

# IN THE LOOP

A publication for College of Computing and Digital Media alumni

DEPAUL  
UNIVERSITY

COLLEGE OF COMPUTING  
AND DIGITAL MEDIA



Carter Boyce (CDM '15) received a bronze medal at the Student Academy Awards for his animated short, "Die Flucht." Read more on page 10.

Spring 2017

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Faculty members rethink their industries

**If you could put your biggest and best idea into action, what would it look like? Four faculty members pondered this big question, daring to imagine what might be possible in computing, design and cinema. Below, they share how they would shake things up in their respective industries if they had unlimited time, resources and talent.**

### **BIG IDEA: TEACH MATHEMATICS AND COMPUTING SIMULTANEOUSLY**

Innumeracy and computational illiteracy are real problems in our adult workforce. To address this, I'd love to see huge changes in the way we teach mathematics from elementary school onward. Currently, students learn mathematics and computing as separate domains with little overlap. Yet, if you look at the foundations of math, you'll see that there are deep connections between these fields of study. These connections are rooted in concepts commonly referred to as discrete mathematics.

Most of the current mathematics curriculum emphasizes the continuum from the number line to calculus. Discrete math emphasizes logic. Participants in a recent study on discrete math in secondary schools found that discrete math improves problem-solving and thinking skills. Students in the study appreciated the fact that discrete math has many real-world applications, and that it gave a different view of mathematics.

Recent advances in computing have made it so that proving theorems is very similar to writing a program. Using this method, the study of math can inherit many of the great advantages of programming, including immediate feedback, the ability to repeat and the satisfaction of knowing that you "got it right." From third or fourth grade onward, I believe students would be more greatly involved in the math curriculum if it included machine-based, automated proving tools. Believe it or not, proofs can be fun!

—James Riely, professor, School of Computing

### **BIG IDEA: INJECT CREATIVE TINKERING INTO THE DESIGN PROCESS**

Being a maker and having been around others at makerspaces for the last eight years, I've noticed that many of the people I surround myself with in these spaces are highly creative, but their creative approach has been rejected in higher education. Makers create their knowledge through tinkering and working with their hands; they are, in essence, thinking through doing. This has traditionally been looked at as a frivolous activity in academia, mostly because we've typically promoted the idea of thought before action.

But consider how a child learns through engaging with the world and creating knowledge on the fly by touching things, experiencing them and tasting them. That curiosity never goes away, but I think some of us would like to think it does. One of the drawbacks of traditional design thinking, as the author Bruce Nussbaum has noted, is that it doesn't foster a culture of "problem finding," that is, finding new problems that are worth solving. If we can move from traditional design thinking to action with applied process, we might realize that working with our hands is a great way to discover and solve new problems.

—Jay Margalus, instructor, School of Design

### **BIG IDEA: ENHANCE COLLABORATION IN THE FILM INDUSTRY**

My one big idea for the film industry is greater collaboration. First and foremost, I'd like to see greater collaboration between sound and image, from concept and script development through preproduction to postproduction. Sound is still treated as an afterthought, but film is an audiovisual medium and should be recognized as such.

I would also love to see greater collaboration across disciplines, among filmmakers, animators, game developers and designers. We're living in a time when anything is possible, so why limit ourselves? A story can be told and experienced in many different ways, and the combination of sound and image is probably the most powerful storytelling medium we have. I would also like to see (and hear) greater collaboration across countries, from within and across the independent production sector. I think that effort would create an environment that fosters greater knowledge-sharing and diversity, and, in turn, greater collaboration.

—Kahra Scott-James, assistant professor, School of Cinematic Arts

### **BIG IDEA: ENCOURAGE PHOTOGRAPHIC LITERACY**

Our current political discourse has stirred a great deal of interest in information literacy, especially how varying information streams have shaped the perspectives of separate demographics. Much of this interest has focused on social media, especially the differences between liberal and conservative Facebook experiences. Shared photographs and videos are key components of this communication.

