

GEEK 401



The University of Advancing Technology

Student Life Magazine

ISSUE 1 SPRING 2007



COR 4

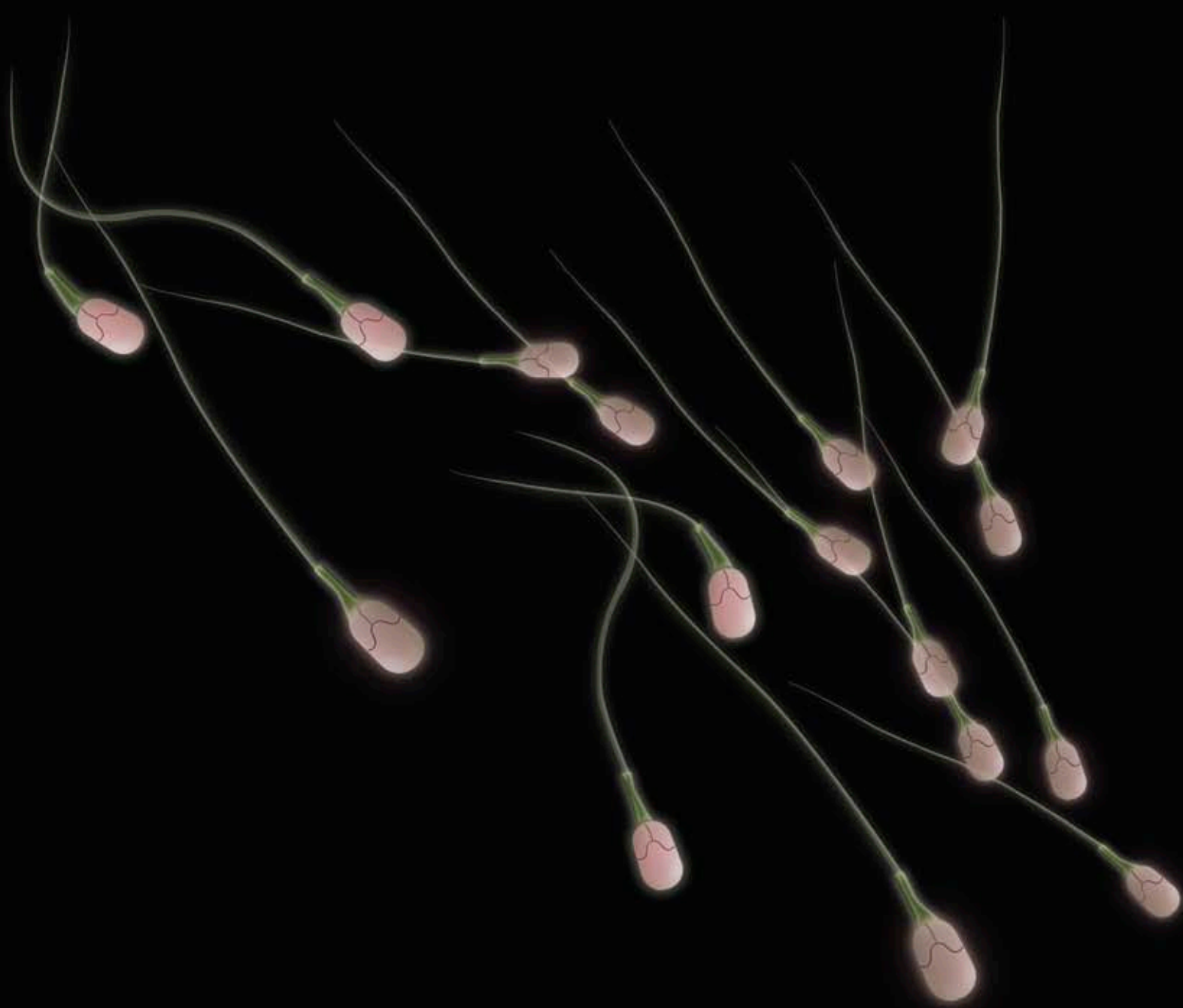
UAT STUDENTS' VIDEO GAME KICKS SOME SERIOUS BUTT

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THE TEAM THAT BROKE ALL THE RULES

10 BIG FISH

LANDING A 500 LB. ART COMMISSION



[GEEKED AT BIRTH]



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BACK on UAT GROUND

The University of Advancing Technology (UAT) provides a unique educational opportunity for the student passionate about technology. UAT combines the enrichment and experience of a real college degree, with a strong focus and hands-on experience with state-of-the-art and advancing technology. Students gain expertise while receiving a broad-based college education and a satisfying collegiate experience. At many colleges and universities, students can earn a degree that prepares them for the future. An education at UAT prepares students to create the future. Based on this unique combination of classical and technology education, UAT was designed specifically for students who want to conquer the challenges of a rapidly expanding technological universe without ignoring the base of knowledge which is required to maximize each student's potential. The University is a model for systems thinking, organizational excellence and innovative educational methods. Offering Bachelor's and Associate's degrees in a variety of Multimedia, Software Engineering and Technology Commerce majors, as well as Master's degrees, the University is a leader in technology education.

BACKGROUND

UAT is a private university with a deep focus on academic excellence and technology education. The University is nationally recognized for its Year-Round Balanced Learning program and innovative technology degree programs.

ACCREDITATION

UAT is a senior college accredited by the Accrediting Council for Independent Colleges and Schools (ACICS).

LOCATION

Tempe, Arizona (Phoenix Metropolitan area)

STUDENTS

The University student body is comprised of over 1200 students coming from all 50 states and six continents.

FACULTY

The University houses 64 full- and part-time faculty members who are leaders in both industry and education.

Average Class Size: 15

Student-to-faculty ratio: 14:1

Average Incoming GPA: 3.1

Average SAT Score (1600 scale): 1308

Average ACT Score: 24

ALUMNI

UAT produces graduates who go on to great success with some of the country's largest companies, game studios and production houses. Companies such as Intel, Microsoft, Blur Studios, Sony Online Entertainment and Motorola have hired UAT graduates, to name a few.

The University of Advancing Technology is accredited by the Accrediting Council for Independent Colleges and Schools (ACICS - 750 First Street, NE, Suite 980, Washington, DC 20002-4241, 202-336-6780) to award associate's, bachelor's and graduate degrees. The Accrediting Council for Independent Colleges and Schools is a national accrediting agency, recognized by the United States Department of Education. ACICS's accreditation of degree-granting institutions also is recognized by the Council for Higher Education Accreditation (CHEA).



Read more
UAT news at
www.uat.edu/news

"PROFESSOR ROBOT" TO LAUNCH UAT ROBOTICS CURRICULUM

Robots and embedded systems are more a part of our lives than computers. Usually the first thing you do in the morning when you wake up is turn off an alarm clock, which is an interaction with an embedded system or μ Controller. μ Controllers are everywhere; we use orders of magnitude more every day than we do computer systems. It is embedded systems that will propel robotics into the home like never before. A Roomba®, for example, does not look like a traditional "robot," yet there are thousands of Roombas in homes across America already. These robots and embedded systems are quickly becoming such a part of our lives that we hardly notice them: in our cars, in our cell phones, in our homes. The only time we do notice them is when they aren't functioning.

Robotics is the science and technology of robots. The appearance and capabilities of robots vary widely, but all robots share the features of a movable mechanical

UAT REPRESENTED AT EMERGING TECHNOLOGIES CONFERENCE IN ENGLAND

Provost Dave Bolman and Dean of Academic Affairs Rebecca Whitehead recently returned from the Emerging Technologies Conference in Leicester, England. Event organizers challenged educators and organizations on the pace of their adoption and use of new technologies. Bolman delivered a keynote address on emerging technologies in society and Whitehead spoke on the use of games in education and business training.

The conference is not unlike UAT's Tech Forum with a focus on technology and education. Unlike UAT's semiannual conference geared towards students, the Emerging Technologies event is primarily for educators and industry leaders. In contrast to UAT's symposium put on by the University, the Emerging Technologies symposium is sponsored by both colleges and outside businesses. Bolman's keynote focused on businesses preparing for, and adapting for, new technologies.

Whitehead's talk outlined the potential applications of serious games in an academic environment

as an alternative to outdated education methods. Highlighting game applications in the medical, corporate and military fields, she presented statistics of the results to educators perhaps unversed in computer gaming.



structure under some form of control. More complex and adaptable control strategies are often referred to as artificial intelligence.

UAT is ready to become a leader in the advancing technology of robotics. Ryan Clarke, known affectionately around campus as "Professor Robot," is currently developing a Robotics and Embedded Systems curriculum, beginning with four classes to launch in Spring 2007.



ASK A UAT STUDENT

Q. WHAT'S YOUR FAVORITE THING ABOUT UAT?

"I enjoy the freedom at UAT and the access to industry standard software and other tools. And instructors here are much more approachable than my teachers in high school.

Originally, I heard about UAT from an ad in a game magazine - I was interested in pursuing just a game design degree then. So, my Dad

and I came over and checked it out. Even though we live in Phoenix, we hadn't heard about UAT previously. We liked it and the fact that I didn't have to go out of state clinched the decision for us. Unlike most, my Dad was 100% supportive about me pursuing a game degree. He never did the usual, 'shouldn't you be thinking about something that leads to a real job?' thing.

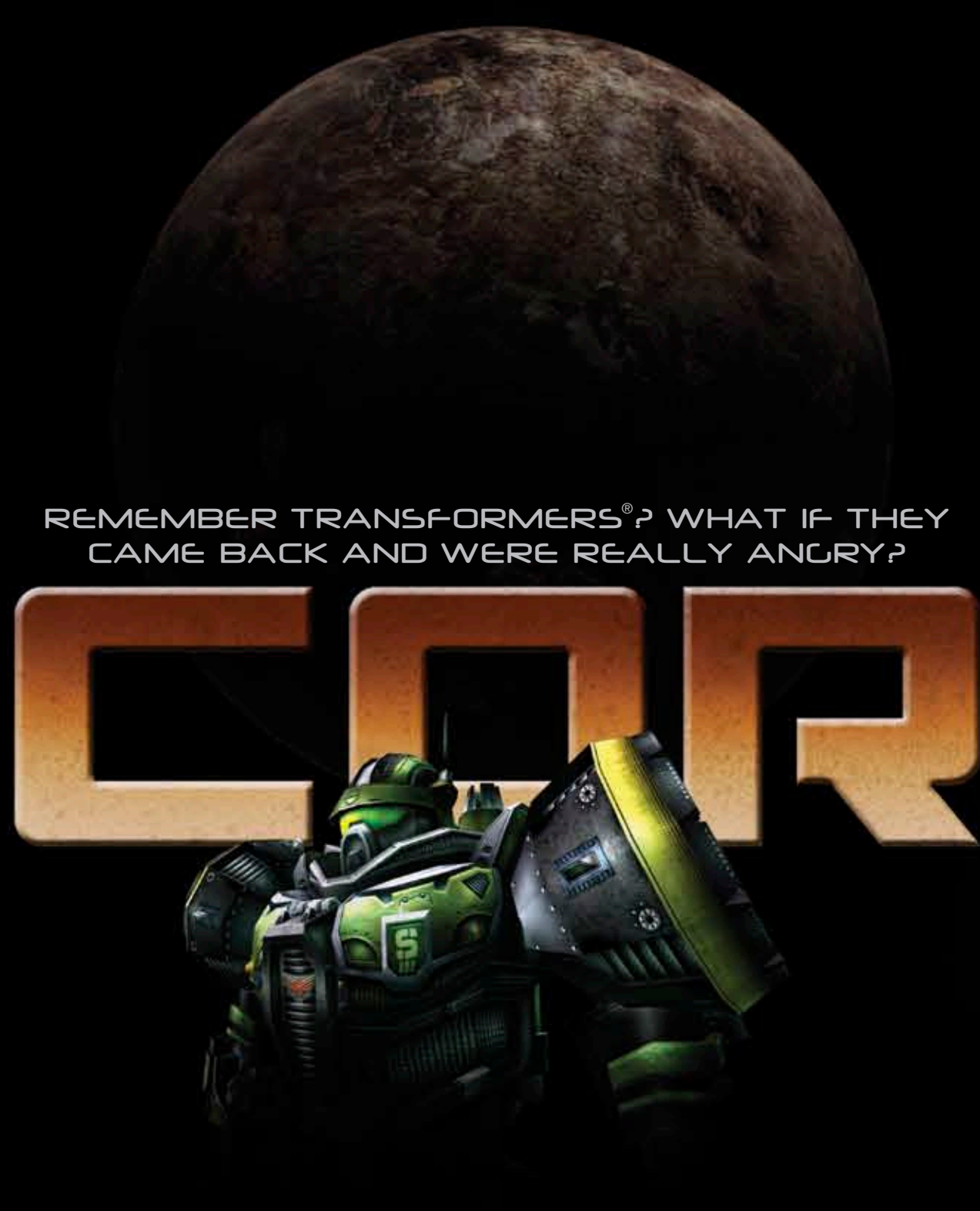
A real bonus of attending UAT is that I get to go to a lot of industry conferences and events like GDC, Siggraph, E3 and others.

When I graduate, I want a career doing animation for a game company, or a movie studio or visual effects company."

Travis Bolek
Class: Senior
Major: Digital Animation
Hometown: Phoenix, AZ

READ MORE STUDENT Q&A AT
www.uat.edu/askaustudent





REMEMBER TRANSFORMERS®? WHAT IF THEY
CAME BACK AND WERE REALLY ANGRY?

CORR

FOUR YEARS AGO, A GROUP OF UAT STUDENTS DECIDED TO TAKE THEIR LOVE OF TRANSFORMERS, GUNDAM AND OTHER GIANT-ROBOT MANGA AND ANIME, AND COMBINE IT WITH MODERN FIRST-PERSON SHOOTER (FPS) UNREAL TOURNAMENT 2004. THE RESULTING GAME HAS TAKEN UAT AND THE ONLINE FPS COMMUNITY BY STORM.

Their game, COR (Counter Organic Revolution), harkens back to the imaginative sci-fi characters of mecha with the mechanics of the first-person shooters of today. The team, primarily composed of UAT students, is designing this total conversion of Unreal Tournament 2004.

