

## ***André Thomas***

1020 Sanctuary Ct., College Station TX 77840

Phone: +1 407-927-8617

athomas@forensicmedia.co.uk

### **Education**

#### **M.F.A, Game Design 2017**

Laguna College of Art & Design

Final Work: "Pandit"

- Advisors: Curtis Murphy, Bob Nicoll, Stefano Gualeni

#### **Diploma/Apprenticeship Tool & Die Making 1990**

VEB Weimar Werk, Germany

### **Academic and Professional Experience**

#### ***Current Positions***

##### **Assistant Professor of the Practice, 2017 - present**

Texas A&M University, College of Architecture, Department of Visualization

##### **Director, LIVE lab 2017 - present**

Texas A&M University, College of Architecture, Department of Visualization

##### **CEO, 2014 - present**

Triseum LLC, Bryan TX

Founded the company which is a spin off from Texas A&M University and has been created to commercialize the products that are being designed and developed in the LIVE lab.

#### ***Past Academic Positions***

##### **Lecturer, 2015 - 2017**

Texas A&M University, College of Architecture, Department of Visualization

##### **Visiting associate Lecturer, 2003 - 2004**

University of the Arts London, London College of Communication, UK

#### ***Past Professional Positions***

##### **Head of Graphics, 2007 – 2013**

**Madden NFL '08 – '14** (game)

**NCAA College Football '08 – '14** (game)

**NFL Head Coach '10** (game)

**NFL Blitz** (game)

**NFL Tour** (game)

EA Sports Football, Electronic Arts, Orlando FL

Responsible for the strategy, planning and execution of all Graphics development for all Football Franchises, **Madden NFL**, **NCAA Football**, **Head Coach**, **NFL Tour**, and **NFL Arcade** on all SKU's.

- Leading and directing graphics development for Football products
- Establishing product roadmap and setting feature priorities
- Directing project managers, development managers, technical director, software developer and content creators

- Hire, direct, manage and develop a multi-disciplinary team of software engineers, CG Supervisors, artists and line manager (30 direct, 45 indirect reports)
- Ensuring the successful delivery of all projects on time and on budget (\$4.5million budget)
- Working with Senior Executives to manage and track project budgets and resources
- Work closely with Production and Technology peers to drive a multi-year direction for Football Graphics and oversee our ever evolving department backlog
- Final resource plan recommendation (HC, budgets, models) and presentations
- Overseeing outsourcing of art assets, Graphics development and software development
- Prioritize and direct development strategies and models to support near and long range plans & innovation
- Develop training, succession and retention plans with HR partners
- Identify and recruit external resources as necessary

At the start of my work with EA I was a CG Supervisor and my responsibility included:

- Created the long term strategic road map, and R&D plan and managed the execution of both
- Lead cross functional multi-disciplined team of 23 colleagues
- Defined objectives and ensured teams can meet those and risks are mitigated
- Managed and reported on production execution and removed roadblocks
- Improved processes and pipelines and defined best practices
- Ensured technical requirements and tools are in place for production
- Developed skill and training plans, and staffing forecasts
- Achieved cost reductions through efficiency gains in the multi-million dollar range

**Consultant**, Sept. 2006 – Oct. 2006

**Casper's Scare School** (movie)

Classic Media, New York & Mumbai

Onsite emergency help and direction at outsourcing company to finish the movie **Casper's Scare School**.

**Department Head – Rendering/Shading**, January 2005 – December 2006

**Ant Bully** (movie)

DNA Productions Inc. Dallas, TX

Responsible for designing, implementing and supporting rendering and shading pipeline on **The Ant Bully**.

- Worked closely with Producer, Department heads and technical leads to define project goals
- Developed and implemented the shading and rendering pipeline
- Supervised, managed and hired Shading TD's, Rendering TD's and Render Wranglers (9)
- Developed on boarding training and processes
- Managed, tracked and reported production progress for Rendering & Shading
- Ensured timely and under budget delivery of project

**Technical Director – Rendering/Shading**, September 2003 – December 2004

**Valiant** (movie)

Vanguard Animation, London, UK

Member of shading team on “**Valiant**”, first Disney backed 3D CG feature to be produced in Europe.

- Worked with Director and Art Director to establish look for key assets;
- primarily responsible for look and Shader development of environments
- Contributed to overall shading pipeline development to ensure delivery of the movie in a timely manner and at a high quality.

**CG/VFX Artist, Project Lead/Producer**, October 1999 – August 2003

Creative Concepts & Forensic Media Ltd., London, UK

Worked at client facilities as consultant solving production problems to enable clients to deliver high quality products in a cost effective and efficient manner. Clients included OK! Magazine, Dark Side magazine, Northern & Shell, Council for British Archaeology

**CG/VFX Artist, Project Lead/Producer**, December 1997 – August 1999

CCT Interactive Ltd., London, UK

Established the vision and direction for the company, while trying to ensure harmony between the founding members and raising capital. The company was responsible for development and production of educational 3d adventure game “**Karl’s Adventure**”.

**CG/VFX Artist**, May 1994 – December 1997

**Independence Day** (movie)

**Men in Black** (movie)

**Tomorrow Never Dies** (movie)

**Con Air** (movie)

ManRayManInk, Germany, UK

Founding the company and setting its direction, while ensuring clients receive the highest quality product within their given budget. Responsible for day to day operations and taking client briefs from inception to successful completion in this media agency for various clients and movies such as **Independence Day**, **Men in Black**, **Tomorrow Never Dies** and **Con Air**.

### **Awards and Honors**

2018 China Central Academy of Fine Arts - **Game Academy Award** for ARTé: Mecenas

2018 EdTech Digest - **Trendsetter Finalist for Educator / School Leader Setting a Trend**

2018 EdTech Digest - **Finalist for Games for Learning / Simulation Solution** for ARTé: Mecenas

2017 Serious Games & Showcase Challenge - **Innovation Award** for ARTé: Mecenas

2017 Serious Games & Showcase Challenge - **Finalist** for Variant: Limits

2017 Serious Games Society (GALA Conference) - **2nd Place in Business Category** for ARTé: Mecenas

2017 International Competition on Educational Games (ECGBL) - **Finalist** for ARTé: Mecenas

2017 International Competition on Educational Games (ECGBL) - **Finalist** for Variant: Limits

2017 International Serious Play Award Winner - **Gold** for Variant: Limits

2017 International Serious Play Award Winner - **Silver** for ARTé: Mecenas

2017 SIIA CODiE Award - **Finalist for Best Mathematics Instructional Solution** for Variant: Limits

2017 United States Distance Learning Association - **Innovation Award** for Variant: Limits

2017 EdTech Digest - **Leadership Award**

2016 Texas Motion Picture Alliance - **Impact Award**

## Teaching / Advisory Activities

### *Classroom Teaching*

#### ***Courses Taught***

Course number, title, learning objectives, student outcomes, and years taught

VIST 372 – Creating Digital Environments (Spring 2014, 2015, 2016, 2018; Fall 2017)

#### **Learning Outcomes**

1. Describe modeling terminology
2. Describe modeling techniques
3. Summarize the theoretical basis for modeling the physical environment
4. Implement effective modeling techniques
5. Differentiate between levels of model efficiency
6. Generate tools and interfaces using the Python programming language

VIST 405 – Visual Studies Studio III (Spring 2015; Fall 2014, 2015, 2018)

#### **Learning Outcomes**

1. Analyze project goals to determine resources, techniques, and time required.
2. Generate a development plan that includes requirements of resources, techniques, and time that is based upon analysis of project goals.
3. Design and implement original techniques or processes for the generation of computer graphics imagery that augments or extends the capacity of commercial software.
4. Use digital media to create original virtual experiences that are evocative of real objects, actions, environments, and situations.
5. Evaluate one's own work and the work of others within the context of defined project expectations.

