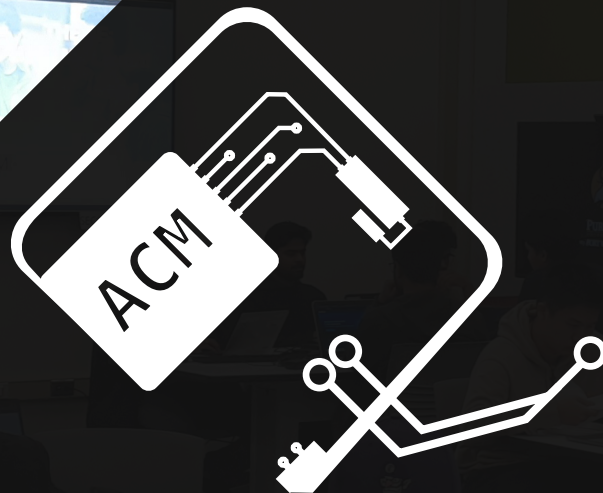




Purdue Fort Wayne ACM

Sponsorship Packet 2025-2026

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Sponsorship Benefits

Our Mission

The PFW ACM seeks to provide enhanced Beyond the Classroom activities to PFW students, help PFW students pursue and enhance the art of computing, and build up a community understanding of computing & its applications within Fort Wayne — all while maintaining the ethical standards agreed to within the ACM code.

In practice we try to encourage students to try new things. We want those lacking team-development experience to work in teams, we want those without web or project experience to take roles on our projects, and we want non-CS majors to take a shot at programming or developing domain documents.

2025-2026: Our Direction

The PFW ACM intends to continue providing its main events, however, we'd like to improve our ability to impact the Fort Wayne community through offering more talks with community partners to our student members, and by adding to our list of community-open events. We believe this will improve the understanding PFW students have of local opportunities while also helping educate on technical subjects - improving the Fort Wayne workforce.



Our 24-25AY Impact

The PFW ACM presently hosts three flagship events: Two National Cyber League cybersecurity CTF competition teams, and a Global Game Jam site. Alongside those, we host a number of talks by experienced members – alumni & students.



But those numbers don't properly sell what *exactly* our members were doing.

NCL Cybersecurity Competition

The NCL Competition offers students the opportunity to compete in nine categories - Open Source Intelligence, Cryptography, Log Analysis, Network Traffic Analysis, Scanning, Forensics, Password Cracking, Enumeration & Exploitation, and Web Application Security. We teach groups of our members how to complete the challenges and participate in a team.

For members this means an opportunity to see the impact of common and obscure security issues, alongside the development of CS skills related to performing attacks - binary file analysis, anomaly identification, file parsing, and writing scripts to solve problems both correctly and quickly. And these aren't just CS students learning this – last year included WOST, Theatre, Human Services, Mathematics, and Political Science majors in our cybersecurity activities.

<https://nationalcyberleague.org/competition>

In AY24-25 we sponsored a total of 33 individuals, chosen from an even larger pool of individuals who showed interest or attended our event trainings. We sponsored 13 the first semester with assistance from the Computer Science department, and 20 the second semester using our own club funds. Teams can support up to 7 individuals, resulting in us sponsoring 2 teams first semester and 3 second semester. There is interest to allow sponsoring a larger team – second semester 32 students were interested in competing – however this requires support.

In AY24-25 our teams all performed within the top few hundred in the nation out of almost 5,000 competing teams, and we were 21st in the nation out of >400 colleges. In the previous year the PFW ACM's teams managed to place first in the state and 13th in the nation. For the past couple of years consistently we have ranked within the top few hundred of the competition. All of these factors speak to the ability of our teams to perform amongst the top in the nation – despite many of the members being new participants.

Students who perform in the competition get scouting reports for their personal development while also developing their ability to search for information on the fly, and work in a team with others.

Ultimately this competition significantly enhances those who participate in it. It cultivates skills that our nation, city, and University need more than ever; It provides a certificate employers can use to assure themselves about a student's skill; It integrates majors that would typically not learn about cybersecurity, a growing necessity in the modern world; And it offers a chance for PFW to demonstrate dominance on a large stage.

Global Game Jam

The GGJ is a ~48 hour event hosted by the PFW ACM where participants work to develop a game around a theme revealed at the start, to submit for others to play at the end. The event is non-competitive in nature, and instead centers around everyone trying to develop the best project that they can.

Participants must demonstrate skill in brainstorming, game design, game development, and teamwork. Ultimately participating in this event develops a strong understanding of project and timeline management.

For the past several years this has been our largest event, and the past three have all exceeded our capacity. Luckily we don't just have our assessment of what students have learned – we have the results from surveying those who attended the event.

