DON'T CRACK
UNDER PRESSURE

Students dash about, but will they crack under pressure? While they may seem over-easy on the surface, egg-and-spoon races aren't for the faint of heart. Wikipedia even describes egg-and-spoon races as full-fledged sporting events.

There are a number of world records in egg-and-spoon racing published by Guinness World Records. Surprisingly, these are mostly held by one egg-obsessed New Yorker, Ashrita Furman. His records include the fastest 100-meter and one mile egg-and spoon races, where he held the spoon in his mouth and then both hands, respectively.

Grab your trusty silver spoon and stabilize your gait, but don't lose your balance or humpty dumpty will fall and won't get back up again.

OUR FACULTY WON'T LET YOU CRACK UNDER PRESSURE.
Meet them here: uat.edu/G411/faculty

3 Clubs & Groups

6 Founder's Hall Games

8 Cupcake Decorating

GOOD EGGS PICTURED TOP TO BOTTOM: JAMES NOWDOMSKI, ISIS BOONE AND ALEC CARTER

OOPS... I DID IT AGAIN

Whether your go-to start is "Here's the thing, we started out friends" or "Is this the real life? Is this just fantasy?," karaoke doesn't care if you're a Bass, Tenor, Alto or Soprano … or even if you can harmonize. Neither do UAT students when they're jamming!

Sing your heart out to "Oops…I Did It Again" by Britney Spears, "Wannabe" by Spice Girls, "Bohemian Rhapsody" by Queen, "Don't Stop Believin'" by Journey, and "Dancing Queen" by ABBA, some of the all-time favorite karaoke songs.

Like many UAT students' favorite media, karaoke has roots in Japan. The first karaoke-style prototype machine was created in 1967 by Shigeichi Negishi, a Japanese engineer who ran a car audio system assembly business in Tokyo. Three years later, Toshiharu Yamashita, sold an 8-track playback deck and jump-started the karaoke craze. In 1971, musician Daisuke Inoue, the believed inventor of karaoke, started producing karaoke equipment; although, due to the lack of a patent, the audio company Clarion was the first commercial producer of the karaoke machine.

Portland, Oregon hosts dozens of karaoke bars, making it not only the U.S.'s "capital of karaoke," but "one of the most exciting music scenes in America" according to The New York Times.

Even the popular music streaming app Spotify has playlists dedicated to the best karaoke songs of all time. Tap into your vocals and get your groove on to your favorite song.

DISCOVER ALL THE PLACES TO HAVE FUN AT UAT.
Tour our campus at uat.edu/G411/campus-tour

PICTURED TOP TO BOTTOM: KEVIN ALBREGARD, ERICH VAN DEBOGART AND KRISTEN KOLESSAR

ALAYNA LECRONE
Major: Game Design

Alayna Lecrone hails from Harrisburg, Pennsylvania and is studying Game Design with a secondary focus in Game Art and Animation.

Starting out with the Atari game system, Alayna has always been an avid gamer, which eventually led to a successful career as a professional esports player. With her professional gaming background, Alayna decided to pursue a degree in Game Design to explore the other side of the industry.

Alayna originally intended to come to UAT in the late 2000s after graduating high school, but due to financial and other reasons, she was unable to attend. The advances in online schooling have made her longtime dream of attending UAT a reality.

In her short time here, Alayna has already accomplished things in gaming that she never dreamed of doing, from designing a level for Unreal Tournament to making her own game in Unity Engine. Alayna states, "I loved gaming as a player, but there really is something magical about designing and building games from nothing."

Alayna is inspired by her grandma, who was caring, kind and helped shape Alayna into the person she is today by pushing her to do anything she put her mind to. Alayna also finds inspiration from Andy Warhol and Alexander McQueen — even though both are also deceased, their artistic expression has left an impact on this world.

While she is no longer competing, coaching or managing, Alayna still really enjoys esports and watching competitions. In fact, she is the president of the UAT Esports Club. Outside of gaming, Alayna is a fan of fashion, cars and hockey.

