Bob Ross Painting Night

DID YOU KNOW UAT HOSTS FUN EVENTS FOR STUDENTS EACH MONTH?
Bob Ross Painting Night was one such event where students gathered, painted, laughed and cosplayed Bob Ross.

A household name since the '80s, Bob Ross, born Robert Norman Ross (October 29, 1942 – July 4, 1995), was an American painter best known for his landscapes of nature inspired by his time in Alaska. **His paintings were popularized by The Joy of Painting, an instructional art TV program that aired from 1983 to 1994, of which he was the creator and host.**

While painting scenic mountains, trees, lakes, log cabins and the like, Ross would instruct viewers to paint along, teaching the wet-on-wet oil painting technique during each half-hour episode. It is estimated that Ross created upwards of 30,000 paintings during his lifetime.

He was known for his gentle presence and encouraging sayings, such as **"we don't make mistakes, we just have happy accidents"** and **"let's add some happy little trees."**

He later gained viral popularity on social media. This recent resurgence is in part due to his image being used in video games, TV and film. But the real catalyst dates back to 2015 when **Twitch streamed a multi-day marathon of The Joy of Painting to celebrate what would have been Ross's 73rd birthday. This broadcast attracted 5.6 million viewers which led to weekly broadcasts every Monday of The Joy of Painting.**

Then, in 2016, Netflix aired *Beauty Is Everywhere*, which includes episodes from seasons 20, 21 and 22 of the original *The Joy of Painting*, introduced another generation to Ross and cemented his presence in pop culture.

Art is abundant at UAT! Students love unleashing their creativity at themed painting nights and paying homage to Ross by dressing up in his well-known getup.

CHECK OUT MORE EVENTS HOSTED BY UAT:
uat.edu/G411/events

PICTURED: AVERY WILLETS, JAMIERE WILLIS, MELANIE OWENS, SEPHORA LOVE, JASMINE (ROWAN) RONQUIST

COLLIN STRAUCH
Game Design // Game Programming

Born and raised in New York, Collin Strauch is dual majoring in Game Design and Game Programming. Playing video games has been Collin's favorite hobby since he was a child. After taking classes in computer programming in high school, he fell in love with it and became interested in learning how to create video games, which is why he decided to pursue the game degrees at UAT.

Collin decided to attend UAT because he likes how focused the curriculum is on major-specific studies.

"I get to focus more on what I came to UAT for: learning about game design and programming. Because of how focused UAT is on its majors, I have been able to learn a lot about game design ever since I enrolled here. And by a lot, I mean A LOT. I feel like I could go out into the industry and start working now."

One of the biggest things Collin feels he has gained while attending UAT is community. From his first day on campus, he developed a multitude of friendships. Because of the relatively small and tight-kit community, UAT felt like the kind of school where everybody knew each other, and he was able to connect with a lot of people.

Collin's parents are his role models and biggest inspiration. His mom taught him discipline, morals and how to deal with tough situations, while his dad instilled in him common sense, a sense of humor and how to handle responsibilities such as finances and how to formally talk to strangers.

"I deeply respect both of them, and I'm thankful for all their hard work helping me grow up and become a good person."

Some of Collin's other hobbies include watching anime, American football and finding unusual activities to do, like coin tricks or playing with yo-yos.

MARIAM "PIKE" GARCIA
Game Art and Animation

Miriam "Pike" Garcia hails from Los Lunas, New Mexico. Already having earned an Associate of Applied Science in Game Development & Simulation from the University of New Mexico-Valencia, Pike transferred to UAT to pursue a bachelor's in Game Art and Animation, with the ultimate goal of becoming a concept artist for a major video game company. She chose Game Art and Animation because it involves both design and creativity, which are two aspects that have been engraved into who she is.

Thinking back to birth, Pike doesn't know of a time when she wasn't surrounded by technology. Video games like *Ratchet and Clank* and *Need for Speed Underground 2* are nostalgic for her, with some of her best memories involving playing video games with her family. Video game creators are her biggest inspiration, from *Gears of War* crew like Cliff Bleszinski (lead developer/director), Chris Perna (art director) and Lee Perry (gameplay and level designer) to Ian Milham from *Dead Space* and the entirety of the Bethesda studios.

Drawing since she could hold a crayon, Pike grew up creating with physical mediums. It wasn't until high school that Pike had the opportunity to start integrating both traditional and digital art. A well-rounded artist, Pike writes fiction, builds 3D models and creates traditional studio art and digital 2D art. She has also developed her own video games from concept to finished product in both 2D and 3D.