The game progressed to the planning stages in December 2003 and began development in September of last year. In between the path to completion was a series of presentations at GDC, several interviews—including one with PC Gamer UK—and eager interest online and on their website (www.corproject.com), which received one million hits in the first five months of this year. An estimated 6,000 people have downloaded the trailer.

COR was inspired by Japanese robot manga and anime and FPS's, as well as games from other genres. But toys and comics weren't the only pieces of insight; everything from medieval armor to diagrams of modern artillery was fair game. While primarily a team-based first-person shooter, elements from adventure, driving, flight and even fighting games make an appearance in some form. There will be a maximum of 24 players per game—12 on each side. It's a guess as to how many people will play the game, but with the website activity programming-lead, Nick Herring, is hoping for 2,000 involved players.

The game is about giant, transforming robots. Depending on the character you choose, you can transform into anything from a helicopter to an immobile artillery cannon. The game has two distinct factions and several modes of play.

COR is a fast-paced, multiplayer combat game based on the premise of shape-changing machines, or Cybernetic-Morphing Robots (CMR). Originally developed as a student project at UAT, it's a total conversion mod for UT2004 based on the premise of transforming robots. Assuming the role of a unique CMR, players find themselves caught in the middle of a mechanical revolution. The COR faction, which once served as mankind's resource-mining slaves, have cut off all contact with their human rulers, and are now being invaded by an army of militarily superior CMRs. The Great Human Council will stop at nothing to thwart the COR's uprising.

Gameplay in COR is very fast-paced and team-oriented, including a capture the flag mode, team death-match mode, and the revolutionary Linear Multiplayer Progression mode. Players learn to utilize both forms of their CMR as well as learn to utilize their teammate's capabilities. COR is a feverishly intense game that is every bit as dynamic as the transforming CMRs themselves.

A lot of work has gone into the game, and just as much work—if not more—has been put into promoting it. At GDC in San Francisco earlier this year, the COR Project team presented their work to show goers and industry developers behind closed doors. Their website has garnered widespread attention for the game and their budding legion of fans. Buzz from the online community has led to several interviews regarding the game's progress. And several industry vets are intrigued about the finished product.

With the release of the game, this collection of UAT game creators will do what few at the school have done: release a polished game that can stand with industry-made games. The COR Project team might have made something fun to play, but they also created a game that others outside of the school will want to try as well. COR will put UAT on the map as a game-making force, and all because of the love of giant robots.

The team learned two of the most basic and essential lessons while in development of COR. Planning and communication are the most difficult and time-consuming aspects of a project. They discovered how important the planning put into the mod really was, and also the challenges of keeping the team communicating and motivated. The ultimate goal for the team lies in finding creative ways to encourage communication.

Within six months after its initial release, COR has served as a career catalyst for 8 members of the team who found employment in the gaming industry after graduation. At the 2006 Tech Forum on campus, three COR team members returned to UAT to talk about COR and their new real-world jobs.

Nick Herring, programming lead on COR, is now a lead programmer managing a research and development team for Atlantic Cyberspace (ACI). Nick's team develops technologies to train infantry troops through simulations, virtual reality and Unreal

[Continued on next page >](#)



technologies. Nick enjoys the management of agile team development and credits UAT for providing him an opportunity to participate in industry-like development projects. Nick said, "It's unusual for someone who's just graduated to be leading a team, but my UAT experience made that a real possibility. It allowed me to see challenges clearly, articulate solutions and take initiative." If you're not jealous enough, Nick's office is in Hawaii.

A spring 2005 UAT grad, Chris Pope is now a production artist with Red Storm Entertainment in Raleigh, North Carolina. Chris works on object and environmental art and his credits include Ubisoft's

WITH THE RELEASE OF THE GAME, THIS COLLECTION OF UAT GAME CREATORS WILL DO WHAT FEW AT THE SCHOOL HAVE DONE: RELEASE A POLISHED GAME THAT CAN STAND WITH INDUSTRY-MADE GAMES.

widely anticipated Tom Clancy's Ghost Recon: Advanced Warfighter for Xbox 360 and the DLC expansion pack on Xbox Live. Prior to attending UAT, Chris was an artist developing various government applications which leveraged the power of cutting-edge video game engines at Los Alamos National Laboratory. Chris feels that the outstanding networking opportunities available at UAT were one of the keys that allowed him to get a great job so quickly after graduation.

Currently working on artificial intelligence as a software engineer on Medal of Honor: Airborne at Electronic Arts (EA) in Los Angeles, Matt Tonks, began before graduation as an intern there in the summer of 2005. Along with Chris Pope, Matt co-founded and managed the COR project, which led directly to his first interview with EA. When Matt originally transferred from the University of New Mexico to UAT, his main expectation was to beef up his programming expertise in order to get into the gaming industry. But, as Matt says, "The technology is one thing – it's a given – you have to have it.

What I really got from UAT that put me ahead of other candidates for an internship is the real world experience of conceiving a project and then carrying it through to completion with a team of peers. The team and time management experience I acquired as one of the leaders of the COR project allowed me to start fast at EA and impress people with my skills."

LEARN MORE AT
WWW.CORPROJECT.COM

did you know...

UAT has placed students at some of the most innovative technology companies in the world, including Microsoft, NASDAQ, LexisNexis, Electronic Arts (EA), Intel, Motorola and Neversoft.

PARTICIPANTS

A majority of the COR Project team are (or were, prior to graduation) members of the UAT community.

COR PROJECT TEAM

LEADS

Chris Pope: Lead Artist, Lead Designer, Project Lead UAT

Matthew Tonks: Lead Programmer, Project Lead UAT

ARTISTS

Jason Reiss: Modeler/Texture Artist UAT

Nate LaMartina: Modeler/Texture Artist UAT

Holly Meyer: Modeler/Texture Artist UAT

Toren Lehrman: Weapon Animator/2D Artist UAT

Andy DeGross: Character Animator UAT

Joe Baker: Weapon Design (Concept) UAT

Paul Ziomek: Character Design (Concept)

LEVEL DESIGNERS

Tam Lee: Level Designer

Jay Elwanger: Level Designer UAT

SOUND

Sean DeVries: Sound Engineer

James Hemsing: Sound Engineer

Nick LaMartina: Sound Engineer

PROGRAMMERS

Timothy Talley: Programmer UAT

Nick Herring: PR and Programming UAT

Nikki Graham: Community Representative, Writer UAT

After all—what could you possibly learn from a cheerleader?



GO GEEK. NOT GREEK.

Choose individuality, not conformity. Imagination over social acceptance. Learning, not just going to class. Technology, not technician. UAT offers degrees in Game Design, Digital Animation, Artificial Life Programming, Digital Video, Web Design, Computer Forensics, Network Security, Software Engineering, Technology Management, Game Programming and more.

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A KIDDIE GAME WITH SERIOUS ENGINEERING SKILLS



Glance was recently released for free on the internet. It's a side-scrolling action game where you take on the role of an exiled purple blob and use your natural bounciness to traverse levels ranging from freezing mountaintops to muddy swamps. Destroy enemies using your magic beads that have a boomerang-like effect to make them return after being thrown. Collect gems to unlock various modes such as Cactus Glance, Ninja Glance and Robot Glance.

After playing it, one thought comes to mind: This game is way better than I expected. Way, way better. The bouncing and boomerang-beads are two gameplay elements that really make this project stand out. It's a blast bouncing off a wall, tossing a bead out into the air, and then watching it follow you and wreak havoc on any enemies it hits along the way. I posted a link to it on a message board that I frequent, and here are some of the responses:
"Hah, I think this game is great."
"Agreed, this game is pretty cool."

later admits that she enjoyed it quite a bit, too. It's a remarkable piece of work, and put together by only three people: Zach Chavez did all of the music. Brandon Nobbs did all of the art and some of the design. Thomas Visic did all of the coding and the rest of the design. Thomas took a moment to answer some questions for us.

Firstly, introduce yourself for us. Where are you from? When will you graduate? What's your major?

I was born and raised in Arizona. I'll be graduating with a major in SWE at UAT.

How long did this project take?

I started this project in June of 2005, so it's taken just under 18 months.

With naturally recovering health and energy, was it a concern that you might be encouraging players to stand around after they take damage?

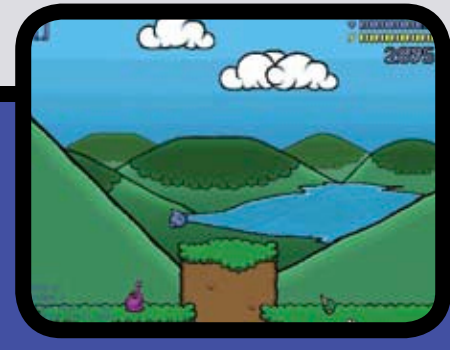
Yes, this was a concern. I decided to go with the regenerating stats for a number of reasons. One of my goals for this game was to incur the least amount

of frustration on the player as possible. Although the two are closely related, I wanted to entertain more than I wanted to challenge the player (which is one of the reasons I decided to design the game for a "less hardcore" audience). I wanted to eliminate the ability to "ruin" an attempt at completing a level. Ever played a game where you get hurt and you feel compelled to start the level over because you know you're going to need that health later? Also, in Glance, you tend to get hit a lot in the later levels. In fact, sometimes you're just going to get smacked in the face with a snowball and there's nothing you can do about it. But now you've got a choice: You can continue on and play more carefully,

or if you are so inclined, you can sit there and wait for your health to reach its max. Perhaps this method is a bit idealistic, but then again, this is an indie game. Experimenting is what it's all about.

Alt-tapping out of the game to write some questions seems to lock it up. Is there any way to fix that?

Sure is. I'll probably take care of this issue a little later. Glance is the first game I've programmed from scratch and as such is a little "sensitive." Here is a dictation of what is happening when you alt-tab:
Glance: "Wee, this graphics device sure is useful!"
<Gregg alt-tabs>
Windows: "Yoink! That's MY graphics device, sucka!"
<Glance runs off crying>



Aside from that issue, the game seems remarkably bug free so far. Did you utilize a lot of other testers? About how many?

I'm surprised about the small amount of bugs I've heard of since the release. I tend to program pretty defensively; I do a lot of testing myself and fix bugs as I find them, rather than letting them build up. I also had a good amount of people testing the game for me (you can see them in the credits). I had about a dozen testers for Glance.

What efforts are you making to publicize the game?

I'm sending it to different websites around the 'net. Brandon has been posting it on some message boards he frequents also.

Since this is an original game, it doesn't have an established community. Are you having a hard time creating your own audience?

Our interested audience is definitely growing. The original target audience was boys and girls (that's right, girls) ages 5 to 15. Since then, the game has taken on many features that have (luckily) made it attractive to a much broader group of people.

While playing it, I couldn't decide if the game was more similar to Mario, Sonic, or either of them. What was your biggest inspiration?

I honestly can't tell why people associate Glance with Mario and Sonic. I mean they are all 2D side-scrollers, and Glance is pretty quick, but there really isn't anything similar beyond that. Yoshi's Island inspired some of the art, and it turns out that the story of Glance is somewhat similar to the movie "Lilo & Stich."

Taking the bouncing into account, was it difficult to design levels that didn't have "traps" from which a player couldn't escape?

I did make a conscious effort to design the levels so the player can't get stuck. I also made sure that the player can never pass a point from which he cannot return. If you're at the end of a level and you want to go back to the beginning for whatever

reason, you can. But this wasn't very difficult to do.

I tested the game and noticed that there is a maximum bounce height that comes into effect before Glance's energy runs out. Why did you decide to set this limit?

There isn't a limit directly on Glance's bounce height, but there is a limit of the speed at which the engine will move an object. This limit is set to avoid issues with objects traveling through solid tiles. I admit I may have capped the speed limit of the engine at a rather conservative value. It probably wouldn't hurt to let it out a bit more =>. So to recap, this wasn't a direct design decision on the max height of Glance's super bounce, but an inherit limitation on the game engine to avoid other issues.

I didn't have a chance to play the game more than 20 minutes. Aside from the replay possibilities, approximately how much time do you expect players to take to beat the game?

For most people, the game will take approximately three to four hours to complete.

Explain a little bit about how the "unlocked characters" work and

why you went that way. As I understand it, the player chooses one at the start of the game and plays through as that character. Why did you choose this over, for example, making the different character types into temporary powerups players could gather?

The special characters work a little different than that. The characters are available to be toggled on or off from the main menu at any time when you have the required amount of gems. The special characters weren't in the original plan of the game, but were added later to further motivate the player to collect gems. They also add some replay value to the game.

Most projects at UAT are

intended for people around the ages 15 to 25. A game aimed at children is unusual. What made you want to build a kids' game?

Just wanted something different and within my scope and ability to complete. I don't think a game made for kids is all that unusual. I think a lot of people are willing to embrace a playful or even a childish game if it is fun to play.

I noticed that there is a Ninja Glance, but no Pirate Glance. Are you endorsing ninjas over pirates?

The pirate hat model was too high-poly, sorry Greg.

What are your plans after graduation?

Hopefully, continue working with General Dynamics Advanced Information Systems. I'm working there now as an intern software engineer.

Any final words?

I just want to mention that, so far, Glance is at more than 4,000 downloads.

did you know...

UAT was the first University to offer majors in both Game Art and Game Programming.

READ MORE AT www.uat.edu/glancegames

PLAY THE GAME AT www.tommyvisic.com/Glance

SO LONG,
and thanks
for all
the
FISH!



Ron Floyd & Steve Merka Go Fishing

UAT Art Professor Ron Floyd and UAT Senior Multimedia student Steve Merka team up to win a City of Phoenix Public Art Commission “Artist Initiative 2006”

BACKGROUND

To be considered for the project, Steve Merka and Ron Floyd were required to submit a written proposal that included concept art, a proposed fabrication budget, proposed installation drawings, an artist statement and artist résumés. Their proposal was selected as one of the finalists from more than 65 proposals submitted. As finalists, they were asked to present scale models of their concept sculptures, along with installation diagrams to the Phoenix Public Art Selection Committee at Phoenix City Hall. The committee funded six proposals, including Steve and Ron’s. As selected finalist, their presentation materials were displayed in the lobby of the Phoenix City Hall.

