

Jay R. Margalus
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Education

BS, North Central College, 2006.
Major: Political Science

Professional Positions

Professional

Term Faculty, Makerspace Director, DePaul University. (August 2015 - Present).

Chair, Co-founder, Spacelab. (June 2013 - Present).

Co-Owner, Lunar Giant. (August 2010 - Present).

Demo Engineer, MapR Technologies. (January 2015 - October 2015).

Adjunct Faculty, DePaul University. (January 2013 - August 2015).

Lead Programmer, GAMESbrief. (January 2011 - January 2015).

President, Co-Founder, Polymath Workshop. (September 2009 - January 2015).

President, Co-Founder, IGDA Chicago. (January 2012 - March 2013).

Licensures and Certifications

Thinking and Learning in the Maker-Centered Classroom, Harvard. (June 2017 - Present).

Professional Memberships

Nation of Makers. (August 2016 - Present).

American Institute of Graphic Arts. (August 2015 - Present).

Development Activities Attended

Conference Attendance, "MIT Academic Symposium on Makerspaces," Cambridge, Massachusetts, United States. (November 2016).

Teaching

Teaching Experience

DePaul University

DC 228, ETHICS IN COMP GAMES/CINEMA, 3 courses.
EXP 250, HARDWARE DESIGN BASICS WKSHP, 1 course.

GAM 224, GAME DESIGN FOR NON-MAJORS, 1 course.
GAM 226, FUNDAMENTALS OF GAME DESIGN, 3 courses.
GAM 228, ETHICS IN COMP GAMES/CINEMA, 3 courses.
GAM 229, DESIGN WRITING & PRESENTATION, 1 course.
GAM 240, PLAYGRAMMING, 4 courses.
GAM 245, GAME DEVELOPMENT II, 1 course.
GAM 334, THE BUSINESS OF INDIE GAMES, 2 courses.
GAM 399, INDEPENDENT STUDY, 4 courses.
GAM 597, TOPICS IN GAME DESIGN, 2 courses.
GAM 599, INDEPENDENT STUDY, 1 course.
IPD 230, THINKING THROUGH MAKING PRGM, 2 courses.
IT 228, ETHICS IN COMP GAMES/CINEMA, 3 courses.
IT 300, RESEARCH EXPERIENCE, 3 courses.

Non-Credit Instruction

Workshop, Chicago Housing Authority, 20 participants. (July 2016 - August 2016).

Directed Student Learning

Directed Individual/Independent Study, "Junior Development Experience," Other (Within DePaul University). (September 2016 - Present).
Advised: Andrew Bagdady, Josh Delson, Adam Griff, Reinardt Rundell, Trevor Siegler, Daniel Song

Directed Individual/Independent Study, "Thotcon Badges," Other (Within DePaul University). (March 2017 - June 2017).
Advised: Chris Jackson

Directed Individual/Independent Study, "Project DASH," Other (Within DePaul University). (January 2017 - April 2017).
Advised: Thomas Newsome, Megan Villablanca

Directed Individual/Independent Study, "Kavern Kraze," Other (Within DePaul University). (April 2016 - September 2016).
Advised: Jeremy LaBossiere, Jacob Ferguson

Directed Individual/Independent Study, "Transmedia Text-Based Game Project," Other (Within DePaul University). (April 2016 - June 2016).
Advised: Alejandro Aguina

Undergraduate Honors Thesis, "Bundling in Games," Other (Within DePaul University). (January 2014 - March 2014).
Advised: Riley Halligan

Research

Presentations Given

Margalus, J. R., Caterpillar Innovation Conference, "Systems Tinkering," Caterpillar, Peoria. (October 2017).

Margalus, J. R., Change MedEd, "Systems Tinkering," American Medical Association, Chicago, IL. (September 2017).

Margalus, J. R., CPS Googlepalooza + Techtalk, "Thinking through Makerspaces," Chicago Public Schools, Walter Payton College Prep. (August 2017).

Margalus, J. R. (Panelist), Schweizer, R. (Panelist), Hale, M. (Panelist), Groot, J. (Panelist), C2E2, "You Can Make Games!," Chicago, IL. (April 2017).

