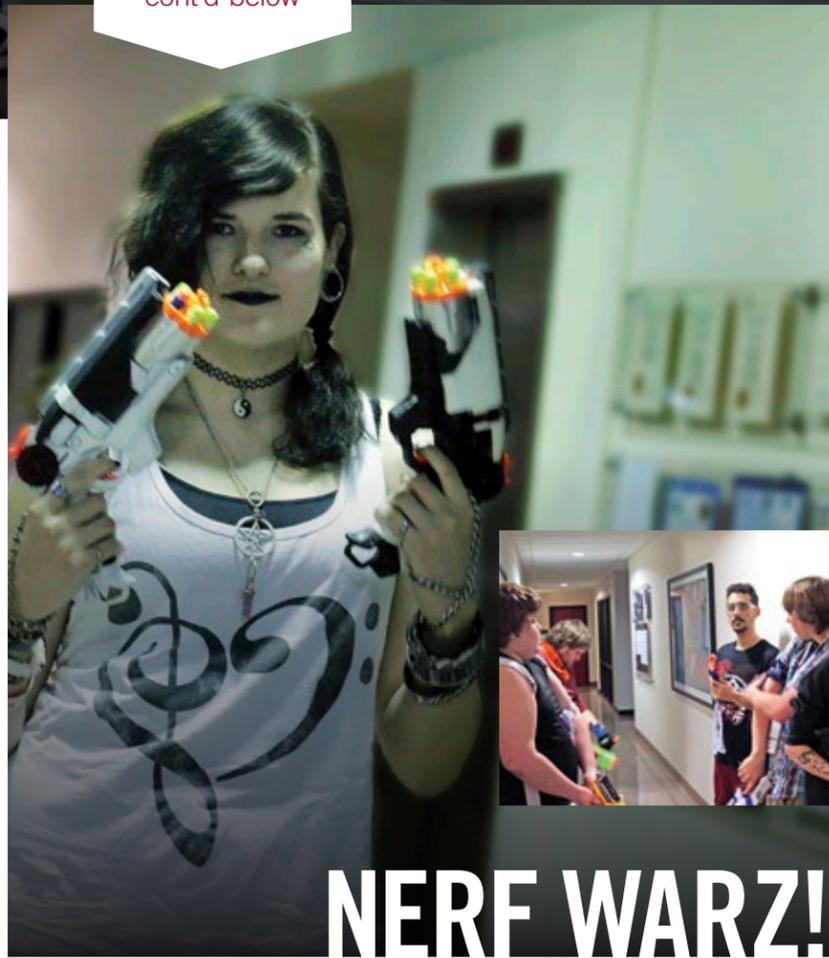




FOAM-DART WAR ZONE!

This is one combat zone you're welcome to enter! The Commons at University of Advancing Technology (UAT) turns into a foam-dart war zone as prospective students engage in a game of Nerf Warz during the UAT Experience. Two teams of prospective students battle one another in a bid for total domination.

cont'd below



NERF WARZ!

Come for a visit and see for yourself not only how hard UAT students work and where they innovate but also how they have some competitive fun. Bonus: They get to know other visitors – and the lay of the land – in the process. In fact, Nerf Warz is such a popular way to connect and socialize, there's even a student club on campus.

The UAT Experience is your opportunity to see UAT campus life up close during your visit which includes an overnight stay. Discover more about UAT's unique degrees, technology-infused campus and scholarships/financial aid while you connect with faculty and staff, eat at the campus café, not to mention participate in activities like Nerf Warz.

Register for the next UAT Experience event at uat.edu/techtrek.

3
Code
Your
Future

5
Comic
Fest

6
Thrill
of 48
Hours

PUTTING A DRONE TO THE TEST



UAT Digital Video students test video capabilities and the aerodynamic lift of a drone on the UAT campus, in accordance with FAA regulations for drone operation. An extension of the classroom, this clear and sunny day on campus is one of many in Arizona that makes outdoor conditions ideal for learning and exploration. Inside or outside, responsible development and use of technology takes center stage in every UAT degree program.

