


2018

Annual Report 2017-2018

DePaul University College of Computing and Digital Media

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2017 - 2018

ANNUAL REPORT



DEPAUL UNIVERSITY

COLLEGE OF COMPUTING AND DIGITAL MEDIA



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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

I am pleased to share with you the College of Computing and Digital Media's (CDM) 2017-18 annual report, highlighting the many achievements across our community.


It was a big year.

We began offering five new programs (two bachelor's, two master's, and one PhD) across our three schools, in addition to several new certificate programs through our Institute for Professional Development. We built new, cutting-edge spaces to support these and other programs—most notably a 4,500 square-foot makerspace, a robotics and medical engineering lab, an augmented and virtual reality lab, and plans for a cyber-physical systems project lab.

Our faculty continued to pursue their research and creative agendas, offering collaborative opportunities with students and partners. CDM students and alumni were celebrated for their many achievements—everything from leading the winning teams at the U.S. Cyber Challenge and Campus 1871 to showcasing their games at juried festivals and winning national screenwriting competitions.

We encouraged greater research and teaching collaboration, both between our own schools and with units outside CDM. Design and Computing faculty are working together on an NSA grant for smart home devices that considers both software and interface/design, as well as a new grant-funded game lab. One Project Bluelight film team collaborated with The Theatre School and the School of Music while CDM and College of Science and Health faculty joined forces to research the links between traumatic brain injury, domestic violence, and deep games.

It has been exciting and inspiring to witness the accomplishments of our innovative and dedicated community. We are proud to provide the space and resources for them to do their exceptional work.



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*
 Information Systems *BS*
 Information Technology *BS*
 Math and Computer Science *BS*
 Network Engineering and Security *BS*
 User Experience Design *BS*

GRADUATE

Animation *MA/MFA*
 Applied Technology *MS*
 Business Information Technology *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*
 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*
 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

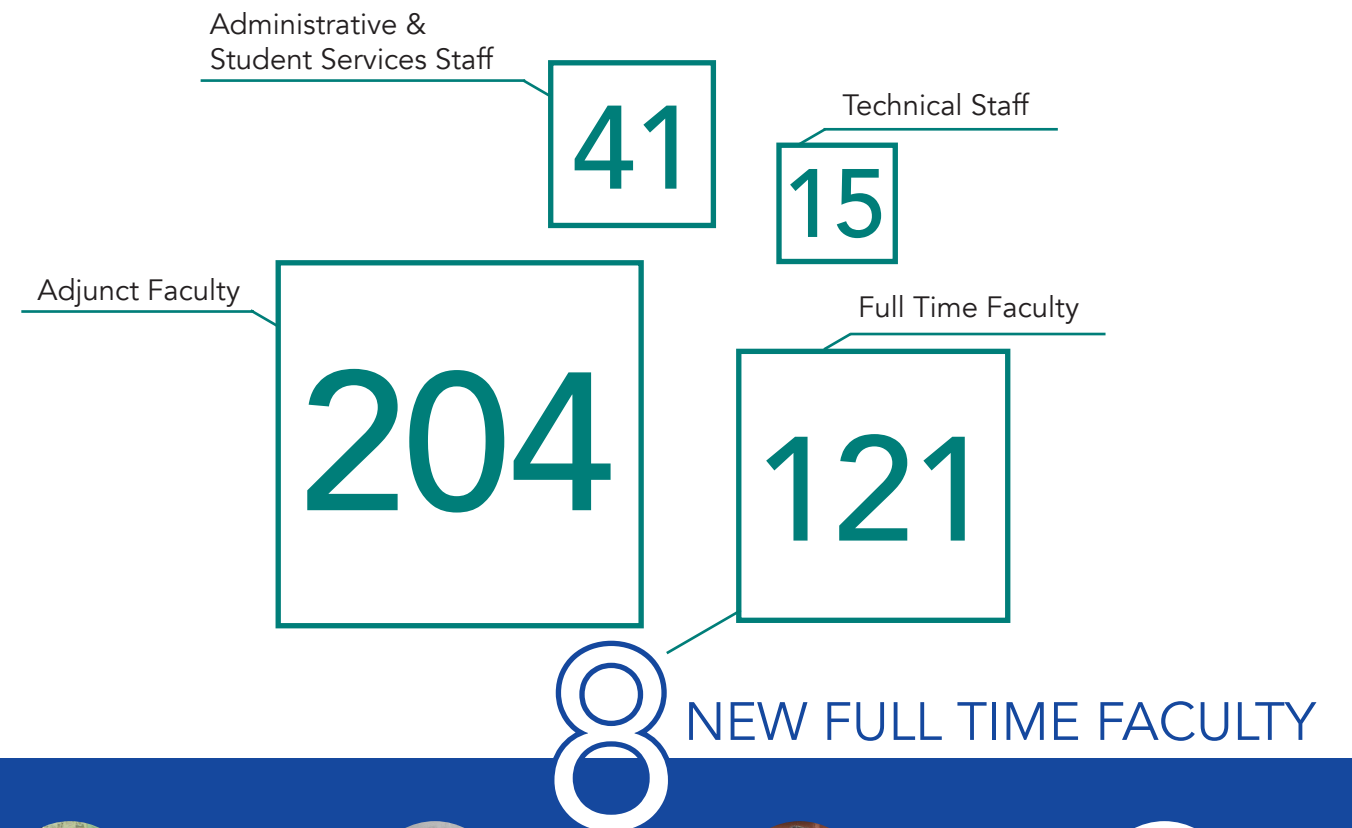
Offered through Institute for Professional Development (IPD):

Advanced SQL
Applications in Cybersecurity*
 Big Data and NoSQL
 Big Data Using Hadoop
Big Data Using Spark*
 Cloud Computing Technologies
 Data Science for Business
Fundamentals of R*
Fundamentals of Software Testing*
Introduction to SQL*
iOS Developer*
 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

* **New program in 2017-2018.**

BY THE NUMBERS

STAFF AND FACULTY IN 2017-2018



Jacob Ciocci
 Assistant Professor
 in Animation



Naghmeh Farzaneh
 Professional Lecturer
 in Animation



Michael Flores
 Assistant Professor
 in Editing



Isuru Godage
 Assistant Professor
 in Cyber-Physical
 Systems Engineering



Sharief Oteafy
 Assistant Professor
 in Computer
 Networking



Steven Rubinow
 Director of Institute for
 Professional Development
 and Executive in
 Residence



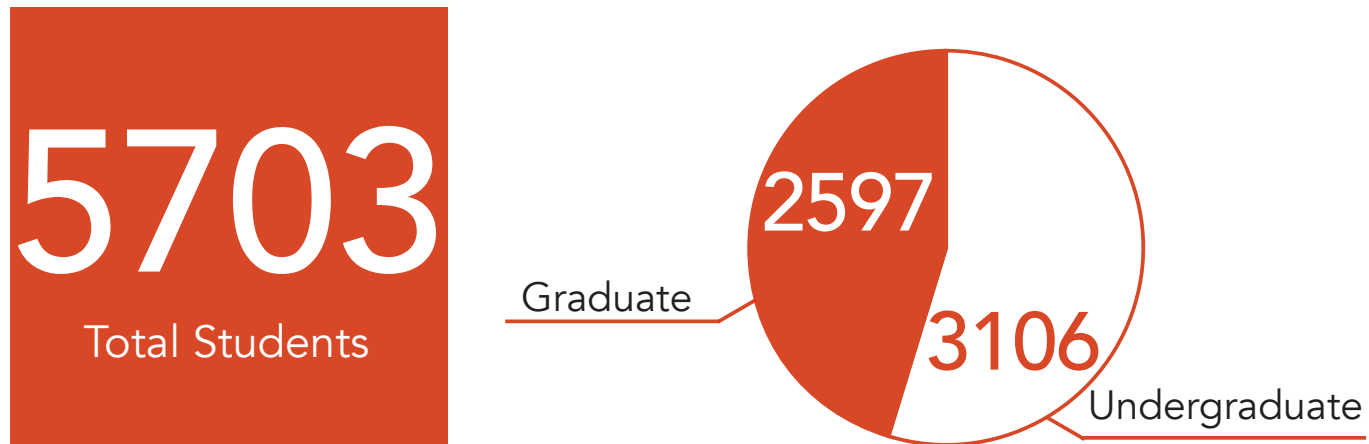
Jose Soto
 Assistant Professor
 in Film/Television



Guy Zimmerman
 Professional Lecturer
 in Computer Science

BY THE *NUMBERS* continued

STUDENTS IN 2017-2018



Scholarship and Assistantship Funding

\$1,803,674

includes CDM-funded scholarships, tuition waiver dollars, and stipends

NEW UNDERGRADUATE DEMOGRAPHICS

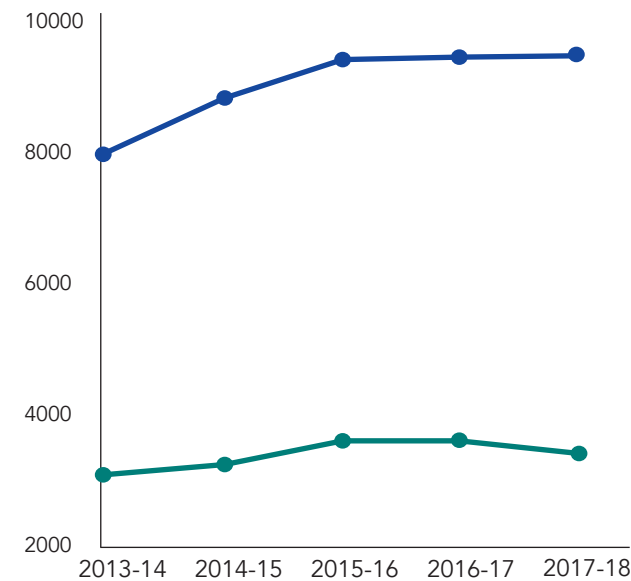
	Freshmen	Transfer	% of Total
Women	157	53	28%
Men	365	185	72%
Students of Color	238	123	48%
Out of State Students	172	18	25%

760
Total New Students

ENROLLMENTS

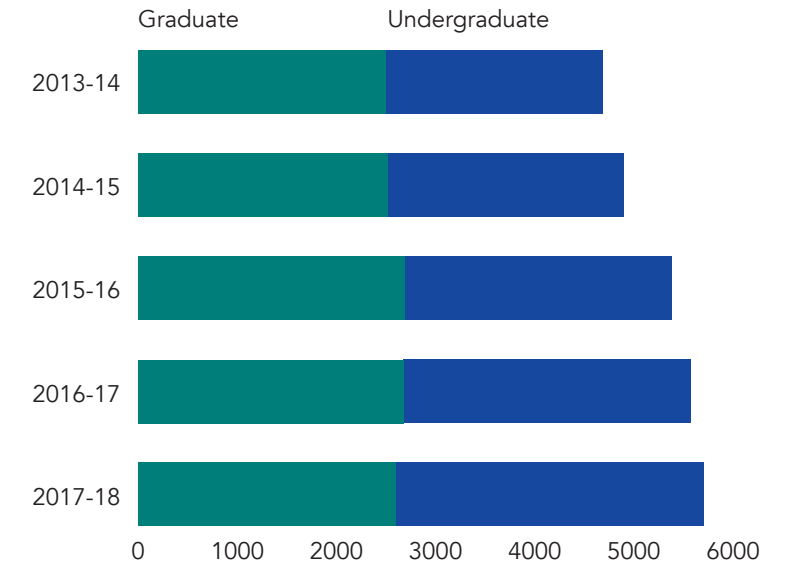
The College of Computing and Digital Media continues to show growth in both enrollments and head count.

Total Enrollment



Total enrollment in CDM has increased 16% from 2013-14 to 2017-18, with **undergraduate** showing a 19% increase and **graduate** showing a 10% increase.

