

CURRICULUM VITAE

Roger Altizer, Jr.

University of Utah

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Education

Ph.D., 2013

University of Utah, Salt Lake City, UT
Communication

M.S., 2005 University of Utah, Salt Lake City, UT
Communication

B.A., 1997 Northwest College, Kirkland, WA
Religion & Philosophy

Academic Positions

- Director of Game Design and Production, Master Games Studio, University of Utah, July 2010 - present
- Adjunct Assistant Professor, School of Computing, University of Utah, July 2011 - present
- Director of the Center for Interdisciplinary Art and Technology (CIDAT), July 2008 - June 2009
- Adjunct Assistant Professor, Department of Film and Media Arts/Entertainment Arts and Engineering, University of Utah, July 2008 - present
- Adjunct Assistant Professor, Arts Tech Certificate program, University of Utah July 2006 - June 2008 - Designed and taught videogame development courses, as well as videogame design courses. Taught web design, and writing for new media.
- Teaching Fellow, Department of Communication, University of Utah, July 2003 - June 2006. - Teacher of record for public speaking, web design, and mass communication law courses.
- Substitute Instructor, Assistant Debate Coach, Northwest College, Kirkland, WA, 2002 - 2003.
- Substitute Teacher, Junior & Senior High School, Bellevue Christian School, Bellevue, WA, 2001-02. - Taught various courses as needed.
- Corporate Trainer, New Horizons Computer Learning Center, Seattle, WA, 2001. - Taught courses in Windows, Microsoft Office, & Adobe design software.
- Assistant Language Teacher, JET Programme, 1998-2001 - Taught a variety of ESL and American culture classes for K-12, college & adult classes. Also taught summer classes for college students at Hirosaki National University.

Relevant Professional Experience

- 2010-present Co-founder, Board of Directors, Game Makers Anonymous
In addition to pursuing research questions in games, we also commercialize our creations on game consoles, handheld devices and other platforms.
- 2002-2003 Videogame Tester, Microsoft
Worked as a hardware tester making sure various configurations of the original Xbox videogame console were compatible with its games and DVDs.
- Assistant Language Teacher, Japanese Exchange Teaching, JET, Programme, (1998-2001)

Worked for a board of education in Aomori, Japan, teaching American culture and English as a second language to a variety of schools ranging from kindergarten to high school. Taught an intensive summer language program at Hirosaki University, which led to a publication. Spoke at several conventions about ESL and internationalization.

Academic Emphases:

Videogame Studies (Ludology) and Production

Videogame Design

Interdisciplinary Digital Media Education

New Media Studies

Qualitative Research

Web 2.0

Digital Rights/Property

Media Law

Free Expression & Debate

Social Justice in Digital Media

Modders/Modding

Journalism Experience

- 2004-2011. PlayStation Guide, About.com, a New York Times Company
Responsible for writing feature articles, reviews, news articles, and maintaining a website on the Web's largest original content producer, About.com, a New York Times Company. At my peak, I had 850,000 unique readers every month - <http://playstation.about.com>
- 2005-2006. Assistant Editor, Lessons Magazine, CTLE
Served as the assistant editor for Lessons magazine, an on-campus publication published by the Center for Teaching and Learning Excellence and written by students for instructors at the University of Utah. Declined head editor position to teach in the Arts Technology program.
- 2002-04. Videogames Guide, About.com, a New York Times Company

Performed the responsibilities described above, but for the Xbox, PlayStation 2, Nintendo GameCube and Gameboy. The company split my duties into several editor positions allowing us to focus on specific consoles. I was assigned the PlayStation position as, at the time, it was the most popular console.

- 1999-2001. Co-editor, Nore Sore, Aomori, Japan
Edited and wrote for a monthly magazine designed for expatriates living in Northern Japan.

