

## Testing Out DV Equipment for a Weekend Shoot

Haley Crowell-Rodriguez, left, (Game Art and Animation) and alumni Alex Dinh (Digital Video and Game Design) are testing out some of the high-tech equipment from UAT's Digital Video program they'll use at a weekend shoot for a contracted client. There's no shortage of exciting projects for students to participate in that build skills, very cool games, interactive films and impressive portfolios.

Take a closer look at the exciting world of game development. Check out [facebook.com/ uatgamestudios](https://facebook.com/uatgamestudios) and [uat.edu/game-studies-feed](https://uat.edu/game-studies-feed).

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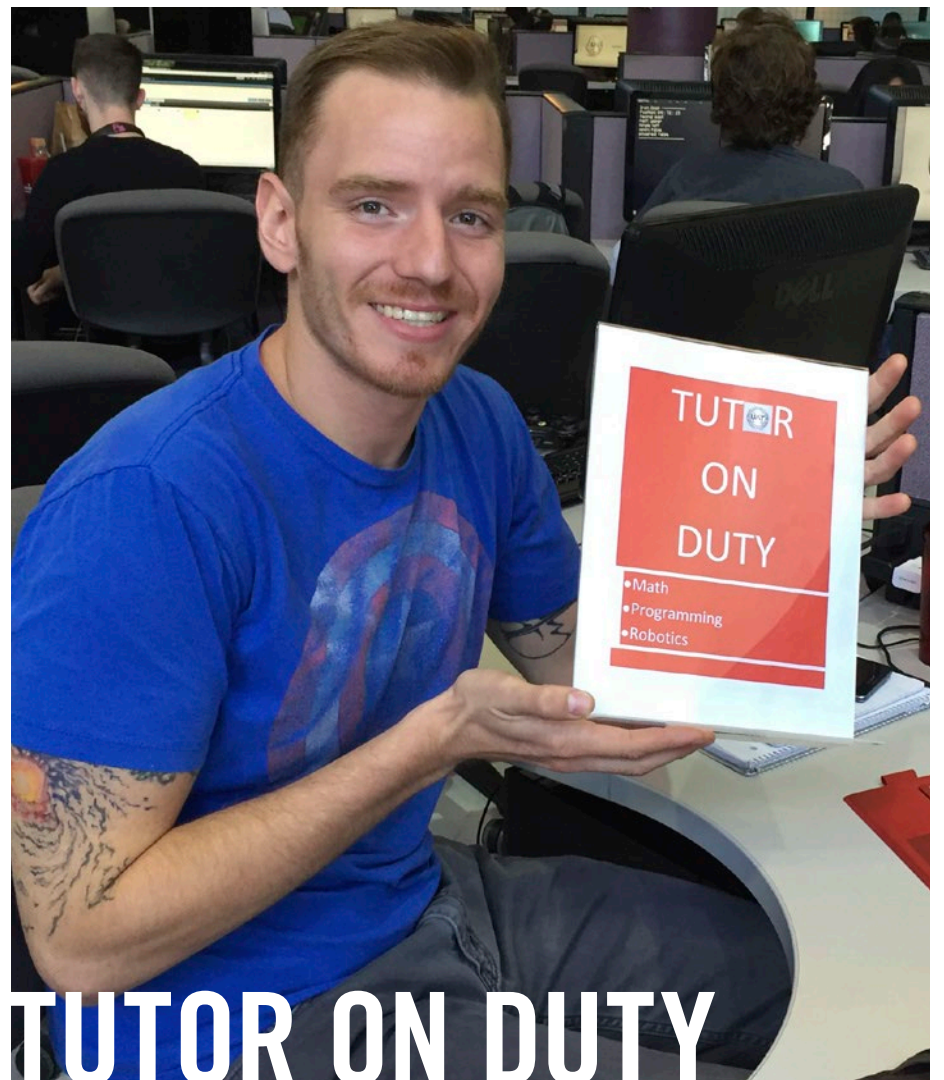


## RELAX WITH YOGA

Technology moves at a rapid pace, but you don't always have to.

