

The Communicator



GRAPHIC
COMMUNICATIONS
EDUCATION
ASSOCIATION

The Graphic Communications Education Association (GCEA) is an association of educators in partnership with industry, dedicated to sharing theories, principles, techniques, and processes relating to graphic communication and imaging technologies.

CONNECT WITH US



gceaonline



#GCEAonline



Graphic Communications
Education Association



Find this and previous issues of the Communicator at

GCEAONLINE.ORG

Message from the President

FIGHT.

As I write my final president's letter, I first reflect on the exceptional talent we currently have on the GCEA board. I am very grateful for the leadership and service provided by each member of the executive board. I could write this entire letter extolling the talents of each board member—and I probably should—but suffice it to say that each of these individuals is very dedicated to the success and growth of GCEA. Thank you Lexa Browning-Needham, Mike Stinnett, Gabe Grant, Can Le, Laura Roberts and Pradeep Mishra for your service this year. I also want to thank our executive assembly members, which includes our Regional VPs: Hope Carroll, Tom Bell, Kristine Hwang, Rion Huffman and Lorraine Donegan. You have not only done your jobs well, you have tolerated another president who thinks he has good ideas and wants to advance his agenda. Your patience is impressive!



What are my final parting words as GCEA president? *Fight the good fight and don't give into pessimism.* I am speaking to myself as much as I am to you. Education is a very rewarding career, but it is also full of frustration. Let's be honest, it is an emotional job. We pour ourselves into our students and hope for some appreciation from someone: a parent, a department chair, a principal? Those who can make or break our programs with financial support, often don't see things as we do. Administrators have their own agendas and frequently don't want to invest in the things that will make your programs better. So, what is my advice to you?

Ignore them! You have more important things to do.

Instead, focus your energies in another direction. Get your students excited about your program. Bring in projects that are fun and that bring attention to your classroom and themselves. Do everything you can to allow your students to show off their creativity. Give them projects with lots of takeaways. Fill your campus with posters and signage that students create. Get your students producing and selling stickers across campus for laptops and water bottles. Produce cool T-shirts. Have your students develop an app that is useful for their fellow students—that pulls data from your campus events' page or cafeteria menu. Provide expert guidance so they can walk away with something they are proud of and their classmates find useful. If your students find success with their peers, you will too.

Consider sponsoring a graphics day for your school, where your current graphics students show other students how to print their own garments. Or, have them set-up a variable data printing template to produce personalized pressure-sensitive stickers, customized for each student. How about screen printing foam laptop cases? Or inkjet/die sub/hydrographic phone cases to sell. How about producing vehicle wraps for your seniors?

Are your students involved in design? If not, get them doing so. Even if you are not a designer yourself (I'm not), you can encourage your talented students to guide classmates

Article continues on the next page.

or call on some local designers for help. And when one of your students designs something particularly cool....produce it. Make it big—as in the side of a bus or building. My advice...go big or go home!

Work with a local sign company to produce some vinyl graphics for campus vans and buses. Have your students design the artwork and then plan a fieldtrip where students go to the company and work with employees to do the production. Then go back and have an installation day. When the campus begins to see your work, you will gain more visibility, all around. You won't get the attention of your administrators until you get the attention of your student body. Don't be ordinary either. Posters are fine...by why not go with some backlit graphics? Or lenticular? Or neon? Or a metalized substrate? Think outside the box.

The secret to curriculum development in today's world is to make all the projects highly student-focused. The old way of thinking is to start with the *fundamentals*. The new way of thinking is to start with *fun*. Don't begin your class with something that is meaningless to students, like printing a color target for characterization. Make things that get the students excited first. When they want to make something look better, you bring back those fundamental concepts necessary for quality. Hook them first, and then give them the tools you know are important for professional outcomes.

Looking ahead, where do I see GCEA moving forward? I am optimistic about the organization's future, though we need to be extra frugal as we transition and grow our membership. I see GCEA remaining the go-to professional organization for print, but I also see it as becoming the premier organization for web-dev, app-dev and interaction design education. There is a void in this area for a professional organization and since print and digital share many common educational foundations (data, color science, content management, project management, estimating, marketing, etc.), I see GCEA developing more programming and networking for the digital world. GCEA will attract new members by offering better programming in this digital space.

