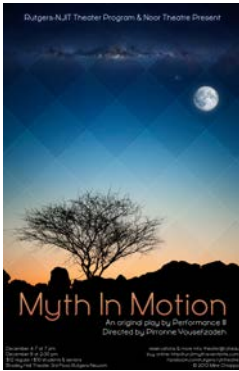


ART + DESIGN : NEWS + NOTES

COLLEGE OF ARCHITECTURE AND DESIGN – NEW JERSEY INSTITUTE OF TECHNOLOGY – NEWARK, NEW JERSEY – FEBRUARY 2014

O’Haire Designs Sets; Chiappa Performs



A pair of interior designers have extended their creative reach through theater. After receiving her Bachelor of Arts in Interior Design from NJIT in 2013, **Mary O’Haire** has continued her work on a second degree with the Theatre Arts and Technology program at NJIT. O’Haire designed the sets for “*Myth in Motion*” co-produced by NOOR

Theatre Company of New York and performed at the Bradley Theater at Rutgers-Newark. Using “*One Thousand and One Nights*” for inspiration, the story involves a group of students dealing with the myths themselves, and intertwine the classic stories with their own tales of struggle and perseverance. Among the performers was fourth year student **Michael Chiappa** (pictured below), also from the Interior Design program. In addition to performing in this production, Chiappa was responsible for the graphic design for the show and created the publicity materials (advertisement shown above left); and is the student president of *Improv Technicians*, a student improvisational group at NJIT.



Mini Maker Faire Scheduled for April 5 at 10 AM

The Industrial and Digital Design programs will be participating in the **Greater Newark Mini Maker Faire At the Newark Museum**. University Lecturer **José Alcalá** is scheduled as one of the keynote speakers Saturday April 5. More information may be found online at: <http://www.newarkmuseum.org/MakerFaireNewark.html>

Luste and Kong Honored as Student Athletes



Students from the School of Art + Design participate in a variety of NCAA Division I sports and two were recently selected as NJIT’s Female and Male Athletes of the Week. **Jana Luste**, a senior tennis player from Riga, Latvia, in Interior Design, and **David Kong**, a fencer and freshman in Digital Design from Rutherford, NJ, were each honored during the final week of January. Luste won singles matches and was part of a pair of doubles winners in contests against Sacred Heart and Saint Peter’s. Kong was one of two fencers to represent NJIT at the Virginia Beach North American Cup where he recorded four victories and two defeats, finishing third in a field of 172 fencers in U20 men’s foil.

Snow Happens



In an average winter, Newark gets slightly more than 28 inches of snow. By mid-February twice that amount – almost five feet – had fallen resulting in an unusually high number of event and class cancellations and schedule changes. While programmed events and classes may be rescheduled, studios have remained accessible for on-campus use.

New Faculty in Art + Design for Spring 2014



Sergio Mannino has joined the faculty as an adjunct instructor to teach in the Interior Design program. Prior to coming to NJIT, Mannino taught in the area of interior architecture at the University of

Florence, where he earned his degree in architecture. He is principal of *Sergio Mannino Studio*, a collective of creative professionals with roots in Italian design and culture. The firm specializes in retail and interior design as well as product design. In 2008 his *ooo! Lamp* was featured at the International Contemporary Furniture Fair (ICFF) in New York and in 2011 his *Non-Flying Carpet* was exhibited at ICFF and “Wanted Design.” His work has been published extensively worldwide and his extensive client list includes Prada, Miu Miu, Vince Camuto, Jessica Simpson, Miss Sixty, Breil, and others.



Architecture studio critic **Angus Eade** has expanded his role in the College into the School of Art + Design to teach a class in structural principles for digital designers. Eade is an industrial designer and educator practicing in Newark where he is the

founder and creative director of the industrial design research and development group ANTHEM. Eade has worked for a number of award-winning firms including Ove Arup and IDEO. His work and residence history spans Asia, the UK, and Eastern Europe. Eade earned his undergraduate degree from the University of California at Berkeley and a Master in Architecture from the Harvard University Graduate School of Design where he was the recipient of the Araldo A. Cosutta Prize for Design Excellence and the James Templeton Kelley Prize. Eade's research interests include new and emerging materials and techniques, print manufacturing, automation, and augmented reality.