CONCEPT

Ron and Steve developed a theme around the fish images that Ron had already established in his art work, especially his paintings (i.e. Desert Aquarium Exhibit at UAT 2004). Steve then developed three drawings fashioned around a found-art concept and non-traditional fish images, finally settling on three diverse and playful designs—a flying fantasy cat fish, a fish relaxing in an Adirondack chair, and a brightly colored fun fish painted in “Fast Food Restaurants Colors” of red and yellow.

CONSTRUCTION

Fabrication drawings were done, and construction of armatures and inner shells started to take shape, using copper tubing and mesh wire, outer coatings of cotton canvas fabric strips, acrylic polymer paste, acrylic paints, plus found and reused objects. Each fish was built approximately six feet long by three feet in diameter. Considerations were made during construction for weight, because the fish had to be transported in a boat to the island installation, durability and UV protection because of the intense Arizona summer sun, and bright colors with playful designs—because thousands of adults and children visit Encanto Park, and the fish were to be seen from a distance and not up close.

INSTALLATION

The construction phase was recently completed, and the fish sculptures are now installed at Encanto Park on a small island near the Amphitheater. The fish, tools and installation equipment were transported by boat to the island in four separate trips. Encanto Park is a two hundred acre park with lakes, large trees, amusement area, golf course, and walking trails, and is located at 2605 N. 15th Ave., (at the corner of Encanto Boulevard) in Phoenix.

More information on this City of Phoenix Public Art Project produced in collaboration between UAT Art Professor Ron Floyd and UAT Senior Multimedia student Steve Merka can be seen at Phoenix Office of Arts and Culture web site — <http://phoenix.gov/ARTS/artprogr.html> — and in the April ‘06 issue of Phoenix Magazine. Funding was provided by the City of Phoenix Office of Arts and Culture.



did you know...

UAT is one of four universities in the US to feature an optical MoCap system.

RENOVATE TO INNOVATE

Big changes were underway last spring and summer on the UAT campus, including the finishing touches on a new Motion Capture Studio to help students and teachers focus on what's important: learning and creating.

UAT's Digital Video studio recently underwent an extensive overhaul, the most notable being the addition of an optical Motion Capture (MoCap) system. Leading motion capture manufacturer Motion Analysis provided the equipment and software for UAT's arrangement.

The eight-camera setup is Internet protocol-based, running at 640x480 resolution. Data from the cameras is fed into two computers

to analyze data and convert into real-time animation—using 3ds Max and Maya.

The MoCap data is tracked using EVa RealTime (EVaRT) software, which follows 3D points in time. Combined with Calcium, a skeletal creation and animation software, the information creates a moving model.

As one of four universities in the nation with an optical MoCap system, UAT is providing students with the facility and skills many get on the job at video game or movie production companies. "It is not something you go to school to learn most of the time," said instructor Arnaud Ehgner. "For the students to have that here is a major plus, because that's going to give you the experience to put on a resume or portfolio that you have done motion

capture with Motion Analysis—which is one of the biggest in the world."

A problem with motion capture involves adjusting recorded data for errors—such as missing sensors and noise (distortion) generated from the sensors and subject clothing. By using a lower-resolution camera, noise was dramatically reduced.

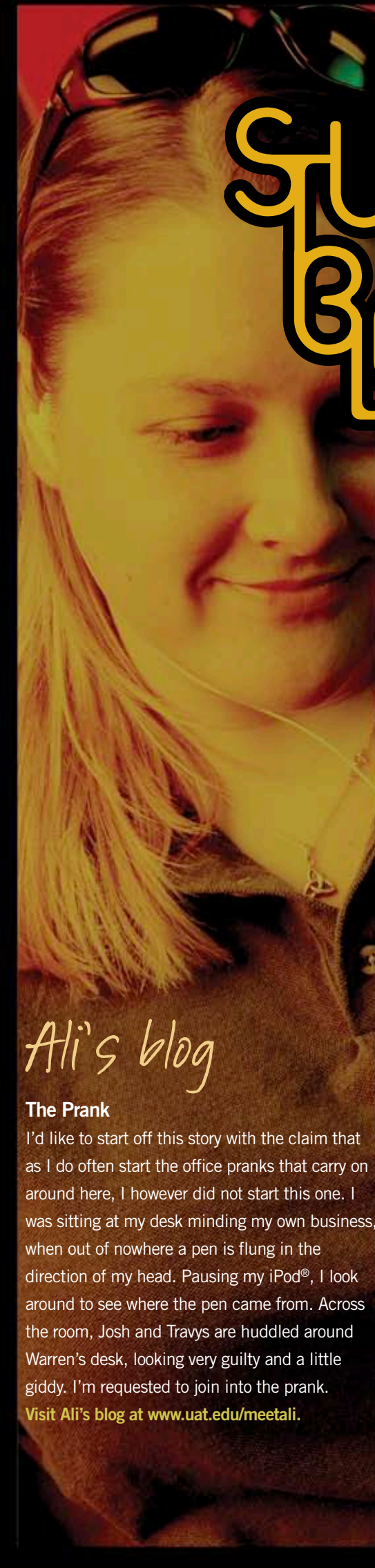
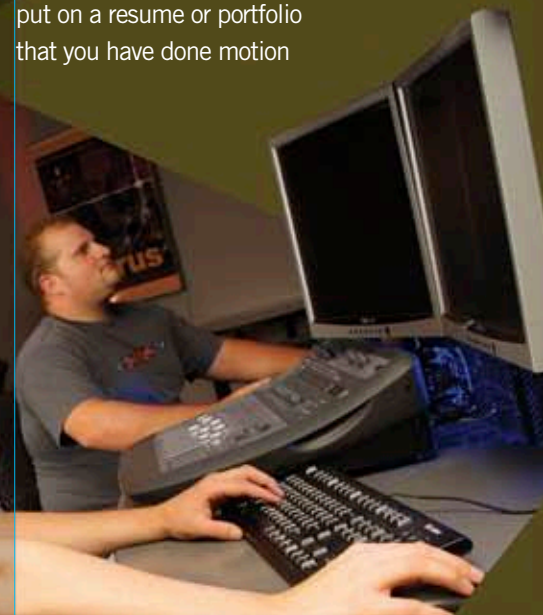
The MoCap system was praised for its ease of use. "It was surprisingly simple," said instructor Bob Deaver. "I haven't done anything with MoCap before—I've always been a key frame animator—so I was surprised at how easy it was to grasp."

The instructors envision several uses for the MoCap setup, including recording dogs, facial capturing and using prosthetics for specialized animations.

Miller sees potential in doing fun projects with the MoCap equipment, mentioning filming Paul Andrus' fencing class. "I think it would help them work on their fighting skills, and also use it to capture the motion. So I'm really looking forward to doing a lot of projects like that—co-projects."

First and foremost is the system's use by the students, which Deaver sees as a great opportunity. "This is a good tool we can give the students where they're coming straight out of school, but they already have some experience on motion capture—gives them an extra advantage."

DETAILS AND PHOTOS AT www.uat.edu/classrooms



STUDENT BLOGS

Jonathan's blog

Geek Week

So this week has been crazy busy. On top of trying to get all my regular homework done, I've been preparing for a Student Government movie night on Friday, a Pi-Off tournament on Monday, October 16th and a Live Action Game on October 16th through the 18th. On the bright side, I got a brand new phone! ^_^ The Movie Night tonight should be interesting. I'm expecting a pretty big turnout. We're playing Boondock Saints, Super Mario Bros., Robin Williams: Live on Broadway and Battle Royale. I haven't seen the last one, so it should be good. I've also had to run around and pick up all the sodas and the popcorn machine, as well as get all the money for them, so I'm glad that all got done before today. As far as the Pi-Off tournament goes, it's pretty straight forward. People memorize as many numbers in pi as they can, and recite them off. Whoever gets the furthest, wins the competition! The prize is... a secret! It wouldn't be fun if I told you, now would it! The LAG is what's taking up the majority of my time.

Visit Jonathan's blog at www.uat.edu/meetjon.

Ali's blog

The Prank

I'd like to start off this story with the claim that as I do often start the office pranks that carry on around here, I however did not start this one. I was sitting at my desk minding my own business, when out of nowhere a pen is flung in the direction of my head. Pausing my iPod®, I look around to see where the pen came from. Across the room, Josh and Travys are huddled around Warren's desk, looking very guilty and a little giddy. I'm requested to join into the prank.

Visit Ali's blog at www.uat.edu/meetal.

Kristi's blog

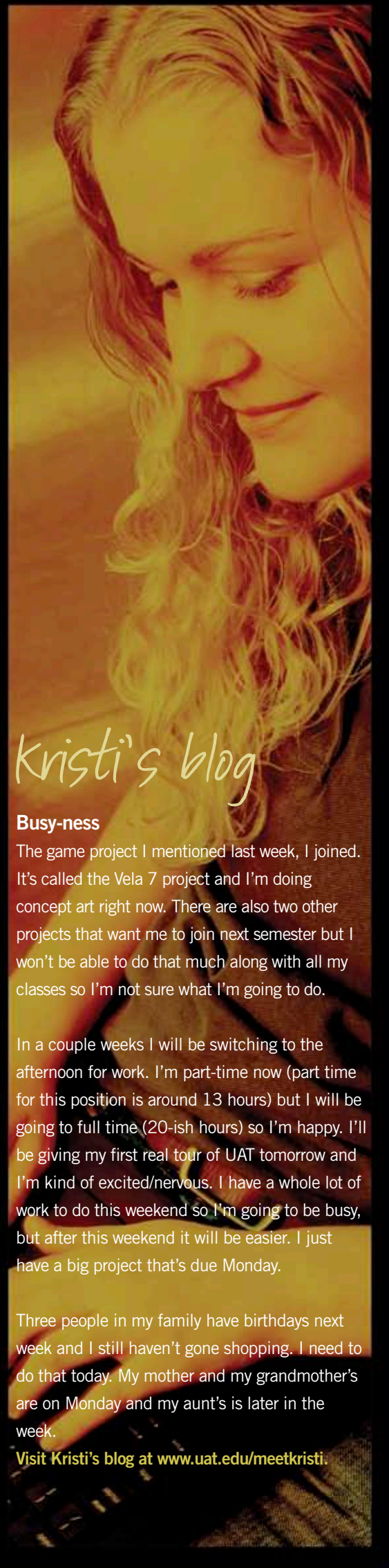
Busy-ness

The game project I mentioned last week, I joined. It's called the Vela 7 project and I'm doing concept art right now. There are also two other projects that want me to join next semester but I won't be able to do that much along with all my classes so I'm not sure what I'm going to do.

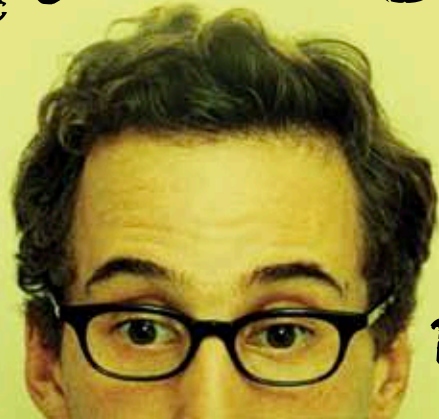
In a couple weeks I will be switching to the afternoon for work. I'm part-time now (part time for this position is around 13 hours) but I will be going to full time (20-ish hours) so I'm happy. I'll be giving my first real tour of UAT tomorrow and I'm kind of excited/nervous. I have a whole lot of work to do this weekend so I'm going to be busy, but after this weekend it will be easier. I just have a big project that's due Monday.

Three people in my family have birthdays next week and I still haven't gone shopping. I need to do that today. My mother and my grandmother's are on Monday and my aunt's is later in the week.

Visit Kristi's blog at www.uat.edu/meetkristi.



Dude, this web site is reading my mind



As you may have noticed, we call ourselves the University of Advancing Technology. So, it was a little disconcerting to realize, that just two years after launching our “updated” website, it had become horribly outdated. To give you a perspective, the site actually launched before Firefox was generally available, so wasn’t really optimized for this more popular browser.

The “advancing” part of “advancing technology” is at the core of what our University, student body and faculty are all about. That spirit and concept of constantly innovative thinking are a key part of who we are as an organization; a key part of our identity, if you will. Out of this realization that the website had become passé was born Project Motility — the creation of a completely new website, using leading-edge technologies, including programming custom software applications created internally by staff, students and faculty. We made a decision that our website not only needs to give visitors what they want, when they want it, but

it also has to reflect the technological innovation and discovery that is an everyday part of life at UAT.

Launched two years ago and instigated by the University’s Chief Technology Officer and Vice President of Market Relations, Jason Pistillo, Project Motility reached its initial milestone by launching, in mid-October of 2006, a new interactive website for the University using sophisticated algorithms and predictive modeling to maximize the experience, usability and informational capabilities for all user audiences, both internally and externally.

The new website is designed to be adaptive and to

SMART NAV IS AN INFORMATION-GATHERING SYSTEM. A PREDICTIVE ALGORITHM WAS WRITTEN WHICH ANTICIPATES NEXT LINKS FROM HISTORICAL PATTERNS.

provide predictive navigation for every user. However, we needed to have an explicit navigation in order to provide the predictive links so as not to confuse the user. This was necessary so that, while the top navigation and right navigations provide the user the

ability to surf the site based on its organization (which changes over time), our proprietary application, SmartNav, provides the outlet for the predictive links. The design of the SmartNav allows it to vend what the system believes are the most likely links that the current user needs at that moment.

The website resulting from Project Motility incorporates predictive navigation and self-organization, without being intrusive to the user. Motility is a biological term referring to the ability to move spontaneously and independently. The new site is designed to “learn” based on user patterns and suggest a populated list of links, in essence developing artificial intelligence to anticipate what a user might want to view next. Providing one-to-one relevance, the site also learns to which audience-type the user belongs, providing more assurance that desired information will be served up efficiently.

