COLLEGE OF COMPUTING AND DIGITAL MEDIA

2020–2021 ANNUAL REPORT

VOCÊS QUE LUTEM

YOU WHO FIGHT

Quem traduzir o humor?

Want to translate humor?

DePaul University

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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.

LETTER FROM THE DEAN

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

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

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

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

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

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

And we plan to keep going.

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

David P Miller

DAVID MILLER, DEAN

CDM PROGRAMS

Undergraduate

Animation **BA/BFA**

Computer Science **BS**

Computing **BA**

Cyber-Physical Systems Engineering **BS**

Cybersecurity **BS**

Data Science **BS**

Film and Television **BA/BFA**

Game Design **BS**

Game Programming **BS**

Graphic Design **BFA**

Industrial Design **BFA**

Information Systems **BS**

Information Technology **BS**

Math and Computer Science **BS**

Network Engineering and Security **BS**

User Experience Design **BS**

Graduate

Animation **MA/MFA**

Artificial Intelligence **MS***

Computational Finance **MS**

Computer Science Technology **JD/MS**

Computer Science **MS**

Creative Producing **MFA**

Cybersecurity **MS**

Data Science **MS**

Digital Communication and Media Arts **MA**

Documentary **MFA**

Experience Design **MA**

Film and Television **MS/MFA**

Game Design **MFA**

Game Programming **MS**

Health Informatics **MS**

Human-Computer Interaction **MS**

Information Systems **MS**

Network Engineering and Security **MS**

Product Innovation and Computing **MS**

Screenwriting **MFA**

Software Engineering **MS**

PhD

Computer and Information Sciences

Human Centered Design

Certificates

Analytics

Governance, Risk Management, and Compliance

Project Management

Offered through Institute for Professional Development (IPD)

Advanced Data Science with Python*

Advanced Python

Advanced SQL

Artificial Intelligence for Enterprise

Automated Software Testing

Big Data and NoSQL

Big Data Using Spark

Career Change Program*

Cloud Computing Technologies

Cybersecurity Risk Management

Data Analytics with Excel

Data Analytics with Excel and Tableau

Data Science for Business

Data Science: Programming with Python

Data Visualization with Tableau*

DevOps

Fundamentals of R

Fundamentals of Statistics and Machine Learning Using R

Incident Response and Digital Forensics

Introduction to SQL

iOS Developer

Machine Learning and Deep Learning

Modern .NET Web Development

Robotic Process Automation*

SQL Server Business Intelligence

SQL Server Database Administration

Web Development with JavaScript and HTML5

Web Series Development*

*NEW IN 2020–21

BY THE NUMBERS 2020–21

FACULTY & STAFF

132 full time faculty

192 adjunct faculty

42 administrative and student services staff

13 technical staff

4 new full time faculty

VAHID ALIZADEH
Assistant Professor
School of Computing

UMER HUZAIFA
Assistant Professor
School of Computing

TONY LOWE
Professional Lecturer
School of Computing

LIEN TRAN
Assistant Professor
School of Design

TOTAL NUMBER OF STUDENTS

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

NEW UNDERGRADUATE DEMOGRAPHICS

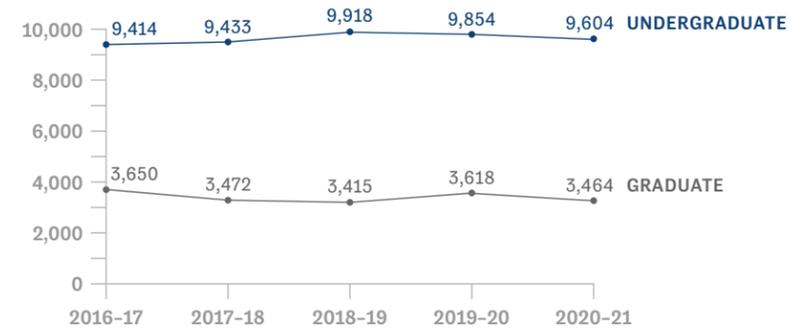|	FRESHMAN	TRANSFER	% OF TOTAL
WOMEN	263	76	38%
MEN	434	156	62%
STUDENTS OF COLOR	310	114	44%
OUT-OF-STATE STUDENTS	276	44	40%

929 total new students

SCHOLARSHIP & ASSISTANTSHIP FUNDING

$1,951,429

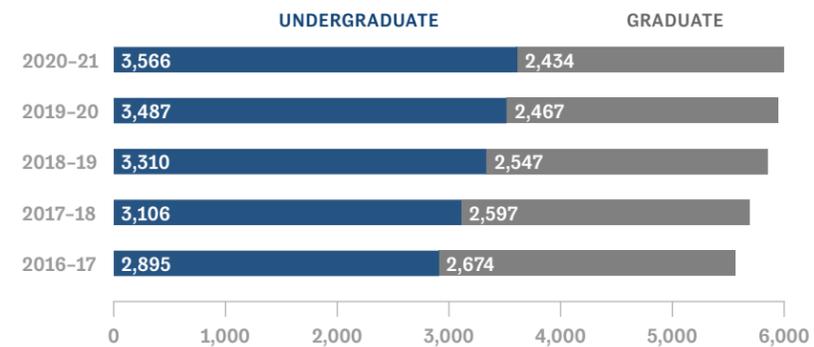*INCLUDES CDM-FUNDED SCHOLARSHIPS, TUITION WAIVER DOLLARS, AND STIPENDS
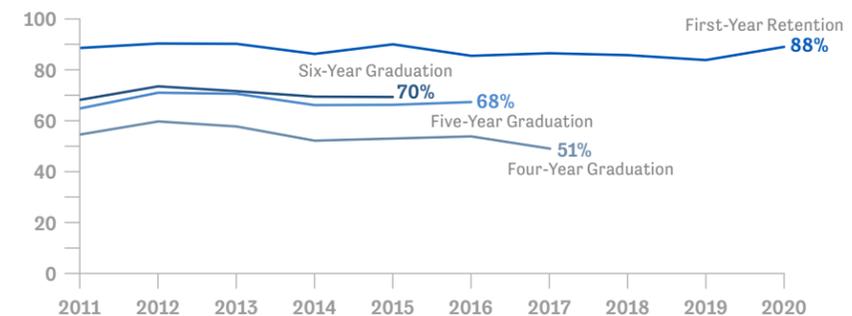
ENROLLMENTS

