

2018 2019

ANNUAL REPORT

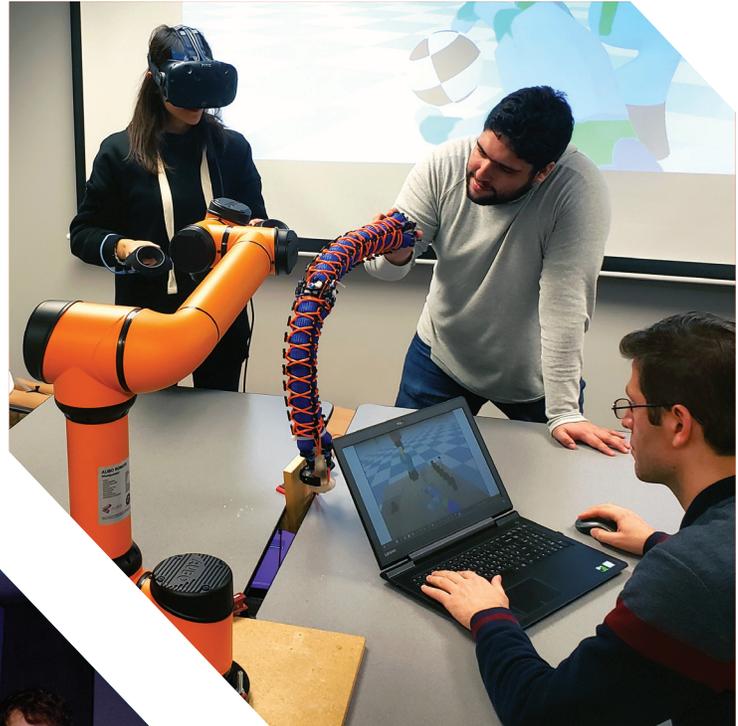


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who we are

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 2018-19 College of Computing and Digital Media (CDM) annual report, highlighting the important work done by our faculty, students, and staff.

We've said this before, and we'll say it again: it was a big year.

In 2018-19, programs across all three of our schools (Computing, Cinematic Arts, and Design) were ranked nationally. Our faculty were published in dozens of scholarly journals, screened their films over 100 times, and had their work exhibited globally. Student and alumni accomplishments included an Emmy nomination, a first place win in a Department of Energy competition, and features in trade publications--to name just a few.

We worked to create new programs (including undergraduate and graduate comedy filmmaking programs in collaboration with The Second City) and continued our work in others (our NSF-funded Medical Informatics Experiences program celebrated its fifteenth year). Our makerspace, the Idea Realization Lab, clocked its 10,000th visit as we made plans to open a new IRL in Lincoln Park.

And, we will continue to create the innovative programs and facilities that make us CDM. You can look forward to new programs like industrial design, and new labs that focus on everything from Internet of Things to design industry collaborations.

I am proud of our CDM community, and I hope you feel that same sense of pride as you read through this report.


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

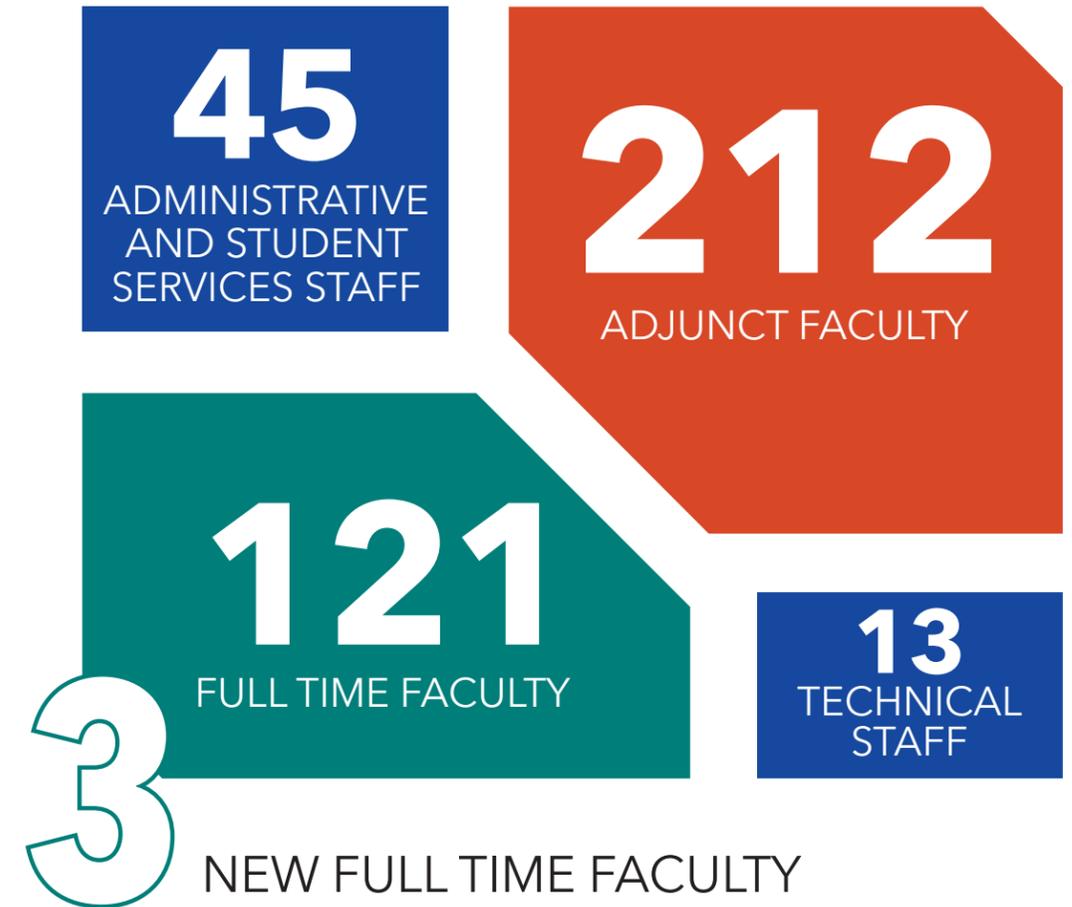
Analytics
 Governance, Risk Management, and Compliance
 Project Management

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

BY THE NUMBERS

STAFF AND FACULTY IN 2018-2019



Fereshteh Ghahramani
 Assistant Professor
 in Cybersecurity



Peter McDonald
 Assistant Professor
 in Game Design



Kate Hollenbach
 Professional Lecturer in
 Interdisciplinary Design

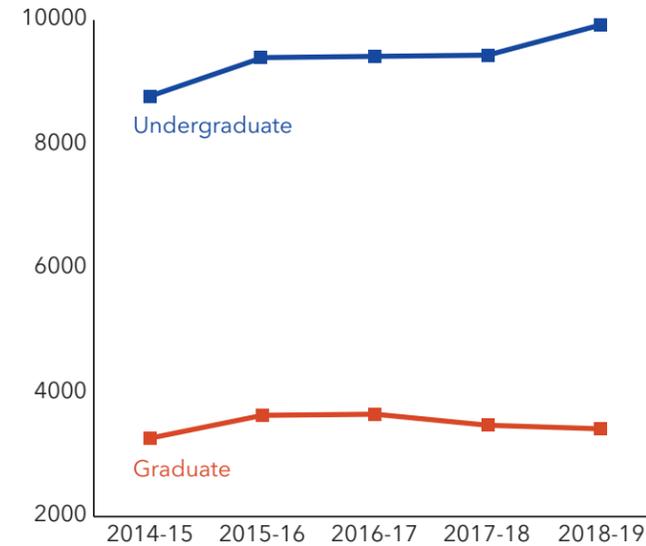
BY THE NUMBERS

STUDENTS IN 2018-2019



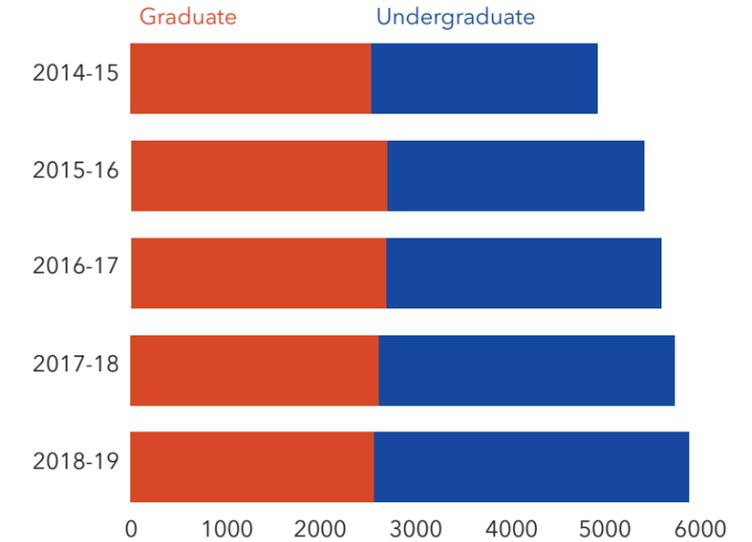
ENROLLMENTS

Total Enrollment



Total enrollment in CDM has increased 22% from 2014-15 to 2018-19, with **undergraduate** showing a 39% increase.

Total Head Count



Total head count in CDM has increased 22% from 2014-15 to 2018-19, with **undergraduate** showing a 39% increase.