Since attending UAT, Pike has created multiple portfolio pieces. Her classes this semester allowed a lot of creative freedom and provided the opportunity to take her art to the next level. Learning storyboarding has shown her how to be a writer, artist, director and producer.

"I'm here not to think outside the box but deconstruct, tear it apart and reassemble it into something new."

JAMES "GLENN" TRUETT
Digital Maker and Fabrication // Robotics and Embedded Systems

James "Glenn" Truett is a transfer student double majoring in Digital Maker and Fabrication and Robotics and Embedded Systems. He chose these degrees because they can formalize his education on subjects he has been teaching himself for the past five years.

He decided to attend UAT because he agrees with UAT's approach to teaching and learning with project-driven assignments.

"Instead of spending all of my time studying for a test, I get to put that time and energy into actually learning and then doing what has been taught."

So far, Glenn has enjoyed his time at UAT.

"Not only have I gained new knowledge and skill sets, but I also have gained a larger social network. I have created many new friendships and relationships with people who could be a part of my future business ventures."

Finding inspiration in ordinary people doing extraordinary things, Glenn is inspired by the many people he has met at UAT.

"[Most people] inspire me to do better because I see where I want to be in life, and they serve as a reminder to an alternative way to live the life I have chosen."

Having attended college before, Glenn offers valuable advice:

"One of the worst pieces of advice I was given the first time around is 'make sure you have something to fall back on.' I don't want to fall back on anything, except my faith. If I am going to fall, I want to fall forward. If I have something to fall back on, then I am not committed to the plan in motion. If you don't have a backup plan, then you are more motivated to succeed. You may fall, but you learn from it and keep moving forward. You don't quit. If you fall six times, get up seven and keep moving forward."

TIM ROEMER PRESENTS
THE F1VE Cs OF CYBERSECURITY

TECHNOLOGY RUNS IN THE BLOOD OF UNIVERSITY OF ADVANCING TECHNOLOGY. PUSHING THE BOUNDARIES, EXPLORING THE EDGE OF INNOVATION AND FOSTERING TECHNOLOGY DISCUSSION ARE SOME OF THE THINGS UAT DOES BEST.

Tim Roemer, one of UAT's 2022 Honorary Doctorate recipients, recently visited campus to speak with students about the Five Cs of Cybersecurity for the State of Arizona and held a meet and greet. **The five Cs include** *culture, communication, collaboration, convictions and consistency.*

" I can tell you from real world experience that, unfortunately, there are still myths out there at senior levels of government and law enforcement about cybersecurity. People still throw the term cybersecurity out there when they just mean general technology. But we're going to take it because it gives us momentum."

Appointed by Governor Ducey as the Director of the Arizona Department of Homeland Security in April of 2021, Director Roemer also serves as the State's Chief Information Security Officer (CISO), managing cybersecurity for the State of Arizona. Through consistent vigilance of these five areas of focus, Arizona will improve our cybersecurity resiliency with Director Roemer's help.

In this role, Director Roemer advises the Governor on a wide range of topics including cybersecurity, border security and counter terrorism. As State CISO, Director Roemer leads the State's cybersecurity team, sets cybersecurity strategy, and defends the State against evolving cyber attacks that threaten citizens' data and Arizona's critical infrastructure.

" My team has regularly scheduled calls with technology leaders in the State to update them on what to be on the lookout for and what we are blocking at a state level. For the longest time, one of the biggest things criminals were utilizing in phishing emails were COVID heatmaps, so it was like 'click here for a heatmap of COVID cases in your community,' and that's how they were getting a lot of government employees to click on the phishing emails."

Director Roemer has had an impressive career thus far. Prior to his current appointment, Director Roemer served the State of Arizona in a variety of leadership roles including four years in a dual role as the Governor's Public Safety Advisor and Deputy Director of the Arizona Department of Homeland Security, one year as the Governor's Deputy Director of Legislative Affairs, and two years as the state's CISO. Since the beginning of Governor Ducey's Administration in 2015, Director Roemer has served on multiple Boards and Commissions including the Arizona-Mexico Commission's Security Committee and the Human Trafficking Council.

" Recently, the Human Trafficking Council has been asking my team for some help because my team is naturally very good online… They're better than most criminal investigators, they can find things out a lot faster. They can write rules for things and consolidate information a lot faster."