VIST 485 – Directed Studies (Summer 2014, 2017; Spring 2015; Fall 2015)

#### **Learning Outcomes**

Defined individually for each student

VIST 486 – Introduction to Game Design (Spring 2014, 2015; Fall 2014, 2015, 2016, 2017)

#### **Learning Outcomes**

1. Name, describe, and understand the history of games and key game genres.
2. Describe current state of the art in industry game design techniques.
3. Implement a variety of game design scenarios on a range of platforms.
4. Describe relationships between game genres.
5. Design and manipulate game design to create mood and emotion.
6. Critique gaming solutions in terms of technology and aesthetics.

VIST 487/CSCE 443 – Game Development (Spring 2014, 2015; Fall 2014, 2017)

#### **Learning Outcomes**

1. Describe the game development process.
2. Understand the development process for game play, game mechanics, game AI
3. Implement a variety of prototypes
4. Create game content
5. Differentiate between different testing schemes
6. Critique different project management strategies

VIZA 613 – Introduction to 3D Modeling and Animation (Spring 2018)

**Learning Outcomes**

1. Name, describe, and understand the mechanics and processes of 3D Modeling and Animation
2. Design forms using polygonal primitives, subdivision surfaces and NURBS
3. Critique different types of modeling approaches
4. Analyze, define and recreate real-world lighting digitally
5. Apply the 12 principles of animation
6. Use and critique different light types, global illumination, layered surfaces, procedurals, and image mapping
7. Describe current state of the art in industry animation techniques
8. Design and manipulate models and animation to create mood and emotion
9. Design and manipulate lighting to direct the viewer's focus.
10. Describe relationships between models, surface materials and light, and the effects of lighting in a 3D scene
11. Describe and implement a variety of lighting and shadow scenarios in digital environments.
12. Light a 3D environment in a believable manner with a focus on recreating real-world lighting
13. Critique animation solutions in terms of technology and aesthetics

VIZA 627 – Design Communication III, Summer Industry Course (Summer 2015, 2016)

**Learning Outcomes**

1. Analyze project goals to determine resources, techniques, and time required.
2. Generate a development plan that includes requirements of resources, techniques, and time that is based upon analysis of project goals.
3. Design and implement original techniques or processes for the generation of computer graphics imagery that augments or extends the capacity of commercial software.
4. Use digital media to create original virtual experiences that are evocative of real objects, actions, environments, and situations.
5. Evaluate one's own work and the work of others within the context of defined project expectations.

VIZA 685 – Directed Studies (Spring 2018)

**Learning Outcomes**

Defined individually for each student

***Dissertation/Thesis Advising***

**Graduate Committee Chair**

**Abby Malkey** (MS), Thesis title - TBD, expected graduation – TBD

**Daniel House** (MS), (co-chair) Thesis title - *New Approaches to Character Progression in Massively Multiplayer Online Role-Playing Games (MMORPG's)*, graduation date – May 2018

**Graduate Committee Member**

**Rhonda Newton** (PhD), Thesis title – TBD, expected graduation – TBD

**Ben House** (MS), Thesis title – TBD, expected graduation – TBD

**Mat Suarez** (MS), Thesis title - A Procedural Approach to Computer-Aided Modeling in nautical Archaeology, graduation date December 2016

## ***Other Teaching***

***National Arts Education Association [NAEA]*** – Summer Studio on Design Thinking, invited to give a weeklong workshop for teachers from K – 20; 2015, 2016, 2017, 2018

***NAEA National Convention*** – invited workshop on Game-based learning, 2018

***eEducation Praxistage***, Linz Austria – invited workshop on Game-Based learning; 2018

## **Research**

### ***Funding***

#### **External Grants**

***Testing and Modeling of Concepts for Variant***, Triseum LLC.; co-PI; PI - Tim McLaughlin Texas A&M University; 2016; \$100,000

***Testing and Modeling of Concepts for Logic City***, Minds on Play; PI; 2016; \$8,700

***Fostering Empathy and Improving Focus Through the Groove Enhancement Machine: Facilitating sensorimotor coordination and cooperation among groups of individuals***, National Academies Keck Future Initiatives, co-PI; Petr Janata, University of California, Davis, Jonathan Berger, Stanford University, Kiju Lee, Case Western Reserve University, Scott Auerbach, University of Massachusetts, Amherst; 2015; \$100,000

***NAKFI Future Initiatives***, National Academies Keck Future Initiatives, co-PI; PI - Carol Lafayette Texas A&M University; 2014; \$15,000

#### **Internal Grants**

***LIVE lab grant***; Texas A&M University, PI; co-PI Hadeel Ramadan, 2018; \$356,000

***Bird Game***, Texas A&M University, PI; co-PI Hadeel Ramadan; 2018; \$20,082

***LIVE lab grant***; Texas A&M University, PI; co-PI Hadeel Ramadan, 2017; \$246,000

***LIVE lab grant***; Texas A&M University, PI; co-PI Hadeel Ramadan, 2016; \$186,000

***Simulating Emergency Firefighting scenarios***, TEEK, PI; co-PI Hadeel Ramadan; 2016; \$5,000

***LIVE lab grant***; Texas A&M University, PI; co-PI Hadeel Ramadan, 2015; \$150,000

***Enhancing Undergraduate Curriculum Technology grant***, Texas A&M University, PI; PI - Lee Spurgeon; 2014; \$30,000

***Math Tools TOP Grant***, Texas A&M University, PI, co-PI Paulo Lima-Filho Texas A&M University; 2014; \$100,000

## ***Publications***

### **Peer-reviewed Publications**

Matthaios Lygkiaris, Michalis & Bersimis, Fragkiskos & Thomas, André. (2018). ARTé Mecenat: In the Shoes of a Medici. Interactive Mobile Communication Technologies and Learning, pp.281-293

### **Book Reviews**

A New History of Animation, Maureen Furniss, 2016

### **Other Publications**

#### **Invited**

Thomas, André. (2018). Three Reasons Why Video Games Work in Education. Edarabia. [Link](#)

Thomas, André. (2018). Colleges including Texas A&M are using video games to make lessons stick. Austin Business Journal. [Link](#)

Thomas, André. (2017). What Makes an Immersive Educational Game More than Just a Game? Emerging EdTech. [Link](#)

Thomas, André. (2017). Mastery, Motivation and the Merit Behind Game-Based Learning. OSTA (Office of Science and Technology Austria): Bridges. [Link](#)

Thomas, André. (2017). These 3 game-based components can increase student achievement-here's how. eCampus News. [Link](#)

#### **Non-Peer Reviewed**

Thomas, André. (2018). Games in Every Classroom. LinkedIn [Link](#)

Thomas, André. (2018). Do Games Teach? LinkedIn. [Link](#)

## ***Exhibitions***

### **Invited Exhibitions**

#### **International Exhibitions**

Thomas, André. (2018). "Play Beyond the Game", Variant: Limits and Arté: Mecenat; invited by China Central Academy of Fine Arts for their 100<sup>th</sup> anniversary celebration. The exhibit took place at the university museum and is now traveling all over China. As part of the exhibition I was invited to give a keynote at the opening ceremony and ARTé: Mecenat received an Academy award.