To accomplish this, two innovations in content management were developed. SmartNav is an information-gathering and navigation system. A predictive algorithm was written by UAT programmers that anticipates which links a user will want next from historical view/use patterns. This algorithm was named Examination of Search Patterns, or ESP for short. ESP can compare the most popular links from any particular page and cross-reference them to the individual user session history. ESP runs on every page load and populates the SmartNav window, showing the user a selection of pages. The algorithm incorporates the user’s audience type and uses that information to populate the SmartNav with links to pages or information on the site that the user is likely to want or need to see. Once the site learns the user’s audience type, such as “prospective student,” “parent of a

grouping of individual information assets because a singular content management system is used for the entire campus. The second set of challenges involved the one-year development of the customized content management system, SPORE. The third hurdle to be overcome dealt with the creation and deployment of the site navigation. Conceptually, the most difficult design hurdle was the algorithm, its weighting and organizational abilities.

Early feedback on the new interactive site has been overwhelmingly positive. Users are enjoying both the intuitive functionality of the site as well as its fully-geeked design elements.

UNDERTAKING A COMPLETE SITE ROLLOUT ON THIS GRAND OF A SCALE DOES PRESENT ITS FAIR SHARE OF CHALLENGES.

CUSTOMIZED SOFTWARE WAS DEVELOPED INTERNALLY TO ACCOMPLISH THIS SITE RELEASE.

student”, “industry,” etc., it begins to search out and present the most likely needed content.

Customized software was developed internally to accomplish the site’s initial release. First, our programmers created the Strategic Production of Relevant Environments application, or SPORE, as a customized content management system. For the algorithm to run, the University needed a fast and detailed log information application. Enter vSPORE, UAT’s own internally-created SQL-logging tool. This database records all behavior patterns and information available from each user who visits a defined site. The data it collects is then used to define the predictive navigation that serves links to visitors in the order they are most likely to want them. And all of this is done without the intrusive, even “cheesy,” feel of spyware or cookies; it’s transparent, safe and non-irritating for the user.

Undertaking a complete site rollout on this grand a scale does present its fair share of challenges. First, content had to be treated as

We’re very pleased to be able to present a site that is totally relevant to our innovative technology thinking. This new artificial intelligence predictive website delivers non-intrusive, predictive navigation that works for first-timers without prior visits or log-ons, provides one-to-one relevance, and is self-organizing. So, now we take a deep breath and begin to look for our next goal in the advancement of technology.

PARTICIPANTS

A tremendously talented group of designers, programmers, copy editors and project managers overcame all of these challenges.

- Raymond Todd Blackwood, IT Manager of Development
- Dennis Fredricks, Database Engineer

- Rapana Togjai, IT Representative
- Ryan Houghtelling, Web Architect and Project Manager
- Jen Drinka, Web Programmer
- Anita Carr, Senior Application Programmer
- Karla Aragon-Joyce, IT Manager of Operations
- Brian Fabiano, CEO of our strategic marketing firm partner
- Darrin Waddle, Art Director, Fabiano Communications
- Ryan Oelkers, Art Director, Fabiano Communications
- Ryan Altieri, SEO Specialist

- Andre Zeitler, Web Programmer
- Ben Reeves, Flash/Graphical Programmer
- Abe Stopani, Video Engineer
- Dustin Hampton, Video Production
- Brande Crandall, Art Director
- TJ Dziedzinski, Campus Photographer
- Justin Beard, IT Network Engineer
- Brian Hitch, Systems Engineer
- Dan Scarberry, Security Engineer
- Trevor Green, Online Journalist
- Daryl Lynch, Graphic Designer
- Lonnie Mann, Graphic Desinger
- Candice Helgeson, IT Representative
- Joe McCormack, Senior Web Developer

Writers

- Craig Belanger, Marketing Copywriter
- Darcee Espelien, Staff Writer
- Josh Sprague, Staff Writer



CHECK YOUR HEAD AT WWW.UAT.EDU



UAT STUDENT ENLISTS

In 1994, student Robert Cunningham sat with two US Army veterans, listening to their life stories. Coming from a military family—in which his grandfather, father and father-in-law served—Cunningham was familiar with the plights of former servicemen. But on that day almost 12 years ago, talking with those vets instilled a sense of duty in Cunningham to give back to his country.

“It settled the idea that this country has given to me a lot of freedoms, a lot of support – everything from financial aid to just the freedom to be able to speak my mind,” he said.

Cunningham signed up for the US Army in April, hoping to provide civic duty through military service. His national pride, combined with an extensive background of family duty persuaded Cunningham to register. The fourth-generation Arizona native will enroll in boot camp in January.

Cunningham’s work with the Army began in 2000, doing volunteer efforts. He received several accolades from the government, including coins (given for achievements that aren’t represented by awards) and letters of honor from government officials.

To enlist, recruits take several tests to measure aptitude and health: the Armed Service Vocational Aptitude Battery (ASVAB), the military equivalent of the ACT/SAT tests; and the medical exams, determining whether one is physically fit to serve—testing for medications, body fat and diseases like epilepsy. Cunningham completed the ASVAB and is prepping for the medical evaluation.

Cunningham admitted that leaving his wife, family, and friends behind will be tough at first, but found the situation similar to college students living away from home. “They look at it and they say there’s a reason they’re here: some are here to learn game design, some are here to engineer. They find their motivation in doing it and being okay with being away from their families.”

Presently, he and his wife help care for 95 Gold Star Families of soldiers killed in combat or training. He plans to pursue a future career in aiding families and/or soldiers.

Cunningham remarked fondly on his UAT education, noting that all of his teachers fostered his pursuit of knowledge and finding his identity. He hopes to parlay that into a

“It settled the idea that this country has given to me a lot of freedoms, a lot of support – everything from financial aid to just the freedom to be able to speak my mind.”

Because of the armed forces’ delayed entry program (DEP)—putting off military entry for up to a year, Cunningham will use the time to finish the required credits for graduation. Any education gained—credits and degrees—convert into rank on entry.

Cunningham will undergo two separate training regimens: Initial Military Training (IMT) and Advanced Individual Training (AIT). He will enter as private first-class and a 15 Delta, an aircraft power train mechanic. While IMT—commonly known as boot camp—is the basic training part, AIT is more career-specific, tailored to the individual. Cunningham plans to spend the first year after AIT as a mechanic learning the helicopter, and wants to eventually fly one.

degree and walk in next year’s Commencement ceremony. “I finished my high school senior year via distance learning, and I never got to walk a line for my high school graduation. And that’s something I’ve always regretted,” he said. “I think it’s kind of cool.”

Embarking on a new journey, Cunningham challenged students to pursue their own goals, no matter what they are. “If you set small goals and you achieve them, you’ll get through. But god forbid, if something happens and you don’t make it through, at least you showed effort and you did something.”

LEARN MORE AT
www.uat.edu/robertcunningham

**RUSS
ROGERS**

**PROFESSIONAL
HACKER**

Author of four books in the field, holder of three degrees, and editor in chief of "The Security Journal," UAT instructor Russ Rogers believes in staying busy and staying on the leading edge of information security. An Air Force veteran, Russ served in military and contract support for the National Security Agency and the Defense Information Systems Agency and has more than 12 years of in-depth experience in INFOSEC and COMSEC. In addition to teaching at UAT and running his own net security consulting company, Russ is also an organizer of the DEFCON conference which annually attracts more than 5,000 hackers from all over the world.

AA, Community College of the Air Force
BS, University of Maryland
MS, University of Maryland

Q: You teach a course in Security Standards at UAT. What's your key message to students on this topic?

A: Security is becoming less of a luxury and more of a requirement. This is due to government involvement in information security via regulations and standards. I suppose the key point I want students to walk away with is that technical knowledge is great, but it's not everything. So you went to school and you learned the *how* of security, but if you want to differentiate yourself from your peers, understand the *why*.

Q: What's the future of Net Security?

A: The challenges in net security change every single day. Cyberterrorism is a reality, regardless of how clichéd the term might seem. Why would I want to risk a ton of my people in actual battle if I can damage you just as bad by simply attacking your networks? Consider the impact that the United States economy has on the remainder of the world. If a cyberterrorist takes out Wall Street for a week, the impact could be catastrophic.

Technology is constantly evolving and years down the road we will have to deal with different government regulations and security issues to address the environment. I believe that we are moving towards standardization of industry practices but we will still have to learn and adapt in order to solve security issues and create standards and policies.

Q: What career advice would you give to a Net Security student?

A: Use your imagination. If you're good at what you do and you really love it, don't be afraid to present new ideas and solutions.

Q: You also run an information security consulting company with Greg Miles, another UAT instructor. What's the biggest challenge of running a security consulting firm?

A: There are actually two challenges that have been daunting, but fun to beat. The first is a financial one. Our company was started with no loans, grants, venture capital, etc. So that's always been a little stressful at times, since there was never a large pool of money out there to protect us. The second challenge has been the ability to consistently generate new ideas and take risks. Risk is the key to business success, in my opinion. If you really believe you have a good idea, then run with it. I've used a little saying to get my point across to others in the past "A boat in the harbor is safe, but that's not what boats were built for."

Q: You and your firm are involved with teaching INFOSEC methodology. Why is it so important for a Net Security major to get a solid background in this area?

A: Methodologies allow processes to be repeated. You can be a fantastic technical person and really know what you're doing when it comes to security, but if your processes are poor and you can't repeat what you've done from one assessment or evaluation to the next, then it lacks value. A methodology provides a step by step or phase by phase approach to security; it lays out a roadmap that can easily be followed. But methodologies are also flexible in nature and allow for some judgement calls by the security professional.

The NSA INFOSEC Assessment Methodology (IAM) is the same methodology that the National Security Agency uses for its assessments. We've also just submitted the courseware for the INFOSEC Evaluation Methodology (IEM), which is the technical methodology that NSA uses for its evaluations.

The IEM course is going through the final approval process at NSA and we hope to make that available later in the spring.

As a side note, I've already gotten NSA's permission to bring these courses to UAT. Not only will these be great courses for the students, but they'll also set UAT apart from the other security programs in the country.

Q: Would you call yourself a hacker?

A: Yes. I don't think of hacking as a derogatory term. Hacking was taken out of context by the press and turned into something bad. I believe that hacking means building hardware and figuring out how things work. Hacking is seeing if there are ways to use different types of technology in ways that they were never meant to be used.

LEARN MORE AT
www.netsecuritydegree.com

did you know...

UAT students and staff are regular fixtures at industry conferences such as DEFCON, Siggraph and the Game Developers Conference.



ALUMNI PROFILE

BEN REEVES

BEN REEVES OF APPLETON, WISCONSIN GRADUATED IN THE FALL OF 2004 WITH A DEGREE IN MULTIMEDIA-DIGITAL ANIMATION AND RECENTLY SAT DOWN TO TALK ABOUT HIS EXPERIENCES AS A STUDENT AT UAT.

WHY DID YOU COME TO UAT?

I originally wanted to do animation for video games specifically, so I wanted to go to a school that was strong in video game development and animation. When I researched schools, UAT ended up looking like the best for my interests.

WHAT DID YOU STUDY AT UAT AND HOW HAS IT HELPED YOU ON YOUR CAREER?

I focused mostly on Maya classes for 3D software but I've also done a bit of web development and programming as well. UAT gave me the foundation to acquire the skills necessary to compete in the animation job market. Also, since it's not a lockstep program, I'm able to take classes outside my emphasis and give myself a more diverse skill set.

WHAT INSPIRED YOU TO PICK YOUR EDUCATIONAL PROGRAM AT UAT?

I've been a video game addict since the days of Atari 2600 and I've always wanted to get involved with some kind of video game creation. Since actually getting a chance to use 3D software I've discovered that I enjoy just about everything that goes into making 3D and I'm now looking into working in movies and TV more.

WHAT KIND OF ADVICE WOULD YOU GIVE TO PEOPLE WHO ARE SELECTING A SCHOOL?

Make sure that you pick a school that allows you to have a diverse program of study. You might find that you really enjoy doing something besides what you came to school for or you might find that you absolutely hate what you came to school for. If this happens in lockstep programs, you're stuck in whatever you came for with no options for anything else.

WHAT KIND OF ADVICE WOULD YOU GIVE TO STUDENTS AT UAT?

Get involved in independent projects as much as possible. The classes that you take will only give you the foundation that you need to get started. Independent classes allow you to apply those skills and push them much farther. Also, you'll build up a much more impressive portfolio when you work in a group than with anything you could do by yourself.

WHAT WAS YOUR EXPERIENCE AT UAT?

UAT was great! I enjoyed just about all of the classes and teachers I had and I loved being around students who are into all the same things that I am. It's sort of like a Geek Olympus here.

WHAT ARE YOUR SOURCES OF INSPIRATION AT YOUR WORK?

I love Pixar's stuff and they're probably the greatest inspiration for me. Oddly enough, commercials, which I used to hate, have now become interesting to watch and draw from.

TELL US ABOUT YOUR SUBMITTED WORKS: WHAT DID YOU USE TO CREATE THEM? WHAT INSPIRED YOU?

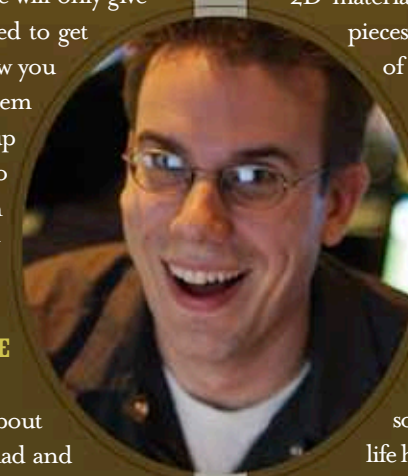
The 3D works were all created in Maya. The Robotech mech was done for an assignment in a class, the head was a self-portrait that was also done as an assignment, the hippy jack-in-the-box is being done as a character for an independent project. The 2D material was all done in Photoshop. Both pieces are personal projects done outside of school.

WHERE DO YOU SEE YOURSELF IN 5 YEARS?

Working for a company doing computer animation. I know that sounds rather obvious, but I think it's hard to see where exactly I'm going to be in 5 years. I had no idea I would be here doing this 5 years ago, so I want to keep myself open to whatever life hands me in the coming years.

WHAT'S YOUR ULTIMATE DREAM?

Working at a job that I really enjoy and being able to support myself doing it.



HELLO OH HELLO MEET YOU
NICE LOVELY WEATHER

MEET NEW FRESHMEN

DAMIEN GALE

Major: Game Design
Hometown: Killeen, TX

"My first year is going great. It took a few weeks to get used to doing the majority of student-type stuff online – checking reading lists, submitting homework and so on. UAT uses the e-College platform for online work and, once I got used to it, everything else has been pretty smooth.