TOTAL FALL ENROLLMENT

UNDERGRADUATE: 9,414 (2016–17), 9,433 (2017–18), 9,918 (2018–19), 9,854 (2019–20), 9,604 (2020–21)

GRADUATE: 3,650 (2016–17), 3,472 (2017–18), 3,415 (2018–19), 3,618 (2019–20), 3,464 (2020–21)

ACADEMIC YEAR	TOTAL FALL ENROLLMENT
2020–21	13,068
2019–20	13,472
2018–19	13,333
2017–18	12,905
2016–17	13,064

TOTAL HEADCOUNT

	UNDERGRADUATE	GRADUATE
2020–21	3,566	2,434
2019–20	3,487	2,467
2018–19	3,310	2,547
2017–18	3,106	2,597
2016–17	2,895	2,674

RETENTION & OUTCOMES

RETENTION & GRADUATION RATES

First-Year Retention 88%
Six-Year Graduation 70%
Five-Year Graduation 68%
Four-Year Graduation 51%

(2011–2020)

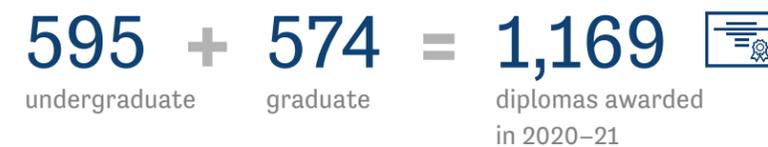## CAREER SUCCESS RATE

85% undergraduate   **91%** graduate

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

595 undergraduate **+** **574** graduate **=** **1,169** diplomas awarded in 2020–21

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
gnovak@cim.depaul.edu

FACULTY RECOGNITION

- Dan Klein was selected a 2021 Sundance Institute Screenwriting Intensive fellow.

- Ron Eltanal and Alireza Khatami were selected for the IFP Episodic Lab Fellowship program for their series project, *Tenure*.

- Anu Rana was one of five producers selected for Full Spectrum Features Independent Producers Lab, a year-long project incubator designed to cultivate Chicago's vibrant independent film industry. Anu also received a 2021 Esteemed Artist Award from Chicago's Department of Cultural Affairs and Special Events.

- Faculty James Choi, Shayna Connelly, Alex Thompson, and Patrick Wimp, as well as alumni Zanah Thirus and Dewayne Perkins, were included in *Newcity*'s "Film 50 2020: Chicago's Screen Gems."

- James Choi's next feature film development as writer/director, "All Things Considered" won the FEST Pitching Forum Film Lab Award.

- *Oh Baby!*, Meghann Artes' Project Bluelight stop-motion animated film, was selected for Short of the Week.

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

EXPANDING OUR LA FOOTPRINT

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

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

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

PROGRAM RECOGNITION

- *The Hollywood Reporter* ranked DePaul #16 on their list of the Top 25 American Film Schools of 2021.

- *Variety* included the school on their Top Film Schools list for the fifth consecutive year.

- *Animation Career Review* ranked our animation program #23 nationally and #2 in the Midwest.

- *Movie Maker* listed DePaul as a Best Film School for outstanding comedy filmmaking training.

- *The Wrap* included the School of Cinematic Arts in its annual list of top film schools.

PARTNERSHIPS AND EVENTS

- We ran the Short and Sweet Pandemic Film Festival in November. Students were tasked with creating an original short film reflecting on the pandemic. Over 70 entries were received and, thanks to a generous donation, $2,000 was awarded in prize money to the top 4 films selected by the judges. About 170 people watched the live-streamed screening.

- Our eleventh annual Mayday animation jam took place virtually on April 30–May 2. Over 80 students/alumni/faculty attended the kickoff event. The theme for this year's Mayday was "Side Effects." The full reel created over the duration of the event can be viewed here.

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

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

SCHOOL OF COMPUTING

DESPORTS

Note from the Director

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

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

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

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

JACOB FURST
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CURRICULUM UPDATES

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

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

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

FACULTY RECOGNITION

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

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

- Cynthia Putnam received an honorable mention for a paper she co-authored, "Preparing future UX professionals: Human skills, technical skills, and dispositions," at the 2020 Special Interest Group on Design of Communication (SIGDOC) conference.

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

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

PARTNERSHIPS AND EVENTS

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

- DemonHacks, our annual student hackathon hosted by student organization Computer Science Society, took place virtually in October. Nearly 100 students participated, producing 22 software or hardware project in under 36 hours. They can be viewed here.

