

2016

2017

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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.

A handwritten signature in black ink that reads "David Miller".

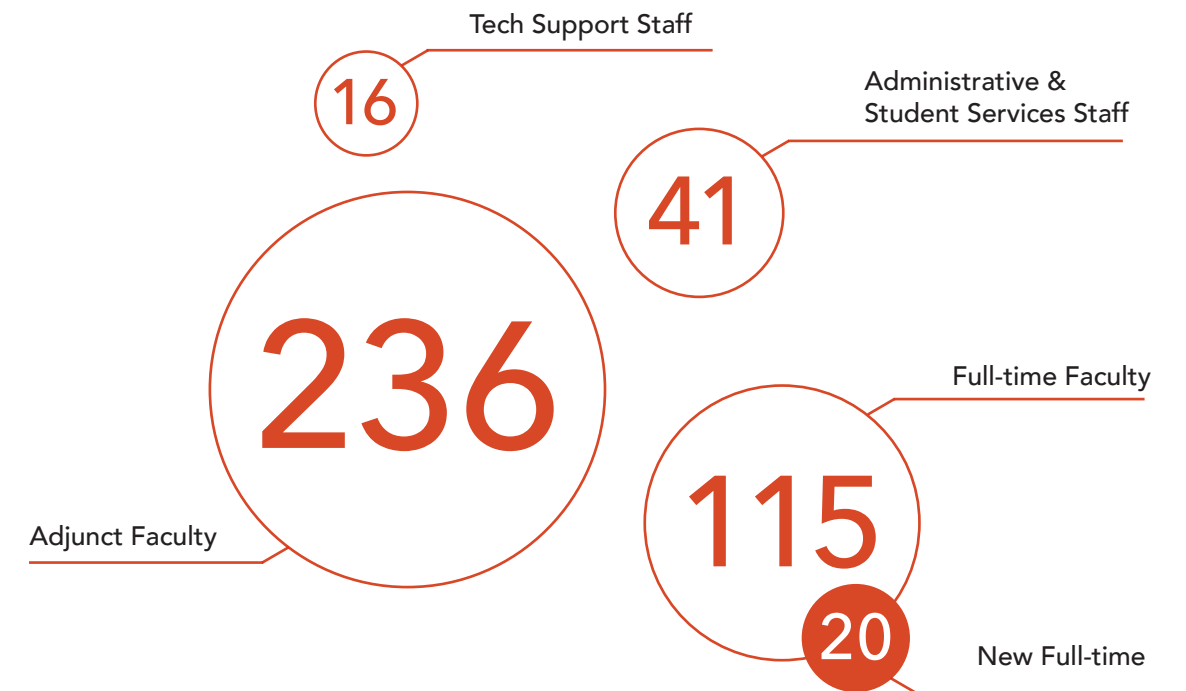
David Miller, Dean

WHO WE ARE

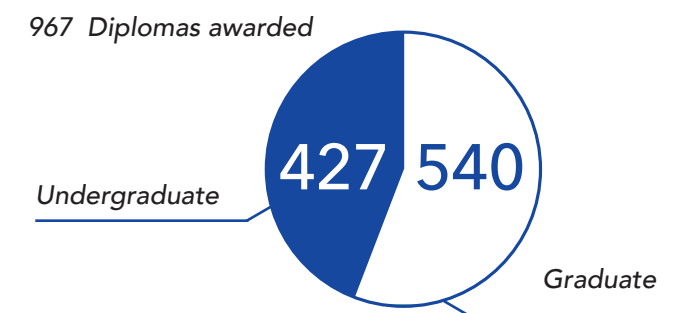
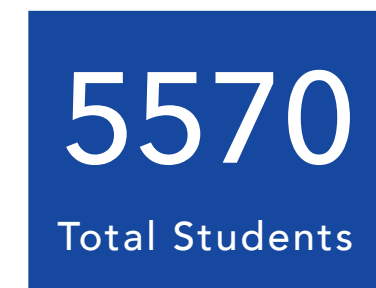
The College of Computing and Digital Media is dedicated to providing students an innovative edge in today's computing, design and cinema fields. We are a diverse group of notable and award-winning faculty, students, and programs, with specialized areas of expertise that are nationally and internationally 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

