



GAME DESIGN AND DEVELOPMENT



Tech 3650 Game Design and Development is being taught this spring by **Prof. Carolee Stewart-Gardiner**. This course is a major elective for Information Technology majors, and involves a number of elements, including story creation, and technical implementation. The first part of the class included the development of a physical prototype of the game which student teams are designing. One game, "Growing Up Alone", created by students **Alexis Jimenez (IT '15)** and **Jennifer Delin (IT '14)** (photo, above), traces the adventures of a character in an urban community. Other games in the class, such as "Grizzly School Days", include features such as scoring, rewards, and multi-scene activities.

This spring course offering can be followed by Tech 3640 Virtual and Augmented Reality (Fall '14), which will build on this curriculum. Both the IT and CS curriculums offer a number of courses which provide Kean majors with techniques for engaging users, developing content, and managing larger projects, including game design and testing.

GOOGLE VISITS KEAN CS/IT MAJORS *"Passion for Computing" Most Important*



Pictured: (back, L to R) Kean ACM leadership Tyrrell Smith (IT '14), Patrick Lewandowski (CS '14), Odell Davis (CS '14), Luis Jimenez (CS '14), Nathaly Lozano (CS'14). (front, L to R) from Google Sri Raga Velagapudi, Amy Yeung, Courtney Mogavero.

Google NYC recruiters and technical staff visited Kean in December. During their presentation, held in CAS to a capacity crowd of students and faculty, the speakers stressed that a "passion" for computing was essential. Doing more than classroom work, going outside of the curriculum to learn and develop ideas further was vital. Data Structures (CPS 2232/CPS 2240), Analysis of Algorithms (CPS 3440), Database (CPS 3740) and Programming Languages (CPS 3310) were mentioned as important undergraduate courses. From freshman year through senior year, student should obtain many classroom and independent experiences After the presentation, students gathered around the speakers,



asking follow-up questions and thanking them for their talk. Look out Google, Kean students are coming!

Update on Students



Allan Goncalves (CS '14) has joined EarthCam, Inc., Hackensack, NJ after graduation in January where he is working as a Programmer, using PHP and Perl.



Johnny Guamanquispe (IT '14) will be joining Verizon Wireless in Basking Ridge, NJ as a Systems Engineer full-time this June.



Luis Jimenez (CS '14) was selected as Kean University's 2014 Undergraduate Researcher. Luis joins Verizon Wireless as a Systems Engineer in Warren, NJ this June.



Yerika Jimenez (CS '14) has been accepted into the Ph.D. program at Clemson University. She will be studying human centered computing, and early childhood computing.



Patrick Lewandowski (CS '14) is completing his internship with ADP in Roseland, NJ. He will be joining ADP full-time as an I&O Analyst in Distributed Database Services after graduation in May.



Nathale Lozano (CS '14) joined Verizon in Boston. She obtained the job in part by meeting the recruiter at the Hopper Conference.



Kieran Miller (CS '14) had his senior research project "Finding the Needle in the Image Stack" published in *IEEE Multimedia* in the Jan-Mar 2014 issue. He is a Software Developer at Triad Media Solutions in Hoboken, NJ.



Tevin Rouse (CompMath '14, CS minor) has been accepted into the Ph.D. Program at SUNY-Stony Brook, where he will continue his work on the design and analysis of algorithms.

Good luck to all our summer interns and researchers and CS/IT grads! Let us know what you're doing!

Update on Graduates



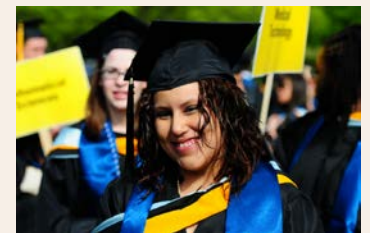
Marvin Andujar (CS/Math '12) was awarded a NSF Graduate Research Fellowship and a Google Generation Scholarship. Marvin is a Ph.D. student at Clemson University. His research is in human centered computing.

Anthony Bonafide (CS '13) has relocated to Orlando, Florida, from New Jersey. (Can you blame him after this winter?) He is a Software Engineer with Veristream, working in electronic security assurance for the military.



Felipe Buenano (CS '08) has joined Conde Nast in New York City as a Front-End Developer, where he works in PHP and Java. Previously, Felipe was with Time, Inc. While at Kean, he was a summer researcher (SpF05).

Johana Callegari (CS '11, MS '12) is in the Software Engineering group with Educational Testing Services (ETS). Johana was a member of the 5-year BS/MS computer science program at Kean.



NSF SCHOLARSHIP FOR CS AND IT MAJORS

The CS Department received a 5-year grant from the National Science Foundation in March 2014, which includes scholarships for CS and IT majors. Rising juniors or transfer students who are U.S. citizens or permanent residents are eligible to apply. Brochures are available in the hallway, outside the Department office (Willis Room 408), or online at www.pmorreale.com/nsf Please speak to your department faculty advisor if you'd like more information -- and apply!