SCHOLARSHIP: RESEARCH, PUBLICATION, AND PRESENTATION

Research Grants

- Burnt Toast (2013) - \$36,000
PI on a game for a local start-up seeking to explore and develop unique, educational games for toddlers.
- National Energy Foundation (2013) - \$32,825
PI on an education game intended to help primary school-aged children learn natural gas safety.
- CMI Grant (2012) - \$20,000
Co-PI with Robert Kessler. Grant to create a medical game selected by the center for medical innovation.
- Smarty Pants Pets (2012) - \$17,000
Co-PI with Robert Kessler. Led a student team on a project with Smarty Pants to develop an iPad game to help parents motivate kids to learn social behavior.
- Sony PlayStation 3 Development Kit (2012) - in-kind loan (\$21k Value)
I collaborated with Sony to get a PlayStation 3 Development Kit, plus software and support
- Pete The Cat (2011) - \$11,500
Co-PI with Robert Kessler. Helped a student team create an iPad game based on the New York Times best selling children's book: Pete the Cat, published by HarperCollins for Sienna Entertainment.
- PE Game (on-going) - \$80,000 to date
Co-PI with Robert Kessler, Craig Caldwell, Carol Bruggers, and Grzegorz Bulaj. I acted as a field researcher, game designer, and project coordinator. We utilized an initial \$30,000 grant from the Dept. of Pediatrics to create a game to help physically and psychologically empower children fighting cancer. We have a provisional patent and are seeking funding to enter into clinical trials. We utilized the Sony Move.me beta access to create this game. We were also given \$50,000 from Tech Ventures in a second round of funding to conduct a medical feasibility study.
- Sony Move.me Seed Program (2011) - in-kind donation
PI, Collaboration with the Master Games Studio
Selected as one of a limited number of organizations given pre-launch/beta access to Sony PS3 Move development tools and software to explore the

use of game consoles and motion control in non-game and non-traditional game applications.

- Microsoft XNA Grant (2008) - \$20,000
Co-PI with Robert Kessler, Ph.D.
The grant provided 20 Xbox 360's, several copies of XNA videogame development software, several videogames, and \$10,000 (total grant value, \$20,000, not including software) to further videogame education at the University of Utah.
- CIDAT Fellowship (2008) - \$14,000 (Awarded, but we could not accept it)
This grant was to fund the development of a 3D virtual world, using second life, to help fibromyalgia patients manage their symptoms and to investigate the use of virtual worlds in treatment. \$14,000 – Note, we were unable to accept the grant due to the fact that I accepted the directorship of CIDAT after the decision to fund our grant was made. I declined the grant to avoid any potential conflict of interest. We have applied for federal funding for the project.

Academic Publications (Refereed)

- Caldwell, C., Kessler, R., Altizer, R., Van Langeveld, M. (2012). When the games industry and academia collide: How we impact each other. *IEEE Games Innovation Conference 2012, Sept. 2012*. (Article, published conference proceedings) – Education track, presentation award.
- Bruggers, C., Altizer, R., Kessler, K., Caldwell, C., Coppersmith, K., Warner, L., Davies, B., Paterson, W., Wilcken, J., D'Ambrosio, T., German, M., Hanson, G., Gershan, L., Korenberg, J., Bulaj, G. (2012). Patient-Empowerment Interactive Technologies. *Sci. Transl. Med. 4, 152 ps 16*
- Kessler, R., van Langeveld, M., Altizer, R. (2009). Entertainment Arts and Engineering or How to Fast Track A New Interdisciplinary Program. *SIGCSE 2009, 4, Mar. 2009*. (Article, published conference proceedings)
<http://portal.acm.org/citation.cfm?id=1509049>
- Rausch, A., Altizer, R., & Parry, A. (2000). Gaikokugo Communication in an Intensive Course Format – Case Study Report and Recommendations. *Crossroads, 2, Dec. 2000, 41-61*. (Japanese Education Journal)

Convention and Conference Presentations (Refereed)

- Altizer, R. Chess, S., O'Donnel, C. (2013-accepted) Coins, Stars, and Hearts. To be presented at the Digital Games Research Association (DiGRA) conference in Atlanta.
- Altizer, R. (2012). When the games industry and academia collide: How we impact each other. Presented at the IEEE Games Innovation Conference 2012, Rochester, NY. Sept. 2012. – Education track, presentation award (*see paper above*)
- Altizer, R., Anderson, M. (2011). Microsoft's "Game Content Usage Rules:" Legal Slight of Hand or Modders' Bill of Rights? Presented at the Games Learning and Society conference 7.0, Madison, Wisconsin.