Relax in yoga class, taught by Professor Sharon Bolman, on Mondays and Fridays at 9:30 a.m. to begin and end your week energized and balanced. Join Professor Bolman's class in the Movement Studio and prepare to relax. All that is needed is you in comfortable clothes.

UAT's social activities allow residents to have fun, release stress and step out of their routine.



## TUTOR ON DUTY

Meet Daniel "DJ" Carpenter, Robotics and Embedded Systems student and tutor at your service. DJ is knowledgeable in math, programming and robotics, and is always smiling and willing to help other students.

UAT supports students with extra help for coursework offered by dedicated student tutors on a variety of subjects.

Tutors typically are located in the UAT Commons, where DJ is sitting, with regular days and hours.

## MEET NEW FRESHMEN



**MARLON BURNO**  
Hometown: Rochester, NY  
Major: Network Security

Marlon considers himself a musician at heart. He has loved the technologies involved in making musical instruments since he was young; the computers, amps, circuits and gadgetry were his driving forces. From the time his family bought their first home computer, all Marlon wanted to do was sit in his room and learn programming. In 1996, Marlon joined the Air Force as an aircraft technician working on radios, navigation, radar and other technologies. Upon his release from the military, Marlon worked in the audio video industry for 12 years until he decided to change careers, wondering which job market would offer job security in the future. After Marlon's mother was the unsuspecting victim of identity theft, that was it. Marlon decided to get involved in combat data breaches on the front line. He searched for universities in Network Security and ultimately decided that a dedicated technology college (one designated as a Center for Academic Excellence in Information Assurance Education by the US National Security Agency) was the best fit for him. As a non-traditional freshman at UAT, Marlon has already impressed his professors by asking the right questions, showing initiative, helping other students and always being attentive in class.



**KEELY JACOBS**  
Hometown: Phoenix, AZ  
Major: Game Design, Game Art and Animation

With the support of her parents who have always encouraged her to follow her dreams, Keely considered everything from being an engineer, surgeon or fashion designer. Since childhood, Keely's hobbies have included reading, drawing and video games, but at times she felt frustrated by the idea of not being able to contribute her own original works to the communities she loves. She self-taught herself how to write and draw, thoroughly enjoying both creative outlets.

Now at UAT, Keely is a student dual majoring in Game Design and Game Art and Animation who has the opportunity to apply her interests, perfect her skills and use the advanced technology tools at her disposal to one day create a game that inspires kids who are just like her.

Keely's professors say she is an amazing student who is consistently driven to create her best work. It's clear that grades are important to her and she really values the learning process.

Thanks, Keely, for being a pleasure to have in class!



**EDWARD CIESLAK**  
Hometown: Milwaukee, WI  
Major: Advancing Computer Science

Edward originally wanted to learn how to build guitars and took a few classes, only to discover that his real love was programming. He learned the basics, then decided to enroll in computer science at a specialized technology college with the advanced resources that UAT uniquely offers. Edward's favorite device is his Samsung Galaxy S7 Edge smartphone because he loves that it offers so many awesome features and apps. He's planning on taking mobile development next semester, but is open to exploring other fields in technology.

Edward is a family man and hopes to see cool, new technology like augmented reality become a mainstream tool that his three-year-old daughter can experience in her lifetime. It's pretty clear that Edward likes a challenge. He even sought out an internship at UAT in the IT Department during his second semester at UAT. His professor said that Edward is an outstanding student who works very hard and is always willing to help other students who might be struggling. He is a dedicated student, father and a loyal, loving husband, which may be rare in such a young student but that is part of what makes Edward shine!

# ULTIMATE FRISBEE



Enjoy a game of Ultimate Frisbee, like Darren Arnold, foreground, (Advancing Computer Science) and Senior Resident Assistant (RA) Jacob Glass (Digital Video) are doing on this sunny winter February day. They're definitely taking advantage of the beautiful Arizona weather.

Jacob is known to rally up students for a game of Ultimate Frisbee on any given day. Come join him! Other activities students play: water wars, hacky sack, dodge ball, soccer and Slip 'N Slide.