Looking at the demographics first, the majority of individuals present are PFW students, followed by Fort Wayne community members, followed by Trine students, and then IU students. More than 75% of the 60+ attendees last year were PFW students.

The represented majors included: computer science (62%), mechanical engineering, electrical engineering, english, digital studies, art, and music.

Only 19% of participants had experience with game design prior to this event, and 91% of students reported feeling like they learned something.

The skills students stated they learned included: Use of game engines, How Game Engines work, Unity, Game Design, Project Management, Mobs, Design & Sprites, Programming & Organization, UI design, Movement, and Projectiles.

To add onto this it should be noted that teams are formed at the jam, and consist of multiple differing personalities and backgrounds (this being difficult to work with is one of the biggest event criticisms!). Students being 'forced' to develop a project in these conditions, especially on a short timeline, is a great learning experience for real world projects.

The finalization of the event involves the participants presenting their projects to their peers, explaining development, how they fit the theme, and how to play.



Field Trip - Mirro

Our field trip for AY24-25 was to the Parkview Mirro Center, a state of the art medical research and simulation facility within Fort Wayne. Specifically the students had the opportunity to meet with Mirro Center staff, get a tour of the facility, run a simulated trauma scenario, and practice within surgery simulations on a colonoscopy machine & DaVinci robot.

Students were shown the imaging and printing capabilities the facility has, and the reasons they might be needed. This was context and application that many CS students don't get an opportunity to see – and these are the experiences that round out CS students, while shaping their job choices.

This was our most well received event of AY24-25 - once again featuring interdisciplinary students with an interest in STEM. Members want to see what Fort Wayne and the wider field has to offer – but the opportunity has to exist first.



Student Talks & Training Events

Several of our events require some level of training – either in cybersecurity or game development – while some of our members are interested in presenting topics they find interesting. This results in a few topic specific talks each year! For AY24-25 this list consisted of:

- NCL Training Session 1
- NCL Training Session 2
- MastodonCTF Simulation
- Make It Move - Intro to Unreal Engine
- Current Age Censorship & Surveillance
- From Antivirus to XDR