I have a couple of friends who go to Collins College, and when I tell them what I'm doing in my classes and the kinds of opportunities we get at UAT for real-world experiences, they get very, very jealous.

I know UAT is exactly the right place for me to learn what I need to know to follow my dream of a creative career in the game industry."



VANESSA PEINADO

Major: Game Design
Hometown: El Paso, TX

"I'm a game design major and I want to focus on modeling characters, texturing and color. Originally, I heard about UAT from my older sister, who is a senior at UAT. She would come home on breaks and tell me stories about what she was doing at UAT and it made me so jealous that I wasn't there, too. I came out for a visit and really fell in love with UAT. I'm so excited to be here now as a freshman.

Sega Genesis, Sonic, Nintendo, Game Boy... my sister and I spent a lot of time with video games growing up. Our Mom encouraged it, because she would always know where we were. Our cousins had different consoles and games, so we would trade with them, too. Gaming just became a big part of our lives and stayed with us.

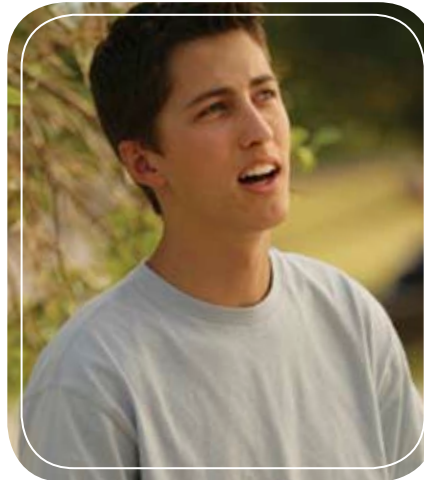
UAT's really serious about advancing technology. One of my favorite things is that we always have access to the very latest tools here – it's a real playground for someone like me who is passionate about it.

When I graduate, I would really like to be a part of creating a game, but if I don't have my own project or don't join a game development team, then I can always fall back on the digital animation skills I'm building here."



JAKE GARLIE

Major: Game Design
Hometown: Ft. Collins, CO



"Right now I'm a game design major, but I'm also taking some programming classes and I have become very interested in network security. Maybe I'll end up as a network administrator for a gaming company. There are just so many great programs at UAT, that I feel like I need to sample several of them to really find out what best suits me.

UAT is a really close-knit, welcoming community. I've made friends already not only with my freshman classmates, but also with a lot of upper level classmates as well. All of us having similar interests really makes for a friendly

and dynamic atmosphere. Everyone is so passionate about technology that it drives me to work harder. The level of work required is high and I've had to get used to that, but the whole experience has definitely been worth it for me."

TERRIMANE PRITCHETT

Major: Game Programming
Hometown: Pensacola, FL

"Even though this is my first year, I'm really pleased with the progress I've made already. Because of UAT's great industry connections, I've already got an internship at a local game studio. Most UAT's students don't get into an internship – which is required for getting a degree – until their senior year, so I'm really happy.

I've learned that creating a game requires a tremendous amount of time and effort. And the academic work here is challenging, but I don't mind, because I just really love being involved with games and technology.

At other colleges, you file into a classroom, hear a lecture, try to stay awake; kind of just going through the motions will get you by. But at UAT, it's all about participation. If you're not in there with everyone else, and hands-on with projects and assignments, you're going to fail. But it's such a stimulating atmosphere, with so many learning opportunities, that the excitement keeps me going strong.

When I set out to choose a college, I knew I wanted to go into the games industry, so the choice was easy.

UAT isn't about just learning "stuff." It's about learning how to learn and think and everyone is super supportive."



Way More Than Just A Book Store

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The UAT Bookstore, located just off the main floor computer commons, stocks all the books, supplies and study materials you'll need. But you could have told that just by the name, right? It's also the world's only known source for rare, highly sought-after UAT logo gear. Shirts, hats, pens, glasses, mugs, and more, I tell you, more. It's all here, waiting to help you get your geek on. Stop in if you're on campus or log on to www.uat.edu/bookstore to shop online.

HERE'S A SMALL SELECTION OF THE GREAT **geeky swag** YOU CAN BAG RIGHT NOW.



GEEK TEST



YOU CAN ALSO TAKE THIS TEST ONLINE AT www.g33ktest.com

WHAT KIND OF GEEK ARE YOU?

- Your favorite t-shirt:**
 - I only get t-shirts that are free schwag (1)
 - says "Save the Environment" (3)
 - you don't own a t-shirt but prefer oxford shirts to fit your pocket protector (2)
 - is only worn to bed b/c you dress for success (4)
 - None of the above (0)
- It's a rainy Saturday afternoon and you:**
 - stay at home and play HALO – your favorite past-time (2)
 - read your favorite Sci Fi novel again (1)
 - put together a preliminary business plan for your technology company that you will someday own (4)
 - sit on MySpace all day searching for new friends/downloads (3)
 - None of the above (0)
- You hear of a great party through the kids at school. You:**
 - can't go because you already have a date with your computer (3)
 - go – only because it is a great networking opportunity (4)
 - go because the person you met in a chat room said they wanted to meet in person there (2)
 - decide to go wearing your Star Wars outfit (1)
 - None of the above (0)
- Your definition of a relationship with the opposite sex is:**
 - when you hold hands and kiss (2)
 - hanging out with more than one person in a chat room (3)
 - inviting a friend over to play video games (1)
 - going to the IMAX theatre to watch the newest documentary (4)
 - None of the above (0)
- Your primary means of communication are:**
 - email (3)
 - cell phone (4)
 - chat rooms (2)
 - text messaging (1)
 - None of the above (0)
- You enjoy your computer. You think of your computer as:**
 - your best friend (2)
 - your primary tool to advance your knowledge to be successful in the future (4)
 - a device, nothing more (3)
 - games, games, games (1)
 - None of the above (0)
- The new course schedules come out. You:**
 - are disappointed because the schedule only allows for 3 technology electives (3)
 - have hacked into the schedule system and already scheduled classes (2)
 - toss the catalog and go home to enroll online (4)
 - put yourself in every single gaming class available (1)
 - None of the above (0)
- You believe the world would be better if:**
 - you had a technology empire and controlled all computers in the world (4)
 - a law existed that video games must be played at least 2 hours a day (1)
 - Bill Gates was President (2)
 - everything was written in code (3)
 - None of the above (0)
- When asked what your favorite kind of music is you:**
 - respond that you listen to news radio only (2)
 - listen to foreign and new age music (4)
 - ROCK – I play air guitar while listening to my iPod (3)
 - explain that you don't listen to music — you listen to video games (1)
 - None of the above (0)
- Your favorite food is:**
 - Chocolate Crocodiles (3)
 - any kind of food with fibers (2)
 - a steak, potatoes and Diet tea (4)
 - McDonald's (1)
 - None of the above (0)
- For fun you do things such as:**
 - write in your journal in code only (6)
 - rock out to the latest cool band (8)
 - roost on your computer for hours with your door locked (2)
 - have video game tournaments with your friends (4)
 - None of the above (0)
- Your friends would say that you're:**
 - on your computer all the time and it's very difficult to pry you off (8)
 - a cool person, but when in the same room as a computer you immediately leave (2)
 - the greatest friend and incredibly intelligent because in 3rd grade you taught him every program backward and forwards on TI-83s (6)
 - always late and that you're iPod is physically attached to you at all times (8)
 - None of the above (0)
- The most exercise you get in a day:**
 - 2 hours at the gym everyday or team practice (2)
 - walking from your computer to the fridge (6)
 - jumping up and down to yell at your video game (4)
 - dancing around listening jamming to music you've burned (8)
 - None of the above (0)
- When you are in class you:**
 - listen to music, read the notes later and IM your friends on your laptop (8)
 - take notes, pay attention, highlight, and use different colors of pens to categorize what the professor is saying (6)
 - doze off (2)
 - correct the professor when he refers to a video game by the wrong name (4)
 - None of the above (0)
- The kind of books you read for fun are:**
 - books on grammar outside of class (4)
 - hypertext fiction (6)
 - Isaac Asimov (2)
 - Lord of the Rings and/or comic books (8)
 - None of the above
- You want more than anything:**
 - a date (2)
 - to work for Microsoft (6)
 - a real lightsaber (8)
 - your own gaming company (4)
 - None of the above (0)

- Your favorite television show is:**
 - Cheat (8)
 - MythBusters (6)
 - Star Trek (4)
 - AEON Flux (2)
 - None of the above (0)
- You need to get out of the house, you:**
 - go check out the latest IMAX flick you've been dying to see (2)
 - head out to a Wi-Fi friendly coffee house/diner (6)
 - take your laptop to the park (4)
 - go to the arcade (8)
 - None of the above (0)
- Your secret passion is collecting:**
 - stamps (2)
 - comic books (8)
 - vintage computers (6)
 - mp3s (4)
 - None of the above
- You still believe in:**
 - unicorns and dragons (6)
 - the Force (2)
 - vampires (8)
 - aliens/life out there (4)
 - none of the above (0)

HEY, DON'T CHEAT! TAKE THE TEST FIRST.

SCATTER GEEK 0 – 10 Points
A little of this a little of that . . . games, Internet, programming, maybe a little friendly hacking, eccentric music, has dabble in a whole range of geeky endeavors. No one aspect caught your full attention yet, but that hasn't dulled your passion for the limitless possibilities of advancing technology.

ALPHA GEEK 11 – 18 Points
Bill Gates once asked your advice on a technical issue. When it comes to advancing technology, you know it all: hardware, software – you're the "go to" person for family and friends when it comes technical questions and everyone knows it. You pulled up to a keyboard when you were a toddler and haven't stopped since.

TECHNO GEEK 19 – 30 Points
You have a hardcore focus on advancing technology. You spend hours taking hardware and software apart and putting them back together for a few fractions of better performance. You write code to relax. When you're way into a project, you love the smell of melting solder – it smells like victory!

CHIC GEEK 31 – 40 Points
No tattoos or piercings for you. You're a full-blooded geek, but you wouldn't think of going out unless you're decked out in style. Funny t-shirt? No way. You're strictly an Armani-suited kind of geek. You believe in dressing for success because you have plans to be the head honcho of your own technology company.

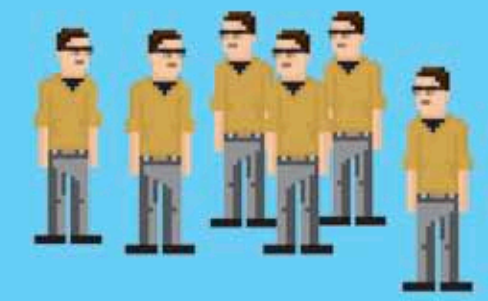
GEEK IN HIDING 41 – 50 Points
Your Aunt Sally would never guess you're capable of re-wiring her computer – inside and out – but you're happy to keep it to yourself. You know what you can do, so nobody else needs to know.

GAMER GEEK 51 – 60 Points
It all started with Mario Gameboy and Myst. Then you moved on to the hard stuff like Everquest. Now, you're getting interested in designing and programming games yourself. While others are worrying about how to beat the next level, you're geeking about how they did the shading on the cyborgs in that mod.

CODE GEEK 61 – 70 Points
You wrote your first program in the sixth grade. You've been running Linux on your computer for years so you can customize whatever you need it to do. Others may get geeky about the Internet or games, but you rest secure in the knowledge that none of it could happen without your coding skill.



(geek)



(clustergeeking)

Please geek responsibly.
You may speak the language, but are you geeked? Here's your chance to prove it. www.g33ktest.com



TECHNOLOGY FORUM 2010
 'cause we're always 3 years ahead of the curve!

Twice each year, the University of Advancing Technology (UAT) hosts Technology Forum featuring speakers from many fields within the technology world sharing their expertise and networking with our students and guests. If you plan to attend Tech Forum, don't forget to pull out the \$500.00 tuition/tour credit voucher included in this magazine. To help cover your travel expenses, we'll credit \$500.00 against your first semester's tuition. (Valid for out-of-state visitors only.)

The University of Advancing Technology (UAT) is a unique educational institution that combines the enrichment and experience of a well-rounded college education with a strong focus and hands-on experience with advancing technology. Offering both undergraduate and graduate degrees, the University seeks to educate innovators of the future.

PAST SPEAKERS

- > John Scott, Textfiles.com
- > Fred Benenson, Free Culture
- > Nathan Hamiel, Idea Integration
- > Jim Harper, Cato Institute
- > Anna Sweet, Microsoft Games Studio
- > And many more of our industry's leading experts

Next Tech Forum: June 13-15, 2007

For more information on this year's speakers, bios or events schedule, please visit www.uat.edu/techforum.



Nikon Coolpix S9

The six-megapixel S9 is the first digital camera designed to make stop-motion movies. The camera ghosts each frame on its 2.5-inch LCD so you can see the previous shot while capturing the next one. 3x optical zoom Nikkor ED lens offers pro quality optics for exceptional images; make prints as large as 16" x 20".

In-Camera Red-Eye Fix™ automatically fixes most instances of red-eye in the camera. Face-Priority AF - Nikon's face-finding technology automatically focuses on faces in shots. And D-Lighting rescues dark or backlit images by improving brightness and detail where needed.

Suggested list price: \$250.00
www.nikonusa.com

Intercooler 360 for Xbox 360

Reduce the internal operating temperature of the 360 while prolonging the console's lifespan. The Intercooler 360 is a snap-on cooling attachment that easily connects to the Xbox 360 to significantly cool the internal heat of the console. The Intercooler 360 provides



increased air flow throughout the 360 which allows the internal circuitry to perform at cooler temperatures and last longer. No internal modification of the Xbox 360 is required. A pass through power connection utilizes the existing Xbox 360 power supply, eliminating the need for an extra AC adaptor. The unit also powers

on and off automatically with 360 and the intercoolers small size will fit in tight spaces like entertainment centers with your 360 displayed in either horizontal or vertical format.

Suggested list price: \$20.00 from Nyko
www.nyko.com

did you know...