Together, let's refocus our attention on doing everything we can to give our students an amazing and exciting experience in our graphics classrooms. Let's also work diligently to make GCEA the premier association for both on-*substrate* and on-*screen media*. We are well positioned for the future...now let's make some magic happen.

Sincerely,

Malcolm Keif, GCEA President

Summer 2018 Conference

Annual Conference at Millersville University is right around the corner

Now is the time to complete your plans to attend the 2018 GCEA Conference at Millersville University. The early-bird rate ends on May 31, 2018 but you can register up until July 2.

The conference program is nearly finalized and is filled with a wide-range of exciting presentations from industry professionals and our members. Some of the highlights are:

Monday, July 30

- Keynote Address by Michael Biggerstaff, CIO, at NextBook Media
- Interactive Design Track
- Hands-on Workshops in flexography and hydrographics
- Unveiling of Gutenberg Award Winners
- Ice Cream Social & Wayzgoose

Tuesday, July 31

- Print in the New Media Mix by Daniel Dejan of SAPPI
- Hands-on Workshops in packaging and screen printing
- Industry plant tours
- Ride through Amish country on the Strasburg Railroad, and BBQ dinner

Wednesday, August 1

- Industry Economic Outlook Breakfast, with Printing Industries of America's Chief Economist, Ronnie Davis
- Digital Textile Trends, presented by Johnny Shell of the Specialty Graphics Imaging Association
- A Glimpse into the Future of Print-Related Technology, presented by Jim Workman of Printing Industries of America
- GCEA Banquet & Dinner

We are also offering a guest program, which includes activities from Monday–Wednesday. Guest program highlights include a trip to Longwood Gardens, and a visit to the Amish Kitchen Kettle Village.

We are looking forward to greeting you and your guests in July. Registration details can be found at

www.studentservicesinc.com/uncategorized/gcea-annual-conference/ or by emailing the conference host at donna.painter@millersville.edu.

2018 GCEA Conference Planning Committee

- Donna Painter, Chair/Host, Millersville University
- Thomas Bell, Professor, Millersville University
- Mike Brady, Instructor, Thaddeus Stevens College of Technology
- Dennis Dougherty, Retired, Thaddeus Stevens College of Technology
- Ashley Lucabaugh, student, Millersville University
- Korbin Shearer, Teacher, Westmont Hilltop High School
- Mark Snyder, Associate Professor, Millersville University

GCEA Sponsored Contests

2019 Graphic Communications Week Contest

The annual Graphic Communications Week Poster Design contest is now accepting submissions. The poster must be designed for Graphic Communications Week which typically revolves around Benjamin Franklin's birthday (January 17.) The theme could encompass anything that symbolizes the power and importance of printed communications. Students from any secondary or post-secondary school are eligible.

Work must be submitted through a current GCEA Member by **July 1, 2018**. Visit: www.gceaonline.org/student-resources/student-contests/graphic-communications-week-poster-design-contest/

For further information please contact Harold Halliday at hhallida@Central.UH.EDU

2018 Gutenberg Award Competition

The annual Gutenberg Awards are coming up and we will be looking for your entries for print, layout, photography, and Website design soon. If you have never entered your student's work in the Gutenberg Awards, this year might be a great year to start. If you have entered student's work in the past you already know how great it is for a student to receive an award.

The Gutenberg Awards will once again use an online entry system. All entries, even if they are mailed in, need to be registered online. You will also need to be a current member of GCEA and have created a login for the website before you can enter your student submissions. Simply follow this link to find out more information and to enter your student's project details:

www.gceaonline.org/student-resources/student-contests/gutenberg-award/

Please note you will still mail in your student's Gutenberg print and film photography entries by printing out your registration form and attaching it to each of your entries. All submissions must be completed by **June 1, 2018**. Remember there is also a 15-entry limit per current GCEA member. Email any questions to Will Purcell at purcellw@lcti.org.