Staff and Faculty
in
2016
-
2017



Students
in
2016
-
2017



DIGITAL MEDIA

15% SOCIAL MEDIA GROWTH from 2015-16

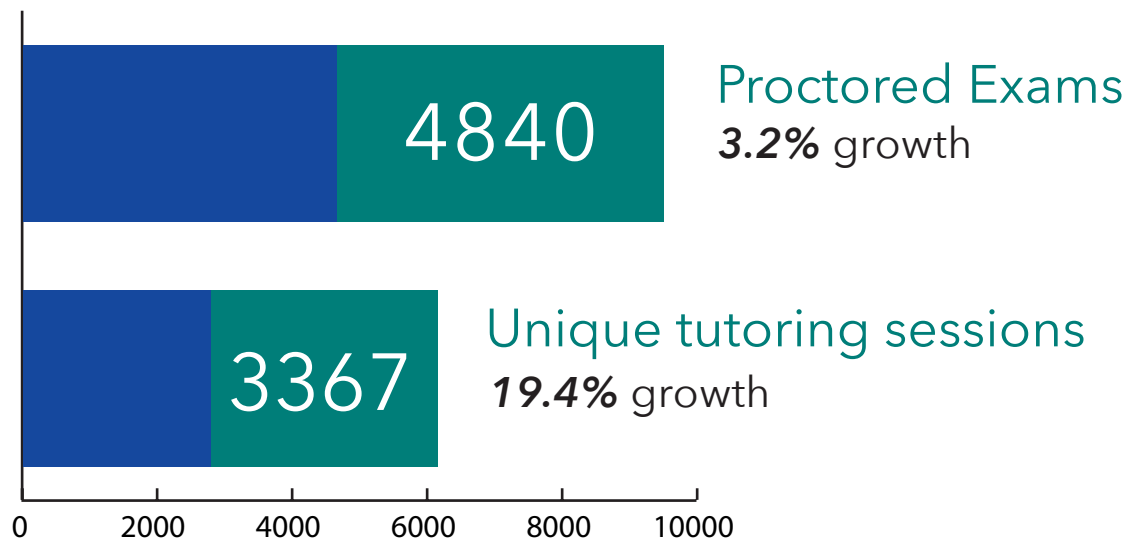
facebook
9100+
likes

2.5M+ 40.5% new visitor

twitter
2500+
followers

WEBPAGE VIEWS 59.5% returning

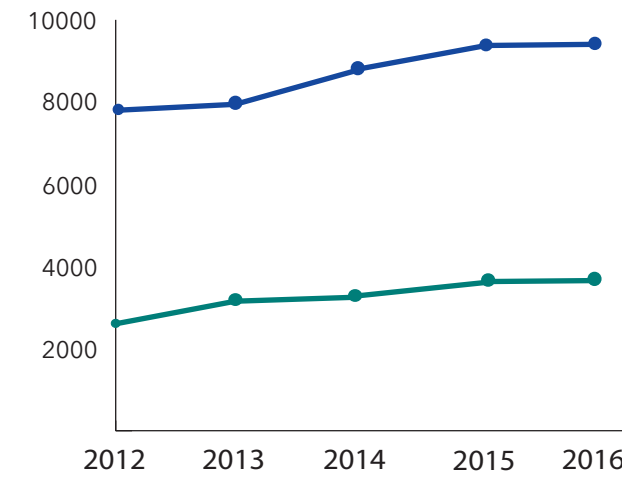
EXAMS & TUTORING SESSIONS



ENROLLMENTS

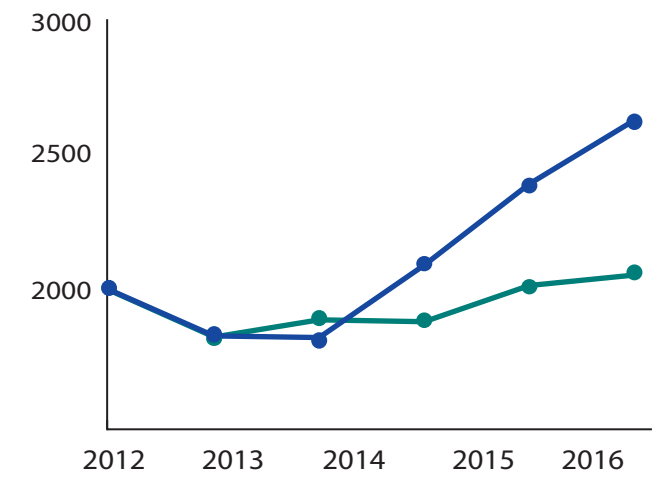
The College of Computing and Digital Media continues to show growth in both enrollments and headcount.

Total Enrollments



Enrollments in 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**.

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)



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



Anuradha 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
Associate Professor in
Graphic Design



James DeBettencourt
School of Computing
Professional Lecturer in
Information Technology



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



Filippo 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**
Business Information Technology **MS**
Computational Finance **MS**
Computer Science **MS**
Creative Producing **MEF** (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**
Film and Television **MS/MFA**
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)*
Screenwriting **MFA**
Software Engineering **MS**

PhD

Computer and Information Sciences
Human Centered Design*

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

SCHOOL of CINEMATIC ARTS

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
Director, School of
Cinematic Arts

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.