Want to take digital video capabilities to new heights?

Learn more about degrees in Digital Video, Digital Media, and Web Design at uat.edu/majors.

MEET NEW FRESHMEN



DANIEL MCWHORTER
Hometown: Gilbert, AZ
Major: Game Art and Animation

In just two short months at UAT, Daniel has stood out for getting involved. He participated in all of the Career Week activities in November, including the Cyber Security presentation even though he is studying Game Art and Animation. He is a thoughtful student who asks a lot of questions.

One of the main reasons why Daniel loves UAT is the personality it offers within a small, friendly close-knit community as well as very knowledgeable professors who are easily available in the common areas to provide help around campus.

In addition to working on two class projects, Daniel has a personal project that involves testing out prop making and putting together a prop space blaster—just for fun.

“Because technology is always changing and evolving, it’s really quite interesting to see how it improves and advances through the years. It’s quite mind-blowing, really.”



LYNDSEY BOGGS
Hometown: Rogers, MN
Major: Game Design

Lyndsey came to UAT to chase her passion for technology. She loves many things about the University, especially getting to know her classmates, professors and working in teams. Even in her first months here, she’s embracing the motto, “Teamwork makes the dream work.”

“The nature of classes here easily supports a rich environment for growing a professional network within the game industry, which is one of the things I admire most about UAT. I like that the work we do is authentic, focuses on creativity and production, and gives us many opportunities to be innovative.”

Lyndsey feels the resources available to students are industry relevant, and she is rapidly developing her skills and confidence in order to enter the Game Design field upon graduation.

Her ideal career would be in level design or narrative design, but she’s also heavily considering a second degree in programming. Her end goal is to work on a team to design and develop fresh, innovative games that encourage girls to get more involved in gaming.



KONRAD BURNS
Hometown: Johnstown, PA
Major: Game Art and Animation

In only a few short months, Konrad has impressed professors and staff at UAT. He even took on the Provost Challenge and, with his team, they won!

“Winning the Provost Challenge as a new student was an excellent learning experience that gave me a great start to college. The challenge helped me almost immediately understand what this college is about—giving students the industry experience they need to follow their passions and thrive in their fields of study. Partaking in the Provost Challenge definitely put me into the right mindset to work hard for my passion.”

Next up, Konrad is working on a 2D side scroller game for Professor Jorge Portillo’s class, as well as a 3D modeling side project in his spare time. In the future, Konrad strives to become an art lead for a major game company, and a digital artist on the side.



_CODE_YOUR_FUTURE_!

Hail programmer enthusiasts! Whether you know that you love to code or are wondering if you do, UAT opens new doors to the world of programming so you can explore it for yourself.

Each year, UAT hosts Code Day Arizona for students of all ages in support of the development of young programmers. In 2017, Code Day Phoenix gave over 150 young female and male students the opportunity to learn to code and make a game or app in 24 hours. All skill levels are welcome. For those who are new, workshops and mentors offer guidance and support.

Presented by Startup AZ Foundation, Code Day is not like any class or workshop you’ve ever been in. You’ll start by pitching ideas for games or apps you want to build, then spend the rest of the weekend working in teams to bring fun ideas to life. Even your breaks are fun and include singing karaoke, playing video games, or competing to see who can write code the fastest.



Code Day Arizona focuses on attracting students from cities and towns throughout Arizona to promote technical skill development among youth.

UAT President Jason Pistillo says, “When we look out across the census data, we realize that there are simply not enough young people engaging in this amazing field, to create the passion before they enter college.” He adds, “We’re making a concerted effort to help; from hosting Code Day Arizona, the first statewide coding event at our technology-infused campus, to our longstanding support of schools like East Valley Institute of Technology (EVIT), to championing the need for a greater focus on Science, Technology, Engineering and Mathematics (STEM) education. We aim to fix the root cause of this national problem and encourage both young females and males to enter into STEM fields.”

