Curriculum Vitae

Roger Altizer, Jr., Ph.D.

University of Utah

801.915.9057
roger.altizer@utah.edu

Education

Ph.D., 2012   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

Senior Research Fellow
  Science and Engineering Faculty, EECS, CHI Division, Queensland University of Technology, January 2019-January 2020
Associate Director
  Entertainment Arts and Engineering Program, University of Utah, January 2015-present
Director
  Therapeutic Games and Apps Lab (The Gapp), University of Utah, January 2014 - present
Director of Digital Medicine
  Center for Medical Innovation, University of Utah, January, 2014 - present
Associate Professor, Lecturer
  Entertainment Arts and Engineering, University of Utah, July 2013 - present
Adjunct Assistant Professor
  Department of Population Health Sciences, University of Utah, January 2015 - present
Adjunct Assistant Professor
  School of Computing, University of Utah, July 2011 - present
Adjunct Assistant Professor
  Department of Film and Media Arts/Entertainment Arts and Engineering, University of Utah, July 2008 - present
Director of Game Design and Production,
  Master Games Studio, University of Utah, July 2010 - July 2014
Director
  Center for Interdisciplinary Art and Technology (CIDAT), July 2008 - June 2009
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

2011 - present. Co-founder, Utah Game Forge

The Utah Game Forge is a company owned by the University of Utah, founded by Robert Kessler and myself as a means to publish games created by students and faculty as well as have b2b relationships with games publishers and companies.

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.

2007-2010. Co-Founder, CEO, Angry Duck Productions

This was a company partially owned by the University of Utah that accepted contract work and worked with students to create media productions.

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.

Journalism Experience

2004-2011. PlayStation Guide, New York Times, About.com

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. 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

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.

Research Grants - Partial List

All of Us Research Program total award to Utah partners: $8,700,000
  (2019-2024) - The GApp Lab (Altizer) sub-award $1,000,000
  Funding Agency: NIH
  PI: L.A. Stark, Key Personnel: Roger Altizer

VR for Burns Therapy, Engagement Grant AU$30,000
  Funding Agency: QUT
  PI: Mathilda Desselle, Co-PI Roger Altizer

Simulation and Games for Adaptive Sports Equipment (2015-2018) - $300,000
  Funding Agency: Rosenblatt Foundation
  PI: Jeffrey Rosenbluth, Co-I's: Roger Altizer, Ryan Bown

Improved Prenatal Genetic Screening Decision Making Through Interactive Technology
  (2015) - $409,750
  Funding Agency: NIH NHGRI
  PI: Erin Rothwell, Co-I's: Roger Altizer, Jose Zagal

Vascular Access (2015) - $20,000
  Funding Agency: AVA Foundation
  Co-PIs: Roger Altizer, Robert Kessler, Jose Zagal

Adaptive Skiing Technology for Tetraplegics (2015) - $60,000
  PI: Roger Altizer, Co-PI: Ryan Bown

Kinect-ing PT and Kids: A two-way physical therapy videogame for patients and
  providers (2014-2015) - $3,000
  Funding Agency: NSF I-Corps
  PI: Roger Altizer

Research Quest (2014-2015) - $61,250
  Funding Agency: Natural History Museum of Utah
  PI: Roger Altizer, Co PIs: Jose Zagal, Ryan Bown
  Worked with a variety of teachers, students, and experts to design and develop a videogame based on paleontology to teach 6th grade students critical thinking.

Collaboration Connect (2014-2015) - $57,000
  Funding Agency: Health Sciences Research Institute
  PI: Roger Altizer
  Worked with faculty and medical data managers and clinicians to create an entertaining tool to make finding research collaborators easier at the University of

Utah.

Air-Play (2014-2015) - $34,125
> Funding Agency: UCAIR Grant
> PI: Kerry Kelly, Co PIs: Roger Altizer, Jose Zagal, Ryan Bown,
> Received a grant to create a videogame to educate high school students about actions they can take and the policies that affect air quality in the Wasatch Front.

Medical Home Portal (2014) - $28,923
> PI: Roger Altizer, Co PIs: Jose Zagal, Mark Van Langeveld
> Researched an innovative design and created an app to help distill information from the Medical Home Portal for parents of children with serious diseases.