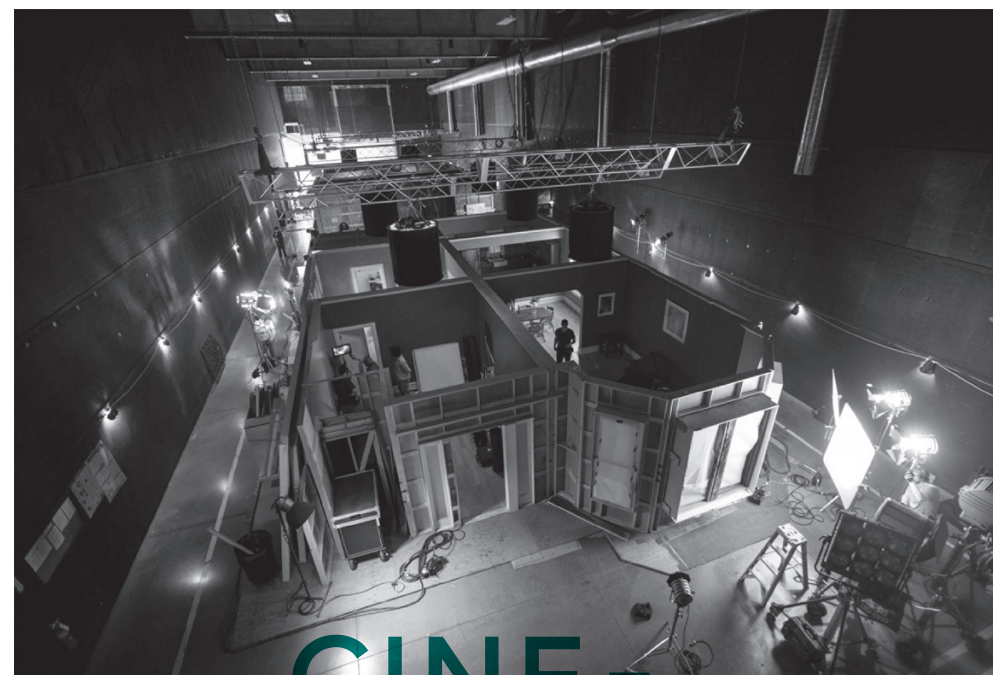
The Wrap ranked our School of Cinematic Arts #29 on their list of the 50 top film schools.

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.



CINE- SPACE

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.

Faculty Recognition

Savvas Paritsis 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.

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.

Instructor and alum James Choi's MFA thesis film *Empty Space* has earned theatrical release in Korea and will also be distributed on national television there.

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

Note from the Director

The School of Design is a consciously diverse faculty from multiple design fields offering a learning environment that nurtures new kinds of designers: flexible, interdisciplinary, and trained as collaborative problem seekers, solvers and researchers. Graduates are capable of integrating existing and cutting-edge technologies and social practices developing visualizations, games, apps, products, processes, and experiences that positively impact society. Our students are passionate, agile, self-reflective, and ready to work. We are critically engaged in identifying and solving problems on individual, community, national, and international levels in the world that can produce meaningful innovation.



Dolores Wilber
Director, School
of Design

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.



INVESTIGATING THE USE OF INFORMATION & COMMUNICATION TECHNOLOGIES IN SUPPORTING VIOLENCE ~~INTERRUPTION~~

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 Chicago communities that experience high violence.

Faculty Recognition

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.

Assistant Professor Sheena Erete was 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 CS4All 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 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.

Associate Professor Jessica Westbrook and Assistant Professor Adam Trowbridge were invited to speak on a "*Critical Agency Now!*" panel at Foundations in Art: Theory and Education.

Note from the Director

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, recommenders systems, innovation, data analytics, and American Sign Language. We are proud of our community: faculty, students and alumni, and invite you to get involved.



Jacob Furst
Director, School
of Computing

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.

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.

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.

LoriLee 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



ASL PROJECT

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/hfFf2N>

How Movie Magic Could Help Translate for Deaf Students: <https://goo.gl/79zjpu>

SUPPORTING *the* MISSION

School of Cinematic Arts students are collaborating with *NBC Universal* on the project “Local Film Storytelling Project”, a series of five webisodes that will feature the stories, ideas, and projects of local social change makers who are driving economic development, helping solve community issues, and igniting passion around social issues through their ventures.

SCA Faculty (James Choi, Lili Calfee, JoAnne Zielinski) worked with the *Vincentian Mission Institute Cohort 4* to create a video (“New Employee Vincentian Mission”) to onboard new faculty and staff during orientation.

Students in DC 371 produced videos for *letitbeus.org*, a nonprofit dedicated to the adoption and education of children in the Illinois foster care system.

Three graduate HCI students developed *DePaul Hero*, a mobile app prototype designed to take users through the Office of Mission and Values’ “Traditions Tour” given each summer to incoming students.

CDM and the Office of Mission and Values collaborated with the Society of Saint Vincent de Paul to produce episodic segments for TV series *Our Faith in Action* on Eternal World Television Network. The segments aired in July.

We partnered with DePaul’s Community Service Association and St. Joseph Services to create a series of documentaries highlighting aspects of St. Joseph’s Services community outreach initiatives.

SCA faculty collaborated on *The Mom’s Project*, a 40 minute film highlighting diverse mothers expressing love for their children, distributed to children’s hospitals to put on an internal TV loop.

James Choi directed and produced *Engage Earth*, a documentary on an after school art program created by world renown artist Denise Milan, for the largest underserved community in Sao Paulo, Brazil with the hopes of bringing the program to Chicago.