Before working for the State of Arizona, Director Roemer admirably served in the Central Intelligence Agency for 10 years. The final two years of his CIA career were spent assigned to the White House Situation Room, where he provided critical national security updates to the President, Vice President, and National Security Council. In this role, he briefed senior U.S. policymakers on a diverse range of national security-related issues.

In addition to his time in the West Wing, Director Roemer supported the CIA mission at its Headquarters in McLean, Virginia. During his decade-long career in the U.S. Intelligence Community, he also completed assignments at the National Reconnaissance Office and the National Geospatial Intelligence Agency.

SEE WHERE CYBERSECURITY CAN TAKE YOU:
uat.edu/G411/cyber-security

DON'T WALK...RUN!

You can run, but you can't hide! From close-range rapid fire to sharp shooters, UAT students play the field and take cover from the rain of foam darts. Competition is hot and the stakes are high when it's classmate vs. classmate. A popular pastime on campus, students go all out for Nerf Warz.

A household name for decades, Nerf guns utilizing foam darts were first introduced to the public in the early '90s. But did you know that Nerf's history actually dates back to the '60s? Introducing the "world's first official indoor ball," Nerf has been a well-loved staple for projectile sport play. From casual indoor sports to revolutionizing the world of water blasters with the SUPER SOAKER before introducing the days of the dart, Nerf provides fun for all ages.

Avid fans know it's "Nerf or nothin'!" Nerf is so popular at UAT, there's even a club dedicated to the game. As students run amuck, you've been warned: don't get caught in the crossfire!

CHECK OUT NERF WARZ AND OTHER STUDENT CLUBS
uat.edu/G411/student-clubs

PICTURED:
TYLER WIDENER

NERF WARZ

CLUBS & GROUPS

AI CLUB
This club is all about integrating AI at UAT and is open to anyone wanting to learn about AI, from the basics to advanced. Club members will work on AI projects focused on certain areas of the UAT campus.

ANIME AND MANGA CLUB
Explore the animated side of Japanese culture through watching anime, reading manga and viewing the latest in entertainment news.

CARD CLUB
Interested in learning and playing different forms of poker? This is the club for you!

CODE MONKEYS
Here for the code and nothing but the code? You've come to the right place. Join your fellow Boolean baboons and start compiling!

COOKING CLUB
Explore the basics of cooking and learn fun new recipes!

FIGHTING GAME CLUB
Uniting casual and competitive fighting game connoisseurs, this club is for those who love multiplayer fighting games and competing in gaming tournaments. Show up to battle against other classmates for the win!

GAY STRAIGHT ALLIANCE
The GSA creates a safe, welcoming and accepting environment for all, regardless of sexual orientation or gender identity, to learn about the LGBTQ+ community and grow with each other.

JAPANESE CLUB
Immerse yourself in the teachings of the Japanese language with others who love the ancient culture just as much as you.

MAGIC: THE GATHERING
This club gathers to play Magic: The Gathering. Meet with us to join the battle!

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

ROBOTICS CLUB
The Robotics Club allows students to express their creative engineering abilities through the construction of robots and offers the opportunity to represent UAT in robotics competitions.

SOCIETY OF ENGINEERING
Calling all students interested in engineering—from robotics to computer science and more. Participate in undergrad competitions and come to learn!

STAR WARS CLUB
Learn choreographed Star Wars fight scenes using dueling lightsabers while discussing different topics from the movies.

UAT GARDENING CLUB
This club is brings together students who want to learn how to take care of a garden and tend to the University garden.

VR / AR CLUB
Join the VR/AR Club to have topic discussions on new software, hardware and developments in the extended reality (XR) space. This is a community for UAT students to use as a brainstorming resource.

WARHAMMER CLUB
Based on the popular tabletop games Warhammer 40 and Age of Sigmar, this clubs brings novice and experienced players together in a group setting to play and enjoy the games.

WYVERNS ESPORTS
Join your fellow gamers and form teams for various esports games, such as League of Legends! Teams play against each other and may enter official competitions. Wyverns Esports facilitates students' interest in video games while enabling them to both compete in collegiate level or higher tournaments, as well as teaches the skills that are required to run such events.

