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## where we’re going
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As I write this letter during the beginning of the 2021–22 academic year, we have started to welcome the majority of our students to campus—many for the very first time, and some for the first time in a year and a half. It has been wonderful to be together, in-person, again.

Four quarters of learning and working remotely was challenging, to be sure, but I have been consistently amazed by the resilience, innovation, and hard work of our students, faculty, and staff, even in the most difficult of circumstances.

This annual report, covering the 2020–21 academic year—one that was entirely virtual—highlights many of those examples: from a second place national ranking by our Security Daemons team to hosting a blockbuster virtual screenwriting conference with top talent; from gaming grants helping us reach historically excluded youth to alumni successes across our three schools.

Recently, I announced that, after 40 years at DePaul and 15 years as the Dean of CDM, I will be stepping down from the deanship at the end of the 2021–22 academic year.

I began my tenure at DePaul in 1981 as an assistant professor, with the founding of the Department of Computer Science, joining seven faculty members who were leaving the mathematics department for this new venture.

It has been amazing to watch our college grow during that time. We now have more than 40 undergraduate and graduate degree programs, over 22,000 college alumni, and a catalog of nationally ranked programs. And we plan to keep going.

If there is anything I’ve learned at CDM, it’s that a lot can be accomplished in a year (as this report shows), and I’m committed to working hard and continuing the progress we’ve made together in 2021–22.

DAVID MILLER, DEAN
CDM PROGRAMS

Undergraduate
- Animation B.A./B.F.A.
- Computer Science B.S.
- Computing B.A.
- Cyber-Physical Systems Engineering B.S.
- Cybersecurity B.S.
- Data Science B.S.
- Film and Television B.A./B.F.A.
- Game Design B.S.
- Game Programming B.S.
- Graphic Design B.F.A.
- Industrial Design B.F.A.
- Information Systems B.S.
- Information Technology B.S.
- Math and Computer Science B.S.
- Network Engineering and Security B.S.
- User Experience Design B.S.

Graduate
- Animation M.A./M.F.A.
- Artificial Intelligence M.S.*
- Computational Finance M.S.
- Computer Science Technology J.D./M.S.
- Computer Science M.S.
- Creative Producing M.F.A.
- Cybersecurity M.S.
- Data Science M.S.
- Digital Communication and Media Arts M.A.
- Documentary M.F.A.
- Experience Design M.A.
- Film and Television M.S./M.F.A.
- Game Design M.F.A.
- Game Programming M.S.
- Health Informatics M.S.
- Human-Computer Interaction M.S.
- Information Systems M.S.
- Network Engineering and Security M.S.
- Product Innovation and Computing M.S.
- Screenwriting M.F.A.
- Software Engineering M.S.

PhD
- Computer and Information Sciences
  Human Centered Design

Certificates
- Analytics
- Governance, Risk Management, and Compliance
- Project Management
- Offered through Institute for Professional Development (IPD)
- Advanced Data Science with Python*
- Advanced Python
- Advanced SQL
- Artificial Intelligence for Enterprise
- Automated Software Testing
- Big Data and NoSQL
- Big Data Using Spark
- Career Change Program*
- Cloud Computing Technologies
- Cybersecurity Risk Management
- Data Analytics with Excel
- Data Analytics with Excel and Tableau
- Data Science for Business
- Data Science: Programming with Python
- Data Visualization with Tableau*
- DevOps
- Fundamentals of R
- Fundamentals of Statistics and Machine Learning Using R
- Incident Response and Digital Forensics
- Introduction to SQL
- iOS Developer
- Machine Learning and Deep Learning
- Modern .NET Web Development
- Robotic Process Automation*
- SQL Server Business Intelligence
- SQL Server Database Administration
- Web Development with JavaScript and HTML5
- Web Series Development*

*NEW IN 2020–21

By the Numbers 2020–21

Faculty & Staff

- 132 full time faculty
- 192 adjunct faculty
- 42 administrative and student services staff
- 13 technical staff

Vahid Alizadeh
Assistant Professor
School of Computing

Umer Huzaifa
Assistant Professor
School of Computing

Tony Lowe
Professional Lecturer
School of Computing

Lien Tran
Assistant Professor
School of Design
TOTAL NUMBER OF STUDENTS

3,566 undergraduate + 2,434 graduate = 6,000 total students in 2020–21

NEW UNDERGRADUATE DEMOGRAPHICS

<table>
<thead>
<tr>
<th>FRESHMAN</th>
<th>TRANSFER</th>
<th>% OF TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>WOMEN</td>
<td>263</td>
<td>76</td>
</tr>
<tr>
<td>MEN</td>
<td>434</td>
<td>156</td>
</tr>
<tr>
<td>STUDENTS OF COLOR</td>
<td>510</td>
<td>114</td>
</tr>
<tr>
<td>OUT-OF-STATE STUDENTS</td>
<td>276</td>
<td>44</td>
</tr>
</tbody>
</table>

929 total new students

SCHOLARSHIP & ASSISTANTSHIP FUNDING

$1,951,429

*Includes CDM-funded scholarships, tuition waiver dollars, and stipends

RETENTION & OUTCOMES

RETENTION & GRADUATION RATES

CAREER SUCCESS RATE

85% 91% undergraduate graduate

employed, continuing education, or pursuing other goals/not seeking

595 + 574 = 1,169 diplomas awarded in 2020–21
Note from the Director

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.

GARY NOVAK
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FACULTY RECOGNITION

- Dan Klein was selected a 2021 Sundance Institute Screenwriting Intensive fellow.
- Ron Eltanal and Alireza Khatami were selected for the IFP Episodic Lab Fellowship program for their series project, Tenure.
- Anu Rana was one of five producers selected for Full Spectrum Features Independent Producers Lab, a year-long project incubator designed to cultivate Chicago's vibrant independent film industry. Anu also received a 2021 Esteemed Artist Award from Chicago's Department of Cultural Affairs and Special Events.
- Faculty James Choi, Shyama Connelly, Alex Thompson, and Patrick Wimp, as well as alumnus Zarah Thinus and Dewayne Perkins, were included in Variety's "Film 50 2020: Chicago's Screen Gems."
- James Choi's next feature film development as writer/director, "All Things Considered" won the PFFT Pitching Forum Film Lab Award.
- Oh Baby!, Meghann Artes' Project Bluelight stop-motion animated film, was selected for Short of the Week.
- Anna Hozian received an Excellence in Teaching Award on the recommendation of the Quality of Instruction Council and CDM.

