

# MAKING FRIENDS WHILE MAKING GAMES

Collaboration can lead to friendships—and new innovation—at University of Advancing Technology (UAT). Desiree Nienhaus (Game Art and Animation major) and Kathy Norris (Game Art and Animation major) collaborate on new art for their game *Mirrored: The Reflective Resolution*. These two work fluidly together in the high-energy, high tech atmosphere in the UAT Commons, where they are often seen on Game Lab Fridays. With forces like UAT championing women's vital role in technology careers including game development, a growing number of women are earning tech respect with the skills and confidence they need to seize the reigns and innovate for our future. It's an exciting time, so go for it! [uat.edu/game-studies-feed](http://uat.edu/game-studies-feed)

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## AMONG THE FIRST TO DEMO NEW GAMES



UAT is the hub for many firsts. The first public demo of the cool new UnderEarth game took place at UAT during an Alumni Video Game Release Party. UAT alum and CrackerJack Games, LLC creator Joseph Wilhems (and his team) visited his alma mater to review the immersive, first-person puzzle game—available to play on both PC and Oculus Rift—before its release on Steam. What better place to do this than among a throng of UAT game enthusiasts? This subterranean experience gave students the chance to demo both versions and see Oculus Rift in action. Pure game development innovation, inspired by UAT. Explore innovation in game development at [facebook.com/uatgamestudios](https://facebook.com/uatgamestudios) and [uat.edu/game-studies-feed](http://uat.edu/game-studies-feed).



## PANCAKES AT MIDNIGHT, ANYONE?

You can enjoy them too when you visit UAT. Resident Advisor, Christopher Godina (Game Design major), and the rest of the RAs are at your service. At this midnight pancake breakfast in the Founder's Hall lobby during the UAT Experience, a component of UAT's Tech Trek technology open house, prospective students embrace the opportunity to learn about our unique degree programs, tour our technology-infused campus, sit in on classes, stay overnight, connect with faculty, eat at the campus café, learn about scholarships/financial aid, visit with campus staff and see campus life up-close. Visit our campus for a taste and find your fit. [uat.edu/tour](http://uat.edu/tour)



## MEET NEW FRESHMEN



### MICHAEL SHEPARD

Hometown: Laurel, MD  
Major: Game Programming

The thrill of video games began for Michael at a young age, playing games like the original Crash Bandicoot and Sly Cooper and later into more story-based games, like Pokemon. From there, Michael developed an interest in technology, wanting to know the ins and outs of how things worked. Having a love for games and technology made UAT the perfect school for Michael, who says his dream job is to be the lead programmer and designer at his own company.

He feels that among the best aspects of attending a dedicated technology University is access to awesome teachers, the relaxed geek-friendly atmosphere, and technology like Wacom tablets and the HTC Vive. He says that he won't have to buy his own because UAT has it covered!

Michael will soon plan his new game concept and pitch to UAT Game Studios to be accepted for development in the near future.

"He attends every class, has a positive attitude that is contagious, and always goes above and beyond in his assignments," says Professor Heather Peters. "He is very conscientious about his grades and I can always count on him to volunteer an answer or contribute to the discussion in a meaningful way!"



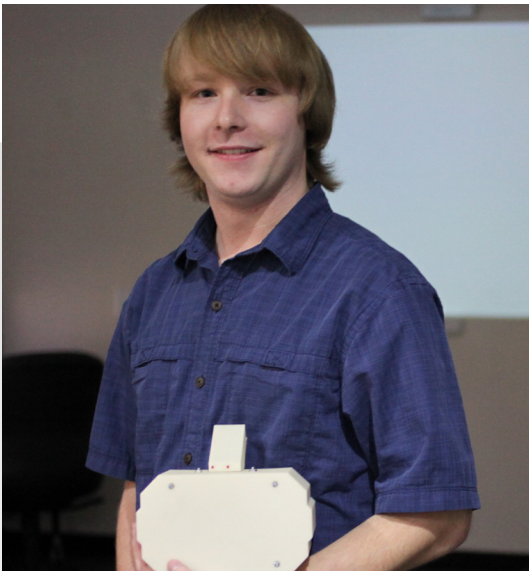
### HARMONY JONES

Hometown: Mesa, AZ  
Major: Digital Video

Harmony is an Arizona native who loves movies. During high school, she attended a technology education high school where she learned animation. Ultimately, she chose to focus on a degree in Digital Video at UAT, with the goal of creating thought-provoking movies. Harmony said UAT is not like any other school and she loves it here.