There is an old maxim: Photographs can't lie, but liars can take photographs. This is woefully out of date. Filmmakers—and visual effects artists in particular—create photographs and videos that lie on a daily basis. All of these lies are created by design, whether to further the telling of a story or to shape the meaning of an image. Contrary to popular notion, visual effects are not just reality simulations, cinematic spectacles or surreal aberrations for entertainment. Rather, they are visual mechanisms that expose political and ontological undercurrents of contemporary culture.

Over the past decade, the phones in our pockets have made everyone a photographer. The next step is the development of photographic literacy to understand what these images and their creators are actually saying to us.

—Brian Andrews, assistant professor, School of Cinematic Arts



FOR THE  
GOOD  
OF THE  
COMMUNITY

CDM students find creative ways to uphold Vincentine values



From the huge mural of St. Vincent de Paul that looms over Wish Field to the annual volunteer-focused Vincentine Service Day, the university goes big to celebrate its namesake. But St. Vincent is more than a face on a wall or a historical figure; at DePaul, his legacy of social justice is alive and well. Students across all three schools in CDM routinely produce projects and coursework that reflect the university's mission, whether by partnering with community stakeholders, reaching out to the underserved or rethinking the meaning of leadership. Take a look at a few of these recent projects below.

## Design Impact Projects

Last summer, the School of Design announced a grant program to support cutting-edge visual and interactive designs that make a cultural or social impact. Evelyn Flores, a senior majoring in interactive and social media with a minor in IT and graphic design who is also working toward a master's in human-computer interaction, knew that this opportunity would give her a chance to flex her interdisciplinary skills. Her team of four decided to work with the Peace Corner Youth Center, a safe haven in the Austin neighborhood of Chicago, on a visual campaign that would reinforce the values of the neighborhood, empower young adults and spread a message of peace.

Research included weekly interviews with mentors, staff and youth participants; design workshops where the youth responded to prompts about themselves and their community; and a survey component. "By building a relationship with the organization, our team was able to create a design that enhances and shines a spotlight on youth empowerment," Flores says. Final collateral included infographic posters, button badges, bookmarks and social media filters.

Human-computer interaction graduate student Tristan Bernardo was part of another grant-funded team. Drawing on lessons learned during a course on embodied interaction, his six-person team created Ice-Burg, an interactive art installation that uses proximity sensors, capacitive touch sensors and a Wi-Fi network to convert touch to sound. "Ice-Burg explores the concept of placemaking in a public space by connecting people who would not otherwise know each other," Bernardo explains. Specifically, their structures emit light and sound, inviting people to touch them. When two individuals touch the structures simultaneously, Ice-Burg makes music. "We plan to install Ice-Burg in different public sites serving diverse communities," Bernardo says. "Through ethnographic research, we will document how different communities react and interact with both Ice-Burg and each other."

## Social Issues of Computing

Christina Hanschke, a human-computer interaction graduate student, signed up for the Social Issues of Computing course because she's deeply interested in how technology affects our lives. To her surprise, Hanschke also ended up drawing

on her bachelor's degree in music therapy for the course's social-service-focused group project. The team worked with Harmony, Hope & Healing (HHH), a nonprofit that provides creative, therapeutic and educational music programs to the homeless and underserved, to produce a compelling blog.

Each of the five team members interviewed at least one HHH community member for the blog, which is housed on the organization's website. "As a group, we tried to come up with basic questions for the interviews, as well as specific ones for clients versus staff," Hanschke recalls. She interviewed Marge Nykaza, HHH's founder, to kick off the process. "We were all better exposed to the art of digital storytelling through the blog."

Hanschke also appreciated the Vincentine aspect of the project, especially since she has had doubts about her new career trajectory. "Sometimes I wrestle with feelings of guilt for leaving a career focused on direct social service," she explains. "But this project has given me a new perspective. I can use the skills I'm learning in the HCI program to assist others directly, thereby continuing my focus on the underserved in our community."

