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Visit Our Campus

Exploring Full Sail’s campus is a one-of-a-kind experience, and is the best way to preview what it’s like to be a student here. As always, our goal is to provide a healthy and safe environment for students to pursue their dreams, and we’re happy to announce that we have resumed limited capacity in-person tours for family groups to get a safe, in-person look at our campus. Daily tours are available five days a week and give you an overview of all the degrees offered at Full Sail, while walking you through our studios and learning spaces. These tours are offered on an hourly basis.

For more information about campus tours, visit fullsail.edu/tour

If you can’t make it to campus, we continue to offer our Behind the Scenes tour as a virtual experience. Our Virtual Behind the Scenes Tour will give you an inside look at Full Sail University - the spaces, curriculum, and graduates that make this a special place. This live online session features a guided campus tour, details about how a Full Sail Education works, information about scholarships and Project LaunchBox®, and trivia questions that give you a chance to win exclusive Full Sail swag. The tour also features a live video conference featuring Full Sail graduates who share their personal journeys and answer questions from you, and concludes with a breakout session with educators who will go in-depth on our educational model and answer questions about the specific degree you’re interested in.

Visit fullsail.edu/scholarships

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ARMADA NEWS

Stream of Thought: Pride
The special charity stream brought together students, faculty, staff, and graduates in celebration of the LGBTQIA community both on and off-campus. Hosted by Full Sail Online Enrollment Team Leader Marcus Ealy and Media Communications instructor Emily Wray, the event featured a variety of streamers playing some of their favorite titles including Overwatch, Apex Legends, Ninja Gaiden, and more, while grads, faculty, and students ended the stream with a roundtable discussion.

Matt Potthoff
General Manager for eUnited, former pro Call of Duty player, and Entertainment Business grad Matt “Burns” Potthoff has been a frequent visitor to campus since Full Sail announced its foray into esports. “This is where I started my career. Seeing how much work the school has put into their esports program, to me, personally, it feels like it’s come full circle,” says Matt. In partnership with lifestyle magazine Growing Bolder, Armada athlete Megan “PeptoAbysmal” Danaher and recent grad Daniel “Takasu” Hernandez were able to gain valuable experience in esports event production assisting on an Among Us tournament hosted live from the Full Sail University Orlando Health Fortress.

Growing Bolder: BolderX iGen
In partnership with lifestyle magazine Growing Bolder, Armada athlete Megan “PeptoAbysmal” Danaher and recent grad Daniel “Takasu” Hernandez were able to gain valuable experience in esports event production assisting on an Among Us tournament hosted live from the Full Sail University Orlando Health Fortress. The event saw senior gamers compete in a tournament hosted by Trivium frontman Matt Heafy, Growing Bolder founder Marc Middleton, and Full Sail Armada Esports Strategist Bennett Newsome.

High School Esports Scholar’s Cup
Full Sail’s High School Esports Scholar’s Cup brought together hundreds of high school students from throughout the country to compete in a Rocket League tournament with prizes including Full Sail scholarships worth up to $15,000. The two-day tournament included panels with grads and industry experts including Matt “Burns” Potthoff, Deejay Knight, and Melia Anguiano.

Full Sail Hosts Red Bull Solo Q
Hosted on Full Sail University’s campus, the Red Bull Solo Q Orlando Qualifier featured over 100 players from the Central Florida area competing online for a chance to advance to the competition’s next stage. Full Sail’s Nicholas “Shweeb” Levesque, Vojmir “Vojmir” Vladilo Molina, and Daniel “Takasu” Hernandez overcame incredible odds by earning top-eight finishes – with Shweeb coming in second place overall – at the event’s conclusion.

Grads at XP League NA Finals
XP League’s North American Final sponsored by Full Sail gave youth esports players the chance to experience the excitement of competing on the main stage, while grads from the Film, Music Production, and Media Communications degree programs were able to assist in creating an environment that mirrored a professional gaming setting for aspiring athletes. Full Sail grads brought the gameplay to the audience at the Raleigh Convention Center in roles including playback operating, broadcast sound engineering, and event photography.

