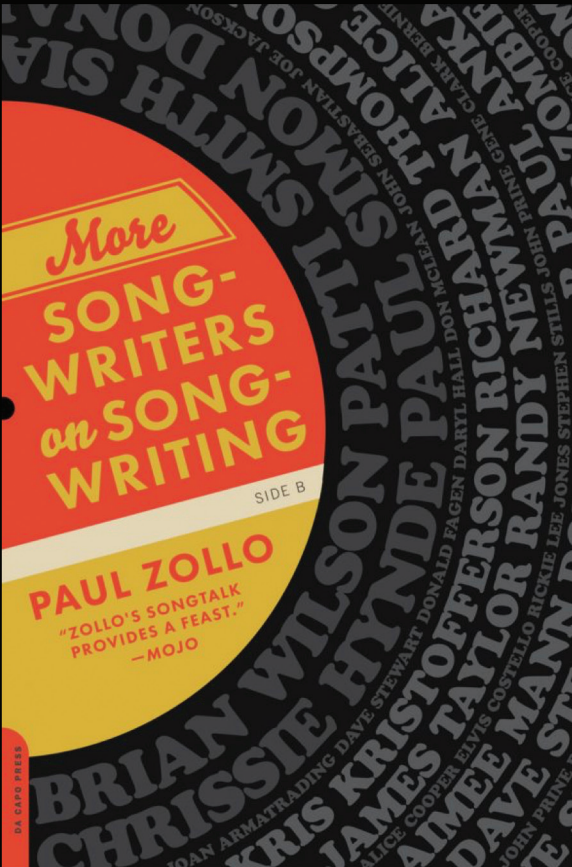




COLLEGE OF ARTS, MEDIA AND DESIGN
2017-2018



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Message from the Dean

The innovative range of disciplines encompassed by the College of Arts, Media and Design at Northeastern University continues to be a central driver of innovation and success, as our students, faculty, and graduates play an integral role in moving the domains of media and design, journalism, communication and the arts forward. As we advance strategically in exciting ways with Northeastern University, we continue to expand our interdisciplinary offerings, presenting students from a wide variety of backgrounds with the kind of essential skills that the fields of arts and media, design and communication offer for negotiating life and work in the twenty-first century, in ways that complement studies in virtually any program across the University.

Our nationally and internationally recognized faculty work across traditional boundaries, conduct important research and lead our passionate students beyond the box. Their achievements this year continue to provide an inspiring example for the ways in which our disciplines have impact in the world.

At the same time, CAMD students continue to take advantage of all that Northeastern has to offer, from clubs to co-ops, Dialogues and study abroad programs, competitions and entrepreneurship. As interest in our combined majors and participation in our range of courses and minors grow, we are welcoming an ever more diverse group of students into CAMD. Crucially, our graduate programs and faculty research have also continued to expand into a significant aspect of our profile: and we are excited to be putting forward two new distinctive programs to launch in Fall 2018: Experience Design (both an MS and an MFA) and Media Advocacy (MS, joint with Law).

In these pages, we share some of our best stories about outstanding achievements and events that took place across the 2017-2018 academic year, highlighting exceptional students, exciting faculty, and successful alumni. Whether you are a current or future student, a parent, an alumnus, faculty member or friend, I hope you are as proud of CAMD's achievements as I am. Our college has cutting edge, emerging programs, a strong voice and a vital position within the thriving Northeastern networks. As our community grows, it is a great pleasure to share our successes!

Sincerely,

Elizabeth Hudson
Dean

DEPARTMENT CHAIRS

Architecture
Dan Adams
Director

Art + Design
Tad Hirsch
Chair

Communication Studies
Dale Herbeck
Chair

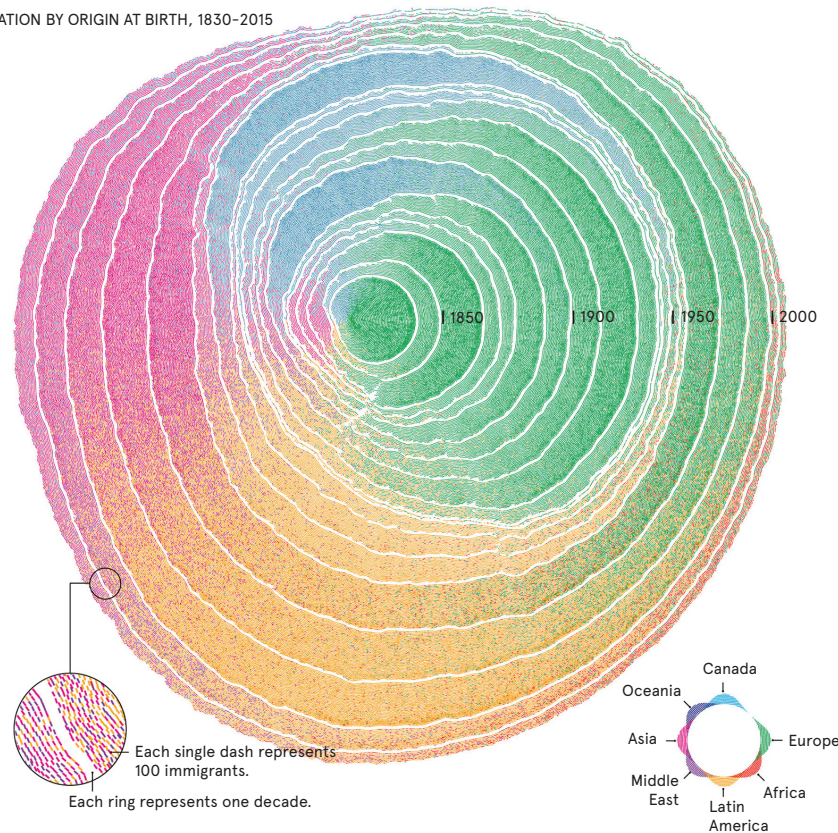
Journalism
Jonathan Kaufman
Director

Music
Dan Godfrey
Chair

Theatre
Scott Edmiston
Chair

CAMD 2025 DEAN'S FELLOWS SHAPE THE COLLEGE OF ARTS, MEDIA AND DESIGN'S RESEARCH PORTFOLIO

U.S. IMMIGRATION BY ORIGIN AT BIRTH, 1830-2015



The CAMD 2025 Dean's Fellows program provides resources and visibility to faculty doing research in areas of critical importance to CAMD: design, data storytelling, and creative practice. Its goal is to jump start collaboration across disciplines within the College, create opportunities for external funding, promote CAMD themes to the broader university and community, and create an informal advisory group of faculty to help guide research at CAMD.

The 2025 Dean's Fellows are charged with building research programs in alignment with CAMD's themes of creativity, communication and collaboration, and in support of the greater Northeastern 2025 vision. The work of these fellows will build on and/or establish new directions from the proposals submitted last year as part of the Provost's Research Vision 2025.

For 2017-2018, CAMD identified three research teams that focused on the three areas highlighted in CAMD's 2025 proposals:

Data Storytelling and Exploration: Population Flows and Identity in the United States

John Wihbey (Journalism)
Brooke Foucault Welles (Communication Studies)
Sarah Jackson (Communication Studies)
Pedro Cruz (Art+Design)

This research team used census data to examine and make visible the population flows in and to the United States from 1790 to 2010. They

focused on three areas: resident foreign population by place of origin, internal U.S. migration flows and extraction of underlying network, and identification of missing populations and stories that bring to light issues of race and inequality in the United States. The project serves as a poignant example of how the arts, humanities, social sciences, and data science can work together to illuminate trends and patterns that underscore historical and contemporary inequalities in the U.S., and the final visualization was featured in *National Geographic* (shown on left).

Designing and Engaging Sustainable Cities and Communities

David Fannon, Architecture
Michelle Laboy, Architecture
Casper Hartevelde, Game Design, Art + Design

This research team combined unique online tools and gaming platforms to increase awareness and understanding of urban resilience and sustainability. David Fannon and Michelle Laboy, in cooperation with engineering colleague Matthew Eckelman, created the Resilient Homes Online Design Aid (RHOnDA) to help homeowners and tenants gauge the sustainability and resilience of their personal dwellings. Casper Hartevelde developed Study Crafter, an online platform that allows users to create scenario-based games without programming. With support from the CAMD Research Collaborative, these researchers are integrating their tools to create a series of serious games that will engage students and community members and increase awareness and understanding of urban resilience and sustainability, specifically home energy efficiency and risk of floods and sea-level rise.

Design for Human Experience

Dani Snyder-Young (Theatre)
Kristian Kloeckl (Art+Design)
Miso Kim (Art+Design)

This research team pursued three distinct investigations that explore human experience in urban space. Miso Kim's work focused on dignity and service design, designing a prototype for dignity driven educational services for prison inmates. Kristian Kloeckl's work focused on human interactions with the hybrid city, exploring how today's urban environments impact everyday human behavior. Dani Snyder-Young's work will focus on the behavior of audience members at theatrical events dealing with race in America, conducting interviews and observations to understand how audience members respond in real time and how they articulate their experiences following the performance. This research team also organized a colloquium series to illuminate various domains of human experience while encouraging connections across their separate areas of investigation.

The research undertaken by the three teams helped shape CAMD's growing research portfolio, and successfully helped the College foster an atmosphere of collaborative research and exploration.

**Design for
experience.**

Communication
for a new
century.

Creativity for
innovation and
entrepreneur-
ship.

Technology for
new media.

**We engage
with the nature
of human
experience
through
innovative,
interdisciplinary
approaches to
design.**

Design for
experience.

**Communication
for a new
century.**

Creativity for
innovation and
entrepreneur-
ship.

Technology for
new media.

**We explore new
forms of digital
media and
data-driven
communication
across
surprisingly
diverse
disciplines.**



Creativity/
Innovation



Communication
for a new century



Technology



Design for
experience

Design for
experience.

Communication
for a new
century.

**Creativity for
innovation and
entrepreneur-
ship.**

Technology for
new media.

We define
creativity in
groundbreaking
ways that
embrace
connections
between artistic
practices,
innovation,
entrepreneur-
ship and
research.



Creativity/
Innovation



Communication
for a new century



Technology



Design for
experience

Design for
experience.

Communication
for a new
century.

Creativity for
innovation and
entrepreneur-
ship.