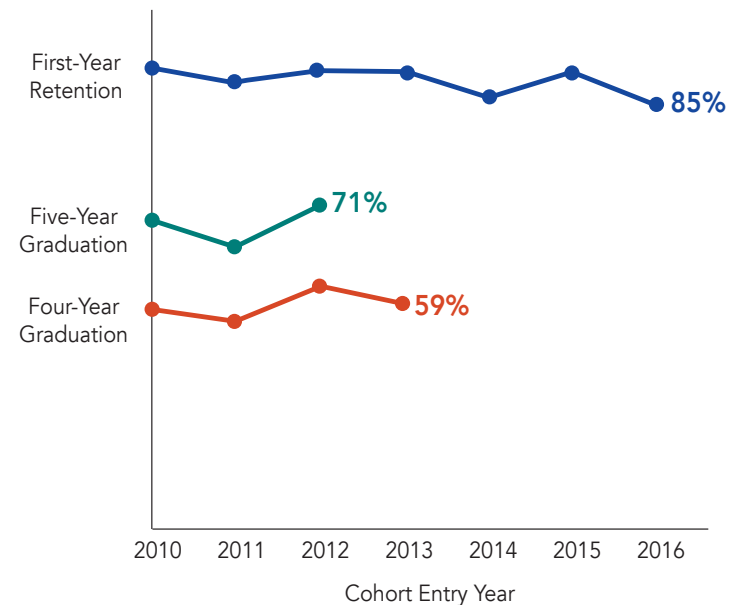
Total Head Count



Total head count in CDM has increased 22% from 2013-14 to 2017-18, with **undergraduate** showing a 42% increase and **graduate** showing a 4% increase.

RETENTION AND OUTCOMES

Retention and Graduation Rates



Diplomas awarded in 2017-18: **1052**



Career Outcomes

Undergraduate: 88% (82% employed, 5% continuing ed, 1% not seeking)

Graduate: 92% (89% employed, 2% continuing ed, 1% not seeking)

SCHOOL OF COMPUTING

NOTE FROM THE DIRECTOR



It's been an exciting year for the School of Computing. Our two newest bachelor's degrees, Data Science and Cyber Physical Systems Engineering, are starting to gain traction and see majors. Our enrollment continues to grow and our Computer Science programs remain strong; a good indication of the health of our programs overall. As you will see detailed throughout this report, faculty continue to pursue cutting-edge research, students are involved in more things than is probably healthy for them, and the School remains a vital and interesting place. We love hearing what our alumni are up to, and I invite you to drop by or email any time.

Jacob Furst
jfurst@cdm.depaul.edu

PARTNERSHIPS AND EVENTS

- We hosted three *Girls Who Code* Campus courses over the summer, offering beginner to advanced courses for girls aged 10-18.
- Our Computer Science Society, a student organization, planned and orchestrated their first annual student hackathon, *DemonHacks*.
- In April, the DePaul Data Science Group, along with the Chicago Machine Learning Meetup and the DePaul Data Science Center, hosted the first annual *Chicago ML/DePaul University Machine Learning Hackathon*. About 80 people attended the event, with 13 teams taking part in the hackathon. Alumni of the MS in Predictive Analytics degree served as mentors during the event, providing technical advice to each team.
- Also in April, faculty members Amber Settle and Terry Steinbach hosted 49 high school women from Farragut, Bogan, and Kenwood Academy for a *Women in Computing* event consisting of presentations, a tour, activities in the Idea Realization Lab, and a student panel.
- We sponsored six undergrad women to attend the *Grace Hopper Celebration of Women in Computing Conference* in Orlando.

FACULTY RECOGNITION

- Professor Amber Settle was again invited to *keynote the SIGCSE* (Computer Science Education) track at the ACM (Association for Computing Machinery) Turing Celebration Conference in Shanghai.
- Associate Dean Terry Steinbach was the winner of the *Faculty Entrepreneurship of the Year Award* at the Coleman Center. The award is given annually to a faculty member who has promoted and taught entrepreneurship in their classroom and has been involved with entrepreneurship programs at DePaul. Dr. Steinbach's award was presented at the DePaul Entrepreneurship Symposium at 1871 on January 29.
- Assistant Professor Jonathan Gemmell and Professor Daniela Raicu were coauthors on a "*best paper award*-" winning paper: Grant R., Kucher D., Leon A., Gemmell J., and Raicu DS., "Discovery of Informal Topics from Post-Traumatic Stress Disorder Forums," The 5th IEEE ICDM International Workshop on Data Mining in Biomedical Informatics and Healthcare (DMBIH), New Orleans, LA, November 18-21, 2017.
- Professional Lecturer Mary Jo Davidson received the *Assessment Award* from the Office of Teaching and Learning.

CURRICULUM AND PROGRAM UPDATES

- 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).
- The *MS in Product Innovation and Computing* was launched in the winter quarter. This STEM degree incorporates the innovation and entrepreneurship processes with computer science, allowing students to recognize the broader issues in technology-related problems and understand the business restraints affecting technology. Some coursework for this program is taken from the Kellstadt Graduate School of Business.
- To meet the growing demand for data scientists and data analysts with deep analytical and technical skills who can analyze massive amounts of data and extract information from complex data sources, we developed and began offering the interdisciplinary *BS in Data Science* degree in 2017-18.



CYBER-PHYSICAL SYSTEMS ENGINEERING

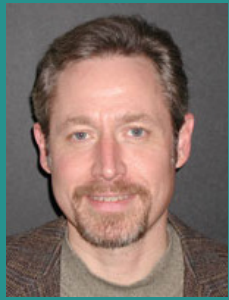
We launched the BS in Cyber-Physical Systems Engineering degree program, where students learn about engineering systems that integrate physical processes, computation, and control, and learn how networked, smart physical entities are used to manage electric grids and other critical infrastructures, home utilities and appliances, robots, autonomous vehicles, and Internet of Things (IoT) systems.

Dr. Isuru Godage, the first faculty member in the program, is the director of the new Robotics and Medical Engineering Lab (RoME), which strives to be at the forefront of the robot revolution. The lab brings together the expertise of computing and engineering to better meet real-life societal challenges, including healthcare, disaster response, and

space exploration through research and development of next generation cyber-physical systems. Students and faculty in RoME develop tele-operable, MRI-guided/compatible robots to safely carry out intricate surgical procedures in previously inaccessible regions. The student-run Robotics Club also works on a number of research and development projects related to soft and continuum robot technology in the lab.

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@cdm.depaul.edu

FACULTY RECOGNITION

■ Several CDM faculty were featured in *Newcity's* "Film 50 2017: Chicago's Screen Gems." The list includes full-time faculty Anu Rana, Dana Kupper, Susanne Suffredin, Steven A. Jones (also our Producer-in-Residence), and Wendy Roderweiss. Adjuncts include Angie Gaffney (also an alumna) and Anthony Kaufman.

■ *American Creed*, for which Professional Lecturer Dana Kupper is one of the cinematographers, premiered on PBS. In addition, the Obama Foundation teamed up with *American Creed* to hold a series of community conversations all across the country about what binds us together as Americans.

■ Assistant Professor Scott Myers' blog, *Go Into the Story*, was named the *Best of the Best scriptwriting website in Writer's Digest's* 20th annual "101 Best Websites for Writers" list. *Go Into the Story* is the official screenwriting blog of The Black List.

■ James Choi's *Empty Space* is now available on both Amazon and Xfinity.

■ Chris Parrish's *Thrill Ride* had a 6-day theatrical run at the Woodstock Classic Cinemas and was released worldwide on DVD.

■ Assistant Professor Ali Khatami's film *Oblivion Verses* won the Orizzonti Award for Best Screenplay as well as the Fipresci Best Debut and Interfilm awards at the *Venice Film Festival*, the oldest film festival in the world.

CURRICULUM AND PROGRAM UPDATES

■ The *MFA in Creative Producing* enrolled its first cohort in the fall of 2017-18. The curriculum offers a specialized education in leadership, marketing, deal-making, development, and line producing for film and television. Some coursework for this program is taken from the Kellstadt Graduate School of Business.

■ We ran our first summer *LA Quarter*, specifically for students interested in animation and directing. LA Quarter offers students a unique opportunity to experience the inner workings of Hollywood first hand, living in Los Angeles, taking classes at a historic studio lot, and interning at high profile companies. The program has gone from being offered one quarter per year to all four quarters.

■ "*Film in Paris*," a pilot Study Abroad Program took place in the Spring quarter. Students participating interned at the world-renown Champs-Élysées Film Festival.

■ The *MS in Film and Television* and *MFA in Film and Television Directing* are the newly renamed and revised versions of the MS in Cinema Production and MFA in Cinema. The programs were restructured, resulting in an increase in the number of required credit hours.

CINESPACE SHUTTLE



This summer, we launched expanded shuttle service to and from Cinespace Chicago Film Studios from our Loop campus. The shuttle now makes several departures, Monday through Friday, year-round. Wrapped in "Here, We Do" messages from DePaul's new brand advertising campaign, the shuttle holds 43 passengers and gives students, faculty, and staff increased accessibility to DePaul's soundstages and classrooms at Cinespace.

PROGRAM RECOGNITION

■ *Variety* named us one of the Best Film Schools in 2018, saying that "DePaul boasts one of the most hands-on programs in the country."

■ *MovieMaker Magazine* listed DePaul as one of their top film schools.

■ *Animation Career Review* ranked our animation program #14 nationally, also ranking our MS program #2 and our MFA program #10 in the U.S.

SCHOOL OF DESIGN

NOTE FROM THE DIRECTOR



The School of Design continues to expand our programs and student enrollments. Tea and Consequences, a Friday night board game social event, is a new faculty-student collaboration led by Game Design faculty Anna Anthropy. We continue our research and interdisciplinary development as highlighted throughout our report. We held a highly successful Graphic Design BFA and Digital Communication multidisciplinary capstone showcase at Lost Arts in Chicago. This report details how the Idea Realization Lab provides a place for learning and makes ventures that extend our amazing research accomplishments, teaching breadth to students and faculty alike throughout the university. Faculty continue to pursue cutting-edge research and students are joining more and more study abroad adventures like the highly popular Game and Animation trip to Japan.

Dolores Wilber
dwilber@cdm.depaul.edu

FACULTY RECOGNITION

■ *“Hey! Play! Games in Modern Culture,”* curated by Associate Professor Brian Schrank and Professional Lecturer LeAnne Wagner, and featuring Game Designer-in-Residence Anna Anthropy, ran from October 20, 2017 through February 17, 2018 at the Chicago Design Museum. The show created an immersive experience spanning game design history since its origins and demonstrating how game design is a medium of self-expression, social change, cybernetic spiritual practice, and formal aesthetics. Students helped to design and build the show.

■ Associate Professor Doris Rusch’s pitch presentation on “Soteria VR - an evidence-based, anxiety-conquering virtual reality experience for behavior change” at the 3rd Annual Innovations in Psychiatry and Behavioral Health: Virtual Reality and Behavior Change conference won the *Audience Choice Award*.

■ Five SoD faculty were selected to present at the *12th International Design Principles & Practices Conference*, No Boundaries Design, in Barcelona. Assistant Professor Nathan Matteson presented the poster “Geometries of the Sacred and Profane in Lewerentz’s St. Peters.” Nathan, along with Professor Lee Zelenak and Professional Lecturer Heather Snyder Quinn, also presented a

focused discussion, “Methods for Encouraging Risk Taking in Design Education.” Heather presented the poster “Leveraging the SmartPhone as a Teaching Tool,” as well. Professional Lecturer LeAnne Wagner and Instructor Jay Margalus ran a workshop titled “Designing for Interaction beyond the Screen.”