Alayna is a strong supporter of various change movements in the areas she is passionate about and states, "Being a transgender woman in this field isn't necessarily uncommon in 2021, but I have to acknowledge the ones that came before me and dealt with adversity and discrimination and strived forward so I could be here today. I am proud of how far we have come and there is still so much more to do."

ISIS BOONE
Major: Artificial Intelligence

Born and raised here, Isis Boone is an Arizona native who graduated high school a year early to study Artificial Intelligence at UAT! And she is already looking forward to adding Robotics and Embedded Systems as a second degree.

She chose her AI degree because she's always had a spark for programming and building robots. From completing puzzles to building with 3D printers, Isis has always loved creating. Isis wants to make something the world has never seen and change the world with technology.

During her youth, Isis was on an all-women's robotics team that was also a Girl Scouts troop, which inspired her to strive to do and be whatever she wanted.

Attending a small high school, Isis was excited to attend UAT for its inviting atmosphere. She felt that UAT is a school she could attend and not be judged for what she chose to study. UAT has shown her a whole new world of people who are interested in technology and who want to see students succeed.

Even after just one semester, Isis feels that she has gained so much from UAT. She's had the opportunity to make connections with many different people who have similar interests and benefits from one-on-one help with professors who have been a wealth of knowledge for improving her skills, such as programming and refining 3D prints.

The people who inspire Isis the most in this world are her parents, who encourage her to be the best she can be. Isis believes that you should follow your passions and not let anyone get you down. Isis' hobbies include playing video games, 3D printing, hanging out with friends, cooking and fishkeeping.

MORGAN KITAY
Major: Game Art and Animation

Studying Game Art and Animation, Morgan Kitay chose this degree because she's always been creatively driven. While this has been mostly through traditional media, Morgan loves challenges and decided to pursue the digital realm of art.

Morgan has a deep passion for technology, she's always had the latest tech to work with, build, create and anything else she could dream up to do with it. She love, love, LOVES fiddling around with all things tech.

Morgan decided to attend UAT because of the degrees offered; the University's long-standing history and the informed University reps at college fairs who originally introduced Morgan to the University. Morgan exclaims, "[UAT is] something I can trust, and I definitely love being here (and also working here :D)."

She has learned so much from both her classes and job. At UAT, she has grown confident in her Photoshop skills, is working with 2D and 3D creations, building games and attending game jams. Morgan believes UAT is a great place for undergrads because her schoolwork is building out her portfolio.

Morgan enjoys playing video games (PC, console, all of it), creating traditional art, custom knife work, painting her nails, hiking and trying to fix various objects that would otherwise be thrown away.

Morgan looks up to her mom because she is inspired by her work ethic, determination and motivation. She is the heart and soul of why Morgan is here. Her mom loves her work and truly believes in what Morgan wants to do.

CLUBS & GROUPS

ANIME AND MANGA CLUB
Explore the animated side of Japanese culture through watching anime, reading manga and viewing the latest in entertainment news.

THE AUDIO ENGINEERING CLUB
Join your fellow classmates to explore and learn more about engineering various aspects of audio, including composing music and creating sound effects.

CODE MONKEYS
Here for the code and nothing but the code? You've come to the right place. Join your fellow Boolean baboons and start compiling!

DRAGONBALL FIGHTERZ
Connect with other anime-loving students while playing the action packed and over-the-top Dragonball FighterZ. With endless spectacular fights and all-powerful characters, you're sure to have a blast!

GEEK RHO
Geek RHO supports UAT's living/learning culture by providing unique and interesting experiences that promote leadership and both social and intellectual growth opportunities for all UAT students.

IGDA@UAT
An academic chapter of the International Game Developers Association (IGDA) that places a strong emphasis on professional development, serving the students, faculty, professors and alumni of UAT.

JAPANESE CLUB
Get immersed in the teachings of the Japanese language with others who love the ancient culture just as much as you.

MAGIC: THE GATHERING
We gather to play Magic: The Gathering. Meet with us to join the battle!

NERF WARZ
An epic Nerf battle, UAT style. Darts everywhere! So many darts. Take cover!

ROBOTICS CLUB
The Robotics Club allows students to express their creative engineering abilities through the construction of robots and offers the opportunity to represent UAT in robotics competitions.