Join us. Talk to your school for more information on Code Day participation in your local area. Learn more about UAT’s upcoming events at uat.edu/connect.



HOT COURSES GIVE YOU A COOL EDGE

For the latest in trends and technology advancements, look no further than UAT’s upcoming courses to bring you up to speed.

Computer science is always hot, so consider CSC311 Advanced Databases focusing on security and new forms of storage. Then there’s CSC373 Machine Learning that builds on your AI skill development in this project-based class.

Inquiring minds want to know more about mystery, crime fiction, and detective stories—all of which are the subjects of ENG330 Crime Literature. Or perhaps you want to gain the edge in the NTS442 Collegiate Cyber Defense Competition class.

Gain hands-on experience working on UAT’s robot in the Special Topics course SPT323 Murphy Rebooted. In the Science realm, take a closer look at SCI388 Conservation and Zoos that emphasizes how zoos are making an impactful contribution to biological conservation.

Learn. Experience. Innovate.

DEGREES

ON CAMPUS:

Advancing Computer Science
Artificial Intelligence
Business Technology
Digital Maker and Fabrication
Digital Media
Digital Video
Enterprise Software Development
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
Business Technology
Game Art and Animation
Game Design
Game Programming
Network Security
Technology Forensics
Web Design

MASTER OF SCIENCE:

Advancing Computer Science
Cyber Security
Emerging Technologies
Game Production and Management
Technology Innovation
Technology Leadership

uat.edu/majors

BUILDING A BRIDGE AT GEEK CAMP

Sometimes, the social setting of college can be an adjustment for students with autism. That’s where Geek Camp comes in. Together with the Southwest Autism Resource & Research Center (SARRC) and New Way Academy, UAT hosts a summer camp for high school students who are on the spectrum, yet have a love of computers and an aptitude for technology or engineering. It’s a college immersion experience that prepares autistic young people to be successful in college and helps them learn STEM topics. This highly successful, multi-year event offers a college immersion experience.

For one week during the summer, individuals age 16 to 26 with autism spectrum disorder (ASD) are introduced to the experience, practice and skills development aspects of college. Without this camp, dozens of young adults may think that attending college is out of their reach. Because of UAT’s focus on culture and socialization, camp participants are more likely to feel at home.



FOUNDER'S HALL:

MONTE CARLO NIGHT



What's your game? Whether you've played casino-style games or this is your first time, it's all in good fun in Founder's Hall during Monte Carlo Night. Roll the dice and try your hand at Craps, Black Jack and Roulette. Will Lady Luck, or skill, intervene? This is one of several events hosted by the campus residence hall offering a great opportunity to socialize, develop your skill and take a break from the rigors of classes and projects.

Want to know more about campus life? uat.edu/tour



SUMMER SIZZLES WITH CYBER SECURITY EVENTS

Your passion for cyber security is every day, so opportunities to learn shouldn't stop when summer starts. In fact, year-round learning is one of the very cool aspects of UAT. Students enrolled in various Network Security and Cyber Security majors not only have 24/7 access year-round to technology that includes UAT's cyber warfare range, they have opportunities to develop their skill at summer events like Black Hat and DEF CON.

At Black Hat, students can help with tasks such as setting up networks, placing network cables down, setting up APs (access points or Wi-Fi connections), setting up switches and routers, setting up the Network Operations Command (NOC), crowd control, collecting completed documents, classroom presentation support and customer assistance.

Every summer, many UAT student volunteers report as workers at DEF CON too, since both security conferences take place during the same week. UAT has a large presence at DEF CON with a physical presence in the vendor area of Caesar's Palace where attendees can learn more about UAT's cyber security degrees.

Envisioning yourself at Black Hat, DEF CON, and as a student at UAT? Take the next step and check out our degree programs in Network Security, Network Engineering, Technology Forensics and Cyber Security (MS). Chances are you belong here.

Real-world experience is yours to gain. uat.edu/cs



GRADUATING CYBER WARRIORS SINCE 2000

COMIC FEST ENTHUSIASTS UNITE!