SCHOLARSHIP AND ASSISTANTSHIP FUNDING

\$1,896,920

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

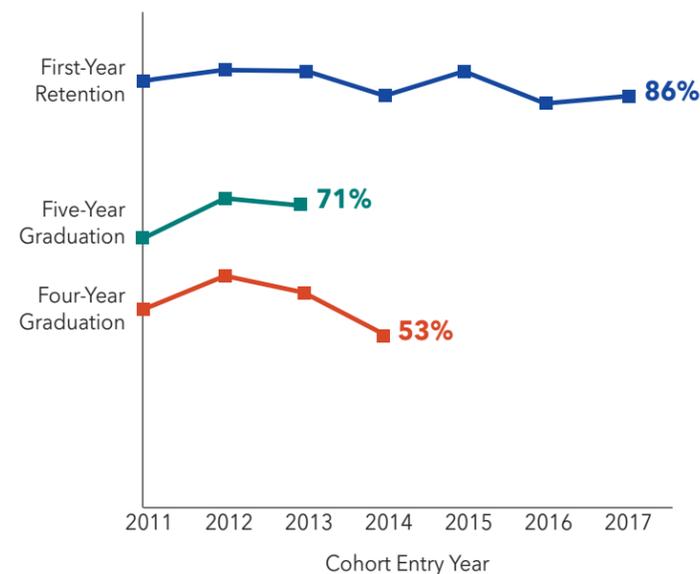
NEW UNDERGRADUATE DEMOGRAPHICS

	Freshmen	Transfer	% of Total
Women	200	71	33%
Men	355	206	67%
Students of Color	222	148	44%
Out of State Students	200	23	27%

832
TOTAL NEW STUDENTS

RETENTION AND OUTCOMES

Retention and Graduation Rates



Diplomas awarded in 2018-19: **1123**



Career Outcomes

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

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

SCHOOL OF CINEMATIC ARTS

NOTE FROM THE DIRECTOR FACULTY RECOGNITION



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

PROGRAM RECOGNITION

- ▲ We ranked #13 on *The Hollywood Reporter's* list of the Top 25 Film Schools, thanks to our students' real-world opportunities at Cinespace and new collaboration with The Second City.
- ▲ *Variety* included DePaul on its list of Best Film Schools in 2019.
- ▲ We were named one of *College Magazine's* Top 10 Colleges for Animation.
- ▲ *Animation Career Review* ranked our animation program #18 nationally.

▲ *Esta Es Tu Cuba*, a narrative short written by SCA faculty Dan Klein, won a Student Academy Award.

▲ James Choi and Shayna Connelly, along with MFA alum and adjunct Alex Thompson, were named one of *Newcity's Film 50: Chicago Screen Gems*. Shayna was also part of *Newcity's "The Chicago of Tomorrow: Thirty-three visions for the next city"* discussing community resources for art making.

▲ Jose Soto's *¡AY GÜEY!* Premiered in the US through Unimas Chicago. The 13-episode series was picked up by Hispanic media giant Televisa and produced in 2017.

▲ James Choi, Anna Hozian, Gary Novak, and Brad Riddell were on a *"DIY: Making Short Films, Web Series, and Micro-Budget Movies"* panel at the Austin Film Festival, moderated by faculty member Scott Myers.

▲ Anuradha Rana was selected as one of four 2019 fellows by the *Center for Asian American Media*.

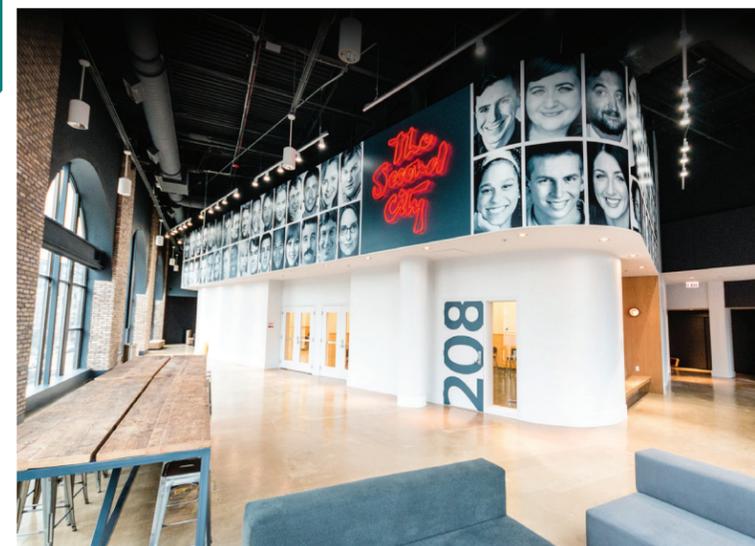
PARTNERSHIPS AND EVENTS

▲ On March 28, *Governor Pritzker and Mayor Emanuel* announced Chicago's record-breaking year in film and television production. Officials gathered on an SCA stage at Cinespace, alongside SCA Director Gary Novak and Cinespace Director John Corba, and Pritzker said he'd remain "aggressive" in recruiting new film production to our state. Both Emanuel and Pritzker praised DePaul's involvement and facilities at Cinespace. "People can have their sons and daughters come to the city of Chicago, go to DePaul, and be part of a thriving industry," said Emanuel. Pritzker thanked "DePaul University and its leaders for being so much a part of the success here."

▲ SCA experienced the *Cannes Film Festival* in three ways: "Hominidae," an in-progress Project Bluelight, was selected for a pitch and demo at the XR Development Showcase; three films created as part of our documentary filmmaking program with CHA screened at the Short Film Corner; and students participating in our Film in Paris program spent five days at the fest, attending screenings and international conferences.

▲ We have a partnership with *Free Spirit Media's Industry Pathways Cohort Training Program*. The program is a unique opportunity for emerging Chicago-based media makers aged 18-25 to learn fundamental knowledge, build skills, and gain the experience necessary to lay a foundation for a successful career in the film, media, and TV industries. CDM's School of Cinematic Arts (SCA) provides coursework, hands-on training and production support, and incentives for continued learning to students in the cohort.

SECOND CITY



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

Students take classes at both The Second City and DePaul University. 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.

SCHOOL OF COMPUTING

NOTE FROM THE DIRECTOR



Finishing my 21st year at DePaul, and I can't help thinking back. When I first arrived, there was no School of Computing, so from that perspective, being the director was not something I could have imagined. Nor could I have imagined that the SoC faculty would double in

size, and be doing such interesting and amazing things. If you're taking the time to read this, please enjoy reading some of the projects that our vibrant faculty are involved in. I would also not have imagined the growth in our student body and academic programs. The students are the reason we're all here, and they never fail to disappoint. Hackathons, research, contests, alumni achievements: our students excel both in class and outside. In fact, none of the exciting activities our faculty are doing would be possible without our students. As always, I look forward to having alumni contact us to keep us updated on what kind of trouble you've gotten into since you left SoC.

Jacob Furst
jfurst@cdm.depaul.edu

PROGRAM RECOGNITION

▲ We were included in *CIO's* list of the Top 10 Data Science Master's Degree Programs.

FACULTY RECOGNITION

▲ Filipo Sharevski was selected to be a featured curriculum author as part of the *National Security Agency's National Cybersecurity Program*. The curriculum developed by Sharevski was one of the first ten to be released nationally on www.clark.center

▲ Tanu Malik was selected as a *Better Scientific Software Fellow*. Sponsored by Oakridge National Lab under the Exascale Computing Project, the fellowship provides direct costs for research activities relating to the notion of technical debt and using Sciunit to ameliorate it.

▲ Bamshad Mobasher received *AMinor.org's Most Influential Scholar Award* in recognition of his outstanding and vibrant contributions to the field of Recommender Systems.

▲ Rosalee Wolfe received a 2019-20 *Fulbright US Scholar* grant. She was selected for the Fulbright-Schuman European Union Affairs program for her project "Improving Deaf-Hearing Communication through a Multi-Lingual Avatar."

▲ Enid Montague and Ellis Confer were among the CDM faculty speakers at this year's *TEDx DePaul University*.

PARTNERSHIPS AND EVENTS

▲ Our Computer Science Society student organization planned and orchestrated their second annual student hackathon, *DemonHacks*.

▲ *Health Care Service Corporation (HCSC)*, our new Corporate Affiliate Partner, held a Day at DePaul on October 18. Over 100 students attended. Students learned about opportunities at HCSC and participated in a hackathon pitch session. CIO of HCSC, Steve Betts, gave a keynote.

▲ The iD Lab's third annual *Optimizing Digital Innovation (ODI)* conference took place on October 25-26. This year's focus was how to go from ideation to execution.

▲ Our *American Sign Language Avatar Project*, led by Rosalee Wolfe, debuted a new mobile-friendly Web app for training caregivers at Illinois state-operated residential developmental centers for the deaf and mentally handicapped. The app was created in collaboration with the Mabley Developmental Center, the Dixon Association for Retarded Citizens, DePaul University and Bowling Green State University, and supported in part by the DePaul AIP program.

▲ The *Greater Chicago Area Systems Research Workshop (GCASR)* was held at DePaul for the first time, drawing nearly 140 attendees. GCASR is a premier venue for the Chicago and Midwest systems research community. The workshop's goal is to promote awareness, collaboration, and synergy among academic and corporate systems researchers in the region. The program, which took place in the Cortelyou Commons, included 1 keynote, 13 presentations from Chicago-area faculty, and 48 student posters. Tanu Malik (SoC) was a co-organizer for the event.



MEDIX

The summer of 2019 marks the 15th year of Medical Informatics Experiences (MedIX), an NSF Research Experiences for Undergraduates (REU) program. Co-founded by Daniela Raicu and Jacob Furst, the program has received over \$1.5 million in

funding over the years. Its main objectives are to encourage talented undergraduate students to pursue graduate education and to expose students to interdisciplinary research, especially at the border of information technology and medicine.