## ***Presentations***

### **Invited Presentations**

Thomas, André. (2018). The Effective Use of Game-Based Learning in Education. TEDx

Thomas, André. (2018). Using Games for Science Literacy. World Forum on Science Literacy. Beijing

Thomas, André. (2018). Keynote. 100<sup>th</sup> Anniversary Opening Ceremony, China Central Academy of Fine Arts. Beijing

Thomas, André. (2018). Keynote. eEducate. Linz Austria

Thomas, André. (2018). Using Games to Teach Calculus. GESS, Dubai

Thomas, André. (2017). Gamification – We are NOT playing games here! ARIT

Thomas, André. (2017). The Hottest Cloud-Enabled Education Trends to Watch in 2018. EduCause

Thomas, André. (2017). Navigating Game Based Learning in EU. Games for Change

Thomas, André. (2017). Serious Games Business. Serious Games Conference

Thomas, André. (2017). Creating Sustainable Education by Developing Games. SXSWedu  
 Thomas, André. (2016). Art History and Calculus for University level students. NASSCOM GDC  
 Thomas, André. (2016). ARTé: Mecenas – Challenges in Creating a Learning Game for the Liberal Arts. Intentional Play Summit  
 Thomas, André. (2015). Developing Games for Calculus Education. AMATYC  
 Thomas, André. (2015). Creating Games for Education. Serious Games Conference  
 Thomas, André. (2015). Using Games in Arts Education. Young Audiences Arts Inspired Learning Annual Meeting  
 Thomas, André. (2015). Making Games. Allen Academy  
 Thomas, André. (2015). Developing Games for Higher Ed. Texas A&M University, Teaching with Technology  
 Thomas, André. (2014). How To Kill a Vampire. International Conference on Design for eLearning  
 Thomas, André. (2014). Developing learning games with Unity. Siggraph Unity Educator Breakfast

### **Presentations**

Thomas, André. (2014). Whose Past is it Anyways? Texas A&M University Humboldt Forum  
 Thomas, André. (2014). How To Kill a Vampire. Texas A&M University College of Architecture Research Symposium

### **Other Products**

#### **Games:**

ARTé: Lumiere (2018). [Video game]. USA: Triseum; Producer & Designer  
 ARTé: Hemut (2018). [Video game]. USA: Triseum; Producer & Designer  
 Variant: Limits (2017). [Video game]. USA: Triseum; Producer & Designer  
 ARTé Mecenas (2016). [Video game]. USA: Triseum; Producer & Designer

#### **Games (as Head of Graphics – Football):**

Madden NFL '14 (2013). [Video game]. USA: EA Sports; Sr. CG Supervisor  
 Madden NFL '13 (2012). [Video game]. USA: EA Sports; CG Supervisor  
 Madden NFL '12 (2011). [Video game]. USA: EA Sports; CG Supervisor  
 Madden NFL '11 (2010). [Video game]. USA: EA Sports; CG Supervisor  
 Madden NFL '10 (2009). [Video game]. USA: EA Sports; CG Supervisor  
 Madden NFL '09 (2008). [Video game]. USA: EA Sports; CG Supervisor  
 Madden NFL '08 (2007). [Video game]. USA: EA Sports; assoc. CG Supervisor  
 NCAA Football '14 (2013). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '13 (2012). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '12 (2011). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '11 (2010). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '10 (2009). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '09 (2008). [Video game]. USA: EA Sports; CG Supervisor  
 NCAA Football '08 (2007). [Video game]. USA: EA Sports; assoc. CG Supervisor  
 NFL Head Coach '10 (2009). [Video game]. USA: EA Sports; CG Supervisor  
 NFL Tour (2008). [Video game]. USA: EA Sports; assoc. CG Supervisor  
 NFL Arcade (2011). [Video game]. USA: EA Sports; CG Supervisor

#### **Movies:**

Thomas, A. (Rendering Consultant). (2006). *Casper's Scare School*. USA: Anderson Digital. International Distributor: Edel Media & Entertainment.  
 Thomas, A. (Head of Rendering/Supervising Shading Technical Director). (2006). *The Ant Bully*. USA: Warner Bros. International Distributors: Fox-Warner, Warner Bros. Entertainment.  
 Thomas, A. (Shading Artist). (2005). *Valiant*. USA: Buena Vista Pictures. International Distributors: Entertainment Film Distributors, Alfa Films, Bontonfilm, Cathay-Keris Films, Independent Films, Pandasia



Entertainment, Scanbox Entertainment, LNK Audiovisuals, Medusa Distribuzione, SND, Scanbox Entertainment.

Thomas, A. (Digital Artist, Uncredited). (1997). *Tomorrow Never Dies*. Worldwide: MGM Distribution

Thomas, A. (Digital Artist, Uncredited). (1997). *Men in Black*. USA: Columbia Pictures; Sony Pictures Entertainment (SPE); Sony Pictures Releasing. International Distributors: Columbia TriStar Films Pty., Ltd; Columbia TriStar Films; Columbia TriStar Films de Argentina; Columbia TriStar Films de España.

Thomas, A. (Digital Artist, Uncredited). (1997). *Con Air*. USA: Buena Vista Pictures. International Distributors: Buena Vista Pictures Distribution; Buena Vista International; Falcon; Gaumont Buena Vista International (GBVI).

Thomas, A. (Digital Artist, Uncredited). (1996). *Independence Day*. USA: Twentieth Century Fox Film Corporation. International Distributors: 20th Century Fox; 20th Century Fox Italia; 20th Century Fox Netherlands; 20th Century Fox de Argentina; 20th Century Fox of Germany.