## PEER-TO-PEER MENTORING

There are many ways to learn at UAT, including from your peers, which makes mentoring fun, too. Take senior Jordan Wippell, right, (Digital Video) who gives underclassman Killian Davies (Game Design) proper instruction during class on the new Blackmagic URSA Mini 4K camera, a new edition to the Digital Video Department.

Jordan says his main goal is to be a filmmaker, but ideally he would like to be financially secure enough to make his own films. "To me, it's more important to feel like an artist with the freedom of creativity than be a filmmaker working on someone else's dreams."



## TEAMWORK MAKES THE DREAM WORK!

When you combine out-of-the-box thinking with technology resources, the sky's the limit. Student Nicolas Bautista (Network Security) and his team demonstrate maker innovation at work. He and his team are part of the Thinking Strategies Lab class utilizing the high tech resources of UAT's Maker Fab Lab.

# HOT COURSES GIVE YOU A COOL EDGE

If you're looking for the latest and greatest in technology trends, here are some of the hottest summer courses, beginning July 19, that may catch your eye at registration. Taught by Professor Nathan Eskue, courses include MG425 Trends in Business Technology and SCI330 Green Technologies. Then there's TCH301 Ethics in Technology, an important course indeed as technology becomes a more integral part of our daily lives. Inquiring minds want to know more about the power of memory and how it impacts technology, so take a look at SPT323 Memory Analysis, also taught by Professor Eskue this summer.

For programming enthusiasts, another cutting edge course to look at is C/C++ Programming II, taught by Professor Jill Coddington. Because communications is integral to every technology profession, consider Professor Gerald Bohulano's COM226 course. To get your game on, step into the exciting world of games and how they're made in GAM125 Introduction to Game Development taught by Professor Derric Clark.

Learn about bringing new innovation to the marketplace in BUS200, Entrepreneurship to Market, a new core class taught by Professor Mark Smith. In our current political arena, you'll find the special topics course, SS388 Contemporary Politics: Election 2016, most interesting. This will be jointly taught by Professor Allyson Videtic and Professor Abigail Pfeiffer (on-ground only).

Learn. Experience. Innovate.

## DEGREES

### ON CAMPUS:

- Advancing Computer Science
- Artificial Life Programming
- Business Technology
- Digital Maker and Fabrication
- Digital Media
- Digital Video
- Enterprise Software Development
- Game Art and Animation
- Game Design
- Game Programming
- Human-Computer Interaction
- Network Engineering
- Network Security
- Robotics and Embedded Systems
- Serious Games and Simulation
- Technology Forensics
- Technology Studies
- Web Design

### ONLINE:

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

### MASTER OF SCIENCE:

- Advancing Computer Science
- Game Production and Management
- Information Assurance
- Technology Leadership

uat.edu/apply



## SHOOTING POOL IN FOUNDER'S HALL

Take a cue from us and break with a game of pool in Founder's Hall. Not only is it a great way to unwind and socialize, you never know when an idea for a new innovation will be sparked.

Students: L-R Malachi Mooty (Game Programming), Isaac Jenkins (Robotics and Embedded Systems), Blaise Payne (Game Design), Andrew Weisenberger (Robotics and Embedded Systems)

# THE HUB OF TECH GAMES IN ARIZONA

UAT is always abuzz with tech innovation, but once a year students from other colleges converge on the UAT campus that becomes the hub for technology innovation for the Avnet Tech Games hosted by the elite technology University. Colleges compete in STEM challenges for top honors and the chance to earn \$1,000 scholarships. At the 11th Annual event last Spring, close to 200 students from 16 local colleges participated, resulting in some stiff competition! In addition to University of Advancing Technology, colleges included Arizona State University, Northern Arizona University, University of Arizona, Embry-Riddle University, ITT Technical Institute plus several Maricopa County Community Colleges. Students gained the advantage of real-world experience, which builds solid portfolios. Networking with other teams as well as tech-industry executives helps develop communication skills and prepares for job interviews—just some of the reasons why Avnet's signature collegiate competition in advancing technology has become so well respected throughout Arizona.

