



Interactive Video Game Exhibits

UC Ballroom Lounge
10am -12pm and 1-2:30pm

Morning Session

10am-12pm

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 Kaweck,
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 Dodiari,
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