Project Exchange Competition

Do you have a teaching method that works? Do you have a project that students find to be engaging? Submit it to the GCEA Project Exchange at www.gceaonline.org/project_exchange.

Do you have a great project you can share? We will be holding a different contest every quarter in 2018 in the following categories:

- Q2 – UX/UI/Web/Mobile design & development (April-June, 2018)
- Q3 – Photography, video & animation (July-Sept, 2018)
- Q4 – Printing, wide format, finishing (Oct-Dec, 2018)

Winners will be highlighted on our website and recognized at our annual conference.

How to submit: Login to the GCEAonline.org website and click on the Project Exchange menu at the top. Next, click on the "Submit A Project" button and fill out the title of the project, your name, your school name and the category of the project. If you don't see a category that matches the above topics...just create a new category and name it as such. Then you upload a .pdf file or a .zip file of the project. If you have any questions email Renmei Xu at rxu@bsu.edu.

Other News

Mattoon High School Wins at State SkillsUSA

Mattoon High School's local SkillsUSA chapter, competed and won at the Illinois SkillsUSA Championships. The Championships were held on Thursday, April 19– April 21 at the Springfield Convention Center.

To compete at State, some students had to take a qualifying exam and each student had to fundraise to pay for the competition and lodging, each student raised \$290 to attend. The students sold shirts, sold printed products, and volunteered as the Easter Bunny at the Coles County Mall for donations. More than 1,500 outstanding career and technical education students competed hands-on in 100 different trade, technical and leadership fields. More than 2,000 participants – including students, teachers and business partners – attended the 3-day long event!

Students worked against the clock and each other, proving their expertise in occupations such as advertising and design, construction, electronics, computer-aided drafting, precision machining, medical assisting, screen printing, graphic communications, and culinary arts. Contests ran with the help of industry, trade associations, labor organizations, and test competencies that are set by industry.

Leadership contestants demonstrated their skills in job interview, extemporaneous speaking and conducting meetings by parliamentary procedure.

- Samantha Shaw won the Bronze Medal in Commercial Baking
- Brody Shook won the Gold Medal in Screen Printing
- Morgan Lambird won the Gold Medal in Action Skills: Industrial Design

Brody and Morgan have an opportunity to represent Illinois at the SkillsUSA National Leadership and Skills Conference June 25-29, 2018 in Louisville, Kentucky.

SkillsUSA heads to Louisville, Ky., June 25-29, 2018, for the 54th annual National Leadership and Skills Conference (NLSC), a showcase of career and technical education students. More than 16,000 people – including students, teachers and business partners – are expected to participate in the weeklong event.

If you are interested in donating money to help the students compete at Nationals, please message Laura Roberts by email at RobertsL@mattoon.k12.il.us

For more information go online to www.SkillsUSA.org.

Teaching Position Naperville North High School

Retiring GCEA member Dave Hayes has announced an opening for a Graphics Teacher at Naperville North High School in Naperville, IL. It will commence with the 2018–19 school year. The position is for seven sections of Graphic Arts and one section of Research and Design. The Graphics classes include five sections of Graphics One, two sections of a combined Graphics 2 & 3, and an opening in Research and Design. Research and Design is a team taught class with a Physics teacher in which the students do research on a series of projects (cardboard boat, rocket, mouse trap car, etc.) and then build and test a prototype.

The Graphics classes are all taught in the Graphics Lab, with 26 Mac work stations with Adobe 2017, Equipment includes a six-station screen press, several digital printers, and a Roland vinyl cutter.

Interested individuals can contact Bryan Peckhart, Instructional Coordinator, CTE Department at NNHS. His email is BPeckhart@Naperville203.org.

The link to the online application is at: <http://www.generalasp.com/d203/onlineapp/default.aspx?Category=High+School+Teaching>

This issue of the Communicator has a membership brochure included. Cut it out and give it to a new colleague or a teacher at a school near you!