- Altizer, R., Anderson, M. (2010). Sustaining Participation Through Citation, or Gaming Attribution. Presented at the Association of Internet Researchers conference 11.0, Gothenburg, Sweden.
- Altizer, R. (2009). Closing the Door and Opening the Hood on the PS3 and Convergence. Presented at the Association of Internet Researchers conference 10.0, Milwaukee, WI
- Altizer, R., et al (2009). Behind the Scenes. - Official video selection for SIGSCE 2009 – Technical Symposium on Computer Science Education, Chattanooga, TN
- Kessler, B., van Langeveld, M., Altizer, R. (2009) - Entertainment Arts and Engineering or How to Fast Track A New Interdisciplinary Program Accepted for presentation at SIGSCE 2009 – Technical Symposium on Computer Science Education, Chattanooga, TN(see paper above)
- Altizer, R. (2008). For a Pound of Virtual Flesh: Tales of Trade in the World of Warcraft. Presented at the Association of Internet Researchers conference 9.0, Copenhagen, Denmark
- Altizer, R. (2008). Roundtable on Professional Gamers. Presented at the Association of Internet Researchers conference 9.0, Copenhagen, Denmark
Microsoft Academic Days Conference on Game Development in Computer Science Education, Feb 2008 - Attended the invitation only Microsoft and Electronic Arts sponsored conference on videogame education. Conference costs and fees were fully subsidized by Microsoft.
- Altizer, R. (2007). When Play Becomes Work, Research in the Videogame World of Warcraft. Presented at the Association of Internet Researchers conference 8.0, Vancouver, Canada
- Altizer, R., Hasian, M. (2006). Critiquing the Discourse of Unlimited Presidential War Powers. Presented at the National Communication Association Convention, San Antonio, TX
- Altizer, R. (2004). The Digital Millennium Copyright Act, Advancing the Sciences by Prosecuting Researchers. Paper presented at the National Communication Association Convention, Chicago, IL
- Altizer, R. (2004). Passionately Held Questions about Teaching and Learning: What are the Unique Contributions of Technology to Teaching Communication? Panel Discussion for the Scholarship of Teaching and Learning section presented at the National Communication Association Convention, Chicago, IL

Convention and Conference Presentations (UnRefereed)

- Altizer, R. (2012) Game Design 101. Half-Day workshop on game design for the Air Force.
- Caldwell, C., van Langeveld, M., Altizer, R. (2010) Games Education. Tech summit for Utah high school seniors. Utah Valley University, Orem, UT

Patents

- U.S. Patent Pending “Empowering Patients During Disease Therapy Using An Interactive Video Game That Links Exercise and Positive Visualization”, Grzegorz Bulaj, Carol S. Bruggers, Roger A. Altizer, Robert Kessler, Craig Caldwell, Wade R. Patterson, Kurt J. Coppersmith, Laura M. Warner, Brandon Davies. Filed: May 2012.

Published Games

- Designer, Published Games
 - Hoardzz: (2012). *Xbox Live Indie Games, Microsoft*. Game Makers Anonymous.
 - A Game With/Out Rules. (2013) *Critical Art Game to be on display at the Leonardo*.
- Executive Producer or Creative Director, Published Games:
 - Robot Pinball Escape (2012). Master Games student thesis game. Published on Desura. Distributed on 500,000 copies of a European game magazine.
 - Erie (2012). Master Games Studio student thesis game. Published on Desura. One of the top ten games on Desura. Over 2,000,000 YouTube Views.
 - Smarty Pants Pets (2012). *iOS, iPad, iPhone, Apple*.
 - Tactical Measure (2011). Student game. *Xbox Live Indie Games, Microsoft*. Finalist for Microsoft’s Imagine Cup Competition. Game is designed to help the hard of hearing understand rhythm.
 - Avatar Trials: Ninja Uprising.(2013). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Magnetic By Nature (2013). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Heroes of Rock (2013). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Curse of Shadows (2012). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Heroes of Hat (2012). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Minions! (2011). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Mr. Gravity (2011). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - The Last Pod Fighter (2011). *Xbox Live Indie Games, Microsoft*. Capstone student game.
 - Pete The Cat (2011). *iOS, iPad, iPhone, Apple*.

Research Group Activity

- Design Forum – Electronic Arts
 - Attend and contribute to monthly design meetings where we discuss trends in game design and how it will affect their company. I also use this information to inform my research and teaching as well as to provide service to the local games industry.

