



5-19-2009

CEAS e-news 05.19.2009

College of Engineering and Applied Sciences

Follow this and additional works at: http://scholarworks.wmich.edu/engineer_news



Part of the [Engineering Commons](#)

WMU ScholarWorks Citation

College of Engineering and Applied Sciences, "CEAS e-news 05.19.2009" (2009). *College of Engineering and Applied Sciences Newsletter*. Paper 36.

http://scholarworks.wmich.edu/engineer_news/36

This Newsletter is brought to you for free and open access by the College of Engineering and Applied Sciences at ScholarWorks at WMU. It has been accepted for inclusion in College of Engineering and Applied Sciences Newsletter by an authorized administrator of ScholarWorks at WMU. For more information, please contact maira.bundza@wmich.edu.



Tuesday, May 19, 2009

Volume 04, Issue 18

Jerrie Fiala, Editor: jerrie.fiala@wmich.edu

First Geek Gamez event attracts a wide variety of “engineers”

At the CEAS's first Geek Gamez, “engineers” of all ages tested their skills at launching water balloons, building spaghetti and marshmallow bridges, playing unique video games, and a variety of other challenges. They also consumed more than 500 hotdogs and networked with area employers.



Planners for the first CEAS Geek Gamez were (left to right) **Joe Mydosh**, **Nicole Maggio**, and **Scot Conant**.

Joe Mydosh, the Geek Gamez student coordinator and a senior manufacturing technology major, coordinated the event, which was held in conjunction with the Spring 2009 Co-op Cookout.

This is the third year for the cookout event, a three-hour opportunity for students to explore displays of co-op, internship, and career opportunities.

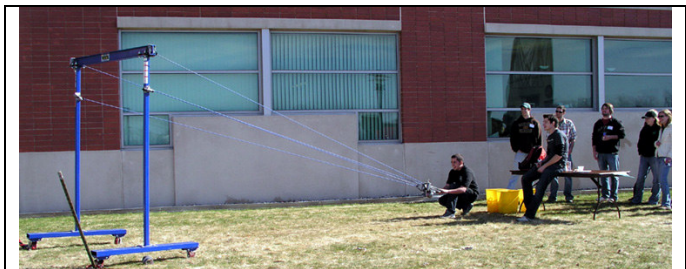
In addition to building spaghetti bridges, an activity prepared by the American Society of Civil Engineers, teams were offered a variety other challenges. Engineers Without Borders challenged teams to use a variety of items to maneuver a soccer ball through a number of buckets in a marked zone.

Sasson Jamshidi (right), from Red Button Games, oversees future CEAS students involved in a video game developed by **Daniel Frandser** as a Senior Design project



The Society of Automotive Engineers (SAE) prepared a CO2-powered car race, and Epsilon Mu Eta challenged competitors to construct a weight-bearing chair made of cardboard and duct tape.

The balloon launcher appealed to students of all ages. Challenges were also offered by the Society of Women Engineers, Society of Manufacturing Engineers, Tau Beta Pi, Society of Plastics Engineers, and Red Button Games.



Bryce DeQuoy, civil engineering senior, launches a water balloon with one of the more popular attractions.

Ben Page, an aviation administration major who joined the games described them as “well organized, competitive, yet relaxed and informal.”

Others who contributed to the event's success included **Scot Conant**, CEAS student outreach and recruitment coordinator, **Craig Vandermuellen**, and **Nicole Maggio**, career development and cooperative education graduate assistant.



Posing with their 20-minute bridge creation is Pyro Mania, an “aviation plus” team (from left): **Erin Bushman**, **Ben Page**, **Seth Thrasher**, **Tali Strautkalns**, and **Dimitry Cripps**. Bushman is a paper engineering major, Strautkalns is a computer science major, and the others are enrolled in aviation programs

The goal for next year is to get corporate participation from the Business Technology Research Park. “We’d like to have a block party atmosphere in the future,” said **Fred Sitkins**, the CEAS director of cooperative education who initiated the co-op cookouts three years ago. “This event just keeps getting better.”

Send your thoughts or suggestions for future topics to the editor at jerrie.fiala@wmich.edu Thank you.