Margalus, J. R., Schmiesing, L., AIGA Design Educators Conference, "You Can Touch This," Bozeman, Montana. (October 2016).

Margalus, J. R., Caterpillar Innovation Conference, "The Importance of Making," Caterpillar, Online. (September 2016).

Margalus, J. R., Milwaukee Maker Faire, "Hacking the Dash Button," Milwaukee, WI. (September 2016).

Margalus, J. R., Milwaukee Maker Faire, "Making a Makerspace," Milwaukee, WI. (September 2016).

Margalus, J. R., Indy Pop Con, "Make a Game!," Indianapolis, Indiana. (June 2016).

Margalus, J. R., Schmiesing, L., Physics Colloquium, "Making and Designing for Physical Technology," DePaul Physics Department, Lincoln Park Campus. (May 2016).

Margalus, J. R., Technology Week, "The Future of 3D Printing," Oak Lawn High School, Oak Lawn High School. (April 2016).

Margalus, J. R., "Learn to Program," ChickTech Chicago, Loop Campus. (March 2016).

Margalus, J. R., "Robotics Workshop," ChickTech Chicago, Loop Campus. (November 2015).

Margalus, J. R., Emerick, M., O'Reilly Strata Hadoop World, "Fixing Chicago's Crime Data," O'Reilly, New York, New York. (September 2015).

Margalus, J. R., Illinois Institute for Rural Affairs Annual Conference, "How to Make a Makerspace," Illinois Institute for Rural Affairs, Peoria. (March 2015).

Margalus, J. R., Lankenau, R., Laskey, D., Scheff, P., Midwest Game Developers Summit, "Publish Your Indie Game," Madison, WI. (July 2014).

Margalus, J. R., Smith, A., Indy Pop Con, "Hacking Games," Indianapolis, Indiana. (June 2014).

Margalus, J. R., Lankenau, R., Laskey, D., Finseth, D., C2E2, "Publish Your Indie Game," Chicago, IL. (April 2014).

Margalus, J. R., Lankenau, R., Software Freedom Day, "Games and Hacking," FreeGeek Chicago, Chicago, IL. (September 2013).

Margalus, J. R., C2E2, "Chicago Makes Games!," Chicago, IL. (April 2013).

Margalus, J. R., Chicago Tech Week, "Making Your Indie Game," Chicago, IL. (June 2012).

Media Contributions

Internet

Contributing Columnist, MAKE Magazine. (November 2016).

Newspaper

Chicago Tribune. (March 2017).

Creative Works

Gaming - Demo

Jayson, Margalus Co-Organizer, Robert, Schweizer Co-Organizer, Thomas, Newsome Researcher, Megan, Villablanca Researcher, Reid, Annin Researcher, "Project DASH," Chicago, IL, United States. (April 2017).

Building off of an earlier Amazon Dash button game that I designed, Bobby and I are running an Independent Study with 3 students from the Game department that will be showing at Chicago Maker Faire.

Jayson, Margalus, "Dash!," Milwaukee Maker Faire, Wisconsin, United States. (September 2016). Showcase a hacked Amazon Dash Button game that explores the blending of political and technological realities.

Jayson, Margalus, "Big Data Outbreak," Big Data Everywhere, Chicago, Illinois, United States. (April 2014).

Co-created a set of 500 conference badges with transceivers on them that spread a "disease" to each other as the conference progressed.

Gaming - Festival

Jayson, Margalus, Alexander, Smith Co-Presenter, "Delve Deeper & Project Liberty," Indy Pop Con, Indianapolis, Indiana, United States. (June 2014).

Represented Lunar Giant in showcasing an indie game that we created, as well as a new hardware custom controller project.

Gaming - Indie Release

Jayson, Margalus, "Mega Ran: The Game," TechWeek, Chicago, Illinois, United States. (June 2013).

Showcased Mega Ran: The Game (a collaboration with rapper Mega Ran) at Chicago TechWeek.

Jayson, Margalus, "Delve Deeper," C2E2, Chicago, Illinois, United States. (May 2013).