She enjoys creating things and says that "making any sort of art makes me happy." Harmony was drawn to UAT because she felt at home at a small technology school and likes how class is hands-on. She loves using the DV cameras, being part of the crew and is excited to use the Motion Capture and Composite Studio for future projects. She could see herself making major motion pictures or documentaries and is inspired by Pixar and their animation style of film production.

Program Champion Paul DeNigris said, "Harmony has been a standout student in my DVA101 Digital Video Fundamentals class, helping out as part of the crew on some of the shoots my upperclassmen in Production Studio have created this semester. Already I can see that Harmony is creative and has stepped up as a team player."



### KENNETH VORSETH

Hometown: Bakersfield, CA  
Major: Game Programming, Virtual Reality

From a young age, Kenneth has been deeply immersed in science and technology. He began programming as a hobby in middle school and it became his passion. Kenneth was drawn to UAT because here he can expand his knowledge and work on projects doing what he loves – coding!

Kenneth is fascinated with anything and everything logic driven, from C#, Assembly and Unity to the hardware that runs and does it all. Having access to the New Technologies Lab, Kenneth enjoys the opportunity to tinker with the latest technologies like the Emotiv EEG, which allows him to move things with his mind.

He's making good use of his time since starting at UAT. With his business partner Ryan McDonald, they're developing a new, affordable, VR Head-Mounted-Display with hopes to patent and market their finished model as a potential consumer product.

"His curiosity is admirable," says Provost Dave Bolman, "a quality that we look for in students and that employers in the tech world crave."

Professor Hue Henry says, "He has created a number of amazing game projects in his first term alone, and I suspect he will be creating fun and exciting projects for a long time to come."

# HOT COURSES GIVE YOU A COOL EDGE

Each semester UAT offers a variety of special topics courses in humanities (HUM388), science (SCI388), social sciences (SS388) and technology (SPT323).

Following are just some highlights to help you stay on top of what's new in technology trends, updates and insights. Careful, they're hot, so don't delay in registering. Classes begin January 9.

Taught by Professor Maureen Beam, Walking Dead HUM388 applies various critical lenses to help us understand the series' success and appeal. Want to learn how to market games or any other innovative work? Register for Dive into the Virtual Reality Market SPT323 taught by Professor Ben Reichert. Then there's American History Survey SS388 taught by Professor Abby Pfeiffer that analyzes past events and their impact on American history. To sharpen your edge even further, Your Digital Self SPT323 taught by Professor Paul DeNigris helps you put your best self forward with the social media tools you'll need to navigate sites and create your digital imprint. Our world is going to Wearable Technologies, the name of course SPT323 taught by Sharon Bolman who introduces you to design practices and styles in clothing, ergonomic wearable computers and technology accessories.

**Learn. Experience. Innovate.**

## DEGREES

### ON CAMPUS:

Advancing Computer Science  
Artificial Life Programming  
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  
Game Art and Animation  
Game Design  
Game Programming  
Network Security  
Technology Forensics  
Web Design

### MASTER OF SCIENCE:

Advancing Computer Science  
Game Production and Management  
Information Assurance  
Technology Leadership

[uat.edu/apply](http://uat.edu/apply)



# UAT STUDENTS TAKE COMICON



UAT Game Studios has always had a presence at Comicon, but this year, game project team leads stepped it up to pitch Phoenix Comicon as panelists, and they were selected! The team spoke during the panel presentation *Team Leads Perspective on Game Development*. Panelists included Tyler Ann Cook (*The Deadliest War: A World Game for Peace*, Game Design major), Harlan Whitfield (*Project Oddity*, Game Art and Animation major), Justin Trimmer (*The Cortez Family*, *The Deadliest War*, Game Programming major), Jesse Rogers (*Couch Game*, Game Programming major), Kenny Ryan (*Crimson Nights*, Game Design major), and Ben Pope (*Mirrored*, Game Design, Game Art and Animation major). UAT students often mentor others but this forum is especially exciting and provides awesome real-world experience.