From the moment you step on campus, you will be immersed in a world of technology. From the miles of cables and walls of servers in the open-viewed server rooms, to the vast array of industry technology in the NT lab, if you love technology, you'll feel right at home.

Sennheiser PX-100 High Performance Collapsible Headphones

The PX 100 open dynamic supra-aural mini headphones provide superb sound quality for mobile audio sources. Fold and flip design (locks open or closed) allows these phones to fit in your shirt pocket when not in use.

High-resolution sound due to Sennheiser "Duofol" diaphragms with spiral embossing. Crisp and fast bass response due to system "twin damping" with 80ppi polyurethane and special perforated elements.

Suggested list price: \$60.00
www.sennheiserusa.com



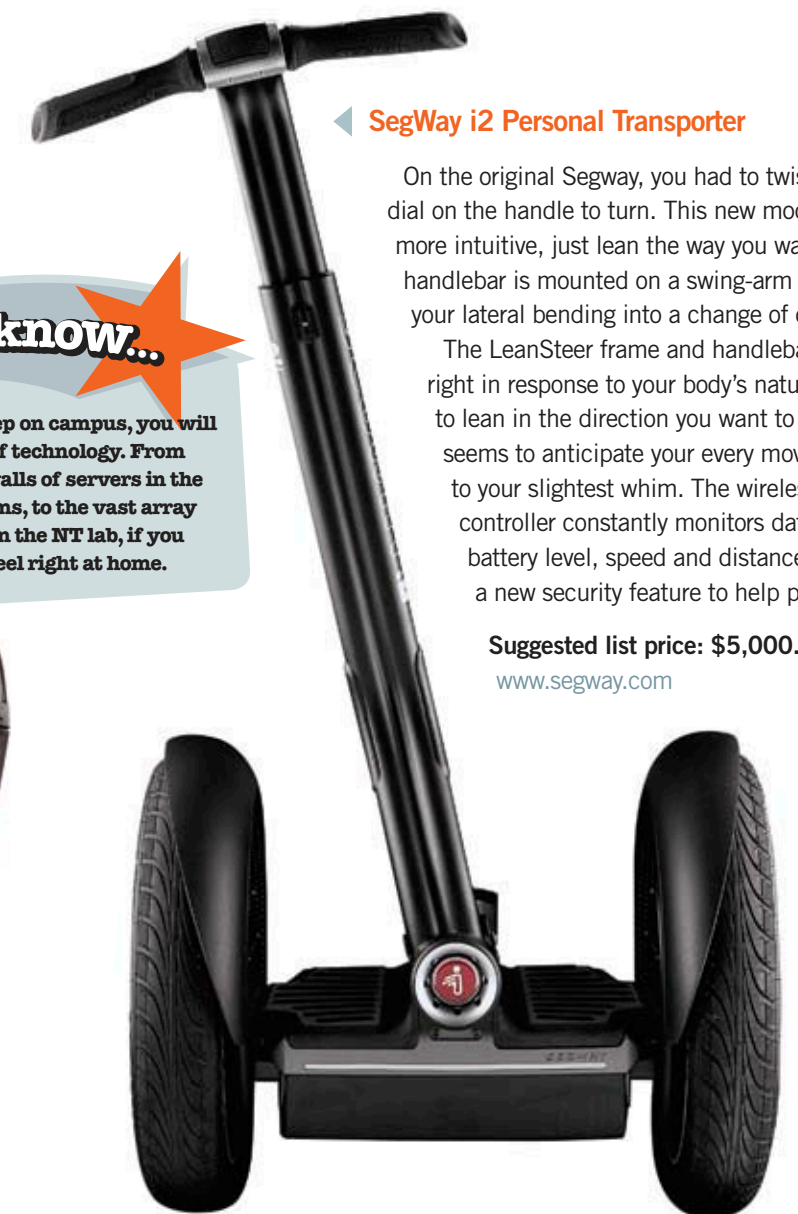
gadgets + Gizmos

SegWay i2 Personal Transporter

On the original Segway, you had to twist a little dial on the handle to turn. This new model is much more intuitive, just lean the way you want to turn. Its handlebar is mounted on a swing-arm that translates your lateral bending into a change of direction.

The LeanSteer frame and handlebar tilt left and right in response to your body's natural inclination to lean in the direction you want to travel. The i2 seems to anticipate your every move and adjusts to your slightest whim. The wireless InfoKey controller constantly monitors data such as battery level, speed and distance, and includes a new security feature to help protect your i2.

Suggested list price: \$5,000.00
www.segway.com



Microsoft Zune

The new Zune .mp3 player from Microsoft starts with a 30GB digital media player and adds a twist. You can wirelessly share selected full-length sample tracks, playlists, pictures or your home-grown tracks directly from Zune to Zune. The player features a big, bright screen and a built in FM tuner, too. Let your inner DJ run wild.

Suggested list price: \$250.00 www.zune.net



WHAT'S HOT WHAT'S NOT

GAMING

MICHAEL EILERS
Instructor, Game Design and Production

HOT

- ▶ Game worlds with player freedom, self-expression and open-ended goals
- ▶ Games that go beyond being a mere technology showcase and back it up with story, character and content
- ▶ New methods of input such as motion control, voice and visual
- ▶ Toolsets and APIs that allow power gamers to create and extend the game content

NOT

- ▶ Closed, linear games with fixed boundaries and limited replay value
- ▶ Sequels and rehashes of previous titles; old games wrapped in shiny new clothes
- ▶ Technology use for the sake of technology
- ▶ Boxed games on a retail shelf

ROBOTICS

RYAN CLARKE
Professor of Robotics

HOT

SWARM/HIVE ROBOTICS IS DEFINITELY HOT.

There is a big push in the robotics field to use community or swarm-based sets of small, inexpensive robots to accomplish tasks, rather than single, complex units. For example the Mars rover was a single unit, and if it failed it was lost; instead, we may send a swarm of small robots to Mars, that work together—if one fails, it doesn't matter, just like killing one ant won't stop a group. Autonomous bots are hot—such as the DARPA challenge self-navigating robots.

NOT

GENERAL PURPOSE, MULTI-TASK ROBOTS

are not very hot right now, but focused single purpose unobtrusive specialized robots are hot.

NETWORK SECURITY

RUSS ROGERS
Professor, Network Security

HOT

Some of the hottest concepts in Network Security right now are proactive security mechanisms like Intrusion Prevention and preventative measures such as employee security training and internal due diligence.

ARTIFICIAL LIFE

PHILL MILLER
Instructor, Software Engineering

HOT

EVOLUTIONARY COMPUTATION

John Koza has built a machine that invents—it has already produced patents.

NOT

Though they are important methodologies, both cellular automata and L-Systems have been underrepresented in more recent scholarly articles on the applications of artificial life — especially when compared to other methodologies like evolutionary computation. The use of these methodologies is not currently as prevalent as it has been in the past. So my picks for what are not hot in artificial life right now would be L-Systems and cellular automata.

NOT

Shredding corporate documents is no longer considered such a great idea after the recent Enron sentences were passed down. Also on the naughty list this quarter are the multiple instances of lost information from big name sources like the Veterans Administration, Ernst & Young, and Hotels.com.



The UAT admissions process can 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 a representative from the University, who can help guide you every step of the way. In addition, applying early and ensuring acceptance:

- > Gives you access to UAT's intranet
- > Gives you access to your enrollment coordinator so they can help you and your family with this decision
- > Keeps you connected with campus events and news
- > Helps you become part of the UAT community

Apply online today at <http://www.uat.edu/admissions> or request more information at <http://www.uat.edu/requestinfo>

Who's admitted to UAT?

Selection criteria for acceptance to the University of Advancing Technology is not solely based on academics. UAT's Admissions Office is looking for that student who is not only smart, but who will also be a great cultural fit.

Students that are accepted are passionate about learning in an environment designed around technology. For instance, a student who has been building websites, programming or building advanced robots, is of more interest to UAT Admissions than someone who has not demonstrated aptitude and only has good test scores.

So...what's Next?

Prospective students may apply online at www.uat.edu/apply. Admissions requirements and the online application are both found on this page.

Soon after your application has been received and reviewed by our Acceptance Committee, you will be notified of your acceptance status.

2007 Dates & Deadlines

Full Access: March 27 and June 16
Semester: September 4 – December 19, 2007
Fall Orientation: August 29 – September 1

SCHOLARSHIP DEADLINES FOR FIRST-TIME ENTERING STUDENTS FOR FALL 2007

Application deadline for Community, Privately Sponsored or Board-Sponsored scholarships: May 7, 2007
Enrollment deadline for Community, Privately Sponsored and Board-Sponsored scholarship recipients: July 5, 2007
Document submission deadline for Academic scholarships: September 4, 2007

2008 Dates & Deadlines

Spring Semester: January 14 – May 2, 2008
Spring Orientation: January 10
Fall Semester: September 8 – December 19, 2008
Fall Orientation: September 3 – 6, 2008



MEET THE ENTIRE UAT FACULTY AT www.uat.edu/faculty

ELLEN WOLTERBEEK

Assistant Professor
English, Creative Writing, Literature (General Studies)
B.A., Regis College, Massachusetts
M.A., Arizona State University

Ellen had taught prior to coming to UAT, but had never taught a class online previously. She teaches several classes online now and loves it. And she really enjoys the enthusiasm and energy of UAT students.

According to Ellen, "Some students come into General Studies courses maybe not quite as excited about them as they are about their technology-focused courses. But we have a really dedicated General Studies faculty that works hard to make our courses enjoyable, exciting and challenging as well as relating them to technology whenever possible. We have really imaginative students and that makes my job easier and much more enjoyable. They may not like writing essays, but they like writing game documentation or creative short stories. I make sure they have the tools to transfer the skills they learn in my class to the applications that they face in their other classes or in industry."



KUMIKO GAHAN

Assistant Professor
Japanese: Level 1 and 2: Conversational Japanese (General Studies)
B.A., Aichi University of Education, Japan
M.A. Education, Aichi University of Education, Japan

Kumiko, a native of Japan, has been teaching the Japanese language at UAT since 1995. She has also taught at Mesa Community College, Scottsdale Community College and Arizona State University.

She says, "When students first come into my class, they are all very excited, thinking how cool it is to be able to speak Japanese. But the excitement wears off quickly when they soon discover that learning Japanese is hard work, especially for those with no previous exposure to languages that are not Latin-based. But I find that UAT students are good students and motivated to do

the work. One motivating factor is that many of them are interested in the gaming industry which has many inter-connections with Japan. Knowing the language is another advantage that UAT gives them when they go out into the real world."



One of the hallmarks of UAT is a faculty who are as passionate about teaching as the students are about learning. UAT instructors engage and challenge students, whether in technology-based courses or general studies courses, to help them explore their passions and achieve their full potential.

TODD SPENCER

Instructor
Audio (General Studies)
Faculty Council Chair for Multimedia
B.A., Wheaton College Conservatory of Music, Illinois
M.A., Music, Arizona State University

Todd arrived at UAT in 2005, and he was asked to expand the existing, fledgling audio curriculum, with a focus on audio's natural interdisciplinary connectivity, teaching both on campus and online. He has had a lifelong ambition to be a university professor and was even teaching music lessons as a high school student. He looks forward to how students will benefit from increased exposure to a multimedia, multidisciplinary approach to music and sound.

"One of the reasons I chose UAT to teach is that the traditional academic study of music has always had a strong focus on the past," Todd said. "My preference is to focus on the future, and UAT gives me the perfect opportunity to do that by exploring the application of advancing technologies to traditional music and sound with my students, thereby taking the creation and reproduction of music into the future."



PHIL MILLER

Instructor
Software Engineering: Game Programming, Web Services/Architecture, Artificial Life Programming
B.A., Arizona State University

Born in Tempe, Arizona, Phil moved around the country with his family and, later, in the military, before finally settling back again in the Valley of the Sun. He teaches both online and on-campus courses and is active in industry as an independent consultant on hardware and software.



"The thing I like best about teaching at UAT is the passionate pursuit of technology by the university community," Phil said. I know 'passion for technology' sounds like a bad buzz-phrase, but for me it's absolutely true. So, if that's your thing, and it very definitely is mine, there are very few places to teach where I can be that immersed in technology and have the freedom to do what I want to be able to do in an environment like this. And the students I teach feel the same way. Take our Artificial Life program – it's one of the few at any college in the country currently focusing specifically on A-Life."



THANK YOU, Mario & Sonic

AT ONE TIME, IT WAS AS UNCOMMON TO SEE A FEMALE STUDENT ON CAMPUS AS IT WAS TO SEE, WELL... A FEMALE REALLY OBSESSED WITH TECHNOLOGY. BUT THAT'S CHANGING AT UAT — WHERE ONCE THE MOST-SEEN WOMAN WAS LARA CROFT, THE LADIES ARE NO LONGER A RARITY.

But what are the odds that, in that proud female minority in UAT's student body are two sisters? You might think to yourself, "If they grew up in Seattle or the Silicon Valley, they probably got an early exposure to technology, that could happen." Well, possibly, but these sisters are from El Paso, Texas, not exactly a featured hotspot on the tech world map. And the odds get even longer. These two sisters, of Mexican heritage, were raised by a single mom after their father died and they attended an all-girl Catholic school for many years prior to coming to UAT.

It turns out that we can thank Mario and Sonic for setting Erika and Vanessa Peinado on the path that led to UAT's front door. While they were growing up, their mom discovered that video games really held the girls' attention and that she could get some work done without having to worry about where they were or what they were doing. Once they began trading games with their cousins, Erika and Vanessa really began to get serious about games. "It started with a Nintendo NES," says Erika, "then we graduated to Game Boys and once we were mobile with the games, we were hooked. Mario and Sonic the Hedgehog were our favorites." Vanessa, younger than Erika by three years, says, "Because we were on our own – no brothers and going to an all-girls school

– we had to figure out everything about hooking up and operating games on our own. We really got into it. We knew more about how to hook up video consoles than the guys selling the games at local stores."

But, because they didn't really know any other intense gamers in their town, there were some games

they didn't come across as kids. "I'm still hearing from my UAT classmates, 'What? You don't know that game?'" says Erika.