- The DePaul Center for Data Science, in collaboration with IBM Z, held Hack4Space, a virtual hackathon where teams of students leveraged NASA data to identify a problem and propose a solution. More than 120 CDM, science and health, and business students registered for the event and about 20 teams worked on a project during the weekend of May 7–10.
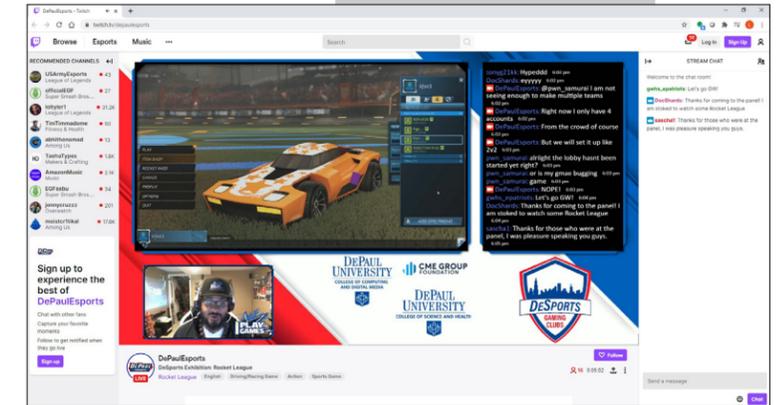
Through a CME Group Foundation grant for the "DeSports" project, we are connecting high school students' passion for gaming to future education and careers in computer science and STEM fields. Our launch event with CPS schools Orr Academy and George Washington High School took place in October 2020 and included an informational webinar with a panel of experts and a Rocket League tournament.

Through the program, DePaul's gaming and computer science students will serve as mentors, and faculty arrange for speakers from the gaming community and local technology companies to connect with the students and talk about career options.

SCHOOL OF DESIGN

Note from the Director

The School of Design continues to evolve its programs to engage students in the exciting intersection of design, technology, and creative practice. This year, our BFA in Industrial Design added a new dimension to our offerings. Our faculty have been recognized for their stellar contributions to their fields, as they share their expertise with students in the School of Design and with audiences and communities in Chicago, nationally, and internationally. Our students have deeply explored their disciplines and crossed boundaries to create objects, systems, and experiences to express, play, ask questions, and transform. I'm grateful for the immense efforts of our faculty, students, and staff and look forward to more creativity, collaboration, and impact in the future.
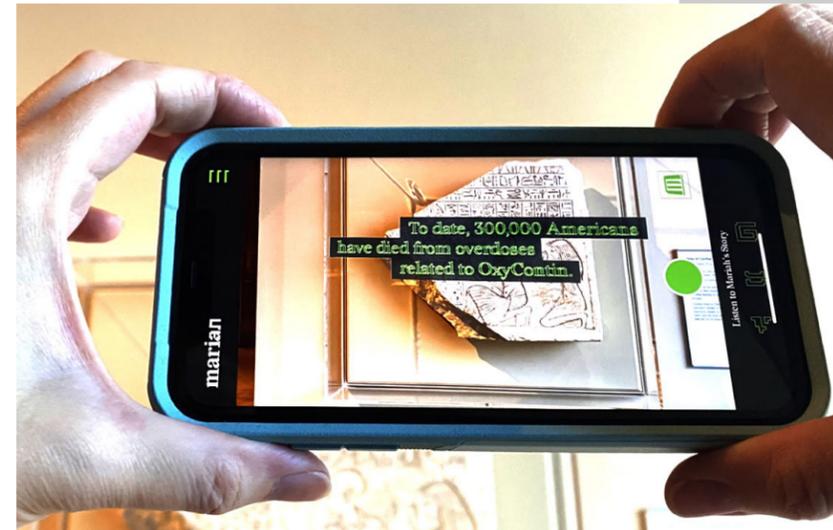
DENISE NACU
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PROGRAM RECOGNITION

- *The Princeton Review* included both our undergraduate (#41) and graduate (#25) game programs on their 2020 Top Schools to Study Game Design lists.
- *GDUSA* recognized us as a Top Graphic Design School of 2021.

CURRICULUM UPDATES

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

FACULTY RECOGNITION

- Sheena Erete's paper (with Yolanda Rankin, Florida State University and Jakita Thomas, Auburn University), "Real Talk: Saturated Sites of Violence in CS Education," was designated as the #1 Best Paper submitted to the 2021 ACM Special Interest Group on Computer Science Education (SIGCSE) Technical Symposium.

- Allen Turner was a recipient of the 2020 Diana Jones Award, which honors Black excellence in gaming.

- Anna Anthropy was recognized by Hello Giggles as one of "7 Women Leveling the Playing Field Within the Gaming Industry."

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

PARTNERSHIPS AND EVENTS

- We partnered with Athletics on a pair of game design projects for the DIBS Kids Club.

- DePaul participated as a premium partner in IndieCade Horizons 2021. Horizons is a new, online, international event to showcase game students, universities, and colleges and connect them with one another, tool creators, recruiters, and the broader public.

MARIAH

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

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

Read more in In the Loop.

