

DR. CHRISTOPHER A. CAPUANO, 1975, became Fairleigh Dickinson University's eighth president on July 1, 2016, following the retirement of President Sheldon Drucker. Dr. Capuano previously held a series of leadership positions at the University over a period of more than 25 years, most recently as University Provost and Senior Vice President for Academic Affairs.

As University Provost, Dr. Capuano provided important decision making in identifying and appointing a strong leadership team in the School of Pharmacy and Health Sciences, which resulted in consistent enrollment growth and full accreditation with the Accreditation Council for Pharmacy Education. In addition, he was instrumental in securing a large gift to support the University's new Daniel and Martina Lewis Center for Healthcare Innovation and Technology. Moreover, he was the driving force in developing the University's 2015-2020 strategic plan, working with President Drucker, the Board of Trustees, and faculty and staff across the University, including at the University's two international campuses in Canada and England.

Working closely with the Vice Provost for Academic and International Affairs, the Associate Provost for Educational Resources and Assessment, the College Deans, and the Academic Policies and Research Committee of the Faculty Senate, Dr. Capuano has led much-needed changes to the University's nationally recognized University Core program, the adoption of the Individual Development and Educational Assessment (IDEA) system for both instructional and course assessment and development, and important changes to requirements for completion of baccalaureate degrees at the University, including the establishment of uniform general-education requirements across similar programs.

Prior to becoming University Provost and Senior Vice President for Academic Affairs, Dr. Capuano served as Vice Provost for International Affairs. In that position, he provided oversight of the University's Office of Global Partnerships and worked closely with the University's Office of Global Learning to facilitate study abroad and other international initiatives. Moreover, he led the development of the University's new campus in Vancouver, British Columbia, Canada, providing oversight of academic and non-academic responsibilities, including accreditation of the campus and all its programs, the hiring of faculty and staff, developing and monitoring the campus's budget, and ensuring that the campus met the objectives outlined in its strategic plan. In addition, Dr. Capuano served as the Vancouver Campus Provost for a year during a critical transition period.

As Director of the School of Psychology for nearly 15 years and a former doctoral faculty member in the University's Ph.D. Program in Clinical Psychology and Psy.D. Program in School Psychology — the second of which he helped to develop, Dr. Capuano provided important leadership in developing the school into one of the largest and more prestigious schools at the University. His many accomplishments in this position included establishment of the postdoctoral certificate program in clinical psychopharmacology and its transition to a

postdoctoral Master of Science degree program — a program that has earned national recognition and is currently only one of just a few programs recognized by the American Psychological Association for postdoctoral training in clinical psychopharmacology.

As a former faculty member and biopsychologist by training, Dr. Capuano introduced and taught key compulsory courses in both doctoral programs in the School of Psychology. His research included the design, implementation and supervision of experiments in neuropsychopharmacology and health psychology, from planning and evaluating new research to working on the development of compounds and behavioral interventions for clinical use. Moreover, he supervised numerous doctoral dissertations and master's theses and has published numerous abstracts and research articles with colleagues and former students in various scientific journals.

Dr. Capuano earned his Ph.D. in Biopsychology and two master's degrees from the Graduate and University Center of the City University of New York, as well as his B.S. in Biological Sciences from Purdue University.

SCOTT FEINBERG, 2004, is one of Hollywood's most widely read and respected entertainment journalists. While studying at Amity, Feinberg — in addition to serving as editor-in-chief of the 9th grade newspaper *The Amity Oracle* and playing on the varsity tennis team all four years (they won a state championship when he was a senior) — fell in love with classic movies and film history. This unusual interest, which he developed by renting videos from the Woodbridge Town Library and interviewing survivors of Hollywood's Golden Age, led him to study and become skilled at forecasting the results of the annual Academy Awards. Coverage of his activities in the *New Haven Register* and on WTNH-8 spurred local interest in his assessments, which, in turn, motivated him to start one of the first blogs devoted to awards coverage shortly after he began his studies at Brandeis University. Feinberg's blog found a large following and, in 2008, upon his college graduation, he was hired by the *Los Angeles Times* to provide the same sort of coverage for them. In 2011, he joined *The Hollywood Reporter*, one of the two trade papers read by everyone in Hollywood, as their awards columnist, and he further established himself as a leading expert — not only about the Oscars, but also the Emmys and Tonys. Feinberg's abilities as a writer, analyst, prognosticator, moderator and interviewer of legends of yesteryear (such as Mickey Rooney, Olivia de Havilland, Kirk Douglas, Luise Rainer and Jerry Lewis) and today (such as Steven Spielberg, Oprah Winfrey, Jerry Seinfeld, Meryl Streep and Will Smith), have earned him numerous accolades and the highest regard of colleagues, competitors and entertainment lovers around the world.

He wishes to thank the Amity teachers, coaches and administrators who encouraged him to follow his dreams, as well as his friends and especially his family — father Michael, mother Pamela, sister Debra, brother Eric and grandmother Helen — without whom none of this would have been possible.