A look at Takasu Through the Years
Full Sail Armada gave Daniel “Takasu” Hernandez the perfect opportunity to explore his love of esports professionally. With experiences gained from events like the Scholar’s Cup and Battle for the Boulevard, Daniel was able to come into his own both as a player and a mentor, discovering that his true passions were in event organization and leadership. “I’m always thinking about how things can be done better — how I can improve it,” he says. “I’ve already got ideas.”
With decades of experience teaching entertainment, media, technology, and business curriculum, Full Sail’s degree programs match up perfectly with the wide range of careers in the esports field.

**ART + DESIGN**

For artists and designers, esports presents a variety of career opportunities. Whether you’re looking to develop branding and merchandise for teams, create graphics for live events, or even design for Twitch streams and social media, learning the fundamentals of design is an important first step.

**GRAPHIC DESIGN, MEDIA DESIGN MFA**

Art Directors oversee and plan the look of a venue or team space, promotional content, team branding, and more. Graphic Designers have a variety of responsibilities from developing logos and apparel to creating social media content.

**DIGITAL ARTS & DESIGN**

Motion Graphics Artists design and animate logos, characters, and more to create imaginative digital assets for esports organizations and events.

**MEDIA + COMMUNICATIONS**

Communication careers within esports span a variety of roles and even departments. While some opt for careers in esports journalism, there are also opportunities in social media and community management, videography, public relations, and more. These careers tend to involve a commitment to professionalism and developing a diverse skillset.

**MEDIA COMMUNICATIONS, DIGITAL CINEMATOGRAPHY**

Social Media Coordinators grow an organization's social presence through planning and developing creative and engaging content. Videographers in esports are often expected to both capture and edit footage for game highlights, hype videos, and social media.

**CREATIVE WRITING, NEW MEDIA JOURNALISM MASTER’S**

Esports Writers can pursue careers writing for teams to produce feature articles, social and web copy, scripts, and more. Journalists in esports cover teams, players, and games by conducting interviews and writing articles that cover industry-related news.

**PUBLIC RELATIONS MASTER’S**

Public Relations experts in esports produce press releases and work with journalists to expand brand reach.
Video games are undeniably the heart of esports and our grads have worked on some of the industry’s most played. Full Sail grads from programs including Game Art, Game Development, Computer Animation, and Game Design have contributed to some of the biggest titles featured in professional and collegiate levels of play, including:

- CALL OF DUTY: BLACK OPS COLD WAR
- FORTNITE
- OVERWATCH
- LEAGUE OF LEGENDS
- VALORANT

When it comes to bringing esports events and team footage to viewers in person or online, there is no team more important than production. Learning the intricacies of event production is critical in building a successful career in esports events and videography.

**Entertainment Business**

**Business Developers** build relationships with brands for partnerships, maintain revenue streams, and seek opportunities for meaningful fan engagement.

**Team Managers** work with players, manage team finances, negotiate player contracts, and help secure sponsorships.

**Sports Marketing & Media**

**Advertising Managers** build and scale new advertising products and create engaging ad experiences for viewers.

**Strategy and Operations Managers** provide daily analytical and operational support to an organization while applying creative thinking.

Teams and other organizations offer a wide range of professional careers in esports. From team-centric positions like team management and coaching to organization-focused roles like ownership and business development, an entrepreneurial spirit is perfect for this path.

**Production**

**Film, Show Production**

**Producers** have broad production skills and work to keep a show on track while coordinating with talent, players, and crew.

