Interactive Video Game Exhibits

April 12, 2023

UC Ballroom Lounge

Morning Session

10am-12:00pm

**Trials of Time**

Presenters: Matthew Brown, Matthew Zheng, Jacob Delaney, Oluwagbemiga Ayeni,

Thomas Tchaou, Jocelyn Truong  
Mentor: Michael Satzinger, Visual Arts

**Capstone Team Game Development: “The Great Mystery”**

Presenters: Janae Jacobs, Charmain Su, Bodhi Arnold, Eli Kawecki, Stephen Vaudreuil, Lujane Elkhatib, Ikee Chandler  
Mentor: Michael Satzinger, Visual Arts

**Super Palette Swapper**

Presenters: Scott Serafin, Sarah Chen, Evan McRae, Sydnee Conigland  
Mentor: Marc Olano, Computer Science and Electrical Engineering

Afternoon Session

1-2:30pm

**CMSC 493 Capstone Game Design: “Escape from Cartoon Planet”**

Presenters: Talia Trunk, Robby Dews, Matthew Shuck, Kwame Dodiar, Jason Polon, Will DeStaffan  
Mentor: Michael Satzinger, Visual Arts

**Patchwork**

Presenters: Jacob Schoenberger, Wei Yan, Timinye Willis, Myunghoon Cha, Patch Hatley,

Iriejah Allen  
Mentor: Michael Satzinger, Visual Arts

**Ghost Station: An Interactive Exploration of Time, Alienation, and the COVID-19 Pandemic**

Presenters: Vivian Yeh, Christina Lukaszczyk  
Mentor: Ryan Zuber, Imaging Research Center