The program accepts 10 students from across the country annually. Faculty and graduate mentors at DePaul and our program partner, the University of Chicago's Radiology Imaging Research Institute, guide students through case studies in biomedical and health informatics. On Fridays, the students convene to share progress reports, present research, and enjoy activities ranging from panels on women in science and technology to trips to the Argonne National Laboratory.

SCHOOL OF DESIGN

NOTE FROM THE DIRECTOR



The School of Design is a thriving community of makers, researchers, coders, artists, storytellers, and collaborators who are passionate about designing objects, technologies, systems, and experiences that positively impact society.

Our accomplishments this year are a testament to the dedicated faculty, staff, and students who continue to engage in new ideas, theories, tools, and technologies in a rapidly changing design field. We invite our alumni to stay connected as our community grows.

Denise Nacu
dnacu@cdm.depaul.edu

PARTNERSHIPS AND EVENTS

▲ Jay Margalus and the Idea Realization Lab received a \$40,000 sponsorship from **THOTCON NFP** to create 1,700 circuit board badges that play a video game. THOTCON is a non-profit, non-commercial hacking conference based in Chicago IL, USA.

FACULTY RECOGNITION

▲ Heather Quinn's experimental publication **Lost in Translation** won a **Society of Typographic Arts (STA100)** award. Heather started the work during an arts residency at Frans Masereel Centrum in Belgium last summer and finished it last semester as part of her MFA work.

▲ Peter McDonald was awarded a **DePaul Humanities center Faculty Fellowship** for 2019-21 to work on his project "The Impossible Reversal and Other Styles of Playfulness."

▲ Anna Anthropy is one of the "100 Professionals of Play" in Meagan Marie's new book **Women in Gaming**.

▲ Nathan Matteson and his design company, Obstructures, received a Gold Medal First Place Award in product design at the **International Design Awards** ("Other Products" category) for their new all-aluminum bass guitar.

▲ Sheena Erete was awarded DePaul's **Gerald Paetsch Academic Advising Award**.

PROGRAM RECOGNITION

▲ **GDUSA** recognized us as a Top Graphic Design School in 2019.

▲ **The Princeton Review** included us on both their undergraduate and graduate lists of the Top Schools to Study Game Design in 2019. We ranked #20 for the graduate program, #34 for the undergraduate program.

▲ **Animation Career Review** ranked our game design program #12 nationally and #4 among schools featuring an MFA in their 2019 list of Top Game Design Schools.



VIRTUAL AND AUGMENTED DESIGN LAB

Our new 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 hosts classes and projects to research and develop experimental games on emerging platforms. The lab supports multiplayer, room-scale AR/VR game development and is equipped with Microsoft HoloLenses, HTC Vives, headsets with hand and foot trackers, and Oculus Rifts.

what we're doing

SUPPORTING THE MISSION

▲ School of Cinematic Arts faculty Meghann Artes and Devin Bell and approximately 30 of their animation students created the stop-motion film *Merry Christmas from DePaul*. The film, part of our Project Bluelight program, was created over the span of 3 quarters. *Merry Christmas from DePaul* was created in collaboration with the Division of Mission and Ministry and designed to touch our humanity, evoke a sense of communal joy, celebrate DePaul's Catholic identity, and share the magic of Christmas. It will be part of a Christmas window display on DePaul's Loop Campus in 2019.

▲ In February 2019 we held our second annual *Big Shoulders International Student Film Festival*. The festival is dedicated to presenting the work of innovative filmmakers. Its mission is to promote diversity and inclusion by showcasing the work of emerging young voices and unique ways of storytelling. Big Shoulders is co-sponsored by the Division of Mission and Ministry, and will continue annually during the winter quarter.

▲ We continued our youth programs with the *Chicago Housing Authority*, giving youth in public housing the chance to learn skills in documentary filmmaking, screenwriting, and game and graphic design from our faculty (see more on p. 20).

▲ Our *School of Design Talks* series, now in its fourth year, invites leading designers to campus to speak and run workshops, and prepares students to imagine, develop, and deploy cutting-edge visual and interactive designs that positively impact individuals and communities using emerging social practices and technologies (see more on p. 22).

▲ A team of SCA faculty and selected students attended the *Sundance Film Festival* and *Windrider Film Forum*, an immersive experience between filmmakers and film lovers designed to facilitate thoughtful conversation, awaken compassion, explore spiritual themes, and inspire change through storytelling.



GLOBAL ENGAGEMENT



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 year spring, CDM participated in three GLE programs: *Introduction to Robotics* (led by Isuru Godage and offered twice last year), *Introduction to Sound Design* (led by Rob Steel), and *Advanced Editing* (led by Michael Flores). In *Introduction to Robotics*, students from Chicago and Sao Paulo collaborated over synchronous zoom meetings culminating in a competition—a robot sumo match where each robot had to find the opponent robot in a ring and attempt to push it out. In *Advanced Editing*, DePaul students worked with students at the Academy of Dramatic Arts in Zagreb, Croatia to write, shoot, and edit a short film. There were four teams (9 students from DePaul and 4 from Croatia).

MARIO LUNA

In April, SCA cinematography faculty welcomed Mario Luna, esteemed and honored cinematography faculty member from Mexico's top film school - CUCEC of the UNAM. Mario, with his student translator Sergio Matamoros, guest spoke at a number of production related classes. The highlight of his visit was a masterclass on camera technique and lighting given by Mario on the evening of April 18th at Cinespace.

STUDY ABROAD 2018-2019

▲ *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.

▲ *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.

▲ *Film in Paris*: Students in this program 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, students also attend the Cannes Film Festival.

▲ *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.

TO BE OFFERED 2019-2020

▲ *NEW Design, Landscape, and Society in Scandinavia*: Offered for the first time in December 2019, this program offers new perspectives on designers' relationships to society and the natural world. Through visits to design studios, design centers, museums, and galleries in Norway, Sweden, and Denmark, students will examine unique relationships among Scandinavian society, landscape, and culture with a focus on how they have affected the development of modern design in Scandinavia.

▲ *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.

▲ *Documentary Filmmaking in India*: This "Beyond Bollywood" program is offered every other December intersession. In the fall, students take FILM 390/490 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.

ENGAGING AND EDUCATING YOUTH



CHICAGO HOUSING AUTHORITY

CDM continued our partnership with the Chicago Housing Authority, facilitating youth programs as part of One Summer Chicago. This was the fourth year for the documentary filmmaking program—which introduces teen girls to basic theory, aesthetic, and technical skills required to create a documentary—and the third year for the program in game and graphic design. The design program gives teens the opportunity to express their voices through a tour of tools and media and process that result in interactive experiences. We also ran, for the second year, a six-week program in that provides students the skills to write screenplays designed for television and streaming platforms.



GAME, CINEMA, AND ANIMATION SUMMER ACADEMY

Our eleventh 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. Students enroll in one of five tracks: Film & TV Production, Game Development, Hand-Drawn Character Animation, 3D Modeling and Animation, or Screenwriting.



CYBERSECURITY COMPETITIONS

Through an Academic Growth Initiative Fund, faculty Filippo Sharevski and Jean-Philippe Labryere designed an outreach program for high school students in Chicago focused on learning cybersecurity through hands-on cybersecurity competitions. The program was hosted by CDM and used the CyberOperations RangE (CORE) competition platform.

CPS DATA SCIENCE BOOTCAMP

SoC hosted a Data Science BootCamp for CPS high school students on July 15-19. The initiative was in partnership with the Chicago Public Schools Office of Computer Science, DePaul, and the University of Massachusetts-Boston. Students engaged in a variety of hands-on activities in a computer lab exploring ways to analyze data, and learned how to create innovative solutions using digital information to make a positive impact in our society.

CAFÉCS

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

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

The project supports the development of a cadre of CPS computer science high school teacher through workshops and coaching. As a result of this project over 300 teachers have taught the introductory Exploring Computer Science course to over 60,000 CPS students throughout the district.

CHICAGO FIRST ROBOTICS

Our Idea Realization Lab hosted the FIRST Robotics FTC kickoff on September 8th, welcoming over 80 high school students.

VISITING SPEAKERS

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

This year's roster includes Emmy-nominated producers, a UX director for Amazon's Alexa, and senior researchers at Google, to name just a few.

SCHOOL OF DESIGN TALKS GUESTS

Thirst - Full Design Team

Panel Discussion: Witty Title Here

Design Incubation Colloquium 5.1

Keynote (Kelly Bishop, VP of Product Design at *The Onion*) and presentations from communication design academics/professionals

Game Workers Unite!

Panel discussion with members of the organizations Game Workers Unite and International Alliance of Theatrical Stage Employees (IATSE)

Sadie RedWing, Visiting Assistant Art Professor, University of Redlands

Talk: *Revitalizing Indigenous Perspective in Design*

Phillip Hunter, Technology Product Design Leader

Talk: *"Alexa, How Do You Know What to Say?" The New World of Voice and Multimodal Product UX*

Workshop: Alexa, How Do You Know What to Say?