**Camera Operators** capture what’s happening live while communicating with their producers to get the right shot.

**Stream Managers** coordinate with players and production teams to solve game or stream-related technical issues.

**Sportscasting**

**Casters and Analysts** are the lively on-camera talent that guides the viewer through the action happening on-screen.

**Audio Production**

**Audio Engineers** have to be equipped to balance multiple sounds from game audio, casters, player voice chat, and more to create the best possible mix.
Recording Arts grad Alexandria Perryman's job is out of this world. As audio engineer for NASA's Johnson Space Center, Alexandria utilizes cutting-edge equipment that runs audio for astronauts on the International Space Station. Alexandria also serves as the producer of NASA's official podcast, Houston We Have a Podcast.

The organization is fluid; it's not stagnant. That's my favorite part. We just added pickleball and padel to the campus, so we had to create all the assets for that. It's ever-changing, it's always improving, and it's not boring.

Paul Shank
US Tennis Association

As the Creative Services Manager for the US Tennis Association National Campus, Paul Shank designs fresh visual elements that match the fast-paced movements of tennis. The Digital Arts & Design grad is responsible for digital and print assets like signage, print campaigns, billboards, and social media graphics for events like the US Open.

Game entertainment is the ultimate manifestation of the brand. We have to be able to take all of the various ideas and create – in the two and a half, three-hour experience that fans are in the building – an unbelievable experience for people to come in and be entertained, forget, enjoy, and scream their hearts out.

Nicole Gorny
Epic Games

Computer Animation grad Nicole Gorny gets to work on jaw-dropping video game demos every day as an environment artist for Epic Games. She models building, landscapes, and anything else a video game's environment needs to create a "wow" factor that draws in potential players. She also worked on the environment art for Marvel's Avengers in her previous gig at Crystal Dynamics.

When we saw the very first episode of Ted Lasso, my mixing partner and I just kind of looked at each other and said, 'We have something really special with this.' And once it finally came out, and seeing the response that it's gotten, it's just been overwhelming and really nice.

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It's really difficult to send a Skype signal to space. We work with mission planning and operations to determine when signal is most likely to be lost – basically in between satellites. Then we'll schedule sessions within optimal windows. In the year I've worked there, we've never lost a signal.

The organization is fluid; it's not stagnant. That's my favorite part. We just added pickleball and padel to the campus, so we had to create all the assets for that. It's ever-changing, it's always improving, and it's not boring.

Full Sail was great, especially with teaching you a little bit of everything. Even if you don't think you're interested or ever going to use it, it's super useful to know how it all works, so that way when you hand it off to the next person, they don't have to figure out what the heck you were doing.

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Recording Arts grad Ryan Kennedy creates crystal clear sound for television shows like Ted Lasso. As a Re-Recording Mixer, he is one of the last people that touches the show's audio track before it airs. He takes different sound elements, like dialogue, foley, and live recorded studio sounds, and stitches them together for a flawless mix. Ryan's years of experience and attention to detail paid off when he won an Emmy for his sound mixing work on Ted Lasso.

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Entrepreneur, photojournalist, and activist E. Mackey has built a successful career in digital content creation working with some of the world's leading brands including Google, Amazon, and Twitter. The Film Production MFA grad spent the summer of 2020 documenting his visits to protests throughout cities including Minneapolis, New York, Houston, and Los Angeles. The grad's work has been featured in news outlets including The Washington Post and CNN and culminated in the authoring of the photo book *Lift Every Voice* and the development of "Choose Your Weapon: Views from the Front Lines of the War for Black Lives."

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I've been an aviation enthusiast for many years, so working for the Boeing Company has been a dream come true.

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Mark Diaz, an on-air personality for several WWE productions, has been given his own debut show as part of a network partnership between Spotify’s *The Ringer* and WWE. Titled *MackMania*, the podcast gives viewers exclusive interviews, on-the-ground coverage of live events, and a unique fan perspective with some of the WWE’s greatest stars.