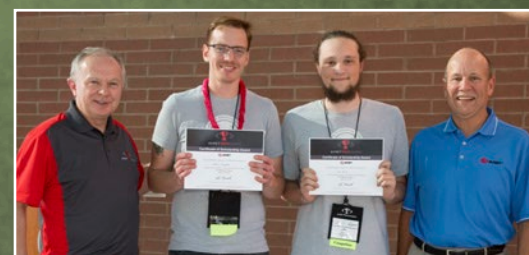
**AND THE WINNER IS: UAT, UAT, UAT, UAT, AND ONE MORE TIME... UAT!**  
UAT WON IN FIVE CATEGORIES DURING THE SPRING AVNET TECH GAMES ON THE UAT CAMPUS.



**DESKTOP DOMINATION**  
Students: Jason Thorn, Jason Olivas, David Savlowitz  
Faculty Coach: Al Kelly



**HP FASTEST IoT COMPUTER BUILD**  
Students: Christopher Hill, Nathaniel Stringer, Andrew Danis  
Faculty Coach: Al Kelly



**IoT SENSOR FUSION CHALLENGE**  
Students: Daniel Carpenter, Ian Guile  
Faculty Coach: Steven Osburn, (not pictured)



**PALO ALTO SERVER**  
Students: Eddie Sanchez, Roger Brambila  
Faculty Coach: Al Kelly



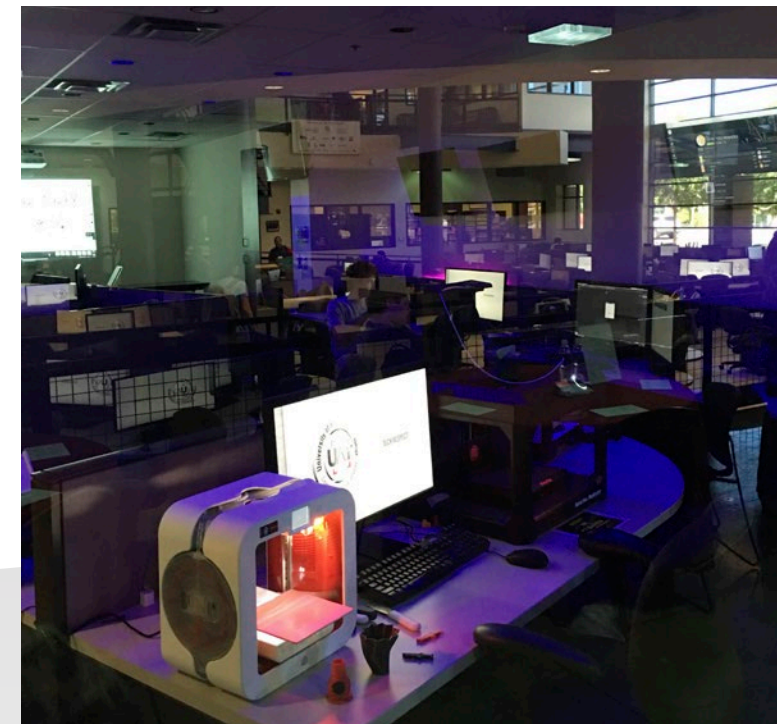
**SOCIAL MEDIA MANIA**  
Students: Garrett Reuscher, Angela Bennett, Andre Wiggins, Christina Bibbs  
(not pictured)  
Faculty Coach: James Gordon



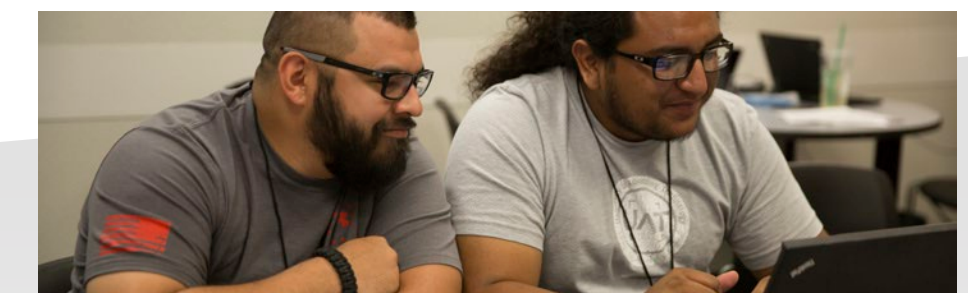
Participants are preparing for combat on the technology battleground, where teams are tasked with securing their network and gearing up for a competition practice attack in the Cisco Network Expert Security Battle. UAT's advanced technology resources provide the ammunition necessary to wield fierce competitions and create valuable real-world experiences.