■ *Blood Myth*, a mobile platformer game developed by Doris Rusch and students in the Deep Games Lab, received a *2018 Serious Play Awards bronze medal*.

■ Nathan Matteson’s company, Obstructures, received the first place award (“other product” category) at the *International Design Awards* for an aluminum bass guitar design.

■ Associate Professor Brian Schrank wrote and co-directed with Assistant Professor B Rich *Eye Doctor of Death*, a VR film. Student collaborators from various disciplines have been pivotal in the development of this piece because it combines techniques of game design, film production, visual effects, and audio design in experimental and ground-breaking ways. Other faculty working on this: Brian Andrews, Rob Steel, Joanne Zielinski, and Kahra Scott-James.

CURRICULUM UPDATES

■ Our *MFA in Game Design*, which launched in the fall of 2017, is designed for students interested in developing games that have considerable social and cultural impact. The degree prepares students to advance the frontier of games by exploring emerging theories and applying them to practice.

■ The new *PhD in Human-Centered Design*, which we began offering in 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.

PROGRAM RECOGNITION

■ *The Princeton Review* included us on both their undergraduate and graduate lists of the Top Schools to Study Game Design in 2018. We ranked #17 for the graduate program, #28 for the undergraduate program

■ *Animation Career Review* ranked our game design program #7 nationally and #1 in the Midwest in their 2018 list of Top Game Design Schools.

IDEA REALIZATION LAB



At the beginning of the 2017-18 academic year, our 4500 square foot, student-driven makerspace, the Idea Realization Lab (IRL) first opened its doors to provide the university community with the space, equipment, and guidance to make their concepts a reality. Lab Director Jay Margalus estimates that in its first year, IRL had nearly 10,000 visits.

IRL has every type of creative equipment available, from traditional workshop tools to laser cutters, 3D printers to sewing machines, and also houses two stop-motion animation studios. The space hosts classes and guests and is used by student groups like the Robotics Club and AIGA. While the IRL is primarily used by students and the DePaul community in general, IRL has also undertaken outreach programs with the Chicago Knights, ChickTech Chicago, Makergirl, Caterpillar, and Chicago Public Schools—to name just a few.

WHAT WE'RE DOING

SUPPORTING THE MISSION

■ *Big Shoulders International Film Festival*, created by SCA faculty Anu Rana, Rob Steel, Gary Novak, and JoAnne Zielinski, is dedicated to presenting the work of innovative filmmakers from around the world. Its mission is to promote diversity and inclusion by showcasing the work of emerging young voices and unique ways of storytelling. The inaugural festival took place in February of 2018 with the Division of Mission and Ministry as a co-sponsor. The festival will continue annually in February.

■ Susanne Suffredin's spring *Project Bluelight* course created a series of social media pieces for the PBS multiplatform series *Veterans Coming Home*. We partnered with Kindling Group, a documentary production company in Chicago, to create the work.

■ Following the guiding mission at DePaul, *Idea Realization Lab (IRL)*, has undertaken outreach programs with area nonprofits, institutions of learning, and corporate institutions that includes the Chicago Knights, ChickTech Chicago, Chicago Public Schools, Caterpillar, and Makergirl. In the spring, IRL partnered with Northwestern's Garage and UIC, as well as seven community partners, to host the HACK2IMPACT series, culminating in a weekend-long hackathon for social good.

■ School of Design faculty LeAnne Wagner and students Theresa Boyle, Nina Keoborakot, Jennifer Lawhead, Eric Sanchez, Eric Swan, and Mark Tangalin partnered with *Magic Wheelchair* to create a costume for a 13 year old boy, Iker, whose muscular dystrophy has confined him to a wheelchair (*above*). The costume, a replica of Mario Kart 8 Deluxe's golden cart, was built in our Idea Realization Lab.

■ We continued our youth programs with the *Chicago Housing Authority*, part of One Summer Chicago. In the summer of 2018, we ran a new program in screenwriting (Movies and TV Scripts 101) that provided students with the skills to write screenplays designed for television and streaming platforms. This summer was also the third year for the documentary filmmaking program and the second year for the program in interdisciplinary design. The program's co-PIs are JoAnne Zielinski and Liliane Calfee, and faculty mentors included Allen Turner, Matt Quinn, James Choi, Michael Flores, and Pamela Sherrod Anderson.

■ As part of our Visiting Artist Series, we screened the documentary *@home*, followed by an on-stage conversation about the current challenges facing the homeless population in Chicago and around the country with Director and DePaul faculty Susanne Suffredin, President/Executive Director of DePaul USA Chuck Levesque, Director of the Institute for Global Homelessness Kat Johnson, and Associate Vice President for Mission Integration at DePaul's Division of Mission and Ministry Scott Kelley.



GLOBAL *LEARNING*

STUDY ABROAD

2017-2018

■ **Ottawa International Film Festival:** This 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.

■ **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.

■ **Film in Paris:** Students in this program, which piloted this year, study at the Alliance Française and the CEA Paris Center, improving their French and also experiencing the rich culture of life in Paris. They intern at the world-renown Champs-Élysées Film Festival or a French film production company. New in 2018-19, film students will also attend the world-famous Cannes Film Festival.

TO BE OFFERED IN 2018-2019

■ **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.



GLOBAL LEARNING EXPERIENCE

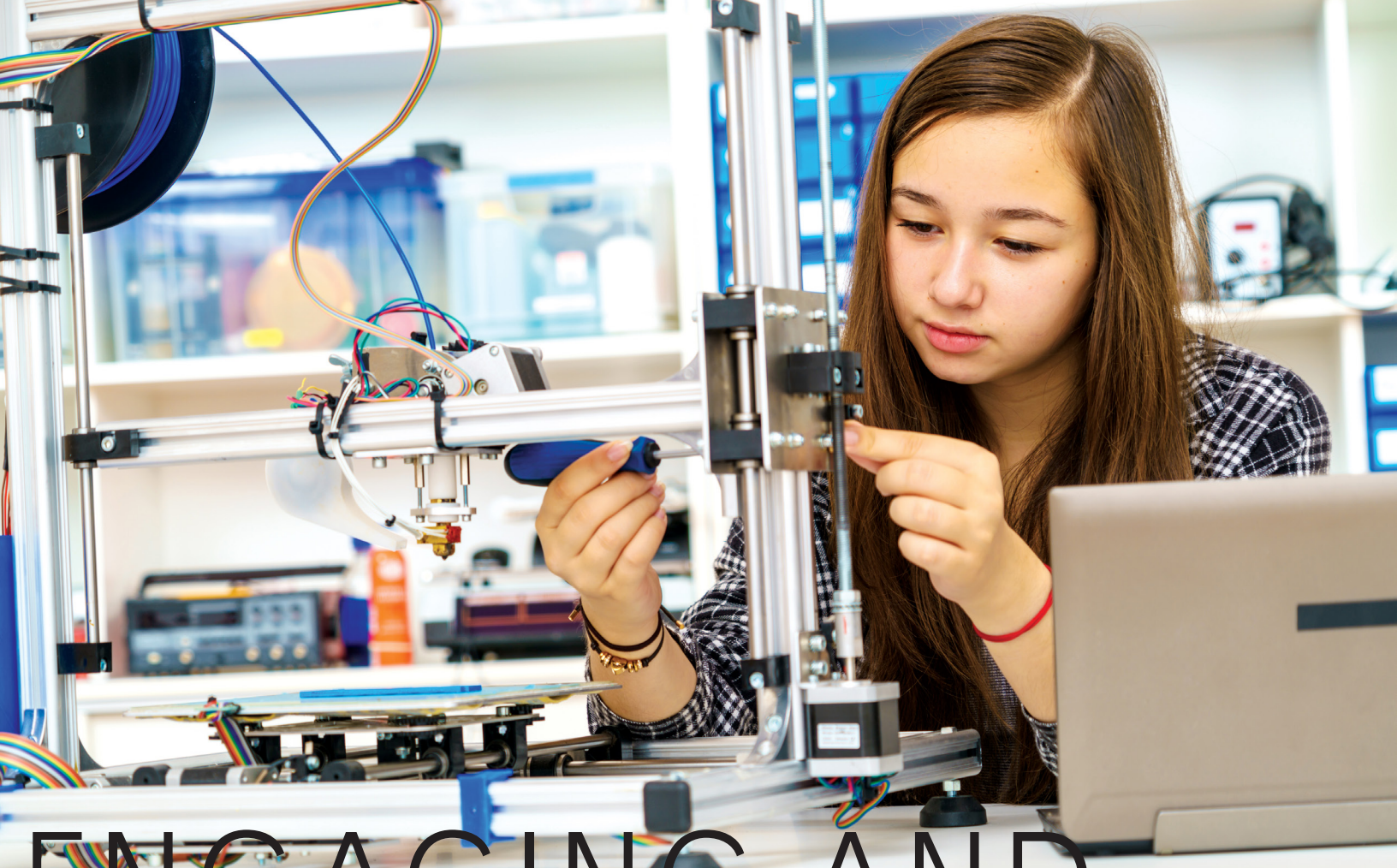
Global Learning Experience (GLE) is a collaborative online learning experience in which students gain international experience from their classroom in Chicago by interacting with other students across the globe.

This spring, CDM participated in two GLE programs: *Global Virtual Software Teams* and *Advanced Editing*. Students in Global Virtual Software Teams were taught the fundamentals of software development virtually, alongside students in Brazil, Germany, Mexico, and South Africa. They used an open source development environment, working across time, language, and culture.

In Advanced Editing, DePaul students worked with students at the Academy of Dramatic Arts in Zagreb, Croatia on a feature length film, editing both picture and sound. Participants met via zoom, and were paired up into nine teams, with each team given a portion of the film to collaborate on.

CHAMPS-ÉLYSÉES FILM FESTIVAL

CDM partnered with the acclaimed Champs-Élysées Film Festival (CEFF), bringing a screening of the American and French shorts to the CDM Theater in October. Additionally, SCA students who were part of the Film in Paris study abroad program interned at CEFF while in Paris. The partnership will continue in the 2018-19 academic year.



ENGAGING AND EDUCATING YOUTH

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 *Bridges to CS4All*, a collaboration between DePaul, CPS, and the Learning Partnership, to integrate and expand the teaching of computer science in the CPS high school curriculum. NSF has awarded Dr. Dettori over \$2 million between the two grants.

Twice a year, CPS teachers attend a week-long professional development course at CDM that prepares them to teach the Exploring Computer Science course curriculum. These workshops support the development of a cadre of teacher leaders in the professional learning communities that will be formed within the schools, and enable the development of students' computational thinking skills to better prepare them for a full-year CS course.



CHA Documentary Filmmaking Program



Data Science Summer Academy



College Connect course Cybersecurity in Action

■ CDM continued our partnership with the *Chicago Housing Authority (CHA)*, facilitating youth programs as part of Mayor Rahm Emanuel's One Summer Chicago. This year, we ran a new six-week program in screenwriting (Movies and TV Scripts 101) that provided students with the skills to write screenplays designed for television and streaming platforms.

This was the third year for the documentary filmmaking program—which introduces teen girls to basic theory, aesthetic, and technical skills required to create a documentary—and the second year for the program in interdisciplinary design. The interdisciplinary design program gives teens the opportunity to express their voices through a tour of tools and media and process that result in interactive experiences, including graphic and game designs.

■ Our tenth annual *Game, Cinema and Animation Summer Academy* took place in July. During this week-long program, high school students interested in film/TV, screenwriting, animation, or gaming learn from our accomplished faculty.

■ In June, we hosted an intensive week-long *Data Science Summer Academy* for Chicago Public Schools high school students, allowing them to explore the techniques used to analyze and interpret data and create innovative solutions using digital information. This program was made possible through the Association for Computing Machinery's (ACM) SIGKDD Impact Grant.