**Technology for
new media.**

**We connect with
changing forms
of technology
and media
to foster
experience,
connection, and
communication
within local
and global
communities.**



Creativity/
Innovation



Communication
for a new century



Technology



Design for
experience



COLLECTION OF THE 2017 BOSTON WOMEN'S MARCH SIGNS, ART OF THE MARCH, NOW AVAILABLE ONLINE – 1/22/18

The Art of the March, an initiative spearheaded by a group of faculty and students within Northeastern University's College of Arts, Media and Design (CAMD) to archive thousands of signs from the 2017 Boston Women's March, is now online. A year-long project, the searchable database of 6,000 protest signs, is intricately tagged and categorized so that users can search a variety of relevant terms to instantly see a number of results.



Dietmar Offenhuber and Nathan Felde, both faculty members in CAMD's Art and Design Department, along with Alessandra Renzi, a former CAMD faculty member, spearheaded the project last year. Immediately following the historic Women's March, they hosted an event to unpack, tag, catalog, and photograph all of the protest posters they had collected in its aftermath. The signs had been placed by protesters on the iron fence of the Boston Commons Central Burying Grounds and along its perimeter as the march ended.

Now organized and archived for everyone to see, this impressive collection reveals a wealth of information on contemporary civil society in an age of political polarization and where instant social communication is networked.

"I think one of the most intriguing aspects is that most topics and issues that dominated this presidency have already been foreshadowed in the signs brought to the march," said Dietmar.

He explains that the website's basic tabulation of concerns and themes expressed include resistance (2,549), women's rights (1,652), feminism (1,517), Trump (1,276), love (1,044), gender equality (964), reproductive rights (520), lgbtq (469), hate (464), race (402), civil rights (369), and institutions/supreme court/political parties (328).



The website itself, which is user-friendly and fun to use, was built by Navarjun Grewal, who is pursuing his MFA in Information Design and Visualization (IDV) and designed by Colleen Curtis, pursuing her BFA in Graphic and Information Design. The tagging and categorization was also thanks to a group of talented CAMD students: Alix Alto, Elena Chace, Jessica Imbro, Zoe Gregoric, Abhishek Majumdar,

Samantha Cohen, Collen Nugent, Plamedi Makelela, Carly Davis, and Kaley Elizabeth Bachelder.

The initiative has already garnered national media attention, most

recently being featured in an article in The Boston Globe and a segment on WGBH. We are excited to see the next phase of this project unfold, which includes a visualization by Siqi Zhu, an Adjunct Faculty member in Art and Design.



JOURNALISM

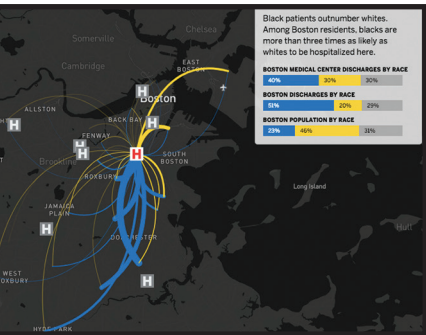


NORTHEASTERN ALUM SHINES AS BUZZFEED BREAKING NEWS REPORTER – 3/5/18

Mary Ann Georgantopoulos came to Northeastern in 2005 knowing she had a passion for news and loved to write. When her comrades in her introductory classes encouraged her to write for The Huntington News (then called Northeastern News), she jumped at the opportunity. In some ways, Georgantopoulos' three-year tenure at BuzzFeed News echoes her experiences at Northeastern. She's all too familiar with working late nights and early mornings—journalism "isn't a 9-5 desk job," Georgantopoulos cautions—and as a reporter on the breaking news team, she covers fast-paced stories quickly and accurately.

JOURNALISM GRADUATE STUDENT WINS 2018 GOOGLE NEWS LAB FELLOWSHIP – 4/5/18

Yan Wu is one of eight recipients of the prestigious Google News Lab U.S. Fellowship. She is the third Northeastern School of Journalism student to receive the fellowship—which nearly 2,000 students applied for each year—in as many years.



Wu will head to the Center of Investigative Reporting in June as part of her fellowship experience, where she'll join the team of reporters and producers behind the CIR's podcast, Reveal.

"Reveal stood out to me not only because they have done some fascinating projects on data sonification, but also because they are really good at bridging national conversation with hyperlocal reporting," Wu said. "I want to

use my skills on data visualization, interactive storytelling and webVR to create more appealing projects with the team at Reveal."

Other Google News Lab Fellowship locations include Investigative Reporters & Editors, where Emily Hopkins, Media Innovation '17, served in 2017, and Matter, where Jorge Caraballo, '17, served in 2016.

Though each host organization is unique, fellows have the opportunity to report, write, and create data to convey both domestic and global issues. To be considered, students must have an excellent academic record, compelling interests or hobbies, and a knack for research, writing and communication. Experience using HTML or Javascript—something Wu is well-versed in— gives applicants "an edge."

"Yan has grown tremendously as a digital journalist and visual storyteller while at Northeastern, starting as a contributor to Storybench, then an intern on the graphics desk at the Boston Globe, and now a Google News fellow at Reveal," says Aleszu Bajak, graduate programs manager for Northeastern's School of Journalism. "From day one she has demonstrated a willingness to be exhaustive and experimental with her data reporting. Any newsroom is lucky to have her."

Wu grew up in a rural suburb in China's Hebei Province. As a child, she enjoyed reading the newspapers her father took home from work— particularly the stories about faraway places. By the time she was a teenager, she was hooked on the idea of becoming a journalist.

So Wu headed to the Beijing Forestry University to earn her Bachelor's in digital media art. Next, she attended the Sun Yat-Sen University, a major public research university in Guangdong, China, to earn a Master's in communication and media studies. Wu worked as a journalist and editor at the Shenzhen Evening News, also in China, before leaving for Northeastern University in 2016.

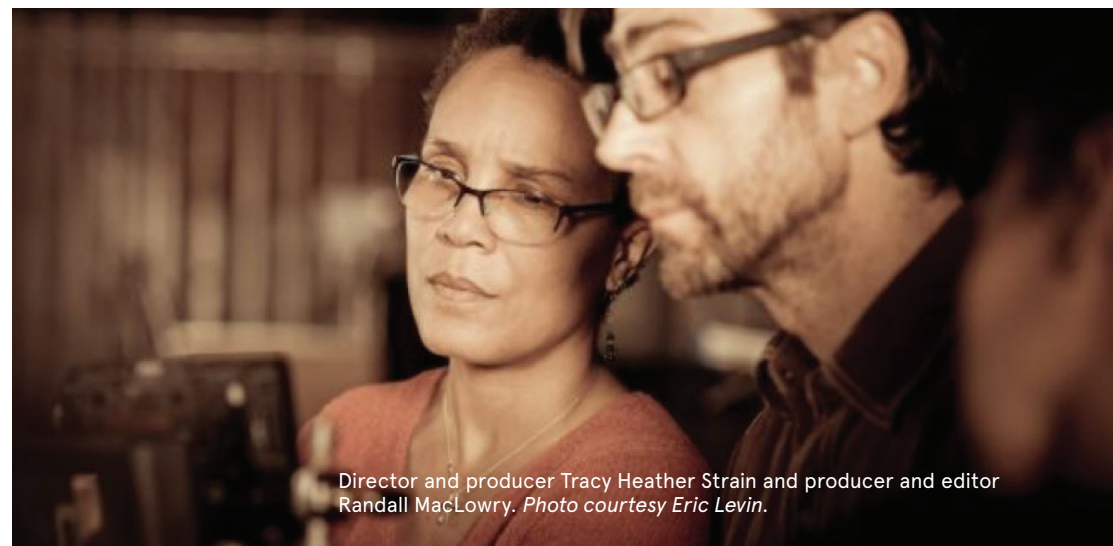
As a Media Innovation graduate student, she's gravitated toward—and has arguably mastered— data visualization. Currently an interactive journalist at the Boston Globe, Wu has created an enclaves map and a hospital map for the Spotlight series on racism, developed an interactive graphic and co-authored an accompanying story on President Trump's tweets, and was behind the design and development of a story about the adventures of a missing dog in Milton, Mass., among others.



Wu can't wait to further her skills in data journalism— and dip her toes in podcasting— during her Google News Lab fellowship.

"I am so grateful that Reveal recognized my work and decided to offer me the opportunity to collaborate with them," Wu said.

"I am also grateful for all my professors, who have not only taught me skills, but also shown me how to be a great data journalist. I am excited and looking forward to experimenting with new ways of storytelling."



COMMUNICATION STUDIES



CAMD PROFESSOR & AWARD-WINNING FILMMAKER TRACY HEATHER STRAIN DEBUTS NEW DOCUMENTARY ON PBS – 1/17/18

A new feature documentary directed, written and produced by Tracy Heather Strain, award-winning filmmaker and CAMD Professor of the Practice was featured on American Masters (PBS). A 14-year long project, *Sighted Eyes/Feeling Heart* showcases the life of playwright Lorraine Hansberry, the African-American Chicago native best known for authoring *A Raisin in the Sun* (which opened in 1959).

* PBS utilized "Sighted Eyes/Feeling Heart" as their submission for the 2018 Emmy Awards, where *American Masters* has subsequently been nominated for Outstanding Non-Fiction Series.



MUSIC



CATCHING UP WITH MUSIC INDUSTRY ALUMNA COLLEEN FINNEGAN – 6/10/17

CAMD alumna Colleen Finnegan, who graduated with a Bachelor of Science in Music Industry and Business Management in 2011, has worn many hats – both during her time as a student and after graduation. While earning her undergraduate degree, she held co-ops at Nettwerk Music Group and the Middle East Nightclub (simultaneously), and later at her own event production company, while also working at Starbucks and fitting in all of her coursework. After graduating, she worked for a year in Boston before moving to California, where she landed a job at Twitter and then Pandora. Now, she has been working at Pandora for five years, where she currently leads the Employee Experience and Marketing Team. She loves what she does, and we were lucky enough to catch up with her recently to learn more about her current role.



THEATRE



NORTHEASTERN HOSTS REGIONAL THEATRE CONFERENCE ON ARTS ACTIVISM – 6/22/17

On Saturday, June 17, Northeastern University welcomed more than 200 performing artists, writers, directors, producers, and arts administrators to the 2017 StageSource Theatre Conference, organized around the theme of arts activism.

Speakers included artist and activist Tory Bullock, MassCreative director Matt Wilson, and Chair of the Theatre Department and Professor of the Practice Scott Edmiston.



