 5 years ECS has been taught in 40 CPS high schools to over 13,000 students.

CDM’s new Innovation Development Lab (iD-Lab) serves as a space to build the bridges between DePaul and companies to grow into a leading technology innovation and research hub. Partners include AllState, Bosch, and CareerBuilder. Current work in the lab focuses on three primary areas: development of technology innovation projects with member companies, education through training, workshops and practical experiences and research on technology innovation.

Of these, 47% have been Hispanic, and 38% have been African American, both of which match the overall CPS demographics; 44% of the students have been female. As part of the grant, approximately 300 CPS teachers have attended professional development workshops at DePaul to prepare to teach ECS. The project also provides a coaching program to pair experienced ECS teachers with novice teachers. Building on the success of this initiative, CPS became the first district in the nation to make CS a high school graduation requirement starting with the 2020 graduating class.

For the third year, CDM hosted the Young Entrepreneurs Academy (YEA!), an 8-month program sponsored by the Chicago Chapter of the National Association of Women Business Owners (NAWBO) for middle school female students. Terry Steinbach instructed the students on writing a business plan, conducting market research, pitching to investors, and operating their own companies.

We hosted the Collected Voices Film Festival in September, screening a collection of short films, including our Project Bluelight film For the Records and the Preserves, directed by B. Rich and Anuradha Rana, CDM faculty. The fest focuses on original ethnographic works that explore the intersection of race, age, class, gender, and sexuality within Chicago society.

DePaul was selected to continue stewarding citywide City of Learning initiative.

The Wabash Lights

School of Design faculty Nate Matteson and LeAnne Wagner taught a two-course sequence during the winter and spring quarters in collaboration with The Wabash Lights, a site-specific light installation beneath the Wabash Avenue elevated train tracks in Chicago’s Loop. Students researched, designed, and prototyped dynamic, interactive experiences that utilize the Wabash Lights primarily as a public large-scale video screen, tapping into a variety of current trends including augmented reality, data visualization, and gamification. The experiences they designed are controlled through a variety of interfaces: mobile apps, public kiosks, existing public data APIs, and an innovative, motion- and light-based interface projected into pedestrian space. The beta testing phase of the project was completed early this year.

CHICAGO CONNECTIONS
We piloted a Global Learning Experience for post-production sound design students in partnership with Abertay University in Dundee, Scotland. Both DePaul and Abertay students were challenged to create soundscapes. CDM students created their perceived version of Dundee and Abertay students their perceived versions of Chicago.

In association with the French Consulate, French-Burkinabè Cinema journalist Claire Diao gave a masterclass on African Cinema and emerging French filmmakers whose work focuses on social and racial issues, and Academy Award winner Alain Gagnol held a masterclass for animation students.

CDM was a sponsor of the Immersive Tech Summit, an event put on by 2112 and the French Consulate's French Innovation Week.

Ottawa International Film Festival: This new annual program allows undergraduate and graduate animation students to travel to Ottawa, Canada and attend the Ottawa International Film Festival, the largest and most prestigious animation festival in North America. Students attend screenings, industry events, panels and talks, and meet with animators, critics, and directors from around the world.

Atlantis Dual-Degree Program: Since 2007, the full-year Atlantis program has allowed CDM juniors to take business courses in École de Commerce Européenne in Lyon, France and Linköping University in Sweden. The student is awarded a standard 3-year European bachelor’s degree before returning to the U.S., and then, after completing their senior year at CDM, a second bachelor’s degree from DePaul.

Dare Academy, Abertay University: This 5-week summer program is held at Europe’s top ranked university for game design and home to industry leaders like 4J Studios, Outplay, and Reagent Games. The program combines lectures, workshops, and industry visits, and ends with the DIGRA/FGD Conference and Dare to be Digital game festival.

China Global Collaborative Software Engineering: Students majoring in a technology-related discipline are offered the immersive and unique opportunity to understand the quickly evolving and innovative Chinese software and IT industries, as well as China’s rich history, culture, and modernity. In this two-week long trip, students travel to two of the most symbolic and vibrant cities in China: Shanghai, the commercial and financial hub teeming with technological and business innovations; and Beijing, the political and economic nerve center full of rich history and cultural heritage.