■ We hosted three *Girls Who Code Campus* courses over the summer. The program, with classes in Introduction to Computer Science, Website Design and Development, and iPhone App Development, offered beginner to advanced courses for girls aged 10-18. In addition, our Idea Realization Lab hosted a screenprinting and 3D printing workshop for more than twenty girls who participated in the Girls Who Code summer immersion program through Bank of America.

■ CDM carried two courses, "Introduction to Wordpress and Web Development" and "Cybersecurity in Action," as part of *DePaul's College Connect* enrichment program. Through the program, high school students were introduced to college-level coursework, college readiness workshops, career exploration opportunities, and diverse cultural experiences.

VISITING SPEAKERS

CDM hosts three guest speaker series: School of Design Talks, Visiting Artists Series, 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.

This year's roster includes guests who have worked as design managers at LEGO, screenwriters on critically acclaimed films, and directors of strategic initiatives at tech incubators, to name just a few.

SCHOOL OF DESIGN TALKS GUESTS

Terry Lundy, Environmental Graphic Designer

How Graphics Play a Role in Your Environment
You Are Here (workshop)

Avery Adler, Game Designer

Beyond the Hero Form
Play & Insight (workshop)

Dr. Kenny McAlpine, Academic Curriculum Manager, Abertay University Scotland

Would You Like Chips with That?

Valerie Aurilio, Executive Creative Director, Landor

Sacred Brand Expressions

Anne-Sophie Leens, UX Designer and member of the band DOOKOOM

Don't be Afraid to Try Something New
Experimental Graphics and Intro to VJing (workshop)

Hammer of Zurich

National Corporate Identity

Tara Wike, Design Manager, LEGO

Stacking Up—Designing for the Builders of Tomorrow

Larry Labiak, Disability Police Officer, Chicago Park District

Design and Disability

Adam DelMarcelle, Designer and Adjunct Faculty

Design for Social Impact, Design Activism, and the Role of the Graphic Witness
Design for Social Impact, Creating Projections with a Graphic Witness (workshop)

VISITING ARTISTS SERIES GUESTS

Sean Baker, Director

Advance screening of *The Florida Project* followed by an on-stage conversation

Courier 12 Screenwriting Conference

"The State of Streaming Media" with producer David Tochterman
"Brown Girls: From the Web to HBO" with producer/director Sam Bailey and cast member Minita Gandhi
"On the Black List" with alumnus Tom Dean (*The Time Traveler's La Ronde*)
"On Staff and Working the Room" with writers Jalysa Conway (*Grey's Anatomy*), Jenna Richman (*Designated Survivor*), and Sara Tarkoff (*Arrow*)
"Storytelling in the Digital Era" with Mary Coleman, head of creative development at Pixar Animation studios

John Musker, Director

Screening of *Moana* followed by an on-stage conversation

Verité Documentary Conference

Screening of *Chasing Coral* followed by a panel discussion with Larissa Rhodes, Producer, and Mark Crawford, Sound Producer
Conversation with Adam Leipzig, Producer and CEO of Entertainment Media Partners
Sound Design Masterclass with Dustin Caewood, Sound Designer, *Chasing Coral*
Editing Masterclass with Davis Coombe, Editor, *Chasing Coral*
Cinematography Masterclass with Kathy Kasic, Cinematographer and Director of Film Arts at Tippet Rise Art Center

Joe Chappelle, Executive Producer/Director, and Colleen Griffen, Writer/Director

Screening of *Thieves Quartet* followed by an on-stage conversation

Susanne Suffredin, Director and DePaul faculty; Chuck Levesque, President/Executive Director of Depaul USA; Kat Johnson, Director of the Institute for Global Homelessness; and Scott Kelley, Associate Vice President for Mission Integration at DePaul's Division of Mission and Ministry

A screening of *@home* followed by an on-stage conversation about the current challenges facing the homeless population in Chicago and around the country

Big Shoulders International Student Film Festival

Screening of *Sing* and *Edith+Edie* followed by an on-stage conversation with the filmmakers, Kristof Deák and Laura Checkoway
Screening of fifteen official student film selections

Charles Fairbanks, Filmmaker

A screening of *Modern Jungle* followed by an on-stage conversation

Rainn Wilson, Actor and Producer

On-stage conversation

Bo Burnham, Director

Advance screening of *Eighth Grade* followed by an on-stage conversation

Frame-by-Frame Animators Conference

Interview with PES (*Western Spaghetti*, *Fresh Guacamole*)
Interview with David O'Reilly (*Please Say Something*)
Screening of *North of Blue* followed by an on-stage conversation with Joanna Priestley
Presentation of work and interview with Duarte Elvas (Lead Designer, Sarofsky Corp)
Storyboarding panel with Raymie Muzquiz (*The Simpsons*, *Rugrats*)
Character Animation Masterclass with Brian Ferguson (Character Animator at Disney and DePaul Faculty)
Game Artist Panel with Jeff Hanna, Principal Technical Artist at Volition; Aren Voorhees, Technical Artist at NetherRealm Studios; James Matthew Taylor, Studio Art Director at Phosphor Games; and Heinz Schuller, World Artist for Digital DNA Games and DePaul Faculty



Rainn Wilson, right, in conversation with Instructor Chris Parrish

RESEARCH COLLOQUIUM GUESTS

Dr. Jonathan Gemmell, Assistant Professor, DePaul University
Automatic Extraction of Informal Topics from Online Suicidal Ideation

Rami Ghannam, PhD Candidate, DePaul University
User-Targeted Denial of Service Attacks

Himan Abdollahpouri, PhD Candidate, DePaul University
Effective Exploration Exploitation Trade-Off in Sequential Music Recommendation

Dr. Jonathan Gemmell, Assistant Professor, DePaul University
Dr. Iyad Kanj, Professor, DePaul University
Minimum Constraint Removal Problem

Kim Brown, Global Head of Marketing for GE Renewable Energy Digital, General Electric
Women in Technology Keynote Address

Gabe Fils, MS Computer Science Student, DePaul University
The Sciunit: Making Computational Applications Reusable

Dr. Elena Zheleva, Assistant Professor, University of Illinois at Chicago
Data Science in Social Spaces: Incentives, Personalization, and Privacy

Amor Montes de Oca, Director of Strategic Initiatives, 2112
2112: DePaul's Partnered Incubator for Tech Creatives

Sugandha Malviya, PhD Candidate, DePaul University
Analyzing Real-World Queries to Support Requirements Engineering

Joe Chesak, CEO of FABLABS AS and Chief Data Officer at Bolder AS
The Power of Rich Modelling (Capturing Reality as it Exists in the Wild)

Dr. Marjan Mernik, Professor, University of Maribor
Formal and Practical Aspects of Domain-Specific Languages: Recent Developments

Adam Trowbridge, Assistant Professor, DePaul University
Divergent Interdisciplinary Research: I Wanted to Teach Designers about Security and Privacy, so I Went to Work for the NSA

Benjamin Grosser, Assistant Professor, University of Illinois
Less Metrics, More Rando: (Net) Arts as Software Research

Priya Deshpande, PhD Candidate, DePaul University
An Integrated Database and Smart Search Tool for Medical Knowledge Extraction from Radiology Teaching Files

Mariam Asad, PhD Candidate, Georgia Tech
Prefigurative Design: Exploring an Alternative Model for Civic Engagement

Dr. Amiangshu Shekhar Bosu, Assistant Professor, Southern Illinois University
Scalable Static Program Analysis Techniques to Secure Android Marketplace

Jessa Dickinson, PhD Candidate, DePaul University
Inclusion of Residents from Underserved Communities in City Technology Planning

Mark Diaz, PhD Candidate, Northwestern University
Addressing Age-Related Bias in Sentiment Analysis

Dr. Jason Hartline, Associate Professor, Northwestern University
Peer Grading and Mechanism Design

Dr. Angus Forbes, Assistant Professor, University of California Santa Cruz
Creative and Critical Data Visualization

Keith Bessarud, AIA-Licensed Architect and Co-Founder of SpaceBot
Socio-Spatial Analytics in the Built Environment

Dr. Kristen Schilt, Associate Professor, University of Chicago
Dr. Patrick Jagoda, Associate Professor, University of Chicago
Gaming Orientation: Alternate Reality Games as Cultural Intervention

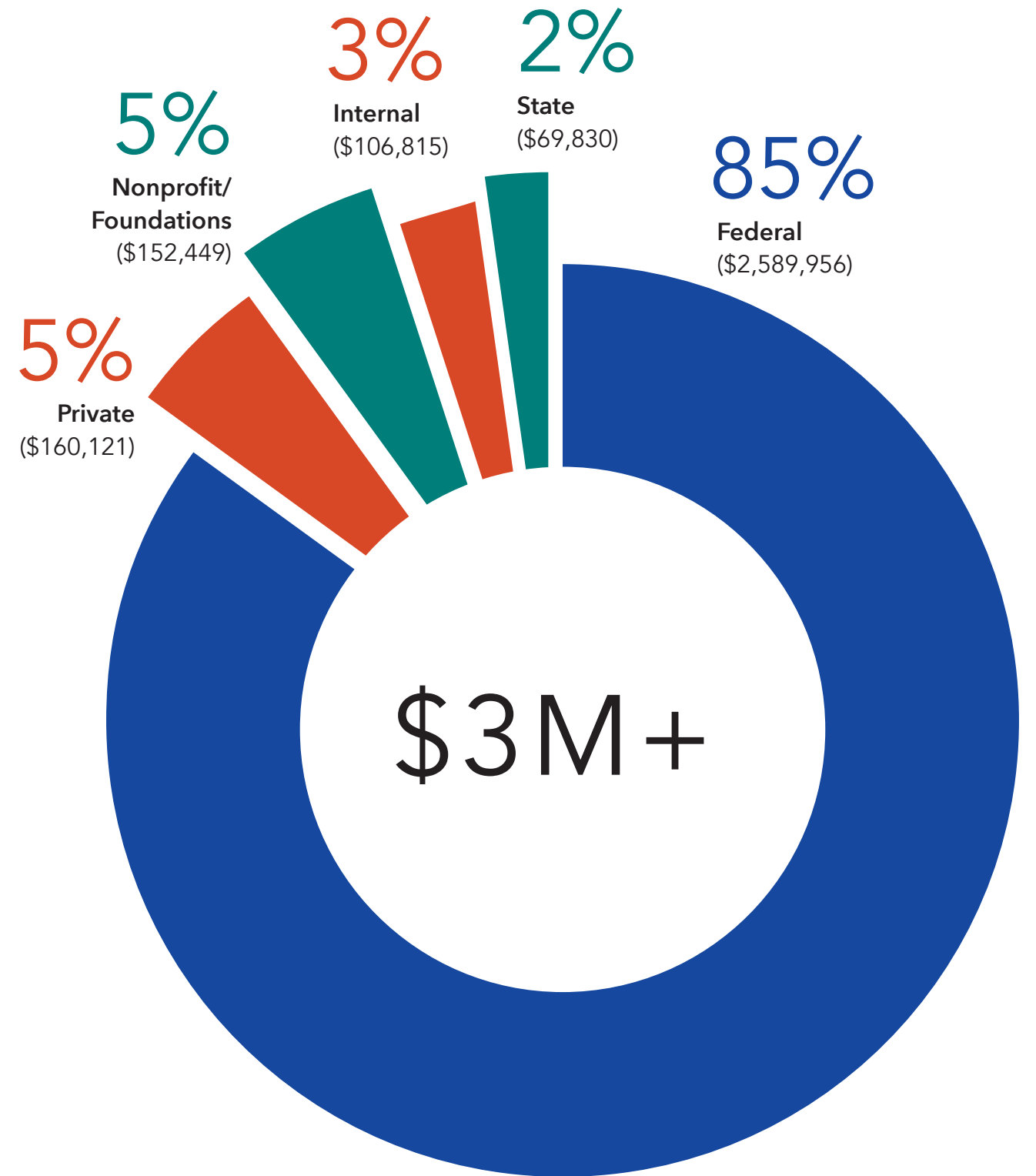
Dr. Nicholas Diakopoulos, Assistant Professor, Northwestern University
Algorithmic Accountability Reporting