DIVERSITY, EQUITY, AND INCLUSION

This statement was developed during the 2020–21 academic year, and is currently in progress.
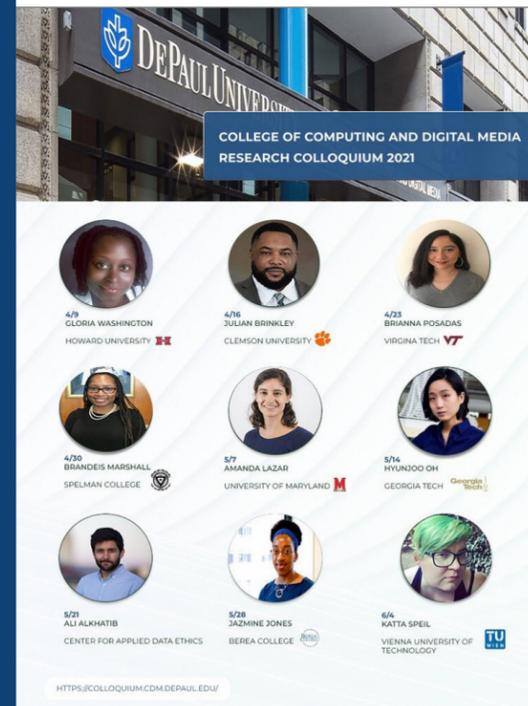
CDM'S DEI STATEMENT

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

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

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

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

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

what we're doing

THE PEOPLE

The DEI committee was established in 2006. Though it was formed 15 years ago, 2020–21 saw both a renewed energy among existing members, as well as several new faculty and staff volunteering to serve on the committee. The committee's statement/action plan, which is a work in progress, is on the previous page.

A newly created subcommittee of the DEI, the **Women's Inclusion Subcommittee** is an intersectional feminist group that recognizes gender as a fluid concept. They will work toward creating a positive culture where all voices are heard and represented; raising awareness of how identity, privilege, and oppression intersect; and acknowledging the processes and attitudes that undermine women's voices. Their work overlaps with groups combating racism, classism, ableism, homophobia, and transphobia.

Also formed this year was the **Subcommittee to Support Trans and Non-Binary People**. There is an urgent need for education regarding the inclusion, allyship and support of trans and non-binary colleagues, staff, and students. The sub-committee is founded in the belief that an intersectional approach is essential to creating a healthy, safe, and welcoming community.

ANTIRACIST PROJECT TEAM

This year, CDM formed the Antiracist Project Team. The ARPT is primarily focused on assessing and implementing equitable standards in CDM that impact those from underserved communities, specifically Black and Latinx members of our community. ARPT is divided into four subcommittees: student support; staff recruitment, hiring, retention, and mentoring; faculty recruitment, hiring, retention, and mentoring; and faculty and staff pay discrepancies.

THE ACTIONS

IN ALIGNMENT WITH OUR DEI STATEMENT

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

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

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

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

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

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

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

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

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

9 The School of Design course History of Design was updated to Histories of Design. In its first quarter, several intersectional guest speakers joined the class for talks/presentations that were open to the public, virtually [SEE P 24 FOR A COMPLETE LIST OF GUEST SPEAKERS].

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

EVENTS

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

Our graduate admissions office hosted a variety of **diversity-specific events for STEM-related fields** with alumni and industry to offer support and share successes with the goal of increasing underrepresented groups in STEM fields.

In January we hosted the **Contemporary Artist Series** as part of our Visiting Artists Series (VAS). The event featured both artists of color and trans artists.

Our spring quarter **Research Colloquium** placed a strong emphasis on DEI, both from a speaker and topic perspective. A slate of intersectional guests presented on inclusive design for persons with disabilities, tweeting communications and its impact on social movements, advancing technology research on health and aging, and more [SEE P 25].

LAPTOP LOANER PROGRAM

To help students who need a computer to effectively participate in academic activities, CDM offered a Laptop Loaner Program. The program is for students who have no access to computer technology and have limited financial resources. The computers available for loan included 15-inch and 16-inch MacBook Pro laptops, Windows laptops, and WacomOne tablets. The program was extended into the 2021–22 academic year.

WEBSITE

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

Several other areas of this annual report, from youth initiatives to visiting guests, also highlight the ways CDM is focused on creating a welcoming, inclusive, and equitable community.

ENGAGING AND EDUCATING YOUTH

Chicago Housing Authority youth from the "Next Level Photography" course offered through a summer intensive program.

$1,000 MAKERSPACE PROJECT

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

3D PRINTER CLUB

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

CERTIFICATE IN INNOVATIVE MAKING

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

CHICAGO ALLIANCE FOR EQUITY IN COMPUTER SCIENCE

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

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

CHICAGO HOUSING AUTHORITY

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

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

CPS ART PROGRAM

In collaboration with the Chicago Public Schools Art Department, we launched a remote program in February to run workshops for teachers and students traditionally underrepresented in the discipline, led by animation faculty Amy Lockhart, to create collaborative animation with flipbooks and comic books.

DEPAUL KIDS

The Idea Realization Lab ran a "DePaul Kids" program as a pilot for children (ages 7–12) of DePaul employees. Students learned (virtually) about 3D design, digital and material prototyping, biomes, and architecture via the use of Minecraft. For their final project, the kids digitally built a collaborative community.

DESPORTS

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

DIGITAL DIVAS

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

GAME, CINEMA, AND ANIMATION SUMMER ACADEMY

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

GAME DESIGN

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

MY CHI. MY FUTURE.

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

GLOBAL ENGAGEMENT

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

STUDY ABROAD

2020–21 (VIRTUAL)

- **Animated in France:** This new week-long program is designed for undergraduate and graduate students interested in learning about the animation industry in France through visiting various animation studios in Paris and Vendôme. Students visit museums, historic and cultural sites, and Cicilic Animation Studio, one of the most prestigious animation residencies in the world.