- Masque Entertainment
Served as a consultant for a bid on a military games project. Continue to serve as a consultant on a wide range of projects.
- IGDA
Presently, I sit on a committee to assist universities collaborate and hold contracts with game companies to access hardware and software. Many companies are unable to collaborate with schools due to contractual difficulties. We aim to mitigate the difficulties.
- Game Makers Anonymous
Co-founded an indie game makers co-op with University of Utah alumni and professionals in Salt Lake City. Purpose to study game creation and to execute studies in design, AI, process, and other areas into games released to the public.
- Master Games Studio
Collaborating with faculty in Department of Film and Media Arts and the School of Computing to create a unique academic/professional interdisciplinary masters degree program in game development and study. Working with colleagues across campus and in industry not only on pedagogical issues, but research papers and projects.
- Entertainment Arts and Engineering
Presently working with the Department of Film and Media Arts and the School of Computing on an undergraduate major emphasis that will prepare students for research and careers in digital entertainment fields such as videogames and computer animation.
- CIDAT
Served as the director of a cross-campus group of faculty who explored the cutting edge of interdisciplinary art and technology. Oversaw the equipment, budget, facilities, and staff of CIDAT. Collaborated with administration, scholars, and artists on and off campus to host events, distribute grants, and otherwise promote and explore art and technology.
- Virtual Worlds and Fibromyalgia Treatment
Worked with associates from the PAIN institute to research using a virtual world to aid homebound patients suffering from fibromyalgia.
- Digital Universe: Human Rights
Consulted on a portal being developed by a group of professors at the University of Utah to create a digital space for the discussion of and sharing of information about Human Rights.
- YourStory: Utah's Refugee Voices
Designed and oversaw the development of a grant funded website to record and publish the audio histories of refugees living in Utah.
- I Shot the Cyborg
Co-founder and contributor to an academic blog covering new media topics ranging from digital rights to videogames and virtual worlds.

Awards

- Education Track Paper Award (2012) - IEEE Games Innovation Conference
Presented on industry and games collaboration. Was voted a top paper in the education tract
- Creativity/Best Use of Theme (2013) - Ubisoft Montreal Academia Game Lab
Co-coached the student team that won an award for their prototype "Reveal" at the Ubisoft Montreal Academia Game Lab competition. As a result, two students earned internships at Ubisoft.
- Unity Mobile Generation Great Education Giveaway (2010)
Co-PI with Marty Clayton, Electronic Arts (now UVU)
While we were not finalists we did impress with our proposal and were awarded four licenses of the Unity Pro, Unity iOS Pro and Unity Android Pro game development engines.
- Top Undergrad & Graduate Game Design Programs - Princeton Review (2012)
#1 - Entertainment Arts and Engineering, University of Utah
#2 - Master Games Studio, University of Utah
- Top Undergrad & Graduate Game Design Programs - Princeton Review (2012)
#3 - Entertainment Arts and Engineering, University of Utah
Honorable Mention - Master Games Studio, University of Utah
- Top Undergrad & Graduate Game Design Programs - Princeton Review (2010)
#2 - Entertainment Arts and Engineering, University of Utah
#6 - Master Games Studio, University of Utah
- Top Undergrad & Graduate Game Design Programs - Princeton Review (2009)
Top 50 (only top 8 were numbered) - Entertainment Arts and Engineering, University of Utah

Fellowships

- Teaching Fellowship, Communication Department, University of Utah (2005-2006)
The teaching fellowship provided a full tuition waver and a stipend (\$12,500) in support of full time study towards a Ph.D. The fellowship required teaching four classes over two semesters.
- Teaching Assistantship, Communication Department, University of Utah (2003-2005)
As above, but for the master's degree. An \$8500 stipend was provided and recipients taught three courses.

TEACHING

Taught graduate and undergraduate videogame theory, design, and development courses. Co-developed the Entertainment Arts and Engineering yearlong capstone course as well as co-creating the curriculum for the Master Games Studio. I created and received approval from the appropriate curriculum committees for nine new graduate courses.

Courses Created and Taught

- FA 3600 - Writing for New Media

- FA 3100 - Web Design (Renamed: Now Designing for the Net)
- Film 2300 - Videogame Theory and Design (Renamed: Intro to Videogames)
- Film 3710 - Game Development: Historical and Traditional Genres
- Film 3720 - Game Development: Contemporary and Alternative Genres
- EAE 6000 - Game Design I
- EAE 6010 - Game Design II
- EAE 6400 - Game Production I
- I have also taught several independent studies on a variety of topics.