## NBCUniversal Local Film Storytelling Project

Last year, the School of Cinematic Arts received a grant from NBCUniversal to produce several webisodes on local organizations and individuals making a difference. "It was an opportunity to show that Chicago has great changemakers who are putting their time and effort into making Chicago a better place," says **Josh Woo (CDM '16)**, who served as director of photography for the series.

Interview subjects included staff from the Women's Business Development Center, the Leadership Effectiveness and Development program at the University of Chicago Booth School of Business and pilotED, an experiential after-school program now expanding into a charter school, community center and neighborhood hub. "I was really touched by pilotED," Woo says. "Whenever we interviewed the administrators or students, I felt a sense of belonging." In fact, those conversations have inspired Woo to explore other outreach opportunities on Chicago's South Side.

Fellow student Keith Nixon, who is pursuing an MFA in directing, also emphasized the rapport between filmmaker and subject. "In filmmaking, relationship-building is just as important as knowing which lens or camera to use," he says. Before conducting on-camera interviews, Nixon visited each subject at his or her place of work, asking preliminary questions and establishing trust. "They all had amazing personal stories," he notes. "That's what I was drawn to the most."

Thanks to this project, more people will hear these stories of impact. Woo hopes that the webisodes will encourage others to improve their communities. "Part of DePaul's Vincentine mission is to reach out and help others," Woo says. "By showcasing local changemakers, our films promote that mission."

# A New Frontier in Medicine

Working smarter with health informatics



Associate Professor Enid Montague joined DePaul in 2015 to help launch the MS in health informatics degree, an innovative program that addresses the growing need for better data and technology application in the health care sector. The program employs a multidisciplinary approach, uniting faculty from CDM, the College of Communication and the Kellstadt Graduate School of Business. Students in the program learn how to improve health care access, quality and outcomes through the use of technology, including information management, analytics, enterprise management and information security.

Montague explains the need for health informatics and describes DePaul's unique approach in this interview.

## What are the benefits to pursuing a degree in health informatics? Isn't a computer science degree enough?

In the United States, the delivery of health care is very complex, so even people with great computational skills need a fundamental and practical understanding of the industry—how health care is delivered, how various parts of the sector work together or fail to do so—before they can apply technology to make improvements.

And the need for improvement is huge. In the U.S., we're talking about high costs, issues around patient safety, worker burnout, a shortage of nurses and primary care physicians, and an aging population. In the next few years, the industry is going to have to figure out how to do a lot more with a lot less.

At the same time, the industry has been really slow, for all kinds of reasons, in using technology to work smarter. For example, health care providers ranging from hospitals to clinics to physicians are just beginning to use databases to organize and share patient information. In other industries, like banking, electronic record management has been common practice for a long time.

In health care, there's a lot of "newness" with technology, a lot of room to develop new technology and many, many ways

to use technology to improve processes and outcomes. This is where health informatics comes in. Our students will use technology already on the scene or coming soon to address the industry's tough and unique challenges.

## What's special about DePaul's approach to health informatics?

One of the things that attracted me to this program is its intellectual diversity. Students can come from many different backgrounds, including information technology, premed, nursing, finance and business management, and be successful. Our program is broad and deep, and I think that's exactly the kind of training the industry needs and wants. Beyond the core courses, we offer a wide variety of specialties.

For example, a student interested in health care analytics can take classes in data analysis and regression, data visualization, intelligent information retrieval, social network analysis, service design and the patient experience. If a student wants expertise in enterprise management, he or she can learn about IT project management, business continuity and disaster recovery, managerial and marketing epidemiology or information storage and management. We also offer electives in database processing, technology innovation and information security management—all within the health care context. All these choices are great for our students and great for their future employers.

I'm confident that our graduates will succeed in many different sectors within health care. The career opportunities are nearly limitless. Just as an example, graduates can work in quality improvement in a hospital, launch a startup to develop new technologies that improve patient care management or trace trends in diseases based on patient data. And these are good jobs, with good salaries and good work environments.