Region 4 Conference Recap

The Social Shift

On March 30, 2018, Pittsburg State University hosted the GCEA Region 4 Conference. The conference brought in approximately 50 educators, students and professionals from across the region, with participants coming from as far as California and Pennsylvania. During the conference, attendees had the chance to participate in different lectures, workshops and group discussions.

The keynote address, given by Associate Professor Robert J. Thompson from Youngstown State University in Youngstown, Ohio addressed using a student driven design agency to work with the community to rebrand the city of Youngstown. Topics covered in the conference ranged from Augmented Reality to Studio Photography and Freelance Design work. The participants had a very positive response and many of the educators have since implemented lessons from the conference into their curriculum.



Keynote speaker, RJ Thompson at the Region 4 conference.



Participant listening to a presentation with some "Social Shift" swag.

Closed GC Program has Equipment Available

The Eastern Kentucky University Graphic Communications Program has closed. We have the following equipment available:

Various photographic equipment including B&W and Color enlargers, easels, developing tanks, trays, contact frame – free for pickup

We would like to get some reimbursement for the following, so make an offer if interested:

- Ryobi 2800 CD Single Color Press
- ABDick 9995 2-color press
- Baum 2020 folder with right-angle roll away attachment
- Mitsubishi SDP-ECO III platesetter, photopolymer
- Kimosetter 340 photopolymer platesetter, plate to press, no processing
- Agfa SelectSet 5000 Imagesetter
- Heidelberg Windmill, 10x15 Letterpress, composing stone, furniture, handset type, assorted dies

Peripherals go along with the above equipment, such as manual, tools, press blankets, etc. as appropriate. Those interested are responsible for equipment loading and moving.

For more information or to make an offer, contact David W. Dailey, dw.dailey@eku.edu

New VCJ is Online

Have you seen the new VCJ? Check out the newest edition at www.gceaonline.org/publications/visual-communications-journal/

Also please consider writing an article for publication in the Visual Communications Journal (VCJ). Scholarly research as well as articles that describe a technologies, processes, or curricular activities are central to the purpose of the journal as a means to communicate and improve graphic communications education. Please consider sharing your research, innovative projects, and expertise with your colleagues through this important publication resource. Contact Dan Wilson, VCJ Editor, for any questions at dgwilso@ilstu.edu.

Get in the Game

Resources in game and interactive media dev

Submitted by Gabe Grant

Most of us probably hail from a traditional Graphic Communications background. We understand ink and substrates, we can troubleshoot our equipment with ease and we live in a world of graphics software like Adobe. We also are probably under fire from our students, colleagues and administrators to try to come up with something new, engaging, and relevant. I know the feeling. It can seem difficult to try to come up with new ideas, especially in an age

NUMBER OF YEARS TEACHING EXPERIENCE: _____

TEACHING LEVEL:

(Regular Members only, check one)

- Middle/Jr. High
- Comprehensive High School
- Vocational/Technical HS
- 2-Yr. College/Post Secondary
- College/University
- Other _____

SUBJECT AREAS YOU TEACH:

(Regular Members only, check all that apply)

- Graphic Arts
- Graphic Communications
- Graphic Design/Commercial Art
- Communication Technology
- Communications
- Desktop Publishing
- Drafting/Cad
- Graphic/Visual Imaging
- Journalism
- Multi-Media
- Web/Interactive
- Other _____

If paying through school P.O. please attach this form with payment. No invoice will be sent. Payment must accompany this form.

AMOUNT ENCLOSED:
MEMBERSHIP TYPE

EDUCATOR-US \$ _____
EDUCATOR-INT \$ _____
ASSOCIATE \$ _____
STUDENT \$ _____
LIBRARY \$ _____
TOTAL \$ _____

CHECK ENCLOSED PAYABLE TO GCEA

GCEA Membership Chairperson
1899 Preston White Drive
Reston, VA 20191-4367

Payment must be in U.S. Currency.
GCEA Tax ID Number: 237425568
\$35.00 for checks returned for insufficient funds.

Members residing outside the United States—add \$5.00 to cover postage of publications.