Documentary Filmmaking in India: This “Beyond Bollywood” program is offered every other December intersession. In the fall, students take DC 370/470 to learn documentary techniques and prepare themselves for the intensive cultural immersion and hands-on workshop. For 3 weeks, students collaborate with an NGO under the guidance of filmmakers located in the heart of Bollywood, and create an original visual media project while exploring the Taj Mahal, palaces and forts of Jaipur, and the abandoned city of Fatehpur Sikri.

Computer Games and Animation in Japan: Students in this two-week study abroad program, offered every other December intersession, visit game and animation companies in Tokyo, Kyoto, and Nagoya to learn about the processes of crafting culturally significant Japanese entertainment. Students examine how Japanese games/animation/motion graphics have influenced Japanese culture and will visit museums, galleries, cultural centers and other sites to foster meaningful experiences and gather research for their personal projects.
Internal Grant Funding

Provider Perspectives of Telemedicine Adoption and Innovation
PI: Adelakun, Olayele | DePaul University Research Council

Oh Baby!
PI: Artes, Meghann | DePaul Academic Initiatives

A Software Framework for Human-in-the-Loop Machine Learning
PI: Brown, Eli | DePaul Academic Initiatives

Hardware Support for Collaborative Instruction
PI: Burke, Robin | DePaul University Research Council

Reading Chicago Reading
PI: Burke, Robin | DePaul Academic Initiatives

Love Never Dies and Yours is not the Taj Mahal finishing
PI: Connelly, Shayna | DePaul University Research Council

Quiver, Festival Funding
PI: Connelly, Shayna | DePaul University Research Council

Changing the Debate
PI: Eltanal, Ron | DePaul Academic Initiatives

Sources of Computer Game Enjoyment: Card Sorting to Develop a New Model
PI: Fang, Xiaowen | DePaul University Research Council

Efficient Algorithms for Minimum Obstacle Removal
PIs: Gemmell, Jonathan and Kanj, Iyad | DePaul Academic Initiatives

Extracting Sparse Distributed Representations for the Social Web
PI: Gemmell, Jonathan | DePaul University Research Council

Development of the New Introduction to Computational Neuroscience Course
PI: Hastings, Peter | DePaul Quality of Instruction

Preventing Web Attacks: Split HTML
PI: Heart, Karen | DePaul Academic Initiatives

Other People's Children, Web Series
PI: Hozian Anna | DePaul University Research Council

Other People's Children, Web Series
PI: Riddell, Brad | DePaul University Research Council

Illuminatus!
PI: Kalis, Christopher | DePaul University Research Council

Characterizing Problems that are as Hard as Satisfiability
PI: Kanj, Iyad | DePaul Academic Initiatives

Oblivion Verses
PI: Khatami, Alireza | DePaul Academic Initiatives

DBBuild: Tools for Conducting Reproducible Analyses in Urban Data Infrastructure
PI: Malik, Tanu | DePaul Academic Initiatives

The Center for Robust Decision Making in Climate and Economic Policy
PI: Matteson, Nathan | DePaul Academic Initiatives Grant

The Evolution of Proportion in the Sacred Architecture of Sigurd Lewerentz
PI: Matteson, Nathan | DePaul University Research Council

Diversity in Personalized Recommendation
PI: Mobasher, Bamshad | DePaul Academic Initiatives

User-Centered Design of Technology to Support Patient Empowerment in Emergency Medicine
PI: Montague, Enid | DePaul University Research Council

Designing a Sociotechnical System to Enable and Enhance Educator Roles to Support Youth Learning
PI: Nacu, Denise | DePaul Academic Initiatives

Analysis of Cultural Differences in Online Restaurant Reviews
PI: Nakayama, Makoto | DePaul University Research Council

The Exact Stretch Factor of Delaunay Triangulations
PI: Perkovic, Ljubomir | DePaul Academic Initiatives

Bernadette, Project Bluelight Film Festival Fees
PI: Psathas, John | DePaul University Research Council

Human-Computer Interaction in Practice: Support for Pedagogy
PI: Putnam, Cynthia | DePaul Academic Initiatives