Maybe the most satisfying aspect for our students, and the most in line with DePaul's mission, is that the work matters. It's work that can save lives. That's really special.

*Edited and adapted from DePaul Distinctions.*



# POWER COUPLE

Meet the DePaul filmmaking duo shaking things up in the Middle East

**Hamzah Jamjoom (CDM '06, MFA '12) and Jacquelyn (Chenger) Jamjoom (CDM '10)** fell in love with DePaul—and then with each other. Both describe their first steps on campus in glowing terms. Hamzah, originally from Saudi Arabia, had been studying engineering at the Illinois Institute of Technology, but the emphasis on theoretical concepts didn't satisfy his yearning for hands-on work. In DePaul's computer graphics and animation program, Hamzah found the excitement he'd been seeking. Meanwhile, Jacquelyn enrolled in the College of Communication to pursue radio, television and film, only to transfer to CDM's nascent film program as soon as it launched.

By that point, Hamzah was pursuing an MFA in digital cinema. As part of his graduate duties, he led an editing workshop for the Introduction to Production course. "Jacquelyn was one of the only students to show up," he remembers, "and she was the only one paying attention!" Soon, the two budding filmmakers were collaborating on projects. It was a heady time as students and faculty alike worked to shape the film program. "Everyone was desperate to learn," Hamzah says. "We were very involved with our own development and growth."

Hamzah's studies took a surprising turn when he received an opportunity to work on the big-budget IMAX film "Arabia." The movie was shot over four years, and Hamzah's responsibilities grew over that time. But DePaul never asked him to take a leave of absence or drop out of the program. Hamzah remains grateful to DePaul for helping to facilitate that experience. "My advisors and professors understood that it was a once-in-a-lifetime chance," Hamzah says. "It truly helped me to become a better filmmaker."

Today, Jacquelyn and Hamzah, along with adjunct faculty member **Patrick Wimp (CDM MFA '09)**, run Digital Hydra, a Chicago-based film production company. "At the beginning, we had a lot of ideas and were really excited, but we had to figure out how to fulfill certain roles to make it work from a business perspective," Jacquelyn says diplomatically. Hamzah gets straight

to the point: "Patrick and I are artistic and creative and disorganized and don't know how to manage our time; Jacquelyn keeps us in check, on budget and on task." Fittingly, Jacquelyn's title is director of operations/executive producer, while Hamzah and Patrick are co-owners/creative directors.

Digital Hydra's varied projects include commercials for WGN, Sprint, Facebook, McDonald's and HBO, as well as the television series "Dine and Dash" and "Wa Mahyaya." The latter, a philosophical show that explored the ego in everyday life, was the third most-watched series in the Middle East in 2015. Now, the founders are pursuing their passion for narrative projects; Hamzah is creating a sci-fi show called "Balance," while Jacquelyn is working on a pilot, "Public Housing Unit."

Working together can be challenging at times, in part due to long hours and the difficulty of separating home life from career ambition. "When you have big dreams and you take your work as seriously as we do, it's really hard to let go, even at home," Jacquelyn says, adding that she and Hamzah worked side by side on their laptops until 2 a.m. the night before. "Plus, we're getting paid out of the same pot," Hamzah notes. "That can be scary at times."

On the other hand, they are thrilled to be able to do what they love together. "It feels like things started clicking this past year, and that time investment we've made has really paid off," Jacquelyn says. "It's a great feeling to know that we're getting to the point where we can help shape the next generation of storytelling."

In particular, the couple is focused on disrupting the status quo. "As much as we want to make amazing, action-packed, entertaining films, we also feel an obligation to tell stories that will resonate with people who don't always feel that they're being represented," Jacquelyn says. "We're trying to build a more inclusive future." It's a tall order, but the Jamjooms are optimistic. "A show can be exciting and entertaining but still tell a very deep message," Hamzah says. "We hope our future shows impact the world in a positive way and change people for the better."