[facebook.com/uatgamestudios](https://facebook.com/uatgamestudios)



## RAs HAVE FUN TOO

Resident Assistants (RAs) Jennifer Taflin (Business Technology/ Robotics and Embedded Systems major), Killian Davies (Digital Video major), Juan Wilbur, Jr., (Game Programming major) and Christopher Godina (Game Design major) not only are great student leaders, they know how to unwind at Dave & Busters during RA Fun Night. RAs are current students who act as student advocates and mentors for the students living at Founder's Hall, UAT's on-campus dormitory. They assist students with their transition to university life, help them connect to student life and support them during their educational journey. At UAT, we're all about helping you soar. Take the next step to learn more. [uat.edu/ra](http://uat.edu/ra)



## SHARING A LAUGH; MAKING SOME DOUGH

Student café workers Leo Perez (Network Security major) and Nolan McPhee (Game Programming major) are sharing a laugh on the job in UAT's Campus Cafe. Students have many opportunities to apply for paid and volunteer positions on campus, and a job at UAT's Campus Café may be just what you are looking for! Flexible hours, competitive wages and the benefits of working on campus are just a few of the perks. You'll meet a lot of people too. Food for thought!

For more information and to apply, visit [uat.edu/majors](http://uat.edu/majors).

## WELCOMING YOU TO CAMPUS!

Dr. David Bolman (left), UAT Provost, recognizes the dedicated Experience Leaders (EXL) who make new students feel welcome on campus. Because they successfully completed one full year of service, they are receiving a coveted letter of recommendation from Provost Bolman that will go into their portfolios. EXL leaders are enthusiastic, outgoing student leaders who apply and are selected by UAT to help familiarize new students with the campus, share insights about life at UAT, and help them begin to feel connected and at home.

Beginning to feel welcome already? So what are you waiting for? Take a tour today. [uat.edu/tour](http://uat.edu/tour)



EXL leaders from left to right: Jennifer Taflin (Business Tech major), Joel Albiter (Game Art major), Noah Stumpf (Game Programming major), Killian Davies (Digital Video major), Ryan Simpson (Game Art major), and Josh Milano (Game Art major).



BEHIND THE SCENES:

DIGITAL VIDEO MAJOR STUDENTS

AIM TO THRILL

# BRINGING ZOMBIES TO LIFE



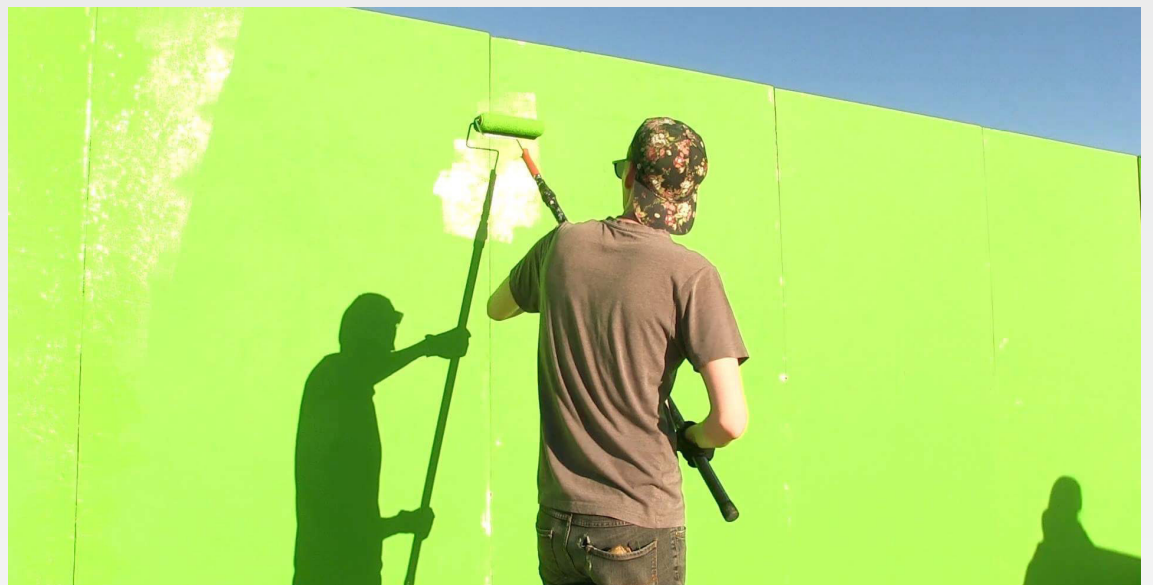
Lights. Camera. Action. Killian Davies (Digital Video major) with camera, Luis Torres (Digital Video major) on ground in front, Cavin Gray (actor) on ground in rear, and Jessica Zindel (actress), are filming a zombie attack scene for *Loyalty Lies with the Dead*, a fan film based on *The Walking Dead*. Killian is operating the professional digital Blackmagic URSA 4K camera, used in the industry for high-end feature films, television commercials, documentaries, music videos and more.