Brendan Becker AKA Inverse Phase Visits Digital Design



Designer **Julian Lion Boxenbaum**, principal of *BUZstudios LLC* in Brooklyn, has joined the faculty to teach studio in Industrial Design. Boxenbaum earned a Bachelor of Arts in Anthropology from Kenyon College, and a Masters in Industrial Design at

Pratt Institute in New York. After working for a series of international studios that included Atelier Bellini (Italy), Peter Solomon Design (USA), and Isao Hosoe Design (Japan), he co-founded *BUZstudios LLC* as a multi-disciplinary design firm to create consumer products and experiences. The firm's work has been printed globally in publications that include *ID Magazine*, *Metropolis*, *Casa Vogue*, *Brava Casa*, *House Beautiful*, *Interior Design*, *Restaurant Design*, and more. Clients have included Tumi, Hasbro, Inc., Formica Corporation, Columbia University, ARAMARK, Hartmann Luggage, and Pfizer. In addition to his work as a designer, Boxenbaum is co-producer of the popular *LucidNYC* event series, which brings innovators, performers, and creative thinkers to audiences in New York City.



Brendan Becker, the CEO of the music and gaming festival *MAGFest*, and who is also known as “**Inverse Phase**” within the music industry, visited the *Digital Sound and Music*

course taught by **Kunal Majmudar** to present a program that was made available to all interested students at NJIT. Becker spoke about the history of chip-based audio (“chiptunes”) dating back to the early 1980's and covered a wide array of topics from how sound was generated on a PCM chip to FM synthesis – and how it all relates to tracking (an alternate method of composing that uses hexadecimal code to program audio spreadsheets historically used by consoles like Atari, Nintendo Entertainment System (NES), Sega Genesis, and others to generate sound for games). Becker then led a lab session where students used a tracker to compose short pieces. He concluded the session with a presentation of his own work.

Jessica Ross Wins “Best in Show” in Art Exhibit



Artist and Digital Design adjunct faculty member **Jessica Ross** won “Best in Show” at “*Notes from the Underground*,” an Atlantic Highlands exhibit featuring art from the Pop Surrealism genre. Her work was subsequently highlighted in *triCity News* – the Monmouth County’s news and arts weekly. Additionally, Ross exhibited in another group show at “*Garden Sk8*” (pictured above) in Montville, NJ, hosted by graffiti artist Carmelo Sigona. A third exhibit of her work is ongoing at the Performance Arts Center at Sussex County (NJ) College until the end of February. Over winter break, Ross led a team of Digital Design and IT students (**Brandon Simms, Elvin Padilla, Veleriya Kozinova, James Wolff, and Louis Saporito**) from NJIT to create an animation proposal for Sigona’s graphic novel, “*Tales From the Mist*.”

Polina Zaitseva Completes TV Commercials



Polina Zaitseva, multi-faceted artist, animator, web designer, and faculty member has recently completed post-production and VFX work for a number of commercials appearing and/or scheduled to appear worldwide for *Avon Lip Absolute* (pictured), *CoverGirl Bombshell*, *Karl Lagerfeld* (perfume), and *Nike*.

Matt Gosser Exhibits at Index Art Center in Newark



Curator of the CoAD Gallery and adjunct faculty member **Matt Gosser** is showing work that is part of “Chapter 237,” the re-opening exhibit of the Index Art Center in Newark. Described as “ingenious” by *Newark Star Ledger* art critic Dan Bischoff, Gosser’s piece was placed in the center of the space and is “made almost entirely of videotape stretched...” between columns for the monthlong “*Filmideo*” project.

Efecem Kutuk Serves on Design Juries in Turkey



Industrial Designer and adjunct **Efecem Kutuk** participated in two design reviews in Ankara, Turkey in January. He reviewed work and provided critical feedback for a furniture design class at Hacettepe University (photo left), and an industrial design lighting project at Middle East Technical University.