SMASH AND FIGHTING GAME CLUB
For gamers who love multiplayer fighting games and competing in gaming tournaments, show up to battle against other classmates for the win.

SOCIAL GAMING CLUB
Introducing students to a social gaming environment so that they can relax, learn new social skills and expand their social network.

STUDENT ACTIVITIES COUNCIL
The mission of the Student Activities Council is to support UAT's living/learning culture by providing a unique and interesting experience that promotes leadership and both social and intellectual growth opportunities for all UAT students.

SWORDPLAY S MARTIAL ARTS CLUB
Practice elements of martial arts by combining physical activity with the teachings of self-discipline and restraint. Form friendships with fellow students as you learn the basics of swordplay and respecting your opponent.

TABLETOP GAMERS
With class, internships and jobs, it tends to be difficult to find four-to-six players for your favorite board game on short notice. That's why the Tabletop Gamers Club dedicates a weekly time and place for board game enthusiasts to meetup and play at UAT. Come play board games, card games, tile games, student-made games and more!

UAT ESPORTS CLUB
Join and form teams for various Esports games, such as League of Legends. Teams play against each other and may join official competitions.

SEE MORE:
uat.edu/G411/clubs

SHUFFLE THE DECK

UAT runs amuck with gamers of all kinds ranging from video to tabletop to board! It's no surprise to find students gathering and giggling for a game of Cards Against Humanity, the fill-in-the-blank statement card game.

Or catch students playing with a more historic set of cards — tarot! Whether they're playing tarocchini or exploring divination, laughs can be heard.

Countless card games exist with genres ranging from collectible to casino to catch and collect games. No matter your card game fancy, there are sure to be others who share your passion for playing cards at UAT.

UAT IS MORE THAN JUST FUN AND GAMES.
Discover why you should attend at uat.edu/G411/why-uat

JAKE FUSCO

Storytelling and how stories and lessons change as they are passed down have always fascinated Jake Fusco. Combined with his interest in technology, this translated to Jake triple-majoring in Game Design, Game Programming and Business Technology.

He was instantly drawn to Game Design because he believes games are the best suited medium for telling stories and helping people learn. One of Jake's goals is to change society for the better by teaching others how to think about situations in different ways.

Jake chose UAT for the game development programs and because Synchronic Learning resonated with how he tries to live life. While attending UAT, Jake learned that teamwork, communication and drive are paramount to the success of solving problems. These three qualities time and time again have helped Jake succeed at work and in his classes.

In additional to making many lasting friendships, Jake has worked on numerous innovative projects while attending UAT. During his second semester, Jake joined the production studio class and is still working with the same team on a mobile AR game. Jake is an RA at Founder's Hall, the Geek Rho President, and is in the midst of another project with BunchOfNerds, a student-run multi-media production company.

Jake draws inspiration from many notable sources — Abraham Lincoln for how to deal with people coming from different worldviews and perceptions, George Lucas for his creative vision and Hirohiko Araki for his philosophy when writing stories.

Jake's hobbies include being the Dungeon Master for Dungeons and Dragons, gaming with friends, studying philosophy and cooking. Down the road, Jake intends to pursue his master's degree in Game Production Management.

GET THE MOST OUT OF YOUR EDUCATION WITH SYNCHRONIC LEARNING.
Learn more at uat.edu/G411/synchronic-learning

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Interested in technology from a young age, Daniel "Kody" Mitchell grew up watching his dad play StarCraft and World of Warcraft — he quickly grew fond of these games and soon after, developed a love for programming while taking computer science classes in high school.

Studying Network Security and Artificial Intelligence at UAT, Kody chose these degrees because he's always been fascinated with artificial intelligence and knew that the world needs more cyber security professionals. So, he thought why not combine the two for a unique education and skillset! Kody was originally attracted to UAT for the nerd and geek vibes. Since attending UAT, he loves the family community aspect, the collaborative teamwork-focused environment, the combination of hard work and having fun and how the University truly prepares students for the real world. Kody feels that he has already learned so much about the industry and has gained the basic skills he will need to thrive.