## Recognition

11/19/2018 IndieNova, <https://www.indienova.com/steam/developer/triseum>

11/16/2018 GameSpot, <https://www.gamespot.com/companies/triseum/>

11/16/2018 Joy Stick Terrivel, ARTe: Mecenas Arrives This Friday at Steam, <https://joystickterrivel.com.br/arte-mecenas-chega-nesta-sexta-a-steam/>

11/14/2018 Markets Insider, Command History as the Medici: Play Triseum's ARTé: Mecenas on Steam, <https://markets.businessinsider.com/news/stocks/command-history-as-the-medici-play-triseum-s-art%C3%A9-mecenas-on-steam-1027726409>

10/2/2018 ArchOne (TAME College of Architecture), Viz-developed video game helps calculus undergraduates in China, <http://one.arch.tamu.edu/news/2018/10/2/viz-developed-video-game-helps-calculus-undergraduates-china/>

9/21/2018 Virtual Strategy Magazine, Triseum's ARTé: Mecenas Earns Prominent Game Academy Award at CAFA's Play Beyond the Game Exhibit, <http://virtual-strategy.com/2018/09/19/triseums-arte-mecenas-earns-prominent-game-academy-award-at/>

9/19/2018 Houston Business Journal, Triseum's ARTé: Mecenas Earns Prominent Game Academy Award at CAFA's 'Play Beyond the Game' Exhibit in China, [https://www.bizjournals.com/houston/prnewswire/press\\_releases/Texas/2018/09/19/UN11149](https://www.bizjournals.com/houston/prnewswire/press_releases/Texas/2018/09/19/UN11149)

9/1/2018 ESA Checkpoint, In Year-Long Study, Teachers Praise Academic Games, <http://myemail.constantcontact.com/ESA-Checkpoint---August-2018.html?soid=1130223211572&aid=xZTCrkeud2M>

8/20/2018 Press-Start (Belgium), The Belgian games in force at the Gamescom, <http://www.press-start.be/2018/08/les-jeux-belges-en-force-a-la-gamescom/>

8/9/2018 RTL News (Germany), Interview w/Andre at E3, <http://news.rtl2.de/netz-games/games/us-unternehmen-triseum-baut-lernspiele-fuer-gymnasiasten-und-studenten/>

7/26/2018 Campus Technology, Triseum to Release 2 New Learning Games, <https://campustechnology.com/articles/2018/07/25/triseum-to-release-2-new-learning-games.aspx>

7/25/2018 KBTX, How Fortnite made \$1 billion in one year (interview w/Andre), <http://www.kbtx.com/content/news/How-Fortnite-made-1-billion-in-one-year-489171511.html>

7/20/2018 UB Daily, Triseum to release art history games for fall term, <https://www.universitybusiness.com/news/triseum-release-art-history-games-fall-term>

7/17/2018 EducationDive, Triseum to Release Highly Anticipated Art History Games for Fall Term, <https://www.educationdive.com/press-release/20180717-triseum-to-release-highly-anticipated-art-history-games-for-fall-term/>

7/17/2018 Game Industry , Triseum to Release Art History Game Series, <http://www.gameindustry.com/news-industry-happenings/triseum-to-release-art-history-game-series/>

7/17/2018 Markets Insider, Triseum to Release Highly Anticipated Art History Games for Fall Term, <http://markets.businessinsider.com/news/stocks/triseum-to-release-highly-anticipated-art-history-games-for-fall-term-1027374866>

- 7/16/2018 Games Village, Interview with André Thomas, Variant: Limits and edutainment in the future of Tencent, <http://www.gamesvillage.it/6893756/andre-thomas-edutainment-futuro-tencent/>
- 6/27/2018 YiCai Global, Tencent Launches Mobile Game Variant to Stimulate Players' Math Skills, <https://www.yicai.com/news/tencent-launches-mobile-game-variant-stimulate-players-math-skills>
- 6/26/2018 GameRes.com, Learning art history and calculus, Triseum tries to replace textbooks with games, <https://www.gameres.com/811840.html>
- 6/20/2018 SideFX, Creating Indie Game Worlds with Houdini, <https://www.sidefx.com/profile/BenM/>
- 6/6/2018 UB Daily, Triseum, Tencent bring calculus video game to Chinese gaming market, <https://www.universitybusiness.com/news/triseum-tencent-bring-calculus-video-game-chinese-gaming-market>
- 6/4/2018 EducationDive , Triseum and Tencent Bring Calculus Video Game to Chinese Gaming Market, <https://www.educationdive.com/press-release/20180604-triseum-and-tencent-bring-calculus-video-game-to-chinese-gaming-market/>
- 5/18/2018 Big Deal Media / K-12 Technology, Our Top Five Resources in April 2018 (Variant), [https://www.bigdealbook.com/blog/?show=our\\_top\\_five\\_resources\\_in\\_april\\_2018](https://www.bigdealbook.com/blog/?show=our_top_five_resources_in_april_2018)
- 4/15/2018 Edarabia, Three Reasons Why Video Games Work in Education (by Andre Thomas), <https://www.edarabia.com/reasons-why-video-games-work-education/>
- 4/4/2018 LinkedIn, Do Game Teach? (by Andre Thomas), <https://www.linkedin.com/pulse/do-games-teach-andre-thomas/?published=t>
- 4/2/2018 Big Deal Media / K-12 Technology, Game to Develop Understanding of Calculus Concepts, <https://www.bigdealbook.com/newsletters/k-12-technology/?show=game-to-develop-understanding-of-calculus-concepts/b5b5d7fdc-eb58-4f47-86a1-37a9e0881767>
- 3/29/2018 Kake Bytes, What do Madden and Medici have in common? <https://kakebytes.com/2018/03/27/episode-9-what-do-madden-and-medici-have-in-common/#more-434>
- 3/27/2018 Interactive Engagement Research Society, Response to Andre's article: What makes an Immersive Educational Game more than just a game? <https://interactiveengagement.wordpress.com/2018/03/27/what-makes-an-immersive-educational-game-more-than-just-a-game/>
- 3/21/2018 UB Daily, Triseum earns grant from National Science Foundation, <https://www.universitybusiness.com/news/triseum-earns-grant-national-science-foundation>
- 3/20/2018 EducationDive , Can video games help students learn complicated concepts? (interviews with TAMU), <https://www.educationdive.com/news/can-video-games-help-students-learn-complicated-concepts/519350/>
- 3/19/2018 THE Journal/Campus Technology, Why Game-Based Learning Works for This Math Teacher, <https://thejournal.com/articles/2018/03/19/calculus-game-born-out-of-texas-a-m-lab-boosts-student-outcomes.aspx>
- 3/19/2018 EducationDive, Triseum Earns Prestigious Grant from National Science Foundation to Further Develop Variant Calculus Game Series, <https://www.educationdive.com/press-release/20180319-triseum-earns-prestigious-grant-from-national-science-foundation-to-further/>
- 2/27/2018 EducationDive , Triseum Honors Two Game-Based Learning Teacher of the Year Recipients, <https://www.educationdive.com/press-release/20180227-triseum-honors-two-game-based-learning-teacher-of-the-year-recipients/>
- 1/31/2018 eCampusNews, It's game-on at Texas A&M's LIVE Lab, <https://www.ecampusnews.com/2018/10/31/its-game-on-at-texas-ams-live-lab/>
- 1/27/2018 ESA Podcast, Interview with Andre Thomas, <https://www.youtube.com/watch?v=HUzi87HYrew&feature=youtu.be>
- 1/25/2018 Learning Solutions Magazine, Metafocus: André Thomas Discusses Learning Game Development, <https://www.learningsolutionsmag.com/articles/2562/metafocus-andr-thomas-discusses-learning-game-development>
- 1/24/2018 Scalar Learning Podcast, EP 148: Variant - A 3D Video Game to Teach Calculus (interview w/Andre), <http://scalarlearning.com/2018/01/ep-148-variant-a-3d-video-game-to-teach-calculus/>
- 1/17/2018 Austin Business Journal, Colleges including Texas A&M are using video games to make lessons stick (article by Andre Thomas), <https://www.bizjournals.com/austin/news/2018/01/17/colleges-including-texas-a-m-are-using-video-games.html>