JOURNALISM



JOURNALISM PROFESSORS JOHN WIHBEY AND MIKE BEAUDET RESEARCH WAYS TO IMPROVE LOCAL TV NEWS – 6/7/17

Northeastern journalism professors Mike Beaudet and John Wihbey are concerned about the future of local TV news organizations. Those organizations, they say, are cornerstones to an open and democratic society in an era in which the majority of citizens still get their news from television. So, they spearheaded a research project to find creative, innovative ways to update and improve the local TV news model.



MassDigi Summer Institute Students at Boston TechJam, including undergraduate student Ryan Maloney, second from left

ART + DESIGN



GAME DESIGN STUDENTS SPEND SUMMER AT MASSDIGI'S SUMMER INNOVATION PROGRAM – 6/23/17

The Massachusetts Digital Games Institute (MassDigi) held its Summer Innovation Program, a 12-week paid internship program that brings together college students from around the world for an immersive course in game making. In 2017, Northeastern had two students from CAMD's Game Design programs (Ryan Maloney, an undergraduate candidate for a BFA in Games and Filiz Durgun, a graduate candidate for an MS in Game Science and Design) selected to participate in this prestigious program.

TYLER BLINT-WELSH SPENDS SUMMER AT THE NEW YORK TIMES AND LA TIMES – 6/15/17

This summer is proving to be an exciting, albeit busy, one for Journalism undergraduate student Tyler Blint-Welsh. He recently completed a two-week fellowship with The New York Times' Student Journalism Institute, where he was able to create and publish his own stories on social issues in New York. Tyler was one of 26 students out of a pool of over 3,000 selected for the prestigious program, focused on fostering diversity in the journalism and media industries.



YOU JUST GOT BACK FROM THE NEW YORK TIMES STUDENT JOURNALISM INSTITUTE IN NEW YORK – TELL US A LITTLE BIT ABOUT THE PROGRAM AND ITS MISSION.

The Institute is a two-week fellowship hosted at The New York Times with the goal of increasing diversity in the media industry, which has historically been very white-male dominant. Over the course of the two weeks, we work with New York Times staff writers, photographers and editors on our own original stories and put them together in a publication that's published both in print and online.

YOUR ARTICLES ON THE INSTITUTE'S WEBSITE ARE ABOUT FIGHTING GENTRIFICATION IN HARLEM AND HOW NEW YORK'S YELLOW TAXI SERVICES ARE IMPACTED BY RIDE-SHARING SERVICES – WHY DID YOU CHOOSE THESE TOPICS?

A lot of my journalism experience has come in sportswriting, mostly for the Boston Globe. For The Institute, I kind of just wanted to move away from that and challenge myself to write about something entirely different. I've always been drawn towards the stories of people who don't necessarily have a platform to get their own voice out there, so this was my chance.

Growing up in Brooklyn, I've seen the impacts gentrification has on communities first hand, so I wanted to use that perspective to tell the story of gentrification from an angle most people probably hadn't considered. When you think of gentrification, you don't think of business owners trying to preserve the unique culture of a neighborhood like Harlem; you usually think of them trying to exploit it. So my goal was to hopefully get people to think about the issue a little differently.

For my taxi story, I had realized that almost none of the stories about the decline of yellow cabs told the story from the perspective of individual cab drivers, so I wanted to get that point of view out there. Almost every taxi driver in New York City is an immigrant, and I think that's a big reason their struggles have kind of existed outside of the view of the mainstream. The things I tried to bring up in my story are things I know people don't think about, so I just wanted to help add some new information to the conversation around the topic.

WHAT WAS THE PROCESS LIKE FOR YOU TO GATHER INFORMATION AND CONDUCT RESEARCH FOR YOUR ARTICLES? DID YOU FIND ANYTHING PARTICULARLY INTERESTING OR SURPRISING?

Honestly, most of journalism is calling people you find on the internet and hoping they want to speak to you. The most surprising thing I found was how open people are willing to be once they realize you're genuinely curious about what they have to say. The taxi driver I interviewed invited me into his home, introduced me to his entire family, fed me and brought me tea just because I showed interest in his perspective on life. The research process for articles is pretty cool because you always get to interact with people and experience new things, and I think it just really helps inform how I see the world around me.

HOW WOULD YOU DESCRIBE YOUR EXPERIENCE AT THE NEW YORK TIMES AS A WHOLE?

It was surreal. The New York Times is something I grew up reading, so waking up every day for two weeks and being able to walk right in through the front door felt like a dream. We had daily seminars with some of the most talented journalists in the world. We also got to meet a bunch of their executives and top editors, and I even got to hold one of their Emmy Awards. It's something that is going to stick with me forever.



ARCHITECTURE

NORTHEASTERN ARCHITECTURE PROFESSOR DAN ADAMS & LANDING STUDIO DESIGN BOSTON'S HOTTEST NEW ART PARK – 9/8/17

Tucked under I93 entrance ramps by the South End, a new public art park designed by CAMD faculty Dan Adams offers both a diverse collection of street art and a much-needed face lift to an area left visually drab by Boston's roadways. With a little more lighting and color, designers think this new space could be comparable to the frequently visited tourist trap "Lawn on D."

INTRODUCING NORTHEASTERN'S M.S. IN MEDIA ADVOCACY - 1/3/18

Are you passionate for social justice and captivated by the digital age? Are you eager to get the cutting-edge skills necessary to advance in strategic communications, corporate strategy, lobbying, public relations or political messaging?

Northeastern University's Master's in Media Advocacy will prepare you for a career in digital advocacy with courses that explore and apply tools and methods from activism, communications, journalism, politics and law that are increasingly employed by communications professionals looking to move the public, micro-target voters and convert customers.

A collaboration between Northeastern University's School of Journalism and School of Law, this degree will give you a foundation in government and the legal system with sophisticated training in the latest digital communication techniques. These include social media, web communications and videography, as well as data analytics and data-driven storytelling.



Mike Krentzman '03 (right) with co-op Liam O'Donnell, current CAMD student (left).

COMMUNICATION STUDIES

ALUMNUS-OWNED PRODUCTION FIRM BECOMES CAMD CO-OP PARTNER - 8/14/17

Northeastern University alumnus Mike Krentzman '03, Communications and Media and Screen Studies, has been running his own production company, Red Summit Productions, for almost ten years. His documentary work has allowed him to travel all around the United States, in addition to doing some international filming in the Caribbean, Ecuador, Honduras, Bolivia, and more. Now, Red Summit Productions is a new official co-op partner of CAMD.

"When I was looking for co-ops as an undergrad, I remember seeing a lot of well-known companies that were interested in specifically Northeastern students... I want to give back to Northeastern students by teaching them what I've learned."



Photo Courtesy of World Design Summit - Montreal 2017

ART + DESIGN

CAMD FACULTY PARTICIPATE IN WORLD DESIGN SUMMIT, UNPRECEDENTED MOMENT OF GLOBAL UNITY - 11/6/17

The World Design Summit 2017, held in Montreal, was a historic gathering of designers from all practices who shared the objective of harnessing the power of design to address some of the world's most pressing challenges. Northeastern University's College of Arts, Media and Design (CAMD) is pleased that our faculty participated. Nathan Felde, Art + Design, and Kristian Kloeckl, Art + Design and Architecture, both attended and presented talks on successive days.

ARTS LEADERS JOIN FORCES AT a2ru NATIONAL CONFERENCE, HOSTED BY CAMD - 11/17/17

On November 2, artists, thought leaders, and academics from around the country came to-gether at Northeastern University's Curry Center for the 5th annual National Alliance for the Arts in Research Universities (a2ru) conference. Northeastern's College of Arts, Media and Design (CAMD) was thrilled to host this three-day event, to foster such an impressive exchange of ideas, knowledge, and skill.



Using the City of Boston as a backdrop, this past year's conference, Arts in the Public Sphere: Civility, Advocacy and Engagement, sought to address how creative placemaking and placekeeping can be used to bring forth positive changes in local communities and society as a whole. Session themes ranged from research and funding to communication, trust and culture within communities.



GRAD STUDENT SPENDS SUMMER AS UX DESIGN INTERN AT MICROSOFT – 8/9/17

Divya Srinivasan, a CAMD graduate student pursuing an MFA in Information Design and Visualization (IDV), has been spending her summer on co-op at the Microsoft headquarters in Redmond, WA. There, she is working as a user experience (UX) design intern under the Windows NEXT org in the Windows and Devices Group (WDG) of the company, where her main focus is UX and visual design.

Throughout her co-op, she has been focused on telling compelling stories about an idea, relating back to her coursework in IDV, which centers on telling a story about a data set in a way that users can relate to and understand. So far, her research methods, visual communication, and interaction design classes have been proving to be very applicable. Her role at Microsoft focuses on user research, information architecture, wireframes, and prototyping – as well as doing HoloLens and VR demos to better understand how to design for a virtual world!

“What’s great about my co-op experience is that there is a great mix of ‘work and play,’ and it influences me towards holistic development,” explained Divya. “The experience has been diverse so far! I took part in a one-week long hackathon, and I have had the opportunity, through Microsoft, to meet and network with like-minded individuals. In addition, my team is geared towards future innovation, so most of the products are designed to live in the METaverse, which motivates me to think in that direction.”



In addition to the day-to-day excitement, one of Divya’s highlights so far was a Q&A session with Satya Nadella, the current CEO of Microsoft. “Satya Nadella is an inspiration and I took the opportunity to gather my guts and ask him a question,” described Divya. “To be able to hear an answer from the man himself was an amazing feeling. And when you see him in person it gives you the realization that if you have a dream and you chase it, you can achieve anything you want to in life!”

Another highlight was the Microsoft Intern signature event, where Microsoft invited the Chain Smokers to campus for a private intern event. In true “tech giant” fashion, the organization gave every intern an Xbox one S as a gift to express their appreciation toward them and how much the company values their work.

As Divya continues her work at Microsoft, she is excited to continue to learn as much as possible from the talented and empowered colleagues around her, especially other women.

“I am always motivated when I see women in the creative industry being great leaders,” concluded Divya. “My goal apart from being a good designer is to also lead and motivate my team to follow an idea that could make an impact and Microsoft is filled with innovation and creative women entrepreneurs who can influence me in this direction.”



Deirdre Loughridge moderating discussion with David Turner at Full Spectrum Symposium.

MUSIC

FULL SPECTRUM SYMPOSIUM ADDRESSES DIVERSITY IN THE MUSIC INDUSTRY – 4/4/18

Northeastern University’s Department of Music, in partnership with the Office of Institutional Diversity and Inclusion, recently hosted the 2018 Full Spectrum Symposium, which explored some of the most pressing and relevant questions about the music industry, from what impacts streaming platforms are having to what qualities it takes to become successful. The Symposium explored these issues with innovative thinkers and practitioners in music and technology industries.