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 Cinespace and the post-production studio Periscope, the Digital Hydra team—comprised of DePaul alumni, Jacquelyn Jamjoom, Hamzah 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.



WABASH LIGHTS

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 to CHA youth residents in under-resourced neighborhoods.

In the summer of 2017, the documentary filmmaking program was continued. Early on, the participants were paid a visit by Chaz Ebert, who wrote about it in her online journal. Additionally, the School of Design developed a 5-week interdisciplinary design program for an additional team of CMA youth.

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.



Highlights

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 (CAFECES)*. Over the course of the last 5 years ECS has been taught in 40 CPS high schools to over 13,000 students.

iD-LAB

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.

INTERNATIONAL REACH

2016
-
2017

STUDY ABROAD

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/FDG 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.



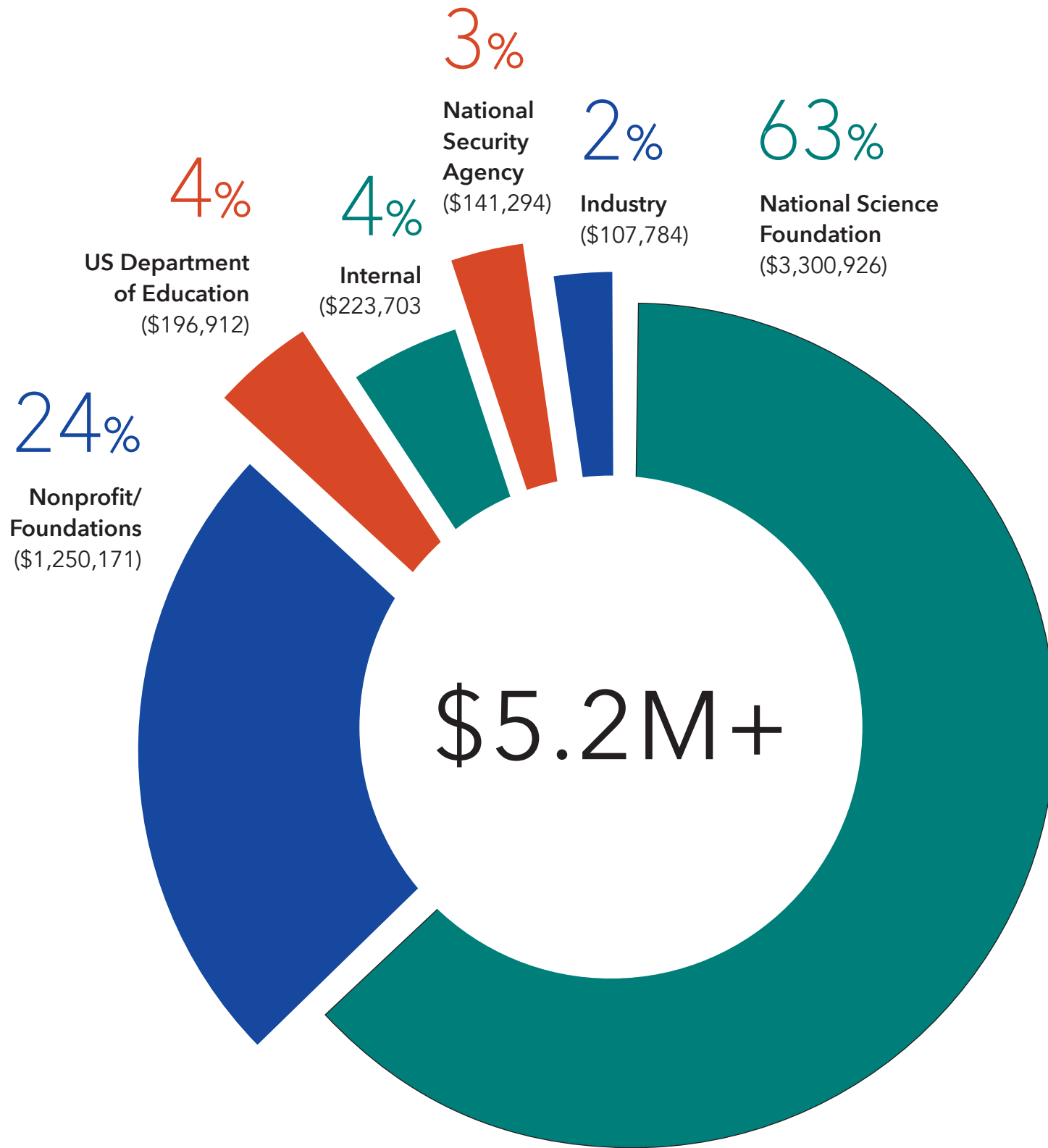
Additional Study Abroad Programs Offered in 2017

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2018

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.