Kody is a Student Ambassador at UAT and was previously involved in Nerf Warz! In his free time, Kody has been working on a project to create a calendar-budget program in Python. The basis of the idea consists of the user inputting transactions they make on any given day (income or expense), and based on any recurring fees or payments, the program will show what day the user might run out of money (if there is one). The program has an easy-to-understand user interface that allows the user to see things at a glance, or hover over days for more details.

Kody is inspired by UAT faculty member Mason Galatas. After taking a couple of his classes, Kody was astounded by his expertise in his field and hopes to one day know as much as him, be as helpful and have as much fun! Kody's hobbies include programming, 3D printing, singing in the car, playing video games and watching movies. Once Kody gets out in the real world, he can't wait to put the skills he's learned from UAT to the test and make a positive difference!

UAT IS FOR PEOPLE LIKE YOU.
Discover what living at UAT is like at uat.edu/G411/housing
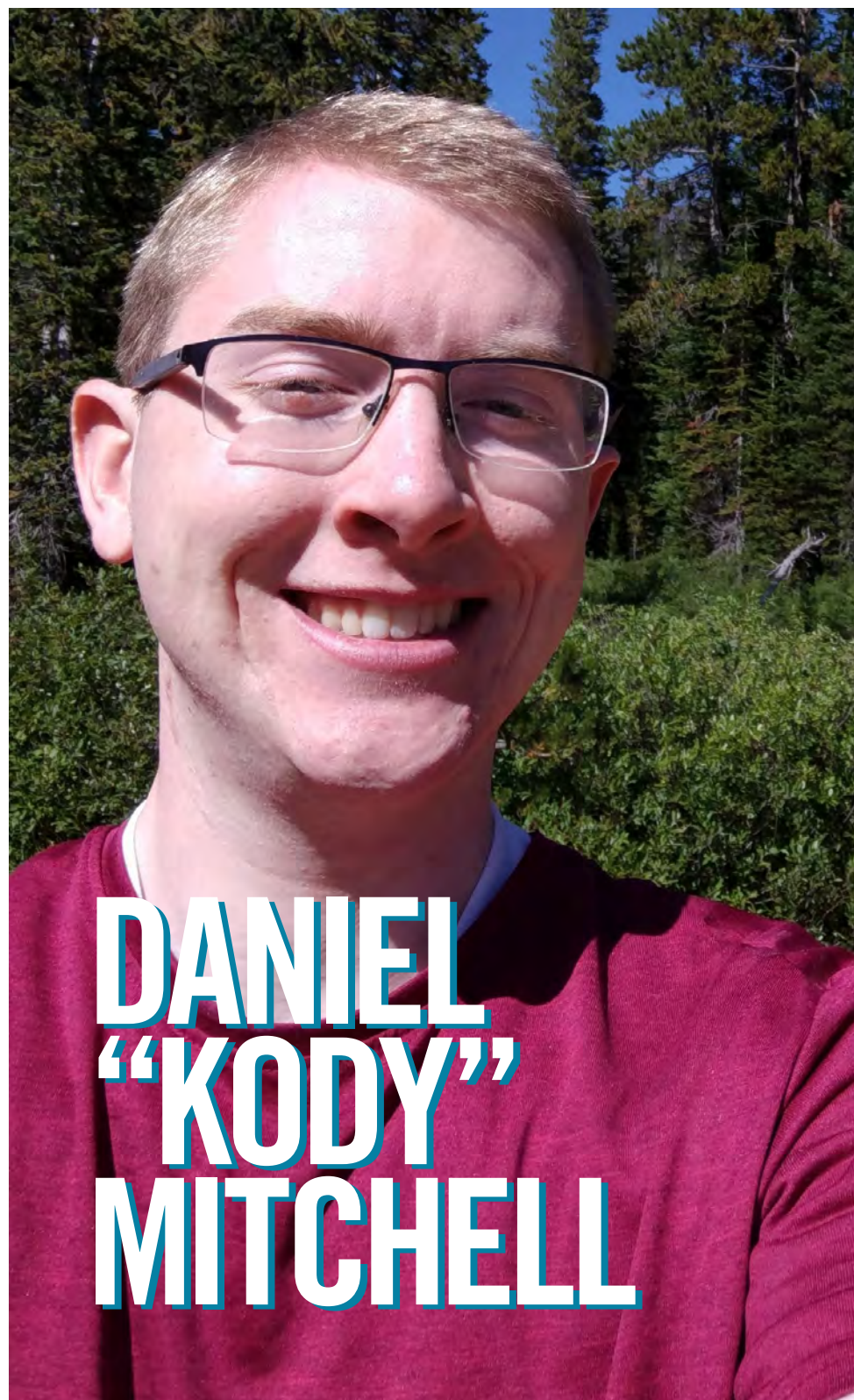
DANIEL "KODY" MITCHELL