ART + DESIGN

FACULTY MEMBER DR. CELIA PEARCE EARNS RESIDENCY AT BLAST THEORY – 5/10/18

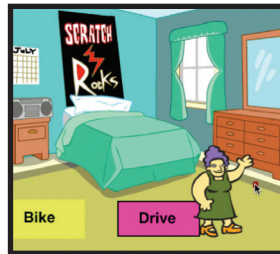
Dr. Celia Pearce is a game designer, author, researcher, teacher, curator and artist, specializing in multiplayer gaming and virtual worlds, independent, art, and alternative game genres, as well as games and gender. She is also Associate Professor of Game Design here at Northeastern, as well as co-founder of IndieCade, and was recently accepted into a summer residency at Blast Theory. Celia has been a huge admirer of Blast Theory, an audience-focused artist group creating interactive art to explore social and political questions, for years, even before her interest in the residency.



THROUGH NSF GRANT, CAMD RESEARCHERS EXPLORE HOW TO BLEND COMPUTATIONAL EXPERIENCES WITH GAME DESIGN & CLIMATE SCIENCE LEARNING – 6/29/17

Increasingly, young students who are trained and equipped with essential computing skills are at an advantage to compete and succeed in today's modern, technology-dependent world. To help these students meet such demands, and succeed in both the classroom and eventually the workforce, the National Science Foundation (NSF) has developed a STEM + Computing (STEM+C) Partnerships program, which addresses the urgent need to prepare K-12 students in essential computational skills and competencies. The NSF program partners with research universities and organizations from all across the country – and one of these STEM+C projects is happening close to home for the Northeastern community.

As a STEM+C project, TERC, Inc., in collaboration with Northeastern University and Cambridge, Newton, and other local Public School Districts is working to develop and study an education program that integrates computing into middle school Earth systems science. The project, Building Systems from Scratch, interweaves the development of computer skills into science game design and content learning. It aims to develop skills among diverse groups of young people in two crucial fields central to national, and even global, interest, while creating a learning environment where young people learn thinking from a systems perspective.



Not surprisingly, this undertaking has managed to keep Northeastern post-docs Amy Hoover and Jackie Barnes, in addition to all those working on it, busy over the past two years. Jackie and Amy have been working alongside Gillian Puttick (Principal Investigator) and Eli Tucker-Raymond (coPI) from TERC and Casper Hartevelde and Gillian Smith (coPIs) from CAMD to explore how to effectively blend computational experiences with game design and climate science learning in 8th grade classrooms. The project is based on the idea that when young people build games, they construct knowledge at the same time.

Jackie, whose expertise and background is in the learning sciences and designing educational games, has been focusing on the qualitative elements of the project and has played a key role in building the curriculum and exploring the variations of topics and genres of the games.

“It has been very interesting and rewarding to have the opportunity to actually work in the classrooms with the teachers and students,” explained Jackie. “Being on the ground, I have seen trends emerge that have challenged me, and the rest of the team, to think about how our initial assumptions may or may not have been correct.”

Amy, on the other hand, lives and breathes in the computer science world, working on the technical side of the project, and exploring questions like, what is the design process and what does it mean? She

collects and examines quantitative metrics, like what the students clicked on and interacted with during the course of each game.

“Working on this project has been both fulfilling and eye-opening,” said Amy as she reflected on the experience so far and looked forward to the next phase of the project. “I have enjoyed being able to help tackle such a fundamental challenge as how to teach computational skills to students at a young age, and to measure the effectiveness of doing so through games.”

While the 8th graders do have the opportunity to play games as part of the Building Systems from Scratch curriculum, the majority of their energy is focused on building them using Scratch, a visual programming language geared toward beginners. The project develops and tests whether students can better learn systems thinking and climate science by building games than by direct instruction or student inquiry alone.

“We conjecture that building games will have positive outcomes on student learning as games are complex systems themselves and it requires a deep understanding on the part of the creator about the topic to represent this into a game format, especially if the purpose of this game is to educate others about this topic,” said Casper to explain why building games may be beneficial. “As designing educational games is very hard, even for professional developers, there is an important question on how we can best support students in this effort without taking away their creative freedom or the necessary challenge for them to learn.”

As the school year now comes to a close, Amy and Jackie, with the team led by Casper and Gillian, will be spending the next few months focusing on outcomes. They will be reading and analyzing the evaluations that both students and teachers took at the end of the curriculum. These results will hopefully highlight important knowledge for moving forward, like how the teachers thought the activity went and how well the students grasped important course topics from the games.

The video that describes some of the research was recently recognized in STEM for All's 2017 Video Showcase with both the Facilitator's Award and Presenter's Award.

THEATRE

THEATRE FACULTY'S PRODUCTION CONSTELLATIONS WIN 2018 ELLIOT NORTON AWARD FOR OUTSTANDING PRODUCTION – 5/22/18

Theatre chair Scott Edmiston's 2017 production of Constellations, a Boston premiere, won an Elliot Norton Award this past May for “Outstanding Production.” It is a play about string theory and the multiverse concept and was produced by the Underground Railway Theatre in Central Square which frequently produces plays about the sciences.



SHANTELL MARTIN DRAWS EVERYWHERE AND ON EVERYTHING AS SHE TRIES TO ANSWER 'ARE YOU YOU?' – 1/12/18

This past year, Northeastern's Gallery 360 featured work from a variety of artists, including creator and visual jockey Shantell Martin. Having made her mark in New York City, and in the visual jockeying scene in Tokyo, Japan, Martin brought a fresh take on her thought provoking line-based artwork to Northeastern's campus.

Repeated across the canvas in her various works featured in Gallery 360 were the following two questions: "Who Are You?" and "Are You You?"

"It's a seed. Also, I'm obsessed. It doesn't matter how educated we are, how well traveled ... we all stumble to answer this question. As an artist I ask, 'What are the words that describe who we are at the core?'"

COMMUNICATION STUDIES



CAMD ALUMNA RACHEL ZARRELL ON FORBES' 30 UNDER 30 – 11/17/17

CAMD alumna Rachel Zarrell '12, Journalism and Communication Studies, was recently named to Forbes' "30 Under 30" list in the Media category, which celebrates the innovators who are defining and driving the world of news and content. Rachel, who works at BuzzFeed, is an innovator – and her creativity and experimentation with video has made her an asset to her team, the company as a whole, and her community of viewers.



MUSIC



NORTHEASTERN MUSIC STUDENT, SIDNEY GISH, FEATURED IN BOSTON GLOBE – 8/4/17

"A third-year music industry major at Northeastern, the New Jersey native self-released her feature-length debut "Ed Buys Houses" on Bandcamp in December, making a strong impression on local tastemakers like Allston Pudding and DigBoston."



JOURNALISM



PROFESSOR JEFF HOWE'S ARTICLE ON MIT'S OUTREACH TO RURAL KENTUCKY IS PUBLISHED IN THE BOSTON GLOBE MAGAZINE – 11/20/17

"Kentucky wants MIT to stop destroying its jobs. MIT is listening," by Journalism Professor Jeff Howe was published in The Boston Globe Magazine, November 19.

"Shortly after last year's presidential election, MIT alum and research affiliate Sam Ford attended a laboratory demonstration by MIT roboticist Daniela Rus. At the typical MIT demo, visitors ask researchers questions, but Rus had one for Ford, who had come up from his home in Bowling Green, Kentucky: Was his state marked by the bitter pessimism evident in other parts of Middle America? 'It's hard to be excited about the future of work,' Ford says he told her, 'if you don't think you're in it.'"

THEATRE FACULTY DANI SNYDER-YOUNG EXPLORES THE SOCIAL IMPACT OF THEATRE ON AUDIENCES – 2/9/18

Theatre faculty member Dani Snyder-Young has always been fascinated by the impact theatre has on its audiences. She recently sat down with us to discuss her new research on how theatre can be used to intervene in racism and how this specific type of theatre affects the audi-ences that see it.



Tell us about the research project you are working on.
I am writing a book on theatrical interventions in white supremacy. So, when we go to make a play and we produce it in a mainstream professional theatre, there's an audience that comes to see it, and that audience nationally is predominantly white, middle class to affluent, demographically is older and is more female on average. So, when we make a play to intervene in racism, what are we doing to those people who really come to the space?

It started in Chicago, before I was here, through 2013-2015. Over and over again I would watch these nuanced, sophisticated plays that were trying to intervene in particular aspects of white supremacy and the play would have a clear point of view that was argu-ing for equity and inclusion in convincing ways. And then, a lot of these performances would include post performance talk-backs, and after the show I would watch white audience member after white audience member say 'I loved the show!' and then tell a personal story that negated the message of the play.

At first I was so agitated by these post-performance conversations, I had to back up as a scholar and say, 'So this is aggravating me, but why is it happening?' It's not just happening at one play... I'm watching it happen over and over again. Is it specific to Chicago? Is it specific to this historic moment 2013-2015, where we have a black president? What is it about theatre audiences that is making it so that the artists are trying to intervene in racism and yet audience members are walking away with a supported, bolstered sense that they are good people because they saw the play- without having changed.

So were audience members leaving the show without actually understanding the play?

They think they understand the play but they didn't change in the way the play seemed to want them to change. That had me wondering when are plays able to make those kinds of interventions- and when they are, what are the artistic strategies? So, I started asking those questions and there was this rupture moment in November of 2016, when Trump was elected. For a lot of progressive, affluent, white people, this was a shocking realization; they realized the world is oppressive.

There was certainly an idea surrounding the 2016 election that "this isn't actually going to happen."

Right! And people actually had to stop and say 'the world is different than I thought.' It was because the world is set up in segregated bubbles. And if the segregated bubble you live in is pretty comfortable, it's hard to remember on a day-to-day basis that that's

not the real world. That's just your world. So, there's this audience that goes to the theatre that wants to have conversations, and wants to understand what they can do to make the world more equitable and inclusive. These theatrical events I'm watching this year in particular operate as pedagogical spaces. What are these different theatrical productions doing to amplify the power of the play? To really help move the ball forward to change people's hearts and minds to get them to make change in the world outside of the theatre.