"AT THE BEGINNING, WE HAD A LOT OF IDEAS AND WERE REALLY EXCITED, BUT WE HAD TO FIGURE OUT HOW TO FULFILL CERTAIN ROLES TO MAKE IT WORK FROM A BUSINESS PERSPECTIVE."



## CINESPACE EXPANSION

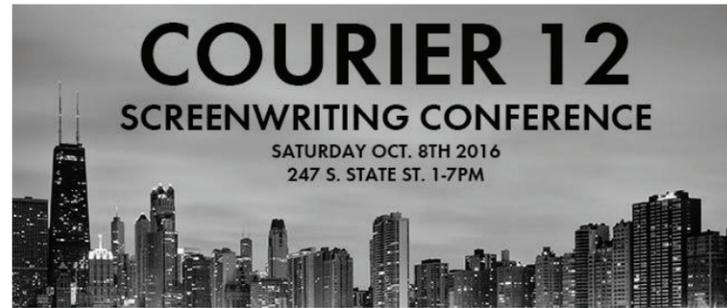
CDM's footprint at Cinespace Chicago Film Studios nearly doubled this academic year, from 20,000 square feet to approximately 35,000 square feet. Students can now produce, direct, design and film on three soundstages. The expansion also adds film-editing labs, classrooms and storage space. "Cinespace continues to be a tremendous opportunity for our students," says Dean David Miller. Associate Professor Gary Novak, SCA director, adds, "You will not find stages like this at other universities in the Midwest." Photo credit: Jeff Carrion

## AGILE INNOVATION

In October, CDM hosted the iLab Innovation Conference, which brought together academics and professionals from the tech industry to discuss the intersecting relationships of business sustainability, innovation and the agile methodology. Following a keynote speech on how and why Silicon Valley companies innovate, participants attended lectures, panels and a networking reception.

## ON THE LIST

Three members of the SCA family were included in Newcity Film's 2016 list, "Film 50: Chicago's Screen Gems." Assistant Professor Shayna Connelly, Professional Lecturer Dana Kupper and MFA student Alex Thompson were all lauded in the magazine's fourth annual list of movers and shakers in Chicago's film industry.



## SCREENWRITING SPEAKERS

Courier 12, CDM's free day of screenwriting conversations, was held in October. Aspiring entertainers, producers and screenwriters, as well as those already established in the industry, attended sessions on developing projects, writing for diversity, crafting blockbuster films and more. Speakers included Brian Banks, executive in charge of production at Nickelodeon Productions; Samantha Olsson Shear, head of film and television development at Kickstart Productions; and Jack Epps Jr., the screenwriter for "Top Gun." DePaul faculty members who served as moderators included Chris Parrish, instructor; Anna Hozian, assistant professor; and Brad Riddell, assistant professor.



## INTERNATIONAL SHOWING

Game design and programming students traveled to Abertay University in Dundee, Scotland, last summer to participate in a five-week program of lectures, workshops, industry visits and the Dare to Be Digital festival and competition. Abertay University is one of Europe's top-ranked universities for game design.

## GOOGLE INITIATIVE

Google selected DePaul to participate in its Applied CS with Android program. Saundra Castaneda, a Google student ambassador, organized the workshops, which were led by Google engineers from across the country. For six consecutive Saturdays, participants worked on programming exercises and started developing games for Android using data structure and algorithms knowledge. Outside of the sessions, students set up software and completed reading assignments.



## STARTUP CULTURE

DePaul recently acquired dedicated space at 1871, Chicago's premier entrepreneurial technology hub, which houses more than 400 early-stage, high-growth digital startups. "[Our college] has always had an innovative and entrepreneurial culture," says Dean David Miller. "The partnership and access to 1871's resources take this one step further to allow our students to learn from the experiences of successful startups and to find partners to realize their own innovative ideas." The organization's resources are not limited to students; faculty and alumni are invited to enjoy 1871's programming, special events, workshops and networking opportunities.