PARTNERSHIPS AND EVENTS

- We ran the Short and Sweet Pandemic Film Festival in November. Students were tasked with creating an original short film reflecting on the pandemic. Over 70 entries were received and, thanks to a generous donation, $2,000 was awarded in prize money to the top 4 films selected by the judges. About 170 people watched the live-streamed screening.
- Movie Maker listed DePaul as a Best Film School for outstanding comedy filmmaking training.
- The Wrap included the School of Cinematic Arts in its annual list of top film schools.

EXPANDING OUR LA FOOTPRINT

We will be increasing our presence in Los Angeles by expanding our physical footprint and programs. In 2020–21 we found a new space for DePaul, a customized building at Sunset Las Palmas. Now, we are working to move our MFA Creative Producing degree to LA and expand our LA Quarter program.

Beginning in 2021–22, our MFA in Creative Producing will be based entirely in LA. This offering is aimed at both students looking to bolster their portfolio and established professionals eager to upgrade their careers.

Additionally, the LA Quarter, a trademark program where students are immersed in Hollywood for 10 weeks, taking courses on set and interning at high profile companies, will be offered to alumni as well. Ninety percent of students who complete the LA Quarter work in the industry. Expanding this program to alumni program allows alumni to intern in the Los Angeles film and television industry with the goal of improving alumni job placement.

The annual D.E.F. Showcase, in partnership with the DePaul Art Museum, took place virtually on May 15. The 95-minute screening block featured 38 student films that spanned many forms of experimental media.

We announced a partnership with Athletics for a new documentary course that will allow student filmmakers to create short films telling the unique stories of DePaul student-athletes.

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CURRICULUM UPDATES

- We began offering a master's degree in Artificial Intelligence in January 2021. Students gain advanced technical skills and a deep understanding of concepts and techniques in artificial intelligence and machine learning to build and support AI empowered systems.

- CDM collaborated with the College of Education and Chicago Public Schools to create an MS in Curriculum Studies that includes extensive computer science coursework to prepare high school teachers for the Endorsement in CS. The degree was approved for CSE endorsement by ISBE.

- We worked with DePaul’s Community College Partnerships office and the College of DuPage to create an articulation agreement between the two colleges for students pursuing an AAS in Cyber or IT into our Cybersecurity, Network Engineering and Management, and IT programs.

Note from the Director

Is there a light at the end of this tunnel? As I write this, Illinois is planning to remove public mask mandates. The thought of being able to teach in a classroom without a mask almost makes me giddy. While we have been in and out of the classroom for almost two years, we all, students and faculty alike, are looking forward to a return to normal, or what has become normal.

We continue to support, and improve, our lecture capture system, Course-On-Line, which allows asynchronous online enrollments; at the same time, we are building out classrooms with Zoom capability which we can use to support synchronous online enrollments. We continue to explore online-only classes, to better support our online learners. We are taking the best from each mode of learning to maximize student success and provide the most flexibility.

There is also light at the end of our hiring tunnel. After having gone two years with no new colleagues, we are excited to be hiring once again. It is a great year to be looking for work, as many universities are also hiring. I am confident that SoC will continue to attract bright, energetic faculty who will help us bring SoC into the future of learning.

It is an exciting time! We are all looking forward to looking back on the pandemic and being able to look forward to best preparing students for successful careers in information technology.

JACOB FURST
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FACULTY RECOGNITION

- INFORMS Journal on Computing has given its Test of Time Paper Award to “A Framework for the Evaluation of Session Reconstruction Heuristics in Web-Usage Analysis,” which was co-authored by Bamshad Mobasher in 2002. It became a seminal paper that helped establish Web Usage Mining as an area of research. Many of the techniques discussed in the paper are still integrated in software tools used for Web and social media analytics.

- Wael Kessentini and Vahid Alizadeh received the 2020 ACM SIGSOFT Distinguished Paper Award at the ACM/IEEE 23rd International Conference on Model Driven Engineering Languages and Systems (MODELS) conference for their paper “Interactive metamodel/model co-evolution using unsupervised learning and multi-objective search.”

- Cynthia Putnam received an honorable mention for a paper she co-authored, “Preparing future UX professionals: Human skills, technical skills, and dispositions,” at the 2000 Special Interest Group on Design of Communication (SIGDOC) conference.

- Sharief Oteafy received the 2020 Recognition Award of the IEEE Communications Society Tactile Internet Technical Committee.

- Filip Staracevski received an Excellence in Teaching Award on the recommendation of the Quality of Instruction Council and CDM.

PARTNERSHIPS AND EVENTS

- The iD Lab held its 2020 Optimize Digital Innovation (ODI) conference. It was a 100% virtual conference spanning two days, with over 40 companies participating and about 200 individual attendees. More than half a dozen C-Level executives spoke at the conference.

- DemonHacks, our annual student hackathon hosted by student organization Computer Science Society, took place virtually in October. Nearly 100 students participated, producing 22 software or hardware project in under 24 hours. Students were judged on a panel of experts and a Rocket League tournament.

- The DePaul Center for Data Science, in collaboration with IBM Z, held Hack4Space, a virtual hackathon where teams of students leveraged NASA data to identify a problem and propose a solution. More than 120 CDM, science and health, and business students registered for the event and about 20 teams worked on a project during the weekend of May 7 – 10.

Through a CME Group Foundation grant for the “DeSports” project, we are connecting high school students’ passion for gaming to future education and careers in computer science and STEM fields. Our launch event with CPS schools Orr Academy and George Washington High School took place in October 2020 and included an informational webinar with a panel of experts and a Rocket League tournament.

Through the program, DePaul’s gaming and computer science students will serve as mentors, and faculty arrange for speakers from the gaming community and local technology companies to connect with the students and talk about career options.
Note from the Director
The School of Design continues to evolve its programs to engage students in the exciting intersection of design, technology, and creative practice. This year, our BFA in Industrial Design added a new dimension to our offerings. Our faculty have been recognized for their stellar contributions to their fields, as they share their expertise with students in the School of Design and with audiences and communities in Chicago, nationally, and internationally. Our students have deeply explored their disciplines and crossed boundaries to create objects, systems, and experiences to express, play, ask questions, and transform. I'm grateful for the immense efforts of our faculty, students, and staff and look forward to more creativity, collaboration, and impact in the future.