KATHLEEN GALLIGAN, 1968, has been painting since the early 1980s and has exhibited her work in California, Philadelphia, New York, Maine and France. Originally trained and educated in the field of Illustration at Philadelphia College of Art (now University of the Arts), Kathleen worked as an archaeological illustrator at the University of Pennsylvania Museum of Archaeology. Throughout, she maintained her focus on painting, primarily working in the tactile and sensual medium of soft pastels. More recently she has increased her work in oils, using both landscape and abstracts as her subject.

Her work in pastels has garnered praise and media attention. Her paintings were included in the book *The Art of Maine in Winter*, by Carl Little. Later, her work was honored with two 6-page articles in *The Pastel Journal* and most recently her inclusion in a French book, titled *40 Maitres du Pastel/les grandes maitres du pastel 2016*. On the cover of that book, one of her paintings was displayed with two other artists.

Among the many highlights of her career, two residencies awarded to Kathleen have given her both the confidence and time needed to help in her development as a professional painter: a month long residency at the prestigious artists' colony, YADDO in Saratoga Springs, NY, and two weeks at Acadia National Park, Bar Harbor, ME. Her work is in the collection of the Farnsworth Art Museum, Rockland, Maine, and the Musee du Pastels, Sainte-Aulaye, France, as well as several corporate collections.

Currently, her work is represented by Greenhut Galleries, Portland, ME, Littlefield Gallery, Winterharbor, ME and The George Marshall Store Gallery, York, ME.

SCOTT SAVITT, 1981, is a former foreign correspondent for The Los Angeles Times and United Press International in Beijing. After graduating from Duke University, he became one of the first Americans to study in the PRC and live with a Chinese family. He covered the Tiananmen Square protests and subsequent military crackdown in 1989. In 1994 he founded Beijing Scene, China's first independent weekly newspaper. In 2003 he published China Now magazine.

His articles have been published in The Los Angeles Times, Washington Post, Wall Street Journal, New York Times and many other publications. He's the founding editor of the award-winning Contexts magazine. He's been interviewed on NPR, BBC, ABC's Nightline and CBS News. He's now the in-house Chinese-English translator for numerous human rights organizations.

He was a visiting scholar at Duke University where he wrote his memoir of his China reporting years "Crashing the Party: An American Reporter in China." He now lives in Ann Arbor, Michigan with his family.

PATRICK SWEENEY, 1987, is one of the leading attorneys in the video game industry, having served both as in-house and external counsel to a variety of companies in his career.

In his 17+ years in the games industry, Patrick has negotiated agreement resulting in the commercial release of more than 500 games across all distribution platforms and territories. In addition, he has represented clients with respect to the game rights for more than 50 major motion pictures and television properties, as well as negotiated numerous technology licenses and other agreements inherent within the production of video games.

He is the founder and principal partner of the Interactive Entertainment Law Group, which is currently the largest video game practice in North America. In its 4 years of existence, it has worked with over 150 clients in 20+ countries. Prior to establishing the Interactive Entertainment Law Group in 2013, Patrick headed the Video Game practice for the Los Angeles office of Reed Smith LLP where he helped to grow the practice into the largest game-specific legal team in North America. Prior to that, he was Counsel at the Los Angeles office of Nixon Peabody. Patrick's first job within the games industry was in-house counsel at Vivendi Universal Games, where he practiced for five years, before moving onto private practice.

Patrick has written or been featured in various articles for such publications as The Daily Journal, Game Developer Magazine, [a]List Daily and others. Additionally, Patrick is a frequent speaker on legal issues pertaining to the games industry on behalf of organizations such as Law Seminars International, International Game Developers Association, American Bar Association and the Beverly Hills Bar.

Patrick is also a founding member and current President of the Video Game Bar Association, an invitation-only organization made up of the top legal practitioners in the games industry.

He is also an Adjunct Professor at Southwestern Law School in Los Angeles, where he teaches a course entitled Video Game Agreements. He also taught this same course at Whittier Law School. When the course began approximately 10 years ago, it was one of the first US law school courses that was specifically tailored to the issues facing the video game industry. Patrick was also has also lectured undergraduate and graduate students at University of Southern California, UCLA, Loyola, Washington University, Chicago-Kent Law School, the University of Texas and Vanderbilt University.

Honors and Awards:

- Featured in The Daily Journal as one of the “Top Boutique Law Firms” for 2015
- Featured by The Daily Journal in its annual “Top Entertainment Attorneys” issue for 2014.
- Recommended by the Legal 500 United States 2013 in the area of Media, Technology and Telecoms – Technology; Data Protection and Privacy
- Named one of the top 100 Irish American Lawyers in the United States by Irish America Magazine for 2010
- Whittier Law School ~ Distinguished Alumni (2017)

Over the years, Patrick has worked with his clients with respect to the following game titles/franchises (in no particular order):

- Diablo
- Warcraft
- World of Warcraft
- The Witcher
- The Witcher II
- Supreme Commander
- Superman
- The Hunger Games
- Independence Day
- Ark
- Pacman
- Drawn to Death
- Hex: Shards of Fate
- Marvel Puzzle Quest
- Magic: The Gathering
- Warframe
- Zombie Gunship
- The Walking Dead
- Day Z
- Scalebound
- Dreadnought
- The Avengers
- Guardians of the Galaxy
- Dungeon Siege
- Star Wars: Rogue Squadron
- Paranormal Activity
- The Simpsons