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

- **Berlin in Cinema:** Berlin has a rich history of filmmaking, which is exhibited during this 10-day program. Students have the opportunity to observe the filmmaking industry in action visit many iconic Berlin locations that have been immortalized on film.

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

SCHEDULED FOR 2021–22

- **Animated in France (traveling)**

- **Atlantis Dual-Degree Program (traveling)**

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

- **Berlin in Cinema (traveling)**

- **Ottawa International Film Festival (virtual)**

GLOBAL LEARNING EXPERIENCE

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

VISITING SPEAKER SERIES

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

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

Visiting Artists Series Guests

http://cdm.depaul.edu/vas

Courier 12 Screenwriting Conference (virtual)

"A Conversation with Emmy-Winning Writer Lena Waithe" (*Twenties*, *The Chi*, *Queen & Slim*) [PICTURED LEFT]

"Breaking In" panel with alumni JB Ballard, Sam Campos, and Roberto Larios

"We Know Morph Dies: Decoding Writers Room Shorthand" with showrunner Chris Cantwell (*Halt and Catch Fire*, *Paper Girls*)

"Writing Movies, Writing TV, Writing Partners" with Liz Hannah (*The Post*, *The Long Shot*) and Brian Millikn (*Haven*, *Teen Wolf*)

"Adapting 'Arrival'" with screenwriter Eric Heisserer

"Breaking Barriers: Inclusive Representation in Film & TV" with writer/producer Sahar Jahani (*Ramy*, *Thirteen Reasons Why*)
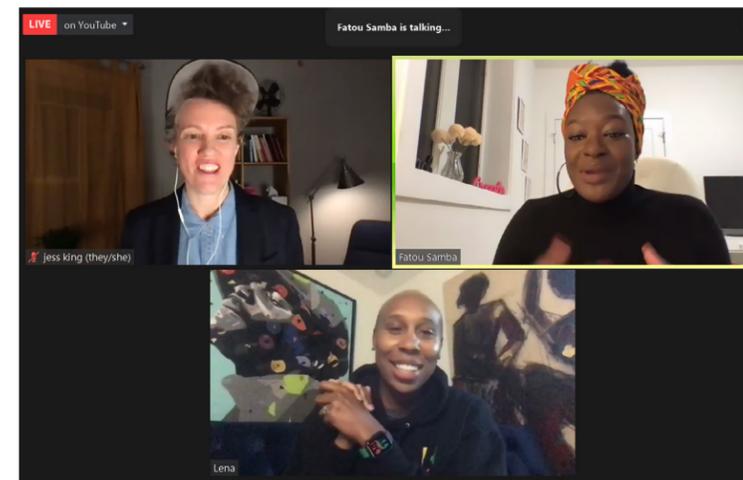
"Writing Superheroes and Beyond" with screenwriter/producer/director Nicole Perlman (*Guardians of the Galaxy*, *Captain Marvel*)

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

Jeffrey Waldron, Cinematographer (virtual)
Screening followed by a live-Zoom conversation

Visiting Artists Series Guests (cont.)

Frame-By-Frame Animators Conference (virtual)

Fraser MacLean, author (*Setting the Scene: The Art & Evolution of Animation Layout*) and animator (*Who Framed Roger Rabbit*, *Space Jam*, etc.)

Joel Benjamin, alumnus and independent animator, on using Unreal for 3D animation production

Yuri Norstein, animator (*Tale of Tales*, *Hedgehog in the Fog*) in conversation with Michael Earley and CDM Associate Professor Scott Roberts

Head of Production at ShadowMachine, Monica Mitchell

Sofia Carrillo, Stop-motion animator at Taller Del Chucho, "The Expression of Objects"

Rene Castillo, Director (*Thingdom*) and stop-motion animator at taller Del Chucho, "Stop motion, Lip Sync with Clay Faces"

Brian Ferguson, Disney veteran and CDM Animator in Residence, character animation masterclass

School of Design Talks Guests

http://cdm.depaul.edu/designtalks

Ari Meleciano
Omni-Specialized Design & Communities
WORKSHOP: *Designing Omni-Specialized Futures*

Hannah Nicklin
AMA: Storytelling in Games

Pierce Gordon
Design by the 99%

Jasmine Kent
Taking Up Space

American Artist
If I was **** I would Die

Sharang Biswas
Fantastic Sex: How Analogue Games Can Promote a Mindset of Queer Community & Sexual Liberation

Anti-Oppression and Resistance in Design Panel
Yeohyun Ahn
Aasawari Kulkarni
Neebinnaukzhik Southall
Lauren Williams
Moderated by Anne H. Berry

Design Histories Talks

Sheena Erete
Leveraging Design to Counter Structural Oppression

Pierre Bowins
A Sin of Omission: Immoral Unbalance in the History of Graphic Design

Tasheka Arceneux-Sutton
The Missing Chapters: Some History about Black Women Designers

Silas Munro
W.E.B. Du Bois' Data Portraits Visualizing Black America

Ian Lynam
History Backwards: Collocating The Origins Of Anime, Manga & Graphic Design

Research Colloquium Guests

https://colloquium.cdm.depaul.edu/

Dr. Ben Reed, Assistant Professor, San Jose State University
Why Distributed Systems are Hard, and How to Deal with It

Dr. Anthony Kougkas, Assistant Professor, Illinois Institute of Technology
ChronoLog: A Distributed Shared Tiered Log Store with Time-Based Data Ordering

Dr. Tanu Malik, Associate Professor, DePaul University
Recomputing Provenance Graphs in Constrained Environments