SEE MORE INFORMATION ON CLUBS:
uat.edu/G411/student-clubs
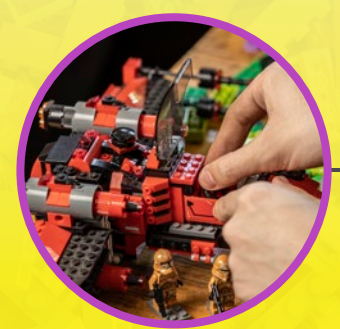
A BRIEF HISTORY OF LEGO

1932
The LEGO Group is founded by Ole Kirk Kristiansen in Denmark. For almost a century, the company has passed from father to son and is now owned by Kjeld Kirk Kristiansen, a grandchild of the founder.

1936
The LEGO name is created by abbreviating the two Danish words "leg" and "godt," meaning "play well."

1949
The first plastic brick is created, marketed under the name Automatic Binding Bricks.

1958
The modern-day brick is launched. The interlocking principle that creates endless building possibilities is patented.

1978
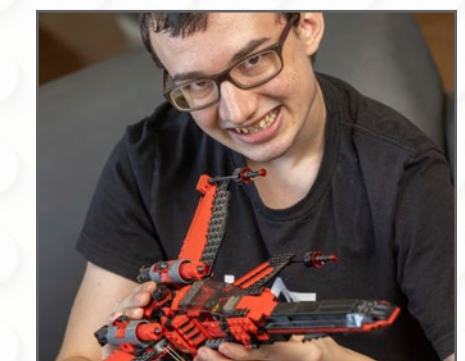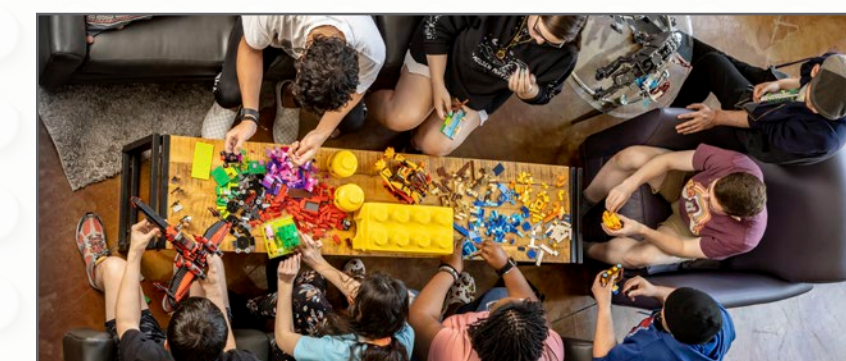Minifigures and the first official LEGO themes, such as Castle, Space and Town, are introduced.

2014
THE LEGO MOVIE premiers.

LET'S BUILD TOGETHER

The possibilities are endless with LEGO. A favorite pastime, students often gather in the dorm common areas to build together. From building X-wings to treehouses to an abundant number of miniature creations, imagination runs wild at UAT.

LEGO is known for well-loved collections such as NINJAGO, Harry Potter, Star Wars, Technic, Disney, Architecture, DC, Marvel and more. But their humble beginnings started out with wooden toys, like cars, airplanes and yo-yos.

DISCOVER CREATIVITY AT UAT:
uat.edu/G411/campus

PICTURED LEFT TO RIGHT
TOP TO BOTTOM:
AVERY WILLETS, MATTHEW MOORE, NIKOLE RALSTON, FAITH MORALES, DANIEL CHAVEZ, LUCAS FOXWORTHY AND TYLER WIDENER

HOT COURSES GIVE YOU A COOL EDGE

STAY UP TO SPEED WITH UAT'S COOL COURSES ON THE LATEST TECHNOLOGY TRENDS AND ADVANCEMENTS.

CSC438: *Algorithms, Frameworks and Design Patterns for Artificial Intelligence* prepares students to solve applied AI, machine learning and deep learning problems in the field of artificial intelligence. Teaching the ability to design, code, test and improve AI systems using algorithm-driven designs, students will gain experience modifying or replacing existing algorithms. This is a project-based class—build intelligent software bots to act anonymous and make swarms!

DBM150: *Introduction to Maker Studio* is an introduction to the use of the most common entry-level maker equipment to create props and functional prototypes, intended for non-majors. Maker-style technologies and techniques provide tools and pathways for designers from any of UAT's programs to rapidly create versions of their ideas. Bring your ideas to life with a physical form, as they evolve toward applications.