Supporting Decision-making and Information-sharing about Educational Technologies for Children with Autism: Preliminary Interview/Survey Studies
PI: Putnam, Cynthia | DePaul University Research Council

What Makes an Electronic Health Record System (HER) Effective? An Empirical Study of Patterns of Use
PI: Hamed Qahri Saremi | DePaul Academic Initiatives

Medical Image Interpretation Using Smart Computer-Aided Diagnosis
PI: Raicu, Daniela Stan | DePaul Academic Initiatives

Language of Opportunity
PI: Rana, Anuradha | DePaul University Research Council

Diffusion of Privilege in a Database
PI: Rasin, Alexander | DePaul University Research Council

Identifying Security Breaches in a Hacked Database
PI: Rasin, Alexander | DePaul Academic Initiatives

Nanobot: Operation Pacific Vortex
PI: Rich, B. | DePaul Academic Initiatives

Superdogs
PI: Rich, B. | DePaul University Research Council

Gamiconocron
PI: Riddell, Brad | DePaul Academic Initiatives

Blood Myth, Designing and Building a Game to Promote
PI: Rusch, Doris | DePaul University Research Council

Tidelines
PI: Socki, Steve | DePaul University Research Council

Building an Intelligent Interview Assistant System
PI: Steele, Adam | DePaul Academic Initiatives Grant

A Place to Call Home: Homelessness in America
PI: Suffredin, Susanne | DePaul Academic Initiatives

Automatic Summarization of Privacy Policies Using Natural Language Processing and Machine Learning
PI: Tomuro, Nonko | DePaul Academic Initiatives Grant

Analysis of Cultural Differences in Online Restaurant Reviews
PI: Nakayama, Makoto | DePaul University Research Council

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Our faculty screened their films at over 200 festivals between July 2016 and June 2017. The following is a selection of the recognition and screenings these films have received.
FACULTY FILM RECOGNITION

147 Pianos
Dolores Wilber (Director), Robert Steel (Supervising Sound Editor/Composer)
Special Recognition for Contribution to the Field (2017), Piano Technicians Guild
Official Selection (2016), Chicago International Music and Movies Festival
Official Selection (2016), Future Places Media Lab for Citizenship

Bumt
Devin Bell (Writer/Director/Producer)
Official Selection (2016), Austin Film Festival
Official Selection (2016), Chicago International Children’s Film Festival
Official Selection (2016), Kineko International Children’s Film Festival
Official Selection (2016), Lincoln Film Festival

Count Me In
Susanne Suffredin (Editor)
Broadcast Award (2016), WTTW Chicago
National Broadcast (2016), PBS
Premiere Screening and Discussion (2016), Chicago Cultural Center
Screening and Discussion (2016), The New 400 Theater

Dog Eat Dog
Tim Peternel (Executive Producer)
Official Selection (2016), Cannes Film Festival
Official Selection (2016), London International Film Festival
Official Selection (2016), Stiges International Film Festival
Official Selection (2016), Toronto International Film Festival

Edge of Alchemy
Rob Steel (Composer/Orchestrator)
Official Selection (2017), Sound of Silent Film Festival

Empty Space
James Choi (Director/Producer/Editor), Brian Zahm (Cinematographer), JoAnne Zielinski (Executive Producer)
Winner: Best Feature Film and Audience Award (2017), Windy City International Film Festival
Winner: Best Indie Spirit, Best Actress, and Best Actor (2017), Twister Alley International Film Festival
Winner: Audience Award for Best Narrative Film (2016), Lighthouse International Film Festival
Official Selection (2017), Millennium Park Summer Film Series
Official Selection (2017), International Filmmaker Festival of World Cinema, France

Every Ghost Has an Orchestra
Shayna Connelly (Director)
Humanities Division Award of Distinction (2017), Columbus International Film + Video Festival
Silver Award: International Documentary (2017), South Georgian Bay Film Festival
Official Selection (2017), Athens International Film and Video Festival
Official Selection (2017), Brooklyn Film Festival