Founded in 1935, the Graphic Communications Education Association (GCEA) is a non-profit organization of educators in partnership with industry, dedicated to sharing theories, principles, techniques and processes related to graphic communications and imaging technology.

Membership in GCEA will provide you with a wealth of resources, information, and professional contacts. In joining GCEA, you will become a valued member of an association dedicated to serving the needs and interests of graphic communications education.

Whether you are an educator, industry representative, student, or just have an interest in any of the areas of graphic communications and imaging technology education, GCEA offers lifelong opportunities for professional involvement.

Among the activities sponsored by GCEA are an annual conference, a comprehensive publication program, industry liaison programs, and resource networks.

GCEA fosters career awareness by promoting Graphic Communications Week, assisting Boy and Girl Scouts with their merit badges and interest projects and recognizing success through Gutenberg Student Awards.



GRAPHIC
COMMUNICATIONS
EDUCATION
ASSOCIATION

1899 Preston White Drive | Reston, VA 20191

GCEAONLINE.ORG/MEMBERSHIP



Supporting
Graphic
Communication
Education

Membership with GCEA

MEMBERSHIP TYPES

GCEA members include educators representing approximately 40,000 students—future prospective employees! There are five different membership categories in GCEA:

- **Full Time Educator's Membership** is open to educators, supervisors, and others engaged or interested in graphic communications, graphic design, photography, journalism, communication technology, and/or related fields.
- **Associate Membership** is open to retired persons interested in graphic communications and imaging technology education.
- **Student Membership** is open to all full-time students interested in graphic communications and imaging technology education.
- **Library Membership** is open to all libraries that wish to receive GCEA publications

Membership benefits for Full Time Educators, Associates, and Students include: Mailings of The Communicator and The Visual Communications Journal, access to restricted areas of the website, student competitions, discounted conference rates and more!

Membership benefits for Libraries include: Regular mailings of The Communicator and twice a year mailings of The Visual Communications Journal, and access to restricted areas of the website.

Sustaining Memberships are available to business, industry, foundations, organizations, and educational institutions. A separate Sustaining Membership brochure explains the benefits more fully. Information may also be found at our website at www.gceaonline.org/membership

BENEFITS

All members of GCEA may take advantage of the following opportunities and services:

- **The Communicator** is the official publication of GCEA.
- **The Visual Communications Journal** is a scholarly journal published annually by the Association.
- **Gutenberg Student Awards** is a student graphic communications contest for all educational levels.
- **Industry & Education Partnerships** are established as a result of the activities sponsored by the Association.
- **Project/Idea Exchange** Members can exchange projects, ideas, information sheets, and classroom promotional material.
- **Website** GCEAonline.org provides a forum where members can share information and ideas.
- **Resource Network** is established among members through formal and informal channels.
- **Regional Meetings** are arranged and promoted by GCEA Regional Vice Presidents in each of the nine geographic areas.

GCEA CONFERENCES

The annual GCEA Conference is four or five days of education, fellowship and fun normally held on a college campus during the summer. The program is a lively mix of technical and professional presentations, hands-on demonstrations and workshops, social activities, and informal gatherings to discuss issues related to graphic communications and imaging technology education.

A unique feature of all GCEA conferences is a complete program of activities for the participants and spouses/guests. Most conferences provide college credit for attendees who wish to earn credit during the week. First-time attendees are encouraged to apply for a grant to attend their first conference.

APPLICATION FOR MEMBERSHIP/RENEWAL

Membership year is January 1 through December 31, including Sustaining Membership. First time regular members joining after August will be credited for the following year.

To apply, fill out the form below, or apply for membership online at gceaonline.org/membership

Please complete ALL areas. A current e-mail address is required.