It's a comic enthusiast's dream each year in Phoenix and UAT students are living it. At Phoenix Comic Fest (formerly Phoenix Comicon), UAT students feel right at home with their fellow geeks amidst the throng of comic book displays, super heroes, movies, video games and science fiction.

UAT is regularly invited to provide panels of students and faculty who talk on a wide range of topics related to game design, game art and animation, game programming, game production and management, virtual reality and more. Not to mention showing off their completed and very cool games.

If you haven't done so already, mark your calendars for this year's event, which will take place May 24-27 at the Phoenix Convention Center.



CARVE YOUR NICHE

It's a bird. It's an alligator. It's....Sculpting Class at UAT, where you'll learn how to make your mark in the game industry with the power of art and technology combined. Let your creative juices flow in the art of game creation.

So what does building a sculpture with clay have to do with building figures digitally? Everything! Just ask any Game Art and Animation student

who takes the class.

Students not only apply their passion for art to create and animate environments, characters, textures, props and collision objects utilizing 2D and 3D platforms – they learn perspective and dimension. This complements their development of complex technical skills that make games not only move, but also increases the overall user experience in bettering the player interaction while making the game more interactive and more realistic.

What they gain in sculpting helps them master all levels of game development to create 3D art assets for multiple gaming platforms.

Bring to life your vision of how games should look, move and feel with a degree in Game Art and Animation from UAT. It's a new world of game creation propelling an exciting new realm of interaction and creativity that elevates the player experience.

Ready to learn more? uat.edu/apply



FILM YOUR FINAL

Cinematography final exam, done! And without the written part. UAT Digital Video students taking the Cinematography course can film their final exam. In doing so, they hone their skills in color grading, capturing sound effects, smooth and steady camera movement, and flexing their artistic muscle in digital storytelling. What's cool too about Cinematography and the spectrum of digital arts at UAT is just how accessible nature's backdrop is for your storytelling. When you are a student in Digital Video, Digital Media, and Web Design, you're right here in one of the most picturesque states in the country, where a varied and magnificent landscape inspires idea creation and innovation every day. Just wait until you experience the sunrises and sunsets!

uat.edu/dv

Want to know more about our advancing technology degrees?
uat.edu/majors

THE THRILL OF 48HRS

You never know what spark of innovation will emerge from 48 hours of non-stop game development jammed into a single weekend. That's why the Founder's Game Jam is a great time to see sparks fly. And not just through a VR headset. It's heart-pounding, mind-racing, problem-solving, adrenalin-driven game production fueled by pure passion for game creation. A different theme is named each fall.

Beginning on Friday afternoon, students have two full weekend days to break into teams, come up with an idea, assign jobs and get to work. Since the fall semester is just beginning, it's a great time to meet new people and create games together in UAT Commons.

Come for the thrill. Leave with a new game prototype that builds your portfolio. But wait, you must be a student first. Take the next step to explore a degree in game design, game programming, game art and animation, and game production management.



CLUBS & GROUPS

ANIME/MANGA CLUB

Explore the entertainment side of Japanese culture through watching anime, reading manga and viewing the latest in entertainment news.

BROADCASTING CLUB

An informational and entertaining media club that updates the UAT student body about upcoming/past activities, club events, invited guest speakers, and entertaining conversations.

ESPORTS CLUB

Make crafts with or without tech! Get crafty with traditional pastimes like crochet or knitting, search Pinterest for a neat DIY idea or design some 3D printed jewelry. All ideas are welcome!

FENCING CLUB

The Fencing Club practices the European sword style, focusing on epee, foil and sabre. Learn ancient fencing techniques and duel your classmates.

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.

IMPROV CLUB

Get out of your comfort zone and learn how to improv! Our goal is to provide a place of improvised entertainment for UAT students.

INFORMATION SECURITY ORG.

The Information Security Organization is a student group that teaches and shares information about computer forensic, network security and network engineering helping to advance the schools knowledge base in this industry.