A Farmer’s Road
Peter Biagi (Cinematographer)
Winner: Mindie Award (2016), Miami Independent Film Festival
Winner: Spotlight Film Award (2016), Mosaic World Film Festival
Semi-Finalist (2016), Los Angeles CineFest
Official Selection (2016), Naperville Independent Film Festival

The Kama Sutra Club
Dan Klein (Writer/Director/Producer)
Official Selection (2016), New York Television Festival

For the Records
Doris Rusch (Lead Game Designer/Producer), Anuradha Rana (Filmmaker/Producer)
Official Selection (2016), Collected Voices Chicago Ethnographic Film Festival

Gardening at Night
Shayna Connelly (Director), Wendy Rodenweiss (Producer)
Award of Merit in Fiction Filmmaking (2016), University Film and Video Association
Official Selection (2017), Ann Arbor Film Festival
Official Selection (2017), Chicago Underground Film Festival
Official Selection (2017), Crossroads Film Festival

Gone into the Clearing
Brad Riddell (Writer)
Best Dramatic Screenplay Finalist (2017), Smoky Mountain Film Festival
Best Short Screenplay Finalist (2017), Smoky Mountain Film Festival
Best Short Screenplay Finalist (2016), Wayfarer Film Festival
Third Place Screenplay (2016), Colorado International Film Festival

GRUB
Lisa Barcy (Animator)
Official Selection (2016), Midwest Independent Film Festival

Happy Birthday Kevin
John Psathas (Producer/Director/Writer)
Official Selection (2017), Dam Short Film Festival
Official Selection (2017), Hollywood Comedy Shorts Film Festival
Official Selection (2017), Blackbird Film Festival
Official Selection (2016), Archanui Film Festival
Official Selection (2016), Twister Alley International Film Festival

Homeless Hero
Kahra Scott-James (Sound Designer)
Official Selection (2016) Rio de Janeiro International Short Film Festival

In the Details
Brad Riddell (Writer)
Semi-Finalist: Short Screenplay (2016), Los Angeles Cinefest Short Screenplay Contest
Official Selection (2017), Oregon Short Film Festival

It’s Just a Gun
Dan Klein (Writer)
Winner: Silver (2016), Student Academy Awards
Official Selection (2017), Cleveland International Film Festival

Junk Girl
Robert Steel (Composer)
Outstanding Original Music Award (2016), Sahar International Short Film Festival
Official Selection (2017), Sound of Silent Film Festival

The Kama Sutra Club
Dan Klein (Writer/Director/Producer)
Official Selection (2016), New York Television Festival
FACULTY FILM RECOGNITION

Life Itself
Dana Kupper (Director of Photography)
Best Documentary Nominee (2016), News and Documentary Emmy Awards

Lives: Visible
Peter Biagi (Cinematographer)
Premiere (2017), Gene Siskel Film Center

Mistreated and Wild
Shayna Connelly and Chris Kulis (Directors)
Finalist: Best Music Video (2016), October Film Festival
Official Selection (2016), Chicago International REEL Shorts Film Festival
Official Selection (2016), Sound Unseen Film Festival

The Most Hated Woman in America
Michael Flores (Editor)
Official Selection (2017), South by Southwest Film Festival

Mr. Chang’s New Address
Alireza Khatami (Writer/Director)
Special Screening Invitation, Migrations and Mediations: Politics of Movement (2017), Society for Cinema and MEdia

Nostalgic
Ron Eltanal (Writer/Director)
Special Screening Invitation, Migrations and Mediations: Politics of Movement (2017), Society for Cinema and MEdia

Preserves
Anuradha Rana (Producer) and B. Rich (Director)
Official Selection (2016), Collected Voices Ethnographic Film Festival
Official Selection (2016), Mostra American Film Series

Reunion
Robert Steel (Composer)
Official Selection (2016), University Film and Video Association Conference

Signs: where do we go from here?
Connelly, Shayna (Director); Eltanal, Ron (Editor/Actor); Robert Steele (Supervising Sound Editor)
Honorable Mention (2017), Experimental Forum
Official Selection (2016), Amarcord Arthouse Television Film Festival
Official Selection (2017), Berlin International Film Festival
Official Selection (2017), London International Film Festival