Going behind the scenes of *Loyalty Lies with the Dead*, director Brett Chapman (Digital Video major) brings a zombie, Rogelio Quintanilla (Digital Video major), to life with makeup.



And then you need set dressing. Brett Chapman and Paul Lopez (both Digital Video majors) spent another day creating blood-spattered zombie shirts. Artistry takes various forms, including from a spray bottle.



Cast and crew from *Loyalty Lies with the Dead* arose from the dead of night to get to work just before dawn to capture zombie footage on the green screen. Now that's dedication!

It's the largest green screen built in UAT history! Jordan Wippell (Digital Video major) is putting the finishing touches on this 500-square-foot outdoor green screen built by the DV team especially for the climactic zombie attack scene in *Loyalty Lies with the Dead*. They know how to problem solve. The DV team needed a green screen that was larger than their usual 12'x12' portable green screen wand could be more easily moved than the built-in green screen cyclorama (or "cyc") in the campus studio. So they went to work and built it using resurfaced set flats from a previous film production. The paint color, if you're curious, is called "Sparkling Apple" and is available by special request at your local Home Depot!

Ingenuity like this is sparked with UAT's digital video production technology and resources both outside and inside the walls of UAT. When filming inside UAT, students work in the Motion Capture and Composite Studio that includes a built-in green screen and compositing features, and state-of-the-art motion capture equipment.

Take a tour to see this studio and the campus up close. [uat.edu/tour](http://uat.edu/tour)

Updates on this epic fan film are happening frequently, so be sure to get updates at [facebook.com/uatdigitalvideo](https://facebook.com/uatdigitalvideo).



# A CLIFFHANGER, IN MORE WAYS THAN ONE!



One of the biggest projects at UAT right now is Help Falls, a student short horror film. The cast and crew are reaching new heights in Payson, Arizona on the set of this interactive student horror film where they filmed the opening sequence. Pictured here are Digital Video students Jordan Wippell, Killian Davies, Jake Turocy, Brandon Scott, Paul Lopez, Alex Beaver, Patrick Kebert and others. Payson is just two short hours from the technology University in the heart of the Phoenix metropolitan area. When finished, the unique short film will include six sub genres and not just one but 30 possible endings. Terror you choose. Lots of great settings in Arizona inspire students to cross-collaborate and develop new ideas in filmmaking and game design.

Want to know more about our digital arts and game design degrees? It's not scary; visit [uat.edu/majors](http://uat.edu/majors).



**SPECIAL EFFECTS MAGIC**

DV students have all kinds of real-world experiences (not to mention old world and wizard world too) to prepare them for careers. Some were at the Arizona Renaissance Festival last spring practicing their skills in special effects makeup. This student is painting a Harry Potter scar on one little wizard.

Learn more about the experiences DV students have at UAT.  
[facebook.com/uatdigitalvideo](https://facebook.com/uatdigitalvideo)  
[uatdigitalvideo.blogspot.com](http://uatdigitalvideo.blogspot.com)



## A CLASS ACT!

Ah, what a beautiful day in Arizona to film a scene outdoors on the UAT campus. The student actors look relaxed, but they are working hard filming a scene in the DVA241 class. This course introduces students to more advanced digital video production equipment and techniques, and emphasizes the production of complete works including music videos, documentaries and short films. They explore additional aesthetic concepts such as depth of field, camera movement, and advanced lighting and sound.

