

Thursday  
**May 15**  
**2014**



SCIENCE • TECHNOLOGY • ENGINEERING • ART • MATH

**6:00pm – 8:00pm**  
**ELAC Auditorium and Foyer**  
 RECEPTION IMMEDIATELY FOLLOWING



**Mixing Arts & SCIENCE**  
**Part III**  
**THE ART OF VIDEO GAMES**

*Original artwork by Art Demir*

East Los Angeles College seeks to not only increase the number of Latinos transferring into STEM fields, but also to unite theory and its application.

Join us for a jam packed evening of transformation from traditional STEM practices to innovative solutions. In partnership with LOFT (Leaders on Fast Track), industry experts, and city and state leaders we will highlight the Video Game industry. Explore career opportunities, learn employment forecast, and the connections to help build a seamless integration of STEM and the Arts.

The event will feature an informative panel of experts who will address pathways and careers in the Video Game Industry followed by interactive and hands-on demonstrations from multiple video game companies in the Greater Los Angeles Area.

**EAST LOS ANGELES COLLEGE**

1301 Avenida Cesar Chavez  
 Monterey Park, CA 91754

This event is free and open to the public.  
 Space is available on a first-come, first-served basis. Free parking in Parking Structure P3.

FOR MORE INFORMATION CONTACT

**Martha C. Pelayo**  
 STEAM Project Director  
 pelayomc@elac.edu | (323) 780-6783

**Guest Speakers**



**Tony Cardenas**  
 Congressman, District 29  
 Electrical Engineering, UC Santa Barbara



**Emanuel Pleitez**  
 Strategist, Qlovi  
 Chairman, Hispanic Heritage  
 Foundation / LOFT



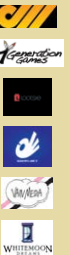
**Jan Perry**  
 Los Angeles City General Manager,  
 Economic and Workforce Development



**Liliana Aide Monge**  
 Panel Moderator  
 Co-Founder, Sabio

**Participating Partners**

Collective Mass  
 7 Generation Games  
 Lootsie  
 Sokay  
 Vain Media  
 WhiteMoon Dream Inc.  
**and more...**



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