

April 13, 9 am - 6:30 pm

TOWER DAY PROGRAM

- 9:00 am – 10:00 am **Welcome**, Davidson Auditorium
Opening Remarks
Keynote Addresses
Dr. Samuel Abegaz
Martha Newell, Class of 2013
- 10:00 am – 11:00 am **Registration**
Davidson Student Center, Lounge
- Poster Set Up**
Davidson Student Center, Columbus Room
Schuster Student Success Center, Room 130
- 10:15 am – 11:45 am **QEP, We Solve It! Interactive Workshops**
- Davidson Student Center Room 256
10:15-11:00: ***Building a Bridge***,
Dr. Wendi Jenkins, Servant Leadership
11:00-11:45: ***Ethical Reasoning***,
Dr. Markus Weidler, Philosophy
- Davidson Student Center Room 258
10:15-11:00: ***Broken Squares***,
Dr. Margie Yates, Teacher Education
11:00-11:45: ***Body Mapping***.
Dr. Andree Martin, Music
- 11:00 pm – 1:00pm **Poster Sessions**
Schuster Student Success Center,
Room 130
Davidson Student Center,
Columbus Room
- 10:00 am – 5:30 pm **Student Art Exhibits**
Davidson Student Center Lounge
- CIE Berlin Study Abroad Displays**
Schuster Student Success Center Lobby
- 1:00 pm – 4:45 pm **Research Presentations**
Davidson Student Center,
Rooms 254 and 258
- 1:00 pm – 5:00 pm **Computer Game Design Presentations**
SAGE stands for Spring Annual Game Expo.
Davidson Student Center, Room 256

4:45 pm – 5:30 pm **Tower Day and Art Reception**
Davidson Student Center
Light Hors d’oeuvres and Drinks

5:30 pm - 6:30 pm **Awards Ceremony and Performances**
Davidson Auditorium
Schwob Bassoon Quartet
Schwob Percussion Ensemble
Awards Ceremony

TOWER DAY ART EXHIBITIONS

Keith Smith

Interstellar

Art Tank, Davidson Hall
Department of Art

Demarion Dotson

The Black, The Tired and The Uncomfortable

Art Wall, Davidson Hall
Department of Art

Chereé cAy Bailey

Red Streak

Art Wall, Davidson Hall
Department of Art

TOWER DAY CIE STUDY ABROAD DISPLAY PRESENTATIONS

Russell Bugg, J. T. Lonzanida, Nelson Collins, Joshua Richmond, Hannah Turner, and Meredith Donovan

Faculty Mentor: Dr. Mariko Izumi
Department of Communications
Room: Schuster Hall, Lobby

Title: *Holocaust Memories in the Present:
CSU Honors Study Aboard in Berlin, Germany*

Cailee Davis, Erica Mehl, Meredith Donovan, and Abigail Lloyd

Faculty Mentor: Dr. Neal McCrillis
Department of History and Geography
Room: Schuster Hall, Lobby

Title: *Postcards from Abroad: Meaning and Meaning of the Holocaust*

QEP, We Solve It! Interactive Workshops



Davidson Student Center Room 256
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SAGE: Spring Annual Game Exposition

Davidson Student Center, Room 256

SAGE is in the TSYS School of Computer Science. The course Game Programming II teaches students to develop 3D games with a game engine. They work in groups by forming game studios. Tower Day will feature the SAGE series of presentations where students will talk about the specific areas of responsibility in their game studios. SAGE will continue through Friday, April 14 with demonstrations by students.

1:00 pm - 1:15 pm, Terrance Maxwell - *Powerful Spells and Persistent Storage*

1:15 pm - 1:30 pm, Preston High - *Katnip Game's "Geekscape"*

- *Preston High's Perspective*

1:30 pm - 1:45 pm, Eduardo Medina - *Group Management and Support*

1:45 pm - 2:00 pm, Johnathan Kimbro - *Behind the Scenes of "Shadows,"*

Developed by Fridge Bear Studios

2:00 pm - 2:15 pm, Skylar Fritzky - *Triggers, Message Passing, and*

Other Interactions

2:15 pm - 2:30 pm, Nicole Coulter - *Level Design*

2:30 pm - 2:45 pm, Jacob Taylor - *Modeling and Game Design*

2:45 pm - 3:00 pm, Jonathan Henderson, *Ai Movement: Pathing and Waypoints*

3:00 pm - 3:15 pm, Savannah Sosa - *Art and Marketing of a Game*

3:15 pm - 3:30 pm, Jeremy Turman - *Game Mechanics and 3d Modeling*

3:30 pm - 3:45 pm, Blake Ledford - *Survey Building Techniques,*

Capturing the Full Scope

3:45 pm - 4 pm, Karen Williams - *Coding the Skies: Mimicking*

Aerodynamic in Unity 3d

4:00 pm - 4:15 pm, Harlie Nivens - *Morals and Ethics in Games*

4:30 pm - 4:45 pm, Daniel Wadkins - *Make Sure You Know What You*

Want for a Prototype

4:45 pm - 5:00 pm, *Game Trailers*