DENISE NACU
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FACULTY RECOGNITION
- Sheena Erete’s paper (with Yolanda Rankin, Florida State University and Jakita Thomas, Auburn University), “Real Talk: Saturated Sites of Violence in CS Education,” was designated as the #1 Best Paper submitted to the 2021 ACM Special Interest Group on Computer Science Education (SIGCSE) Technical Symposium.
- Allen Turner was a recipient of the 2020 Diana Jones Award, which honors Black excellence in gaming.
- Anna Anthropy was recognized by Hello Giggles as one of “7 Women Leveling the Playing Field Within the Gaming Industry.”
- April Wilkins received an Excellence in Teaching Award on the recommendation of the Quality of Instruction Council and CDM.

CURRICULUM UPDATES
- We began offering a new BFA in Industrial Design in Fall 2020. The degree appeals to hands-on, tangible learners who will complete the program with a significant portfolio that reflects their potential. Studio format courses cover specific materials, processes, and fabrication techniques. Technical courses in science, math, and computer-aided design/manufacturing/engineering (CAD/CAM/CAE) develop skills to draw, create, and interact with objects while traditional art and design-allied fields are represented with courses in drawing, graphic design, and experience design. A unique aspect of this program is its emphasis on designing embedded objects, requiring the student to also study computer hardware and software.

PROGRAM RECOGNITION
- The Princeton Review included both our undergraduate (#41) and graduate (#55) game programs on their 2020 Top Schools to Study Game Design list.
- GDUSA recognized us as a Top Graphic Design School of 2021.

MARIAH
Assistant Professor Heather Quinn’s project “Mariah,” available on the app store, is a site-specific augmented reality application that narrates stories of historical injustice through the backdrop of significant cultural institutions and the funding that has allowed them to exist. The app uses a smartphone’s camera and geolocative positioning to trigger a multilayered narrative, connecting members of the Sackler family, who donated artifacts to the Metropolitan Museum of Art, to the opioid epidemic.

Students and alums from across our programs helped create the app, including Jake Juracka (BS ’20), who built the initial prototype in Unity as part of a URAP grant; Valerie Shur (BFA ’18), who helped build the website; and Les Garcia (BFA ’20), who built the app and website animation.

Read more in In the Loop.

PARTNERSHIPS AND EVENTS
- We partnered with Athletics on a pair of game design projects for the DBBS Kids Club.
- DePaul participated as a premium partner in IndieCade Horizons 2021. Horizons is a new, online, international event to showcase game students, universities, and colleges and connect them with one another, tool creators, recruiters, and the broader public.
This statement was developed during the 2020–21 academic year, and is currently in progress.

CDM’S DEI STATEMENT

In the wake of recent national conversations around anti-Black racism, sexual violence, the immigration crisis, and impact of the pandemic of marginalized people, the College of Computing and Digital Media is more awake to the systemic inequities and injustices in our institutions, including our university and our college. We invite our community members of students, alumni, staff and faculty to join us to:

- fight to interrogate and dismantle these unjust and inequitable systems;
- listen to those silenced and marginalized voices in our communities;
- and remake those broken practices of our institutions.

To these ends, we leaders of CDM, in alliance with those disempowered members of our own college community, are currently working to:

- Train the privileged members of our community through workshops and guest speakers in order to ally with and better support our marginalized members. [SEE P 18, ACTION 1]
- Hold listening sessions for students, faculty and staff to share their stories, to highlight our institution’s systemic problems, and to imagine solutions. [SEE P 18, ACTION 3]
- Change its hiring, promotion, and retention practices to reflect better the diversity and needs for representation of our students, faculty and staff. [SEE P 18, ACTION 4]
- Revise our curricula away from inherently biased or explicitly oppressive programs, degrees or courses, and towards more inclusive, equitable and empowering offerings. [SEE P 18, ACTION 7]
- Provide mentorship and support to those members in our community who may be marginalized by the same institutions in which they learn, serve or work.
- Establish and support working faculty and staff committees and advise student groups whose work aligns with anti-racism, anti-discrimination and anti-oppression.
- Review regularly the initiatives such as those above to ensure efficacy and prevent harm.

We recognize that these efforts are not exhaustive. We commit to initiatives that are not one-off, but instead consistent and vigilant. We hope the work we all do in our college will inspire and embolden our current and future leaders to combat these same inequities, injustices, and oppressions inherent to the computing, design, and cinematic industries in which we work, teach and serve.
THE ACTIONS

IN ALIGNMENT WITH OUR DEI STATEMENT

Actions we have taken during the 2020–21 academic year include:

1. The DEI Committee held the following faculty/staff education sessions in collaboration with Project Restore Initiative: Antiracist Restorative Practice in the Workplace, Racial Healing Circles for Faculty and Staff, The Power of Narrative, and Strategies for Healing-Centered Engagement.

2. The Trans/Non-Binary Task Force held two sessions in collaboration with The Equality Institute: Over the Rainbow: Tools to be an Authentic LGBTQ Ally, and Blurred Lines: How to Navigate the Blurred Lines of Fluid Gender.

3. CDM students were invited to participate in a listening session with members of CDM and the Division of Mission and Ministry.

4. All faculty applicants are required to submit a DEI statement. Prospective faculty who are brought in to interview will be asked a set of DEI questions to evaluate their commitment to DEI.

5. Adjunct policies and procedures were audited, and annual course rate increases were revised to ensure equitable processes for all faculty.

6. As part of the ARPT faculty subcommittee’s work, CDM policies and processes for faculty hiring, evaluation, and mentoring are currently being audited.

7. An inclusivity statement was crafted by the DEI committee and shared with all faculty for optional inclusion in their syllabi.

8. DEI-specific learning outcomes are being added to every School of Cinematic Arts course. Two new SCA courses include Lighting People of Color and Inclusive Representation in Film and Television.

9. The School of Design course History of Design was updated to Histories of Design. In its first quarter, several intersectional guest speakers joined the class for talks/presentations that were open to the public, virtually (see p 24 for a complete list of guest speakers).

10. For our graduate and undergraduate research programs, higher priority is given to: students in underrepresented groups or who have demonstrated commitment to DEI, and/or proposals that contribute to initiatives aiming to increase inclusiveness and social justice.