FACULTY GRANT FUNDING



External Grant Funding

CDM iD Lab
PI: Adelakun, Olayele | Allstate Insurance Company

CDM iD Lab
PI: Adelakun, Olayele | CareerBuilder

Investigating the Use of Information and Communication Technologies in Violence Interruption
PI: Erete, Sheena | National Science Foundation

Graduate Assistance in Areas of National Need
PI: Lytinen, Stephen | United States Department of Education

Chicago City of Learning
PI: Madison-Boyd, Sybill | MacArthur Foundation

Chicago SmartData Platform
PI: Malik, Tanu | University of Chicago

Geo Dataspace: Simplifying Data Management for Geoscience Models
PI: Malik, Tanu | National Science Foundation

GeoTrust: Improving Sharing and Reproducibility of Geoscience
PI: Malik, Tanu | National Science Foundation

Integrated Geoscience Observatory
PI: Malik, Tanu | National Science Foundation

3D Curriculum Project
PI: Pinkard, Nichole | Bosch Corporation

Broadening Participation in Computing through a Community Approach to Learning
PI: Pinkard, Nichole | National Science Foundation

Chicago City of Learning Continued Stewardship and Implementation
PI: Pinkard, Nichole | MacArthur Foundation

Chicago CS for All RPP Workshop Support
PI: Pinkard, Nichole | National Science Foundation

Extending the Chicago City of Learning Platform
PI: Pinkard, Nichole | The Chicago Community Trust

Maker Education Initiative
PI: Pinkard, Nichole | Tides Foundation

Mobile City Science: Youth Mapping Community Learning Opportunities
PI: Pinkard, Nichole | National Science Foundation

Partnerships for Urban STEM Learning Hubs
PI: Pinkard, Nichole | National Science Foundation

SaaS Platform and Implementation Support to Dallas City of Learning for Summer 2017
PI: Pinkard, Nichole | Big Thought

Smart and Connected Communities: Reducing the Friction in the L3 Connects Infrastructure through the Integration of SMART Technologies
PI: Pinkard, Nichole | National Science Foundation

Functional Neural Mapping of Food Search Behavior for C.Elegans Using Genetic Tools and Computation
PI: Raicu, Daniela Stan | Co-PI: Furst, Jacob | DPU RFUMS

REU MedIX: Medical Informatics Experiences in Undergraduate Research
PI: Raicu, Daniela Stan | Co-PI: Furst, Jacob | National Science Foundation

Asked and Answered: Intelligent Data Science for Software Projects
PI: Rasin, Alexander | National Science Foundation

A Kit for Exploring Databases under the Hood for Security, Forensics, and Data Recovery
PI: Rasin, Alexander | Co-PI: Jacob Furst | National Science Foundation

Relaxing Soundness
PI: Riely, James | Co-PI: Jagadeesan, Radha | National Science Foundation

Secure Design: Course and Experimentation Workshop
PI: Westbrook, Jessica | Co-PIs: Sharevski, Filippo and Trowbridge, Adam | National Security Agency

CHA Program in Documentary Filmmaking 2017
PI: Zielinski, JoAnne | Chicago Housing Authority

CHA Program in Interdisciplinary Design 2017
PI: Zielinski, JoAnne | Chicago Housing Authority

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, Noriko | DePaul Academic Initiatives Grant

2016

2017

FACULTY PUBLICATIONS

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Stan Raicu, D., Nacu, D., Gemmell, J. F., Pinkard, N. D., Hamid, T., Li, R. (2016). *Using Automated Log Coding and Data Mining to Understand Online Teaching and Learning*. Poster at Digital Media and Learning (DML) 2016 Workshop "Learning Analytics in Informal Spaces".

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Trowbridge, A., Westbrook, J. P., Sharevski, F. (2016). Dark Net: Design In Secret Spaces. *AIGA Frontiers Design Educators Conference*.

Turel, O., **Qahri Saremi, H.** (2016). *Problematic Use of Social Networking Sites: Antecedents and Consequence from a Dual System Theory Perspective*. *Journal of Management Information Systems*, 33, 1087-1116.

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Vahedian, F., **Burke, R. D., Mobasher, B.** (2016). Meta-Path Selection for Extended Multi-Relational Matrix Factorization. *The Twenty-Ninth International Flairs Conference*.

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Van Bevern, R., **Kanj, I.**, Komusiewicz, C., Niedermeier, R., Sorge, M. (2016). Twins in Subdivision Drawings of Hypergraphs. *Proceedings of the 24th International Symposium on Graph Drawing (GD), Lecture Notes in Computer Science*.

Varkey, A. B., Manwell, L. B., Brown, R. L., **Montague, E.**, Laiteerapong, N., Burgess, D., Ibrahim, S. (2016). Impact of Work Conditions and Minority Patient Populations on Quality and Errors. *Health Services Research and Managerial Epidemiology* (3).

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FACULTY PUBLICATIONS

Wang, I., Smith, C., Shao, M., Huang, L., **Furst, J., Stan Raicu, D.**, Kim, H. (2016). *C. elegans Search Behavior Analysis Using Dynamic Time Warping Approach* 2016 IEEE International Conference on Bioinformatics and Biomedicine.