Shawn Allen, Game Designer

Talk: *(It's Bigger Than) Video Games*

Workshop: Building Game Cities: More than Pixel Bricks and Bumpy Asphalt

Design Career Options

Panel Discussion with panelists from IA Collaborative, Adobe, colored, Creative Circle)

Jeremiah Chiu / Some All None

Talk: *Synthesis and New Expressions*

Adam Greenfield, Designer and Author of Radical Technologies

Talk: *Leaving the Twenty-First Century: Excursions after Late Capitalism*

April Starr, Designer and Adjunct at IIT Institute of Design

Talk: *Constraints and Creativity: How Good Research Fuels Design*

VISITING ARTISTS SERIES GUESTS

Courier 12 Screenwriting Conference

"An Improvised Life in Hollywood" with producer Trevor Albert (*Groundhog Day*) and writer Dick Blasucci (*MADtv*, *SCTV*)

"The YouTube Launchpad" with writer Allison Raskin

"Culture of the Writer's Room" with Rafael Augustín (*Jane the Virgin*)

"How to Win an Emmy" with Megan Amram (*The Good Place*, *The Simpsons*, *An Emmy for Megan*)

"Finding a Quiet Place" with writers Scott Beck and Bryan Woods (*A Quiet Place*)

Verité Documentary Conference

Screening of *Minding the Gap* followed by on-screen conversation with director Bing Liu

Skateboard Camera Masterclass with Bing Liu

Documentary Producer/Sound Masterclass with filmmaker Shuling Yong (*Radical Grace*) and producer Zak Piper (*Life Itself*)

Champs-Élysées Film Festival at DePaul

Screening of *68, My Father and Some Nails* followed by on-stage conversation with director Samuel Bigiaoui

An Inside Look at Ralph Breaks the Internet

A conversation with director Rich Moore and screenwriter/co-director Phil Johnson

Stephen Merchant, Director

A screening of *Fighting with my Family* followed by an on-stage conversation

Jennifer Celotta, Writer/Director

A conversation with Celotta, whose credits include *The Office*, *The Newsroom*, and *Cobra Kai*

A Gentle Night

A screening of three short films by Qui Yang and Constanze Schmitt followed by an on-stage conversation

Laura Fallsgraff, Director; Flonja Hoxha, Run for Something; Will Guzzardi, State Representative

A screening of *The 39th* followed by an on-stage conversation

David Mandel, Producer/Showrunner

A conversation with executive producer and showrunner of *Veep*, whose other credits include *Curb Your Enthusiasm* and *Seinfeld*

Kaitlyn Dever and Beanie Feldstein, Actors

An advance screening of *Booksmart* followed by an on-stage conversation with the film's stars

Frame-by-Frame Animators Conference

Interview with Phil Tippett (*Star Wars*, *Robocop*, *Jurassic Park*)

Interview with Julia Pott (*Summer Camp Island*, *Adventure Time*)

Interview with Priit Pärn (Estonian Academy of Arts animation professor and animator)

Interview with Joyce N. Ho (*True Detective*, *The Expanse*)

Interview with Katie Torn (artist)

Character Animation Masterclass with Brian Ferguson (Character Animator at Disney and DePaul faculty)

Game Art Masterclass with Heinz Schuller (Game artist and director, DePaul faculty)

Demo of Volo Motion Control Crane and Dragonframe stop motion animation system

Demo of 20 Camera Natural Point OptiTrack motion capture system

Sultan A. Salahuddin

An on-stage conversation with the co-creator and star of Comedy Central's *South Side*

RESEARCH COLLOQUIUM GUESTS

Dr. Bamshad Mobasher, Professor, DePaul University
What is Research?

Dr. Joshua Becker, Postdoctoral Fellow, Northwestern University
Collected vs. Collective Intelligence in the Wisdom of Crowds

Dr. Isuru Godage, Assistant Professor, DePaul University
Soft and Continuum Robots: Potential Trends and Challenges

Dr. Ian Foster, Distinguished Fellow at University of Chicago and Director of Data Science and Learning at Argonne National Library
Learning Systems for Science

Betty Shanahan, Associate Vice President of Administration and Operations, DePaul University
Women in Technology Keynote Address

Steven Fischer, Founder of Image, Style and Design Studio
As We May Live: An Augment to Vannevar Bush's July 1945 How We May Think

Dr. Hamed Qahri-Saremi, Assistant Professor, DePaul University
Responses to IT Addiction: Person-Centered Analyses of Outcome and Personality Determinants

Samantha Flora, Designer
Body Type: An Analysis of Fat Identity and Fat Bias in Graphic Design

Nithya Sambasivan, Senior Researcher, Google
Towards Gender Equity Online in the Global South

Dr. Christina Harrington, Postdoctoral Fellow, Northwestern University
Participatory Approaches to Understanding and Designing for Healthy Aging

Dr. Sheena Erete, Assistant Professor, DePaul University
Towards an Assets-Based Approach to Designing Socio-Technical Solutions with Resource Constrained Communities

Dr. Amani Fawzi, Vitreoretinal Surgeon and Professor at Northwestern University
Retinal Imaging and the AI Health Revolution

Peter McDonald, Assistant Professor, DePaul University
Weird Fun and Normal Fun: Designing from Play-Style in The Parasite ARG

Dr. Thrasylvoulos N. Pappas, Northwestern University
Visual Texture Analysis: From Similarity to Material Properties

Reyhaneh Jabbarvand, PhD Candidate, University of Californi-Irvine
Advancing Energy Testing of Android

Roselyne Tchoua, PhD Candidate, University of Chicago
Low-Cost Information Extraction through Human-Computer Partnership

Nicholas Szczecinski, Research Associate, Case Western Reserve University
Synthetic Nervous Systems for Legged Robotics

Dr. Dai-Hai Ton-That, Postdoctoral Researcher, DePaul University
PLI+: An Efficient Write-Optimized Index

Dr. Eli Brown, Assistant Professor, DePaul University
Interactive Machine Learning (IML) Systems

Shruthi Manjula Balakrishna, Gensler
I'm Not Kidding!: Childfree by Choice—Research and Reflections

Dr. Iyad Kanj, Professor, DePaul University
Near-Optimal Smooth Path Planning for Multisection Continuum Arms

Wenwen Wang, Postdoctoral Researcher, University of Minnesota
Enhancing Efficiency and Security of Mobil Cyber-Physical Systems

Robert Garcia, PhD Candidate, DePaul University
The Quest for Meaning: Challenges in Studying Satisfaction with Telemedicine

Dr. Eric Landahl, Associate Professor, DePaul University
Watching Adams Move

Dr. Mark Potosnak, Associate Professor and Chair of Environmental Science & Studies, DePaul University
Array of Things: Evaluating a Network of Low-cost Air Quality Sensors

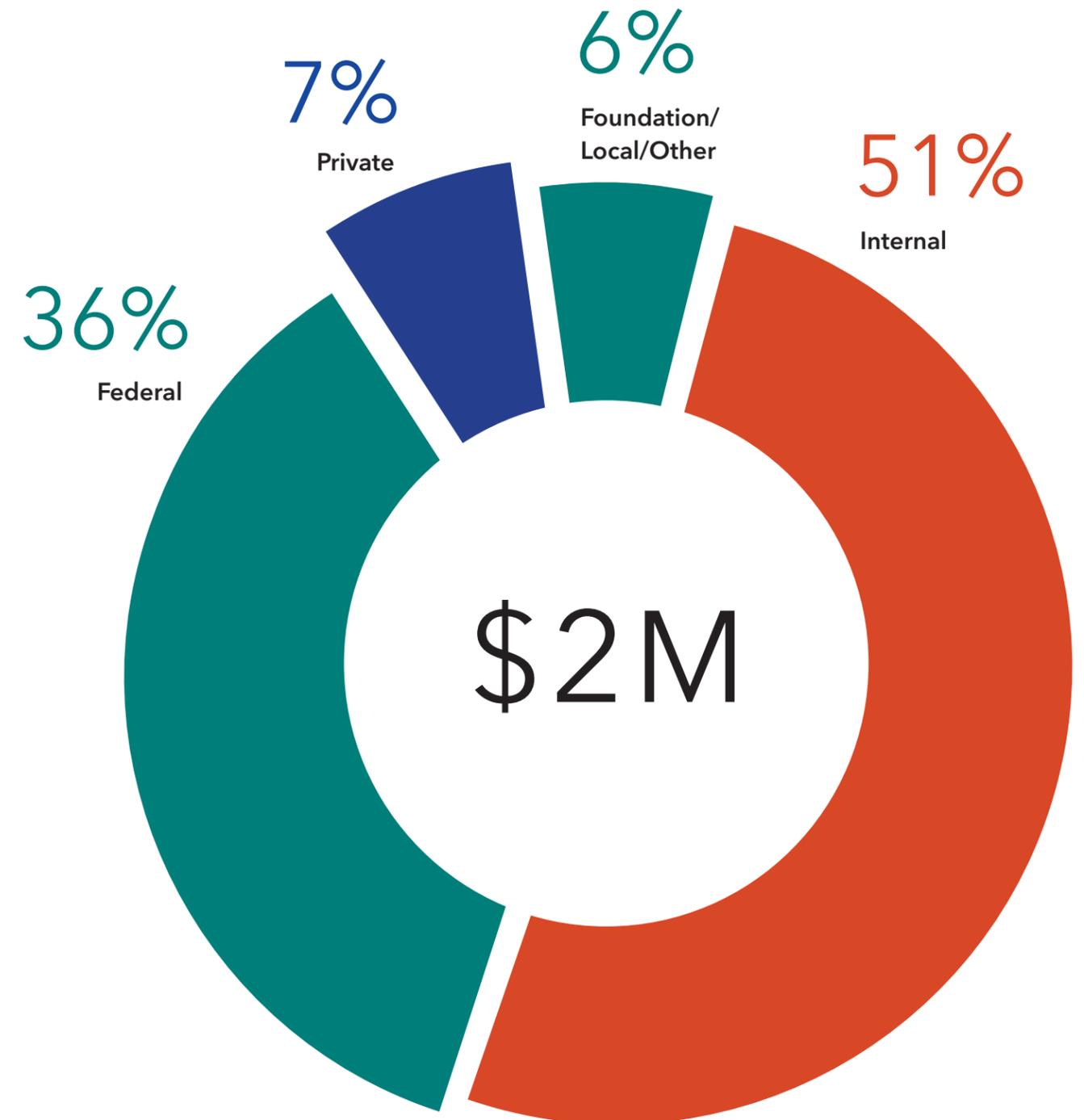
Dr. Alexander Rasin, Associate Professor, DePaul University
The Untapped Potential of Database Forensics