The race was on to build it fast, troubleshoot it fast and compete in the final showdown. UAT students Nathaniel Stringer (Network Security), Andrew Danis (Network Security/Tech Forensics) and Christopher Hill, not pictured, (Network Security) of Team Themaybedeadkats competed to build and troubleshoot a PC, working together to deliver the fastest times without errors. They beat the clock and were crowned the Fastest Computer Champions.



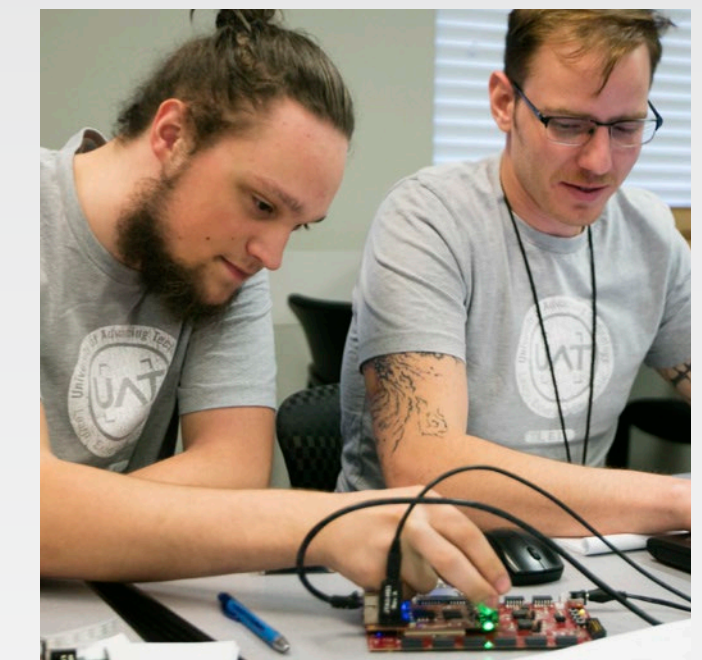
The calm before the fury. UAT's sea of technology stands ready for the Avnet Tech Games.



UAT students Eddie Sanchez (Network Security) and Roger Brambila (Network Security) met the challenge to penetrate a server and collect data. Team Server Killers lived up to their name; they killed it in their category and emerged victorious.



UAT students Jason Olivas, left, (Network Security) and David Savlowitz (Network Security and Technology Forensics) prove they are indeed the Net Ninjas (their team name) as they emerge the winners in their category. They applied their knowledge to complete tasks and troubleshoot in the Windows operating system.



UAT students Ian Guile (Network Security/Advancing Computer Science) and Daniel "DJ" Carpenter (Robotics and Embedded Systems) came in first for their design of solutions using software and gateway with component hardware that met specific criteria only revealed the day of the competition.



Learning flowed, camaraderie was strong, yet competition was fierce. Just ask ASU and NAU engineering students who competed in the Solar Scrimmage where they were challenged to design, build, test and present the best overall solar powered green energy water pumping system.



Let's combine technologies to see what happens. Virtual reality + mobile technology = one very cool 3D video experience that's also recorded. There's no lack of technology exploration and innovation on the UAT campus, during Avnet Tech Games and at all other times.

# EN GARDE!

Learn the classic art of fencing at UAT!

