

AIAS FOUNDATION AWARDS 2014 VIDEO GAME SCHOLARS

Four Students Selected for Scholarships Honoring Emerging Creatives and Leaders

LOS ANGELES – October 8, 2014 - The Academy of Interactive Arts & Sciences (AIAS), the professional video games organization advancing the artistic values of the interactive entertainment community, has announced the winners for its annual scholarship programs. This year four recipients, including Anthony Scott (Carnegie Mellon University), Chitvan Gupta (University of Southern California), Danielle Powers (University of Utah) and Lee Anne Opfer (Purdue University) will receive a total of \$10,000 (\$2,500 to each recipient) through the Randy Pausch and Mark Beaumont scholarship funds. The scholarships are awarded by the AIAS Foundation, the academy's philanthropic arm.

"If you're looking for reasons to be excited about the future of game development, I can think of four good ones: Chitvan Gupta, Lee Anne Opfer, Danielle Powers and Anthony Scott," said Don Daglow, president and creative director of Daglow Entertainment and AIAS Foundation Chair. "They come from four different universities in four different states. They have diverse interests and unique personal dreams. And they have emerged from a highly competitive pool of students to become the AIAS Foundation's newest class of scholars. I'm confident that they will carry the values and vision of Randy Pausch and Mark Beaumont forward as they pursue their promising careers."

"Each year I am inspired and impressed by our scholars who have already put out so many impressive games and who are already young leaders in their own right," said Martin Rae, president, Academy of Interactive Arts & Sciences. "Their passion for making their mark and moving the games industry forward show a bright future for our industry as both an entertainment and educational medium. Congrats to our Academy Foundation scholars - Anthony, Chitvan, Danielle and Lee!"

The *Randy Pausch Scholarship* was established by the Academy of Interactive Arts & Sciences in 2008 to honor the memory of Computer Science Professor and Co-Founder of the Entertainment Technology Center at Carnegie Mellon University, Dr. Randy Pausch. The scholarship has been established to support students who are pursuing careers specializing in the development of interactive entertainment. Anthony Scott and Chitvan Gupta are this year's recipients of Randy Pausch Scholarships.

"Randy has helped me discover my inner Tigger; fearless of failure as I bound toward new discoveries," said Anthony Scott, Entertainment Technology graduate student at Carnegie Mellon University. "It is the greatest honor to receive the Randy Pausch Scholarship and uphold his name as I make my mark on the game industry."

"I feel immensely delighted to receive this scholarship" said Chitvan Gupta, graduate student in Computer Science (Game Development) at the University of Southern California. "It would help me take my mind off financial constraints and enable me to focus on my studies and building better games. Thank you for giving me this opportunity."

The *Mark Beaumont Scholarship* was established by the Academy of Interactive Arts & Sciences in 2010 to honor the memory of COO of Capcom North America and Europe, Mark Beaumont. This scholarship

has been established to support students who are pursuing careers specializing in the business of interactive entertainment. Danielle Powers and Lee Anne Opfer are this year's recipients of Mark Beaumont Scholarships.

"I am thrilled to accept the 2014 Mark Beaumont scholarship," said Danielle Powers, Entertainment Arts and Engineering student at the University of Utah. "My studies in the art of interactive media and gaming have been empowered by generous gifts such as these, and I am truly grateful for the opportunities they have granted me. I have great plans for my involvement in the game industry, and with hard work and the generosity of the Mark Beaumont Scholarship, I look forward to bringing them to the world."

"Thank you very much for awarding me the Mark Beaumont scholarship," said Lee Anne Opfer, Computer Graphics Technology student at Purdue University. "This will greatly help with my college finances, allowing me to further focus on my studies as I prepare to enter the video game industry."

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PRESS CONTACT:

Academy of Interactive Arts & Sciences

Debby Chen

debby@interactive.org

818-876-0826