Is this a class you'd like to take? But first, you need to enroll. [uat.edu/apply](http://uat.edu/apply)





# IMAGINATION RUNS A RACE WITH VEGGIES

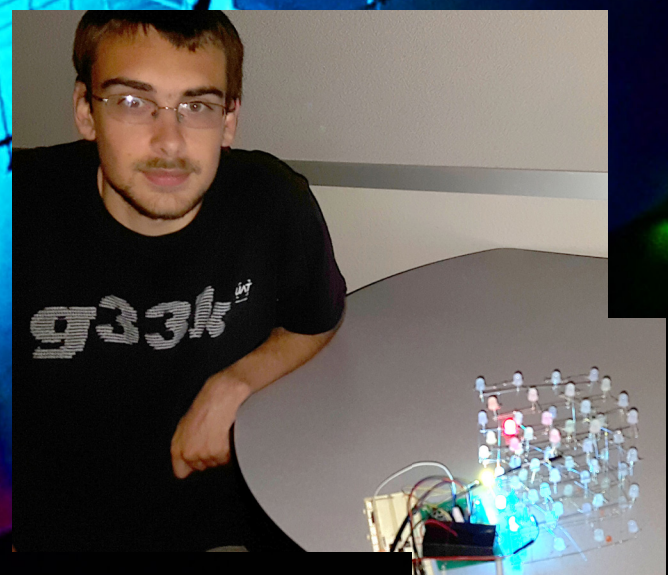


Imagination can be very organic at UAT. No, really! New students work together to design race cars out of vegetables and race to see who built the fastest car! Don't be fooled by the food. They're learning quite a lot about the physics and aerodynamics involved, and cross-collaborating with a host of other academic degree programs that begins their preparation for the real world. Not to mention sparking a creative idea or two along the way.

# A NEW TAKE ON SNAKE

When you can take what's existing and find a new way to express it, change it, and build it to create new solutions, that's innovation. And that's what UAT student Andrew Weisenberger (Robotics and Embedded Systems major) did. He took the classic video game concept Snake, where the player maneuvers a line that grows in length, and developed his Student Innovation Project as its base. These comprehensive student projects at UAT are a state school's equivalent of a master's thesis but are way more fun and end up being leading projects in each student's portfolio when they graduate and enter the workforce.

See some examples and learn more at [uat.edu/sip](http://uat.edu/sip).





# CLUBS & GROUPS

## ANIME/MANGA CLUB

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

## COOKING CLUB

With Tasty videos flooding your social media feed, give that new recipe a try with fellow bakers and chefs who meet in the new, state-of-the-art kitchen at UAT Founder's Hall. Who says college kids can't cook?

## CRAFTS 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.

## KENDO/JEDI CLUB

The Kendo/Jedi club applies techniques from traditional Japanese sword fighting and the use of lightsabers. Bring your bokken and learn the ways!

## NERF WARZ

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

## PATHFINDER SOCIETY

Create a character and escape to a world of epic quests and battles, roll the dice to determine your fate. Each week the group gets closer and closer to completing modules and reaching the boss battle.

## RC CLUB

Join fellow robotics enthusiasts in RC racing and drone development for some programming fun. Owning an RC or drone is not required.

## SOCCER CLUB

Soccer is one of the most popular sports in the world! Get active and score some goals with UAT's Soccer Club.

## SUPER SMASH BROS CLUB

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

## TABLETOP CLUB

With classes, internships and jobs, it tends to be difficult to find four-to-six players or more 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!

## THE ACADEMY

The Academy is an online resource available to current UAT Game Art students and alumni that offers tools, feedback and workshops to strengthen skills and build portfolios. They also get together to have fun in self-organized Mini Art Jams.

## 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.

## VIRTUOSO CLUB

UAT's very own acapella group. If you love to sing cover songs and learn different instruments, come blend your voices with new and old technology and the UAT Virtuoso's!



SEE MORE:  
[uat.edu/clubs](http://uat.edu/clubs)

## READY SET GO »

**APPLY NOW!**  
[uat.edu/apply](http://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](http://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.