Westbrook, J., & Trowbridge, A. D. (2017). "Coding Slowly" in Deepening Teaching for Computational Media and Generalist Design. In Filimowicz, M. and Tzankova, V. (Ed.) *Teaching Computational Creativity*. New York, NY: Cambridge University Press..

Wiley, J., **Hastings, P. M.**, Blaum, D., Jaeger, A. J., Hughes, S., Wallace, P., Griffin, T. D., Britt, M. A. (2017). Different approaches to assessing the quality of explanations following a multiple-document inquiry activity in science. *International Journal of Artificial Intelligence in Education*, 27, 33.

Wolfe, R. J., Efthimiou, E., Glauert, J., Hanke, T., **McDonald, J. C.**, Schnepf, J. (2016). Special Issue: *Recent Advances in Sign Language Translation and Avatar Technology* (4th ed., vol. 15). New York, NY: Springer Verlag.

Yu, J. T. (2016). An Empirical Study of Denial of Service (DoS) against VoIP. *8th IEEE International Symposium on Cyberspace and Security*.

Yu, J. T. (2016). Supporting Hands-on Network Lab Exercises for On-Line Students. *Proceedings of 2016 International Conference on E-Learning, E-Business, E-Government (EEE'16)*.

Zagal, J., & Mateas, M. Gameplay Segmentation in Vintage Arcade Games. In Bogost, I and Bittanti, M (Ed.)

Zanotti, G., Horvath, M., Barbosa, L. N., Immedisetty, Venkata Trinadh Kumar Gupta, **Gemmell, J. F.** (2016). Infusing Collaborative Recommenders with Distributed Representations. *arXiv preprint arXiv:1608.06298*.

Zheng, Y., **Mobasher, B., & Burke, R. D.** (2016). Emotions in Context-Aware Recommender Systems. (pp. 311–326). In Marko Tkalčić, Berardina De Carolis, Marco de Gemmis, Ante Odić, Andrej Košir (Eds.) *Emotions and Personality in Personalized Services*. Springer International Publishing.

Zheng, Y., **Mobasher, B., Burke, R. D.** (2016). User-Oriented Context Suggestion. *Proceedings of the 24th Conference on User Modeling, Adaptation, and Personalization (UMAP)*.

Zhu, M., Zhao, F., **Fang, X.**, Moser, C. (2017). Developing Playability Heuristics based on Nouns and Adjectives from Online Game Reviews. *International Journal of Human-Computer Interaction*, 33.

RECOGNITION

for FACULTY

FILMS

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

Burnt

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

Feast

Peter Biagi (Cinematographer)

Broadcasted taping of Albany Park Theater Company play (2016), WTTW

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 Roderweiss (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), Arohanui Film Festival
Official Selection (2016), Twister Alley International Film Festival

Henry: Portrait of a Serial Killer

Steven Jones (Producer)

30th Anniversary Screening (2016), Chicago International Film Festival

Home(less) Home

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 Kalis (Directors)

Finalist: Best Music Video (2016), Ocktober 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)

Invited Screening (2017), Garden City International Film Festival

The Nude/Le Nude

Brian Zahm (Writer/Director/Cinematographer)

Audience Award (2016), Lighthouse International Film Festival

Finalist: Best Short Film (2016), Amarcord Arthouse Television + Video Festival

Bronze Palm Award (2016), Mexico International Film Festival

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

Signals: where do we go from here?

Connelly, Shayna (Director), Robert Steel (Supervising Sound Editor)

Finalist/Featured Film in curated online showcase (2017), North Portland Unknown Film Festival

Honorable Mention (2017), Experimental Forum

Official Selection (2016), Amarcord Arthouse Television Film Festival

Official Selection (2017), Berlin Experimental Film Festival

Official Selection (2017), London International Film Festival

Shabam! (Episodes 2 and 4)

Wendy Roderweiss

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 Roderweiss (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

FACULTY EXHIBITIONS

Andrews, Brian C., "Bad at Sports." Commissioned booth and podcast interviews. New Art Dealers Alliance Miami Art Week 2016, Miami, FL (December 2016).

Lockhart, Amy, "Ways of Something: Dreamlands Immersive Cinema and Arts," Group Exhibition at Whitney Museum of American Art, New York, NY. (October 2016 - February 2017).

Margalus, Jayson R., "Dash!" Hacked Amazon Dash button game. Milwaukee Maker Faire, WI (September 2016).

Margalus, Jayson R. (Co-Organizer) and **Matteson, Nathan**, (Co-organizer), "Thotcon Conference Badges." Vision holder badges that facilitate a game experience. Chicago, IL (April 2017).

Matteson, N., Hall, M., Göritz, H. "S:t Petri 50 år: kontext, fragment, och influenser," Exhibit. Klippan, Skåne, Sweden. (June 2016 - August 2016).

Matteson, Nathan, "protoType: Der Teufelshaufen," TypeCon, Seattle, WA (August 2016).

Paritsis, Savvas, Mastering, "The Sound of Silent Film Festival 2016." (2016).