Blase Ur, Assistant Professor, University of Chicago
Better Passwords through Data-Driven Methods

Dr. Dabaleena Chattopadhyay, Assistant Professor, University of Illinois at Chicago
Thinking about Affordances to Design Intuitive, Interactive Systems

Sandra Gesing, Assistant Professor, University of Notre Dame
Science Gateways: Technology-Enhanced Research Under Consideration of Usability and Sustainability

FACULTY GRANT FUNDING



EXTERNAL GRANT FUNDING

Graphical Front-End Development Project

Continental Automotive Systems
PI: Adalakun, Olayele

Product Analytics and Visualization Proof of Concept

Bosch
PI: Adalakun, Olayele

Allstate Roadside Services Mobility SDK Proof of Concept

Allstate Insurance Company
PI: Adalakun, Olayele

Email Parser and Logger

Computer Discount Warehouse (CDW)
PI: Adalakun, Olayele

Computational Support for Reading Chicago Reading

Hathi-Trust Research Center
PI: Burke, Robin

Bridges to CS4All

National Science Foundation
PI: Dettori, Lucia

Chicago Alliance for Equity in Computer Science (CAFÉCS)

National Science Foundation
PI: Dettori, Lucia

Analysis of Mobile Application Technology in Support of Violence Prevention Efforts

Illinois Criminal Justice Information Authority
PI: Erete, Sheena

Analyzing Violence Prevention Mobile Application

McCormick Tribune Foundation
PI: Erete, Sheena

Design and Development of a Violence Prevention Mobile Application

Polk Bros. Foundation
PI: Erete, Sheena

Small: Collaborative Research: A Modular Approach to Robot Systems

National Science Foundation
PI: Godage, Isuru

Summer Academy in Data Science for High School Students

Association for Computing Machinery
PI: Mobasher, Bamshad
Co-PIs: Dettori, Lucia; Raicu, Daniela; Settimi-Woods, Raffaella

National Infrastructure for Standardized and Portable HER Phenotyping Algorithm

National Institutes of Health
PI: Montague, Enid

Dynamic Allocation of Autonomy for Human-Robot Teams

Office of Naval Research
PI: Montague, Enid

Artist Grant: Copperdog

Chicago Department of Cultural Affairs and Special Events (DCASE)
PI: Rani, Anuradha

CyberOperatons RangE (CORE): Scalable and Lightweight Platform for Cybersecurity Education through Gaming

National Security Agency
PI: Sharevski, Filipino
Co-PI: Labruyere, Jean-Philippe

AspireIT

National Center for Women & Information
PI: Steinbach, Theresa

Codex Design Foundations

American Institute of Graphic Arts (AIGA)
Co-PIs: Westbrook, Jessica and Trowbridge, Adam

Documentary Filmmaking Program

Chicago Housing Authority
PI: Zielinski, JoAnne
Co-PI: Calfee, Liliane

Interdisciplinary Design Program

Chicago Housing Authority
PI: Zielinski, JoAnne
Co-PI: Calfee, Liliane

Screenwriting Program

Chicago Housing Authority
PI: Zielinski, JoAnne
Co-PI: Calfee, Liliane

INTERNAL GRANT FUNDING

Eye Doctor of Death - Virtual Reality (VR) Short Film

CDM Collaborative Grant
Co-PIs: Andrews, Brian; Duffield, Travis; Liberacki, Eric; Paritsi, Savvas; Schrank, Brian; Scott-James, Kahra; Steel, Rob

First Dance (Oh Baby): Post-Production and Film Festival Funds

DePaul University Research Council
PI: Artes, Meghann

Production Line Animated Film

DePaul University Research Council
PI: Bell, Devin

Designing Systems and Human-Centered Interventions to Prevent Poor Birth Outcomes and Experiences for Culturally Diverse Women in Chicago

CDM Collaborative Grant
Co-PIs: Erete, Sheena and Montague, Enid

Untitled Property Tax Documentary

DePaul University Research Council
PI: Flores, Michael

Using Predictive Analytics and Data Visualization to Enable and Enhance Learning Support Roles for Educators

CDM Collaborative Grant
Co-PIs: Gemmell, Jonathan; Nacu, Denise; Raicu, Daniela

Securing and Enhancing Regional Gang Database

DePaul University Academic Initiatives Pool
PI: Heart, Karen

Ensuring Curricular Alignment with Emerging Trends

DePaul University Quality of Instruction Council
PI: Matteson, Nathan
Co-PIs: Quinn, Heather and Zelenak, Lee

The Exact Stretch Factor of Delaunay Triangulations

DePaul University Research Council
PI: Perkovic, Ljubomir

Recommending Interactive Technologies for Autism

DePaul University Research Council
PI: Putnam, Cynthia

New Program Development in Virtual Reality

DePaul University Academic Initiatives Pool
PI: Rich, B
Co-PI: Andrews, Brian
Supporting: Brian Schrank

Traumatic Brain Injury and Domestic Violence

DePaul University Academic Initiatives Pool
PI: Crabtree-Nelson, Sonya (College of Liberal Arts and Social Sciences)
Co-PIs: Kozlowski, Dorothy (College of Science and Health) and Rusch, Doris (College of Computing and Digital Media)

A Technology to Improve Deaf/Hearing Communication

DePaul University Academic Initiatives Pool
PI: Wolfe, Rosalee



On the set of Oh Baby

FACULTY PUBLICATIONS

Azhari, A., **Fang, X.** (2018). Gamification Framework: Using Lexical Approach on Social Media Application Online Reviews. *International Conference on Human-Computer Interaction, Lecture Notes in Computer Science (LNCS)*, 10903. Switzerland: Springer.

Azhari, A., **Fang, X.** Social media applications framework: a lexical analysis of users online reviews. *International Journal of Services and Standards*, 12, 140-162.

Abdollahpouri, H., **Burke, R. D., Mobasher, B.** (2017). Controlling Popularity Bias in Learning-to-Rank Recommendation. *Proceedings of the 11th Association for Computing Machinery Conference on Recommender Systems (RecSys '17)*. New York: ACM.

Abedin, B., **Qahri Saremi, H.** (2018). Introduction to the Special Issue — Social Computing and Service Innovation: A Framework for Research. *Journal of Organizational Computing and Electronic Commerce*, 28, 1-8.

Affenit, R. N., Barns, E. R., **Furst, J. D., Rasin, A., Raicu, D.S.** (2017). Building confidence and credibility into CAD with belief decision trees. *Proceedings of Medical Imaging 2017: Computer-Aided Diagnosis*, 10134.

Al Lawati, B., Fang, X. (2018). Home Automation Internet of Things: Adopted or diffused? *International Conference on Human-Computer Interaction, Lecture Notes in Computer Science (LNCS)*, 10921. Switzerland: Springer.

Bachman, D., Derby-Talbot, R., **Sedgwick, E. D.** (2018). Locally Helical Surfaces have bounded twisting. *Pacific Journal of Mathematics*, 292, 257-272.

Bishara, S., Baltés, J., Hamid, T., Li, T., **Nacu, D., Martin, C. K., Gemmell, J. F., MacArthur, C., Raicu, D.S., Pinkard, N. D.** (2017). Revealing Interaction Patterns among Youth in an Online Social Learning Network Using Markov Chain Principles. *Proceedings of the 12th International Conference on Computer Supported Collaborative Learning, International Society of the Learning Sciences*. Springer.

Brijesh, D., **Jagadeesan, R., Riely, J. W., Alisdair, A.** (2018). On abstraction and compositionality for weak-memory linearisability. *Verification, Model Checking, and Abstract Interpretation - 19th International Conference, (VMCAI), Lecture Notes in Computer Science*.

Burke, R. D., Sonboli, N., Mansoury, M., Ordonez-Gauger, A. (2017). Balanced Neighborhoods for Fairness-aware Collaborative Recommendation. In *Proceedings of FATRec Workshop on Responsible Recommendation*.

Burke, R. D., Abdollahpouri, H. (2017). Patterns of Multistakeholder Recommendation. *Presented at Workshop on Value-Aware and Multistakeholder Recommendation*. arXiv:1707.09258 [cs.IR].

Burke, R. D., Lucic, A., Shanahan, J. (2017). Circulation Modeling of Library Book Promotions. In *2017 ACM/IEEE Joint Conference on Digital Libraries (JCDL)*.

Burke, R. D. (2017). Multisided Fairness for Recommendation. *Presented at KDD Workshop on Fairness, Accountability and Transparency in Machine Learning*. arXiv:1707.00093 [cs.CY].

Chang, H.-C., Erickson, J., Letscher, D., de Mesmay, A., Schleimer, S., **Sedgwick, E. D.,** Tillman, S., Thurston, D. (2018). Minimizing Intersections of Curves on Surfaces via Local Moves. *Proceedings of the ACM-SIAM Symposium on Discrete Algorithms (SODA)*.

Chen, C. C., Leon, S., **Nakayama, M.** (2018). Converting Music Streaming Free Users to Paid Subscribers: Social Influence or Hedonic Performance. *International Journal of Electronic Business*, 14(2).

Chen, Y., **Godage, I. S.,** Sengupta, S., Liu, C. L., Weaver, K. D., Barth, E. J., Webster, R. J. (2017). An MRI-compatible robot for intracerebral hemorrhage removal. *Proceedings of the 2017 Design of Medical Devices Conference*.

Chen, Y., **Godage, I. S.,** Tse, Z. T. H., Webster, R. J., Barth, E. J. (2017). Characterization and Control of a Pneumatic Motor for MR-Conditional Robotic Applications. *IEEE/ASME Transactions on Mechatronics*, 22, 2780-2789.

Chen, Y., Poorman, M. E., Comber, D. B., Pitt, E. B., Liu, C., **Godage, I. S.,** Yu, H., Grissom, W. A., Barth, E. J., Webster, R. J. (2017). Treating epilepsy via thermal ablation: initial experiments with an MRI-guided concentric tube robot. *Proceedings of the Design of Medical Devices Conference, V001T02A002--V001T02A002*.

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Deshpande, P., **Rasin, A., Brown, E.T., Furst, J.D.,** Montner, S., Armato III, S., **Raicu, D.S.** (2018). Augmenting Medical Decision Making With Text-Based Search of Teaching File Repositories and Medical Ontologies: Text-Based Search of Radiology Teaching Files. *International Journal of Knowledge Discovery in Bioinformatics*, 8, 18-43.

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Dongol, B., **Jagadeesan, R., Riely, J. W.** (2018). Transactions in relaxed memory architectures. *Association of Computing Machinery*, 2, 18:1-18:29.

Eiben, E., **Gemmell, J., Kanj, I.,** Youngdahl, A. (2018). Improved Results for Minimum Constraint Removal. *Proceedings of the 32nd AAAI Conference on Artificial Intelligence*.

Elliott, C. D. (2017). Treating Movement Disorders by Using Retinal Stimulation that alters Visual-Spatial Cognitive Processing. In Leisman, G. (Ed) *Proceedings of MOVEMENT 2017: Brain | Body | Cognition*. University of Haifa: Israel.

Elliott, C. D. (2017). The brain is primarily a visual-spatial processing device: altering visual-spatial cognitive processing via retinal stimulation can treat movement disorders. *Functional Neurology, Rehabilitation, and Ergonomics*, 7, 24-38. New York: Nova Science Publishers.