Image Generation Tech & the Gaming Engine Tech (2014) - $142,481
> Funding Agency: Rockwell Collins
> PI: Mark VanLangeveld, Co PIs: Roger Altizer, Jose Zagal
> Worked with the flight simulation company to analyze and present on the merger of games and simulation technology and processes.

Echannel (2014) - $32,700
> Funding Agency: Eccles Health Sciences Library
> PI: Jose Zagal, Co PIs: Roger Altizer, Ryan Bown
> Researched and created a tool to serve as an innovative portal for digital media artifacts, including games, for the Eccles Health Sciences Library.

Uplay Piano (2014) - $18,000
> Funding Agency: School of Music
> PI: Roger Altizer
> Created an educational piano tool for classroom use. Designed a series of music videogames based on the Uplay piano system developed by the School of Music.

Canyon Explorer and Explore Your Environment (Summer 2014) - $50,000
> Funding Agency: Natural History Museum of Utah
> PI: Roger Altizer, Co-PI: Jose Zagal
> Performed design research and created to games to help children interact with the Natural History Museum.

Doodle Health (Summer 2014) $30,000
> Funding Agency: Bio-Informatics
> PI: Roger Altizer, Co-PI Jose Zagal
> Worked with our biomedical informatics group to create a drawing game that served as a cultural probe to help determine the usefulness of medical iconography as well as generate culturally situated medical icons.

Type 2 + U (Spring 2014) $15,000
> Funder: College of Nursing
> PI: Roger Altizer
> Created a prototype avatar system for use with diabetes educators for adults suffering from type II diabetes.

Arches Saves Your Bacon (Spring 2014) - $50,000
> Funder: Arches Health Insurance
> PI: Roger Altizer
> Created a videogame with a group of graduate students to help college-aged

students understand the new healthcare marketplace.

AIPPE Ethics Explorer (Spring 2014) - $10,000

Funder: UCEER Ethical Research Center

PI: Roger Altizer, Co-PI: Jose Zagal

Created an interactive survey app for iOS that allows users to not only complete the survey, but play with anonymized data from previous surveys relating to prenatal genetic screening to allow for individuals to explore their own values.

Open EHR (Spring 2014) - $50,000

Funder Sorenson Legacy Foundation

PI: John Langell, Co-PI: Roger Altizer

Created an open-source electronic health records system that worked on low-powered cell-phones and was cloud based to help patients in developing nations keep track of and advocate for their health.

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.

A Game Without Rules (2012) - $50,000

PI on an internal grant funded by EAE to create a game as an internal internship for graduate students.

CMI Grant (2012) - $20,000

Co-PI with Robert Kessler. Grant to create a medical game selected by the center for medical innovation based upon diabetes.

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.

Journal Publications (Refereed)

Rothwell, E., Johnson, E., Wong, B., Rose, N. C., Latendresse, G., Altizer, R., ... & Botkin, J. R. (2019). The Use of a Game-Based Decision Aid to Educate Pregnant Women about Prenatal Screening: A Randomized Controlled Study. American journal of perinatology, 36(03), 322-328.

Terrill, A. L., MacKenzie, J. J., Reblin, M., Einerson, J., Ferraro, J., & Altizer, R. (2019). A Collaboration Between Game Developers and Rehabilitation Researchers to Develop a Web-Based App for Persons With Physical Disabilities: Case Study. JMIR Rehabilitation and Assistive Technologies, 6(2), e13511.

Trapp, S. K., Altizer, R., Merryweather, A., Lee, V., Campbell, C., Rivera-Melo, B., ... & Rosenbluth, J. (2018). Tilt Tracker: Technical Note on an mHealth System to Monitor and Prevent Ulcer Development Among Power Wheelchair Users. Technology & Innovation, 20(1-2), 3-9.

Trapp, S., Altizer, R., & Rosenbluth, J. (2018). Tilt Tracker: An mHealth System to Monitor and Prevent Ulcer Development Among Power Wheelchair Users. Archives of Physical Medicine and Rehabilitation, 99(10), e45.

Terrill, A. L., MacKenzie, J., Reblin, M., Einerson, J., Ferraro, J., & Altizer, R. (2018). Helping Couples With Spinal Cord Injury Get Their Groove Back: Interdisciplinary Online Intervention Development. Archives of Physical Medicine and Rehabilitation, 99(10), e61.

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*

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)

Conference Papers and Proceedings (Refereed)

Adinolf, S., Wyeth, P., Brown, R., & Altizer, R. (2019). Towards designing agent based virtual reality applications for cybersecurity training. In Proceedings of the 31st Australian Conference on Human-Computer-Interaction (pp. 452-456).