Shabami (Episodes 2 and 4)
Wendy Rodeweriss
Official Selection (2016), Hear Now Audio Festival

FACULTY FILM RECOGNITION

Sleepy Steve
Meghann Artes (Writer/Director/Animator) and Robert Steele (Composer)
Finalist (2016), USA Film Festival
Staff Pick (2016), Vimeo
Official Selection (2016), Cinequest Film Festival

Sparrow Duet
Steve Sock (Producer/Director)
Official Selection (2017), Ann Arbor Film Festival
Official Selection (2016), Animaze-Montreal International Animation Film Festival
Official Selection (2016), Budapest Short (BuSho) International Film Festival
Official Selection (2016), Arte Non Stop Film Festival, Buenos Aires
Official Selection (2016), Experimental Animation Festival, CDMX Mexico

Speed Dating
Meghann Artes (Writer/Director/Animator); Robert Steel (Composer)
Video on Demand (2016); Tribeca/United Airlines
Audience Choice Award (2016), Disposable Film Festival
Omeleto Feature (2017), Youtube via Omeleto (2.6M views)

Splash Hit
Andrews, Brian (Animator)
Screening (2016), Junior Giants Day Screening, San Francisco Giants

Stage Three
Roderweiss, Wendy (Writer/Director)
Distribution for narrative short (2016), Pacific Voice Inc. Territory- Japan

Stopping For Death: The Nurses of Wells House Hospice
Wendy Rodeweriss (Writer/Director/Producer)
Official Selection (2016), Culture Unplugged

Ten More
Riddell, Brad (Writer/Director); Connelly, Shayna (Producer); Eltanal, Ron (Editor/Actor);
Robert Steele (Supervising Sound Editor)
Official Selection (2017), Big Muddy Film Festival
Official Selection (2017), deadCenter Film Festival
Official Selection (2017), Kansas City Film Festival
Official Selection (2017), Syracuse International Film Festival

Thrill Ride
Chris Parrish (Writer/Director/Producer)
Finalist: Best Sci Fi/Fantasy/Thriller/Horror Feature Film (2017), 9th Annual Burbank International Film Festival
Nominee: Best American Independent Feature Film (2017), 41st Cleveland International Film Festival
Nominee: Best Fantasy Feature Film (2017), 12th Annual Gen Con Film Festival
Premiere (2016), Classic Cinemas Woodstock IL

Water Cycle
Steve Socki (Producer/Director)
Official Selection (2017), Eye Myth Film Festival


Rusch, Doris C., “Soteria - Dreams as Currency.” Indie Game Area at Tokyo Game Show, Tokyo, Japan. (2016).


Schrank, Brian, “Gentle Threads.” Jury-selected Exhibition at Collider 7 + Tiny Cinema, University of Akron Emily Davis Gallery at the Myers School of Art, OH. (August 2016).


Steel, Robert, Supervising Sound Editor, “Elgin Short Film Festival” (2017).


Westbrook, Jessica, Trowbridge, Adam D., "CH2 barelyLegal” and “openSourceAbortion.” Experiential design at Typeforce 8, Chicago, IL. (February 2017).


Westbrook, Jessica, Trowbridge, Adam D., "CH2 barelyLegal.” Experiential design at Typeforce 8, Chicago, IL. (February 2017).


STUDENT
ACCOMPLISHMENTS

MFA Screenwriting student Keely Wise was named a Black List/Cassian Elwes Independent Screenwriting Fellow for her script Plain Jane. She attended this year's Sundance Festival and met with Elwes, producer of such films as Dallas Buyers Club and Ain't Them Bodies Saints.

Five School of Computing students (Artur Oganezov, Arpankumar Patel, Megan Pecho, Xavier Sepulveda and Sriram Yarlagadda) were recognized by Illinois Technology Foundation's “Fifty for the Future” as the tech industry's best and brightest students.

The anti-anxiety game Soteria, created in our Play 4 Change Lab by students alongside Assistant Professor Doris Rusch, won the bronze medal at this year’s International Serious Play Awards. The game was also featured at the Tokyo Game Show in the indie game area.

Student films Shmevolution (Nolan Downs) and Recursion (Joel Benjamin) were screened at the Chicago International Film Festival.