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If you can’t make your own games, you better be sure you’re making games that speak to you. That’s what I’m doing here at id. I started out wanting to make my own games, but I’ve hitched my horse to the right cart.
Over the past year, Full Sail has expanded its Hall of Fame tradition by introducing a series of virtual Hall of Fame Sessions. Held four times a year, with a rotating selection of virtual panels, presentations, and workshops featuring different Hall of Fame inductees, this year-round approach celebrates alumni accomplishments and promotes student involvement with an entirely online, live-streaming format. Previous Hall of Fame inductees who have made an impact in film, recording, video games, and more have participated in these virtual conference-style seminars, sharing their knowledge with current Full Sail students. Hall of Fame Sessions topics have included networking, best practices for freelancing, and more.

Full Sail’s Hall of Fame Week is a weeklong, conference-style series of events that features guest lectures, panels, workshops, and hands-on technology demonstrations. Students can also participate in career networking events focused on employment and mentoring and a Technology Expo showcasing the latest in tech trends and interactive experiences.

Beyond the learning opportunities is also a week’s worth of fun, celebrating the Full Sail community with live musical performances featuring a variety of artists and genres, interactive games and activities, esports tournaments, film screenings, and more.

The week culminates in the Hall of Fame ceremony, when this year’s class of graduates is formally inducted, followed by a celebratory block party for students, staff, and alumni.

For more info on our Hall of Fame Alumni visit fullsail.edu/hall-of-fame
Chantel Hampton was born to work in the music industry: She grew up in recording studios watching artists develop their sound. Her singing earned her a full ride to Berklee College of Music and she co-founded Spectrum Music Group, a full-service booking and training resource agency for artists. With Spectrum, she’s helped musicians like Jennifer Lopez, Sting, and H.E.R. create unforgettable on-stage moments. Chantel brings her dual perspectives as a singer and a business owner to Full Sail’s music business program.

Ronald Diltz II
Digital Cinematography

Ronald Diltz II uses real-world experience at his production company to teach Digital Cinematography students about the indie film industry. Every film and play that he produces under Ronald Diltz II Productions serves as a case study for his students; he recruits students to work on set and sees his projects come together from start to finish. He’s also the Chair of Full Sail’s Digital Cinematography Mentor Program.

Naty Torres Alvarado
Innovation & Entrepreneurship

Naty is a civil litigator who splits her time between handling small business disputes and teaching the Legal Issues for Entrepreneurs course at Full Sail. Her experience as a U.S. Foreign Affairs Officer and a Florida Supreme Court Civil Mediator taught her to find common ground between parties at odds. She teaches master’s students about dispute resolution and how to avoid common legal pitfalls.

Melissa Schumann
Sports Marketing & Media, Digital Marketing

Melissa brings her advanced education and years of business experience to Full Sail: She has an MBA from Rollins College and owns The Falcon, a hip Orlando arts bar. In her intrapreneurship-focused Project & Portfolio III course, Melissa helps students develop formal business proposals that will allow employees to carve out an entrepreneurial niche within an existing organization.

Dr. Charlie Griffin
Music Production

Dr. Griffin is a composer with a PhD in Music Theory & Composition. His work has been performed at Carnegie Hall, the Kennedy Center, and at venues in Paris and London; he also worked as a copyist for President Clinton’s inauguration. In his Project & Portfolio V course, Dr. Griffin helps students apply composition foundations to their own original songs.

Currently leading both Full Sail’s Simulation & Visualization and Game Design master’s degree programs, Rob Catto has kept the university at the cross-section of education and technology, not only in its degree programs, but in its campus spaces that simulate real-world tech environments. As a reflection of his achievements in the field, in 2021, Rob was an inductee into the National Center for Simulation’s Modeling and Simulation Hall of Fame.

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COMING SOON!
ON-CAMPUS VIRTUAL PRODUCTION STUDIO
Full Sail University will be unveiling a state-of-the-art Virtual Production Studio on campus in 2022. The Virtual Production Studio’s use of Unreal Engine (originally used to create real-time 3D environments for games), live event production, and various aspects of film, artfully demonstrates the intersections between innovative storytelling, visual artistry, and next-gen technology that are so deeply engrained within the education at Full Sail. This new facility will allow students to collaborate across multiple degree programs, providing real-world experience with current trends and technology found in the entertainment industry, in addition to hosting professional projects.