Dr. Fereshteh Ghahramani, Assistant Professor, DePaul University
How to Continuously Improve Information Security Management Practice

Heather Quinn, Assistant Professor, DePaul University
Transparency: Past/Present/Future

Dr. Chandrasekaran Jayaraman, Research Associate, Shirley Ryan Ability Lab
Wearable Technologies for Restoring Mobility in Individuals with Disabilities

FACULTY GRANT FUNDING



EXTERNAL GRANT FUNDING

Chatbot

Computer Discount Warehouse (CDW)
PI: Adelakun, Olayele

iD Lab Sponsorship

Abbott Laboratories
PI: Adelakun, Olayele

iD Lab Sponsorship

Baxter International, Inc.
PI: Adelakun, Olayele

iD Lab Sponsorship

Computer Discount Warehouse (CDW)
PI: Adelakun, Olayele

iD Lab Sponsorship

Continental Automotive
PI: Adelakun, Olayele

iD Lab Sponsorship

Health Care Service Corporation
PI: Adelakun, Olayele

Skype Chat Bot for Legal and General

Legal and General Investment Management
PI: Adelakun, Olayele

Analyzing Violence Prevention Mobile Application for Three Communities

McCormick Foundation
PI: Erete, Sheena

Engaging Middle School Girls in Computational Electronic Design

National Science Foundation
PI: Erete, Sheena

Evaluation of Violence Prevention Mobile Application

Pritzker Pucker Foundation
PI: Erete, Sheena

Chicago Housing Authority Documentary Filmmaking Program

Springboard 2 Success
PI: Flores, Michael

Chicago Housing Authority Game and Graphic Design Program

Springboard 2 Success
PI: Flores, Michael

Chicago Housing Authority Screenwriting Program

Springboard 2 Success
PI: Flores, Michael

CAREER: Advanced Containers for Reproducibility in Computational and Data Science

National Science Foundation
PI: Malik, Tanu

Reducing Technical Debt with Reproducible Containers

U.S. Department of Energy
PI: Malik, Tanu

Lewerentz's St Petri

The Peter and Birgitta Celsing Foundation
Co-PI: Matteson, Nathan

CHS: Small: Extracting affect and interaction information from primary care visits to support patient-provider interactions

National Science Foundation
PI: Montague, Enid; Supporting: Raicu, Daniela

Fulbright Award

Fulbright Scholar Program
PI: Montague, Enid

Language of Opportunity

Center for Asian American Media
Co-PIs: Rana, Anuradha and Rich, B.

INSuRE: Information Security Research and Education

National Security Agency
PI: Sharevski, Filipo

Secure Coding Education

National Security Agency
PI: Sharevski, Filipo

Fulbright Award

Fulbright Scholar Program
PI: Wolfe, Rosalee

INTERNAL GRANT FUNDING

Enhancing Innovation through a University-Corporate Open Innovation Knowledge Portal

DePaul University Research Council
PI: Adelakun, Olayele

Content-Based Image Retrieval with convolutional Neural Networks

DePaul University Academic Initiative Grant
PI: Brown, Eli

Interactive Machine Learning in Journalism

DePaul University Research Council
PI: Brown, Eli

Summer Faculty Research

DePaul University
PI: Brown, Eli

Designing Human-Centered Interventions to Advance Maternal Health Outcomes for Diverse Women

DePaul University Research Council
PI: Erete, Sheena

Summer Faculty Research

DePaul University
PI: Erete, Sheena

Animated in France

DePaul University Quality Instruction Council
PI: Farzaneh, Naghmeh

Big Shoulders International Student Film Festival

DePaul University Research Council
PI: Flores, Michael

Summer Faculty Research

DePaul University
PI: Flores, Michael

Distributed Recommender Systems

DePaul University Research Council
PI: Gemmell, Jonathan F.

Deformation-based Sensing Framework for Continuum Rehabilitation Robots

DePaul University Research Council
Co-PIs: Godage, Isuru Sawubhagya; Kanj, Iyad

Summer Faculty Research

DePaul University
PI: Hastings, Peter

Curriculum Development for Certificate in Cybersecurity Governance, Risk Management, and Compliance

DePaul University Quality Instruction Council
PI: Heart, Karen

Motion Planning for Continuum Limbs

DePaul University Academic Initiatives Pool
Co-PIs: Kanj, Iyad; Godage, Isuru Sawubhagya

Summer Faculty Research

DePaul University
PI: Kanj, Iyad

Summer Faculty Research

DePaul University
PI: Khatami, Alireza

DBBuild: Tools for Conducting Reproducible Analyses in Urban Data Infrastructure

DePaul University Academic Initiative Grant
PI: Malik, Tanu

CDM Collaborative Grant Program

DePaul University College of Computing and Digital Media
PI: McClelland, Jennifer

DePaul Game Studio

DePaul University Academic Initiative Grant
Co-PIs: Meyers, William; Turner, Allen

Adapting Recommendations to Contextual Changes

DePaul University Academic Initiative Grant
PI: Mobasher, Bamshad

Summer Faculty Research

DePaul University
PI: Mobasher, Bamshad

Understanding Doctor, Patient, Technology Interaction in Primary Care Environments across Countries

DePaul University Research Council
PI: Montague, Enid

Summer Faculty Research

DePaul University
PI: Myers, Scott

Building a Socio-Technical System to Support Brokering in Informal Learning Settings

DePaul University Academic Initiative Grant
PI: Nacu, Denise

Increasing Equitable STEM Participation Using Community Level Tools and Practices

DePaul University Research Council
PI: Nacu, Denise

Evolving Child-Computer Interaction: Mobile-based Interaction Design and User Testing

DePaul University Research Council
PI: Putnam, Cynthia

Summer Faculty Research

DePaul University
PI: Putnam, Cynthia

Support for Pedagogy: Interviews with Leadership in Human Computer Interaction Organizations

DePaul University Research Council
PI: Putnam, Cynthia

Summer Faculty Research

DePaul University
PI: Qahri Saremi, Hamed

Summer Faculty Research

DePaul University
PI: Schaefer, Marcus

Summer Faculty Research

DePaul University
PI: Sedgwick, Eric

Affirming Ground Truth of Suicidal Ideation in Social Media

DePaul University Academic Initiative Grant
PI: Stan Raicu, Daniela

Summer Faculty Research

DePaul University
PI: Stan Raicu, Daniela

counter // balance

DePaul University Research Council
Co-PIs: Rana, Anuradha; Rich, B.

Copperdog (Working Title)

DePaul University Research Council
PI: Rich, B.

Connecting with Studios, Companies, and Institutes in UK/Scotland

DePaul University Research Council
PI: Scott-James, Kahra

Model for High Production Value Online Programs

DePaul University Academic Growth Innovation Fund
PI: Settimi-Woods, Raffaella; Steinbach, Theresa and Besana, GianMario

Next Generation Networking Lab

DePaul University Academic Growth Innovation Fund
PI: Oteafy, Sharief

Design Invisibility Conference 2019

DePaul University Research Council
PI: Treebridge, Paige; Co-PIs: Sharevski, Filippo; Westbrook, Jessica

High School Outreach Program Using Cybersecurity Competitions

DePaul University Academic Growth Innovation Fund
PI: Sharevski, Filippo

DePaul University Academic Research Leave

DePaul University
PI: Steel, Robert

Retention Pilot Program

DePaul University Academic Growth Innovation Fund
PI: Steinbach, Theresa

Wabash Lights Workshops: Developing Educational Tools for STEAM Learning in Middle School Classrooms

College of Computing and Digital Media, DePaul University Collaborative Research Grant
PI: Wagner, LeAnne; Co-PIs: Matteson, Nathan and Steinbach, Theresa

GD 101: Creative Studio Methods

DePaul University Scholarship of Teaching and Learning
PI: Westbrook, Jessica; Co-PIs: Sharevski, Filippo and Treebridge, Paige

Summer Faculty Research

DePaul University
PI: Wilber, Dolores

Willful Hope for the Future Travel Grant

DePaul University Research Council
PI: Wilber, Dolores

A Web-Based Platform for a Multi-Lingual Sign Language Avatar

DePaul University Academic Initiative Grant
PI: Wolfe, Rosalee; Co-PI: McDonald, John

Merry Christmas from DePaul

DePaul University Vincentian Endowment Fund
PI: Zielinski, JoAnne; Co-PIs: Artes, Meghann and Bell, Devin; Supporting: McClelland, Jennifer

FACULTY PUBLICATIONS

Adelakun, O. A. (2018). *Information Technology Outsourcing Configurations and Organizational Outcomes* UK Academy for Information Systems Conference (UKAIS), UK.

Adelakun, O., Garcia, R. (2018). *Research, Education and Innovation: Success in Open Innovation through University Corporate Partnerships* TREO Talk ICIS 2018.

Adelakun, O., Garcia, R. (2018). *Towards a Conceptual Framework for the Evaluation of Telemedicine Satisfaction* 6th World Conference on Information Systems and Technologies (WorldCIST) 2018.