KEAN-WENZHOU TEAM TAKES 2ND PLACE IN MICROSOFT ALL-NIGHT HACKATHON IN BEIJING (BUILD EVENT) - *Invited to the Finals!*

Under the direction of Kean-Wenzhou Computer Science faculty **Dr. Tiffany Tang** and **Dr. Pinata Winoto**, the team with three Kean-Wenzhou team members (**Leila Zequian Huang (CS '16)**, **Christine Piao Chen (CS '16)**, and **Will Yicheng Wang (CS '16)**) were awarded 2nd place in the 2014 Microsoft National Kinect for Windows 2.0 All-Night Hackathon. Held in Beijing, April 18-19, 2014 the Kean team placed higher than any other academic team. Additionally, a second Kean-Wenzhou team (**Relic Yongfu Wang (CS '16)**, **Tina Xiaotin Fu (CS '16)**, and **Matthew Lijun Pan (CS '16)**) received Honorable Mention. The Kean-Wenzhou students had the opportunity to work with Microsoft engineers visiting from Redmond, Washington. The teamwork was outstanding. Because of their hard work and success, both Kean-Wenzhou teams have been invited to the finals at Shandong University, May 10-11, 2014. Great job Kean-Wenzhou faculty and students!

DR. ANTONIO FERNÁNDEZ ANTA Visits with Kean Computer Science Students

Hosted by **Dr. Miguel Mosteiro** of Kean University, **Dr. Antonio Fernández Anta**, of the Institute IMDEA Networks in Madrid, Spain, met with undergraduate research students and also spoke to the CPS 2232 Data Structures class. Dr. Anta's active collaboration with Dr. Mosteiro has also engaged Kean students in research on current problems. Pictured right (front, L to R): Student researchers **Yulia Rossikova (CS '15, MS '16)** and **Tevin Rouse (CompMath '14, CS minor)**; (back, L to R): **Dr. Miguel Mosteiro (Kean)**, **Dr. Antonio Fernández Anta (IMDEA)**.



STUDENT LEARNING OUTCOMES (SLOS)

What are you learning? How does it fit together? Listed here are the Student Learning Outcomes (SLOs) for the Computer Science Department. Each course in our curriculum is designed to contribute to one or more of the SLOs for the degree you are seeking. Yes, we have a plan for you!

B.S. Computer Science

- SLO1: Apply knowledge of computing and mathematics appropriate to the discipline.
- SLO2: Analyze a problem and identify and define the computing requirements appropriate to its solution.
- SLO3: Design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
- SLO4: Use current techniques, skills, and tools necessary for computing practice.

B.S. in Information Technology

- SLO1: Ability to use and apply current technical concepts and practices in the core information technologies.
- SLO2: Identify and analyze user needs and take them into account in the selection, creation, evaluation, and administration of computer-based systems.
- SLO3: Effectively integrate IT-based solutions into the user environment.
- SLO4: Understand best practices and standards and their applications.

M.S. in Computer Information Systems

- SLO1: Apply advanced knowledge of computing and mathematics appropriate to the discipline.
- SLO2: Analyze a complex problem and identify and define the computing requirements appropriate to its solution.
- SLO3: Design, implement, test, and evaluate a computer-based system, process, component, or program to meet desired needs.
- SLO4: Use advanced techniques and skills for rigorous analysis and presentation of the project necessary for computing practice.

ACM HOSTS INDUSTRY SPEAKERS

This spring, the Kean University Student Chapter the ACM has hosted Mr. Torrence Traynham and Mr. Juan Gaviria from ADP (March 27) and Mr. Ryan Epp and Mr. John Berry of AT&T (April 17), to discuss their corporations and present internship opportunities. Faculty members Prof. Carolee Stewart-Gardiner and Dr. Jing-Chiou Liou led an "Industry vs. Academia" discussion on April 3, with a Server Workshop talk presented by Dr. Jenny Li on April 10. Mr. Carlos Fernandes, Senior Field Engineer, Oracle, and a Kean student, visited on April 24.

This active program of industry and faculty speakers

has been matched by student interest and participation. All are welcome at the ACM meetings, which are held on Thursday afternoons, 3:30-4:40 PM in Willis Hall room 400. Please come, have a slice of pizza, and meet others!

Photos throughout this newsletter have been graciously provided by Cathy Hannan (CNAHS); the game team photo (page 1) is by Carolee Stewart-Gardiner; the Kean banner at University Center provided by Kean University Media and Publications.



CONFERENCE INFORMATION

Apply for scholarships to attend:

Grace Hopper Celebration Conference www.gracehopper.org

SHPE Conference www.conference.shpe.org/shpe2014

Tapia Conference www.tapiaconference.org

October 8-10, 2014 Phoenix, AZ

November 5-8, 2014 Detroit, MI

February 18-21, 2015 Boston, MA



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