EVENTS

The School of Cinematic Arts held its fourth annual Big Shoulders International Student Film Festival on February 20. The festival, whose mission is to promote diversity and inclusion by showcasing the work of emerging young voices and unique ways of storytelling, featured 13 animated and live action films made by student filmmakers from 7 different countries.

Our graduate admissions office hosted a variety of diversity-specific events for STEM-related fields with alumni and industry to offer support and share successes with the goal of increasing underrepresented groups in STEM fields. In January we hosted the Contemporary Artist Series as part of our Visiting Artists Series (VAS). The event featured both artists of color and trans artists.

Our spring quarter Research Colloquium placed a strong emphasis on DEI, both from a speaker and topic perspective. A slate of intersectional guests presented on inclusive design for persons with disabilities, tweeting communications and its impact on social movements, advancing technology research on health and aging, and more (see p 1).

LAPTOP LOANER PROGRAM

To help students who need a computer to effectively participate in academic activities, CDM offered a Laptop Loaner Program. The program is for students who have no access to computer technology and have limited financial resources.

The computers available for loan included 15-inch and 16-inch MacBook Pro laptops, Windows laptops, and WacomOne tablets.

The program was extended into the 2021–22 academic year.

WEBSITE

We began the creation of a new DEI landing page on our site to provide information and links to DEI resources, support, and opportunities for CDM students. We continued to improve the accessibility of our website, and we worked toward captioning our videos.
ENGAGING AND EDUCATING YOUTH

CERTIFICATE IN INNOVATIVE MAKING

A new Certificate in Innovating Making program for high schoolers offers industry-respected certification in digital fabrication, Internet of Things, electronics, and more. The program is a collaboration between CDM/the Idea Realization Lab, the Center for Teaching & Learning, and Enrollment Management. It was one of 14 pilots nationally accepted into the Open Skills Network, a coalition of employers, education providers, military, and other stakeholders dedicated to advancing skills-based education and hiring.

CHICAGO HOUSING AUTHORITY

Since 2016, we have partnered with the Chicago Housing Authority to offer youth in public housing valuable skills in film and media through six-week summer intensives. This was the sixth year for the documentary filmmaking program, which introduces teen girls to basic theory, aesthetic, and technical skills required to create a documentary. Six short films from the documentary program were selected to screen at the Black Harvest Film Festival.

We also ran Movies & TV Scripts, Game and Graphic Design, and Photography intensives this summer.

DESPORTS

Through a CME Group Foundation grant for the “DeSports” project, we are connecting high school students’ passion for gaming to future education and careers in computer science and STEM fields. Our launch event with CPS schools Orr Academy and George Washington High School took place in October 2020 and included an informational webinar with a panel of experts and a Rocket League tournament.

DIGITAL DIVAS

Faculty Denise Nacu and Sheena Erete continued their work with the NSF-funded Digital Youth Divas, an out-of-school program that engages middle school girls, especially those from non-dominant communities, in design-based engineering and computer science activities driven by a narrative story. The program is in collaboration with Nichole Pinkard/ Northwestern University.

GAME, CINEMA, AND ANIMATION SUMMER ACADEMY

Our thirteenth annual Game, Cinema, and Animation Summer Academy took place in July. During this program, high school students interested in film/TV, screenwriting, animation, or gaming learn from our accomplished faculty. After running virtually last year, the program went back to in-person this summer, offering programming in five tracks: film and TV production, game development, hand-drawn character animation, 3D modeling and animation, and screenwriting.

GAME DESIGN

Through DePaul Originals Game Studio, faculty Allen Turner is working with incarcerated youth in Cook County Juvenile Detention Center developing interest and skills in game design. With a grant award from the Spencer Foundation, Turner is also doing a series of workshops called “Tech Tales and Narratives” that aims to teach CPS high school teachers how to use various bits of technology to help students create stories and foster community.

MY CHI, MY FUTURE

In partnership with the Chicago Mayor’s Office for My CHI, My Future, a city-wide initiative aimed at connecting youth across Chicago to meaningful out-of-school experiences, community-based participatory design experts at CDM, including School of Design faculty Sheena Erete and undergraduate and graduate student researchers, are engaging with Chicago residents to co-design technological tools and social practices to create an equitable out-of-school learning ecosystem. They are documenting the process, analyzing the impact of the initiative, and creating a framework that supports data-informed and community driven conversations among program providers about their local learning infrastructure and how to transform it to be more equitable.

$1,000 MAKERSPACE PROJECT

The $1,000 makerspace project, scheduled to begin next academic year, was funded in 2020. It will take a sub-$1,000 makerspace setup and put it into schools across the state. The collaboration also involves Joliet Junior College, with 10 schools from their community area also joining the program.

3D PRINTER CLUB

Design faculty Jay Mangalus, with help from animation faculty Josh Jones and Jeff Solin at Lane Tech, ran a new 3D printer club with DePaul and high school students. The organizers took 20 students, half from DePaul and half from Lane Tech College Prep High School, and had them teach each other how to build, modify, design, and model, and use 3D printers.

CHICAGO ALLIANCE FOR EQUITY IN COMPUTER SCIENCE

The Chicago Alliance for Equity In Computer Science (CAFES) is a researcher-practitioner partnership between DePaul, Chicago Public Schools (CPS), Loyola University, University of Illinois at Chicago, and The Learning Partnership that supports the Computer Science for All Initiative (CS4All) at CPS. The goal of CS4All is to ensure that all CPS high school students take at least one relevant and compelling CS course, and that middle and elementary school children are exposed to computational thinking integrated in other disciplines.

The Principal Investigator (PI) for the project, which is funded by the National Science Foundation (NSF), is CDM Associate Dean Lucia Dettori. Dr. Dettori is also the PI on two related NSF projects to integrate computational thinking in math and science high school courses, and to develop a hybrid online version of the CS course to support credit recovery. NSF has awarded Dr. Dettori over $2 million between the three grants.

$1,000 MAKERSPACE PROJECT

The 3D printer club, which began running in 2020, is an extension of the DePaul Chicago Innovation Center’s (CIC) 3D printer club, which was started in 2014. The club is open to students from DePaul and high school students from Lane Tech College Prep High School, and they teach each other how to build, modify, design, and model, and use 3D printers.