RBT479: *Mechatronics* introduces integrated modeling, analysis, design, manufacturing and control of smart electromechanical systems. Students will produce a project related to electrical components and analysis, mechanical components and analysis, sensors and instrumentation, drives and actuators, intelligent controls, digital processing and hardware or communication and interfacing.

SCI388: Science and Math in the Real World combines physical science and math, and is designed to introduce students to the wonders and complexities of the world around them. Learn to connect math and science in an integrative way, the scientific method, use math to justify reasoning and construct models to represent real-world phenomena.

DBM215: *Prototyping Tools and Practices* introduces students to the in-depth art and science of the prototype—and, in turn, explores the key steps of the engineering design process. Students will learn how to properly define a problem regardless of whether the solution is a product, a service or something else entirely. The course will illustrate the importance of the cycle of listening, building a prototype, testing, learning and repeating by following the humble beginnings and vast evolution of famous, world-changing products.

DEGREES

ON CAMPUS
Advancing Computer Science
Advertising Art
Artificial Intelligence
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Digital Video
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Technology Studies
Virtual Reality

ONLINE
Advancing Computer Science
Advertising Art
Artificial Intelligence
Business Technology
Data Science
Digital Maker and Fabrication
Digital Marketing
Game Art and Animation
Game Design
Game Programming
Human Computer Interaction
Network Engineering
Network Security
Robotics and Embedded Systems
Technology Forensics
Technology Studies
Virtual Reality

MASTER OF SCIENCE
Cyber Security
Game Production & Management
Software Engineering
Technology Innovation
Technology Leadership

CHRISTELLE CYPRIEN
VIRTUAL REALITY | 2022

Christelle Cyprien recently graduated from UAT with her bachelor's degree in Virtual Reality. Students in the VR major learn software development, gamification, human interaction and user experience in emerging fields of technology. She is currently working as a Program Support Specialist at her alma mater.

> I think it is very important for those in charge to witness the passion behind whatever it is that you are interested in. This passion can be shown in your work, speech, etc. Life will not always be easy and sometimes we're not able to give 100%, but strive for excellence in your work, trust me, someone will notice!

Christelle is working on some fun projects. Specifically, a biblical application, Scripture Bank, that enables users to transfer verses to one another. Partnering with a lead programmer who has implemented most of the primary functions, Christelle is a part of the UI team and has designed interfaces for the project.

> My number one piece of advice is to prioritize time management, as most of the assignments are project-based. And, create as much as you can! You never know where a project can take you!

The University's passion and dedication toward innovation and technology initially sparked Christelle's interest while she was looking for a school with the Virtual Reality degree. Enjoying podcasts and show about the stories behind the inventions that help the world thrive, Christelle loves the fact that UAT takes the time to showcase student projects that were accomplished with the skills gained at UAT.

Christelle's time at UAT encouraged her to be greater than average when it comes to the thought process behind her projects. UAT motivated her to think outside the box to innovate. This extra push helped her when it came down to putting in the extra effort to polish projects.

Christelle is inspired by her mother, Beatrice Charles.

> As a child, I never saw her waking up earlier than everyone as a big deal. Now that I am an adult and value productivity and time management, I am an advocate for starting the day early! My mother's dedication to help us all out of the house early is a constant reminder that I can do it too at this age! As a young child (from elementary to middle school), I was always the top of my class, she valued and encouraged it. I never felt as if my value rested solely on my good grades, and now that I look back, the extra push of encouragement meant 'you can do this, I want to help you do it with excellence.'

During her free time, Christelle enjoys attending Bible study, listening to history podcasts, reading books, editing pictures, watching movies, listening to music, napping, planning and creating arts and crafts.

MEET OTHER UAT ALUMNI: uat.edu/G411/alumni

READY SET GO »

The UAT admissions process should begin as early as your sophomore year of high school. This can be a great benefit for 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 gets you access to:

> Scholarship opportunities
> Notification of scholarship eligibility when you apply
> Select your spot in the dorms
> Better class choices
> Campus events
> Student news

IMMERSE YOURSELF!
uat.edu/G411/see-technology-college

WHO'S ADMITTED TO UAT?
UAT welcomes exceptional students who are passionate about learning in every phase of their lives. Just as important in the admissions process is your aptitude for technology. For instance, a good student who has been programming and 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 patent holders!

SO… WHAT'S NEXT?
Prospective students can apply online at **uat.edu/G411/apply.** Admissions requirements and the online application can both be 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 application process, or if you just have questions, please contact our Admissions Office at 800-658-5744 or email admissions@uat.edu.