Fichera, L., Dillon, N. P., Zhang, D., **Godage, I. S.,** Siebold, M. A., Hartley, B. I., Noble, J. H., Russell, III, P. T., Labadie, R. F., Webster, III, R. J. (2017). Through the Eustachian Tube and Beyond: A New Miniature Robotic Endoscope to See Into The Middle Ear. *IEEE Robotics and Automation Letters*, 2, 1488-1494.

Filhol, M., **McDonald, J. C.** (2018). Extending the AZee-Paula Shortcuts to Enable Natural Proform Synthesis. *Proceedings of the Eleventh International Conference on Language Resources and Evaluation (LREC 2018)*. European Language Resources Association (ELRA).

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Ganian, R., **Kanj, I.,** Ordyniak, S., Szeider, S. (2018). Parameterized Algorithms for the Matrix Completion Problem. *Proceedings of the 35th International Conference on Machine Learning*.

Garcia R., **Adelakun O.** (2018). Towards a Conceptual Framework for the Evaluation of Telemedicine Satisfaction. In Rocha Á., Adeli H., Reis L., Costanzo S. (Eds.) *Trends and Advances in Information Systems and Technologies. WorldCIST'18 2018 Advances in Intelligent Systems and Computing*, 746. Springer, Cham.

Gemmell, J. F., Raicu, D.S. (2017). Automatic Extraction of Informal Topics from Online Suicidal Ideation. *ACM 11th International Workshop on Data and Text Mining in Biomedical Informatics*.

Grant, R., Kucher, D., Leon, A., **Gemmell, J., Raicu, D.S.** (2017). Discovery of Informal Topics from Post Traumatic Stress Disorder Forums. *Proceedings of the IEEE 5th International Workshop on Data Mining in Biomedical Informatics and Healthcare*.

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Li, W., **Oteafy, S.**, Hassanein, H. S. (2017). Rate-Selective Caching for Adaptive Streaming Over Information-Centric Networks. *IEEE Transactions on Computers*, 66, 1613-1628.

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Matteson, N., Zelenak, L., Quinn, H. (2018). Encouraging Risk-Taking in Design Education (paper presentation). *AIGA Design Educators Conference*, American Institute of Graphic Arts.

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McGee, S., McGee-Tekula, R., Duck, J., Greenberg, R., **Dettoni, L.**, Reed, D., Wilkerson, B., Yanek, D., Rasmussen, A. (2017). Enable Computer Science for All in Chicago (poster presentation). *Illinois Education Research Council*.

Nacu, D., Baltas, J., Hamid, T., **Gemmell, J.**, Pinkard, N. D. (2018). A Framework for Developing Metrics of Youth Engagement in Informal Learning Environments. *Proceedings of the 8th International Learning Analytics and Knowledge Conference*. ACM.

Nakayama, M., Hustad, E., **Sutcliffe, N. G.**, Pareek, G. (2017). Managing ERP Customization Expectations with Organizational Change Management. *Proceedings of the 11th Mediterranean Conference on Information Systems (MCIS 2017)*.

Nakayama, M., Leon, S. (2018). Communication-Driven Usefulness Hypothesis for Online Healthcare Applications. *Proceedings of the 23rd UK Academy for Information Systems International Conference*.

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Nakayama, M., Wan, Y. (2018). Is Culture of Origin Associated with More Expressions? An Analysis of Yelp Reviews on Japanese Restaurants. *Tourism Management*, 66.

Narasimhan, S., Weis, J. A., **Godage, I. S.**, Webster, R., Weaver, K., Miga, M. I. (2017). Development of a mechanics-based model of brain deformations during intracerebral hemorrhage evacuation. *Proceedings of the SPIE International Conference on Medical Imaging*, 101350F-101305F.

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Putnam, C., Bungum, M., Anderson, D., Hosley, W., Cheng, J., Goldman, L. (2018). How User Experience is Practiced: Two Case Studies from the Field. *Proceedings of the 2017 annual conference extended abstracts on Human factors in computing system (CHI'18)*.

Qahri Saremi, H., Mueller-Luckey, G., Robinson, R., Hadidi, R., Sattovia, S. (2018). Actualization of Electronic Health Records Affordances: An Empirical Investigation of Users' Personal and Behavioral Antecedents. *Proceedings of the Hawaii International Conference on Systems Sciences*.

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Raicu, D. S., Furst, J. D., Brown, E., Rasin, A., Deshpande, P. (2017). An Integrated Database and Smart Search Tool for Medical Knowledge Extraction from Radiology Teaching Files. *Proceedings of the 1st ACM Medical Informatics and Healthcare (MIH) Workshop held with the 23rd SIGKDD Conference on Knowledge Discovery and Data Mining, Halifax*.

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Settle, A., Doyle, J., **Steinbach, T. A.** (2017). The Effect of a Computing-focused Linked-courses Learning Community on Minority and Female Students. *Proceedings of SIGITE 2017: The Special Interest Group for Information Technology Education Conference*. ACM.

Sharevski, F. (2017). Integrating the NICE Cybersecurity Workforce Framework (NCWF) with the Cybersecurity Framework (CSF) in Practice: Student-led Cybersecurity Risk Assessments for Non-profit Organizations in Chicago. *Proceedings of the Colloquium for Information Systems Security Education (CISSE 17)*.

Sharevski, F. (2018). Towards 5G Cellular Network Forensics. *Information Security Journal*, 2018, 1-14.

Sharevski, F., Oteafy, S. (2018). Security for Cyber-Physical Systems: Leveraging Cellular Networks and Fog Computing. *Proceedings of the IEEE Conference on Communications and Network Security (CNS)*.

Sharevski, F., Trowbridge, A. D., Westbrook, J. (2018). Novel Approach for Cybersecurity Workforce Development - A Course in Secure Design. *Proceedings of the IEEE Integrated STEM Education Conference (ISEC)*.

Simon, Sheard, J., Morgan, M., Petersen, A., **Settle, A.**, Sinclair, J. (2018). Informing Students about Academic Integrity in Programming. *ACE '18: Proceedings of the 20th Australasian Computing Education Conference*. ACM.

Sorenson, M. R., **Furst, J. D.**, Mathews, H., Jason, L. A. (2017). Dysregulation of cytokine pathways in chronic fatigue syndrome and multiple sclerosis. *Fatigue: Biomedicine, Health & Behavior*, 1-14.

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Tomuro, N., Pourashraf, P. (2018). From Windows to Logos: Analyzing Outdoor Images to aid Flyer Classification. *Proceedings of the International Conference on Image Analysis and Recognition (ICIAR 2018)*.

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Wolfe, R., Hanke, T., Langer, G., Jahn, E., Worseck, S., Bleicken, J., **McDonald, J. C.**, Johnson, R. (2018). Exploring localization for mouthings in sign language avatars. *Proceedings of 8th Workshop on the Representation and Processing of Sign Languages, Language Resources and Evaluation Conference*, 11. European Language Resources Association.

FACULTY FILM RECOGNITION

A selection of the recognition and screenings faculty films received in 2017-18

¡AY GÜEY!

Jose Soto (Writer/Television Series Developer)

Broadcast Distribution (2018), Univision
Broadcast Distribution (2018), Televisa

Art(es) Vida

James Choi (Writer/Director)

Best 60 Second Short Film (2017), Chicago International Film Festival
Official Selection (2018), Millennium Park Summer Film Series

Audition for Death

Brian Zahm (Director/Cinematographer/Editor)

Official Selection (2017), Girona Film Festival
Official Selection (2017), Monaco Charity Film Festival

Banana Season

James Choi (Producer), Sanghoon Lee (Writer/Director)

Official Selection (2018), Bentonville Film Festival
Official Selection (2018), Lighthouse International Film Festival

Bernadette

John Psathas (Producer/Writer), Patrick Wimp (Producer/Writer/Director of Photography)

Best Comedy, Best Ensemble, and Best of Fest (2018), Twister Alley Film Festival
Official Selection (2018), Cleveland International Film Festival
Official Selection (2018), Julien Dubuque International Film Festival

Burnt

Devin Bell (Writer/Director/Producer)

Cartoon Brew Pick of the Day (2018), Cartoonbrew.com
Official Selection (2017), Ciné Jeune International Film Festival
Official Selection (2017), Dam Short Film Festival
Official Selection (2017), TIFF Kids International Film Festival

Counting

Daniel Pal (Producer/Director)

Best Drama (2017), Chicago International REEL Shorts Film Festival
Audience Choice: Best Romantic Short Film (2017), OutWest Film Fest
Official Selection (2017), NewFest: New York's LGBT Film Festival
Official Selection (2017), Reel Affirmations: Washington DC's International LGBTQ Film Festival

Cranky

Chris Kalis (Sound Designer)

Commissioned MTV Artist Ident with international broadcast (2018), MTV World Creative Studios

FACULTY FILM RECOGNITION

Cry It Out

John Klein (Writer/Director)

Official Selection (2017), Indy Film Fest
Best Actor: Timmy Hart Barron (2017), NOLA Horror Film Festival
Official Selection (2017), NOLA Horror Film Festival
Best Actor Nomination: Timmy Hart Barron (2017), Nightmares Film Festival

Deducked

Chris Kalis (Composer)

Official Selection (2018), Malt Adult Animation Screening Series
Official Selection (2018), Kinemastik International Film Festival
Staff Pick (2018), Vimeo

Different This Year

Meghann Artes (Director), Anna Hozian (Writer), Eric Liberacki (Director of Photography)

Official Selection (2017), Austin Comedy Short Festival
Official Selection (2018), Silver Lake Film Festival
Official Selection (2018), In the Bin Film Festival
Featured Director (2018), SHOOT's 16th Annual New Directors Showcase

Empty Space

James Choi (Director/Producer/Editor)

Best Feature Film (2017), Chilliwack Independent Film Festival
Official Selection (2018), Beloit International Film Festival
Theatrical Distribution in South Korea (2018), cMovie
Distribution on XFINITY OnDemand, iTunes, Amazon Prime (2018), Cow Lamp Films

Every Ghost Has an Orchestra

Shayna Connelly (Director), Savvas Paritsis (Post Consultant)

Best Documentary Short (2018), Big Muddy Film Festival
Best Documentary Short (2017), Middle Coast Film Festival
Official Selection (2018), Palm Springs International ShortFest
Official Selection (2018), Sydney Underground Film Festival

Gardening at Night

Shayna Connelly (Writer/Director), Wendy Roderweiss (Producer)

Best Short Screenplay (2017), Milwaukee Women's Film Festival
Official Selection (2018), Tally Shorts
Official Selection (2017), Third Eye Festival Curated Traveling Show
Official Selection (2017), Proxy Act Film Festival

Heartless

James Choi (Producer/Director/Co-Writer)

Distribution (2018), Shorts TV

Hope for Change

James Choi (Producer)

Official Selection (2017), Black Harvest Film Festival

I, An Actor

Brian Zahm (Director/Editor)

Official Selection (2017), Antimatter Film Festival
Official Selection (2017), Barcelona Film Festival

Industrial Accident

Shayna Connelly (Director/Producer)

Audience Award (2018), Chicago Underground Film Festival
Official Selection (2018), Chicago Underground Film Festival
Official Selection (2018), Fantasia Film Festival
Official Selection (2018), NorthWest Fest

It's Just a Gun

Dan Klein (Writer)

Official Selection (2017), Telluride Film Festival
Winner: Dramatic Fiction (2018), Taos Shortz Film Fest
After Hours Award (2018), Copa Shorts Film Fest
Best Student Short Film, SCAD (2018), Savanna Film Festival
Best Student Short Film (2017), Breckenridge Film Festival

The Kaleidoscope Guy at the Market

Michael Flores (Editor)