- 1/11/2018 *Learning Solutions Magazine, Metafocus: Using Educational Video Games as College Courses* (interview w/Andre), <https://www.learningsolutionsmag.com/articles/2550/metafocus-using-educational-video-games-as-college-courses>
- 1/11/2018 *Games Industry News*, *Student Chillennium Game Developer Competition Kicks off in Texas*, <https://www.gameindustry.com/editorials/esports/student-chillennium-game-developer-competition-kicks-off-in-texas/>
- 12/20/2017 *Computer Graphics World, Game On: Texas A&M Offers Video-Game Based Calculus*, <http://www.cgw.com/Press-Center/Web-Exclusives/2017/Game-On-Texas-A-M-Offers-Video-Gamme-Based-Calcu.aspx>
- 12/17/2017 *Gaming the Past, ARTe: Mecenat Review*, <https://gamingthepast.net/2017/12/13/arte-mecenas-review/>
- 12/11/2017 *eCampus News, University to offer game-based calculus course as elective in Spring 2018*, <https://www.ecampusnews.com/campus-administration/game-based-calculus-course/>
- 12/8/2017 *UB Daily (University Business), Texas A&M to offer game-based calculus course as elective*, <https://www.universitybusiness.com/news/texas-am-offer-game-based-calculus-course-elective>
- 12/6/2017 *TAMU Science Website, Texas A&M to Offer Game-Based Calculus Course as Elective in Spring 2018*, <http://www.science.tamu.edu/articles/1902>
- 11/22/2017 *KBTX (live TV show), Video game earns college credit for TAMU students (interviews w/TAMU professors & student)*, <http://www.kbtx.com/content/news/Video-game-earns-college-credit-for-TAMU-students-459467873.html>
- 11/22/2017 *Medievalists, New game allows students to explore the art of 15th and 16th century Florence*, <http://www.medievalists.net/2017/11/new-game-allows-students-explore-art-15th-16th-century-florence/>
- 11/16/2017 *The Odyssey, Ad Astra Periclum At Aurora Game Development's Fall Showcase*, <https://www.theodysseyonline.com/ad-astra-periclum-aurora-fall-showcase?altdesign=socialux>
- 11/15/2017 *Virtually Inspired, Serious Games for Calculus and More*, <http://virtuallyinspired.org/portfolio/texas-am-university/>
- 11/14/2017 *Huffington Post, Is Publishing the Answer for Game-Based Learning? (Panel w/Berger, Kapp, Kiggins & Thomas)*, <https://www.huffingtonpost.com/entry/5a0b4d4ae4b060fb7e59d447>
- 11/13/2017 *UB Daily (University Business), Texas A&M offers Triseum's ARTé: Mecenat game as credit bearing course* <https://www.universitybusiness.com/news/texas-am-offers-triseums-art-mecenas-game-credit-bearing-course>
- 11/8/2017 *CampusTechnology, Texas A&M Offers Art History Video Game as Credit Bearing Course*, <https://campustechnology.com/articles/2017/11/08/texas-a-m-offers-art-history-video-game-as-credit-bearing-course.aspx>
- 11/8/2017 *ExtraCredits.net, Games You Might Not Have Tried #13* <https://www.youtube.com/watch?v=ORImxKInnc4&feature=youtu.be&t=1m45s>
- 11/8/2017 *Game Industry News, Texas A&M offers Triseum's ARTé: Mecenat game as credit bearing course* <http://www.gameindustry.com/news-industry-happenings/texas-offers-triseums-arte-mecenas-game-credited-course/>
- 11/7/2017 *Education Dive, Texas A&M Offers Triseum's ARTé: Mecenat Game as Credit Bearing Course*, <https://www.educationdive.com/press-release/20171107-texas-am-offers-triseums-arte-mecenas-game-as-credit-bearing-course/>
- 11/1/2017 *Big Deal Media: Resources for Educators, Educational Gaming Journey to the Italian Renaissance*, [https://www.bigdealbook.com/newsletters/k-12-technology/?show=educational\\_gaming\\_journey\\_to\\_the\\_italian\\_renaissance/b4738f189-1b29-4477-af10-ddfd8248a20d](https://www.bigdealbook.com/newsletters/k-12-technology/?show=educational_gaming_journey_to_the_italian_renaissance/b4738f189-1b29-4477-af10-ddfd8248a20d)
- 10/31/2017 *Learning Solutions Magazine, Metafocus: Personalized Lifelong Learning* <https://www.learningsolutionsmag.com/articles/2508/metafocus-personalized-lifelong-learning>
- 10/18/2017 *Emerging EdTech, What Makes an Immersive Educational Game More than Just a Game? (by Andre Thomas)*, <http://www.emergingedtech.com/2017/10/what-makes-an-immersive-educational-game-more-than-just-a-game/>
- 10/18/2017 *Tech on the Web, What Makes an Immersive Educational Game More than Just a Game?* <http://tech.ontheweb.it.com/2017/10/18/what-makes-an-immersive-educational-game-more-than-just-a-game/>