Alsaleem, A., Imburgia, R., Godinez, M., Merryweather, A., Altizer, R., Denning, T., ... & Wiese, J. (2019). Leveraging Shared Control to Empower People with Tetraplegia to Participate in Extreme Sports. In The 21st International ACM SIGACCESS Conference on Computers and Accessibility (pp. 470-481).

Wyeth, P., Hall, J., Carter, M., Tyack, A., & Altizer, R. (2018). New Research Perspectives on Game Design and Development Education. In Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (pp. 703-708). ACM.

Altizer Jr, R., Handman, E., Bayles, G., Jackman, J., Cheng, K., Ritchie, S., ... & Wright, C. (2018, October). Choreografish: Co-designing a Choreography-based Therapeutic Virtual Reality System with Youth Who Have Autism Spectrum Advantages. In Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (pp. 381-389). ACM.

Rothwell, E., Johnson, E., Rose, N., Altizer, R., Zagal, J., Latendresse, G., ... & Wong, B. (2017, October). Evaluation of a Game-Based Decision Aid for Prenatal Genetic Screening. In 39th Annual Meeting of the Society for Medical Decision Making. SMDM.

Altizer Jr, R., Zagal, J. P., Johnson, E., Wong, B., Anderson, R., Botkin, J., & Rothwell, E. (2017, October). Design Box Case Study: Facilitating Interdisciplinary Collaboration and Participatory Design in Game Developm. In Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play (pp. 405-412). ACM.

Lawley, E. L., Altizer, R., Fullerton, T., Phelps, A., & Steinkuehler, C. (2017). Game Design & Development Curriculum: History & Future Directions. RIT Scholarworks.

Christensen, C., Redd, D., Lake, E., Shipman, J. P., Aiono, H., Altizer Jr, R., ... & Zeng, Q. T. (2017). Doodle Health: A Crowdsourcing Game for the Co-design and Testing of Pictographs to Reduce Disparities in Healthcare Communication. In AMIA Annual Symposium Proceedings (Vol. 2017, p. 585). American Medical Informatics Association.

Altizer, R. (2016, March). Playful Learning: Education Innovation Through Games. In Proceedings of the Symposium on Emerging Technology Trends in Higher Education (Vol. 2).

Bills, P., Zagal J., Shipman, J, Moody, S. Larson, E., Bhavsar, S., Jarvis, C., Casucci, T., Rethlefsen, M., Lombardo, N, Altizer, R. (Under Review) (2015) "Saved Games: Librarians Levelling Up With Games For Health", Submitted to Medical Library Association Annual Meeting and Exhibition (MLA '15), May 15-20, Austin TX

Zagal, J. P., & Altizer, R. (2015, October). Placeholder Content in Game Development: Benefits and Challenges. In Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 745-750). ACM.

Zagal, J.P., Altizer, R. , Zeng-Treitler, Q., Shipman, J., Lake, E., Aiono, H., Malheiro, M., Christensen, C., (2014) "Doodle Health: Games as Cultural Probes", Workshop on Entertainment in Serious Games and Entertaining Serious Purposes @ 13th International Conference on Entertainment Computing (ICEC), Sydney, Australia, September 30, 2014. pp 11-12

Altizer, R., Zagal, J. P. (2014) "Designing Inside the Box or Pitching Practices in Industry and Education", 2014 Digital Games Research Association Conference (DiGRA), August 3-6, Snowbird, UT

Altizer, R., Zagal, J. P., (2014) Pitch Perfect or Exploring Pitching Practices in Industry and Games Education, 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL

Zagal, J. P., Altizer, R. (2014) Examining 'RPG Elements': Systems of Character Progression, 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL.

Caldwell, C.; Bruggers, C.; Altizer, R.; Bulaj, G.; D'Ambrosio, T.; Kessler, R., Christiansen, B. (2013) The Intersection of Video Games and Patient Empowerment: Case Study of a Real World Application. IE'2013, September 30 - October 01 2013, Melbourne, VIC, Australia

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.

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

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

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

Altizer, R. (2004)
The Digital Millennium Copyright Act, Advancing the Sciences by Prosecuting Researchers. Paper presented at the National Communication Association Convention, Chicago, IL

Conference Presentations (Refereed) - partial list

Morris, C., Witts, A., Leiker-Witts, R., Altizer, R. (2019)
Being Pro at Being a Noob. Presented at the Game Developers Conference, San Francisco, CA , March, 2019.