Aijaz, A., Dawy, Z., Pappas, N., Simsek, M., **Oteafy, S.**, Holland, O. (2018). *Toward a Tactile Internet Reference Architecture: Vision and Progress of the IEEE P1918. 1 Standard.* *arXiv preprint arXiv:1807.11915.*

Al-Fagih, A. E., **Oteafy, S.**, Hassanein, H. S. 2012 IEEE 37th Conference on Local Computer Networks Workshops (LCN Workshops).

Azhari, A., Fang, X. (2018). *Gamification Framework: Using Lexical Approach on Social Media Application Online Reviews* Springer.

Azhari, A., **Fang, X.** (2019). *A Study of Gamification in Project Management* AIS.

B., **Fang, X.** (2018). *Home Automation Internet of Things: Adopted or diffused?* Springer.

Barbosa, L., **Gemmell, J. F.**, Horvath, M., Heimfarth, T. *Distributed User-Based Collaborative Filtering on an Opportunistic Network* 2018 IEEE 32nd International Conference on Advanced Information Networking.

Chakravorti, D., Law, K., **Gemmell, J. F., Stan Raicu, D.** *Detecting and Characterizing Trends in Online Mental Health Discussions* 2018 IEEE International Conference on Data Mining Workshops.

Chen, Y., **Godage, I. S.**, Sengupta, S., Liu, C. L., Weaver, K. D., Barth, E. J. (2018). MR-conditional steerable needle robot for intracerebral hemorrhage removal. *International Journal of Computer Assisted Radiology and Surgery*, 1--11.

Cianchetti, M., Follador, M., **Godage, I. S.**, Caldwell, D. G. *Model Validation of an Octopus Inspired Continuum Robotic Arm for Use in Underwater Environments.*

de Mesmay, A., Purcell, J., Schleimer, S., **Sedgwick, E. D.** (2019). *On the Tree-Width of Knot Diagrams.* *Journal of Computational Geometry*, 10, 164-180.

deMesmay, A., Rieck, Y., **Sedgwick, E. D.**, Tancer, M. (2019). *The Unbearable Hardness of Unknotting.* *Symposium on Computational Geometry.*

Deshpande, P., **Rasin, A., Brown, E. T., Furst, J. D.**, Armato, S., **Stan Raicu, D.** *Augmenting Medical Decision Making with Text-based Search of Teaching File Repositories and Medical Ontologies.* *International Journal of Knowledge Discovery in Bioinformatics*, 8(2).

Dongol, B., **Jagadeesan, R., Riely, J. W.** (2019). *Modular Transactions: Bounding races in Space and Time* ACM.

Elliott, C. D., Putnam, C., Zelinsky, D., Daniel, S., S., V., A., O. (2019). *Using the Z-bellSM Test to Remediate Spatial Deficiencies in Non-Image-Forming Retinal Processing.* Springer, Cham.

Fang, X. (2018). *How Does Conscientiousness Impact on Computer Game Play?* ICEB-2018.

FACULTY PUBLICATIONS

Ghori, F., Dehpanah, A., **Gemmell, J. F.**, Hamed, S., **Mobasher, B.** *Does the User Have A Theory of the Recommender? A Pilot Study.* Joint Workshop on Interfaces and Human Decision Making for Recommender Systems.

Hastings, P. M., Hughes, S., Britt, M. A. (2018). *Active Learning for Improving Machine Learning of Student Explanatory Essays* Springer.

Holland, O., Steinbach, E., Prasad, R. V., Liu, Q., Dawy, Z., Aijaz, A., Pappas, N., Chandra, K., Rao, V. S., **Oteafy, S.**, Eid, M., Luden, M., Bhardwaj, A., Liu, X., Sachs, J., Araujo, J. (2019). The IEEE 1918.1 "Tactile Internet" Standards Working Group and its Standards. *Proceedings of the IEEE, 107*, 256-279.

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Ismail, D., **Hastings, P. M.** (2019). *Identifying Foreign Language Anxiety When Using an E-Learning System* IADIS Press.

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Kanj, I., Komusiewicz, C., Sorge, M., van Leeuwen, E. J. (2018). Parameterized algorithms for recognizing monopolar and 2-subcolorable graphs. *Journal of Computer and System Sciences, 92*, 22-47.

Kanj, I., Komusiewicz, C., Sorge, M., van Leeuwen, E.-J. (2018). *Solving Partition Problems Almost Always Requires Pushing Many Vertices Around* Proceedings of the 26th Annual European Symposium on Algorithms.

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Matteson, N., Keoborakot, N., Grodek, M., Celone, C. (2018). *ATLAS: a framework for geospatial data visualization* ACM.

McDonald, J. C., Filhol, M., Braffort, A., **Wolfe, R. J.** (2018). *Realistically animating proforms involving placement and movement in sign languages* International Society for Gesture Studies.

McDonald, P. D. (2019). Homo Ludens: A Renewed Reading. *American Journal of Play, 11*, 247-267.

McDonald, P. D. (2019). The Principle of Division in Roger Caillois's Man, Play and Games. *Games and Culture, 19*.

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Nakayama, M., Wan, Y. (2019). *A-Click-Away Hypothesis on Ethnic Restaurant Review Viewing* International Research Symposium on Engineering and Technology.

FACULTY PUBLICATIONS

Nakayama, M., Wan, Y. (2019). Same sushi, different impressions: a cross-cultural analysis of Yelp reviews. *Information Technology & Tourism, 21*.

Nakayama, M., Wan, Y. (2019). The cultural impact on social commerce: A sentiment analysis on Yelp ethnic restaurant reviews. *Information & Management, 56*.

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Qahri Saremi, H., Montazemi, A. R. (2019). Factors Affecting the Adoption of an Electronic Word of Mouth Message: A Meta-Analysis. *Journal of Management Information Systems, 36*, 969-1001.

Schaffer, O., Fang, X. (2018). *What Makes Games Fun? Card Sort Reveals 34 Sources of Computer Game Enjoyment* AIS.

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Sharevski, F. (2018). *Mobile Network Forensics: Emerging Research and Opportunities* (1st Edition ed.). Hershey, PA: IGI Global.

Sheng, Q. Z., Shakshuki, E. M., Yu, J., Elgazzar, K., **Oteafy, S.**, Ibrahim, W. M., Hassanein, H. S., Khan, Z. A., Sivakumar, S. C., Phillips, W. J., others Special Focus on Ambient and Context-Aware Services for the Future Web.

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Walker, E., Lunt, B., **Settle, A.** (2019, June). News from the SIGs. ACM Inroads. *Association for Computing Machinery, 10*.

Walker, E., **Settle, A.** (2018, December). News from the SIGs. ACM Inroads. *Association for Computing Machinery, 9*.

Walker, E., **Settle, A.** (2018, September). News from the SIGs. ACM Inroads. *Association for Computing Machinery, 9*.

Walker, E., **Settle, A.**, Lunt, B. (2019, March). News from the SIGs. ACM Inroads. *Association for Computing Machinery, 10*.

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Yang, D., Misra, S., Xue, G., Liu, W.-J., Feng, K.-T., **Oteafy, S.**, Aboelfotoh, H., Hassanein, H., Yahya, B., Ben-Othman, J., others IEEE GLOBECOM 2009 Symposiums Program.

Yu, J. T. (2018). *Measuring Failover Time for High Availability Network* Proceedings of the 2018 International Conference on Scientific Computing (CSC).

Yung, M., **Brown, E. T., Rasin, A., Furst, J. D., Stan Raicu, D.** (2018). *Multi-Class Malignancy Prediction with Oversampling Techniques* 2018 KDD Workshop on Machine Learning for Medicine and Healthcare.

Zhao, F., **Fang, X.**, Wang, F. (2019). *Do students like e-textbooks?*

FACULTY FILM RECOGNITION

A selection of the recognition and screenings faculty films received in 2018-19.

Artist Statement

Shayna Connelly (Director)

Honorable Mention (2019), Chicago Underground Film Festival
Official Selection (2019), Another Experiment by Women Film Festival
Official Selection (2019), Experiments in Cinema
Official Selection (2019), FilmArte
Official Selection (2019), Micro Acts

Banana Season

James Choi (Producer), Raphael Nash (Producer)

Official Selection (2019), Covellite International Film Festival
Official Selection (2019), Riverside International Film Festival

Big Paradise

Brian Zahm (Cinematographer)

Best Documentary (2018), Thin Line Film
Official Selection: Best of Fests (2019), One Screen

Bernadette

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

Official Selection (2018), Cleveland International Film Festival
Official Selection (2018), Edmonton International Film Festival
Best Feature Film (2018), Lone Star Film Festival
Winner: Audience Choice, Narrative Feature (2018), Macon Film Festival
Winner: Director's Choice, Best Feature Film (2018), Gig Harbor Film Festival

Burnt

Devin Bell (Writer/Director/Producer)

Official Selection (2019), Evanston Art Center Exhibition
Official Selection (2019), La Maison Internationale des Arts de la Marionnette
Official Selection (2018), LAL.KA Festival
Official Selection (2019), Montreal International Children's Film Festival (FIFEM)

counter//balance

Anuradha Rana (Director), B Rich (Producer/Cinematographer)

Audience Award: Best Documentary (2019), In/Motion Chicago International Dance Film Festival
Audience Award: Best Documentary (2019), Chicago Feminist Film Festival
Best Director: Documentary (2019), Twister Alley Film Festival
Official Selection (2019), Big Muddy Film Festival
Official Selection (2019), Newport Beach Film Festival

Cryptozoology

Matt Quinn (Writer)