HOT COURSES GIVE YOU
A COOL EDGE

Stay up to speed with UAT's cool courses for the latest technology trends and advancements.

MOBILE GAME PROGRAMMING

Students will design and develop a Role-Playing Game that provides players with multiple characters to select from, each of which have special attributes such as strength, power, weapons, casting spells, throwing projectiles, etc. Students will also learn how to create Heads-Up Displays (HUDs) for inventory and player health, mana and progress, all of which are tested by generating Artificial Intelligence (AI) characters.

OPEN SOURCE INTELLIGENCE

This course is focused on understanding how free-flowing data can be used to develop strategy and influence policy in response to modern digital threats. Students will develop the skills necessary to find, identify, investigate and report on cybercrimes. Students will also develop the skills necessary to contribute to modern intelligence analysis operations.

HISTORY OF MADNESS

In this course, students will explore madness and insanity throughout history. This course will explore questions, such as how has madness been defined in different periods and societies? Is madness a temporary or permanent affliction? Can it be cured, if so, how? Is madness a sign of genius or criminality? Who gets to define what madness is in the first place? Students will analyze how madness has been depicted culturally/ artistically and look at how gender, race, social class, sexuality and religion shaped conceptions of insanity. Finally, students will use this study of the past to better grasp their current understanding of mental health.

GAMIFICATION

The game industry has developed a set of tools and practices for engaging player bases. This engagement has become part of the culture and expectations of interactive user experiences. The design psychology and philosophy behind gamification includes principles of engagement, interaction, motivation, socializing, competition, achievement and self-expression. This course leverages these design principles to create activities, solve problems and build interactions using game systems and mechanics.

VIRTUAL ENVIRONMENTS

Immersive digital environments provide students with simulated spaces they can explore and interact within. Students will learn the elements of effective virtual environments, along with how to construct them within the parameters of existing hardware to produce simulations that are realistic to users. Topics such as latency, feedback, geometry, multi-person interaction, physics engines and data integrations will be learned by students.

DEGREES

ON CAMPUS
Advancing Computer Science
Advertising Art
Artificial Intelligence
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Digital Video
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Technology Studies
Virtual Reality
Web Design

ONLINE
Advancing Computer Science
Advertising Art
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Virtual Reality
Web Design

MASTER OF SCIENCE
Cyber Security
Game Production
Software Engineering
Technology Innovation
Technology Leadership

READY SET GO »

IMMERSE YOURSELF!
uat.edu/G411/360-tour

The UAT admissions process should begin as early as your sophomore year in high school. This can be a great benefit to you, since it allows you to create a relationship with an advisor from the University who can help guide you every step of the way. In addition, applying early gets you access to:

> More scholarship opportunities
> Notification of scholarship eligibility when you apply
> Select your spot in the dorms

> Better class choices
> Campus events
> Student news

WHO'S ADMITTED TO UAT?

UAT welcomes exceptional students who are passionate about learning in every phase of their life. Just as important in the admissions process is your aptitude for technology. For instance, a good student who has been programming and building websites or advanced robots is of more interest to UAT Admissions than someone who has not demonstrated an aptitude for technology, but has top grades and test scores. In other words, we're looking for future technology innovators and patent holders!

SO… WHAT'S NEXT?

Prospective students can apply online at **UAT.edu/apply**. Admissions requirements and the online application are both found on this page. Soon after your application has been received and reviewed by our Acceptance Committee, you will be notified of your acceptance status. If you need help or advisement with the application process, or if you just have questions, please contact our Admissions Office at 800.658.5744.

