| What does<br>Ellinger secretly<br>prefer?                  | What is the pottery room really used for?                           | The real unspoken secret to at DigiPen is                              | ? At DigiPen? It's more likely than you'd think.                         |
|--|---|--|--|
| dP <mark>AH</mark>   | dPAH  | dPAH PICK 2  | dPAH   |
| What the fuck are the BAGDers giggling about this time?    | What does Claude Comair have a secret room on campus devoted to?    | The final commit message for our game project was simply a defeated "" | I heard DigiPen is finally adding a new degree program solely focused on |
| Apparently, an   | From the sound  | Even though I  | If I had to give   |
| entire freshman game team was expelled last year for using | of it, the general theme of the freshman game projects this year is | knew it won 47 awards, I can't believe SubRay won the award for        | only one piece of advice to incoming freshmen, it would be to avoid      |
| dPAH   | dPAH  | dPAH   | dPAH   |



| My parents think life at DigiPen is all and, but really, it's mostly just  | Even though we'll never publicly admit it, the <i>real</i> reason we fired our lead designer was due to | When my friends from back home ask what I do on a daily basis, my default response is ""   | Look to your left, look to your right; one of those two people won't graduate with you, because of                               |
|--|---|--|--|
| DRAW 2  dPAH PICK 3  | dPAH  | dPAH   | dPAH   |
| Yesterday, at Playtesting Club, I got to check out that Oculus Rift game everyone's been talking about. It's true, it really does make you feel like you're! | Even through all the bad times and the bullshit, is the one thing that keeps me from dropping out.      | Gotta love it when people think that having played video games nonstop since middle school means that they understand better than the professor. | infinite time and resources to make the video game I've always   |
| dPAH   | dPAH  | dPAH   | dPAH   |
| Word is, the sophomore RTIS students all get together at the end of every year and play a drinking game centered around                                      | that separates amateur and professional developers.   | After realizing halfway through development that our game wasn't fun or interesting, we switched our focus from to                               | I don't know what my teammates told our artist, but <i>I</i> sure as shit didn't ask them for nine pages filled with sketches of |
| dPAH DigiPen Against Hu  | dPAH CS manity  | dPAH PICK 2  | dPAH CS PICK 2   |



| If we can't have access to usable Wi-Fi, the school really ought to at least allow us to use to try and connect to the Internet. | For my next game team, I'm going to forego hiring developers entirely, and instead hire seven BAGDs who can all bring to the table. | We lost 40% on our game project last semester when the professor noticed a single comment containing "TODO: consider adding"                           | The style guide our tech lead wrote up over the break didn't really mention naming conventions or consistency, and instead was mostly just a 34-page rant about |
|--|---|--|---|
| dPAH   | dPAH CS   | dPAH CS  | dPAH CS   |
| I somehow spent my entire budget of dP in the first twenty-four hours of the semester because of                                 | Zero Engine is actually really cool once you get past some of its quirks, such as its tendency to create during runtime.            | In an effort to make the BSGD program more tolerable, they're removing Psychology 101 from their first semester, but then replacing it with a class on | How do upperclassmen retain sanity?   |
| dPAH   | dPAH CS   | dPAH GD  | dPAH  |
| As it turns out, DigiPen has a lesser-known club entirely based around   | It was a long semester, but now that it's over, I'll finally be able to add "" to my list of Skills & Endorsements on LinkedIn.     | + DigiPen<br>=   | Now that they've installed key card locks on all the doors, I can finally breathe easy knowing I'm now entirely safe from                                       |
| dPAH   | dPAH  | dPAH PICK 2  | dPAH  |
| DigiPen Against Hu   | manity  |  | dPAH CS PICK 2  |



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| What even <i>is</i> a | Truly experiencing | Look, dude. Our   | During the         |
| game, <i>really</i> , | was easily         | game can be       | postmortem of      |
| man?                  | more engaging      | about either      | my GAM 150         |
|                       | than any video     | or                | game, we realized  |
|                       | game I've ever     | , but             | that the one thing |
|                       | played.            | there's no way it |                    |
|                       |                    | can be about      | truly lacking in   |
|                       |                    |                   | was                |
|                       |                    | both.             |                    |
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| dPAH                  | dPAH               | dPAH PICK 2       | dPAH CS            |
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| dPAH                  | dPAH               | dPAH              | dPAH               |
| UP AH                 | UF/AIT             | <u>ш</u> АП       | UP/AH              |
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| dPAH                  | dPAH               | dPAH              | dPAH               |