Semifinalist, Family Fun (2019), The Page International Screenwriting Awards

FACULTY FILM RECOGNITION

Deducked

Chris Kalis (Composer)

Official Selection (2019), Pictoplasma Festival and Conference
Staff Pick (2018), Vimeo

Different This Year

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

Activism Award for Comedic Short (2019), Colorado International Activism Film Festival
Official Selection (2019), Flicks by Chicks Fest
Official Selection (2019), Oxford Film Festival

Empty Space

James Choi (Director/Producer/Editor)

Official Selection (2019), Ozark Foothills Film Festival

Every Ghost Has an Orchestra

Shayna Connelly (Director)

Best Short Documentary (2019), Midwest Weirdfest
Necessary Voices Award (2019), Ithaca Fantastik
Official Selection (2018), Antimatter

F*cked Up Point Blank

Shayna Connelly (Director)

Official Selection (2019), Altan Khalis International Film Festival
Official Selection (2019), Athens International Film Festival
Official Selection (2019), Cadaqués Shortfilm Festival
Official Selection (2019), Tlanchana Festival
Official Selection (2019), Oxford Film Festival

Gardening at Night

Shayna Connelly (Director)

Official Selection (2019), Bechdel Film Festival
Official Selection (2019), Mondo Cult Variety Showcase

Hominidae

Brian Andrews (Director), Rob Steel (Composer)

XR Development Showcase (2019), Festival de Cannes

Human Persons

Steven A. Jones (Associate Producer)

Official Selection (2019), Film Festival of Trieste
Official Selection (2019), Chicago Latino Film Festival
Official Selection (2019), Film Festival of Rio de Janeiro
Premiere Screening (2019), Panama

Industrial Accident

Shayna Connelly (Director)

Official Selection (2019), Boston Underground Film Festival
Official Selection (2019), Big Sky Documentary Film Festival
Audience Choice Award (2018), Night Visions
Best Documentary Feature (2018), Santa Cruz Film Festival
July Competition Winner (2018), Sound Unseen

The Kaleidoscope Guy at the Market

Michael Flores (Editor)

Best Documentary Bronze Award (2018), Independent Shorts Awards
Best Short Inspirational Documentary (2018), American Filmic Arts Awards

▲ FACULTY FILM RECOGNITION

Later Days

Brad Riddell (Writer)

At the Table Selection (2019), SAG and IFP

Lipstick

Brian Zahm (Writer/Director)

Finalist: Best Short Film (2019), Splice Film Festival

Best Erotic Short (2018), Boobs and Blood International Film Festival

Love Means Zero

Michael Flores (Editor)

Winner: The Unforgettables (2018), Cineme Eye Honors Awards

Nominee: ABCNews VideoSource Award (2018), International Documentary Association

My Atari Christmas

Chris Parrish (Writer)

Vitruvian Award for Best Screenplay (2018), DaVinci Film Festival

Finalist: Screenplay Competition (2018), Austin Revolution Film Festival

Finalist: Screenplay Competition (2018), Pasadena International Film Festival

Oh Baby!

Meghann Artes (Director/Animator), Rob Steel (Composer), Brian Andrews (Visual Effects Supervisor),

Chris Kalis (Title Sequence Designer)

Silver Award for Animation (2019), UFVA Conference

Best Experimental Film (2019), USA Film Festival

Official Selection (2019), Festival du Nouveau Cinema

Official Selection (2019), LA Shorts Fest

Official Selection (2019), Sidewalk Film Festival

Orders

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

Featured run (2018), Spectacle Theater

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 Ensemble (2019), die Serieale

Distribution Deal (2019), Bored Teachers

Best Comedy and Best Set Design (2018), Minnesota Webfest

Official Selection (2018), Melbourne WebFest

Pondlife Spring, Pondlife Summer

Lisa Barcy (Director)

Official Selection (2019), Malt Adult #13, Babyscastles

Official Selection (2019), Columbus College of Art and Design

Official Selection (2019), Skylab Gallery

Quiver

Shayna Connelly (Director)

Best Short Film (2019), Reels of the Dead

Best Horror Short (2018), Berlin Short Film Festival

Jurors Award (2018), Artist Forum Festival of the Moving Image

Best Director (2018), Rising Above Film Festival

Best Experimental Horror Short (2018), Women in Horror Film Festival

▲ FACULTY FILM RECOGNITION

Saint Frances

Alex Thompson (Director), James Choi (Producer), Raphael Nash (Producer)

Audience Award (2019), SXSW

Special Jury for Breakthrough Voice (2019), SXSW

Prix de la Critique (2019), Champs-Élysées

Silicone Soul

Michael Flores (Editing Consultant)

Best Editing for a Documentary Film (2018), Covellite International Film Festival

Honorable Mention: Documentary Feature (2019), Fargo Film Festival

Sleepy Steve

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

Official Selection (2019), Chicago Filmmakers and Show Pup

Official Selection (2019), Gozo Film Festival

Snake Bomb

Chris Kalis (Producer)

Official Selection (2018), Defy Film Festival

Speed Dating

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

People's Choice Award (2018), 12 Films with a Heart Film Festival

Official Selection (2018), Reel Women

Official Selection (2018), Shortcutz Brazil

Official Selection (2018), The Lincoln Lodge

Stage Four

Wendy Roderweiss (Director)

Best Screenplay (2019), Midwest Independent Film Festival

Best Actor Nomination (2019), Midwest Independent Film Festival

Official Selection (2018), Midwest Independent Film Festival

Official Selection (2018), Kansas International Film Festival

Ten More

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

Best Chicago Drama (2018), Windy City Film Festival

Official Selection (2018), Film Fest 52

Official Selection (2018), Midwest Independent Film Festival

Thrill Ride

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

Best Director (2018), North Hollywood CineFest

Official Selection (2018), Manhattan Film Festival

First runner up: Best Feature Film (2018), Green Bay Film Festival

First runner up: Audience Choice (2018), Green Bay Film Festival

YOU TOO?

Michael Flores (Editor/Producer)

Official Selection (2019), Underexposed Film Festival

Official Selection (2019), Pasadena International Film Festival

FACULTY EXHIBITIONS

Andrews, Brian C., Chicago Artists Book Fair, Chicago, IL. (November 2018).

Anthropy, Anna A., "Multiplay," Babycastles Gallery, New York, NY, US. (July 2018 - August 2018).

Anthropy, Anna A., "Videogames: Design/Play/Disrupt," Victoria & Albert Museum, London, UK. (September 2018 - February 2019).

Anthropy, Anna A., "Anger is a solution, if anger means kittens," Collective Çukurcuma, Leipzig, Germany. (September 2018 - October 2018).

Barcy, Lisa C., "Moving Cuts," Koljafest, New Orleans, LA. (July 2018).

Barcy, Lisa C., "Strut," Brooklyn Gallery, Brooklyn, NY. (June 2019 - July 2019)

Barcy, Lisa C., "Strut," Ann Arbor Art Center," Ann Arbor, MI. (May 2019)

Barcy, Lisa, "Vital Signs," Zhou B Art Center, Chicago, IL (July 2018 - August 2018).

Barcy, Lisa C., "The Disrupters," Twisted Oyster Film and New Media Festival, Ionian Center for Arts and Culture - Keffalonia, Greece. (May 2019).

Ciucci, Jacob G., "At the Therapist," Pasadena, California. (June 2019 - September 2019).

Ciucci, Jacob G., "Cable Management, Five Minute Crafts, 7 Reasons You Aren't Happy," Nightlight Studios, Chicago, IL. (October 2018 - November 2018).

Ciucci, Jacob G., "Default Mode Network," University of Illinois' Screen Space Gallery, Chicago, IL. (April 2019 - June 2019).

Farzaneh, Naghmeh (Animator), **Burns, Samantha** (Sculptor), "Day by Day," Tallahassee, FL. (January 2018).

Farzaneh, Naghmeh, "Scent of Geranium," Exploratorium Museum Microcinema Exhibition, San Francisco, CA. (May 2019 - September 2019).

Farzaneh, Naghmeh, "Scent of Geranium," SFO Museum, San Francisco, CA. (July 2018 - August 2018).

FACULTY EXHIBITIONS

Hollenbach, Katherine J., "phonelovesyoutoo (matrix)," San Francisco, CA, US. (March 2019 - August 2019).

Hollenbach, Katherine J., "USER_IS_PRESENT," Artificial Knowing, Los Angeles, CA, US. (July 2018).

Hollenbach, Katherine J., "USER_IS_PRESENT," Processing Community Day Los Angeles, Los Angeles, CA, US. (January 2019).

Lockhart, Amy E., "Sleep Center Gallery," New York, NY USA. (June 2019).

Lockhart, Amy E., "Maison Modele, Galerie Clark," Montreal, QC. (April 2019 - May 2019).

Lockhart, Amy E., "Comics and Art book fest," Museum of Contemporary Art," Chicago, IL. (March 2019).

Lockhart, Amy E., "babyssscrib.com at Western pole," Chicago, IL. (May 2019 - June 2019).

Lockhart, Amy E., "Now With More Animals," Toronto, ON (April 2019 - May 2019).

Lockhart, Amy E., "CAFKA at The Walper exhibition," as part of CAFKA at The Walper exhibition, Kitchener, ON (March 2019).

Matteson, Nathan, Hall, Matt, Johnson, Brian, "Showcase: the work of creative scholarship," Jule Collins Smith Museum of Fine Art at Auburn University, Auburn, AL (September 2018 - October 2018).

Quinn, Heather, "Transparency: Past/Present/Future (MFA Thesis Show)," Montpelier, VT. (October 2018 - Present).