TRIVIUM LIVE FROM FULL SAIL
Grammy-nominated metal band Trivium gave their fans a chance to enjoy the concert experience from home, performing the live concert event A Light Or A Distant Mirror for a global audience from the Full Sail Live Venue in July.

FULL SAIL CELEBRATES 18 YEARS AS FLORIDA FILM FESTIVAL SPONSOR
Full Sail proudly returned as the primary sponsor for the 30th annual Florida Film Festival. The 14-day event featured 160 independent and international films. Full Sail’s Education Director of Visual Arts, Rick Ramsey, also moderated a forum about filming during the pandemic at the Enzian Theater.

LENDING A HAND
Full Sail's Film degree program and film instructor Carl Verna have been recognized on Variety magazine's 2021 “Entertainment Impact Report: Top 50 Film Schools and Instructors From Around the World.”

"Full Sail is a top 50 Film school because we really do care about our students, but the linchpin of our programs is that we embrace technology," says Carl.

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LENDING A HAND
Nine students and three faculty members from the Simulation & Visualization program developed a now-patented technological solution that provides the Conductive Education Center of Orlando (CECO) with an innovative new ladder device to improve the lives of the children they work with. CECO works with individuals impeded by neurological motor disabilities such as cerebral palsy and Parkinson's.
Full Sail’s film-centric degree programs earned the school a spot on MovieMaker Magazine’s list of Best Film Schools in the US & Canada. The university’s hands-on education, professional film equipment, advanced degree offerings, and successful alumni helped it stand out from the crowd.

FULL SAIL NAMED BEST FILM SCHOOL BY MOVIEMAKER MAGAZINE

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GRADS WORK ON SUMMER BLOCKBUSTERS

Dozens of Full Sail grads were credited on 2021’s summer movies, including Free Guy, The Suicide Squad, Black Widow, and Cruella. Grads from programs like Film, Recording Arts, and Computer Animation worked on visual effects, original scores, props, and more for these hit films.

FULL SAIL NAMED ONE OF 2020’S “TOP 50 FILM SCHOOLS” BY THE WRAP

For the fifth straight year, Full Sail was named one of the country’s 50 best film schools by movie industry magazine The Wrap. The magazine praised the Film program’s balanced focus on both creative storytelling and practical production aspects.

INNOVATION & ENTREPRENEURSHIP DEGREE RECOGNIZED WITH LEAD EDUCATION AWARD

Full Sail’s master’s degree in Innovation & Entrepreneurship was recognized with the LEAD Education Awards, a program with Emphasis on Leadership/Organizational Development. The award recognizes global leadership development programs that explore innovation and best practices in the leadership space, and was based on the results from a survey of graduates from the degree program.

FULL SAIL GRADS FEATURED IN GRAPHIC DESIGN USA’S LIST OF STUDENTS TO WATCH

Graphic Design USA’s list of Students to Watch honors students who achieved “personal and professional growth” through their degree programs. Digital Art & Design grad Gregg Fleming Farrington’s multidisciplinary approach to design and fellow grad Alicia Myers’ love of 2D and 3D motion design earned them spots on the publication’s 2021 list.

GRAD RETURNS TO CAMPUS TO FILM AQUATIC HORROR MOVIE

Film grad Aaron B. Koontz brought his company Paper Street Pictures back to Central Florida to film The Requin, starring Alicia Silverstone and James Tupper. Aaron used some of Full Sail’s equipment, shot scenes on the school’s soundstages, and put students and alumni to work on set.

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FULL SAIL NAMED TOP GAME DESIGN SCHOOL BY PRINCETON REVIEW

For the seventh year in a row, Full Sail University was recognized by The Princeton Review as one of the best colleges for game design. The Game Development bachelor’s program and Game Design master’s program earned Full Sail a spot on the 2021 lists of “Top 50 Game Design Programs: Undergrad,” and “Top 25 Game Design Programs: Grad.”