SUMMER 2021 SEMESTER
May 10 – August 20

FALL 2021 SEMESTER
September 7 – December 21

SPRING 2022 SEMESTER
January 10 – April 29

APPLY uat.edu/G411/apply

BRANDON MICHELSEN

ROBOTICS AND EMBEDDED SYSTEMS
ADVANCING COMPUTER SCIENCE
ARTIFICIAL INTELLIGENCE | MAY 2020

Brandon Michelsen is a 2020 UAT graduate with degrees in Robotics and Embedded Systems, Advancing Computer Science (A.S.) and Artificial Intelligence (A.S.). Reflecting on his experience at UAT, Brandon joined the community for the connected atmosphere and enjoyed being around many other students who shared a similar passion, mindset and drive for their industry.

What was the best thing you learned from UAT?
Honestly, the best thing I learned from UAT was how to learn. There were several classes I was in where the focus was not necessarily on learning something specific, as it was learning how to get the skills to work on a given project. The high-altitude balloon class ran by Nathan Eskue comes to mind. In these classes, the focus was on completing a project, and I had to quickly learn the skills needed to properly finish the project. It was some of the most valuable experience I ever got.

These days, Brandon is an Embedded Software Engineer at Plug Power Inc., a company that creates hydrogen fuel cell systems for a range of applications, including powering electric vehicles, cell towers and data centers. Part of his job includes writing firmware for the boards that control the fuel cells, ensuring they get the proper amount of hydrogen, maintaining the proper voltages, etc.

Since Brandon is an entry-level engineer with the company, a lot of his focus has been on creating the communication interfaces that the systems provide to customers.

What is your favorite part of your job?
I really enjoy learning new things as I work on projects. There are many things that I've had to learn while on the job, including how the chips we use work, how to set up an RTOS with our boards, etc. I also had to learn a lot about the electrochemistry that goes along with hydrogen fuel cells, which was very interesting.

Aside from that, I love working on the more challenging design aspects of our systems. It's a lot of fun to solve the more complex problems that we face as an engineering team.

Brandon's advice to those currently looking for a job in their industry is to not lose focus, stating, "There is often rejection before you land something, so stick with it." Brandon also recommends setting a goal to send out a certain number of applications per week. While applying for jobs, his goal was at least 30 applications per week, which helped him get a good number of interviews.

How has your perspective changed now that you're working vs. learning in school?
I am more comfortable with making mistakes now that I am on the job (as long as they aren't causing dangerous problems). From what I've seen with my fellow engineers, making mistakes early and often helps us better adjust our design before it gets sent to our clients, which ensures we have a good product by the time it ships.

Currently, Brandon is involved with some exciting projects at work, but he can't say much about them due to an NDA. In terms of personal projects, he's teamed up with some of his fellow alumni to work on game jam projects. The Retro Game Jam is coming up in March, which prompted Brandon to learn Super Nintendo programming.

What advice do you have for future UAT students?
I would say that the best thing you can do to learn is to work on projects. Research and theory are great, but they can only get you so far. By even just starting a project, you get a lot of valuable real-world experience that will help you in your industry. And projects are just fun to do.

In his free time, Brandon likes to work on projects and learn new things in the world of technology. He's worked on several game jams with his friends, and has been teaching himself more about pixel art, computer architecture and game design. He's also recently gotten back into music and has been trying to learn the piano, which has been a lot of fun. Brandon also enjoys the great hiking trails found around the area he lives.

Who inspires you?
Many of my fellow students at UAT really inspired me. There were so many passionate and driven people I met while on campus who knew a ton about their field and were willing to invest the time to be the best they could be. They all really inspired me to put in the effort to do my best as well.

GRAB A CHAIR

Chances are you've played a game of musical chairs before, whether at a birthday party or in class. This party game is fun for all ages and often brings out your competitive side.

This crowd-favorite elimination game includes a set of chairs arranged in a circle with one fewer chair than the number of players. While music plays, players walk around the set of chairs, scoping out a seat for when the music ends. The player who ends up without a seat is eliminated and a chair is removed for the next round until the last two players are standing by one single chair. They then speed walk in a furiously small circle around the sole chair. As the music abruptly stops, one player claims the chair as their throne and is declared the winner.