## FILM FESTIVAL ROUNDUP

SCA had a strong showing at the 52nd Chicago International Film Festival in October:

- **Alex Janiuk (CDM '14)** and **Adam Banicki (CDM '08)** worked on "Futures Past," a documentary about the Chicago Mercantile Exchange and its mercurial pioneer, Leo Melamed, as seen through the lens of his son, director Jordan Melamed.
- Professional Lecturer Brian Zahm wrote and directed "The Nude," a satirical look at ego in the art world.
- **Nolan Downs (CDM '16)** directed the animated short "Shmevolution," which depicts the evolution of a strange creature in a bizarre landscape.
- Adjunct Faculty **Joel Benjamin (CDM MFA '16)** served as director, writer and producer of "Recursion," an animated short about an astronaut adrift in space who must come to terms with his own existence.

Of the seven official selections for the New York Television Festival that were made in the Midwest, four were made by members of the SCA family:

- MFA in cinema student John Shaw co-wrote and directed "Julius," a short about an awkward but well-meaning service advisor.
- MS in cinema production student Margie Shabazz served as co-executive producer, co-writer and director of "Written Off," which follows two laid-off friends as they strive to reinvent their careers.
- Adjunct Faculty **Josh Wolff's (CDM MFA '15)** film "Guidance" depicts a Catholic high school psychologist struggling to keep his personal and professional lives separate and intact.
- Assistant Professor Daniel Klein's drama "The Kama Sutra Club" showcases a sexually repressed professor who researches the Kama Sutra as a coping mechanism to get over his ex-wife.

## DOCUMENTARY DISCUSSIONS

SCA screened Kartemquin Films' "Unbroken Glass," directed by Dinesh Das Sabu, as part of its Annual Documentary Event. After the film, Sabu led two discussion panels, one on mental illness and suicide in Asian communities and the other on the making of the film. The following day, Gordon Quinn, the artistic director and co-founder of Kartemquin Films, offered a master class on the relationship between a documentary film's director, cinematographer and editor; additionally, Leslie Simmer, Kartemquin's director of editing, led a master class on analyzing editing decisions. SCA recently added an MFA in documentary to its degree programs.



## GRANT ROUNDUP

- Professor Jacob Furst and Assistant Professor Alexander Rasin received a National Science Foundation grant to support security and database research.
- Rasin, Associate Professor Peter Hastings, Professor Steven Lytinen and Professor Daniela Stan Raicu have been awarded a renewal Department of Education GAANN grant to support PhD studies in areas of national need.
- Stan Raicu, Assistant Professor Denise Nacu and Assistant Professor Jonathan Gemell received a CDM Collaborative Research Grant for "Mining Log Data from Social Learning Networks," while Assistant Professors Eli Brown and Sheena Erete received a CDM Collaborative Research Grant for "Identifying, Extracting and Leveraging Patterns of Community Engagement in Social Media."

# Dreams Do Come True

Alumnus recognized by the Student Academy Awards



Student Academy Award, and it feels incredible. The [number] of things that they've said about me and the amount of gratitude in the things they said—it is such a huge honor and I can't [say it] enough."

"I would like to thank the two people that I've lived with for the past two years who have not only been some of the biggest influences in my life, but also, they kept me alive while I made [this film]. I'm not even kidding you. They kept me and my dog alive. Because I worked for 40 hours straight and then I slept two hours. Then I worked for 40 hours and slept for two hours. And they were the ones that made sure that I was eating and that I was sleeping and that I still had a pulse at the end of the day. My brother Micah and sister-in-law Heather, you're wonderful and I can't tell you enough how much I love you guys."

"And last but certainly not least, this award is actually for my father, who died 10 years ago and influenced this film. This film is about breaking down: your world breaking down around you and finding something new out of it. My father ... was my best friend. And he was everything to me. In this, I want to thank him for the artistic ability that he gave me, in the vision that he gave me. Without that—without him—I would have nothing. This is for him. I love you, Dad. So, with that, thank you all for being here. I hope you have a wonderful night and congratulations to all the other winners."