Fencing is like a physical game of strategy which requires strength, speed, balance and a very sharp mind. What a great way to interact with fellow students through some friendly competition while building agility, mental focus and hand-eye coordination. In UAT's Fencing class, you'll hone your skills in a classic art that's been part of our history since the Middle Ages. The class takes place each Friday in the Movement Studio. Continue sharpening those skills and building friendships in UAT's Fencing Club. In both cases, you'll have a saber-wielding good time—Touché!



Digital Media major CJ Logsdon (third from left), wields her saber to fend off a fellow student competitor in Fencing class.



CJ in the red shorts is gaining the upper saber (that's fencing jargon for sword) by taking private fencing lessons from an experienced friend.

# CLUBS & GROUPS

## ANIME/MANGA CLUB

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

## COOKING CLUB

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

## CRAFTS CLUB

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

## FENCING CLUB

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

## IGDA @UAT

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

## KENDO/JEDI CLUB

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

## NERF WARZ

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

## PATHFINDER SOCIETY

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

## RC CLUB

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

## SOCCER CLUB

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

## SUPER SMASH BROS CLUB

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

## TABLETOP CLUB

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

## THE ACADEMY

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

## VETERAN'S CLUB

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

## VIRTUOSO CLUB

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



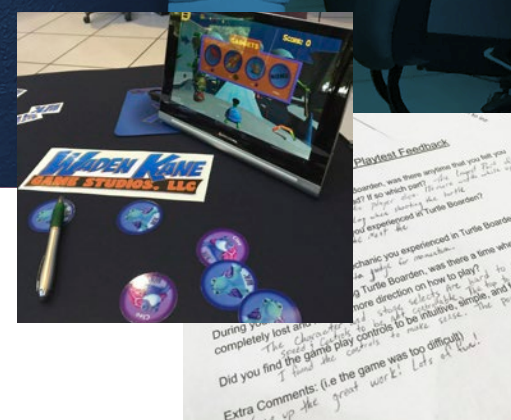
SEE MORE:  
[www.uat.edu/clubs](http://www.uat.edu/clubs)

Student Alexis Peralta (Game Art and Animation)

Fun and games in UAT Commons! Waden Kane Game Studios hosted a beta play test at UAT, and students in UAT Game Studios were all too eager to try out the awesome new game app, Turtle Boarden, available in Google Play Store and coming soon to iOS.

## ALUMNI WADEN KANE BETA PLAY TEST

Waden Kane Studios is run by alumni Harrison Snyder.



Game studies students and alumni know that UAT is a great resource for indie game developers to troubleshoot their games prior to release to the public. Harrison Snyder, Waden Kane Game Studios founder and UAT Game Design alumnus, hosted a beta playtest at UAT in order to get feedback on their game Turtle Boarden from experienced gamers and game developers well-versed in different game mechanics. The game demo was set up in the Commons so students who wandered by were able to play the game between classes or during a well-deserved study break.

Alexis Peralta, Game Art and Animation student, came over to give Turtle Boarden a try and leave her feedback for the developers.

After the playtest, Harrison and his team analyzed the feedback given, fixed the issues mentioned in the students' surveys and released Turtle Boarden in the Google Play Store. They are happy to report that app downloads are increasing daily.

"It was a great learning experience for our team, as well as a fun outlet for students who needed a break from studying," says

Harrison. "We appreciate their brutally honest feedback so we could deliver the best version of our game to our fans."

Waden Kane Game Studios is currently developing their next game, LeadnBrimstone, which they plan to demo at UAT in the near future.

## READY SET GO »

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

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

- > Gives you access to UAT's Intranet
- > Provides you access to your Admissions Advisor
- > Keeps you connected with campus events and student news
- > Helps you become part of the UAT community
- > Offers you scholarship evaluation at application

### WHO'S ADMITTED TO UAT?

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

### SO... WHAT'S NEXT?

Prospective students can apply online at [www.UAT.edu/apply](http://www.UAT.edu/apply). Admissions requirements and the online application are both found on this page. Soon after your application has been received and reviewed by our Acceptance Committee, you will be notified of your acceptance status. If you need help or advisement with the admissions process, or if you just have questions, please contact our Communication Center at 877.UAT.GEEK.