Roberts, Scott D., Chicago Art Book Fair, Chicago, IL. (November 2018).

Roberts, Scott D., "Comic Arts Brooklyn," Brooklyn, NY. (November 2018).

Roberts, Scott D., Small Press Expo, Bethesda, MD. (September 2018).

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

Schuller, Heinz W., "Sponza Atrium for Maya & Arnold Renderer," Heinz Schuller, Oak Park, IL. (October 2018 - December 2018).

Schuller, Heinz W., "Vtrus AB1 Real-time drone model & base station," Vtrus Inc., Seattle WA. (July 2018 - September 2018).

Wilber, Dolores, "Final Meals," Lucky Pierre collaboration, Chicago, IL. (September 2018 - October 2018).

STUDENT AND ALUMNI ACCOMPLISHMENTS

STUDENTS

- ▲ BFA graphic design student Gabrielle Fitzpatrick was recognized as a “2019 Student to Watch” by *GDUSA*.
- ▲ Undergraduate Computer Science student Tim Gamble was named one of *Chicago Inno’s* “25 under 25” rising entrepreneurs and technologists.
- ▲ PhD students Badar al Lawati and Redar Ismail won a *Google Cloud Platform Scholarship* to build out their refugee hiring platform, BridgeLink. They proposed this idea at the last Campus 1871, where they led their team to victory.
- ▲ BFA Graphic Design student Jeremy Rieger was spotlighted by *Intern magazine*.
- ▲ A group of game development students showcased their game *Cold Calling* at *C2E2 (Chicago Comic and Entertainment Expo)*.
- ▲ MS Cybersecurity student Karen Grgurich was one of eight student veterans to have been awarded a *Google-Student Veterans of America (SVA) scholarship* after an extremely competitive application process.
- ▲ *Overtime* was showcased at the *Game Developers Conference’s (GDC) Alt.Ctrl.GDC*. (below)
The game, developed by a team of CDM students and alumni, uses an accessible alternative controller, which was created in the Idea Realization Lab by student Thomas Newsome.



- ▲ MS Data Science student Sierra Sellman and her teammate Michelle Rodrigue, a graduate student at the Georgia Institute of Technology, won first place in the *US Department of Energy’s 2019 Geothermal Design Challenge*.
- ▲ SCA students Emily Gray and Grace Golembiewski were two of the four finalists in *CineYouth’s Film Pitch*, and Emily won for her project “The Scholar.” Additionally, Connor O’Keefe won CineYouth’s Chicago Award for his film “Our Transition” and Don Josephus Raphael Eblahan won the Best Experimental award for “Umbilical Cord to Heaven.”
- ▲ PhD student Redar Ismail, BS Data Science student Jeffrey Santana, and MS alumnus Juan Pablo Garcia Segura were part of the winning team at Greater Chicago Food Depository’s *Hackathon to End Hunger* on May 4. The winning team, Food-ease, designed and built an MVP to help people with disabilities gain easier access to food distributors.
- ▲ Grad Computer Science student James Valles organized and hosted the 2019 *IEEE Summer Mixer* in Chicago on June 22. The annual professional networking event, which Valles started in 2018, brings together engineering students and top-notch industry professionals from all over the region.
- ▲ MFA student Briana Clearly was honored for her short film *Sum of Her Parts* at a recent event at *Park West* showcasing the “creativity and talent of rising Chicago Black filmmakers.”

ALUMNI

- ▲ Alumna Vera Drew (BA ‘11) was nominated for her first *Emmy*. Vera was nominated for Outstanding Picture Editing for a Variety Program for her work on Sacha Baron Cohen’s *This is America*.
- ▲ Roberto Larios (MFA Screenwriting ‘17) was named one of *Variety’s* “10 assistants to watch.”
- ▲ MFA Screenwriting alums and writing team Celia Blundo and Megan Binnie’s script “Attachment” made it to the semifinals of the *Austin Film Festival’s* script competition. They were chosen from a record field of 10,580 scripts (top 2%).
- ▲ Two animation alumni, Iain Collins and Lynda Rollins, were nominated for *Annie Awards* for their work on Stoopid Buddy Stoodios’ *SuperMansion*.
- ▲ BFA Graphic Design alumna Valerie Shur’s *Landing Zine*, which was developed as part of an independent study project, was selected for *Otis College of Art and Design’s Otis 100*.
- ▲ *Olympia*, directed by recent MFA alum Gregory Dixon, won Best College Feature at the *2019 Garden State Film Festival*.
- ▲ SCA alumna Lauren Malis, a colorist at The Colonie in Chicago, is one of 12 female colorists on *Definition’s* radar.

CDM IN THE NEWS

July 3 | HollywoodChicago

"Podtalk: Anuradha Rana of DePaul University on Their Student Film Festival & Chicago Cinema"
Anuradha Rana/Big Shoulders International Student Film Festival

July 26 | American Banker

"The Curious Case of the Vatican and Credit Default Swaps"
Steve Rubinow

August 9 | Backstage

"30 Film Schools You Should Know"
School of Cinematic Arts

September 4 | The Guardian

"Was that a reference to Magritte? Video games: Design/ Play/ Disrupt review"
Anna Anthropy

September 25 | The Music Box Podcast

"#23 Horror Coming to MBT This October + Andy From DePaul"
Andy Stasiulis

September 27 | Newcity

"Film 50 2018: Chicago's Screen Gems"
James Choi, Shayna Connelly, Alex Thompson

October 9 | CBS Chicago

"Instagram Rolls Out Technology To Scan Photos For Bullying"
Jacob Furst

November 5 | The Hockey News

"'94 Forever--The Making of NHL '94: An Oral History"
Sal Barry

November 13 | CIO

"Top 10 Data Science Master's Degree Programs"
Data Science Program

November 14 | Inside Higher Ed

"Learning Across Cultures, With Help From Technology"
Gianmario Besana

December 11 | College Magazine

"The 10 Best Colleges for Animation"
Animation Program

December 18 | Design Edu Today

"The Differences between Skinning and Designing"
Heather Quinn

January 31 | Newcity

"The Chicago of Tomorrow: Thirty-three visions for the next city"
Shayna Connelly

February 4 | WGN Radio

"One of the funniest stand-up comics in Chicago"
Kevin Bozeman

February 21 | JOE

"How a new breed of video games are exploring mental illness in ways movies or TV never could"
Doris Rusch

February 28 | ABC 7

"Chicago film, TV production industry marks record-breaking year"
Gary Novak/DePaul Cinespace

February 28 | Associated Press

"Chicago film, TV production industry had a \$474 million year n 2018"
Gary Novak/DePaul Cinespace

March 1 | ReelChicago

"The Future of the Illinois Film Industry Looks Brighter"
School of Cinematic Arts

March 6 | Animation Career Review

"2019 Animation School Rankings"
Animation program

March 12 | Princeton Review

"The Princeton Review Names the Top Undergrad & Grad Schools to Study Game Design for 2019"
Game Design programs

April 2 | Script

"Writers on the Web: Interview with Other People's Children Creators Brad Riddell and Anna Maria Hozian"
Brad Riddell and Anna Hozian

April 18 | Animation Career Review

"2019 Game Design School Rankings"
Game Design programs

April 25 | Variety

"Entertainment Education Report: The Best Film Schools in 2019"
School of Cinematic Arts

April 26 | Cartoon Brew

"Frame-By-Frame Animators Conference Announces Priit Pärn, Julia Pott, And Phil Tippett As Guests Of Honor"
Animation program

April 27 | WBEZ/NPR

"High School Girls Premiere Films In DePaul-Chicago Housing Authority Program"
Liliane Calfee/School of Cinematic Arts

May 17 | Variety

"Chicago Program Gives Girls Lesson in Documentary Filmmaking"
Gary Novak and John Psathas/School of Cinematic Arts

May 9 | Chicago Tribune

"Done pretending it's easy: Amy Schumer, Meghan Markle represent new generation's way of talking about childbirth"
Enid Montague and Sheena Erete (Chicago Birth Stories)

where
we're
going

2019-2020

PREVIEW

The School of Cinematic Arts, in collaboration with the Division of Mission and Ministry at DePaul University, is creating a new annual Christmas tradition reminiscent of the fabled Christmas windows that once lined downtown State Street. Produced by animation and production design faculty and students, the *Merry Christmas from DePaul* window will utilize state-of-the-art technology to build an imaginative, 3-D experience rooted in the message and vision "Christmas at DePaul"—designed to touch our humanity, evoke a sense of communal joy, celebrate DePaul's Catholic identity, and share the magic of Christmas. The display will run during the 2019 holiday



The *Next Generation Networking (NexGeN) lab*, funded through a DePaul University Academic Growth Initiative Fund, presents a research hub for novel directions in network development. The communications world is rapidly advancing with novel developments in the Internet of Things, Information Centric Networking and the advent of the Tactile Internet. Research activities in the NexGeN will leverage the international collaborations of its director, Dr. Sharief Oteafy, across the IEEE Communications Society and the IEEE Standards Association, to innovate in this fast-paced field. The lab will provide a space for faculty to engage with undergraduate and graduate students in IoT research and join a lab that will build on our collective expertise in this area, along with our urban Chicagoland industrial ties.

A not-yet-named new *design studio and research lab*, co-directed by School of Design faculty Heather Quinn and Nathan Matteson, will engage in the speculative objects and ideas that challenge our thoughts about the future, the present by fostering collaboration with both industry and academic partners. The goals of the lab include increasing the visibility and reputation of the School of Design and promoting growth in its program, connecting to DePaul's mission and addressing ethics in design, and helping students connect with both the local design community and employers.

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