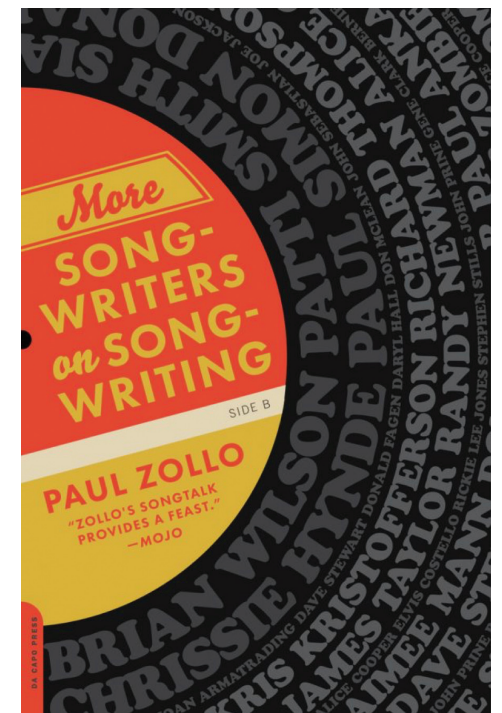
What is your research process like?

Right now, I am working with three CAMD students as my research assistants: Pablo Hernandez Basulto, Liam Hofmeister and Amos Nasongo. Together, we are conducting straight qualitative field research that focuses on participant observations. We attend, participate, and observe. A participant observer is not an unbiased third party; we are part of the event. People react to us and our bodies. We disclose what we're doing when we have any sort of discussions with the people around us; people have to know why we're there. And, we take no notes. So, we participate, keep track of what happens in as much detail in our memory as we can keep track of, and then we go home and write field notes. We write up a narrative description of what happened as best we can remember, recognizing that our interpre-tive systems are fallible, that our memories are fallible, that we have biases, and that our presence in a space changes it. Then, we write analytic memos where we try to assign meaning to the things that we saw. Then, when we have chunks of data, when we have field notes across multiple events, analytic memos across multiple events, we go back and we look for codes. We look for themes, things in common and things that disrupt patterns.

ART + DESIGN

KERRY RUBENSTEIN, GRAPHIC DESIGN ALUMNI FEATURED IN HOW MAGAZINE - 7/17/17

Kerry Rubenstein, Graphic Design alumni was featured in HOW magazine's "cool book covers" list for her work on Paul Zollo's Song-Writers on Song-Writing. Above is one of her amazing designs from this project.



THEATRE

THEATRE STUDENT LEARNS FROM INDUSTRY PROS & SEES IDEAS BROUGHT TO LIFE DURING FIRST-EVER HUNTINGTON THEATRE COMPANY CO-OP - 1/5/18

One of the core tenants of the educational alliance that was recently formed between Northeastern University and the Huntington Theatre Company is new experiential learning opportunities. For College of Arts, Media and Design (CAMD) student Liam Hofmeister, who is pursuing a Theatre major and a Journalism minor, this presented the chance to serve as the Huntington Theatre Company's first-ever co-op, which he recently wrapped up in December after a productive and valuable five months.



COMMUNICATION STUDIES

FINDING THE FACTS: ALUMNA LESLIE MARSHALL BRINGS PASSION FOR NEWS & POLITICS TO LIFE AS TALK RADIO HOST, ANALYST, AND WRITER - 3/19/18

Northeastern University alumna Leslie Marshall, who earned her undergraduate degree in Communications with a Theatre minor, is a political analyst, nationally syndicated talk radio host, and Fox News contributor who lives by her mission to pursue the truth and relay facts to her audiences. Since graduating from Northeastern, Leslie has been completely immersed in the worlds of journalism, media, and politics, starting her broadcast career as a radio news re-porter right here in Boston, and then working in radio and television all across the country - in Miami, Buffalo, Houston, Chicago, and San Francisco.



CAMD FACULTY PRESENT COLLABORATIVE PROJECT AT ARS ELECTRONICA FESTIVAL - 10/10/17

Derek Curry, CAMD Assistant Professor, and Jennifer Gradecki, Assistant Teaching Professor, presented a collaborative project at the Ars Electronica Festival, the oldest new media festival in the world, established in 1979. Their project, entitled the Crowd-Sourced Intelligence Agency (CSIA), is a creative research project that partially replicates an open-source intelligence (OSINT) surveillance system. It allows users to see how their Twitter posts would look to an intelligence agent through an OSINT interface.



"The CSIA is a publicly accessible Open Source Intelligence (OSINT) system that was constructed using information gathered from technical manuals, research reports, academic papers, leaked documents, and Freedom of Information Act files," explained Derek and Jennifer. "The project was commissioned by Science Gallery Dublin in 2015. By replicating known data processing techniques, CSIA allows for a practice-based awareness of dataveillance techniques, and exposes potential problems or oversights inherent in the process."

The Ars Electronica Festival is hosted by Ars Electronica, a center for electronic arts located in Linz, Austria. Some call the center "the museum of the future," in which all sorts of merging art, science and technology are shown and explored. Once a year, for the festival, the organization invites artists, scientists and researchers from all over the world to confront a specific, interdisciplinary theme in the context of speeches, workshops, exhibitions and symposia. Each year's festival is dedicated to a different issue, and the theme this year was Artificial Intelligence.

"The CSIA features two Naïve Bayes supervised machine-learning algorithms that automate the evaluation of social media posts. Machine-learning is the type of AI intelligence agencies use in predictive policing programs to process the troves of data that are collected from publicly available sources/ In these systems, statistical pattern recognition supplements, and perhaps alters, human judgment," they continued. "When users of the app monitor their own posts and the posts of their friends, they can see how automated processing changes, reinterprets, reframes, and recontextualizes their posts, along with how a recommendation from a predictive policing algorithm can affect one's judgement."

Both Derek and Jennifer are new faculty members to the College of Arts, Media and Design (CAMD). Derek is teaching Rapid Idea Prototyping, while Jennifer is teaching 5D: Experience and Drawing, Game Interface Design and Rapid Idea Prototyping. We are thrilled to welcome them both to the CAMD community, and look forward to their contribution to the Game Design department and beyond.



MEET SILVIA CHAVEZ: THE WOMAN WHO PAINTED THE HANDS HOLDING A PAPER CRANE ON THE RUGGLES MBTA STATION HERE AT NORTHEASTERN? – 5/15/18

Local artist Silvia López Chavez is painting a 5,000-square-foot mural on the MBTA wall outside Ruggles Station, turning a nondescript space into a vibrant passageway to and from campus.

The focal point is a pair of hands holding a paper crane, a reference to the ancient Japanese legend promising eternal happiness to anyone who folds 1,000 such origami models.

“It’s about fulfilling your dreams and how you go about creating your future,” says López Chavez, who took a short break from painting on Thursday to reflect on her work.

The mural is bursting with color, including brilliant shades of blue, green, and purple. It features Slinky-like shapes, directional arrows, circular targets, and a lone train barreling down a bright red track. “I wanted to capture this idea of migration and making a journey,” says López Chavez, noting that her art explores the basic human need to connect across social, political, and cultural mores. “It’s never a straight line—it’s always up and down.”

Her mural is the latest piece in President Joseph E. Aoun’s Public Art Initiative, which provides a platform for artists to test their creative limits on campus. The artwork is scheduled to be completed later this month.

“Public art has the ability to bring people together and create joy in unexpected places,” says López Chavez. “I think Boston could use more public art and I love that Northeastern is supporting that mission.”

López Chavez was born in North Carolina and grew up in the Dominican Republic.

Art is in her blood. Her father plays the cello and her mother sings. In her childhood, she says, “music and art were part of every family gathering.”

She studied painting and sculpture at a popular art school in the Dominican Republic and moved to Boston in 1997 to study illustration at the Massachusetts College of Art & Design.

She didn’t intend to stay in Boston after earning her degree. “I thought I’d be here for four years, pay off my loans, and go home,” she says. Instead she took a fulltime job as a graphic designer and illustrator at the Museum of Fine Arts and has continued to live and work in the city for the past two decades.

She recently completed her first professionally commissioned mural on the Charles River Es-planade and is currently an artist in residence at Boston Children’s Hospital, where she makes art with children with serious illnesses.



“Art,” she says, “has the power to heal and make children forget about their pain.”

López Chavez, who specializes in mixed media paintings, drawings, and monoprints, has exhibited her work in shows at the Fitchburg Art Museum, Boston Children’s Museum, and the New Hampshire Institute of Art. Clients of her freelance design work have included the World Health Organization, the World Bank, and the Bill & Melinda Gates Foundation.

“I’ve been making art my whole life,” she says. “Whenever I’m not making art, I’m not happy.”

She supports her fellow female artists. Her husband, a photographer, is helping her paint, but the other artists on the Northeastern mural project are women.

She says that several onlookers have already thanked her for breathing new life into this once utilitarian space.

Sarah Milberger, who graduated from Northeastern this spring with a bachelor’s degree in architecture, observed the crew in action on Monday morning. “It feels imaginative in a youthful way,” Milberger says.

JOURNALISM



JOURNALISM GRAD STUDENT ANDY ROBINSON PRESERVES THE LEGACY OF THE NEW YORK TIMES PUBLIC EDITORS – 8/1/17



They handle some of the toughest cases in the The New York Times’ newsroom, investigating their own. Media Innovation Graduate Student, Andy Robinson, interviews six Times public editors in his oral history story published in the Columbia Journalism Review, July 20.

Read “The Public Editor’s Club at The New York Times as told by the six who lived it.”



ARCHITECTURE'S MICHELLE LABOY LEADS EFFORT TO MAKE WATER VISIBLE - 9/15/17

If you walked down Newbury Street in Boston's Back Bay neighborhood last fall, there's a good chance you came across at least one of 10 Bluetooth-enabled well caps designed to monitor and display groundwater levels in real time.

The well caps were the brainchild of Michelle Laboy, assistant professor of architecture at Northeastern, and they worked to make groundwater perpetually visible to city officials and residents alike.

"I've always been interested in water's role in the urban landscape," said Laboy, a member of Northeastern's Resilient Cities Lab, "and maintaining groundwater levels in Boston is critical to the preservation of old buildings in some of the city's most historic neighborhoods."

The effort—dubbed Project LightWell—was carried out in partnership with FieLDworkshop, Laboy's research-based design practice; Conform Lab, a digital fabrication firm; and Boston Groundwater Trust, which was created in 1986 to monitor groundwater levels in neighborhoods where old building foundations are threatened by drawdown. It was funded by BGwT, the College of Arts, Media and Design, and Autodesk, the 3D design, engineering, and software company. Project LightWell is a moving installation, designed to last for one month in each of seven different locations in parts of Boston's Beacon Hill, Back Bay, Fenway, and South End neighborhoods. Laboy initially installed the well caps along Beacon Street in July of last year, moved them to Commonwealth Avenue in August, and then transported them to Newbury Street in September. Further locations include Boylston Street, Tremont Street, and Columbus Avenue.