Grace, L., Consalvo, M., Phelps, A.., Altizer, R. (2019)
How to Talk About Games Today. Presented at the Game Developers Conference, San Francisco, CA , March, 2019.

Phelps, A., Grace, L., Consalvo, M.., Altizer, R. (2019)
The Game of Grading: A Discussion of Grading and Assessment. Presented at the Game Developers Conference, San Francisco, CA , March, 2019.

Altizer, R., Fowler, A., Taylor, TL, Harrison, B. (2018)
Education and Esports: Getting Competitive with New Classes. Presented at the Game Developers Conference, San Francisco, CA , March, 2018.

Altizer, R., Consalvo, M., Phelps, A., Whitehead, J.. (2017)
Beyond the BA: Navigating Status as a Department, Center or Program, While Working with Industry Partners. Presented at the Game Developers Conference, San Francisco, CA , March, 2017.

Portnow, J., Altizer, R., Fay, I., Brodie, S., Horswill, I. (2016)
Education Soapbox. Presented at the Game Developers Conference, San Francisco, CA , March, 2016.

Altizer, R., Consalvo, M. (2014)
Feature Creep or Essential Mechanics? Top Twenty Things Game Development Programs Should be Doing Outside the Classroom. Presented at the Game Developers Conference, San Francisco, CA , March, 2014.

Casucci T, Shipman JP, Altizer R, Langell JT. (2014)
Revolutionizing Game Creation Partners: Healthcare professionals, including librarians, and game scholars unite. Presentation for Digital Games Research Association (DiGRA) Conference, Snowbird, Utah, August 4, 2014

Casucci T, Shipman JP, Altizer R. (2014)
Unravelling Medical Game Research: Informing players of foundational evidence. Presentation for Digital Games Research Association (DiGRA) Conference, Snowbird, Utah, August 5, 2014

Altizer, R., Consalvo, M. (2014)
Feature Creep or Essential Mechanics? Top Twenty Things Game Development Programs Should be Doing Outside the Classroom. Game Developers Conference (GDC), San Francisco, CA March 2013. Rated in the top 1% of all Education Summit Speakers and in the top 5% of all speakers in the conference.

Altizer, R. Chess, S., O'Donnell, C. (2013)

 Coins, Stars, and Hearts. To be presented at the Digital Games Research Association (DiGRA) conference in Atlanta

Anderson, M., Altizer, R. (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. (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. (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)

 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

Creative Work (Refereed)

Altizer, R., Kessler, K., Caldwell, C., Bruggers, C., Coppersmith, K., Warner, L., Davies, B., Paterson, W., Wilcken, J., D'Ambrosio, T., German, M., Hanson, G., Gershan, L., Korenberg, J., Bulaj, G. (2014)

The Patient Empowerment (PE) Game, The Blank Arcade at the 2014 Digital Games Research Association Conference (DiGRA), August 3-6, Snowbird, UT

Altizer, R., et al (2009)

 Behind the Scenes. - Official video selection for SIGSCE 2009 – Technical Symposium on Computer Science Education, Chattanooga, TN

Posters (Refereed) - partial list

Casucci T, Shipman JP, Langell JT, & Altizer, R. (2014)

 Beyond Borders: Partnering with Medical Therapeutic Devices & Apps Innovations. Poster for Joint Poster Session at Special Libraries Association 2014 Annual Conference & INFO-EXPO, Vancouver, Canada, June 8, 2014.

Casucci T, Shipman JP, Langell JT, & Altizer, R. (2014)

Beyond Borders: Partnering with Medical Therapeutic Devices & Apps Innovations. Poster for All Sciences Poster Session at Special Libraries Association 2014 Annual Conference & INFO-EXPO, Vancouver, Canada, June 9, 2014.

Casucci T, Shipman JP, Langell JT, & Altizer, R. (2014)

Beyond Borders: Partnering with Medical Therapeutic Devices & Apps Innovations. Poster for Business & Finance Division Poster Session at Special Libraries Association 2014 Annual Conference & INFO-EXPO, Vancouver, Canada, June 10, 2014.