3D PRINTER CLUB

Design faculty Jay Mangalus, with help from animation faculty Josh Jones and Jeff Solin at Lane Tech, ran a new 3D printer club with DePaul and high school students. The organizers took 20 students, half from DePaul and half from Lane Tech College Prep High School, and had them teach each other how to build, modify, design, and model, and use 3D printers.
GLOBAL ENGAGEMENT

While the pandemic restricted international travel, CDM students were still able to participate in several virtual study abroad programs this year. This allowed them to have a unique international experience without physically traveling abroad. Additionally, 14 CDM students completed a virtual international internship.

STUDY ABROAD

2020–21 (VIRTUAL)

- Animated in France: This new week-long program is designed for undergraduate and graduate students interested in learning about the animation industry in France through visiting various animation studios in Paris and Vendôme. Students visit museums, historic and cultural sites, and Cicilo Animation Studio, one of the most prestigious animation resiliencies in the world.
- Atlantis Dual-Degree Program: Since 2007, the full-year Atlantis program has allowed CDM juniors to take business courses at 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.
- Berlin in Cinema: Berlin has a rich history of filmmaking, which is exhibited during this 10-day program. Students have the opportunity to observe the filmmaking industry in action visit many iconic Berlin locations that have been immortalized on film.
- Ottawa International Film Festival: This annual program allows undergraduates and graduate animation students to 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.
- Austria and Switzerland: Critical Foundations in Modern Design: During this two-week trip to Vienna, Zurich and Basel, students will visit graphic design companies, branding studios, type foundries, print shops, museums, architectural sites, cultural sites, and historical sites. The objective for this program is for students to develop a more complete understanding of modernism and how it has impacted visual culture and design.
- Berlin in Cinema: Berlin has a rich history of filmmaking, which is exhibited during this 10-day program. Students have the opportunity to observe the filmmaking industry in action visit many iconic Berlin locations that have been immortalized on film.
- Ottawa International Film Festival: This annual program allows undergraduates and graduate animation students to 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.
- SCHEDULED FOR 2021–22

- Animated in France (traveling)
- Atlantis Dual-Degree Program (traveling)
- Austria and Switzerland: Critical Foundations in Modern Design (traveling): During this two-week trip to Vienna, Zurich and Basel, students will visit graphic design companies, branding studios, type foundries, print shops, museums, architectural sites, cultural sites, and historical sites. The objective for this program is for students to develop a more complete understanding of modernism and how it has impacted visual culture and design.
- Berlin in Cinema (traveling)
- Ottawa International Film Festival (virtual)

GLOBAL LEARNING EXPERIENCE

GLE is a collaborative online learning experience in which students gain international experience from their classroom in Chicago by interacting with other students across the globe. In the fall 2020–21 quarter, CDM participated in the GLE Scoring for Film and Video, led by Rob Steel. As part of course, students from DePaul and the Royal Melbourne Institute of Technology (RMIT) completed city photo romans of Chicago and Melbourne. The collaboration involved teams of students from each school completing various elements of the film; DePaul students scored the photo romans and the RMIT students completed the sound design and final mix.

GLOBAL LEARNING EXPERIENCE

VISITING SPEAKER SERIES

CDM hosts three guest speaker series: Visiting Artists Series, School of Design Talks, and Research Colloquium. We bring innovative practitioners, breakthrough researchers, and industry professionals to campus for presentations, panels, workshops, and discussions. The events are open to the public and allow both students and visitors the opportunity to have direct and meaningful contact with leaders in their field.

Although our events were virtual this year due to the pandemic, we still had an amazing roster of guests throughout the year, including Emmy-winning screenwriters, award-winningintersectional designers, and celebrated researchers and academics.

Visiting Artists Series Guests

http://cdm.depaul.edu/vas

Courier 12 Screenwriting Conference (virtual)
“A Conversation with Emmy-Winning Writer Lena Waithe” [Twenties, The Chi, Queen & Slim] (Held in Person)
“Breaking In” panel with alumni JB Ballard, Sam Campos, and Roberto Larios
“We Know Morph Dies: Decoding Writers Room Shorthand” with showrunner Chris Cantwell (Halt and Catch Fire, Paper Girls)
“Writing Movies, Writing TV, Writing Partners” with Liz Hannah (The Post, The Long Shot) and Brian Millikin (Haven, Teen Wolf)
“Adapting ‘Arrival’” with screenwriter Eric Heisserer
“Breaking Barriers: Inclusive Representation in Film & TV” with writer/producer Sahar Jahani (Ramy, Thirteen Reasons Why)
“Writing Superheroes and Beyond” with screenwriter/producer/director Nicole Perlman (Guardians of the Galaxy, Captain Marvel)

Arthur Jones, Director, and Mattie Furie, Artist (virtual)
Screening followed by a live-Zoom Q&A

Jeffrey Waldron, Cinematographer (virtual)
Screening followed by a live-Zoom conversation
Visitng Artists Series Guests (cont.)

Frame-By-Frame Animators Conference (virtual)
Fraser MacLean, author (Setting the Scene: The Art & Evolution of Animation Layout) and animator (Who Framed Roger Rabbit, Space Jam, etc.)
Joel Benjamin, alumnus and independent animator, on using Unreal for 3D animation production
Yuri Norstein, animator (Tale of Tales, Hedgehog in the Fog) in conversation with Michael Earley and CDM Associate Professor Scott Roberts
Head of Production at ShadowMachine, Monica Mitchell
Sophia Carrillo, Stop-motion animator at Taller Del Chucho, “The Expression of Objects”
Rene Castillo, Director (Thiogedem) and stop-motion animator at taller Del Chucho, “Stop motion, Lip Sync with Clay Faces”
Brian Ferguson, Disney veteran and CDM Animator in Residence, character animation masterclass

School of Design Talks Guests
http://cdm.depaul.edu/designtalks

Ari Moleciiano
Omi-Specialized Design & Communities workshop: Designing Omi-Specialized Futures
Hannah Nicklin
AMA: Storytelling in Games
Pierce Gordon
Design by the 99%
Jasmine Kent
Taking Up Space
American Artist
If I was **** I would Die
Sharang Biswas
Fantastic Sex: How Analogue Games Can Promote a Mindset of Queer Community & Sexual Liberation
Anti-Oppression and Resistance in Design Panel
Yeohyun Ahn
Aaswari Kulkarni
Niebelnianzkhi Southall
Lauren Williams
Moderated by Anne H. Barry