Roberts, Scott D., Comic book and print exhibition at Small Press Expo, Bethesda, MD. (September 2016).

Roberts, Scott D., Comic book and print exhibition at Chicago Alternative Comics Expo, Chicago, IL. (June 2016).

FACULTY EXHIBITIONS

Rusch, Doris C., "Perfection" and "Elude." CTRL + ALT Exhibit at the Smithsonian Asian Pacific American Center, New York, NY. (November 2016).

Rusch, Doris C., "Soteria - Dreams as Currency." Different Games Festival Showcase, Brooklyn, NY. (2016).
Rusch, Doris C., "Soteria - Dreams as Currency." Games + Learning + Society Game Festival Showcase, Madison, WI. (2016).

Rusch, Doris C., "Soteria - Dreams as Currency." Indie Game Area at Tokyo Game Show, Tokyo, Japan. (2016).
Rusch, Doris C., "Soteria - Dreams as Currency." Meaningful Play Game Festival Showcase, Michigan State University, East Lansing, MI. (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).

Schrank, Brian, "Gentle Threads." Jury-selected Exhibition University of Hawaii Manoa, HI. (August 2016).

Schrank, Brian, "A Moment Free from Darkness." Jury-selected for Curated Exhibition, CICA Museum, South Korea. (July 2016).

Schrank, Brian, "A Moment Free from Darkness" Jury-selected for Curated Exhibition, Bit Bash, Chicago, IL. (August 2016).

Schrank, Brian, "A Moment Free from Darkness" Jury-selected for Curated Exhibition, Meaningful Play, Michigan State University, East Lansing, MI. (October 2016).

Schrank, Brian, "A Moment Free from Darkness" Jury-selected for Curated Exhibition, Indie Prize Showcase, San Francisco, IL. (July 2016).

Schrank, Brian, "Mating Season." Art game developed live in front of audience. Jury-selected Performance, Print Screen Festival at Digital Arts and Culture Festival, Israel.

(June 2017).

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

Wagner, LeAnne (Designer), Nagata, Satoki (Photographer), "Inside Out Project: National Child Abuse Prevention Initiative," Public art installation. Adjust Creative, Chicago, IL. (April 2015 - Present).

Westbrook, Jessica, Trowbridge, Adam D., "Gateway Drug." Experiential design at Inside/Outside, San Francisco State University School of Design, CA. (Feb-May, 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 Hacking / Modding / Remixing as Feminist Protest exhibition, Carnegie Mellon University, Pittsburgh, PA. (January- February 2017).

Westbrook, Jessica, Trowbridge, Adam D. "CH2 barelyLegal." Experiential design at IEEE VIS 2016 Arts Program, Baltimore, MD. (October 2016).

Westbrook, Jessica, Trowbridge, Adam D., "unattendedVaporware." Augmented reality at Codes & Modes: ReFraming Reality, Virtuality & Non-Fiction Media, New York, NY. (March 2017).

Westbrook, Jessica, Trowbridge, Adam D. "unattendedVaporware." Augmented reality at Artist and Location, CICA Museum, Gyeonggi-do, Korea. (September 2016 - October 2016).

Wilber, Dolores A., "MAKE AMERICA AGAIN," Invited artist exhibition and presentation, Always Was, Always Will Be, Madrid Spain. (June 2017 - July 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 Louse 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, Kickstart
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

Matt Conboy, Director
Screening of *Goodnight Brooklyn* followed by on-stage conversation

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

Kim Lamberty and Rev. Craig Mousin
Screening of *Exodus: Stories of Refugees and Migrants Fleeing War and Persecution* followed by on-stage conversation

J.P. Olsen and Bev Chase
Screening of *Vice* followed by on-stage conversation

Joel Potrykus, Director
Screening of *Alchemist Cookbook* followed by on-stage conversation

Stacy Title, Director and Jonathan Penner, Screenwriter
Screening of *The Bye Bye Man* followed by on-stage conversation

Doug Sweetland, Animator
Screening of *Storks* followed by on-stage conversation

Women in Film Panel featuring:
Sharon Walker, Head, Panavision Chicago
Hannah Welever, Director of Photography
Yong Muhajil, Sound Recordist/Director of Photography
Janice Arthur, Steadicam Operator

Paul Schrader, Writer/Director
Screening of *Taxi Driver* followed by on-stage conversation

Michael R. Lewis, Agent
Masterclass: How to Get an Agent

School of Design Talks

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

Asi Burak, CEO, Power Play and Chairman, Games for Change
Power Play: How Video Games Can Save the World

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 Fernandez-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

Dr. Sorin Matei, Professor, Purdue University
 The 1% Effect: Social Differentiation in Social Media Groups

Mr. Tom Schenk, Chief Data Officer, City of Chicago
 Chicago Analytics Symposium Keynote

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

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 Milt-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. Dai-Hai 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

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

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

Dr. Zonghua Gu, Associate Professor, Zhejiang University
 Analysis and Optimization of Resource-Constrained Real-Time Embedded and Cyber-Physical Systems