FIRST NAME	LAST NAME	
ADDRESS		
CITY	STATE	ZIP+4
HOME PHONE		
PERSONAL EMAIL		
SCHOOL/COLLEGE/BUSINESS		
SCHOOL ADDRESS		
CITY	STATE	ZIP+4
CHECK ONE: <input type="checkbox"/> NEW MEMBER <input type="checkbox"/> RENEWAL		
MEMBERSHIP TYPE (CHECK ONE):		
<input type="checkbox"/> Full Time Educator—US \$50		
<input type="checkbox"/> Full Time Educator—International \$55		
<input type="checkbox"/> Associate (Retired GCEA Member) \$20		
<input type="checkbox"/> Individual Student \$20		
<input type="checkbox"/> Library \$20 (excludes discounted conference rates)		

For information on our Sustaining Memberships, see our Sustaining Membership brochure.

of reduced physical and fiscal resources, but it doesn't mean it is impossible.

In the fall of 2016 I kicked off my first foray into the interactive media/game development world by teaching an introductory course to a classroom of 24 students with a slew of different backgrounds. I kind of knew what I was doing but then again I didn't. Computers crashed from compiling projects, I spent hours helping students troubleshoot programming errors, and in the midst of it, I was having fun. Students engaged with one another solving issues, sharing ideas, and most importantly there was not a single student on their phone!!!

I know the stigmas that I hear regarding animation and game development "No they won't get a good job" or "They will bounce around from gig to gig" or "Only the best will be able to work for the big box companies." There is some truth to this, but there is also a few pieces of information that are out there that we cannot ignore:

- 2322 development companies in 50 states
- 526 publishers in 44 states
- 73,700 employees directly employed by publishers and developers (10% growth anticipated each year)
- \$30.4 Billion spent in 2016
- \$24.5 billion spent on content

http://www.theesa.com/wp-content/uploads/2017/04/EF2017_FinalDigital.pdf

<https://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm#tab-1>

Let's also recognize the fact that not all of the skills that students acquire in a gaming and animation course of study may lead to a career in that path. C# and C++ programming are used to make a variety of different types of software applications in addition to video games. I have had local engineering firms looking for student interns skilled in Maya and 3DS Max that can model fluid dynamics in their transmissions or simulated walk throughs of architectural properties. Some of the most interactive training simulations used for technicians are developed using gaming engines. In other words, there are jobs and transferable skills here folks!

So at this point you are probably thinking either "Interesting. What can I use to start?" or "Shut up Gabe." Well let me share with you some of the resources that you can get for F-R-double E.

Programming Resources

Programming scares most people, but that's because it's taught by computer scientists who, lets be honest, can't think application. Here are some of the most popular free resources that you can use to get your student's hands dirty in programming:

- Scratch www.scratch.mit.edu/
- Alice www.alice.org/
- Java www.docs.oracle.com/javase/tutorial/

If you get bored with these tools and feel a little braver give C# and C++ a try. These are the languages that are often preferred for a majority of the object oriented programming.

Modeling and Animation Resources

Most of the really cool graphics and animations that we see in games, simulations, and immersive experiences are often generated through software applications that aren't Adobe. 3D modeling and animation is a bit of a learning curve, but think of all the cool stuff you will be able to do. Here are some free tools that you can explore for your students:

- Maya, 3DS Max, and Mudbox www.autodesk.com
- Blender www.blender.org
- TinkerCAD www.tinkercad.com

Game Engine Resources

I shutter to limit the following tools by simply calling them Game Engines. I have seen and created media that is beyond the realm of a simple game. Immersive experiences, training simulations, and so much more can be done with the following tools.

- Unreal Engine www.unrealengine.com
- Unity www.unity.com
- Cryengine www.cryengine.com

I must reiterate that all of these tools are free. I have also found there to be extensive documentation and resources available through the developers and other web resources.

Justification of courses that deal with content like this to administrators or even yourself can be difficult. Perhaps there are even territorial or political disputes that could arise out of merely proposing this curriculum in your school (I dealt with 5 different academic departments at my own university personally working to get this stuff approved). One thing I can tell you is this, when talking to development studios the type of skills they value over art skills are technical skills. Technical artists that can put together pipelines to handle content are incredibly valuable. The Entertainment Software Association indicates that technical skillsets along with project management abilities are a significant shortage in this industry. One thing I do know about traditional graphic communications teachers: we can teach the technical stuff. So pull out your Mac or PC and download some of these tools and start teaching yourself. Look out in future issues of the Communicator for more information about cost sensitive hardware you can get to support your endeavours in this field.