Design Histories Talks
Sheena Erete
Leveraging Design to Counter Structural Oppression
Pierre Bowins
A Sin of Omission: Immoral Unbalance in the History of Graphic Design
Tasheka Arceous-Sutton
The Missing Chapters: Some History about Black Women Designers
Silas Munro
W.E.B. Du Bois’ Data Portraits Visualizing Black America
Ian Lynam
History Backwards: Collocating The Origins Of Anime, Manga & Graphic Design

Research Colloquium Guests
https://colloquium.cdm.depaul.edu/

Dr. Ben Reed, Assistant Professor, San Jose State University
Why Distributed Systems are Hard, and How to Deal with It
Dr. Anthony Kangas, Assistant Professor, Illinois Institute of Technology
Chronolog: A Distributed Shared Tied Log Store with Time-Based Data Ordering
Dr. Tom Malik, Associate Professor, DePaul University
Recomputing Provenance Graphs in Constrained Environments
Dr. Amber Settle, Professor, DePaul University
Evaluation of a Process for Novel Debugging
Dr. James Riedy, Professor, DePaul University
Pomsets with Preconditions: A Simple Model of Relaxed Memory
Dr. Xingbo Wu, Assistant Professor, DePaul University
Building an Efficient In-Memory Index Data Structure for String Keys
Dr. Michael Riles, Owner and Systems Scientist, Rilee Systems Technologies
STAR: Toward Integrative Analysis of Diverse Big Earth Science
Dr. Marcus Schaefer, Professor, DePaul University
The Real Logic of Drawing Graphs
Dr. Zhuen Huang, Assistant Professor, DePaul University
Automatically Detecting, Mitigating, and Fixing Software Vulnerabilities
Dr. Bala Chaudhry, Assistant Professor, DePaul University
Trait-Based Aerial Dispersal of Symbiotic Microbes
Dr. Alexander Rasie, Associate Professor, DePaul University
A Framework to Reverse Engineer Database Memory by Abstracting Memory Areas
Dr. Marjan Mernik, Professor, University of Maribor
Exploration and Exploitation in Evolutionary Algorithms: Recent Developments
Dr. David Kemp, Assistant Professor, Northern Illinois University
Structuring Notebooks around their Outputs
Dr. Michał Cadiłłak, Assistant Professor, DePaul University
Parallelism and Regex: Step 0: mencode
Charlie Rohlf, Associate Vice President of State Technology and Product Development, NBA
How the NBA Uses Data Science and Computer Science to Analyze Basketball Statistics
Hashim Sharif, PhD Candidate, University of Illinois at Champagne-Urbana
AppraTuner: A Compiler and Runtime System for Adaptive Adaptations
Dr. Shantenu Jha, Professor, Rutgers University and Chair of Computation & Data Driven Discovery, Brookhaven National Laboratory
ZettaScale Computing on Exascale Platforms
Dr. George Thiruvathukal, Professor, IIT Delhi
Statistics of Stats Technology and Product Development, NBA
Dr. Brianna Posadas, CRA Computing Innovation Fellow, Virginia Tech
How Human-Computer Interaction is Changing Agricultural Technology
Dr. Brandie Marshall, Professor, Spelman College and CEO, DataedX
Hashtag Activism
Dr. Amanda Lazar, Assistant Professor, University of Maryland
Centering the tension between critical perspectives and practice to advance technology research on health and aging
Dr. HyunJoo Oh, Assistant Professor, Georgia Tech
Everyday Materials to Grow Resilience in Learning through Making
Dr. Jasmine Jones, Assistant Professor, Berea College
Future User Experiences with Socially Embedded Computing
Katta Spiel, FWF- Hertha-Firnberg Scholar, University of Maribor
Future Interaction Design and HCI

CDM ANNUAL REPORT 2020–2021
A list of grants with funding beginning in the 2020–21 academic year

**External Grant Funding**

- **RJW Edge Dashboard**
  - RJW LOGISTICS GROUP
  - PI: Olayele Adelakun
- **CafeCS: Enhancing Culturally Responsive Teaching that Helps Students Build Connections Between Exploring Computer Science and their Lives**
- **National Science Foundation**
  - PI: Lucia Dettori
  - CAFECS: Enhancing Culturally Responsive Teaching that Helps Students Build Connections Between Exploring Computer Science and their Lives
  - TV & Movie Scripts 101
- **Springboard 2 Success**
  - PI: Michael Flores
- **Game and Graphic Design**
  - PI: Michael Flores
- **Springboard 2 Success**
  - PI: Michael Flores

**Internal Grant Funding**

- **Smart Wearable System for Bi-lateral Upper Extremity Stroke Rehabilitation**
  - PI: Isuru Godage
- **Designing Health-Related Conversational Assistants for Health-Information Seeking among Low-Income African Older American Adults**
  - PI: Christina Harrington
- **Developing an Equity and Health Data Video to Address Digital Health Literacy among Marginalized Groups**
  - PUBLIC SERVICE COUNCIL (INDIVIDUAL SERVICE LEARNING GRANT)
  - PI: Christina Harrington

**Performance and Animation Collaboration through Motion Capture**

- **Marketing the Los Angeles Based MFA in Creative Producing**
  - PI: Gary Novak, Co-PIs: Josh Jones, Dustin Carroll, Patrice Egleston
- **Social Media Firestorms and the Effectiveness of Firms’ Responses: A Sentiment Analysis of Twitter**
  - UNIVERSITY RESEARCH COUNCIL
  - PI: Hamed Ghahremani
- **Reducing Foreign Language Anxiety with an Emotionally Intelligent Tutoring System**
  - UNIVERSITY RESEARCH COUNCIL
  - PI: Peter Hastings
  - Why Do Students Leave the Introductory Programming Sequence?