In May, CineYouth screened the student films Lost (Jordan Blazak) and FACES (Shannon Rodeberg).

Students Jessika Stec and Miguel Carrazza presented research papers at SPIE in February.

The Office of Mission & Values launched The Vinny Prize, awarding cash prizes to students who create new, engaging, and innovative content that highlight the life and mission of St. Vincent de Paul and Louise de Marillac. The winners were CDM students Brandon Ciarlo (alongside SNL student Sarah Frost), Chaz Bottoms, and Lauren Major.

Our Security Daemons team placed fourth nationally in the Collegiate Cyber Defense Competition (CCDC) after winning the CCDC Midwest region finals for the third year in a row.

ALUMNI
RECOGNITION

Carter Boyce received a bronze Student Academy Award for his animation Die Flucht, which was his senior capstone project.

Two animated shorts created by SCA alumni while they were students (Carter Boyce’s Die Flucht and Gavin Wright’s A Fresh Start) were shown on all 111 screens in Classic Cinemas movie theaters the first two weeks of June.

Alumnus Ali Rizvi (DC ’10) was on a team of journalists at McClatchy who won the Pulitzer Prize in Explanatory Reporting for the “Panama Papers” project. Ali, a video journalist, co-produced an accompanying motion graphic video illustrating the complex world of offshore banks and corporations.

Tom Dean was selected for the Black List Screenwriter Lab, and his script The Time Traveler’s La Ronde was chosen as a 2016 Black List script.

Two recent Screenwriting MFA alums set up a webseries for Lifetime called The Young Hillary Diaries.

MFA Cinema alum Alex Thompson was featured in Newcity’s 2016 Film 50: Chicago’s Screen Gems.

Computer Science alum Michael Block is the lead programmer of “We are Chicago,” a game about Chicago gun violence, that was featured in The Chicago Tribune.
Visiting Artists Series Guests

Dan Rybicky, Director
Screening of Almost There followed by on-stage conversation

Dinesh Sabu, Director, and Matt Lauterbach, Editor
Screening of Unbroken Glass followed by on-stage conversation

Courier 12 Screenwriting Conference featuring:
Brian Banks, Executive, Nickelodeon
Samantha Olsson Shear, Head of Development, Kindle Kids
Stephany Folsom, Screenwriter, Thor: Ragnarok
Zach Cannon, Script Coordinator Notorious
Marc Manus, Manager, Zero Gravity Management
Aaron Rahsaan Thomas, Writer, The Get Down
Kam Miller, Writer and Producer, Law & Order: SVU
Jack Epps Jr., Screenwriter, Top Gun
Steven E. de Souza, Screenwriter, Die Hard

Verite Documentary Event featuring:
Dinesh Sabu, Director, Unbroken Glass
Aruna Jha, Professor, University of Illinois at Chicago and Founder, Asian American Suicide Prevention Initiative
Rooshey Hasnain, Professor, University of Illinois at Chicago
Gordon Quinn, Artistic Director and Founding Member, Kartemquin Films
Leslie Simmer, Director of Editing, Kartemquin Films

T.J. Cimfel and David White, Screenwriters
Screening of Intruders followed by on-stage conversation

Visiting Speakers Series

Irene Posche, Media Researcher/Artist and PhD Candidate, Vienna Technical University
Handcrafting the Digital

Tim Rogers, Founder/Director, Action Button Entertainment and Designer/Director, VIDEOBALL
Slow Action: Balancing + Tuning a Three-Minute Game

George Aye, Co-Founder/Principal, Greater Good Studio
We Can’t Wait for Change

Chris Crawford, Founder, Game Developers Conference
Paradigm Shift

Dr. Kentaro Toyama, W.K. Kellogg Associate Professor, University of Michigan an Fellow, Dalai Lama Center for Ethics and Transformative Values at MIT
What if Good Design Isn’t Enough?