Shipman JP, Casucci T, Langell J, Altizer R. (2014)

Information Future: Partnering with Medical Therapeutic Device & Applications Innovations. Poster for Medical Library Association, Chicago, IL, May 19, 2014

Conference Workshops and Roundtables (Refereed) - partial list

Consalvo, M, Paul, C., Waern, A., Altizer, R. (2014)

FDG 2014 Pre-Conference Workshop, Teaching Game Studies: Course Post - Mortems & Advanced Syllabus Design, April 3-7, 2014

Consalvo, M, Paul, C. (2014)

DiGRA 2014 Pre-Conference Workshop, Teaching Game Studies: Course Post - Mortems & Advanced Syllabus Design, August, 2014, Snowbird, UT - As I was a conference co-chair I could not help organize the workshop, but instead participated

Altizer, R. (2008)

Roundtable on Professional Gamers. Presented at the Association of Internet Researchers conference 9.0, Copenhagen, Denmark

Convention and Conference Presentations (UnRefereed) - partial list

Altizer, R. (2014)

New University Scholars Invited Lecture
Serious, Games? - Presented to the Block U New University Scholars on medical games and apps as well as the digital humanities

Altizer, R. (2014)

Starting a Second Generation Games Program. - Invited talk for GAME U at Indiecade. Culver City, CA, October 12, 2014

Altizer, R., Shipman, J.P., McIntyre, M. (2014)

Medical and Therapeutic Games. Panel Presentation for Salt Lake Comic Con, Salt Palace Convention Center, Utah, September 6, 2014.

Altizer, R., Kessler, R., Zagal, J.P. (2014)

63rd Annual Frederick W. Reynolds Lecture, "A Grown-Up Conversation About Games: Mind, Body, and Soul", University of Utah, February 10, 2014

Altizer, R. (2014)

University of Utah, School of Dentistry, "Good Games?", invited lecture. October 22, 2014

Kessler, R., Altizer, R., Blackburn, J., Bartholomew, M., van Langeveld, M. (2014)

"Graphics and Games in Utah," Utah Technology Through Time, the 62nd annual Utah State History Conference, September 26, 2014.

Altizer, R., van Langeveld, M., Zagal, J.P. (2014)
Defense GameTech User's Conference, "Games and Simulations", September 4, 2014, Orlando.

Thomas, C., Akers, J., Altizer, R. (2014)
Moderator, Fantasy Con, "Game Music", July 3, 2014

Altizer, R. (2014)
USC, Invited Speaker, "Transmedia Storytelling: Disney Infinity"

Altizer, R., Kessler, R., Zagal, J.P. (2013)
University of Utah - Digital Medical Therapeutics Seminar, "Games for Health", October 29, 2013

Altizer, R., Hayes, P. and Hayes, R., Zagal, J.P. (2013)
Salt Lake Comic Con, "History and Culture of Videogames" September 7, 2013.

Altizer, R. (2013)
College of Engineering Lunch, "Design Box" June 25, 2014.

Altizer, R. (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

Altizer, R. Tallarico, T., Fries, E. Kim, T. (2012)
Salt Lake Comic Con, "History of Videogames" September 7, 2013.

Altizer, R. Adkins, A., Caldwell, C.
Salt Lake Comic Con, "Videogame Education" September 7, 2013.

Altizer, R. (2012)
Game Design 101. Half-Day workshop on game design for the Air Force.

Altizer (2011)
GEEX expo - Presented on video game education and the fundamentals of game design to a public audience

Altizer (2011)
Salt Lake City Kiwanis Club - Presented on videogames and education for the service club.

Altizer (2001)
Primary Children's Hospital - Presentation on the Patient Empowerment Game

Altizer (2010)
GEEX expo - Presented on video game education and breaking into the games industry to a public audience

Caldwell, C., van Langeveld, M., Altizer, R. (2010)
Games Education. Tech summit for Utah high school seniors. Utah Valley University in Orem, UT.

Altizer, R., Kessler, R., van Langeveld, M. (2008)

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 (2008)

GEEX expo Co-presented with Julia Humphreys, 7 Studios, on industry and academic collaboration, game industry roles, and breaking into the games industry.

Guest Lectures - partial list

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.

Patents

U.S. Provisional Patent. (2012)

"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 - partial list

Designer:

The Patient Empowerment Game (PE Game) (2014). Official Selection at the Blank Arcade at the Digital Games Research Association (DiGRA) Annual Conference, Snowbird, Utah, August 5, 2014.