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

Dr. Rana Forsati, Postdoctorate Researcher and Instructor, Michigan State University
 Matrix Completion and Distance Metric Learning with Side Information for Recommender Systems and Social Network Mining

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

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

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

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

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

Dr. David M. Liebovitz, MD/FACP, University of Chicago
 Steps Toward Achieving the Promise of Electronic Health Records

Dr. Cynthia Putnam, Associate Professor, DePaul University
 Principles of Accessibility for People with Disabilities and Aging Populations

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

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

CDM in the NEWS

Aug. 23 | The Woodstock Independent
Woodstock Filmmaker Debuts 'Thrill Ride'
Chris Parrish

Aug. 28 | Mokena Herald NEws
Makers fair in Mokena celebrates those who create
and innovate
Jay Margalus

Aug. 29 | Hollywood Reporter
Student Academy Award Winners Unveiled
Carter Boyce

Aug. 29 | Movie City News
Academy Announces 2016 Student Academy Award
Winners
Carter Boyce

Aug. 29 | Below the Line
Academy Reveals 2016 Student Academy Award
Winners
Carter Boyce

Aug. 29 | Animation Magazine
2016 Student Academy Award Winners Announced
Carter Boyce

Aug. 29 | Georgia World
2016 Student Academy Award Winners List Is Full of
New Schools, More Geographically Diverse
Carter Boyce

Aug. 29 | Deadline.com
Student Academy Award Winners Unveiled
Carter Boyce

Aug. 29 | The Star Press
Filmmaker spotlights Muncie for movie
John Lerchen

Sept. 1 | Ledger Independent
Taking in the big picture
Nick Reese

Sept. 6 | News-Gazette
Cissna Park grad among movie winners
Carter Boyce

Sept. 12 | DePaulia
DePaul grad nabs Student Academy Award
Carter Boyce

Sept. 15 | Direct Marketing News
Jennifer Boyce: With the future of data analytics,
anything is possible
Jennifer Boyce

Sept. 20 | Knowledge@ Wharton
Business radio on Sirius, discussing Russian data hack
Jacob Furst

Sept. 23 | Fox News
Young filmmakers thank the academy at Student
Academy Awards
Carter Boyce

Sept. 23 | Roanoake.com, Animation Magazine
Young filmmakers thank the academy at Student
Academy Awards
Carter Boyce

Sept. 26 | Elgin Courier News
Elgin Short Film Festival shines light on filmmakers
and their work
Carter Boyce

Sept. 28 | Reel Chicago
Free DePaul Screenwriting Conference with top
writers

Sept. 29 | Miami Herald, (Chicago AP)
Hollywood screenwriters booked for DePaul conference

Oct. 3 | Chicago Tribune
'Top Gun,' 'Thor' and 'L&O: SVU' screenwriters to
share expertise this weekend

Oct. 13 | Newcity Film
Film 50 2016
Shayna Connelly, Dana Kupper, Alex Thompson

Nov. 1 | Chicago Inno
Chicago Inno Show Episode 25: Why Groupon
Matters, What's Ahead for Women in Tech
Rosalee Wolfe

Nov. 9 | Michigan Dail
"If 4chan don't like you, you're doing something
right": "Knuckle Sandwich" developer talks creative
freedom and role-playing

Nov. 13 | Animation Magazine
The Long Shorts List
Carter Boyce

Dec. 2 | CBS Chicago
Young CHA Residents Become Documentary Filmmakers

Jan. 4 | DNA Info
DePaul Cinema School grows thanks to hands-on
partnership with Cinespace
John Corba

Jan. 5 | Reel Chicago
DePaul at Cinespace expands to a second 12.5K stage
John Corba

Feb. 17 | Chicago Tribune
This coworking space hacks kids' cars and helps
modernize the concrete industry
Jayson Margalus

Feb, 19 | The DePaulia
DePaul professor directs film in memory of son
Chris Parrish

March 18 | Odisha Sun Times, India Live Today
Impulsive Facebook use may cause brain imbalance
Hamed Qahri-Saremi

March 22 | Scroll Today
Beware! Over use of social networking sites linked to
brain imbalance
Hamed Qahri-Saremi

April 20 | Curbed Chicago
Wabash Lights Concept Moving Beyond Beta

May 7 | Daily North Shore
Gorton Films Bring Books to Life
Victor Aronovich

June 19 | WTTW's "Chicago Tonight"
'Paula' Avatar to Ease Communication between the
Hearing and Deaf
Rosalee Wolfe, Sarah Johnson, Robyn Moncrief

June 26 | "Making a Difference" WMAQ-TV NBC5
Summer Program Aims to Inspire Students in
Chicago Public Housing
John Psathas

2017
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PREVIEW

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.



New Facilities

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 Styli, 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.



Steve Rubinow
Executive
in Residence

International Film Festival



The Big Shoulders International Film Festival, created by SCA faculty Anu Rana, Rob Steel, Gary Novak, JoAnne Zielinsk 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.

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.

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