The project's first iteration, which was sponsored in part by the Mayor's Office of New Urban Mechanics, is located in the South End Library Park. According to Medium, it "consists of two structures that visualize storm water capture in public space by changing computer-controlled lights inside a playful design." For this one, Laboy strived to revamp the "difficult, slow, manual" process of collecting data on groundwater levels by harnessing the power of technology and citizen science.

Digitally fabricated out of translucent Corian, each well cap houses LED lights and a microcontroller connected to a depth sensor nearly 20 feet below ground level. The sensor continuously reads and transmits groundwater levels via Bluetooth and displays a real-time LED reading to the face of the well cap every hour, informing passersby of the current groundwater level in the area. City residents within 100 feet of the well cap can use the Boston LightWells app—which was created by Laboy, her FieLDWorkshop partner, and a recent graduate of the computer science program—to upload real-time water level readings to the cloud for others to see.

"Crowdsourcing the data collection is a very powerful way of engaging Boston residents and making them aware of the project," said Laboy, a self-proclaimed fan of citizen science. "But it also allows the Boston Groundwater Trust to more quickly understand—and react to—fluctuating groundwater levels and their root causes."

The need for Laboy's Bluetooth-enabled well caps is acute. According to the Boston Groundwater Trust, nearly all buildings constructed on made land before or during the early part of the 20th century are supported by wood pilings. The pilings will last for centuries if they remain submerged in groundwater, but if groundwater levels drop, the pilings will rot, causing severe foundation problems. "If you're constantly measuring and keeping track of groundwater levels, you'll immediately know if a pipe broke or a tunnel is leaking," said Laboy, citing two factors that commonly lead to drawdown. "Having access to this information enables us to understand what is happening in real time."

This crowdsourced data will be used to generate interactive maps, with a particular focus on how rain and infrastructure impact the fluctuation of groundwater levels throughout the city's most historic neighborhoods. Laboy is also working with the Boston Groundwater Trust to find new ways of using her well caps in the future. She asks herself, "How can water once again become a force to productively shape the human experience of urban space?"



ART + DESIGN



MORE THAN 170 ASPIRING GAME-MAKERS ATTEND NORTHEASTERN'S GLOBAL GAME JAM 2018 - LARGEST SITE IN NEW ENGLAND -1/31/18

Northeastern University recently welcomed more than 170 aspiring game-makers to campus for this year's Global Game Jam, the world's largest game jam event. Students from North-eastern and other universities, alumni, and local professionals all gathered in the Snell Library Digital Media Commons for an entire weekend to collaborate, inspire, and learn. While the first Global Game Jam was held in January 2009 with 1,600 game creators in 23 countries, this year featured an impressive 42,792 jammers registered in 803 jam sites located in 108 countries, and a grand total of 8,597 games created from scratch! Northeastern University was proud to be an official site for 2018 – for the seventh year in a row.



NORTHEASTERN STUDENT KATIE WILHOIT IS CHANGING FASHION WITH HER COMPANY UNSIZE – 3/12/18

It is rare when an idea comes along that has the potential to revolutionize an industry, but perhaps Unsize, an app that helps consumers find the correct size when shopping online, will do just that. It was created by Northeastern student Katie Wilhoit, an International Affairs major with a CAMD minor in Interaction Design, and Harvard University alumna Shuya Gong, who met at IDEO, a design consultancy firm. Their product, Unsize, takes the guess work out of online shopping, and provides a simple and easy way to find the right size for you, regardless of clothing type or style.



While online shopping can be a more comfortable experience for some, the inability to try things on makes it difficult. With that, Katie explained that the idea for Unsize grew out of how she has always liked to wear men's style shirts.

"It's my style; it's where I feel the most comfortable and confident. I grew up always feeling uncomfortable going shopping and my parents would buy me things and say I looked great in it. Then I would try it on and feel uncomfortable!" Katie said. "It's difficult to shop for my unique style in department stores with men telling me I am in the wrong section."

So Katie asked herself, why isn't it easier to know what's going to fit when shopping online? She believed it could be, and the idea for Unsize was born.

It works with two tools, a webapp and Tailor, a Bluetooth enabled measuring device. Together they confidentially vet your size options on retailer's sites to find the best match for you based on your actual measurements, regardless of gender. To begin her creation of the business, Katie entered the Husky Startup Challenge through the entrepreneurial club as a way of learning how to start a business and seeing if this was a problem other people had. Through that process she came up with the idea of needing body measurements and the measurements of clothing to find the best fit of clothes.

Consumers are always having to search through "small, medium, large" and what those things mean, which change based on brand, production country, and more. Online shopping is continuing to grow, and with that has come another growing trend of personalization, so that online shoppers do not need to continuously return clothes when they do not fit. With the cost of returns and refunds, retailers are ready for a change, and Unsize is now here to bridge the convenience and accuracy of being able to try things on with a physical device and a new online shopping experience.

The device is called Tailor, named with a wink to the job that will always create perfect clothes and a hope that it will achieve the same. Tailor unlocks the moment of getting something that fits.

"When we talked to people, we realized sizing language was a barrier for finding the right size," explained Katie. "So what Tailor does is it walks you through measuring exercises and you don't ever see the numbers or the sizes."

Unsize does not reveal its measurements to its customers, which was a very specific choice they made.

"It's absolutely a design choice because of the vanity of sizing and numbers, for accuracy's sake and people trusting the experience," she described. "By taking out the numbers people end up feeling more confident and it makes it easier for them to go through the UI and trust the out-come."

It is easy to get overwhelmed with the sizing of everything and to just give up, but Tailor hopes to solve that problem. As far as the flexibility of the measurements, Tailor can take any, but right now it is designed to take five specific measurements. Now, if you are wondering how Tailor measures, there is a headphone wire-like string that is wound inside of it. Right now it can measure up to 6.5 feet, and it then sends these measurements with an accuracy within a 1/8th inch to the Chrome app. It is in a format now that is going to change, based on what they continue to hear from both retailers and consumers.

Check out their website at unsize.me.



MUSIC

MUSIC INDUSTRY ALUMNUS LAUNCHES PODCAST CENTERED ON MUSIC AND POETRY – 12/15/17

CAMD alumnus Manuel "Manni Festo" Simon '16, Music Industry, recently started his own pod-cast, The Poet's Lounge with Manni Festo, to help showcase the incredible local "underground" talent he is surrounded by every day. Intended for anyone who wants to discover new music and artists, and for those who are curious about exploring outside their comfort zones, The Poet's Lounge features various songwriters, rappers, poets and comedians that are based in New York, Boston, and beyond. With several episodes already live, the podcast highlights these artists' works and offers them a platform to describe the meanings behind what they do – and many of the early guests Manni met through his connections made at Northeastern!



THEATRE

THEATRE ALUMNA CREATES HER OWN SHOW TO INTEREST GIRLS IN STEM – 1/29/18

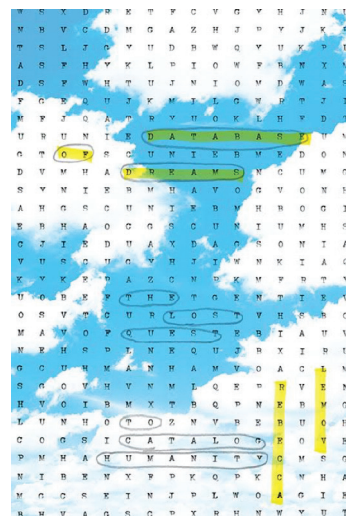
Sophie Shrand, S/AMD'11, liked science as a kid, but didn't have female scientists to look up to—except Ms. Frizzle, the red-haired, 4th-grade science teacher in *The Magic School Bus* animated TV series. Twenty years later, “we still don't have enough real live female role models in STEM,” says Shrand. So, after graduating from Northeastern with degrees in theater and behavioral neuroscience and working for a few years in science education at Boston's Museum of Science, she decided to create a science-themed TV show for girls. With money from a crowd-funding campaign, Shrand recently launched the first five episodes (Season 1) of her YouTube series *Science with Sophie*. Shrand reveals the science behind oddities in everyday life, such as how potholes form, why we shed tears, and whether we can digest bubble gum if we accidentally swallow it. Each episode includes a simple experiment that viewers can try at home. The videos have been featured on National Geographic Kids' playlist of best new YouTube videos for kids.

ART + DESIGN

CAMD FACULTY MEMBER HONORED AS DESIGNER OF ONE OF THE 50 BEST BOOK COVERS OF THE YEAR – 9/13/17

CAMD faculty member Thomas Starr, Art + Design, was honored as a winner of the 50 Books | 50 Covers Competition for his cover design of the Yale University Press book *Database of Dreams*.

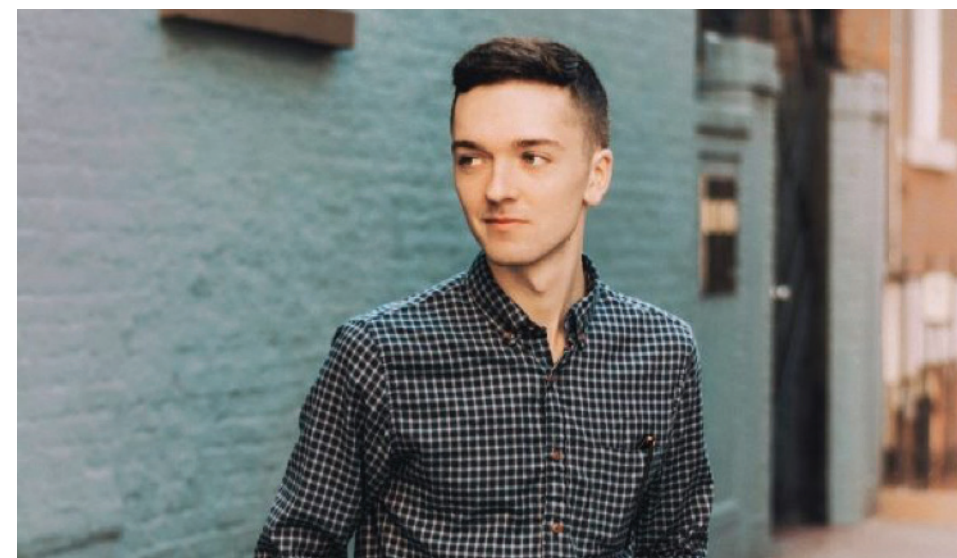
Professor Starr teaches Graphic and Information Design at CAMD, and his design for *Database of Dreams* has also previously won Best in Category among general trade books at the 60th New England Book Show and was included in the Association of American University Presses' Book, Jacket, and Journal Show, an exhibition currently traveling throughout the U.S. and Canada.