Calorie Crawl Saga: The Candy Kings Cometh (2014), Developed during the 2014 Global Game Jam - Co-Developed with Jose Zagal - http://globalgamejam.org/2014/games/calorie-crawl-saga-candy-kings-cometh

Hoardzz Heros (2013). *Xbox Live Indie Games, Microsoft.* Game Makers Anonymous.

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, Creative Director, or Adviser on 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

Center for Medical Innovation - Director of Digital Medicine

> As one of the sub-directors for CMI I provide leadership and work alongside clinicians, researchers, medical librarians, hospital and health science administrators on a variety of projects ranging from medical games and apps to research groups designed to create innovative solutions to some of the most difficult medical problems we face.

UCEER

> As a collaborator, alongside Jose Zagal, we work with UCEER to envision and create applications and games that help people navigate the difficult ethical waters surrounding genetic testing.

Therapeutic Games and Apps Lab (The GApp) - Director

> I founded The GApp as a lab where myself and other faculty could collaborate on and research games and apps. It is supported by the EAE Program, CMI, and The Eccles Health Sciences Library. Every semester it funds 20-25 graduate students and one staff member to work on a variety of games and apps.

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 and Recognition

Distinguished Teaching Award (2018) University of Utah - one of the top awards at the University, is accompanied with an ongoing, annual, $5,000 cash prize

GDC Speaker Award, 3 time recipient, 1 time top 4 speaker of the conference.

Altizer, R., Kessler, R., Zagal, J.P., 63rd Annual Frederick W. Reynolds Lecture "A Grown-Up Conversation About Games: Mind, Body, and Soul", University of

Utah, February 10, 2014
Altizer, R. Teaching Award (2013)
    College of Engineering Teaching Award. September 28, 2013.
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.
Education Track Paper Award (2012) - IEEE Games Innovation Conference
    Presented on industry and games collaboration. Was voted a top paper in the
    education tract
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 (2013)
    #2 - Entertainment Arts and Engineering, University of Utah
    #4 - Master Games Studio, University of Utah
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 (2011)
    #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

Award Winning Student Games, Adviser
Navitas (2014) - Bench 2 Bedside Award - Navitas has won over $16,000 in cash prizes
Protocol Transcendence (2014) - Apps for Windows Award
Cyber Heist (2014) Independent Games Festival Student Showcase Finalist, over
    $10,000 in cash prizes, $30,000 in-kind prizes
Cyber Heist (2014) Winner, Best Student Game Serious Games Showcase & Challenge
Cyber Heist (2014) Finalist in Utah Game Wars
Cyber Heist (2014) Intel Student Showcase Finalist
Cyber Heist (2014) Unity Awards "Best Student Game" and "Community Choice"
    Awards finalist
Cyber Heist (2014) Microsoft Entrepreneurial Award
Magnetic by Nature (2014) - Best Game Design, Artys

Roller (2014) Finalist Utah Game Wars
HOMEunculus (2014) official selection of the Blank Arcade showcase at DiGRA 2014
Vinyl (2104) E3 College Game Competition Finalist
Avatar Trials (2013) - Top 250 XBLIA games
Reveal (2013) - Ubisoft Game Lab Competition, Won most creative use of theme
Tactical Measure (2012) - Honorable Mention in Design, Microsoft Image Cup US
      Competition
ERIE (2012) - Top 5 Freeware Indie Horror Games (#1) NewGamerNation.com
ERIE (2012) - Funhouse of Horror 2012: Top 10 free scary games on Download.com
      (#6), cnet.com
ERIE (2012) - Top 10 Horror games of 2012 (#9), Indiegames.com

Student Games Published
One of our unique standards is that we require students to publish the masters' thesis and senior capstone games.

Reflect IT (2014). Published on Sony Playstation Vita. Capstone student game. Galactic
      Labor Union (2014). Published on Sony Playstation Vita. Capstone student
      game.
Origami Kami (2014). Published on Sony Playstation Vita. Capstone student game.
Princess Revolution (2014). Published on Sony Playstation Vita. Capstone student
      game.
Cyber Heist (2014). Master Game Studio thesis game. Published on Desura
Vinyl (2014). Master Game Studio thesis game. Published on Desura
Drop Drop (2014). Master Game Studio thesis game. Published on Desura
Last March of the Dodos (2013). Master Game Studio thesis game. Published on
      Desura.
Race of the Zodiac (2013). Master Game Studio thesis game. Published on android
      mobile marketplace.
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.
Smarty Pants Pets (2013). iOS, iPad, iPhone, Apple.
Robot Pinball Escape (2012). Master Game Studio 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 3,000,000 YouTube Views.
Curse of Shadows (2012). Xbox Live Indie Games, Microsoft. Capstone student game.
Heroes of Hat (2012). Xbox Live Indie Games, Microsoft. Capstone student game
Pete The Cat (2011). 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.