Courses Co-Created and Taught

- EAE 4500 - EAE Undergraduate Capstone I
- EAE 4510 - EAE Undergraduate Capstone I
- EAE 6100 - Rapid Prototyping
- EAE 6110 - Game Projects I
- EAE 6120 - Game Projects II
- EAE 6130 - Game Projects III
- EAE 6140 - Game Projects IV

Courses Created Where I Served as Course Supervisor

- Film XXXX - Seminar: Players (studying game players and audiences)
- Film 6905- Seminar: Virtual Worlds

Courses Co-Created Where I Served as an Advisor

- EAE 6410 - Game Production II - Art for Producers
- EAE 6420 - Game Production III - Engineering for Producers

Undergraduate Advisor

BUS Advisor - Leah Martin

Honors Thesis Advisor - Matt Anderson

Honors Thesis Advisor - AJ Adorno

Graduated Master's Student Committee Member

Kurt Coppersmith (MFA 2012)

Alexander Johnstone (MFA 2012)

Betina Jorge Tin (MFA 2012)

Eugenia Hernandez (MFA 2012)

Sean Forsgren (MFA 2012)

Christopher Diller (MFA 2012)

Gregory Bernini (MFA 2012)

Matthew Anderson (MFA 2012)

Ryan Bown (MFA 2012)

Jonathan Powell (MFA 2012)

Laura Warner (MFA 2012)

Troy Johnson (MFA 2013)
Sterling Pierce (MFA 2013)
Ashley Mcmillan (MFA 2013)
Jesse Ferraro (MFA 2013)
Charles Mimnaugh (MFA 2013)
Joshua Lee (MFA 2013)
Christine Olinquevitch (MFA 2013)
Spencer Buchanan (MFA 2013)
Brandon Karratti (MFA 2013)
Jeffrey Ravatt (MFA 2013)
Michelle Macart (MFA 2013)

Wade Paterson (MS 2012)
Jamie King (MS 2012)
David Lewis (MS 2012)
Jordan Wilcken (MS 2012)

Kamron Egan (MS 2013)
Adam Zaelit (MS 2013)
Kevin Smith (MS 2013)
Derek Higgs (MS 2013)
Daniel Priestly (MS 2013)
Anurag Bhagwat (MS 2013)
Abhinav Gurram (MS 2013)
George Middleton (MS 2013)
Adam Ellis (MS 2012)
Eric Levin (MS 2013)
Felix Lau (MS 2013)
Christopher Bright (MS 2013)
Jorge Elola Rodriguez (MS 2013)

Jared Plumb (MBA/MS 2013)

Master's Student Committee Member (in progress)

Andrew Witts (MEAE)
Jake Muehle (MEAE)
Zachary Truscott (MEAE)
Michael Heiberger (MEAE)
Zeph Fagergren (MEAE)
JJ Wang (MFA)
Brienne Christiansen (MEAE)
Damean Lyon (MEAE)
Alice Owens (MEAE)
Robert Lamb (MS)

SERVICE

- Reviewer, Association of Internet Researchers, AoIR, (2010-present)
- Ustar Digital Media Cluster Acceleration Partnership (2011)
Participated in reviewing the documentation created to help direct government, academia, and industry in collaborative efforts to increase digital media production in Utah.
- Reviewer, Games Learning and Society, GLS, (2011)
- Director of Game Design and Production, Master Games Studio (2010-present)
Helped create the Master Games Studio with colleagues in the School of Computing and the Film and Media Arts Department. I personally handle external relations, teach and supervise the production track, teach and supervise the design elements, co-teach and co-supervise the projects courses.
- Entertainment Arts and Engineering (2007-Present)
Co-founded an interdisciplinary focus for Film and Computer science students allowing them to emphasize in videogames or 3D animation. Students take classes from each other's departments and learn to collaborate as artists and engineers. The program is in the process of becoming the first recognized major emphasis at the University of Utah.
- Communication Committee Board, The Episcopal Diocese of Utah, (2008-present)
Consult and advise on new and traditional media as well as PR for the diocese.
- Editorial Board, Rocky Mountain Communication Review (2005-2010)
Review and edit submissions to the journal related to new media, digital art, and videogames.
- Assistant Editor Lessons Magazine (2005-2006)
Served as the assistant editor for Lessons magazine, an on-campus publication published by the Center for Teaching and Learning Excellence and written by students for instructors at the University of Utah. Declined head editor position to teach in the Arts Technology program.
- Chair, Graduate Student Advisory Council, GSAC, (2004-2005)
In the Communication department at the University of Utah the three member GSAC serves to deliver graduate students' opinions on matters regarding review, tenure and promotion of faculty. Additionally, GSAC acts as a liaison between graduate students and the administration regarding suggestions or difficulties graduate students may have.
- Assistant Debate Coach, University of Utah, (2004-2005)
Duties include conducting weekly practices with students and traveling with the team to speech and debate tournaments, acting as a coach and judge for the tournament.
- Assistant Debate Coach, Northwest College, (2002-2003)
See above for description of duties.