- 10/13/2017 *The Eagle, Game On: Texas A&M's Chillennium, a student-led challenge to develop video games in 48 hours, goes international*, [http://www.theeagle.com/news/local/texas-a-m-s-chillennium-a-student-led-challenge-to/article\\_61b3ceaa-9101-59c9-a780-fe8cacc89a2b.html](http://www.theeagle.com/news/local/texas-a-m-s-chillennium-a-student-led-challenge-to/article_61b3ceaa-9101-59c9-a780-fe8cacc89a2b.html)
- 10/3/2017 *ABC 2 Balitmore, This Study Says Video Games Might Make People Better Learners*, <http://www.abc2news.com/newsy/this-study-says-video-games-might-make-people-better-learners>
- 9/30/2017 *Gigazine, What is Triseum, a company that has a grand theme of "revolutionizing education with games"?* <http://gigazine.net/news/20170930-triseum/>
- 9/29/2017 *HyperAllergic, You're a Medici. Can You Support the Renaissance's Best Artists, or Will You Be Exiled?* <https://hyperallergic.com/391922/arte-mecenas-game-on-italian-renaissance-art-economies/>
- 9/29/2017 *Tech Orange, Play Game to Save You to Rebuild the Calculus!* <https://buzzorange.com/techorange/2017/09/29/game-for-learning-calculus/>
- 9/25/2017 *Kotaku, The Company That Wants To Replace Textbooks With Video Games*, <https://kotaku.com/the-company-that-wants-to-replace-textbooks-with-video-1818736136>
- 9/20/2017 *The Battalion (TAMU), Relive history with the Medici: Texas A&M offering a course taught by a video game*, [http://www.thebatt.com/relive-history-with-the-medici/article\\_32193d5c-9e52-11e7-ac6b-db1cb42e39a0.html](http://www.thebatt.com/relive-history-with-the-medici/article_32193d5c-9e52-11e7-ac6b-db1cb42e39a0.html)
- 9/20/2017 *OSTA (Office of Science and Technology Austria): Bridges, Mastery, Motivation and the Merit Behind Game-Based Learning (By Andre Thomas)*, <http://www.ostaustria.org/bridges-blog/entry/mastery-motivation-and-the-merit-behind-game-based-learnin>
- 9/20/2017 *My DPad, Variant: Limits: A Video Game That Teaches Calculus*, <https://mydpad.com/variant-limits-a-video-game-that-teaches-calculus/>
- 9/14/2017 *New Learning Times, Become a Medici, Learn Art History (Mecenas review)*, <https://newlearningtimes.com/cms/article/4660/become-a-medici-learn-art-history>
- 9/14/2017 *EdTech Digest Newsletter, EdTech's Best and Brightest (included Triseum logo)*
- 9/13/2017 *TAMU Department of Visualization, Viz professor to join National Academy of Sciences board*, <https://viz.arch.tamu.edu/about/news/2017/9/13/viz-prof-nas-advisory-post/>
- 9/12/2017 *New Learning Times, A Videogame Fit for Leibniz (Variant: Limits review)*, <https://newlearningtimes.com/cms/article/4658/a-videogame-fit-for-leibniz>
- 9/8/2017 *CampusTechnology / THE Journal, European Game-based Learning Study Underway Across 5 Countries*, <https://thejournal.com/articles/2017/09/08/european-game-based-learning-study-underway-across-5-countries.aspx>
- 9/6/2017 *The Odyssey, Triseum's Variant: Limits*, <https://www.theodysseyonline.com/triseums-variant-limits>
- 9/1/2017 *Steemit.com, Learn Calculus and Art in Video Games*, <https://steemit.com/education/@spacecadet1/learn-calculus-and-art-in-video-games>
- 8/31/2017 *OEB Insights Newsletter, Championing Game-Based Learning Across Europe*, <https://oeb-insights.com/championing-game-based-learning-across-europe/>
- 8/30/2017 *eCampus News, These 3 game-based components can increase student achievement-here's how (by Andre Thomas)*, <https://www.ecampusnews.com/curriculum/game-based-learning-achievement/>
- 8/21/2017 *CampusTechnology / THE Journal, Triseum Opens Online Store of Education Gaming Experiences*, <https://campustechnology.com/articles/2017/08/21/triseum-opens-online-store-of-education-gaming-experiences.aspx>
- 8/21/2017 *Gamer News Daily, Triseum Opens Online Store of Education Gaming Experiences*, <http://gamernewsdaily.com/triseum-opens-online-store-of-education-gaming-experiences-the-journal/>
- 8/18/2017 *Kotaku, I Learned Calculus With A Video Game, And It Was Surprisingly Fun*, <https://kotaku.com/i-learned-calculus-with-a-video-game-and-it-was-surpri-1797982791>
- 8/17/2017 *UB Daily (University Business), Triseum student ambassadors expand game-based learning*, <https://www.universitybusiness.com/news/triseum-student-ambassadors-expand-game-based-learning>
- 8/14/2017 *Education Dive, Student Ambassadors Raise Awareness of Game-Based Learning on 200+ Campuses This Fall*, <http://www.educationdive.com/press-release/20170814-student-ambassadors-raise-awareness-of-game-based-learning-on-200-campuses/>
- 8/14/2017 *University Chronicle, Triseum Student Ambassadors Expand Game-Based Learning on College Campuses*, <http://www.ssuchronicle.com/2017/08/14/triseum-student-ambassadors-expand-game-based-learning-on-college-campuses/>

- 7/18/2017 Kotaku, *A Thrilling Game Where You Can Impact The Course Of Art History*, <http://kotaku.com/a-thrilling-game-where-you-can-impact-the-course-of-art-1797025774>
- 7/12/2017 USDLA Blog, *Engaged Calculus with Award Winning Variant: Limits*, <https://www.usdla.org/blog/2017/07/12/engaged-calculus-with-award-winning-variant-limits/>
- 6/26/2017 Education Dive, *Triseum Invited to Join Landmark Games for Change Industry Circle*, <http://www.educationdive.com/press-release/20170626-triseum-invited-to-join-landmark-games-for-change-industry-circle/>
- 6/23/2017 UB Daily (University Business), *Triseum and European Schoolnet's Future Classroom Lab partner*, <https://www.universitybusiness.com/news/triseum-and-european-schoolnets-future-classroom-lab-partner>
- 6/23/2017 KBTX (live TV show), *Focus at Four: Local program teaches calculus through video games*, <http://www.kbtx.com/content/news/Focus-at-Four-Learning-calculus-through-video-games-430437323.html>
- 6/21/2017 KXXV ABC Texas, *Triseum Named SIIA Education Technology CODiE Award Finalist for Best Mathematics Instructional Solution*, <http://www.kxxv.com/story/35715721/triseum-named-siia-education-technology-codie-award-finalist-for-best-mathematics-instructional-solution>
- 6/21/2017 Education Dive, *Triseum Named SIIA Education Technology CODiE Award Finalist for Best Mathematics Instructional Solution*, <https://www.educationdive.com/press-release/20170621-triseum-named-siia-education-technology-codie-award-finalist-for-best-mathe/>
- 6/19/2017 KXXV ABC Texas, *Triseum Takes Home Gold and Silver in 2017 International Serious Play Awards*, <http://www.kxxv.com/story/35694830/triseum-takes-home-gold-and-silver-in-2017-international-serious-play-awards>
- 6/19/2017 Virtual Strategy Magazine, *Triseum Takes Home Gold and Silver in 2017 International Serious Play Awards*, <http://virtual-strategy.com/2017/06/19/triseum-takes-home-gold-and-silver-in-2017-international-serious-play/>
- 6/19/2017 Education Dive, *Triseum Takes Home Gold and Silver in 2017 International Serious Play Awards*, <http://www.educationdive.com/press-release/20170619-triseum-takes-home-gold-and-silver-in-2017-international-serious-play-award/>
- 6/15/2017 TAMU Corpus Christy News Islander, *Students Benefit From Combining Art and Tech in Educational Art History Game*, <http://tamucc.edu/news/2017/06/061617%20arte%20mecenas.html#.WgnUYqbruKE>
- 6/14/2017 News Channel 10 (Amarillo), *Triseum and European Schoolnet's Future Classroom Lab Partner to Help Students Succeed*, <http://www.newschannel10.com/story/35662084/triseum-and-european-schoolnets-future-classroom-lab-partner-to-help-students-succeed>
- 6/12/2017 Education Dive, *SIIA Announces Education Technology Finalists for 2017 CODiE Awards*, <http://www.educationdive.com/press-release/20170612-siia-announces-education-technology-finalists-for-2017-codie-awards/>
- 5/27/2017 Serious Games Market Blog, *Serious Games Enhancing College-Level Art History Learning*, <http://www.seriousgamemarket.com/2017/05/serious-games-enhancing-college-level.html>
- 5/23/2017 Games and Learning, *Texas-based Studio Mixes Class with Commerce*, <http://www.gamesandlearning.org/2017/05/23/texas-based-studio-mixes-class-with-commerce/>
- 5/4/2017 The Eagle, *Bryan-based game company Triseum honored for educational efforts*, [http://www.theeagle.com/news/local/bryan-based-game-company-triseum-honored-for-educational-efforts/article\\_b9c2da74-cf0c-5f6b-bc4d-8e230b6c3bf2.html](http://www.theeagle.com/news/local/bryan-based-game-company-triseum-honored-for-educational-efforts/article_b9c2da74-cf0c-5f6b-bc4d-8e230b6c3bf2.html)
- 5/2/2017 Education Dive, *USDLA Awards Triseum™ with Innovation Award For Excellence in Distance Learning*, <http://www.educationdive.com/press-release/20170502-usdla-awards-triseumtm-with-innovation-award-for-excellence-in-distance-lear/>
- 4/8/2017 EdTech Round Up, *New EdTech Resource | Triseum: High-Quality Learning Games*, <http://www.edtechroundup.org/editorials--press/new-edtech-resource-triseum-high-quality-learning-games>
- 3/29/2017 eCampus News, *Say What? Gaming boosts knowledge by 25 percent*, <http://www.ecampusnews.com/news/gaming-boosts-knowledge/>
- 3/29/2017 Gamer News Daily, *Say What? Gaming boosts knowledge by 25 percent*, <http://gamernewsdaily.com/say-what-gaming-boosts-knowledge-by-25-percent/>
- 3/20/2017 UB Daily (University Business), *Students get direct access to purchase Variant: Limits*, <https://www.universitybusiness.com/news/students-now-have-direct-access-purchase-variant-limits-calculus-game>