#### SPRING 2017 SEMESTER

January 9 — April 8

#### SUMMER 2017 SEMESTER

May 8 — August 18

#### FALL 2017 SEMESTER

September 5 — December 15

# APPLY



# SAFETY FIRST!

UAT student Garrett Tidd (Robotics and Embedded Systems) uses the heat shrink machine in the Robotics Lab to coat exposed cables to prevent the risk of being shocked. One of the many safety protocols and procedures in place to ensure the safety and security of all students, faculty and staff. Nothing is as important as the safety and security of all members of the UAT community.

For more about UAT’s commitment to your safety, visit [uat.edu/campus-security](http://uat.edu/campus-security)



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## BIRD’S EYE VIEW

Students and professors gather in The Commons, the electrifying hub on the UAT campus. Whether they’re working or playing, they’re having a good time either way. UAT’s central Commons is outfitted with an abundance of computer workstations and an extensive technology infrastructure. Student and faculty learning and resource areas are designed to foster working in collegial groups, providing flexibility and much needed access to technology. An extensive library, social areas for students, the UAT Café, UAT student tutors and support staff are adjacent to enhance student life and collaborative learning.

A group of students wearing motion capture suits are standing in front of a green screen. One student is holding a camera. They are all smiling and looking at the camera.

## ART AND TECHNOLOGY IN SYNC

UAT students coach ballet dancers with Ballet Arizona on motion capture techniques as they film their graceful, fluid dance moves. (Killian Davies, Jackson Dwyer, Ethan Price, Kenna Draxton, Josh Milano, Joel Albiter, Khirey Sumerall and Amber Lewis) At this technology University, digital video and game design students gain experience in tracking and capturing live human motion, and applying those motions to digitally created characters and/or models.

Often described as the Juilliard of technology, UAT recognizes the correlation between the art of dance and the art of technology. By offering a half-tuition scholarship to current Ballet Arizona dancers, we are opening a new channel of creative individuals to join the rapidly growing STEAM industry. While UAT has been recognized since the dawn of the computer age as one of the few 100 percent STEM-degree offering universities in the nation, the private technology University has always included the arts and humanities in curricula. With the tech respect graduates earn, they are full STEAM ahead. Explore where art and technology combined can take you. [uat.edu/dv](http://uat.edu/dv) and [uat.edu/gd](http://uat.edu/gd)

A man in a suit is holding a laptop and a tablet. He is smiling and looking at the camera. The background is a plain, light-colored wall.

STUDENT LIFE ZINE ISSUE 14

GEEK411

University of Advancing Technology  
Learn. Experience. Innovate.

Merritt Graves  
Enterprise Software Development  
UAT Graduate 1999

## From software engineer to global entrepreneur

Meet Merritt Graves, UAT alumnus whose software engineering passion expanded into many areas of technology that today are best represented by UAT’s Business Technology and Digital Maker and Fabrication degrees. He’s earned rockstar status as Vice President at Cerberus Capital Management, L.P., one of the world’s leading private investment firms in New York City. It all began when his high school teacher connected him with CAD classes and ultimately to UAT. [uat.edu/mgraves](http://uat.edu/mgraves)

## LEARNING THE ART OF CHARACTER CREATION

UAT student TJ Tapia (Game Art and Animation major) is working with advanced software programs in The Commons to create his character for Advanced Game Character Creation class (GAA440) taught by Professor Lynn Understiller. He’s applying his artistic knowledge and using a critical artistic eye—skills he’s learning in class—and is well on his way to becoming a skilled character modeler.

He and other students apply the techniques they learn to create hyper realistic game characters, creatures and vehicles used for Triple-A titles. Anatomy, automotive design and anthropomorphic creature construction are emphasized in this course. [uat.edu/gaa](http://uat.edu/gaa)



## TIME TO RENEW & BBQ

UAT Resident Assistants (RAs) Jenn Taflin and Killian Davies grill burgers and hot dogs for Founder’s Hall residents who gathered for a cookout and hacky sack to celebrate another semester of campus life fun! Founder’s Hall is the center of UAT’s vibrant Residence Life Community. Situated right on campus, Founder’s Hall is just one minute across the quad from your classes and is the perfect complement to the UAT classroom experience.

Learn more about life on campus. [uat.edu/housing](http://uat.edu/housing)