In Mexican culture, the "quinceanera" is similar to a "sweet 16" party for girls, but at age 15. It's an important and big family celebration with fancy clothes, food and presents. For Erika's quinceanera, her mother gave her the choice of a lavish party or a laptop. Erika leapt at the chance to really get cyber and chose the laptop. However, she says, "My grandparents were a little displeased, so we still had the traditional church ceremony, too. Three years later, Erika had saved up for a desktop system with more horsepower and upgraded from her laptop.

In November of her senior year in high school, when she was thinking about college, Erika received a brochure from UAT and discovered that there was a college out there that could actually teach her more about game programming and design. Previously she had been thinking about perhaps becoming a movie make-up artist because she had been so fascinated with the transformation scene in "American Werewolf in London." But when she discovered UAT with its game and graphics effects courses, she knew immediately where she wanted to go. She visited UAT over her winter break from school and enrolled the next fall.

"It was a pretty big change for me," says Erika. "Not only was I immersed in technology like I had never been previously, but all of a sudden I went from an all-girl environment to sometimes being the only female in a class. It took a little while to sort out stuff like 'is that guy hitting on me or are we just friends?,' but I got through it because everyone at UAT is really helpful and willing to share their knowledge and experience with the 'newbies' on campus."

"So, when Erika came home to visit after her first semester at UAT, I was a sophomore in high school, and she brought home these beautiful digital art projects, said Vanessa. "I was so proud of her, but also jealous that I wasn't involved with something so cool as that. These feelings grew for a couple of years and then, when I was a senior in high school, I went out to visit Erika. That did it for me. As soon as I walked on the campus, I knew it was the place for me. I enrolled after I graduated in El Paso and Erika and I are classmates and roommates now."

"Yeah, even though I could have graduated six months ago," says Erika. "But there were a few classes I still wanted to take and I wanted to stretch out my time here with Vanessa."

Erika has worked on two internships while at UAT and is now seriously beginning to consider her next step – into the real world of industry. "I'll go home to rest up and save money for a couple of months after I graduate and then I'm going to take on the job market, probably somewhere in the southwest U.S."

Vanessa is finishing her first semester and just trying to let it all soak in. "For 12 years at my all-girls school, nothing ever really changed, and here it seems like everything changes every day. I love it."

UAT DEGREE PROGRAMS

THE COLLEGE OF MULTIMEDIA

Earn a Bachelor or Associate of Arts in Multimedia degree in the following majors:

- > Digital Animation
- > Digital Art and Design
- > Digital Video
- > Game Art and Animation
- > Game Design

THE COLLEGE OF SOFTWARE ENGINEERING

Earn a Bachelor or Associate of Science in Software Engineering degree in the following majors:

- > Artificial Life Programming
- > Computer Forensics
- > Game Programming
- > Network Engineering
- > Network Security
- > Robotics & Embedded Systems
- > Software Engineering
- > Web Architecture

TECHNOLOGY MANAGEMENT

Earn a Bachelor or Associate of Science in Technology Commerce degree in the following major:

- > Technology Management

GRADUATE COLLEGE OF APPLIED TECHNOLOGY

Earn a Master of Science in Technology degree with concentration in the following areas of study:

- > Artificial Life Programming
- > Game Production
- > Information Security
- > Software Engineering
- > Technology Management
- > Technology Studies

More online at www.uat.edu/majors

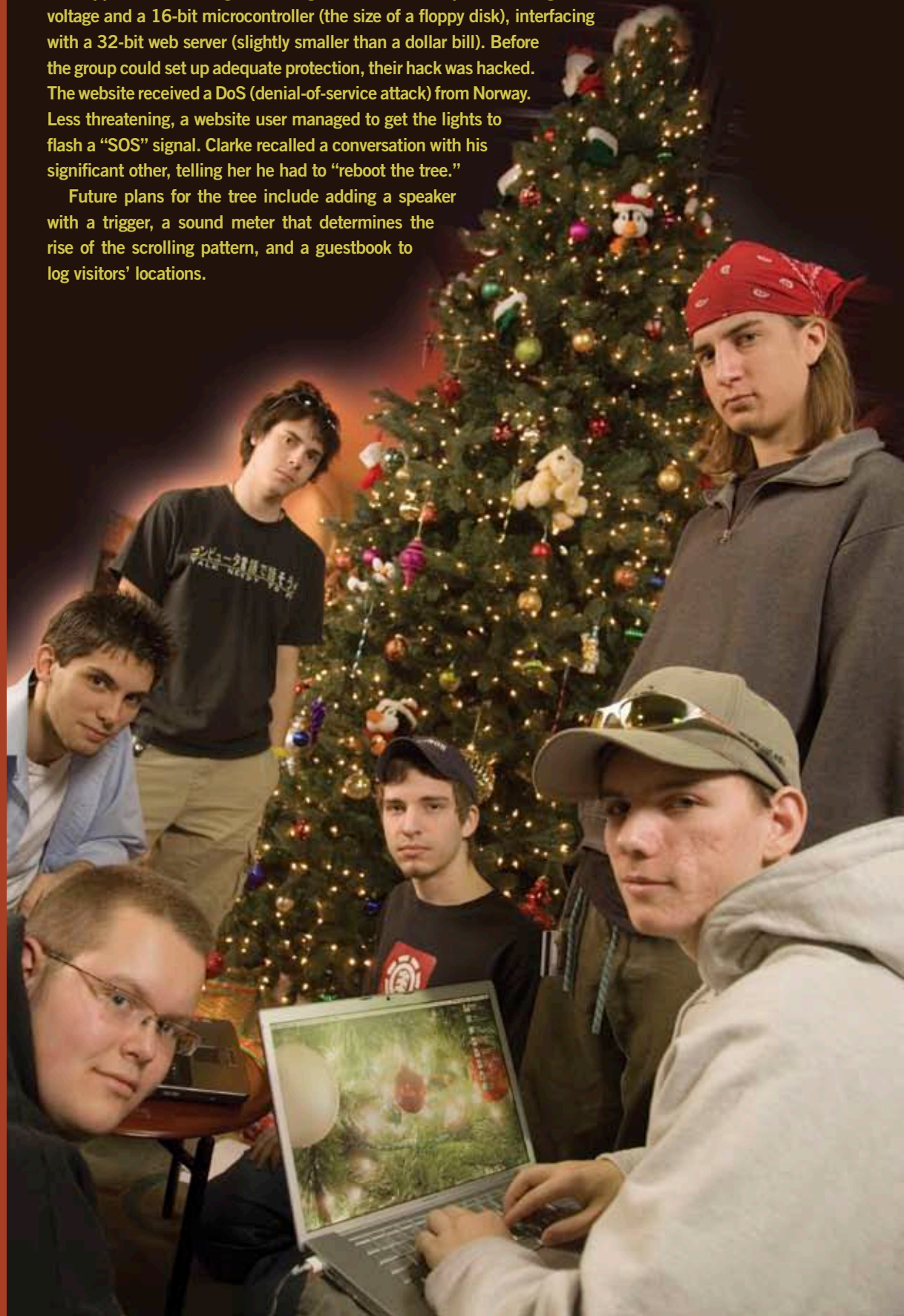
Holiday Tree Hacked!

Walking by the holiday tree on the first floor of UAT's main building, you marvel at the holiday glow the lights exude. But suddenly, the shine flickers off. Confused, you do a double-take. And in the time you turn around, the lights are back - sliding up and down the tree like a luminescent rocket ship. 'What the heck is going on?' you wonder aloud, rubbing your eyes. It's not an optical illusion, but a computer illusion. Robotics Instructor Ryan Clarke and several students hacked the tree's lights so that they can be controlled via Internet. Users can manipulate the tree's lights to turn on, off and move in a scrolling pattern from any Internet connection.

The tree light hack started off on a Friday as a random thought by Clarke, but turned into a two-day project. They worked deep into the night, stopping for sleep before whiling away the weekend towards completion. The group split, working separately on the tree hack and the website to control it. One group literally went into the tree (for about 90 minutes), spliced the pre-lit tree wiring with the relays and using extension cords. The others worked on the website, communication with the web server and broadcasting the webcam feeds on the tree.

"Tapped" into the lights are eight solid state relays controlling current voltage and a 16-bit microcontroller (the size of a floppy disk), interfacing with a 32-bit web server (slightly smaller than a dollar bill). Before the group could set up adequate protection, their hack was hacked. The website received a DoS (denial-of-service attack) from Norway. Less threatening, a website user managed to get the lights to flash a "SOS" signal. Clarke recalled a conversation with his significant other, telling her he had to "reboot the tree."

Future plans for the tree include adding a speaker with a trigger, a sound meter that determines the rise of the scrolling pattern, and a guestbook to log visitors' locations.



Walking by the holiday tree on the first floor of UAT's main building, you marvel at the holiday glow the lights exude. But suddenly, the shine flickers off. Confused, you do a double-take. And in the time you turn around, the lights are back - sliding up and down the tree like a luminescent rocket ship. 'What the heck

FIND What's OUT next

Free Subscription!

The Journal of Advancing Technology (JAT) is really intended for academics and industry veterans in various technology disciplines. But, if you think you're geeked enough to handle the materials, we'd be happy to provide you with a free subscription.

Are **you** geeked enough?

Just fill out the tear-out subscription card in this magazine or go to www.uat.edu/jat and specify to either download or request a hardcopy of the JAT.



WHERE TO FIND WHAT YOU NEED

www.uat.edu

The University of Advancing Technology (UAT) is a unique, technology-infused private college that was founded by a techno-geek for techno-geeks. Our Mission is to educate students in the fields of advancing technology to become innovators of the future.

www.gamedegree.com

You love games. Live for games. Want to make your career about games. But, to break into the video game industry, you'll need a degree.

www.networksecuritydegree.com

Start Your Education in Net Security, Computer Forensics or Information Security at an NSA-recognized institution.

www.alifedegree.com

Artificial Life Programming involves breaking accepted programming paradigms in the software engineering field and moving forward with paradigms that mirror life systems. For innovative thinkers seeking a wide range of programming possibilities in a changing world.

www.g33ktest.com

What kind of geek are you? Take UAT's geek test and find out where you fit in the wide world of geeks!

www.uat.edu/freshmanexperience

UAT provided six incoming freshmen with HD cameras to document their leaving of high school and their first year "Freshman Experience" at the University. See what they captured and how their lives have changed.

www.geekedatbirth.com

Request more info about UAT and learn more about where you fit in at the University. What programs are you interested in? Start your future here!

GDC 2007

www.gdconf.com
San Francisco, CA
March 5-9, 2007

The Game Developers Conference defines the future of the \$10 billion game industry and shapes the next generation of entertainment. The conference provides an independent forum for expert developers from around the world to share ideas, build skills, and learn about the latest tools and technologies.



FULL ACCESS 2007

www.uat.edu/fullaccess
Tempe, AZ
March 27th & June 16, 2007

Listen to the Industry's Experts talk about hacking and programming. Get information about UAT's degree programs from deans, faculty and students. Learn about financial aid, housing and enrollment and tour the campus!

GEEK WEEK

October 8-12, 2007

Other universities might call it "Homecoming," but at UAT, it's a week for geeks, so we call it... well, Geek Week. Our Student Life and Resident Life teams put together seven days full of everything geek—from movie nights to Pi-Off and Dodgeball Tournaments—for fun and prizes.



DEFCON

www.defcon.org
Las Vegas, NV
July 2007

The Largest Underground Hacking event in the World! UAT's DC480 group was the official sponsor for DefCon's TCP/IP-enabled contest in 2005 and 2006.

TECH FORUM

www.uat.edu/techforum
Tempe, AZ
July & November 2007

UAT brings industry's leading technology experts on campus for three extraordinary days of breakthroughs, insights, trends and challenges.



HI, ARE YOU BUSY?
HOW CAN I HELP YOU?
I NEED SOME ASSISTANCE

MEET THE STAFF

MEET THE ENTIRE UAT STAFF AT
www.uat.edu/staff

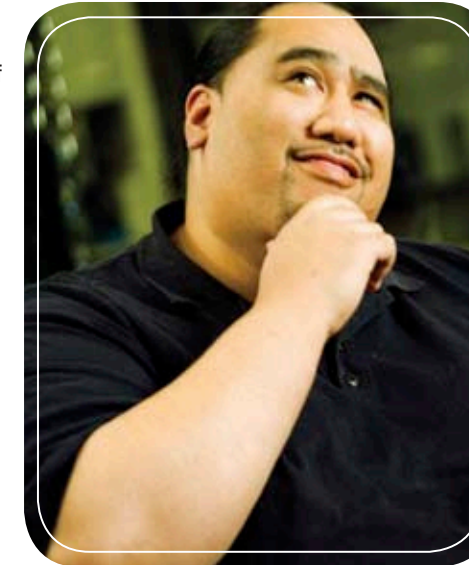
The staff at UAT is as passionate about technology as the students and faculty. And they are just as passionate about their mission to assist students in every facet of their college experience. We are unique because we have created, and continually nurture, a community of students and staff — "self-styled geeks, many of them" — whose personal and professional lives revolve around technology.

RAPANA TOGIAI

IT Coordinator

You can't miss Rapana around the campus. As the university's IT Coordinator, he's always out and about, helping students solve any technology problems they may be having. That, and the fact that's he's a mountain of a man at over 6 feet tall and 300+ pounds. He's got to be one of the NFL's only offensive line prospects with a degree in computer science. His brain held up better than his knees however, so he decided on a career in technology.

Rapana loves the daily interaction with students and the fact that he's not stuck in an office. By dealing with students' technical glitches right on the spot, he gets them back on track quickly and takes some of the workload pressure off UAT's super-busy IT Department. He's also available to students 24/7 via a dedicated cell phone and email. On the job for 8 months now — he started just two days after marrying his high school sweetheart — he looks forward to keeping UAT students up and running on their path to success.



AJ ALBANESE

Student Life Coordinator

UAT grad AJ Albanese has been at the University for nine years now as a student and staff member. In his position as Student Life Coordinator, he is responsible for planning and staging the wide variety of on- and off-campus events and activities which are a big part of student life. The day we spoke to him, he was manning the grill and serving up burgers and dogs to Tech Forum attendees. It is rumored that he gained his experience early and was known in his student days as "The Social Director," for the various get-togethers he organized among his fellow students.