JAPANESE CLUB

Get emmersed in the teachings of the Japanese language with others with a love for the ancient culture



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 the opportunity to represent UAT in robotics competitions.

SOCIAL GAMERS CLUB

Introducing students to a social gaming environment so that they can relax and 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 unique and interesting experiences that promote leadership, social, and intellectual growth opportunities for all UAT students.

TABLETOP GAMERS CLUB

With classes, internships and jobs, it tends to be difficult to find four-to-six players or ready to play your favorite board game on short notice. That's why the Tabletop 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!

VETERAN'S CLUB

A designated time and place for students who are military veterans to connect and share experiences. UAT supports our military students and their unique perspective in a college setting.



SEE MORE:
uat.edu/clubs

READY SET GO »

APPLY NOW!
uat.edu/apply

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:

- > Gives you access to UAT's Intranet
- > Provides more time to consider your opportunities
- > Keeps you connected with campus events and student news
- > Helps you become part of the UAT community
- > Offers you scholarship evaluation at application
- > Gives you more time with financial aid

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 or 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 future patent holders!

SO... WHAT'S NEXT?

Prospective students can apply online at www.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 admissions process, or if you just have questions, please contact our Communication Center at 877.UAT.GEEK.

SUMMER 2018 SEMESTER
May 7 — August 17

FALL 2018 SEMESTER
September 4 — December 14

SPRING 2019 SEMESTER
January 7 — April 26

SUMMER 2019 SEMESTER
May 6 — August 16

FALL 2019 SEMESTER
September 3 — December 13

APPLY

ANTICIPATION IS BUILDING: SPRING 2018 FILM CHALLENGE



Every spring and fall, Digital Video students at University of Advancing Technology (UAT) compete for awards in the Inter-College 48-Hour Film Challenge and often come away the victors. UAT hosts the event each spring and Grand Canyon University (GCU) is host each fall.

Since 2011, UAT and GCU have swapped wins and built a legendary rivalry – enough that it intimidates other film schools here in the Valley. To challenge GCU and UAT is a bit like coming between King Kong and Godzilla. This challenge fuels the spirit of competition that sharpens skills and okay, let's admit it, includes serious fun.

In 2017, the competition was fierce. In April, two teams of UAT Digital Video Students competed against five teams of students from GCU in the Spring 2017 Inter-College 48-Hour Film Challenge. UAT Digital Video students brought home awards for Best Technical and Best Film. The winning team chose to spin a Western noir tale about a downtrodden gambler who encounters Death himself and challenges him to “A Friendly Game.”

To participate in a 48-hour challenge, each team must incorporate into their script a specific prop and line of dialogue that are not revealed until the start of the challenge.

For more information about UAT's Digital Video degree, visit uat.edu/dv.



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STUDENT
LIFE ZINE



GEEK411

wit WOMEN
IN TECH

Erin Ali
Product Manager - Twitch
UAT Graduate 2007

From designer to project management

A 2007 graduate in Multimedia, UAT alum Erin Ali is Product Manager at Twitch, the world's leading video platform and community for gamers. When she was in college, all she thought about was the design, art and engineering aspects of launching a game. But there are other realms to consider. Only six months after graduating from UAT, she got her first job in the game industry—at Blizzard no less—but she began doing something different than what she originally imagined. Rather than becoming a product designer or engineer, she became a producer which led to her current management position. And she's really good at it.

uat.edu/eali



CYBER SECURITY ALUMNI TEACH AT BLACK HAT

At one time they were UAT cyber security students who volunteered at Black Hat as paid workers. But last summer, they returned to Black Hat as UAT alumni serving as trainers teaching two 2-day classes they developed called “Attacks Over GSM with Project Mayhem.” The alumni are creators of a startup company for penetration testing called AntiMatter Security, LLC.

The sold-out workshops taught participants new attack techniques to help defend networks along with how to combine Red Team and Pen-tester prowess to create a less common attack tool. Participants could actually build it during the training and take it home with them.

Since 2000, UAT has graduated cyber warriors, and you can be one of them. uat.edu/cs