Dr. Amber Settle, Professor, DePaul University
Evaluation of a Process for Novel Debugging

Dr. James Riely, Professor, DePaul University
Pomsets with Preconditions: A Simple Model of Relaxed Memory

Dr. Xingbo Wu, Assistant Professor, University of Illinois at Chicago
Building an Efficient In-Memory Index Data Structure for String Keys

Dr. Michael Rilee, Owner and Systems Scientist, Rilee Systems Technologies
STARE Toward Integrative Analysis of Diverse Big Earth Science

Dr. Marcus Schaefer, Professor, DePaul University
The Real Logic of Drawing Graphs

Dr. Zhuen Huang, Assistant Professor, DePaul University
Automatically Detecting, MItigating, and Fixing Software Vulnerabilities

Dr. Bala Chaudhary, Assistant Professor, DePaul University
Trait-Based Aerial Dispersal of Symbiotic Microbes

Dr. Alexander Rasin, Associate Professor, DePaul University
A Framework to Reverse Engineer Database Memory by Abstracting Memory Areas

Dr. Marjan Mernik, Professor, University of Maribor
Exploration and Exploitation in Evolutionary Algorithms: Recent Developments

Dr. David Koop, Assistant Professor, Northern Illinois University
Structuring Notebooks around their Outputs

Dr. Michal Cadilhac, Assistant Professor, DePaul University
Parallelism and Regex: Step 0: memchr

Charlie Rohlf, Associate Vice President of Stats Technology and Product Development, NBA
How the NBA Uses Data Science and Computer Science to Analyze Basketball Statistics

Hashim Sharif, PhD Candidate, University of Illinois at Champaign-Urbana
ApproxTuner: A Complier and Runtime System for Adaptive Approximations

Dr. Shantenu Jha, Professor, Rutgers University and Chair of Computation & Data Driven Discovery, Brookhaven National Laboratory
ZettaScale Computing on Exascale Platforms

Dr. George Thiruvathukal, Professor, Loyola University Chicago
See the World through Network Cameras

Dr. Amitabha Bagchi, Professor, IIT Delhi
Index-Free Reachability in Massive Graphs Using Random Walks

Dr. Anand Padmanabhan, Associate Professor, University of Illinois at Champaign-Urbana
CyberGISX for Reproducible and Scalable Geospatial Research and Education

Dr. Gloria Washington, Assistant Professor, Howard University
Fostering empathy in human communications through analysis of microaggressions: Smart diversity, equity, and inclusion training

Dr. Julian Brinkley, Assistant Professor, Clemson University
An Inclusive Design Challenge: Autonomous Vehicles and Persons with Disabilities

Dr. Brianna Posadas, CRA Computing Innovation Fellow, Virginia Tech
How Human-Computer Interaction is Changing Agricultural Technology

Dr. Brandeis Marshall, Professor, Spelman College and CEO, DataedX
Hashtag Activism

Dr. Amanda Lazar, Assistant Professor, University of Maryland
Centering the tension between critical perspectives and practice to advance technology research on health and aging

Dr. HyunJoo Oh, Assistant Professor, Georgia Tech
Everyday Materials to Grow Resilience in Learning through Making

**Dr. Jasmine Jones, Assistant Professor, Berea College**
Future User Experiences with Socially Embedded Computing

Katta Spiel, FWF- Hertha-Firnberg Scholar, Vienna University of Technology
Let's Talk about Norms—Provocations for Interaction Design and HCI

FACULTY GRANT FUNDING

A list of grants with funding beginning in the 2020–21 academic year

$1.3M
TOTAL

32%
INTERNAL

50%
FEDERAL

15%
LOCAL/FOUNDATION

3%
PRIVATE
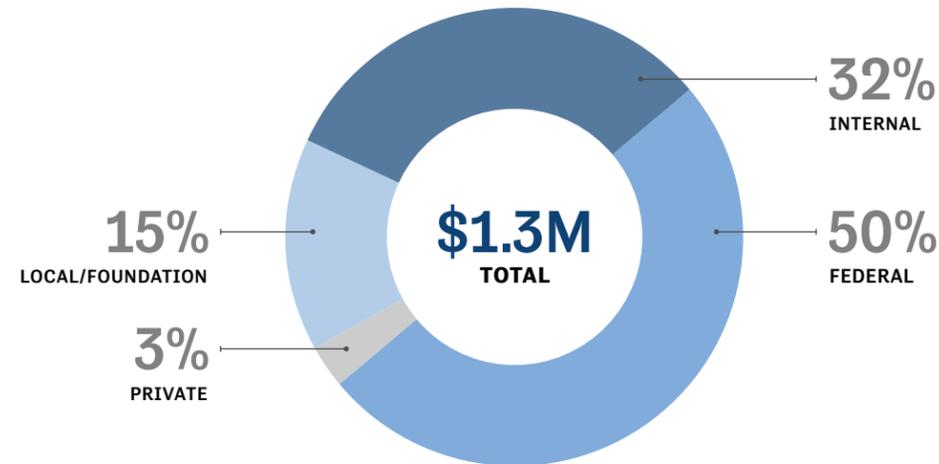
External Grant Funding

RJW Edge Dashboard
RJW LOGISTICS GROUP
PI: Olayele Adelakun

CAFECS: Enhancing Culturally Responsive Teaching that Helps Students Build Connections Between Exploring Computer Science and their Lives
NATIONAL SCIENCE FOUNDATION
PI: Lucia Dettori