SPRING 2023 SEMESTER
January 9 - April 30

SUMMER 2023 SEMESTER
May 8 - August 20

FALL 2023 SEMESTER
September 5 - December 17

## APPLY uat.edu/G411/apply

Build a Blanket
WITH RAs

The seasons are slowly changing in sunny Arizona. As the sun starts to set sooner, temperatures are dropping, and students are breaking out their warm and fuzzy clothes. The cozy fall weather inspired students and Resident Assistants (RAs) to gather for a blanket making party!

"No sew" fleece throws are easy to make and require no sewing skills, making them the perfect activity for all skill levels.

CHECK OUT MORE STUDENT LIFE:
uat.edu/G411/publications

PICTURED: KANDI ALEXANDER AND AXEL PETERSON
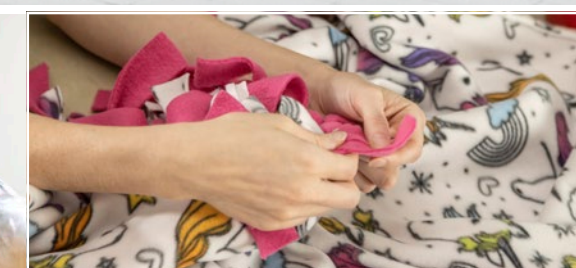
MAKE A KNOTTED FLEECE BLANKET
SUPPLIES
- Scissors
- Two kinds of fleece fabric cut to the same size *(as big or small as you like)*

DIRECTIONS
1. Line up the two pieces of fleece fabric with one on top of the other.
2. Trim any excess fabric and the selvage edge.
3. Measure and cut out a square at each corner. The square should be the same length you plan to cut the fringe, about four to six inches.
4. Cut one-inch-wide strips around the blanket.
5. Tie the two layers of fleece together with a double knot.
6. Once knots are tied all the way around the blanket, you're finished!

PICTURED LEFT TO RIGHT:
AVERY WILLETS, STEVEN COLLINS, NATHANEAL SIEDER, ETHAN KRUMSCHROEDER, JAMIERE WILLIS

HOW TO MAKE HOMEMADE PASTA

INGREDIENTS

- 2 cups all-purpose flour
- 3 large eggs
- ½ teaspoon sea salt
- ½ tablespoon olive oil

DIRECTIONS

STEP 1: COMBINE WET INGREDIENTS
In a small bowl, whisk together eggs, water, olive oil and salt. Set aside wet mixture.

STEP 2: MAKE A FLOUR MOUND
Pour the flour onto a clean surface and form a flour mound. Make a large well in the center.

STEP 3: ADD WET MIXTURE TO WELL
Add the egg mixture into the well, ensuring the flour "walls" are high enough that the egg won't spill out.

STEP 4: MIX TOGETHER
Use a fork to gradually incorporate the flour mixture into the egg mixture, forming a soft, slightly sticky dough.

STEP 5: KNEAD THE DOUGH
Once the dough is too thick to mix with a fork, switch to kneading by hand.

Lightly dust the counter with flour. Then, knead the dough for approximately 10 minutes until it's smooth, firm and dry.

STEP 6: DIVIDE THE DOUGH AND LET IT REST
The dough is ready to be shaped once it no longer sticks to the countertop. Divide the dough into six portions and cover with plastic wrap.

Let the dough sit at room temperature for 30-60 minutes.

STEP 7: CUT THE NOODLES
After the dough rests, roll the dough into thin sheets and cut the noodles either by hand or with a pasta maker. Once cut, lightly dust the noodles with flour so they don't stick together.

STEP 8: COOK THE NOODLES
To cook, bring a pot of water to a boil and add a dash of salt. Add the noodles to the water and cook until tender, about seven to 10 minutes.

SERVE WITH YOUR FAVORITE PASTA SAUCE AND ENJOY!

GEEK411

STUDENT LIFE MAGAZINE ISSUE 20

the joy of cooking

From country captain chicken to banana bread to the classic BLT, students learn how to prepare exquisite meals in monthly Resident Assistant-led cooking classes. Always a fun time with friends, these students have an appetite for learning.

Students can get excited about eating healthy, delicious food by utilizing the community kitchen located in the dorms.

SATISFY YOUR CRAVINGS:
uat.edu/G411/student-housing