Dale Dougherty, Founder, Make Magazine and Founder/Executive Chairman, Maker Media
The Maker Movement

Clara Fernández-Vara and Matt Weise, Co-Founders/Game Designers/Writers, Fiction Control
Narrative Design is the New Game Design

Dr. Shenja van der Graaf, Executive Director, imec
The Many Lives of Design

Mattie Brice, Associate Director, IndieCade and Instructor, The New School and New York University
Finding the Body in Play

Tobias Frere-Jones, Founder, Frere-Jones Type and Lecturer, Yale School of Art
Research Colloquium Guests

Dr. Libby Hemphill, Associate Professor, Illinois Institute of Technology
Politicians and the Policy Agenda: Does U.S. Congress twitter Use Direct New York Times Content?

Dr. Robin Burke, Professor, DePaul University
Recommendation for Multiple Stakeholders

Dr. Lian Wang, Head of Big Data, BlueFocus Communication Group
The Marketing Power of First Party Data in the Big Data Era

Dr. Craig Miller, Professor, DePaul University
Figurative Speech and the Errors that Novice Programmers Make

Mr. Cyril Nigg, Sr. Director of Data Sciences, Catalina Marketing
What They Don’t Tell You about Being a Data Scientist: 10 Day-to-Day Challenges

Mr. James Wagner, PhD Student, DePaul University
Database Forensic Analysis with DBCarver

Dr. Amanda Lazar, Postdoctoral Fellow, Northwestern University
The Role of Technology in Understanding Perspectives on Aging and Health

Mr. Owen Schaffer, PhD Student, DePaul University
What Makes Games Fun? Card Sorting to Investigate Sources of Computer Game Enjoyment

Ms. Fatemeh Vahedian, PhD Candidate, DePaul University
A Multi-Relational Recommender System Framework for Heterogeneous Information Networks

Dr. Rafael Tenorio, Professor, DePaul University
Economic Behavior and Incentive Provision in BitTorrent Communities: A Look from Within

Dr. Aihai Ton-That, Paris Saclay University
Efficient Indexing Techniques for Spatio-Temporal Data on Mobile Devices

Dr. Olayele Adelakun, Associate Professor, DePaul University
Innovation, Education, and Research at the iD Lab

Ms. Motahareh Bahrami, PhD Student, Wichita State University
Effective Assignment and Assistance to Software Developers and Reviewers

Mr. Taihua Li, MS Predictive Analytics Student, DePaul University
Recommender Systems to Support Brokering of Youth Learning Opportunities

Mr. Sheng Li, PhD Candidate, Northeastern University
Robust Representations for Data Analytics Under Uncertainty

Dr. Duru Turkoglu, Instructor, DePaul University
Batch-Responsive Kinetic Data Structures

Dr. Tanjil Qahri Saremi, Assistant Professor, DePaul University
Who Will Drop IT Addiction? A Theoretical Integration and an Empirical Investigation

Dr. Luisa F. Polania, Machine Learning Scientist, American Family Mutual Insurance Company
A Stroll through Some Physiological and Wellness Applications of Deep Learning and Signal Processing

Mr. Marc Rutzen, Cofounder and CTO, EndoScore
EndoScore—Real Estate Analytics

Dr. Vijay K. Gurbani, Distinguished Member of Technical Staff, Bell Labs
Mitigating Mimicry Attacks Against the Session Initiation Protocol

Dr. Shiyi Wei, Postdoctoral Associate, University of Maryland
Towards Practical Program Analysis: Introspection and Adaptation

Dr. Yolanda Rankin, Assistant Professor, Spelman College
In-Game Social Interactions that Facilitate Second Language Acquisition

Dr. Vijay K. Gurbani, Distinguished Member of Technical Staff, Bell Labs
Mitigating Mimicry Attacks Against the Session Initiation Protocol

Dr. Claire Bates Congdon, Visiting Associate Professor, Bowdoin College
It’s not Junk: Using Evolutionary Computation to Infer Functional Regions in Noncoding DNA

Dr. Yanping Tang, Visiting Research Associate, DePaul University
A Theoretical Integration and an Empirical Investigation
New Degree Programs

The new PhD in Human-Centered Design, which began in the fall of 2017-18, prepares students to become interdisciplinary scholars who can apply a variety of methodological approaches at the intersection of technology, human behavior, and design.