PICTURED FACING LEFT TO RIGHT:
DESIREE MACIAS, ALEC CARTER AND RALEN WATSON-DAVIS

UAT HAS A SEAT FOR YOU.

Learn more about life at UAT by checking out our student blog at uat.edu/G411/blog

GAME   TIME!

PING PONG: Students serve up their skills in a sudden death ping-pong match. Also known as table tennis and whiff-whaff, ping-pong can be played among two or four players and is highly competitive.

Governed by the worldwide organization International Table Tennis Federation (ITTF), table tennis has been an Olympic sport since 1988 with several event categories.

FOOSBALL: Students take the offense and the defense in a combat of quick wrist flicks to win. Known as foosball in North America, table football or table soccer is a well-loved game for those with and without fancy feet. Just like the real deal, the aim of the game is to shoot the ball into the opponent's goal by manipulating, and sometimes aggressively spinning (although, official rules prohibit "over 360-degree shots"), the mono-legged players.

In Europe, patents for similar table games date back to as early as the 1890s. The game was brought to the U.S. in the 1950s and reached its peak popularity in the 1970s, where it could be found in pool halls and bars throughout the country.

PICTURED: JOCELYN RODRIGUEZ

PICTURED: JAKE FUSCO

POOL TOURNEY : Take your cue to join fellow UAT students in a pool tournament faceoff. Stripes or solids — show off your trick shot and sink the ball. Are you the ace?

Did you know billiards and pool are often used interchangeably, but billiards is generic to any kind of tabletop game played with a cue ball and stick, while pool is more specific to a game with pockets. Some pool games include eight-ball, blackball, one-pocket and bank pool. Which game is your favorite?

Discover more student life at uat.edu/G411/publications

PICTURED TOP TO BOTTOM: MARC BENSON, BRYSON MOSS AND KRISTEN KOLESSAR

GEEK411

ENDORSEMENT I CONTAINER I SEQUENCE

BARCODE

FRUSTRATION/PIÑATA/FUN

UAT students gathered in the quad to show off their batting skills and release pent up energy with the frustration piñata. Students went up to bat with a sole goal in mind — kill for the candy.

Piñatas are fondly thought of as a fun activity for children's birthday parties, but did you know the modern piñata has a long, rich history that spans the globe? Traditionally, piñatas were made with a clay pot base, however, they've been mostly replaced by the kid-friendly cardboard and paper mâché version that's decorated with crepe paper. Today's piñatas come in all shapes and sizes, including fan-favorite characters and cartoons, like BB-8 and Pikachu.

The next time you need to get out your frustrations, join your friends in the quad and start whacking!

UAT is brimming with fun at every corner. Check out the campus to plan your next adventure: uat.edu/G411/campus

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GEEK411

STUDENT LIFE ZINE ISSUE 18

PICTURED LEFT TO RIGHT: DESIREE MACIAS, CHRISTINA HARRIS, JOCELYN RODRIGUEZ, BRYSON MOSS, KANDI ALEXANDER AND KAITY JOHNSTON (STAFF)

SWEET SPOTS

DID YOU KNOW that cupcakes first gained popularity in 1919 when Hostess started mass producing them? Although, they weren't the cream-filled, frosted variety everyone knows and loves, which debuted in the 1950s. Cupcakes stole the dessert spotlight once again in the early 2000s when New York City shops such as Magnolia Bakery were featured on Sex and the City.

Even "cupcake only" bakeries are a thing! Sprinkles Cupcakes opened the world's first cupcake bakery in 2005 — notably, with a location in Scottsdale not too far from campus. In 2012, Sprinkles debuted the world's first Cupcake ATM, which can hold up to 600 cupcakes and dispenses cupcakes and doggie cupcakes 24/7.

Whether your cupcakes deserve a spot on Cupcake Wars or Nailed It! isn't for us to decide, but it's sure fun to share these delicious treats with friends.

See how you can fit into UAT's unique culture at uat.edu/G411/culture