Upon graduation, AJ was offered a position by UAT doing graphics for the New Technology Lab (he majored in multimedia). He was then asked to start the Student Life department. It's obvious that AJ enjoys what he does and that he is liked and appreciated by UAT students. As he says, "I'm, just glad to be a part of UAT. I feel like I have really found what I was meant to do."



KAREN SAMULCEK

Customer Support Supervisor

Originally from Omaha, Nebraska, Karen is one of UAT's real veterans. She's been on the staff for 14 years and still loves every minute of it. Her title is Customer Support Supervisor. When it's mentioned that her title seems odd for a university she says, "No, not really, I'm the contact person for any and all of the University's 'customers.' And that includes students, their parents, prospective students, our vendors—anybody who comes through our doors is our 'customer' and I coordinate the University's efforts to support and assist them."

"I still enjoy coming to work every day. It's a great atmosphere. I still remember when I came in to fill out an application 14 years ago — it was such a happy place and everyone was laughing and having a great time. I knew then that I wanted to work here and I still do."



CLUBS & GROUPS



WEB DEVELOPMENT

Project Motility resulted in the re-launch of UAT's new website in October 2006. Motility is a biological term referring to the ability to move spontaneously and independently. The purpose of this group is to gain a better understanding of working on websites in a group environment.

JAVA_USER_GROUP

To join the Phoenix Java User's Group, all you need to do is register and attend. This group is aimed at anyone with an interest in Java technology. There are no membership dues.

PC_USER_GROUP

(Phoenix PCUG) is based on the idea of Users Helping Users Learn Computers.

ATW

Alliance of Technology and Women (ATW) targets ALL professional women involved in technology. ATW is a dynamic new, non-profit organization founded on principles of integrity and professionalism and focused on professional development for those in technology.

COLD_FUSION_USER_GROUP

Learn some new tricks or to get a solid review of your code!

NET_SECURITY

DC480 is working on creating a device that will be entered in the annual DefCon conference for hackers this summer. The DC480 group gets its name from DefCon (DC) and the local 480 telephone area code.

PAINTBALL

UAT has a competitive paintball team — Team Adrenaline!

X_USERS

XUsers is the Mac OS X users group.

ANCIENT_GAMES

The Ancient Games Club is for games that are considered "ancient" to the student body because they are not electronic in nature. Our goal is not just to play games but to learn from them by not just exercising our mental muscles, but learning why games should be taught to children. For each game we will learn how to play it, but also strategies for winning, how to teach it, what it teaches, and how to best use the game for educational benefit.

RHYTHM_GAMES

The UAT DDR (Dance Dance Revolution) is a game with a simple concept; it is based on hitting arrows that are flashing to the beat of the music. To achieve this, you must step on the appropriate arrows on the dance pad under you with accurate timing—hence makes the illusion of dancing. Songs range from slow and easy to technical and fast—meaning there is a wide selection of difficulty. As you progress in game play the concept behind the four arrows begin to evolve into the coordination of foot movement and, if desired, dance ability. And that's all there is to it!

GSA

Gay-Straight Alliance (GSA) is a student-run club that provides a safe place for students to meet, support each other, talk about issues related to sexual orientation, and work to end homophobia. Many GSAs function as a support group and provide safety and confidentiality to students who are struggling with their identity as gay, lesbian, bisexual, transgender, or questioning. In addition to support, some GSAs work on educating themselves and the broader school community about sexual orientation and gender identity issues.

ANIME_CLUB

The purpose of the Anime Club is to bring together fellow students to watch and discuss anime, how it has evolved, where it is going and how the students can find a niche if they want to work in or with anime. Our goal is to promote Japanese anime.

SOFTBALL

The UAT Softball club is in full swing for the summer. Made up of students and staff, the UAT Hackers encourage men and (especially) women to join.

PHOTOGRAPHY

The UAT Photography club takes regular trips around Arizona and surrounding communities to get photographs. The club hopes to showcase a lot of its work in coffee shops and galleries around the Greater Phoenix Area. The club will be going over many technical and artistic techniques with photography.



Anime Club
Sundays at 12-2 pm

The purpose of the Anime Club is to bring together fellow students to watch and discuss anime, how it has evolved, where it is going and how students can find a niche if they want to work in or with anime.

Ancient Games Club
Friday, January 13 from 1:30 - 3:00 p.m.
"One on One" games in the Small Commons

- > KALAH
- > Nim
- > Dominoes
- > Nine Men's Morris
- > Mastermind
- > Othello
- > Connect Four

DC 480

The UAT net security club and local DefCon chapter hacks, tinkers, secures and breaks stuff. If you are interested in these abilities this is the place for you.

ATW PRESENTATION
Kimbelee Snyder - President
ATW

and 2:30 p.m. in the Small Group Commons.

TEAM ADRENALINE
Paintball

UAT has formed a competitive paintball team "Team Adrenaline" that will be a part of the National Collegiate Paintball Association. For more information, contact the team captain, AJ Albanese, at aj@uat.edu. The team is looking for a new captain who will be responsible for running the team, scheduling game dates and more updates!

In the theater
5:30-6:20 pm
Friday, October 8th

Photography Club
Fridays 3:30-4:30pm in Studio 204

This club is a forum for people to talk about and to experiment with photography.

The club plans trips around the Greater Phoenix Area to take photographs of interesting communities to take photographs of.

Photographs can be showcased in coffee shops and galleries around the Greater Phoenix Area.

RHYTHM GAMES CLUB

Rhythm Games Club is looking for members.

Do you love to pound your feet to the direction of the DDR arrows? Do you love to wail on the guitar of Guitar Hero? If so, then the Rhythm Games Club is for you.

We meet every Friday from 2:30pm to 4:30 pm in the Theater. Come join us. For more information email Thomas Zook at thozook@uat.edu or Ryan Luitbrand at ryluitbr@uat.edu

If you have any questions, or are interested in joining the Club Mailing List, e-mail president Jared Kuvent at jarkuven@uat.edu.

TRAVEL SCHEDULE

Spring 2007

Fall 2007

Spring 2007 NACAC Schedule

| | | | |
|---------------------|------------------|---|---|
| PITTSBURGH | Thurs., Feb. 1 | 9:00am-1:00pm | David L. Lawrence Convention Center Pittsburgh, PA |
| | Fri., Feb. 2 | 6:00pm-9:00pm 9:00am-12:00pm | |
| LOUISVILLE | Sat., Feb. 3 | 1:00pm-4:00 pm | Kentucky Int'l Convention Center Louisville, KY |
| ATLANTA | Sun., Feb. 11 | 12:00 pm-4:00 pm | Georgia International Convention Center College Park, GA |
| SPRINGFIELD | Sun., Mar. 4 | 12:00 pm-4:00 pm | Eastern States Exposition West Springfield, MA |
| | Mon., Mar. 5 | 9:00 am-12:00 pm | |
| WEST MICHIGAN | Tues., Mar. 6 | 8:30 am-11:30 am 6:00 pm- 8:00 pm | DeVos Place Grand Rapids, MI |
| METRO DETROIT | Thurs., Mar. 8 | 9:00 am -11:30 am 6:30 pm - 8:30 pm | Burton Manor Banquet and Conference Center Livonia, MI |
| CHARLOTTE | Sun., Mar. 18 | 12:00 pm-4:00 pm | Charlotte Merchandise Mart Charlotte, NC |
| BUFFALO | Tues., Mar. 20 | 9:00 am- 1:00 pm 6:00 pm- 9:00 pm | Buffalo Niagara Convention Center Buffalo, NY |
| | Wed., Mar. 21 | 9:00 am- 12:00 pm | |
| MEMPHIS | Sun., Mar. 25 | 1:00 pm- 4:00 pm | Memphis Cook Convention Center Memphis, TN |
| HARTFORD | Thurs., Mar. 29 | 9:00 am-12:00 pm 6:30 pm- 9:00 pm | Connecticut Expo Center Hartford, CT |
| | Fri., Mar. 30 | 9:00 am-11:45 am | |
| ROCHESTER | Sun., April 1 | 1:00 pm- 4:00 pm | Rochester Riverside Convention Center Rochester, NY |
| | Mon., April 2 | 9:00 am- 12:00 pm | |
| SYRACUSE | Wed., April 4 | 9:00 am -12:00 pm 5:30 pm - 8:30 pm | Onondaga County Convention Center Syracuse, NY |
| BOSTON | Tues., April 10 | 9:00 am - 12:00 pm 6:00 pm - 9:00 pm | Bayside Expo Center Boston, MA |
| | Wed., April 11 | 9:00 am - 12:00 pm | |
| CLEVELAND | Sun., April 15 | 1:00 pm - 4:00 pm | Wolstein Center Cleveland, OH |
| HOUSTON | Sun., April 15 | 1:00pm - 4:00pm | George R. Brown Convention Center Houston, TX |
| INLAND EMPIRE | Mon., April 16 | 9:00 am -12:00 pm 6:00 pm - 8:30 pm | Ontario Convention Center Ontario, CA |
| SAN DIEGO | Wed., April 18 | 9:00 am - 12:00 pm 5:30 pm - 8:30 pm | San Diego Convention Center San Diego, CA |
| MONTGOMERY COUNTY | Wed., April 18 | 9:45 am - 12:45 pm 6:30 pm - 8:30 pm | Montgomery County Agricultural Center Gaithersburg, MD |
| | Thurs., April 19 | 9:45 am - 12:30 pm | |
| ORANGE COUNTY | Sun., April 22 | 1:30 pm - 4:30 pm | Anaheim Convention Center Anaheim, CA |
| GREATER LOS ANGELES | Mon., April 23 | 6:00 pm - 9:00 pm | Los Angeles Convention Center Los Angeles, CA |
| | Tues., April 24 | 9:00 am - 12:00 pm | |
| VENTURA/ TRI COUNTY | Wed., April 25 | 5:30 pm - 8:30 pm | Seaside Park Ventura, CA |
| SAN FRANCISCO | Thurs., April 26 | 3:00 pm - 7:00 pm | Bill Graham Civic Auditorium San Francisco, CA |
| PROVIDENCE | Sat., April 28 | 1:00 pm-4:00 pm | Rhode Island Convention Center Providence, RI |
| NASHVILLE | Sun., April 29 | 1:00 pm-4:00pm | Nashville Convention Center Nashville, TN |
| NEW JERSEY | Wed., May 2 | 9:00 am-12:30 pm 6:00 pm-9:00 pm | New Jersey Convention and Exposition Center Edison, NJ |
| | Thurs., May 3 | 9:00 am-12:30 pm | |
| NEW YORK | Sat. May 12 | 12:00 pm- 4:00 pm | Jacob K. Javits Convention Center New York, NY |

WE'RE COMING TO A TOWN NEAR YOU TO GEEK YOU UP!

The UAT Road Show is on its way across the country to spread the word about this unique education opportunity. If you're a seriously geeked student who wants to conquer the technology world, attendance is mandatory. It's the fastest way to get face-to-face with a UAT representative and get the information you need to make the most important decision of your life.

Log on to www.uat.edu/nacactravel for the latest details.

Fall 2007 NACAC Schedule

| | | |
|------------------------|-----------------------|---|
| BIRMINGHAM | Sunday, September 16 | Birmingham-Jefferson Complex Birmingham, AL |
| LONG ISLAND, NY | Sunday, September 30 | Nassau Veterans Memorial Coliseum Uniondale, NY |
| AUSTIN, TX | Sunday, September 30 | Austin Convention Center Austin, TX |
| CINCINNATI, OH | Sunday, October 7 | Duke Energy Center Cincinnati, OH |
| MINNEAPOLIS, MN | Tuesday, October 9 | Minneapolis Convention Center Minneapolis, MN |
| | Wednesday, October 10 | |
| CHICAGO, IL | Saturday, October 20 | Navy Pier Chicago, IL |
| MILWAUKEE, WI | Sunday, October 21 | Midwest Airlines Center Milwaukee, WI |
| ST. LOUIS, MO | Sunday, October 21 | St. Louis University St. Louis, MO |
| BATON ROUGE, LA | Tuesday, October 23 | Baton Rouge River Center Baton Rouge, LA |
| GREATER PHOENIX, AZ | Sunday, October 28 | Phoenix Civic Plaza Phoenix, AZ |
| ATLANTIC CITY, NJ | Tuesday, October 30 | Atlantic City Convention Center Atlantic City, NJ |
| SPOKANE, WA | Tuesday, October 30 | Spokane Convention Center Spokane, WA |
| PORTLAND, OR | Friday, November 2 | Oregon Convention Center Portland, OR |
| | Saturday, November 3 | |
| PHILADELPHIA, PA | Sunday, November 4 | Pennsylvania Convention Center Philadelphia, PA |
| SEATTLE, WA | Sunday, November 4 | Washington State Convention & Trade Center Seattle, WA |
| | Monday, November 5 | |
| BOISE, ID | Tuesday, November 6 | Boise Centre on the Grove Boise, ID |
| GREATER WASHINGTON, DC | Thursday, November 8 | Washington Convention Center Washington, DC |
| Baltimore, MD | Monday, November 12 | Baltimore Convention Center Baltimore, MD |
| | Tuesday, November 13 | |

nerds are for dorks

GEEKS ARE 4-EVER

hacker instead of slacker
Alpha Geek, Turbo Nerd, Proto-hacker

I'M NOT ABOUT
TO TEST MY



24/7

I'm most alive when
I'm playing in the sandbox

Network guru. CGI characters

Network security backbone

Bang the board beige toaster



blog, command z
Pearl, Ruby and Ada

Blackberry, Cell phone ring tone, emails and

Laptop for my bot projects contacts.

Gpts to get the cheddar ITS ALL ABOUT THE

\$ \$ BENJAMINS BABY \$ \$

ZIP FILES. ARCHIVE. BACKEND PROGRAMMING

FONT ISSUES DUST BUNNIES

BYTE ME

WE SPEAK G33K

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Geeks transform into Alpha-Geeks by becoming fluent in:

Game Design, Digital Animation, Artificial Life, Digital Art & Design, Game Art & Animation, Digital Video,
Computer Forensics, Network Security, Network Engineering, Robotics & Embedded Systems,
Software Engineering, Technology Management, Game Programming, Web Architecture