Tom Ogorzalek Named *Legendary Local* of Jersey City



University Lecturer and architect **Tom Ogorzalek**, who teaches a course in structural principles to interior designers, was listed with his wife, **Cecilia S. deLeon**, in Arcadia Publishing’s “*Legendary Locals of Jersey City*” by John Gomez for the more than twenty-year life and work commitment to the architecture and historic districts of Jersey City.

Interior Design Students Provide Services to Advocates for Children of New Jersey

A group of six third and fourth year interior design students, along with University Lecturer **David Brothers**, are working with the non-profit group, *Advocates for Children of New Jersey*, to improve and redesign their Newark offices to enable them to better serve their constituents and fulfill their mission.

NJIT Serves as International Host for Global Game Jam



Seven new video games were created in a forty-eight hour period by participants at NJIT's site in this year's iteration of the **Global Game Jam**. The

School of Art + Design's Digital Design program served as one of 488 international sites for the 2014 event – the fourth time it was hosted at NJIT. The jam is not a contest – it's an experience that involved more than 23,000 individuals in 72 different countries all working at the same time! There were no remote components permitted as part of the Game Jam, and anyone who wanted to be part of it had to show up and contribute at a physical site/location. Indicative of the high interest in game creation at NJIT and with 88 registered "jammers," NJIT participation was among the top ten percent worldwide, was the fifteenth largest site in the United States, and the fourth largest hosted by a public university in the country. The NJIT site included students, faculty, alumni, gamers, musicians, artists, and game design professionals.



Every year the jammers are given a theme around which to work. Sometimes it's been an image, a sound (a heart-beat was the 2013 theme), a

condition, or a phrase. This year games were designed around personal perspective and subjectivity: *"We don't see things as they are; we see things as we are."*

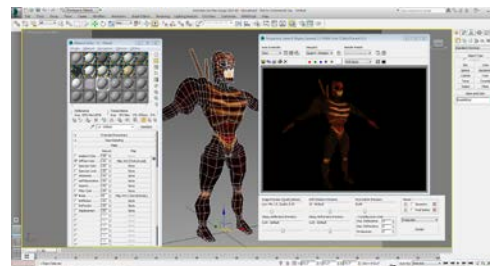
The Jam, which has been gaining support and visibility each year, kicked off at 5 PM on Friday evening January 24 – and the participants were welcomed by a trio of administrators representing the university: CIO and Associate Provost **David Ullman** started the event, followed by the Dean of the College of Computing Sciences **Marek Rusinkiewicz**, and Director of the School of Art + Design **Glenn Goldman**. The annual event at NJIT, coordinated by **Prof. Andrzej Zarzycki** of Architecture and Digital Design, who was assisted by University Lecturer **Marc Sequeira** of Information



Technology, represents a successful collaboration between the Digital Design program in the School of Art +

Design and the Information Technology program in the College of Computing Sciences, as students and visiting professionals establish multi-disciplinary teams to produce games.

After the presentation of the theme, the jammers brainstorm and form ad hoc groups, discussing different ideas they have for games. It's a chaotic meritocracy where neither experience nor professional pedigrees determine what games get developed. If someone has an idea and can get others interested, a team is created and they work on the game. This year, a first-time participant and freshman student from Digital Design, Nate Soto, convinced others to work on the game that ultimately became *"Project Brain Slug"* in which the player controls an alien brain slug that is trying to escape from an office building through mind-control, jumping onto/into workers and navigating through a series of offices and obstacles. Other games developed included *"A Day in My Mind,"* a puzzle platformer called *"Dissociative Identity,"* a sound-dependent game *"Echo,"* and a first-person emotional rollercoaster *"Happy Place"* which bounces players from grim dark three-dimensional spaces inhabited with demons and monsters to a retro-2D brightly colored children's environment.



The Global Game Jam provides an intense and inventive environment that attracts a wide array of creative individuals with different interests and expertise. In addition to NJIT, popular university-hosted sites this year included NYU, Savannah College of Art and Design, MIT, North Carolina State University, University of Southern California, Stanford University, Michigan State University, Louisiana State University, University of Virginia, and more.