Minions! (2011). Xbox Live Indie Games, Microsoft. Capstone student game.4
Mr. Gravity (2011). Xbox Live Indie Games, Microsoft. Capstone student game.
The Last Pod Fighter (2011). Xbox Live Indie Games, Microsoft. Capstone student
      game.
Rapunzel's Fight Knight (2010), Xbox Live Indie Games, Microsoft. Capstone student
      game.
Urban Space Squirrels (2010), Xbox Live Indie Games, Microsoft. Capstone student
      game.

Fellowships
Teaching Fellowship, Communication Department, University of Utah (2005-2006)
      The teaching fellowship provided a full tuition waiver 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. Recipient of the University of Utah's top teaching award and numerous College
of Engineering Teaching Awards

Curriculum Created
Co-Designed the nationally ranked EAE undergraduate emphasis in Film and Computer
      Science at the University of Utah
Co-Designed the nationally ranked EAE graduate emphasis in Film and Computer
      Science at the University of Utah
Co-Designed the nationally ranked EAE graduate degree, the Masters of Entertainment
      Arts and Engineering, MEAE, at the University of Utah
Collaborated on the creation of a joint MEAE/MFA degree with Film, and a joint
      MEAE/MBA with The School of Business
Created the Industry Experience Program, a teaching methodology and grading rubric
      designed to empower industry adjuncts to successfully teach skills and
      socialization in MEAE 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 6025 - Serious Games
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

External Service - partial list

Utah Games for Health, Board Member (2013-present)
NHMU National Advisory Team board member, (2013-present)
Conference Co-Chair, DiGRA 2014, Snowbird, UT - raised $9000 in sponsorship
Reviewer, DiGRA (2014-present)

Reviewer, Foundations of Digital Games, FDG, (2013-present)
Reviewer, Meaningful Play, (2013-present)
Reviewer, Association of Internet Researchers, AoIR, (2010-present)
Design Box Seminar, Red Butte Gardens, (2014)
> Consultant. I consulted on their grant funded game, Tale Blazer, and taught them game design principles, including my tool for game design, the Design Box. May 7, 2014

Demonstrator, Coordinator - Pixel (2012)
Utah Indie Game Night Host (2012)
Utah Indie Game Night Host (2011)
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)
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.

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.

Internal Service - partial list

Executive Board Member, Faculty Entrepreneurial Scholars (2017-present)
Industry Experience Seminar (2014)
> I designed a new grading rubric and teaching philosophy for our associate instructors called the "Industry Experience." It serves as a format for professionals to teach courses and socialize students while playing to their industry strengths and removing academic jargon and complexities that may be stumbling blocks to their success as adjuncts. August 14, 2014

Altizer, R., Hajeb, K. Lassonde Entrepreneur Summer Camp (2014)
> I designed the curriculum for, found students to teach, and assisted at the Lassonde Entrepreneur Summer Camp. July, 2014

Zagal, J., Altizer, R. Global Game Jam (2014)
> Assistant host for the Global Game Jam. We had over 40 students sleep over at the U and make videogames.

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.

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.

Media Appearances - partial list

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/LN7e6ijJtfc

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

U News - Arts & Humanities - U's Master Games Studio Publishes First Game "Robot Pinball Escape" Launches Online 05/29/2012 URL: http://unews.utah.edu/news_releases/us-master-games-studio-publishes-first-game/

IndieGames.com: Freeware Game Pick: Robot Pinball Escape 05/23/2012 URL:

http://indiegames.com/2012/05/freeware_game_pick_robot_pinba.html

The Salt Lake Tribune - U. students showcase first video games Education - The master's-level program marries computer science and film studies. 05/08/2012 URL: http://archive.sltrib.com/article.php?id=20932609&itype=storyID