MUSIC

DEPARTMENT OF MUSIC FACULTY MEMBER ANTHONY PAUL DE RITIS RELEASES NEW, ACCLAIMED CD – 4/9/18

Department of Music Professor Anthony Paul De Ritis released a CD with Albany Records, entitled *Anthony Paul De Ritis: Electroacoustic Music (In Memoriam: David Wessel)*, that compiles music from his years of impressive, dedicated work. This recording of De Ritis's music is a tribute to David Wessel, De Ritis's mentor and former Director of U.C. Berkeley's Center for New Music and Audio Technologies.



JOURNALISM

WHEN PASSIONS & PROFESSION COMBINE: CAMD STUDENT EMBRACES PHOTOGRAPHY TO REACH HIS GOALS

CAMD student Joe Thomas has found a way to blend his passion and interest in photography with his career goals and academic success, a winning combination that many aspire toward but that is certainly not easy to achieve. He uses photography to express his creativity, highlight the uniqueness of both built and natural environments, and tell stories about the people and moments he captures. His keen eye for finding the perfect balance of ambiance and atmosphere to tell a compelling story has been an asset in all three of his co-ops, as well as his classes in the School of Journalism, where he is pursuing his undergraduate degree.



CAMD STUDENT DELANEY LANKER THRIVES IN PUBLIC RELATIONS, WINS PR NEWS' INTERN OF THE YEAR AWARD 1/13/17

Recent CAMD graduate Delaney Lanker '18, who majored in Journalism and completed her third co-op as Worldwide Communications Intern at HP Inc., also earned the Intern of the Year award from PR News. The award, which recognizes Delaney's passion for public relations as well as her strong work ethic, is given to communicators across the country who routinely go above and beyond the call of duty. She was nominated by her boss, Lacey Haines '07, who is also a Northeastern School of Journalism alumna. Hardworking and ambitious both in and out of co-op, Delaney also recently finished a two-year position as Captain of Northeastern University's Division 1 Swim and Dive Team. Needless to say, she had an exciting final semester!

"I am very honored and humbled to have been chosen as Intern of the Year by PR News," said Delaney. "I've been a recognized athlete my whole life and now that my collegiate swimming career has come to an end, it feels great to know that I'm a part of a new team at HP - I couldn't have done it without them."

Her co-op experience has been multifaceted, rewarding, and extremely valuable. As most communicators would agree, working in this fast-paced industry often means no two days are the same - and this has certainly been Delaney's experience at HP Inc., as she effectively juggles multiple tasks at once and wears different hats throughout the day.



"The beautiful thing about PR and Communications is that there is no 'typical day.' It is one of the many reasons I love this industry and my job here at HP," added Delaney. "I work on a number of things including event management, media relations, internal communications re-quests and product seeding."

She was originally drawn to this co-op because it was an opportunity to take a job outside of Boston, and explore a new city. Since her swimming career at Northeastern had ended and being from Denver, she was interested in exploring West Coast co-op opportunities. She also wanted to pursue an in-house PR co-op, which she discovered her preference for during her first two co-ops. Delaney is HP's first-ever co-op, and she jumped at the chance to work for such a large and well-known company.

"Reflecting on the role, I can say that I have really loved the involvement I have had with events during this co-op," she explained. "My two favorite events/announcements were: first, our partnership with Conde Nast and Vogue Forces of Fashion in NYC, and second, our work with NASA and the launch of HP's Zero-G printer."

Prior to HP, Delaney explored the public relation opportunities within Boston as a PR co-op at New Balance Athletic Shoe, where she coordinated with and authored press releases for magazines, online media, and television networks to feature New Balance products. Her

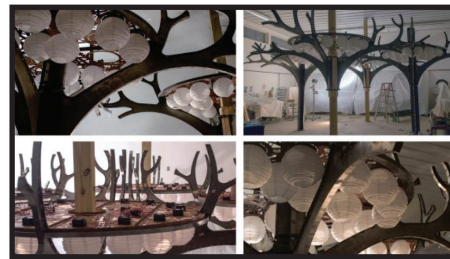
second co-op was at 360 Public Relations as an intern for the Healthy Living team, where she worked with clients, such as Ball Corp., Krusteaz, Peapod, and Nasoya. She credits her journalism classes for helping her understand how to pitch and execute press releases to the media. "My classes have not concentrated in public relations, but I have applied many of the skills I learned in my journalism classes into my co-op experiences," explained Delaney. "I know how to think like a journalist, which makes it easier for me to pitch and interact with journalists from a PR perspective. With journalists you have to approach pitches with the right angles and reach out to the appropriate writers for different stories."

When asked if she had any advice to her fellow students, Delaney put it simply: "Stay confident, work hard, and fake it until you make it."

ART + DESIGN

ART + DESIGN FACULTY MEMBER DEBUTS EXHIBIT AT BOSTON SCULPTORS GALLERY - 10/26/17

CAMD faculty member Ed Andrews, Art + Design, debuted his first exhibition at Boston Sculptors Gallery this past year. The exhibit, entitled INVASIVE SPECIES, juxtaposes literal and metaphoric interpretations of the phrase invasive species. Thematically, the installation combines Andrews' part-time work as an environmentalist with his trepidation of electronic surveillance and the threat it poses to our civil liberties and freedom. The effect is at once visually seductive, poetic, and deeply disconcerting.



ART + DESIGN

GAMES CONFERENCE CO-CHAIRLED BY CAMD FACULTY & CO-HOSTED BY NORTHEASTERN CONCLUDES SUCCESSFUL WEEK - 9/8/17

Recently, the International Conference on the Foundations of Digital Games (FDG), which attracted over 140 guests from around the world, wrapped up in Hyannis, Massachusetts. The conference, co-chaired by CAMD faculty member, Casper Hartevelde, Game Design, and hosted by Northeastern University, seeks to facilitate discussions on the foundations, technology, and study of digital games.

FROM BOSTON TO JAPAN: CAMD ALUMNI'S GAME ACCEPTED TO INTERNATIONAL GAMES FESTIVAL - 5/7/18

A game, entitled Super Slime Arena, created by two Northeastern alumni, Oskar Strom '16, Digital Art and Game Design, and Mark Trueblood '16, also Digital Art and Game Design, was recently accepted to BitSummit, a popular independent game festival in Japan – the largest of its kind. The event allows people to test new games and games in development, and judges select several games from the exhibited games to present with awards. One of the festival's original goals was to help push Japanese indie developers into the spotlight in both their own country and abroad, and while the event has certainly done this, it has hardly been a Japanese-only affair. Developers have come from the U.S., Seoul, and a few places in between... just take Oskar, for example!



During his time at Northeastern, Oskar worked at many great companies such as Neuroscouting, the Northeastern University Game Studio, and iRobot. He has gone on to found his own three-person indie game studio, JellyTeam L.L.C. working in art production, game design, marketing, and company management. Super Slime Arena is the studio's first shipped game!

The game initially started as a project for Oskar's Game Interface Design class in 2013, taught by faculty member Casper Hartevelde. The idea, originally from Mark, was to create a very accessible fighting game with minimalist controls.

"We were both co-designers; I handled the art and Mark did the programming. We were inspired by classic game series like Kirby and Super Smash Bros along with more modern games like the then-recently released Divekick and TowerFall," said Oskar, remembering the inception of the game.

Oskar and Mark chose slimes as the mascot characters of their game partially just because they liked them, but also because of their popularity in the medium. This made them a perfect choice for a game that felt iconic and classic – but with a twist. Oskar and Mark also wanted to make the game very low resolution (320x180 pixels) but still allow for large numbers of players, of which there is no limit built into the game.

The cute and pixelated quality of the slimes allows each type to be easily recognizable, and makes the actual animation and character-design process simpler so they can make new characters more easily.

Oskar and his team have been working on Super Slime Arena for about five years. However, development on the game has never been full time and they have had some significant breaks in between working on the game.

Oskar was initially surprised by how the game has developed. "We didn't originally intend for it to be a commercial game but as we kept working on it got big enough that we thought we might as well try and polish it up as our first game released to market," he said.

Another fellow Northeastern alumnus Liam Fratturo, who majored in Computer Science and Game Design (CCIS '16), joined the team later in development to help work on the online mul-tiplayer addition. This helped position the game to be the force that it is today, and BitSummit is the next step in its growth and exposure to a wider audience.

Bringing Super Slime Area to conventions in Japan holds an even more special meaning for Oskar and his team.

BitSummit is a great opportunity to showcase the game to the Japanese market and give JellyTeam L.L.C. a chance to grow their base and attract media coverage. Oskar and his team are also interested in bringing the game to home consoles which, in Japan, is almost impossible without a publisher for a Western developer. Luckily, they have already been contacted by an interested publisher that they are meeting with at BitSummit!

Oskar and his team are geared up for a fantastic presentation at BitSummit. Reviews are already positive for Super Slime Arena. Dustin Bailey of GamePedia said "Single-screen, competitive brawlers might be a dime a dozen these days, but it's rare to find one as unique and charming as Super Slime Arena." Tyler Robertson of Hardcore Gamer echoed this compliment, saying "What was just a class project started in 2013, Super Slime Arena has evolved into a simple and accessible arena fighter that is cute, goofy and lots of fun."

ARCHITECTURE

MASTER OF ARCHITECTURE STUDENT NAMED EDITOR-IN-CHIEF OF AIAS JOURNAL - 3/1/18



The College of Arts, Media and Design's School of Architecture is pleased to announce that Master of Architecture student Cyrus Dahmubed has been named Editor-in-Chief of the American Institute of Architecture Students (AIAS)'s journal, CRIT. In his new position, Cyrus will be leading a team of writers and working with the newly appointed Design Editor, Kirk Newton from the School of Architecture at Carnegie Mellon University, to elevate the content, look, and feel of the publication. Together, Cyrus and his team will be responsible for the production of both the Summer (digital) and Winter (print) editions. As a Northeastern student, Cyrus's new position may also help open doors for future partnerships between AIAS and the University.



STUDENT USES THEATRE TO EXAMINE, INSPIRE SOCIAL CHANGE – 7/31/17

Northeastern student Pablo Hernandez Basulto spent five months earlier this year working on theatre projects in Rio de Janeiro and London that engaged homeless people in the arts. The impactful opportunities, he said, allowed him to delve deeper into his passion to explore theatre for social change.