**Marketing the Los Angeles Based MFA in Creative Producing**

- **Computer-Aided Prognosis for Age Macular Degeneration**
  - NATIONAL SCIENCE FOUNDATION
  - PI: Alexander Raisin
- **Tech Tales and Narratives**
  - SPENCER FOUNDATION
  - PI: Allen Turner, Co-PI: Will Meyers

**Smart Wearable System for Bi-lateral Upper Extremity Stroke Rehabilitation**

- **MRI Compatible Concentric Tube Robot for Intracerebral Hemorrhage**
  - PI: Isuru Godage
  - NATIONAL INSTITUTES OF HEALTH
- **Computer-Aided Prognosis for Age Macular Degeneration**
  - NATIONAL SCIENCE FOUNDATION
  - PI: Alexander Raisin

**Designing Health-Related Conversational Assistants for Health-Information Seeking among Low-Income African Older American Adults**

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FACULTY FILM/TV SCREENINGS
AND RECOGNITION

A selection of the recognition and screenings faculty film and TV projects received in 2020-21

Anchor Baby
Anna Hoizan (Writer)
- The Pitch at Industry Days (2020), Chicago International Film Festival
- SAF/AFTRA and IATSE "At the Table" Series (2020)

Artist Statement
Shayna Connelly (Director)
- Official Selection (2020), Best of Chicago Underground Film Festival

Bananas Girl
Shayna Connelly (Director), Savvas Paritsis (Colorist)
- WINNER: Best Drama Short (2020), San Diego International Kids Film Festival
- Official Selection (2020), The Artists Forum Festival of the Moving Image
- Official Selection (2020), Bushwick Film Festival
- Official Selection (2020), FICLAPAZ La Paz International Film Festival
- Official Selection (2020), Lucca Film Festival and Europa Cinema
- Official Selection (2020), Engage Earth Kids Film Festival

Catastonic
Brian Zahm (Writer/Director/DP/Editor)
- WINNER: Cringetastic Award (2020), Sick 'n' Wrong Film Festival
- Official Selection (2020), Stuff MX Film Festival
- Official Selection (2020), Video Drunk Film Festival
- Official Selection (2020), Weird Film Fest

City, Circle, Heart
Chris Kalis (Sound Designer/Composer)
- Art on the Mart (2020), City of Chicago

The Crickets Dance
Lawrence Kim (Production Designer)
- WINNER: Best Feature, Best Ensemble, Best Adapted Screenplay, Audience Choice (2020), Culture and Diversity Film Festival

Distant Learners
Brad Riddell (Co-Writer/Director/Producer)
- WINNER: Best Quarantine Series (2020), DC Webfest
- WINNER: Best Ensemble and Best International Series (2020), Sydney Webfest
- Official Selection (2020), Los Angeles Comedy Film Festival
- Official Selection (2020), New Zealand Webfest
- Official Selection (2020), Rio Webfest

The Ephemeral Orphanage
Lisa Barcy (Director)
- WINNER: Stellar Animation Award (2021), Black Maria Film Festival
- WINNER: Best Stop-Motion Short (2020), Los Angeles Animation Festival
- Official Selection (2021), Big Muddy Film Festival
- Official Selection (2021), San Francisco Independent Film Festival
- Official Selection (2021), Sound of Silent Film Festival

The Eye Doctor of Death
Brian Andrews (Co-Director and Visual Effects Supervisor/Editor)
- WINNER: Virtual Cinema Visions Award (2021), deadCenter Film Festival
- Official Selection (2020), Barcelona 360° Virtual Reality and Augmented Reality Market

F*ck Yes
Jess King (Writer)
- Official Selection (2020), "Fingers", CineKink Fest
- Official Selection (2020), "Fingers" and "Threesome", SECS Fest

Facked Up Point Blank
Shayna Connelly (Director)
- Official Selection (2020), Philadelphia Unknown Film Festival
- Official Selection (2020), Threadbare Mitten Film Festival
- Official Selection (2020), We Make Movies International

Halloweistide
Steve Sokol (Director)
- Finalist Award (2021), Forum Film Festival

Hominidae
Brian Andrews (Writer/Director/Producer), Brian Ferguson (Animation Supervisor), Robert Steel (Composer)
- WINNER: Best Virtual Reality Narrative Film (2021), Ficta Film Festival
- Official Selection (2021), Bogota Short Film Festival
- Official Selection (2021), Montréal Festival du Nouveau Cinéma
- Official Selection (2020), Nashville Film Festival
- Official Selection (2020), New Orleans Film Festival

In the Dark of the Valley
Naghmeh Farzaneh (Animation Art Director/Storyboard Artist/Animator)
- Best of Vaughan International Film Festival Special Exhibition (2021)
- Permanent Online Animation Library (2021), Stuttgart International Festival of Animated Film
- WINNER: Best Documentary (2020), Phoenix Film Festival
- WINNER: Best Feature Documentary (2020), Angeles Documentaries
- Official Selection (2005), Cleveland International Film Festival

Inferno
Wendy Roderweiss (Director)
- Official Selection (2020), Dance with Films
- Official Selection (2020), HollyShorts Monthly Screening Series
- Official Selection (2020), Nashville International Film Festival
- Official Selection (2002), North Fork TV Festival
- Official Selection (2002), Studio Film Festival

The Kaleidoscope Guy at the Market
Michael Flores (Editor)
- WINNER: Best Documentary Short (2021), Black Hills International Film Festival
- WINNER: Best Pacific Northwest Film (2020), Tri-Cities International Film Festival
- Official Selection (2020), Moonmouth Film Festival
- Official Selection (2020), Shortcut 100 International Film Festival
- Official Selection (2020), South Dakota Film Festival

Later Days
Brad Riddell (Writer/Director/Producer)
- World Premiere (2021), FilmMaudit 2.0
- WINNER: Staff Favorite Short Film (2021), Another Hole in the Head: Warped Dimension
- NOMINEE: Best Editing (2021), Portland Comedy Film Festival
- Official Selection (2021), Deep Cut Film Festival
- Official Selection (2021), Oxford Film Festival

Monochromatic Dreams
Brian Zahm (Producer/Director/DP)
- Official Selection (2020), Chimisfestival San Antonio
- Oh Baby!
- Meghann Artes (Director), Rob Steel (Composer), Brian Andrews (Visual Effects Supervisor), Chris Kalis (Title Sequence Designer)
- NOMINEE: Most Original Film (2020), Lakeview Film Festival
- Official Selection (2020), Chicago Short Film
- Official Selection (2020), Cordillera International Film Festival

Psychology Today
Jacob Ciocci (Director/Composer/Producer/Animator)
- Electronic Arts Internship (EAI)/ScreenSlate (2021)

Pleasant Valley Drive In
Brian Zahm (Writer/Director/Editor/Sound Designer)
- World Premiere (2020), FilmMaudit 2.0
- WINNER: Staff Favorite Short Film (2021), Another Hole in the Head: Warped Dimension
- NOMINEE: Best Editing (2021), Portland Comedy Film Festival
- Official Selection (2021), Deep Cut Film Festival
- Official Selection (2021), Oxford Film Festival