Do you get our monthly email newsletter, Monthly Memo? It comes out around the 1st of each month to the email address on record with GCEA. If you do not get it, check your spam folder and whitelist secretary@gceaonline.com. You don't want to miss it!



GRAPHIC
COMMUNICATIONS
EDUCATION
ASSOCIATION

FORMERLY KNOWN AS IGAEA

1899 Preston White Drive | Reston, VA 20191

NONPROFIT
ORG
U.S. POSTAGE
PAID
Charleston, IL
61920
Permit No. 65

GCEA Board of Directors

Malcolm Keif, PRESIDENT

[Cal Poly University, San Luis Obispo, CA 93407](#)
(805) 270-5343 | president@GCEAonline.org

Lexa Browning-Needham, PRESIDENT-ELECT

[Alton High School, Alton, IL 62002](#)
(618) 474-2205 | presidentelect@GCEAonline.org

Gabe Grant, FIRST VICE PRESIDENT

[Eastern Illinois University, Charleston, IL 61920](#)
(217) 581-3372 | firstvp@GCEAonline.org

Can Le, SECOND VICE PRESIDENT

[University of Houston, Houston, TX 77204](#)
(713) 743 4082 | secondvp@GCEAonline.org

Laura Roberts, SECRETARY

[Mattoon High School, Mattoon, IL 61938](#)
(217) 238-7785 | secretary@GCEAonline.org

Pradeep Mishra, TREASURER

[Arkansas State University, State University, AR 72467](#)
(870) 972-3114 | treasurer@GCEAonline.org

Mike Stinnett, IMMEDIATE PAST PRESIDENT

[Royal Oak High School \(Ret\), Dearborn, MI 48124](#)
(313) 605-5904 | pastpresident@GCEAonline.org

Regional Vice Presidents

Hope Carroll

REGION 1 NORTH CENTRAL

[University of Wisconsin-Stout, Menomonie, WI 17551](#)
(715) 232-5021 | carrollh@uwstout.edu

Tom Bell

REGION 2 NORTHEAST

[Millersville University, Millersville, PA 17551](#)
(717) 871-7220 | Thomas.Bell@millersville.edu

Kristine Hwang

REGION 3 SOUTHEAST

[Kennesaw State University, Kennesaw, GA 30144](#)
(770) 423-6035 | khwang@kennesaw.edu

Rion Huffman

REGION 4 SOUTH CENTRAL

[Pittsburg State University, Pittsburg, KS 66762](#)
(620) 235-4848 | chuffman@pittstate.edu

Lorraine Donegan

REGION 5 WEST

[Cal Poly University, San Luis Obispo, CA 93407](#)
(805) 756-7302 | ldonegan@calpoly.edu

Mike Stinnett, IMMEDIATE PAST PRESIDENT

REGION 6 INTERNATIONAL

[Royal Oak High School \(Ret\), Dearborn, MI 48124](#)
(313) 605-5904 | pastpresident@GCEAonline.org

Sustaining Members

Platinum Sponsor

Konica Minolta

[Dawn Nye, www.konicaminolta.com](#)

IDEALLIANCE

[David Steinhardt, www.idealiance.org](#)

Silver Sponsors

PIASC

[Robert Lingren, www.piasc.org](#)

Printing Industries of America

[Bradley Thompson, www.printing.org](#)

Bronze Sponsors

PGAMA

[Paul Foster, www.pgama.com](#)

Performance Screen Supply

[Cathy & Bob Drake, www.performancescreen.com](#)

Printing & Graphics Association MidAtlantic

[Paul Foster, www.pgama.com](#)

Specialty Graphic Imaging Association

[Erin Nuss, www.sgia.org](#)

Educational and Student Chapters

Littlestown Area School District

www.lasd.k12.pa.us

East Westmoreland Career and Technology Center

[Brent Polinsky, www.ewctc.net](#)

University of Houston GCEA Chapter

[Dr. Jerry Waite, www.uhgcea.com](#)