

## VIDEO GAME SCHOLARSHIPS OPEN FOR 2015/2016 SCHOOL YEAR

### *AIAS Foundation Scholarships Benefit Students Pursuing Gaming-Related Careers*

**LOS ANGELES – April 2, 2015** – The AIAS Foundation, the philanthropic arm of the Academy of Interactive Arts & Sciences (AIAS), has opened submissions for its annual scholarship programs benefiting students pursuing a dream career in the video games industry. The Randy Pausch and Mark Beaumont Scholarships are provided to four talented students in game design, production or business who aspire to make a mark on the games industry through their dedication, passion and interest in pushing forward the medium of interactive entertainment.

These scholarships support aspiring game makers in undergraduate or graduate level programs who are planning on pursuing a career in development or leadership. Included in their scholarship is a chance to participate in a mentorship program at the 2016 D.I.C.E. Summit and D.I.C.E. Awards ceremony:

- The Randy Pausch Scholarship, which awards two \$2,500 scholarships, was established 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 Pausch Scholarships support students are pursuing careers in the development of interactive entertainment, including art, animation, programming, engineering, game direction, game design, sound design, and music composition.
- The Mark Beaumont Scholarship, which awards two \$2,500 scholarships, was established in 2010 to honor the memory of the previous COO of Capcom North America and Europe, Mark Beaumont. The Beaumont Scholarships support students pursuing careers specializing in the business of interactive entertainment, including management, law, marketing, public relations, and business development.

“The power of the Randy Pausch and Mark Beaumont Scholarships goes beyond the \$2,500 cash awards,” said Don Daglow, veteran games industry executive and AIAS Foundation president. “The AIAS scholarships give the winners visibility and connections to a wide array of companies in the business, setting the stage for their entry into games industry careers.”

“It’s through the Academy’s talented scholars that we are able to keep the legacy of Randy Pausch and Mark Beaumont alive,” said Martin Rae, president, Academy of Interactive Arts & Sciences and AIAS Foundation board member. “We look forward to the new class of AIAS Foundation scholars, who I know will make us proud in leading the torch for the future of video game development and leadership.”

The Academy scholarships from the 2014/2015 academic year honored students from a range of disciplines, including future designers, artists and programmers. Randy Pausch Scholarship recipients included Chitvan Gupta, pursuing her Masters in Computer Science (Game Development) at the University of Southern California, and Anthony Scott, Master’s candidate at Carnegie Mellon University’s Entertainment Technology program. The Academy’s Mark Beaumont Scholarship recipients included Lee Anne Opfer, pursuing a Computer Graphics Technology degree at Purdue University and Danielle Powers, pursuing her Entertainments Arts and Engineering degree at the University of Utah. Additional information on last year’s winners can be found here:

[http://www.interactive.org/foundation/scholarship\\_winners.asp](http://www.interactive.org/foundation/scholarship_winners.asp)

To qualify, applicants must have a GPA of at least 3.3, and be a full-time student and attend an accredited college or university in the United States during the 2015-2016 academic school year.

For more information about the scholarships, qualifications and application forms, please visit <http://www.interactive.org/foundation/scholarships.asp>. The deadline to apply is June 30, 2015.

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