Showcased indie game Delve Deeper at C2E2.

Gaming - System Designer

Jayson, Margalus Co-Organizer, Nathan, Matteson Co-Organizer, "Thotcon Conference Badges," Chicago, IL, United States. (April 2017).

Build and design 1,500 conference badges that facilitate a game experience within a conference setting by communicating with each other using light.

Contracts, Grants and Sponsored Research

Contract

Margalus, J. R., "Thinking through Making Certification," Sponsored by Caterpillar, DePaul

University, \$29,900.00. (June 2017 - September 2017).

Margalus, J. R. (Co-Principal), Matteson, N. (Supporting), Ristich, R. (Co-Principal), "Thotcon Convention Badge Game," Sponsored by Thotcon, Private, \$30,000.00. (January 2017 - April 2017).

Service

Department Service

Committee Member, DePaul Visiting Designer Series. (September 2016 - Present).

Committee Member, PC Experience Design. (September 2016 - Present).

Workshop Organizer, Gamedev Field Trips (places and artists include Young Horses, William Chyr, Sean Hogan, Iron Galaxy). (May 2016 - Present).

Organize field trips to game companies like Young Horses and Iron Galaxy. Bring well-known indie game developers like William Chyr and Sean Hogan to DePaul.

Assist Allen Turner in hosting Geek 'Til Dawn, organizing and hosting Global Game Jam, DeFRAG. (January 2016 - Present).

Attend board meetings, host Global Game Jam, host Geek 'Til Dawn

Member, PC Game Design. (September 2015 - Present).

Student Org Advisor, Virtual Reality Club. (September 2016 - June 2017).

Assist club in attaining space, developing partnerships with student and outside organizations, and advising on events.

Member, Game Design Search Committee. (April 2016 - June 2016).

Member, Game Design MFA Committee. (September 2015 - June 2016).

College Service

Workshop Organizer, HerCDM. (May 2016 - Present).

Taught Learn to Solder, organizing field trips to game companies in Chicago.

Co-Creator of Minor, Designing for Physical Technology. (February 2016 - Present).

Co-created all classes for minor, and classes for possible new major. Promoted to students as well as outside organizations for possible partnerships.

Student Org Advisor, Robotics Club. (January 2016 - Present).

Help DePaul Robotics Club form as an organization, organize events, and plan strategically for quarterly work.

University Service

Advisor, DePaul Makerspace. (September 2017 - Present).

Assisted the Dean and Associate Dean Terry Steinbach in the development of a budget, layout, and plan of action for the DePaul makerspace.

Program Organizer, White House Nation of Makers Midwest/Mountain West Regional Organizer. (August 2016 - Present).

Invited to the White House to represent Spacelab, and also represented DePaul. Continuing work includes organizing makerspaces regionally and nationally.

Program Organizer, DePaul Hosted Area at Chicago Maker Faire. (February 2017 - April 2017).
Organizer for a DePaul University space at Chicago Maker Faire where students can showcase their work (games, robots, exhibits)

Professional Service

Juror, Independent Games Festival Juror. (August 2012 - Present).

Officer, President/Elect/Past, IGDA Chicago, Chicago, IL. (January 2012 - March 2013).
Form organization, hold monthly events bringing game development community together, create partnerships with other local game companies and institutions.

Public Service

Member, Chicago Make Faire, Chicago, Illinois. (January 2017 - Present).
Organize exhibitors, promote event, and connect Maker Faire national with local industry professionals.

Chairperson, Chicago Southland Mini Maker Faire, MOKENA, IL. (August 2014 - Present).
Bring together exhibitors, attendees, and volunteers for one full day that spreads the joy of making. Acquire insurance, fundraising, sponsorships.

Officer, President/Elect/Past, Spacelab, Mokena, Illinois. (June 2013 - Present).
Daily management of space, organizing projects and tiger teams.

Workshop Organizer, Chicago Housing Authority, Chicago, Illinois. (July 2016 - August 2016).
Organize syllabus for workshop and teach classes.

Consulting

For Profit Organization, E-Conversation, Northbrook, IL. (August 2012 - Present).