- Region 1 Association of Japanese Exchange Teachers Representative, (1999-2000)
Served as an elected liaison between the national Japanese board of education, the board of international relations, and JET participants of Northern Japan. Would travel to and make presentations for the national board of education in Tokyo.

Guest Lectures (partial list)

- 2012 Marriott Library Lecture Series
- Video Games: Where Technology Meets Art - Marriott Library Lecture Series
“Serious, games? How games are changing the future of science” medicine, and the academy
- 2011 GEEEX expo
- Presented on video game education and the fundamentals of game design to a public audience
- 2011 Salt Lake City Kiwanis Club Presented on video games and education for the service club.
- 2010 GEEEX expo Presented on video game education and breaking into the games industry to a public audience
- 2008 GEEEX expo Co-presented with Julia Humphreys, 7 Studios, on industry and academic collaboration, game industry roles, and breaking into the games industry
- 2003-Present. Several guest lectures for professors in Communication, Dance, Art, Engineering, and Computer Science covering topics from videogame design and theory to web design and search engine optimization.
- 2004. *New Graduate Student Orientation*, Communication Department, University of Utah. *Dealing With the First Day of Class*, teaching demonstration.

Media Appearances (2012 only, additional years available upon request)

- Advisees Featured: The Daily Utah Chronicle: EAE open house showcases games 12/07/2012 URL: <http://www.dailyutahchronicle.com/?p=2581577>
- Newsbreak: University of Utah's Black Ops 2 Tournament - Interview about how Sony's relationship with Utah helps research and education 11/19/2012 URL: <http://youtu.be/9oh8RB6he4s>
- Newsbreak: EAE Prototype Final Week - Autism Research Center Game 11/16/2012 URL: <http://youtu.be/-TQejNMgm9U>
- Featured in the University of Utah's Imagine U national TV campaign, long and short versions 11/13/2012 URL: <http://eae.utah.edu/blog/2012/11/13/eae-represented-in-the-new-imagine-u-campaign-a-lot/>
- Featured in Imagine U campaign for the University of Utah. 11/13/2012
- URL: <http://eae.utah.edu/blog/2012/11/13/eae-represented-in-the-new-imagine-u-campaign-a-lot/>
- Newsbreak: EAE Prototype Week 3 - Game for Autism Research Center 11/09/2012 URL: <http://youtu.be/LN7e6ijJffc>