**FALL 2016 SEMESTER**  
September 6 — December 20

**SPRING 2017 SEMESTER**  
January 9 — April 29

**SUMMER 2017 SEMESTER**  
May 8 — August 18

**FALL 2017 SEMESTER**  
September 5 — December 19

# APPLY



## HACKY SACK ANYONE?

As serious as they are about their studies, Game Studios students also enjoy some serious fun, like this Hacky Sack game during a break in the UAT Quad. On any given day, that's where you'll find fun interactions among students, whether it's a game of Hacky Sack, Ultimate Frisbee, flag football, or simply congregating outside on campus to soak up the beautiful Arizona weather.

Come join them. But wait, you must be a student first. Take the next step and take a tour. No fancy footwork required.



# GEEK411

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Faculty members Professor Mark Fedasiuk, center, (Robotics and Embedded Systems) and Professor Steven Osburn, right, (Advancing Computer Science) mentor students in the power of cross-collaboration in UAT's Hardware Studio. This uniquely designed space is open 24/7 to provide students with hands-on opportunities to build tomorrow's newest innovation utilizing current technology and supplies. The result in this case was a cool new robot that made its debut at Commencement and wowed the audience. You're witnessing just one example of the power of these resources fueled by teamwork at UAT. Working together sparks new ideas, fosters innovation, hones skills and prepares students to pursue their dreams in the real world.

Teamwork help makes the dream work. Take a tour and see for yourself.

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

## TEAMWORK BUILDS A ROBOT

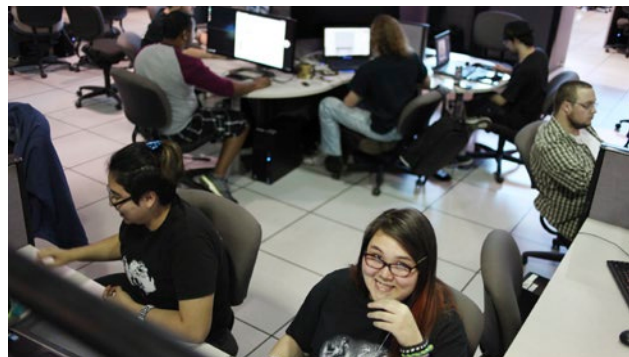


## DEV TEAM SEES HAPPY SKIES

Game lead Donald Schepis, left, (Game Design) with James Boyce, center, (Game Programming) and Tony Johnson (Game Art and Animation and Game Design) are given this awesome, real-world opportunity each Friday to work on their projects as if they were working on a game for an actual company. Here, they're checking in with the dev team to discuss the progress being made with their game in preparation for their presentation to UAT's Greenlight Celebration.

Want to know more? Check out [uat.edu/connect](http://uat.edu/connect) for current developments on all games in the pipeline, and updates on UAT-sponsored games.