Documentary Filmmaking for Girls
BLACKROCK INVESTMENTS, LLC
PI: Michael Flores

Become a Filmmaker
SPRINGBOARD 2 SUCCESS
PI: Michael Flores

Game and Graphic Design
SPRINGBOARD 2 SUCCESS
PI: Michael Flores

Next Level Photography
SPRINGBOARD 2 SUCCESS
PI: Michael Flores

TV & Movie Scripts 101
SPRINGBOARD 2 SUCCESS
PI: Michael Flores

MRI Compatible Concentric Tube Robot for Intracerebral Hemorrhage
NATIONAL INSTITUTES OF HEALTH
PI: Isuru Godage

Evolutionary Approach to Optimal Morphology and Control of Transformable Soft Robots
NATIONAL SCIENCE FOUNDATION
PI: Isuru Godage

Designing Health-Related Conversational Assistants for Health-Information Seeking among Low-Income African Older American Adults
MICHIGAN CENTER FOR URBAN AFRICAN AMERICAN AGING RESEARCH
PI: Christina Harrington

PFI-TT: Systematic Auditing of Database Activity
NATIONAL SCIENCE FOUNDATION
PI: Alexander Rasin

Computer-Aided Prognosis for Age Macular Degeneration
NORTHWESTERN UNIVERSITY
PI: Daniela Stan Raicu

Cue/Next
NATIONAL SCIENCE FOUNDATION
Co-PIs: Craig Miller, Robert Steel

Tech Tales and Narratives
SPENCER FOUNDATION
PI: Allen Turner, Co-PI: Will Meyers

Internal Grant Funding

Smart Wearable System for Bi-lateral Upper Extremity Stroke Rehabilitation
ACADEMIC GROWTH INITIATIVE FUND
PI: Isuru Godage

Developing an Equity and Health Data Video to Address Digital Health Literacy among Marginalized Groups
PUBLIC SERVICE COUNCIL (INDIVIDUAL SERVICE LEARNING GRANT)
PI: Christina Harrington

Reducing Foreign Language Anxiety with an Emotionally Intelligent Tutoring System
UNIVERSITY RESEARCH COUNCIL
PI: Peter Hastings

Why Do Students Leave the Introductory Programming Sequence?
QUALITY OF INSTRUCTION COUNCIL (DEPARTMENT INITIATIVE GRANTS)
PI: Craig Miller, CO-PIs: Lucia Dettori, Raffaella Settimi-Woods, Amber Settle, Terry Steinbach

Marketing the Los Angeles Based MFA in Creative Producing
ACADEMIC GROWTH INITIATIVE FUND
PI: Gary Novak, Co-PIs: Tim Peternel, Matt Quinn

Social Media Firestorms and the Effective-ness of Firms' Responses: A Sentiment Analysis of Twitter
UNIVERSITY RESEARCH COUNCIL
PI: Hamed Qahri Saremi

Computational Biology and Applied Bioinformatics Lab
ACADEMIC GROWTH INITIATIVE FUND
PI: Thiruvarangan Ramaraj, Co-PI: John Rogers

Interactive and Integrated Radiological Image Search (IRIS)
ACADEMIC GROWTH INITIATIVE FUND
PI: Alexander Raisin; Co-PIs: Eli Brown, Jacob Furst Daniela Stan Raicu

Performance and Animation Collaboration through Motion Capture
ACADEMIC GROWTH INITIATIVE FUND
PI: Scott Roberts, Co-PIs: Josh Jones, Dustin Carroll, Patrice Egleston

Histories of Design
DIVERSITY AND INCLUSION INITIATIVE GRANT
PI: Dolores Wilber

FACULTY EXHIBITIONS

Lisa Barcy (Curator)
Collage in Motion (2020)
516ARTS CONTEMPORARY ART MUSEUM

Jacob Ciocci
Psychology Today
I Do What I Can (2020)
EDGE ZONES GALLERY

Michael DeAnda
Golden Mart
WordPlay 2020
HAND EYE SOCIETY

Caleb Foss
Distant Transmission
WordPlay 2020
HAND EYE SOCIETY

Chris Kalis
The Quarantine Times
The Long Dream (2020–21)
MUSEUM OF CONTEMPORARY ART CHICAGO

FACULTY FILM/TV SCREENINGS AND RECOGNITION

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

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

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

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

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

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

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

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

Engage Earth
James Choi (Director/Editor/Producer), Brian Andrews (Visual Effects Artist)
- Official Selection (2020), LA International Shorts Festival
- Official Selection (2020), Sidewalk Film Festival
- Official Selection (2020), Tallgrass Film Festival

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

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

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

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

Hallowstide
Steve Socki (Director)
- Finalist Award (2021), Forum Film Festival

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

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

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

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

Later Days
Brad Riddell (Writer/Director/Producer)
- World Premiere (2021), Cinequest

Monochromatic Dreams
Brian Zahm (Proucer/Director/DP)
- Official Selection (2020), CineFestival San Antonio

Oh Baby!
Meghann Artes (Director), Rob Steel (Composer), Brian Andrews (Visual Effects Supervisor), Chris Kalis (Title Sequence Designer)
- NOMINEE: Most Original Film (2020), Blackbird Film Festival
- Official Selection (2020), Chicagoland Shorts
- Official Selection (2020), Cordillera International Film Festival

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

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

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

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

FACULTY PUBLICATIONS

Abdollahpouri, H., Malthouse, E.C., Konstan, J.A. & **Mobasher, B.** (2021). Jeremy Gilbert. Toward the Next Generation of News Recommender Systems. In *Companion Proceedings of the Web Conference 2021 (WWW '21)*.