- Newsbreak: EAE Prototype Week 2 - Autism Research Center Game 11/01/2012
URL: <http://youtu.be/vhYbDOWAF8E>
- Newsbreak: PlayStation Tournament - Interview on the importance of University and Industry Collaboration 11/01/2012 URL: <http://youtu.be/iQXfpubKyY8>
- Newsbreak: EAE Prototype Week 1 - Game for Autism Research Center 11/01/2012 URL: <http://youtu.be/2DRN8p6Nksc>
- U grad students create hit video game 10/21/2012 URL:
<http://fox13now.com/2012/10/21/u-grad-students-create-hit-survivor-horror-video-game/>
- Reaction videos to Erie, a thesis game I was the adviser and executive producer on. Over 100 reviews and two million YouTube reviews to date. 10/15/2012 URL:
<http://eae.utah.edu/blog/2012/10/15/erie-reactions-and-reviews/>
- Fox 13 News: U grad students create hit video game - adviser and executive producer on Erie 10/12/2012 URL:
<http://fox13now.com/2012/10/21/u-grad-students-create-hit-survivor-horror-video-game/>
- Red Thread: When a Game Launch is More than a Game - University of Utah PR published an open letter I sent to students 10/11/2012 URL:
<http://redthread.utah.edu/when-a-game-launch-is-more-than-a-game/7724>
- NPR Science Friday: Video Games May Ease Treatment for Cancer Patients - Note, I am not interviewed, but the game/research project I collaborated on is featured 09/26/2012 URL:
<http://www.sciencefriday.com/blogs/09/26/2012/video-games-may-ease-treatment-for-cancerpatients.html?interest=1&audience=4>
- Psych Central - Therapeutic Video Games Aimed at Variety of Illnesses 09/21/2012 URL:
<http://psychcentral.com/news/2012/09/21/video-games-are-new-tools-for-health-care-providers/44943.html>
- The Daily Utah Chronicle: Video game therapy a first for cancer patients 09/21/2012 URL: <http://www.dailyutahchronicle.com/?p=2576337>
- Polygon - University of Utah study says video games can be therapeutic 09/21/2012 URL:
<http://www.polygon.com/gaming/2012/9/21/3368168/university-of-utah-study-therapeutic-video-games>
- Science Daily: Video Games Help Patients and Health Care Providers 09/19/2012 URL: <http://www.sciencedaily.com/releases/2012/09/120919142006.htm>
- U News Center: Video Games Help Patients and Health Care Providers - Coverage of our article in Science: Translational Medicine of the PE Game 09/19/2012 URL:
http://unews.utah.edu/news_releases/video-games-help-patients-and-health-care-providers/
- The Daily Utah Chronicle: Game designers use video games for more than entertainment 08/28/2012 URL: <http://www.dailyutahchronicle.com/?p=2569398>
- Robot Pinball Escape featured in PC Gamer's Top 10 Free Downloads. PC Gamer is the country's largest games magazine and featured the MFA game I acted as

adviser and executive producer on. 08/21/2012 URL:

<http://eae.utah.edu/blog/2012/08/21/robot-pinball-escape-featured-in-playstation-magazine/>

- KCPW - Community Voices – July 26th, 2012, conversation on games 07/26/2012 URL: <http://kpcw.org/2012/07/community-voices-july-26th-2012/>
- UBM Tech: Game Network Newsletter - Roger Altizer, director of game design and production, University of Utah, Entertainment Arts and Engineering Program, talks about marketing games, opportunities in medical games, and promoting Salt Lake City as a center for digital media.06/2012
- KUTV News: Video Game Industry Excelling In Utah Business 06/28/2012 URL: <http://www.kutv.com/news/features/archive-1/stories/video-game-industry-excelling-utah-business-18.shtml>
- The Daily Utah Chronicle: U production company releases first video game - coverage of the Utah Game Forge, a company to publish games we cofounded, and a published capstone game. 06/28/2012 URL: <http://www.dailyutahchronicle.com/?p=2572682>
- The Chronicle of Higher Education - U. of Utah to Help Students Publish Video Games 06/22/2012 URL: <http://chronicle.com/blogs/wiredcampus/u-of-utah-to-help-students-publish-video-games/37181>
- KSL TV News: University of Utah's first student-designed video game released 06/21/2012 URL: <http://www.ksl.com/?nid=148&sid=20908258>
- Deseret News: University of Utah company releases first student-designed video game 06/19/2012 URL: <http://www.deseretnews.com/article/865557767/University-of-Utah-company-releases-first-student-designed-video-game.html>
- U News - Arts & Humanities from the U - “Heroes of Hat” Indie Video Game Released by U Students via Utah Game Forge, First game from EAE program released through U company 06/19/2012 URL: http://unews.utah.edu/news_releases/heroes-of-hat-indie-video-game-released-by-u-students-via-utah-game-forge/
- Review for Heroes of Hat – XBLA & XBLIG Ratings, EAE capstone game on which I served as instructor and executive producer. 06/12/2012 URL: <http://eae.utah.edu/blog/2012/07/16/review-for-heroes-of-hat-xbla-xblig-ratings/>
- Article on a trailer produce by students in my capstone class and the game they produced. 06/04/2012 URL: http://indiegames.com/2012/06/university_of_utah_students_la.html
- The Salt Lake Tribune: University of Utah video game school publishes first title 05/30/2012 URL: <http://www.sltrib.com/sltrib/lifestyle/54209395-80/game-pinball-com-robot.html.csp>
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