- 3/16/2017 KBTX Bryan-based company pitches at SXSW gaming competition, <http://www.kbtx.com/content/news/Bryan-based-company-pitches-at-SXSW-gaming-competition-416359043.html>
- 3/16/2017 Forward Geek, Triseum Gives AP and College Calculus Students Direct Access to Variant: Limits, <https://www.forwardgeek.com/article/Triseum-Gives-AP-and-College-Calculus-Students-Direct-Access-to-20170316>
- 3/15/2017 Inside Higher Ed, Texas A&M Signs Agreement with Triseum for Game Based Learning, <https://www.insidehighered.com/digital-learning/deals/2017/03/15/texas-am-signs-agreement-triseum-game-based-learning>
- 3/14/2017 KBTX, A&M students showcase creations where technology and art collide at SXSW, <http://www.kbtx.com/content/news/AM-students-showcase-creations-where-technology-and-art-collide-at-SXSW-416135703.html>
- 3/14/2017 KBTX, A&M students prove video games can be great learning tools at SXSW, <http://www.kbtx.com/content/news/AM-students-prove-video-games-can-be-great-learning-tools-at-SXSW-416151363.html>
- 3/12/2017 UB Daily (University Business), Triseum and Texas A&M Sign Game Based Learning Deal, <https://www.universitybusiness.com/news/triseum-and-texas-am-sign-game-based-learning-deal>
- 3/12/2017 Venture Entrepreneur, Triseum Signs Three-Year Agreement with Texas A&M for Game Based Learning, <http://ventureentrepreneur.org/2017/03/triseum-signs-three-year-agreement-with-texas-am-department-of/>
- 3/11/2017 EdNet Insight, Triseum Signs Three-Year Agreement With Texas A&M for Game Based Learning, <http://www.ednetinsight.com/news-alerts/higher-ed-market-headlines/triseum-signs-three-year-agreement-with-texas-a-m-for-game-based-learning-.html>
- 3/10/2017 Education Dive, Triseum Signs Three-Year Agreement with Texas A&M for Game Based Learning, <http://www.educationdive.com/press-release/20170310-triseum-signs-three-year-agreement-with-texas-am-department-of-visualizati/>
- 3/10/2017 CampusTechnology, Texas A&M Brings Gaming to Art History, <http://campustechnology.1105cms01.com/articles/2017/03/10/texas-a-m-brings-gaming-to-art-history.aspx>
- 3/10/2017 Money News, Triseum Signs Three-Year Agreement With Texas A&M Department of Visualization for Game Based Learning, <http://money.ca/news/2017/03/10/triseum-signs-three-year-agreement-with-texas-am-department-of-visualization-for-game-based-learning/>
- 3/10/2017 Digital Game Developer, Triseum Signs Three-Year Agreement With Texas A&M Department of Visualization for Game Based Learning, <http://gamedeveloper.digitalmedianet.com/article/Triseum-Signs-Three-Year-Agreement-With-Texas-AM-Department-of-Visualization-for-Game-Based-Learning-4857822>
- 3/7/2017 Education Dive, Triseum's ARTe: Mecenastm Game Boosts Student Knowledge Gain by Nearly 25 Percent, <http://www.educationdive.com/press-release/20170307-triseums-arte-mecenastm-game-boosts-students-knowledge-gain-by-nearly-25/>
- 3/7/2017 The Battalion (TAMU), Design meets calculus in new game, [http://www.thebatt.com/news/design-meets-calculus-in-new-game/article\\_988f969a-03b5-11e7-8912-eb0c15db9396.html](http://www.thebatt.com/news/design-meets-calculus-in-new-game/article_988f969a-03b5-11e7-8912-eb0c15db9396.html)
- 3/6/2017 CGM, Gearbox Publishing, Triseum and Legends of Learning Join ESA, <https://www.cgmagonline.com/2017/03/06/gearbox-publishing-triseum-legends-learning-join-esa/>
- 3/6/2017 MCV Pacific, Gearbox Publishing, Triseum and Legends of Learning Join ESA, <http://www.mcvpacific.com/news/read/overnight-bites-nintendo-addresses-joy-con-connection-issues-the-nintendo-switch-has-sold-80-000-units-in-the-uk-in-its-first-we/0179721>
- 2/22/2017 Inside Higher Ed, Changing the Teaching of Calculus, <https://www.insidehighered.com/digital-learning/article/2017/02/22/texas-professor-creates-game-teach-calculus>
- 2/20/2017 Adafruit, 'Variant: Limits' is Like Myst for Calculus Students, <https://blog.adafruit.com/2017/02/20/variant-limits-is-like-myst-for-calculus-students-explore-a-3d-world-solve-puzzles-with-calculus-triseum/>
- 2/13/2017 KBTX, A Video Game Helping Students Learn Calculus, <http://www.kbtx.com/content/news/A-video-game-helping-students-learn-calculus-413666253.html>
- 2/3/2017 Texas A&M Today, Prof's New Video Game Teaches Unexpected Lessons, <http://today.tamu.edu/2017/02/03/profs-new-video-game-teaches-unexpected-lessons/>