Nominee: Audience Award for Documentary Short (2018), Dances with Films Festival

Lavette's Choice

Naghmeh Farzaneh (Animation Director)

ACLU Campaign for Smart Justice short documentary
Finalist (2018), Tribeca Film Festival

Le Nu/The Nude

Brian Zahm (Director/Writer/Cinematographer)

Official Selection (2017), Montevideo World Film Festival
Official Selection (2017), Chicago/Paris Sister Cities Film Exchange

Lives: Visible

Peter Biagi (Cinematographer)

Premiere (2017), Gene Siskel Film Center

Love Means Zero

Michael Flores (Editor)

Official Selection (2017), Toronto International Film Festival/TIFF
Nominee: Best Documentary Feature (2017), Camden International Film Festival
Official Selection (2017), IDFA Film Festival
Official Selection (2018), True/False Film Fest
Winner: Best Documentary (2018), Cleveland International Film Festival

Marquee

Brian Zahm (Director/Writer)

Official Selection (2017), Millennium Park Summer Film Series

FACULTY FILM RECOGNITION

My Atari Christmas

Chris Parrish (Writer)

Vitruvian Award for Best Screenplay (2018), DaVinci Film Festival
First Prize: Family Genre (2017), Hollywood Now Film Festival
Award of Excellence: Screenplay (2017), Hollywood Now Film Festival
Screenplay Competition Finalist (2018), Pasadena International Film Festival

No Small Matter

Peter Biagi (Cinematographer)

Screening (2017), Gene Siskel Film Center

Nostalgic

Ron Eltanal (Writer/Director/Editor), Dana Hodgdon (Producer), James Choi (Cinematographer)

Official Selection (2018), International Film Festival for Environment, Health, and Culture (IFFEHC)

Oblivion Verses

Alireza Khatami (Writer/Director)

Best Screenplay, Horizon Competition (2017), Venice International Film Festival
Fiprescie Award for Best Debut Film (2017), Venice International Film Festival
InterFilm Award for Promoting Interreligious Dialogue (2017), Venice International Film Festival
CANVAS Award (2018), MOOV Film Festival
Young Jury Award (2017), Festival des 3 Continents

Orders

Eric Marsh (Co-Director), Andrew Stasiulis (Writer/Co-Director), Chris Kalis (Composer)

Official Selection (2017), Kaunas International Film Festival
Official Selection (2018), Nobudge.com

Other People's Children

Anna Hozian (Co-Writer/Co-Director), Brad Riddell (Co-Writer/Co-Director), Ron Eltanal (Editor), Savvas Paritsis (Editor/Post Production Supervisor), Nick Schmidt (Co-Producer), Susan Suffredin (Editor), Robert Steel (Composer), Brian Zahm (Cinematographer/Co-Producer)

Best International Series (2018), Pilot Light TV Festival
Bronze Medal (2018), DC Webfest
Official Selection (2018), Melbourne International Web Fest
Official Selection (2018), Seattle International Film Festival
Official Selection (2018), Vancouver Webfest
Daily Pick (2017), Stareable

Paper Beast

Dan Klein (Writer/Director/Producer)

Official Selection (2018), Dances with Films

Pond Life Teasers

Amy Lockhart (Animator/Creator)

Commissioned bumper (Spring 2018), Adult Swim Television Network
Commissioned bumper (Summer 2018), Adult Swim Television Network

Scent of Geranium

Naghmeh Farzaneh (Writer/Director)

10 Best Short Films from 2017 (2017), *National Geographic*
Finalist (2017), CINE Golden Eagle
Official Selection (2017), KLIK Amsterdam Animation Festival
Winner: Best Student Film (2017), World Festival of Animated Films
Youth Jury Award (2017), Chicago International Children's Film Festival
Staff Pick Premier (2017), Vimeo

Silicone Soul

Michael Flores (Editing Consultant)

Official Selection (2018), Thessaloniki Documentary Festival (TDF)

Sleepy Steve

Meghann Artes (Writer/Director/Animator), Robert Steel (Composer)

Official Selection (2018), Echos of Eco
Official Selection (2017), MAR Museum: Best of Funcinema Exhibition
Official Selection (2017), Moving Image, Sound and Things (MIST)
Official Selection (2017), Roanne Animation Short Film Festival, Ciné Court Animé

Snake Bomb

Chris Kalis (Producer)

Official Selection, Films in Competition: Animation (2018), Ann Arbor Film Festival
Official Selection, Malt Adult (2018), Columbus International Film Festival

Speed Dating

Meghann Artes (Writer/Director), Robert Steel (Composer)

First Place People's Choice Award (2018), 12 Films with Heart: West Australian Fringe Festival
Official Selection (2018), Shortcutz Brazil
Official Selection (2018), Women in Focus FilmFest
Official Selection (2017), Moving Image, Sound and Things (MIST)

Ten More

Brad Riddell (Writer/Director), Shayna Connelly (Producer), Ron Eltanal (Editor), Savvas Paritsis (Editorial Consultant/Post Supervisor), Robert Steel (Supervising Sound Editor)

Best Picture (2017), Elgin Short Film Festival
Best Screenplay (2017), Milwaukee Shorts Festival
Official Selection (2017), Charlotte Film Festival
Official Selection (2017) San Francisco International Short Film Festival
Official Selection (2017), Tallgrass Film Festival

Thrill Ride

Chris Parrish (Writer/Director), Angie Gaffney (Producer), Peter Biagi (Cinematographer)

Worldwide distribution on home media platforms (2017), Gravitas Ventures
Best Science Fiction/Fantasy Feature Film (2017), Burbank International Film Festival
Best Director (2018), North Hollywood CineFest
Best Feature Film (2017), Gen Con Film Festival

FACULTY FILM RECOGNITION

Quiver

Shayna Connelly (Director), Brian Andrews (Visual Effects Supervisor), Kahra Scott-James (Sound Designer)

Best Cinematography (2018), Cinepocalypse
Best Horror Film (2018), Berlin Short Film Festival
Honorable Mention (2018), International Horror Hotel
Official Selection (2018), Athens International Film + Video Fest

Sparrow Duet

Steve Socki (Director)

Official Selection (2017), 300 Seconds Short Film Festival
Official Selection (2017), Vionaria International Short Film Festival
Official Selection (2017), World Animation Celebration
Official Selection (2017), Insomnia International Animation Festival
Official Selection (2017), Teknochat Film Festival

Stage 4

Wendy Roderweiss

Official Selection (2018), Auckland International Film Festival

Trap

Kahra Scott-James (Writer/Sound Designer)

Official Selection (2018), New Zealand International Film Festival
Official Selection (2018), Palm Springs International Animation Festival, USA

Welcome to Unity

Anuradha Rana (Cinematographer)

Broadcast Distribution (2018), Amazon Prime
Broadcast Distribution (2018), Cow Lamp Films
Broadcast Distribution (2018), Indie Flix
Broadcast Distribution (2018), Vimeo Streaming

Where it Floods

Joel Benjamin (Writer/Director)

Best Animated Short (2017), Sydney World Film Festival
Best Animated Film (2017), Midwest International Film Festival's Best of the Midwest
Grand Feature Competition (2017), Animafest Zagreb, Croatia
Official Selection (2018), Anima Brussels Animation Film Festival
Official Selection (2018), Animac International Film Festival of Catalonia Spain

Yours is Not the Taj Mahal

Shayna Connelly (Director)

Official Selection (2018), The 2018 Film and Video Symposium
Official Selection (2017), The Artists Forum: Festival of the Moving Image
Official Selection (2017), Collected Voices Film Festival
Official Selection (2017), South Short Connect Arts Festival

FACULTY EXHIBITIONS

Akiyoshi, Shiro, "Nuclear Club." Studio Kura Gallery, Itoshima City, Fukuoka, Japan. (2018).

Anthropy, Anna A., "Queers in Love at the End of the World." I Was Raised on the Internet, Museum of Contemporary Art, Chicago, IL. (June 2018 - October 2018).

Anthropy, Anna A., "Queers in Love at the End of the World." Now Play This, London Games Festival, London, UK. (April 2017 - Present).

Anthropy, Anna A., "Queers in Love at the End of the World." Unplay: Action, Affect, Attention, Vera List Center for Art and Politics at the New School, New York, NY. (October 2016 - Present).

Anthropy, Anna A., "Triad." Tickle My Computertois, Lady*Fest, Kassel, Germany. (September 2017).

Anthropy, Anna A., "A Decade of Game Design." Museum of the Moving Image, New York, NY. (February 2018 - May 2018).

Anthropy, Anna A., "Herding Cats." Dunlop Art Gallery, Regina, Canada. (January 2018 - April 2018).

Andrews, Brian C., "Elevator Studio." Queens Museum, New York, NY. (April 2018 - May 2018).

Barcy, Lisa, Puppet Designer, "Journey to the Sun: A Sci-Fi Cartoon Circus." Cabinet of Curiosity Events, Evanston, IL. (February-March 2018).

Ciucci, Jacob G., "Difference Engine." Lisson Gallery, New York, NY. (June 2018 - 2018).

Ciucci, Jacob G., "One Of Those Days." Stavanger, Norway. (July 2017 - August 2017).

Ciucci, Jacob G., "Forever, Fornever." pin E. M. Bannister Art Gallery, Providence, RI. (October 2017).

Ciucci, Jacob G., "Investment, Casting." Jacob G Ciucci, Los Angeles, CA. (September 2017 - October 2017).

Lockhart, Amy E., "Sluice Art Fair, London, UK." Amy Elisabeth Lockhart, London, UK. (September 2017).

Matteson, Nathan; Hall, Matt; Johnson, Brian, "Sonorefest: Festival de guitare de Montréal." Montréal, Quebec, Canada. (September 2017).

Quinn, Heather, "MFA Semester 3 Pin Up Exhibition." Vermont College of Fine Arts, Montpelier, VT. (April 2018).

Quinn, Heather, "LoveHateLeave." Vermont College of Fine Arts, Montpelier, VT. (September 2017).

Roberts, Scott D., "Chicago Art Book Fair." Chicago, IL. (November 2017).

Roberts, Scott D., "Small Press Expo." Bethesda, MD. (September 2017).

Rusch, Doris, Invited presenter and juror. Gotland Games Conference, Sweden. (May 2017).

Schrank, Brian; Wagner, LeAnne (Co-Curators) and **Anthropy, Anna A.** (Artist), "Hey! Play! Games in Modern Culture." Chicago Design Museum, Chicago, IL. (October 2017 – March 2018).

Schrank, Brian, "Bishop's Game." Gaming Installation, Hunt and Peck: Alternative Expressions of the Keyboard, Video Game Art Gallery, Chicago, IL. (2018).

Schuller, Heinz W., "Death Toll Game." Digital DNA Games, released on Steam. (April 2018-Present).

Trowbridge, Adam, and **Westbrook, Jessica**, "Future Artifact: Creative Tech Week." New York, NY. (May 2018 - June 2018).

Trowbridge, Adam, and **Westbrook, Jessica**, "Plot Device." Activatar on the Apple App Store. (January 2018-Present).

Turner, Allen, "Battles:SS3 Post-Butoh Festival." Featured Performer. (2017).

Wilber, Dolores, "MAKE AMERICA DYSTOPIAN AGAIN." Group Exhibition, Response: NO, and presentation Always Will Be, Visible Cultural Association, Madrid, Spain. (July-August 2017).

STUDENT AND ALUMNI ACCOMPLISHMENTS

STUDENTS



■ Cybersecurity student Shannon Linares and Information Assurance alum Marco Alonzo were part of the winning team at the 2017 *US Cyber Challenge Competition*. Additional CDM students qualified and competed in the challenge, many placing in the top 5 teams.

■ Our Computer Science Society student organization planned and orchestrated its first annual student hackathon, *DemonHacks* (left). There were 115 participants from at least five different states. Six sponsoring companies provided several thousand dollars in prize money.