Theater, Hernandez Basulto said, can offer a window into larger societal questions, and through these global experiences he saw firsthand how art can be used as a tool for social change. “It clarified my priority as an artist that, even if I’m not working directly with the people in oppression, I have the opportunity to present a larger question that does lead to change,” he said.



Hernandez Basulto, AMD’18, began in Rio with a four-month co-op with the People’s Palace Project, a British arts organization that operates there as well as in London. He focused much of his work on “With One Voice,” a music program through which homeless people come together for choir performances at popular landmarks and government buildings. The program began in London at the 2012 Olympics and then was brought to Rio for the 2016 Olympics.

When Hernandez Basulto arrived in early 2017, he was part of an effort to ensure the program’s sustainability after the Olympic-year activities had concluded. His work involved managing digital marketing materials such as photography, video editing and graphic design, and interviewing the homeless for a crowdfunding video he filmed and edited for the program. He also sang with the homeless in the choir rehearsals.

Following his co-op, the People’s Palace Project connected him with a monthlong internship in London working for Cardboard Citizens, another organization that makes theatre with and for the homeless. For the first half of his internship, he collaborated on a theatre piece focused on mental health. The piece, dubbed “Sound Minds,” also included creating a music album. His myriad responsibilities ranged from lighting design to stage management. For the other half, he assisted on a workshop for adults focusing on forum theatre, a technique pioneered by Brazilian artist Augusto Boal.

Hernandez Basulto arrived at Northeastern in fall 2013 eager to explore not only theatre but also other disciplines such as politics, philosophy, and activism. “I didn’t want to go somewhere to study theatre in a bubble,” he said. “Theatre doesn’t exist separate from these other fields. Rather, it’s a way of communicating all these ideas.”

He has long been interested in U.S.-Mexico relations, and having gained a newfound curiosity for Boal’s techniques, he pursued opportunities to use the arts to explore one issue close to home: drug trafficking and violence. That inquiry began at the pre-college program, and continued at Northeastern in his freshman Honors inquiry course,

“History of Modern Violence.” For his final exam, he delivered a series of monologues detailing the history of drug trafficking in Mexico.

A couple years later, an essay he wrote in a philosophy class and also wrote and directed a short play called The Guilty Ones for Silver Masque student organization about two brothers in Mexico dealing with the effects of drug-related violence. These experiences inspired him to develop a performance piece in 2016, supported with an Undergraduate Research Award. For the project, dubbed Crossing Borders, he created a fake border wall in Ryder Hall, with each side featuring reflections and questions from youth from the U.S. and Mexico about the 2016 presidential election and U.S.-Mexico relations. Hernandez Basulto and another student actor performed as security guards in the piece, engaging passersby to visit and explore the wall.

For his senior capstone, Hernandez Basulto directed a play in February as part of the Department of Theatre’s 2017-18 performance season. The production, The Exception and the Rule, was based on a short play by German playwright Bertolt Brecht about a merchant in Mongolia in the 1930s who must cross a desert at any cost to obtain an oil deal. “The play addresses issues of capitalism and the relationships between the powerful and the oppressed in a way that I hope helped audience members engage in discussion,” he said.



JOURNALISM

CAMD ALUMNA JAMIE DUCHARME: FROM CO-OP TO EDITOR – 9/25/17

CAMD alumna Jamie Ducharme (Journalism ’16) currently oversees all of the health and wellness coverage for Boston Magazine. While earning her undergraduate degree, she was a Hub Health co-op for Boston Magazine, which connected her with the team and set up the foundations for her current position. Jamie has also joined the Northeastern honors mentor program, where she will soon begin advising a current student on building a career beyond graduation.



JOURNALISM

SPARKING CONVERSATIONS: ALUMNUS MARC MYERS, MUSIC JOURNALIST & HISTORIAN, OFFERS NEW PERSPECTIVES ON MUSIC ICONS – 3/21/18

Northeastern alumnus Marc Myers, who graduated with a Bachelor of Arts in Journalism (’79), has combined his passions for music and writing as a Wall Street Journal contributor and columnist, JazzWax founder and blogger, and author of best-selling books on jazz, rock and pop. He has been writing for The Wall Street Journal as a music and arts contributor for almost ten years.

CAMD FACULTY HILLARY CHUTE FEATURED IN THE NEW YORK TIMES BOOK REVIEW & PODCAST – 12/19/17

Hillary Chute, Professor of Art + Design for Northeastern's College of Arts, Media and Design as well as the Department of English, was featured in The New York Times (NYT) for her new book entitled *Why Comics? From Underground to Everywhere*. Chute's book, which was published in December, earned high praise in the NYT's Book Review and was highlighted again in one of the Book Review's podcast episodes, where Chute talks about her book first-hand.

In the review of her book, which landed on the front page of the NYT's Book Review section, Chute is praised for her insights into the ever-evolving era of comics, and for fitting so much valuable information into one book, "including history, content analysis, artist interviews, amusing asides and more than 100 pages of illustrations."

Throughout her book, Chute discusses the recent widespread exposure of comics in current media, such as Wonder Woman and Ta-Nehisi Coates' *Black Panther*, while exploring the significant question she poses in her title: *Why comics?* To answer this question, Chute divides her approach into the "10 biggest themes in today's comics and graphic novels," with each one explored in its own chapter.



From "Why Disaster?" to "Why Girls?" to "Why War?" the book's exploration is sprawling and diverse, and is sure to teach something to just about everyone who picks it up.

"Publishing *Why Comics?* with HarperCollins is so exciting for me because I am thrilled to be writing for a broad audience of people—for both novices and fans, and those who are simply curious about the global phenomenon of comics," explains Chute. "Comics itself is a form that is both sophisticated and accessible, and that inspired me to try to write a book reflecting those values."

In the podcast episode, which just ran on December 15, Chute offers her definition of comics, which she describes as taking many different formats, and explains what she means by her phrase, "comics is a medium." She also dives a bit deeper into the 10 themes her book explores, and why the genre is now taken so seriously.

The College of Arts, Media and Design is thrilled to see this coverage of our faculty member's new book, which was also featured as a Kirkus Best Book of 2017.

Most recently, Chute has been named a comics and graphic novels columnist for The New York Times Book Review. She will be writing for a new monthly column, which launches in April, devoted to the world of graphic novels and comics, along with Ed Park, novelist and former Penguin Press executive editor. The two columnists will write both on children's and adult graphic novels, and their columns will alternate monthly.

"Both Hillary Chute and Ed Park have the authority, critical and curatorial eye, and a true love of the material to write about everything from *Black Panther* to Raina Telgemeier to Chris Ware," said The New York Times Book Review editor, Pamela Paul; deputy editor, David Kelley; and editor, Gal Beckerman.

Professor Chute is excited about her new endeavor, and eager to share her thoughts and insights with her readers.

"I'm elated that The New York Times is increasing its coverage of comics, a literary and artistic form around which there is more excitement and energy now than ever before. It means something for the 'newspaper of record' to pay dedicated attention to comics on the pages of the Book Review, as it does already for other kinds of literature, like crime fiction and memoir," said Professor Chute. "I could not be more thrilled to be sharing this role with Ed Park, who was my editor at the *Village Voice* and the *Believer* magazine, and encouraged me to write about comics back when I was still a graduate student working on my PhD. I look forward to helping to expand the purview of the Book Review, which I read religiously every Sunday, and whose influence as a standard-bearer of culture I have been observing for my entire adult life."



ARCHITECTURE



ARCHITECTURE ALUMNA JULIET CHUN STRIVES FOR EQUITY IN THE DESIGN PROFESSION – 6/14/17

School of Architecture alumna Juliet Chun, who graduated with both a BS in Architecture and M.Arch in 2010, is striving to make the culture of the design profession more equitable. Post graduation, Juliet joined Leers Weinzapfel Associates, where she had worked on her third co-op, as a full-time designer. Now, established as a designer within the firm, Juliet has worked on a variety of projects including the Ohio State University East Regional Chilled Water Plant and the UMass Design Building. Beyond that, she has also taught at the Boston Architectural College as a studio instructor and thesis advisor, as well as been a guest critic for institutions such as Wentworth Institute of Technology and Mass Art. Most recently, to bring her passions and interests together, Juliet has co-founded the Girl UNinterrupted project as a means to bridge the gap between young women designers and experienced leaders in architecture.



SCOUT HOSTS FIRST EVER DESIGN CONFERENCE - 5/23/18

If you had walked into Northeastern's Interdisciplinary Science and Engineering Center (ISEC) last spring on Saturday, April 7, you would have been greeted by a lively community of designers and creatives all gathered for Interventions, a student-led design conference presented by Scout, Northeastern's student-run design studio.



Students from Northeastern and other Boston-based universities converged in ISEC alongside Northeastern professors and design professionals from across the country for Scout's inaugural conference: Interventions. After months of hard work, the enormity of the conference's success finally sank in for Scout's former Executive Director, Molly O'Neil, AMD '18, and

former Operations Director, Brennan Caruthers, DMSB '18. We caught up with Brennan after the conference and he told us that the impact of Interventions was overwhelmingly positive. Held during Boston Design Week, the conference brought in an attendance of over 200 and hosted speakers from Airbnb, Adobe, Lyft, Twitter, GitHub, and Monotype. Through Interventions, Scout sought to provide a space for creatives to consider the consequences of design interventions and examine the intentions of their work - but they achieved so much more.

For Scout, Interventions was the culmination of five years of success and cemented the organization as a hub for Northeastern's vibrant design community. Furthermore, the conference established Northeastern and the College of Arts, Media and Design (CAMD) as an important and legitimate design center for the Greater Boston community.

CAMD Associate Teaching Professor of Art + Design and Scout's faculty advisor, Margarita Barrios-Ponce, highlighted this in an interview with News@Northeastern, describing how Interventions "puts Northeastern on the map in terms of being a design thinking hub." She went on to express her appreciation for Scout, and all that they have accomplished over the past five years.

"It's mind-blowing that a group of students can accomplish so much while capturing what needs to be transferred from year to year so that the organization can continue to develop ideas that emerge organically," she said.

Brennan, who was named to this year's Huntington 100 right before graduating, echoed similar sentiments.

"What's really exciting is how big a splash we made in the design community with our first conference. In particular, our speakers were stunned by the professionalism with which the Scout team hosted, and many of them have committed to helping Scout secure speakers and advertise the conference for next year," he explained.



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