- 2/2/2017 *The Eagle*, Triseum gives back to Texas A&M visualization department, [http://www.theeagle.com/news/local/triseum-gives-back-to-texas-a-m-visualization-department/article\\_fee9fdc1-b337-5405-9bf6-88039f4fdc38.html](http://www.theeagle.com/news/local/triseum-gives-back-to-texas-a-m-visualization-department/article_fee9fdc1-b337-5405-9bf6-88039f4fdc38.html)
- 1/31/2017 *Street Insider*, Triseum Commits to Fund Endowed Chair for the Department of Visualization at Texas A&M University, <https://www.streetinsider.com/Press+Releases/Triseum+Commits+to+Fund+Endowed+Chair+for+the+Department+of+Visualization+at+Texas+A+and+amp%3BM+University/12479205.html>
- 1/20/2017 *Arch One*, Viz prof-led firm, Texas A&M create \$1M department chair, <https://one.arch.tamu.edu/news/2017/1/30/viz-1million-chair/>
- 1/11/2017 *University Business*, Triseum announces pilot program for 3-D calculus game, <https://www.universitybusiness.com/news/triseum-announces-pilot-program-3-d-calculus-game>
- 1/11/2017 *Game Square*, Triseum starts pilot test for Variant: Limits calculus game, <http://game.square7.ch/technology-games/triseum-starts-pilot-test-for-variant-limits-calculus-game/>
- 1/10/2017 *Venture Beat*, Triseum starts pilot test for Variant: Limits calculus game, <http://venturebeat.com/2017/01/10/triseum-starts-pilot-program-for-variant-limits-calculus-game/>
- 1/10/2017 *Education Dive*, Triseum Announces Pilot Program Bringing 3-D Calculus Game to Students and Faculty, <http://www.educationdive.com/press-release/20170110-triseum-announces-pilot-program-bringing-3-d-calculus-game-to-students-and/>
- 1/10/2017 *TechSite*, Triseum starts pilot test for Variant: Limits calculus game, <http://www.techsite.io/p/524119>
- 1/2/2017 *EdTech Digest* Cool Tool | Variant: Limits, <https://edtechdigest.wordpress.com/2017/01/02/cool-tool-variant-limits/>
- 11.11.16 *EdSurge*, Making Video Games for Higher Ed Requires Major Investment. Is It Worth It? <https://www.edsurge.com/news/2016-11-11-making-video-games-for-higher-ed-requires-major-investment-is-it-worth-it>
- 11.3.16 *The Eagle*, Local business Triseum sees banner month, [http://www.theeagle.com/news/local/local-business-triseum-sees-banner-month/article\\_5cbfcb15-02c1-50f9-8e36-c174c724f7bd.html](http://www.theeagle.com/news/local/local-business-triseum-sees-banner-month/article_5cbfcb15-02c1-50f9-8e36-c174c724f7bd.html)
- 11.2.16 *eCampusNews*, Immersive game-based experiences aim to revolutionize the way students learn calculus <http://www.ecampusnews.com/technologies/gaming/triseum-learn-calculus/>
- 10.31.16 *EdWeek*, Market Brief: Triseum Raises \$2M, <https://marketbrief.edweek.org/marketplace-k-12/k-12-dealmaking-spark-schools-raises-9-million-triseum-raises-2-million/>
- 10.28.16 *THE Journal*, Triseum Unveils 3D Game That Teaches Calculus, <https://thejournal.com/articles/2016/10/28/triseum-unveils-3d-game-that-teaches-calculus.aspx>
- 10.28.16 *Campus Technology*, Texas A&M Lab Unveils 3D Calculus Game, <https://campustechnology.com/articles/2016/10/28/texas-am-lab-unveils-3d-calculus-game.aspx>
- 10.27.16 *EdSurge*, Triseum Releases Calculus Game at EDUCAUSE, <https://www.edsurge.com/news/2016-10-27-triseum-releases-calculus-game-at-educause>
- 10.27.16 *TexAgs*, Bryan based company announces Calculus game! <http://texags.com/forums/17/topics/2799112>
- 10.26.16 *Venture Beat*, Triseum unveils calculus educational game Variant: Limits, <http://venturebeat.com/2016/10/26/triseum-unveils-calculus-educational-game-variant-limits/>
- 10.26.16 *eSchool News*, Recap of the latest product news, reports, and research in the ed-tech world, <http://www.eschoolnews.com/2016/10/26/technology-gaming-digital-citizenship-pd-initiatives/>
- 10.26.16 *Education Dive*, Triseum Launches Variant Series, <http://www.educationdive.com/press-release/20161026-triseum-launches-variant-series-providing-immersive-game-based-experiences/>
- 10.26.16 *Techsite*, Triseum unveils calculus educational game Variant: Limits, <http://www.techsite.io/p/470519>
- 10.26.16 *The Good Nation*, Triseum unveils calculus educational game Variant: Limits, <http://thegoodnation.com/triseum-unveils-calculus-educational-game-variant-limits/>
- 10.26.16 *Gamer Culture*, Triseum unveils calculus educational game Variant: Limits, <http://www.gamerculture.com/lifestyle/triseum-unveils-calculus-educational-game-variant-limits-venturebeat-2/>
- 10.24.16 *Serious Games Industry*, Triseum raises extra \$2m <https://seriousgamesindustry.com/triseum-raises-extra-2m/>
- 10.24.16 *Education Dive*, Triseum Earns Impact Award for Game-Based Learning, <http://www.educationdive.com/press-release/20161024-triseum-earns-impact-award-for-game-based-learning/>

- 10.21.16 *Star Telegram, Texas Motion Picture Alliance stages debut awards show, <http://www.star-telegram.com/living/article109601832.html>*
- 10.19.16 *Education Dive, Triseum Secures an Additional \$2 Million, <http://www.educationdive.com/press-release/20161020-triseum-secures-additional-2-million-to-expand-powerful-results-driven-ga/>*
- 10.6.16 *Education Dive, Triseum CEO and Gaming Icon André Thomas Takes the Stage at Intentional Play Summit, <http://www.educationdive.com/press-release/20161006-triseum-ceo-and-gaming-icon-andre-thomas-takes-the-stage-at-intentional-pla/>*
- Fall 2016 *Spirit Magazine (Texas A&M), Level Up, <https://spirit.txamfoundation.com/Fall-2016/Cover-Feature.aspx>*

## Service

### *External/Professional Service*

*National Academies LabX Advisory Board, member, 2017, 2018*  
*College Station High School Advisory Board, member, 2015, 2016, 2017, 2018*  
*International Society for Engineering Pedagogy, Games in Engineering and Education Working group, member, 2016, 2017, 2018*  
*IGIP International Conference on Interactive Collaborative Learning, reviewer, 2016, 2017, 2018*  
*ECGBL, reviewer, 2016, 2017, 2018*  
*CHIPlay, Industry Chair, 2016*

### *Internal Service*

#### *University*

*Vision 2030 Committee, member, 2018*  
*CNVE, advisor, 2017, 2018*  
*Committee on Entrepreneurship Minor, member, 2017*  
*Texas Aggie Game Developers, Faculty advisor, 2014, 2015, 2016, 2017, 2018*  
*Institute for Applied Creativity, fellow, 2014, 2015, 2016, 2017, 2018*

#### *Department*

*Visualization Industry Career Fair, member, 2017, 2018*  
*Chillennium Faculty advisor, 2015, 2016, 2017, 2018*  
*Graduate Committee, member, 2018*  
*Faculty Search Committee, member, 2018*  
*Visualization Industry Career Fair, chair, 2016*  
*Faculty Search Committee, member, 2016*  
*Undergraduate Committee, member, 2015*

I hereby declare that the details furnished above are true and correct to the best of my knowledge.

  
 André Thomas

12-09-2018  
 Date