■ PhD student/CDM development student worker Redar Ismail, along with a team of three others, won first prize at the *BuiltWorlds Hackathon* at mHUB. The team developed an app for the Microsoft HoloLens to scan spaces and

add objects with voice recognition, using the UrhoSharp Xamarin cross-platform new 3D game engine.

■ PhD students Badar al Lawati and Redar Ismail led the winning team at the annual *Campus 1871 competition* hosted by 1871. The team also included James Valles (MS CS) and Aramide Kehinde (MS Data Science), and their business model and pitch for their startup, Refugee, took first place over teams from several Chicagoland universities.

■ MS Data Science student Sierra Sellman was a 2018 finalist for the *Women in Technology (WIT) Leadership Award*. She was interviewed on Federal News Radio about her work as a data scientist at the National Geospatial-Intelligence Agency and leveraging cloud systems for government capabilities.

■ The games *FoolVille* (developed in GAM 368 Augmented Reality Game Design and Development) and *That Blooming Feeling* (developed in the game capstone) were jury-selected to show at the *Bit Bash game festival*.

STUDENT AND ALUMNI

ACCOMPLISHMENTS *continued*

- Eight School of Computing students (Ian Burke, Paula Grzybowicz, Roshan Jamkatel, Iryna Lemeha, Sean Ruffatti, Chenjie Sang, Katherine Wagner, Isra Zidan) were recognized by *Illinois Technology Foundation's "Fifty for the Future"* as the tech industry's best and brightest students.
- DePaul's AIGA chapter were awarded the *Student Boost Grant* for their proposal "Design for the Adaptive Athlete Initiative."
- School of Design students Josh Miller and William Ngo *designed the winning shirts* for DePaul's Division of Mission and Ministry campaign to bring awareness to the ethical implications of the fast fashion industry. Both shirt designs were printed by Alta Gracia and are available for purchase in DePaul bookstores.
- MFA Film and Television student Will Schneider's script "Ageusia" won this year's short *Bluecat Screenplay Competition*.
- MFA Game Design student Trynn Check's VR game *Unboxed* was accepted into *The Big Indie Fest* @ ReVersed in Vienna, Austria.

ALUMNI

- MFA Screenwriting alum Robert Riley's thesis screenplay, "The Man from the Deep" made it to the *2017 Academy Nicholl Fellowships' Top 50 Screenplays* list. There were over 7100 feature screenplay submissions from 78 countries. This fellowship is well-known and extremely competitive.
- Jibril Ilyas, Network Engineering and Security alum and youngest managing director at Aon's cybersecurity business Stroz Friedberg, was named one of *Crain's "40 Under 40."*
- MFA Cinema alum and adjunct Joel Benjamin (*Where it Floods*) and BA Digital Cinema alumna Savannah Cannistraro (*The Good Work*) won best animated film and best editing, respectively, at the Midwest International Film Festival's *Best of the Midwest Awards*. Both films were created while Joel and Savannah were students.
- *Code-Switched*, a Chicago-made webseries by Cinema alumnus ('17) Karan Sunil was profiled as a webseries to watch in 2018 by the Chicago Reader. Karan was also hired as a writer's assistant on the upcoming Ava DuVernay-produced CBS series *The Red Line*.
- MS Cinema alumnus ('15) Rubin Daniels Jr. was an editor on Steve James' *America to Me* miniseries, which world premiered at Sundance and is now on Starz.
- Alumna Charlotte Pence, daughter of VP Mike Pence, has a new book, *Marlon Bundo's A Day in the Life of the Vice President*. Charlotte was featured in several media outlets discussing how Marlon was first procured for one of her films while a student at DePaul.
- MS Cinema alumna Melisa Resch's project "The Line" was selected to be part of the *AT&T Hello Lab* with Lena Waithe. She will be mentored by COMMON.

CDM IN THE NEWS

July 12 | RogerEbert.com

"CHA documentary program empowers future filmmakers"
Liliane Calfee

July 17 | Chicago Tonight, WTTW

"How a Controversial Chicago Astronomer Influenced 'Close Encounters'"
Mark O'Connell

July 21 | AMA Wire

"Video-game developer says med ed should go outside the box"
Jay Margalus

July 27 | Indie Wire

"Venice announces 2017 lineup, including 'The Shape of Water,' 'Suburbicon,' 'mother!,' and many more"
Alireza Khatami

Aug. 31 | Variety

"House of Fire boards 'Under the Sun,' 'Family Tree,' 'Overgod' (Exclusive)"
Alireza Khatami

Sept. Edition | The Hearing Journal

"Virtual reality: The next frontier of audiology"
Rosalee Wolfe

Sept. 1 | Cineuropa

"Imagination helps us navigate reality"
Alireza Khatami

Sept. 5 | HollywoodChicago.com

"Podtalk: Brian Zahm on 'Marquee' at Chicago's Millennium Park Film Series"
Brian Zahm

Sept. 13 | Chicago Tribune

"'SNL,' Soviet artists and the dead highlight fall museum season"
Brian Schrank

Sept. 20 | The Wrap and SF Gate

"Top 50 Film Schools of 2017 Ranked, From USC to Full Sail"
CDM DePaul ranked No. 36.

Sept. 24 | Chicago Tribune

"6 finalists screened at Elgin Short Film Festival"
Brad Riddell, Robert Hemlich, Conlon Taaffe

Sept. 24 | Newcity

"Film 50 2017: Chicago's Screen Gems"
Steven A. Jones, Angie Gaffney, Dana Kupper, Anuradha Rana, Wendy Roderweiss, Susanne Suffredin, Cinespace Film Studios Chicago

Oct. 9 | ASC magazine

"Stacy Steers: The Edge of Alchemy"
Robert Steele

Oct. 20 | WBEZ Chicago

"Chicago Professor Alireza Khatami's Film 'Oblivion Verses' Draws Global Buzz"
Alireza Khatami

Oct. 20 | Chicago Reader

"Chicago Design Week's best events"
Brian Schrank, LeAnne Wagner

Oct. 27 | ABC 7 Chicago

"DePaul Students Create Halloween Costume for Elgin Boy in Wheelchair"
LeAnne Wagner, Students

Nov. 1 | Chicago Tribune

"Putting video games on gallery walls"
Brian Schrank

Nov. 27 | Chicago Sun-Times

"Rogers Park's Lucas Jade Zumann takes fantasy trip in 'Thrill Ride'"
Christopher Parrish

Nov. 30 | CLTV Chicago

"WGN Radio: The Steve Cochran Show"
Christopher Parrish

Dec. 2 | HollywoodChicago.com

"Podtalk: Brad Riddell & Anna Maria Hozian of Web Series 'Other People's Children'"
Anna Hozian and Brad Riddell

Dec. 7 | Chicago Tribune

"DePaul profs create series zinging parent-teacher conferences"
Anna Hozian and Brad Riddell

Dec. 14 | HollywoodChicago.com

"Podtalk: Presenting the Film 'Step' on Dec. 16, 2017"
Liliane Calfee

CDM IN THE NEWS

Dec. 17 | 91.5 WBEZ Chicago (WBEZ-FM)

"It's All Fun And Games: Exhibit Explores The Culture Of Gaming"

Brian Schrank

Dec. 20 | Chicago Tribune

"Stop-motion animator uses humans and it's hilarious and amazing"

Meghann Artes

Jan. 8 | Chicago Tribune

"At DePaul, creating video games for social good"

Doris Rusch

Jan. 8 | Chicago Tribune

"Deep Games Laboratory"

Doris Rusch

Feb. 16 | American Banker

"Banks' underground data vault is evolving -- will it use blockchain next?"

Steve Rubinow

Feb. 22 | HollywoodChicago.com

"Film News: DePaul University's Big Shoulders International Student Film Fest on Feb. 16 & 17, 2018"
College of Computing and Digital Media

March 7 | ABC7 Chicago WLS

"Women in film production doubles at DePaul University"

Dana Kupper, Casey Autey, and Lauren Simpson

March 7 | ABC7 Chicago WLS

"DePaul video games reflect social struggles"

Doris Rusch

March 8 | MedPage Today

"Losing the 'Therapeutic Gaze'"

Enid Montague

March 13 | Psych Central

"Mix of Some Personality Traits May Up Risk of Compulsive Social Media Use"

Hamed Qahri-Saremi

March 17 | Medical News Today

"Unlocking the personality of a social media addict"

Hamed Qahri-Saremi

April 10 | Healthline

"What Healthcare Info Facebook and Other Tech Companies Have on You"

Jacob Furst

April 16 | HollywoodChicago.com

"Podtalk: Brian Zahm on 'Tea Party' at Chicago's Sound of Silent Film Fest on April 14, 2018"

Brian Zahm

April 25 | Variety

"Entertainment Education Report: The Best Film Schools in 2018"

College of Computing and Digital Media

May 1 | Chicago Tribune

"CHA teen girls film documentaries, find power in Chicago's difficult truths"

Liliane Calfee

May 1 | Mashable

"'God of War' shows how far the video game industry has come... and how far it has to go"

Anna Anthropy

May 2 | Newsradio 780 Chicago (WBBM-AM)

Liliane Calfee

May 4 | Chicago Tribune

"Second City, DePaul offer comedy filmmaking degree"

Gary Novak

May 10 | Chicago Tonight, WTTW

"DePaul Students Develop Video Games to Trigger Empathy, Understanding"

Doris Rusch

May 19 | RogerEbert.com

"Chaz Ebert interviews Gary Novak at Cannes"

Gary Novak

May 24 | Cartoon Brew

"Inaugural Frame-by-Frame Animation Conference Has Amazing Lineup of Guests"

CDM Animation Program/Visiting Artists Series

WHERE
WE'RE
GOING



In collaboration with *The Second City*, the School of Cinematic Arts will begin offering *graduate and undergraduate degrees in comedy filmmaking* in the Fall of 2018. The master's concentration in Comedy, housed within our MFA Screenwriting program, is the only terminal degree of its kind. The concentration in Comedy Filmmaking, part of our BFA Film and Television, will be the most comprehensive undergraduate comedy filmmaking degree in the country.

Students take classes at both The Second City and DePaul. These innovative programs will enable students to develop their own comedy voice and original material through a methodology honed over decades by The Second City. Upon completion of either degree, students will have in hand a rich portfolio of original scripts and films to help best prepare them for a career in the industry following graduation.

The Physical Computing Lab was recently transformed into a full-fledged electronics and robotics lab, ready for use during the 2018-19 academic year. Now the *Cyber-Physical Systems Engineering Project Lab*, the space is equipped with three state-of-the-art electronic benches consisting of professional grade multimeters, digital function generators, a digital oscilloscope, and PCs; mobile/rover robots; "educational" robot arms; and an "industrial" robot manipulator. The CPSE Project Lab is directed by Isuru Godage and Ljubomir Perkovic.

Our new-in-2018 *Virtual and Augmented Design Lab (VAD)*, directed by School of Design faculty Brian Schrank, is now open on the Concourse Level of the DePaul Center. VAD will host classes and projects to research and develop experimental games on emerging platforms. The lab supports multiplayer, room-scale AR/VR gamedev and is equipped with Microsoft HoloLenses, HTC Vives, headsets with hand and foot trackers, and Oculus Rifts.



Faculty Allen Turner and Will Myers received an Academic Growth Initiative Fund to create a new *DePaul Game Studio*, which will be an interdisciplinary lab that brings together game artists, designers, engineers, sound designers, and producers to work together in an ongoing large studio experience. Yearly data builds and content packs will be released for public consumption and as a resource for future classes. This will be an actual game studio, producing and publishing work that will be shipped to more publicly visible platforms, like Steam, Xbox, PS4, and Switch.

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