The Master of Science in Product Innovation and Computing will launch in the 2018 Winter Quarter. This is a joint program with DePaul's Driehaus College of Business. Incorporating the innovation and entrepreneurship processes with computer science will allow students in the program to recognize broader issues in technology-related problems and understand the business constraints affecting this technology. Graduates will be prepared to start their own businesses, work in companies that build mobile apps and other technology-based products and services, and traditional organizations that would like a mobile app for their product(s).

The MFA in Creative Producing, a joint degree program with the Kellstadt Graduate School of Business, enrolled its first cohort in September 2017. The curriculum prepares graduate students to become innovative leaders in the evolving world of digital entertainment, possessing a discerning creative and business acumen.

Our MFA in Game Design, which also launched in the fall of 2017, is designed for students interested in developing games that have considerable social and cultural impact.

Our new BS in Cyber-Physical Systems Engineering prepares students to develop and manage cyber-physical systems, often referred to as Internet of Things (IoT).

To meet the growing demand for data scientists and data analysts, we began offering an interdisciplinary BS in Data Science degree this fall.

As of Fall 2017, the graduate digital cinema degrees offered will be an MS in Film and Television and an MFA in Film and Television. The programs are renamed and revised versions of the MS in Cinema Production and MFA in Cinema.
The Daley Building is housing a new craft space, which opened to all students on September 6th, 2017. The Idea Realization Lab, or IRL, is a student-driven space built for the DePaul community and encourages the pursuit of thinking through making. IRL encourages people to practice crafting knowledge, find problems through improvisation, and take ownership of their community through direct engagement. IRL has of the traditional woodshop/workshop tools in addition to digital fabrication tools, microcontrollers, and other newer technology. Some of the marquee machines include a 90 watt laser cutter, stereolithographic 3D printer, embroidery/sewing machine, and an extensive array of crafting tools and materials. The lab also has two stop-motion studios. IRL’s mission is to support students to take control of the spaces around them, enabling them to learn by doing.

Robotics and Medical Engineering Lab (RoME): The overarching objective of this new cyber-physical systems lab is to bring together the expertise of computer and engineering to better meet real-life societal challenges including, but not limited to, healthcare, disaster response, and space exploration through research and development of next generation cyber-physical systems. The lab also focuses on understanding the fundamentals of muscular biological entities such as octopi and squid to help develop next generation robotics aimed at enabling challenging surgical procedures. It is equipped with state of the art measurement and instrumentation systems such as high-end computers loaded with industrial software for modeling and simulations, Polhemus G4 wireless magnetic tracking system, ATI Nano25 high-fidelity 6D force transducers, 3D Systems Touch D Styl, digital oscilloscopes, multimeters, microscopes, signal generators, range of electromechanical motors, motor control boards, embedded computer boards, and a wide array of prototyping materials/components.

We are finalizing a new Virtual and Augmented Design Lab (VAD) in the DePaul Center that focuses on researching and developing spatial VR games using Vive and Oculus + Touch, and AR games on Microsoft HoloLens, iPhones using ARKit, and Android devices.

Executive in Residence
Steve Rubinow has been hired as an Executive in Residence. Rubinow will teach courses in Information Science and related areas, and will serve as the director of CDM’s Institute for Professional Development (IPD). He will assess IPD’s program mix, current and potential new audiences, and how IPD develops and delivers programs.

Studio X
In 2016-17 we became cosponsors of Studio X, a Center for faculty development that fosters and supports research at the interface between computing and humanities, along with the University Library and the College of Liberal Arts and Social Sciences. We will continue our partnership with this Center, raising the visibility of the computing/humanities interface, deepening institutional commitment to that interface, and strengthening the dialogue between faculty engaged in humanities and computational work. All programs and events through Studio X are free and open to the public.

International Film Festival
The Big Shoulders International Film Festival, created by SCA faculty Anu Rana, Rob Steel, Gary Novak, JoAnne Zielinski is dedicated to presenting the work of innovative filmmakers from around the world. The Big Shoulders International Film Festival is a front seat to the world’s stories. It is our mission to promote diversity and inclusion by showcasing the work of emerging young voices and unique ways of storytelling. The festival will take place in February of 2018. The Office of Mission and Values is a co-sponsor for the event.