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Full Sail’s master’s degree in Innovation & Entrepreneurship was selected as a winner for the 38th LEAD Education Awards in the Master’s Program with Emphasis on Leadership/Organizational Development category. The award recognizes global leadership development programs that explore innovation and best practices in the leadership space, and was based on the results from a survey of graduates from the degree program.

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Full Sail’s master’s degree in Innovation & Entrepreneurship was selected as a winner for the 38th LEAD Education Awards in the Master’s Program with Emphasis on Leadership/Organizational Development category. The award recognizes global leadership development programs that explore innovation and best practices in the leadership space, and was based on the results from a survey of graduates from the degree program.

Graphic Design USA’s list of Students to Watch honors students who achieved “personal and professional growth” through their degree programs. Digital Art & Design grad Gregg Fleming Farrington’s multidisciplinary approach to design and fellow grad Alicia Myers’ love of 2D and 3D motion design earned them spots on the publication’s 2021 list.

For the seventh year in a row, Full Sail University was recognized by The Princeton Review as one of the best colleges for game design. The Game Development bachelor’s program and Game Design master’s program earned Full Sail a spot on the 2021 lists of “Top 50 Game Design Programs: Undergrad,” and “Top 25 Game Design Programs: Grad.”
At the 63rd Grammy Awards, 59 Full Sail graduates were credited on 59 nominated projects in 39 categories, with 17 grads on 16 winning projects. Six Recording Arts grads were nominated for their own Grammys, including Colin Leonard and Stuart White for their work on Beyoncé’s “Black Parade” and Chris West for his contribution to DaBaby’s “Rockstar.” Hall of Fame inductee Andrew Coleman won in Best Engineered Album, Non-Classical for his work on Beck’s *Hyperspace*. Grads also appeared in categories like Record of the Year, Album of the Year, and Best Pop Vocal Album. Working on Hollywood’s buzz-worthy projects is par for the course for Full Sail alumni. For the 73rd Primetime Emmy Awards, 214 graduates were credited on 201 projects (like *Ted Lasso*, *The Mandalorian*, and *Mare of Easttown*) in 112 categories. Fourteen graduates were individually nominated for their work, and four grads won their own Emmys. Full Sail grads also made their mark on nominated shows like *The Crown*, *The Queen’s Gambit*, and *WandaVision*. More than 250 Full Sail grads from areas of study including Games, Art & Design, and Music & Recording were credited on over 30 games in 22 categories at the 7th Annual Game Awards. Grads contributed to winners such as Best Esports Game (*League of Legends*) and Best Sim/Strategy Game (*Microsoft Flight Simulator*). Over 30 grads contributed to the development of Game of the Year winner *The Last of Us Part II* while 19 grads worked on *Ghost of Tsushima*, winner of Best Art Direction. The Game Awards: 250+ GRADS ON THE YEAR’S BEST GAMES

Full Sail alumni worked on Oscar-nominated movies like *One Night in Miami…*, *Ma Rainey’s Black Bottom*, and *The Trial of the Chicago 7* at the 2021 Academy Awards. Eighty-five graduates were credited on 31 Oscar-nominated films across 20 categories, including Best Picture, Best Animated Feature Film, and Best Cinematography, and Recording Arts grad Nathan Nance was nominated for his own Oscar for his work as a Re-Recording Mixer on *Mank*. Full Sail grads were well represented among the nominees for the 21st Latin Grammys, with 19 graduates credited on 39 nominated projects in 22 categories. Grad Rafa Sardina added to his collection of 15 Grammys and Latin Grammys with a win in the Record of the Year category, while Hall of Fame inductee Josh Gudwin took home an award in the Best Engineered Album category. Grads were also credited on projects in the Song of the Year, Best Pop Vocal Album, and Best Reggaeton Performance categories.