**Carter Boyce (CDM '15)** could hardly contain his emotions as he accepted a bronze medal at the Student Academy Awards for "Die Flucht," an animated short he created during his senior year at DePaul. The Student Academy Awards, established by the Academy of Motion Picture Arts and Sciences in 1972, support and encourage excellence in filmmaking at the college level. Boyce's film was one of only 17 winners out of more than 1,700 submissions.

"Die Flucht," which is German for "The Escape," follows a lonely figurine named Peter who is stuck on a fixed-track machine, ever in pursuit of a red balloon. Not until the machine breaks down does Peter come to life and disrupt the cycle he thought he was destined to repeat endlessly.

In Boyce's acceptance speech, he thanked his family and DePaul, alluded to the film's personal meaning and gave a peek into his work ethic. Read the excerpts below or view the entire speech at [bit.ly/BoyceSpeech](http://bit.ly/BoyceSpeech).

"I can't tell you how much of an honor it is to even be here ... it's something that I never dreamed of in my entire life; it's nothing that I ever thought would ever even come close to me. I thought I was going to be an electrician in a town of 800 people. And that's not to say that that's not a good thing to do, but I never thought I would be able to talk in front of all of you and be recognized by [the Academy], something that the entire world knows."

"I want to thank my school, DePaul University. First-timer! Yeah! Yes, [this is the] first time DePaul has ever been recognized for a

## Applause Please

**"It's Just a Gun,"** written by Assistant Professor Daniel Klein, garnered a Student Academy Award silver medal for its director, Brian Robau, an alumnus of Chapman University. The film traces the path of a pistol from the assembly line through various owners until it reaches a child living in the South Central neighborhood of Los Angeles.

# A WORLD OF HIS OWN CREATION



Joseph Walker, a junior studying computer science with a concentration in game design and development, is already thinking about ways to use his degree once he graduates. Specifically, Walker plans to establish a company that creates immersive learning experiences in the aeronautical, medical or educational fields. "I hope to utilize 3-D immersive technology to provide clients with lifelike simulations, such as flying a plane or performing a surgical procedure," he explains.

As founder and president of the DePaul Virtual Reality Society, Walker is putting his entrepreneurial and leadership skills to good use. The society, which is open to anyone with an interest in virtual reality, offers hands-on workshops, hosts industry speakers and promotes a team approach to virtual and augmented reality projects. It's the place to go if you're "looking to be enveloped into a whole new world."

Walker, who hails from Columbia, Md., has fully embraced the world of DePaul. As a campus tour guide, he shares his enthusiasm with prospective students; as a production assistant with the DePaul Activities Board, he helps stage major events and concerts on campus. "It's a great way to interact with all kinds of people, give back to the community and build my network," Walker says.

Somehow, he also finds the time to volunteer with READS (Realizing Education and Dreams thru Stories), lead the DePaul Dodgeball Society as one of five officers, participate in Black Student Union activities and hold down a part-time job. There's no question that Walker is making the most of his undergraduate years and having a blast doing it. But he doesn't take these opportunities for granted. "My grandparents have made sacrifices to help me out," he notes. "It inspires me to work hard."

With a stint working as a QA Tester at Firaxis Games under his belt, Walker is ready for his next internship and challenge. "It's gratifying to see that the knowledge I'm gaining at DePaul prepares me well for the real world," he says. "I'm thankful for that."

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# Save the Date

Alumni  
Weekend  
**2017**  
october 13-15

Join former classmates and fellow alumni for a trip down memory lane! Events include a signature Saturday night reception, tours of campus, family-friendly activities and Sunday Mass.

For more information, please visit [alumni.depaul.edu/alumniweekend](http://alumni.depaul.edu/alumniweekend).