## GAME LAB FRIDAY



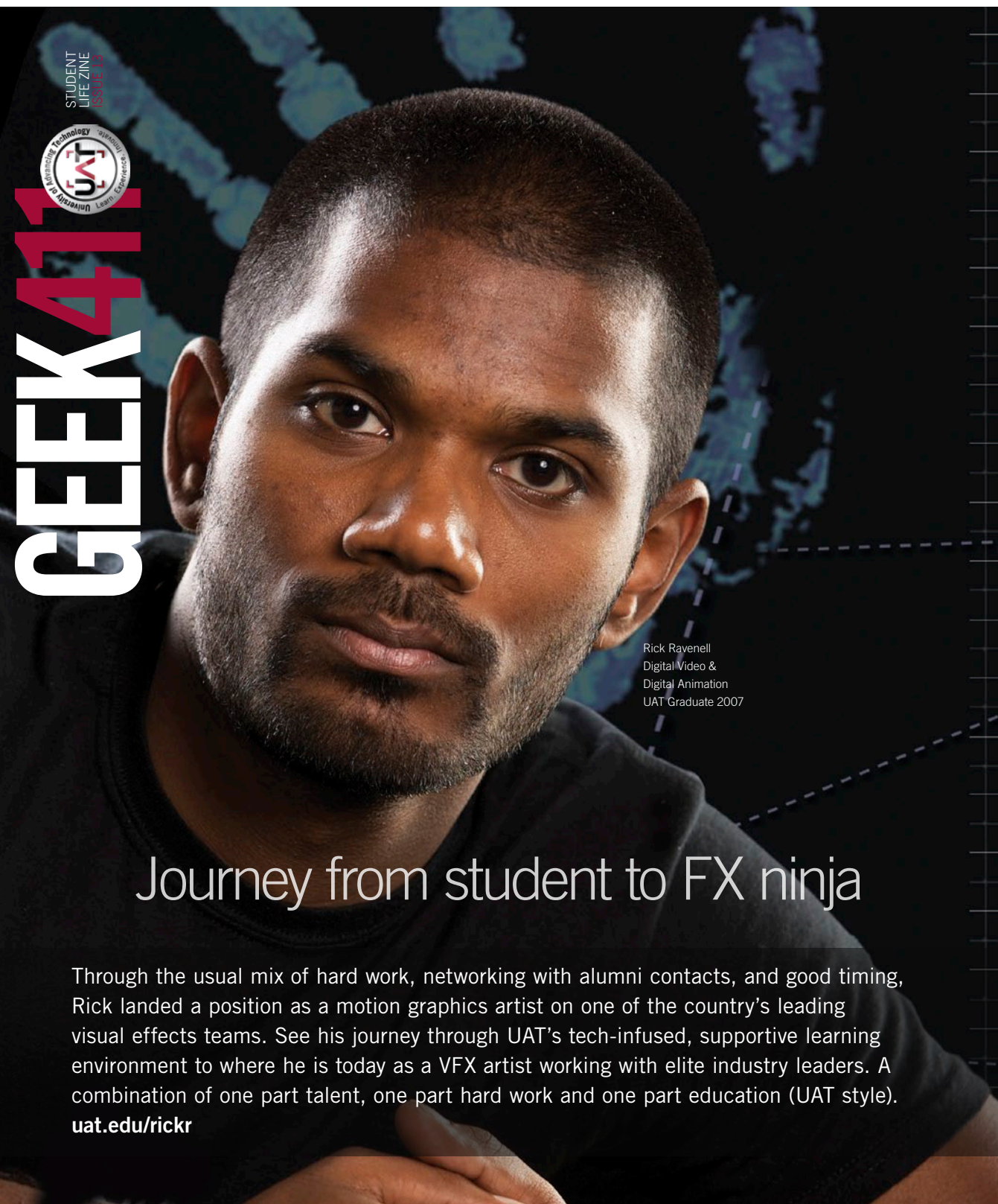
Not just another Friday, it's Game Lab Friday in UAT Commons. Students Ash Casarrubias, left, (Game Art and Animation) and Kayla Godard, right, (Game Art and Animation) are collaborating with their UAT Game Studios dev team, Project Oddity, to ready the game demo for presentation at UAT's Greenlight Celebration.

Game Lab Friday is a UAT Game Studios production class held in UAT Commons each Friday from 9 a.m. to 5 p.m. and simulates a work environment. Teams of game developers collaborate in the UAT Commons to continue making progress on their games.



Take the video game Crimson Nights, for example. This multi-player dungeon crawler originated as a 48-hour Game Jam concept and won awards in three categories. That convinced the team to pitch Greenlight, and Crimson Nights was selected for further development through UAT Game Studios. The team created their own t-shirt design, then sold them to raise money. Not to mention, wearing them on campus provided visibility for the game and the team. Way to be entrepreneurs as well as game developers!

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



STUDENT  
LIFE ZINE



# GEEK411

Rick Ravenell  
Digital Video &  
Digital Animation  
UAT Graduate 2007

## Journey from student to FX ninja

Through the usual mix of hard work, networking with alumni contacts, and good timing, Rick landed a position as a motion graphics artist on one of the country's leading visual effects teams. See his journey through UAT's tech-infused, supportive learning environment to where he is today as a VFX artist working with elite industry leaders. A combination of one part talent, one part hard work and one part education (UAT style).

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