KUTV: New Game Lab Could Bring Billions to Utah – KUTV News 05/02/2012 URL: http://eae.utah.edu/blog/2012/05/08/kutv-talks-about-the-new-eae-lab/

PlayStation Magazine: Healing Touch - The PE Game, a game to help children fight cancer, covered in PlayStation Magazine. 04/2012 URL: http://eae.utah.edu/blog/2012/04/30/healing-touch-playstation-magazine/

U News - Arts & Humanities from the U - U Grows to Satisfy Growing Market in Digital Media University of Utah EAE Day May 2 showcases new games lab and students' work 04/30/2012 URL: http://unews.utah.edu/news_releases/u-grows-to-satisfy-growing-market-in-digital-media/

University of Utah News: TOP PUBLIC SCHOOL FOR SECOND CONSECUTIVE YEAR 04/04/2012 URL: http://eae.utah.edu/blog/2012/04/04/university-of-utah-press-release-rankings/

The Daily Utah Chronicle: Q&A for video games story 04/03/2012 URL: http://www.dailyutahchronicle.com/?p=2564776

KUTV News Story: Video Game Industry Excelling In Utah Business 04/03/2012 URL: http://www.kutv.com/template/cgibin/archived.pl?type=basic&file=/news/features/local/stories/archive/2012/04/PW0OqBR7.xml

Daily Utah Chronicle: Video game field yields artistic entertainment 04/03/2012 URL: http://www.dailyutahchronicle.com/?p=2564773

The Salt Lake Tribune - Video games: Fans of 'Mass Effect 3' want a new ending — and they're getting it Video games • Devotees couldn't take the original ending, but should the designers give in to public pressure to

change it? 04/02/2012 URL: http://archive.sltrib.com/article.php?id=20352668&itype=storyID

The Daily Utah Chronicle: Game designers use video games for more than entertainment 03/28/2012 URL: http://www.dailyutahchronicle.com/?p=2569398

U News: Arts & Humanities - U of U Entertainment Arts and Engineering Program Ranked Among Nation's Best Top Public School for Second Consecutive Year 03/02/2012 URL: http://unews.utah.edu/news_releases/u-of-u-entertainment-arts-and-engineering-program-ranked-among-nations-best/

Deseret News: University of Utah boasts 3rd best video game design program in nation – Deseret News 03/01/2012 URL: http://eae.utah.edu/blog/2012/03/02/deseret-news-march12/

KSL TV News: U.'s video game design program ranks 3rd in nation 03/01/2012 URL: http://www.ksl.com/?nid=148&sid=19427890

Deseret News: University of Utah boasts 3rd best video game design program in nation 03/01/2012 URL: http://www.deseretnews.com/article/865551292/University-of-Utah-boasts-

Graduated Master's Students - after 2012 we no longer had individual advisers

2010 - 2012
Matthew Anderson
Gregory Bernini
Ryan Bown
Kurt Coppersmith
Christopher Diller
Adam Ellis
Sean Forsgren
Eugenia Hernandez
Alexander Johnstone
Jamie King
David Lewis
Wade Paterson
Jonathan Powell
Betina Tin
Laura Warner
Jordan Wilcken

2011-2013
Michelle MacArt
Ashley McMillan
Christian Munoz
Christine Olinquevitch
Jeff Ravatt
Spencer Buchanan
Jorge Elola
Jesse Ferraro
Troy Johnson
Brandon Karratti
Joshua Lee
Charles Mimnaugh
Sterling Pierce

2011 - 2014
Gabriel Olson
Nathan Lindsay

2012 - 2014
Damean Lyon
Alice Owens
Anthony Dimick
Zeph Fagergren

Michael Heiberger
Jacob Muehle
Zachary Truscott
Andrew Wang

Master's Students Currently Advising
2013 - 2014
Brianne Christiansen
Allen Stevenson
Allen Alvarado
Ryan Butcher
Casey Deans
Bradley DeDea
Jennifer Francis
James Hulse
Matthew Jensen
Christina Kalinger
Jed Merrill
Sean Moody
Christopher Nadauld
Owen Peterson
Antonio Revard
Rody Rodriguez
John Schwarz
Travis Turner
Brenton Walker

2014 - 2016
Laurie Banks
Gregory Bayles
Paul Bills
Nicholas Burnham
Jackie Cao
Ben Driggs
Cameron Grey
Blake harrison
Mate' Mihanovic
Jonathan Pardew
Andrew Pariser
Andrew Riehm