Saint Frances
Alex Thompson (Director), James Choi (Producer), Raphael Nash (Producer)
- NOMINEE: Breakthrough Director (2020), Gotham Awards
- NOMINEE: Independent Spirit John Cassavetes Award (2020)

Stage Four
Wendy Roderweiss (Director)
- Official Selection (2020), Summer in the South Film Festival

Official Selection (2020), Philadelphia Unknown Film Festival
- Official Selection (2020), Threadbare Mitten Film Festival
- Official Selection (2020), We Make Movies International

WINNER: Best Feature Documentary (2020), Phoenix Film Festival
- WINNER: Best Feature Documentary (2020), Angeles Documentaries
- Official Selection (2005), Cleveland International Film Festival

WINNER: Best Ensemble and Best International Series (2020), Sydney Webfest
- Official Selection (2020), Los Angeles Comedy Film Festival
- Official Selection (2020), New Zealand Webfest
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- Official Selection (2021), Montréal Festival du Nouveau Cinéma
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WINNER: Cringetastic Award (2020), Sick ‘n’ Wrong Film Festival
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WINNER: Best Feature, Best Ensemble, Best Adapted Screenplay, Audience Choice (2020), Culture and Diversity Film Festival


Students

- Our Security Daemons team took second place at the National Collegiate Cyber Defense Competition (NCDC). The team has placed in the top 5 nationally five out of the last eight years, but this is the highest they have ranked nationally in their competition history. [JUXTAPOSED BELOW]

- A team of three undergraduate computer science students placed fifth in the International Collegiate Programming Contest’s (ICPC) North America Central Division Championship, advancing them to the North America Championship.

- Animation student Hayley Sullivan had her work showcased virtually at the Game Developers Conference (GDC) Summer Art Gallery.

- Graphic design student Caroline Menin Botelho Silva received an STA100 award from the Society for Typographic Arts for her project Questionable Experiments with Translation, which she did as part of her GD capstone.

- PhD Candidate Alicia Boyd was a National Center for Women & Information Technology (NCWIT) 2021 Collegiate Award finalist for her project “Intersectoral Quantitative Analysis of the #MeToo Movement.”

- BFA Graphic Design students Jillian Nalezny and Zihou Wang were selected by GDUSA as “2021 Students to Watch.”

- Two SCA students, Lauren Yaccino and Ronan Morrissey, were selected for the National Academy of Television Arts and Sciences’ Junior Board. The Chicago/ Midwest NATAS (Emmys) chapter is the first to create a Junior Board.

- Cybersecurity students Alina Kuzmenkova and Adam Slowik were part of the US Cyber Challenge National Championship-winning team.

- Cybersecurity student Anna Andler placed fourth nationally in the Department of Energy’s 2020 CyberForce Competition. There were over 200 individual entrants.

- MS Data Science student Bhooma Shivakumar’s paper “The Impact of COVID-19 on Transportation in Austin, Texas,” was nominated as a finalist in the 2021 TRB Joint Subcommittee on Travel Time, Speed, and Reliability Student Data Challenge.


Alumni

• Animation alumna Chiz Bottoms (BFA ’16) and Oscar winner Matthew A. Cherry (Heir Love) are developing the animated musical series Batt for Cartoon Network. The show is based on Bottoms’ animated short film of the same name, currently in production.

• MS alumn Kevin McBrail (MS ’11) received a Sports Emmy for his production work on HBO’s The Shop. (see page 37)

• Two School of Cinematic Arts alumni received Emmy nominations for their work: Art O’Leary (BA ’07) was nominated for Outstanding Picture Editing for an Unstructured Reality Program for his work on Deadliest Catch and Dewayne Perkins (BA ’13) was nominated for Outstanding Writing for a Variety Series for The Amber Ruffin Show.

• Jeremy Sklar’s (MFA ’19) thesis feature film, Tom of Your Life, was picked up by Gravitas Ventures for distribution.

• Saint Francis, directed by alumna/adjunct Alex Thompson (MFA ’17) and produced in part by faculty James Choi and Raphael Nash, was named Variety’s second best film of 2020 and was also included in Vulture’s 15 best movies of 2000. Saint Francis was also nominated for the Independent Spirit John Cassavetes award.

• Two DePaul-made games were featured at the PixelPop Festival: Michelle Lega’s (MFA ’20) thesis game, Homing, and Can’t Get Enough Games (2019 alums Thim Cote, Austin Frick, Cole Funch, Brett Prank) Cold Calling.

• R.L.’s Mobile Gift Shop, produced by Julianna Imel (BFA ’20) with cinematographer Brandon Hoeg (BFA ’19) was an official Sundance selection.

• Vince Anter (BS ’10), host of the popular streaming show V’s for Vise, shot an episode for his upcoming season at DePaul, in collaboration with the School of Hospitality.

• Don Josephus Raphael Eblahan’s (BFA ’20) film Hilum premiered at the Clermont-Ferrand International Short Film Festival, an Oscars-qualifying fest.

• Ginger, a film from alumni Jimmy Boratyn (MFA ’16) and the late Melissa Boratyn (MFA ’18), was featured on PBS Wisconsin’s “Director’s Cut.”

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Dean David Miller Stepping Down

Academic year 2021–22 will mark David Miller’s final year as dean, a position he has held since 2007, when CDM was known as the School of Computer Science, Telecommunications and Information Systems. CTI became the College of Computing and Digital Media in 2008. Miller oversaw the organization of CDM into three schools: Cinematic Arts, Computing and Design. An interim dean will be announced in the coming months.

Virtual Production Stage

We will build out a virtual production stage at Cinespace, as part of an Academic Growth Initiative Fund awarded to assistant professor Brian Andrews. Courses in virtual production will produce film content on the prototype stage to test the limits of technology and explore academic and creative applications.

LA Programs

We will be increasing our presence in Los Angeles by expanding our physical footprint, a customized building at Sunset Las Palmas, and expanding two programs. First, our MFA in Creative Producing will now be based entirely in LA. This offering is aimed at both students looking to bolster their portfolio and established professionals eager to upgrade their careers. Additionally, our LA Quarter Program, which has been running for ten years, will now be offered to alumni as well. Ninety percent of students who complete the LA Quarter work in the industry. Read more about our LA expansion here.