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Benda, N. C., **Montague, E.** & Valdez, R. S. (2020). *Design for Inclusivity* (pp. 305–322). Academic Press.

Buscemi, J., Saiyed, N., Silva, A., **Ghahramani, F.** & Benjamins, M.R. (2021). Diabetes mortality across the 30 biggest US cities: Assessing overall trends and racial inequities. *Journal of Diabetes research and Clinical Practice*. 173.

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STUDENT AND ALUMNI RECOGNITION

Students

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

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

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

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

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

- BFA Graphic Design students Jillian Nalezny and Zishou Wang were selected by *GDUSA* as "2021 Students to Watch."

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

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

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

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

STUDENT AND ALUMNI RECOGNITION (CONT.)

Alumni

- Animation alumnus Chaz Bottoms (BFA '16) and Oscar winner Matthew A. Cherry (*Hair Love*) are developing the animated musical series *Battu* for Cartoon Network. The show is based on Bottoms' animated short film of the same name, currently in production.

- MS alum Kevin McGrail (MS '11) received a Sports Emmy for his production work on HBO's *The Shop*. **[PICTURED LEFT]**

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

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

- *Saint Frances*, directed by alumnus/ adjunct Alex Thompson (MFA '17) and produced in part by faculty James Choi and Raphael Nash, was named *Variety*'s second best film of 2020 and was also included in *Vogue*'s 15 best movies of 2020. S*aint Frances* was also nominated for the Independent Spirit John Cassavetes award.

- Two DePaul-made games were featured at the PixelPop festival: Michelle Lega's (MFA '20) thesis game, *Homing*, and Can't Get Enough Games (2019 alums Thom Cote, Austin Frick, Cole Funck, Brett Prank) *Cold Calling*.

- *BJ's Mobile Gift Shop*, produced by Julianna Imel (BFA '20) with cinematographer Brandon Hoeg (BFA '19) was an official Sundance selection.

- Vince Anter (BS '10), host of the popular streaming show *V is for Vino*, shot an episode for his upcoming season at DePaul, in collaboration with the School of Hospitality.

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

- *Ginger*, a film from alumni Jimmy Boratyn (MFA '18) and the late Melissa Boratyn (MFA '18), was featured on PBS Wisconsin's "Director's Cut."

IN THE NEWS

Highlighted news and media items featuring CDM programs, faculty, and students

JULY 14 | WASHINGTON POST
"Inside Academia's Growing Interest in 'Animal Crossing'"
Gracie Straznickas

AUGUST 24 | FORBES
"The Four Pillars of Data and Analytics Strategy"
Alexsandar Velkoski

SEPTEMBER 20 | PRINT MAGAZINE
"Black Designers: Forward in Action"
Christina Harrington

OCTOBER 1 | NEWCITY
"Film 50 2020: Chicago's Screen Gems"
James Choi, Angie Gaffney, Zanah Thirus

OCTOBER 27 | WBBM
"DePaul University data scientists fill in gaps on race, ethnicity in Chicago COVID-19 testing"
Daniela Stan Raicu

OCTOBER 27 | WTTW
"DePaul Researchers Help Narrow Data Gap in COVID-19 Testing"
Daniela Stan Raicu

DECEMBER 1 | THE HOLLYWOOD REPORTER
"Women in Entertainment Reflect on Breaking into the Business and the Journey to Success"
Meghann Artes, Alexis Audiore, Sam Campos, Vera Drew, Alison Gilbert, Torey Lenart

JANUARY 24 | THE HILL
"Drastic Measures for Drastic Times— Caregivers Need Mobile Health Apps"
Fereshteh Ghahramani

FEBRUARY 20 | SIXTY INCHES FROM CENTER
"My First Chicago Film"
Bri Clearly

FEBRUARY 21 | CHICAGO TRIBUNE
"Lena Waithe kicks off DePaul University's Courier 12 screenwriting conference. The weekend event is a 'shot in the arm' for all of those aspiring writers out there"
Bri Clearly

MARCH 8 | HILLREPORTER
"Hacker Alert: Why Multifactor Authentication is a Must in COVID Age"
Fereshteh Ghahramani

APRIL 13 | WGN
"'Not everyone is going to survive,' Chicago movie theaters continue to struggle amid pandemic"
Chris Parrish

APRIL 22 | ILLINOIS TIMES
"Healing through Film"
Liliane Calfee

APRIL 29 | REEL CHICAGO
"Periscope Post & Audio Partners with Unlock Audio"
Elliot Callighan

MAY 3 | FOX32 CHICAGO
"'Tom of Your Life' Showcases Chicago through Compelling Premise"
Jer Sklar

MAY 17 | HELLOGIGGLES
"7 Female Gamers Leveling the Playing Field Within the GamingIndustry"
Anna Anthropy

JUNE 11 | CNN
"Roberto Larios Made His Hollywood Dream Come True and Now Helps Others do the Same"
Roberto Larios

JUNE 11 | SCREEN MAGAZINE
"NBC Backs Chicago Producers Lab: Meet the Five Promising Participants"
Anu Rana

JUNE 22 | PBS WISCONSIN
"'Ginger' Gives a Sad Yet Humorous Glimpse into Battle with Breast Cancer"
Melissa Boratyn, Jimmy Boratyn

2021–22 PREVIEW

where we're going

Dean David Miller Stepping Down

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

Virtual Production Stage

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

LA Programs

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

Read more about our LA expansion here.