

## AIAS FOUNDATION AWARDS FOUR SCHOLARSHIPS TO VIDEO GAME STUDENTS

*New WomenIn Scholarship Program Now Accepting Submissions for Year-Long Mentorship Program*

LOS ANGELES – September 27, 2016 – The AIAS Foundation, the philanthropic arm of the Academy of Interactive Arts & Sciences (AIAS), is pleased to award four scholarships to outstanding students who are dedicating their careers to the advancement of the video game industry. In addition, the AIAS Foundation's new *WomenIn* program, which provides support to female students and early career games professionals through mentoring, education and scholarships, is now accepting applications.

### **Randy Pausch and Mark Beaumont Scholarships**

The AIAS Foundation is once again four recipients through its annual Randy Pausch and Mark Beaumont scholarship funds. The scholarship winners will participate in a year-long mentorship program and receive a complimentary pass to the 2017 D.I.C.E. Summit and 20<sup>th</sup> D.I.C.E. Awards show, Feb. 21-23, 2017.

"We are proud to honor Marchelle Lundquist and Yuanqing Wu, 2016 Randy Pausch Scholarship winners, along with Christopher Kao and Khaila Hall as 2016 Mark Beaumont Scholars," said Don Daglow, President of the Academy of Interactive Arts & Sciences Foundation. "We believe that they are great examples of the innovative creative and business leaders who will develop the future of the games industry."

The Randy Pausch Scholarship was established by the Academy of Interactive Arts & Sciences in 2008 to honor the memory of Dr. Randy Pausch, Computer Science Professor and Co-Founder of the Entertainment Technology Center at Carnegie Mellon University. The scholarship supports students who are pursuing careers specializing in the development of interactive entertainment.

"I am honored to be selected as a recipient of the Randy Pausch scholarship," said Marchelle Lundquist, a Columbia University student studying Computer Science. "Randy Pausch's legacy of combining technology with the arts and of dedicating himself to using his work to make a positive impact is one that I hope to carry on as I move forward with my education with the help of this scholarship. I am so grateful to the Academy of Interactive Arts and Sciences Foundation for helping me to continue my education and to work toward my goal of using computer science alongside other fields for the benefit of the earth and society."

"I can't believe I see 'congratulations' on the email," said Yuanqing Wu, a New York University student studying Game Design. "I'm so glad I have this precious chance, thank you so much for helping me push my dream forward!"

The Mark Beaumont Scholarship was established by the Academy of Interactive Arts & Sciences in 2010 to honor the memory of the COO of Capcom North America and Europe, Mark Beaumont. This scholarship supports students who are pursuing careers specializing in the business of interactive entertainment.

"I'm very honored to receive the Mark Beaumont Scholarship. I've been a lifelong gamer, so deciding this as my field of study and career path felt very natural," said Christopher Kao, an MBA student at the University of Southern California. "I know that video games can be very powerful, affecting our culture, art, and community, and I plan to take them to the next level."

"I am absolutely thrilled to be a recipient of the Mark Beaumont scholarship," said Khaila Hall, a UCI Film & Media Studies major. "This is definitely confirmation and encouragement to further pursue my creative dreams."

### **WomenIn Program Now Taking Applications**

New to the AIAS Foundation program in 2016 is its *WomenIn* Initiative, a collaborative effort to attract, retain and advance women in the interactive entertainment industry by supporting their education and professional development. This initiative provides support to female students and early career gaming professionals through its year-long mentoring program, education and scholarships. During this scholarship period, winners will receive tuition aid and be paired with an industry mentor for a year-long project period.

"Since the beginning of the Academy, we have worked to improve our industry and pushed for the highest standards and appreciation for interactive entertainment," said Martin Rae, AIAS President. "It is the duty of everyone who values the interactive arts to join in the effort to make real fundamental change and address the diversity issues that plague our industry. I urge everyone to get involved with the AIAS Foundation and *WomenIn* today."

For more information about the scholarship, qualifications and application forms, please visit [http://www.aiasfoundation.org/programs/women\\_in.asp](http://www.aiasfoundation.org/programs/women_in.asp). The deadline to apply is October 31.

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