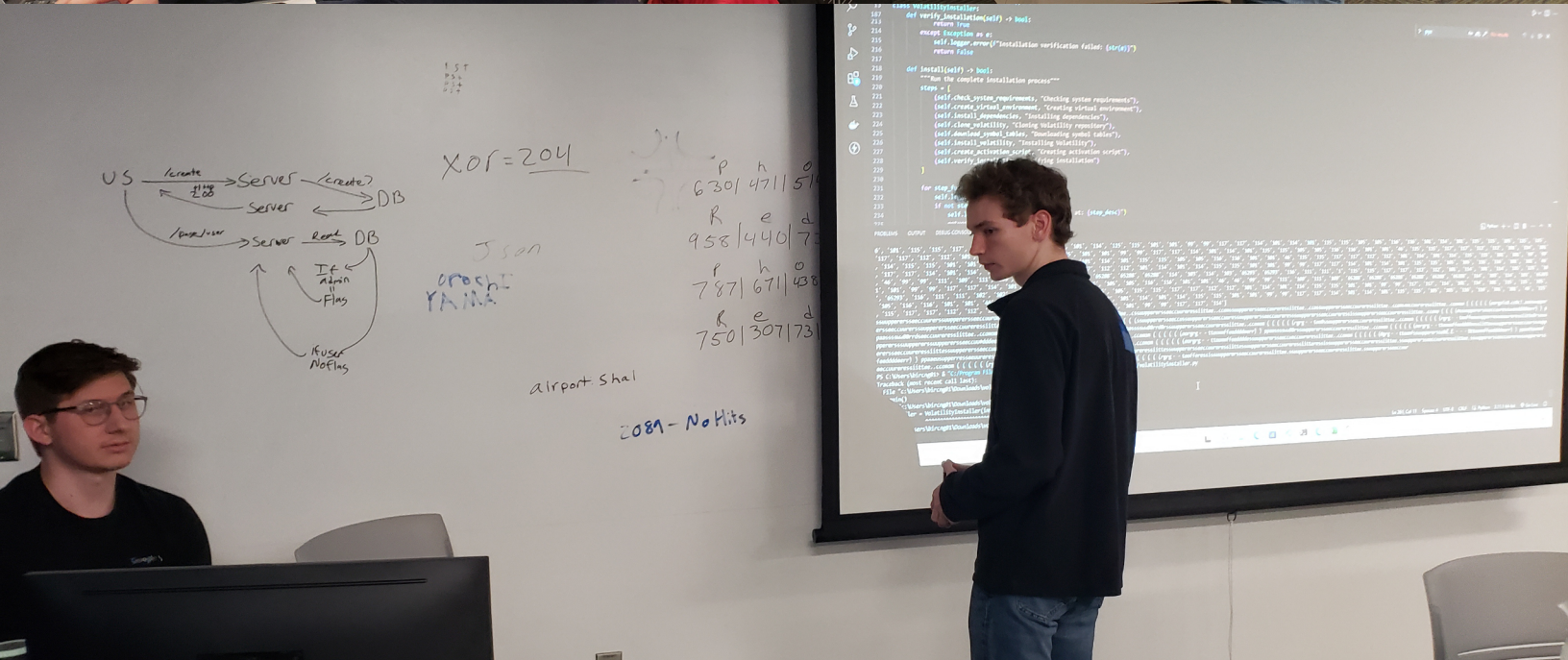
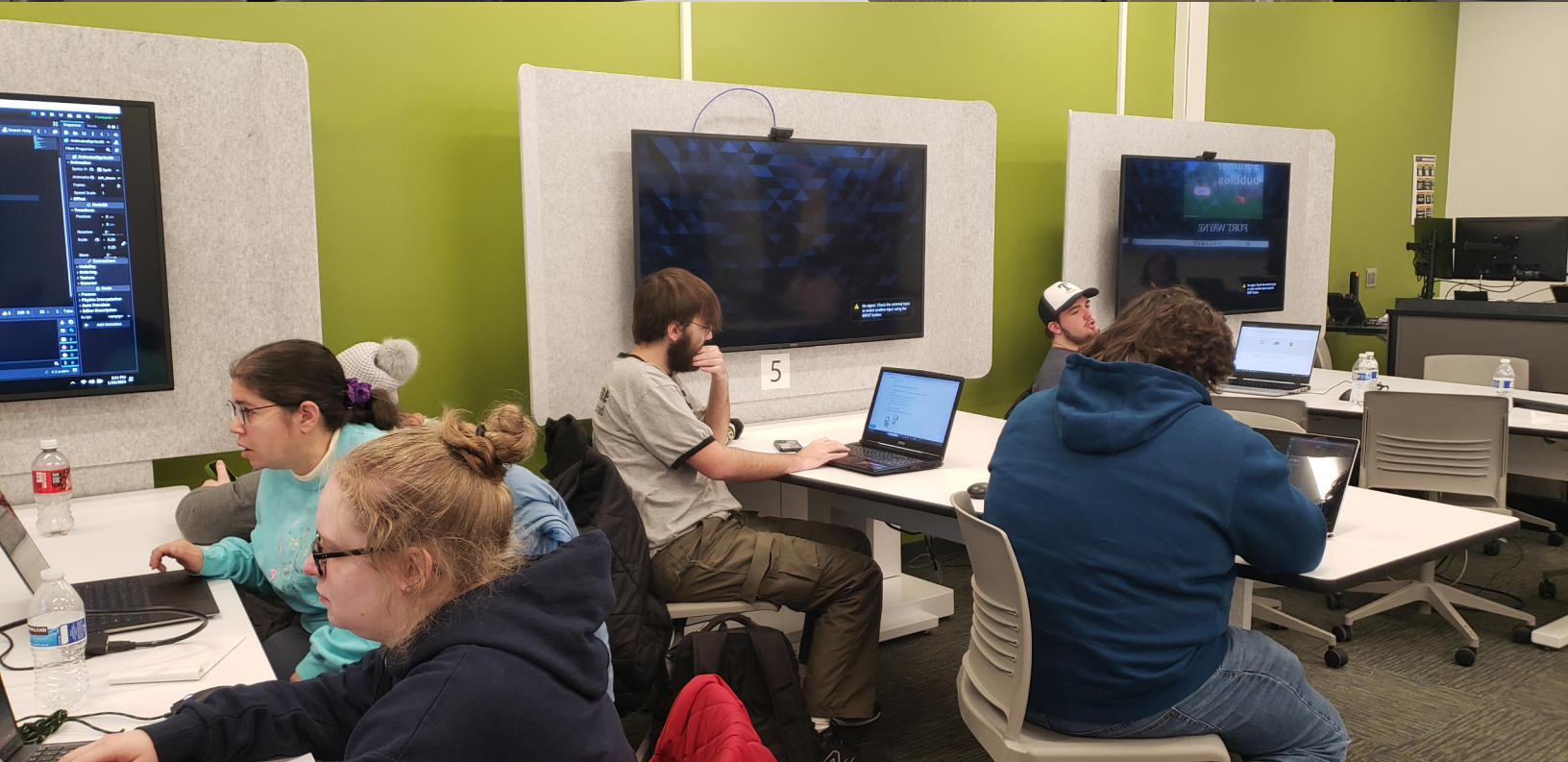
These events were biased towards cybersecurity, however this changes from year to year, and typically game development gets the most interest.

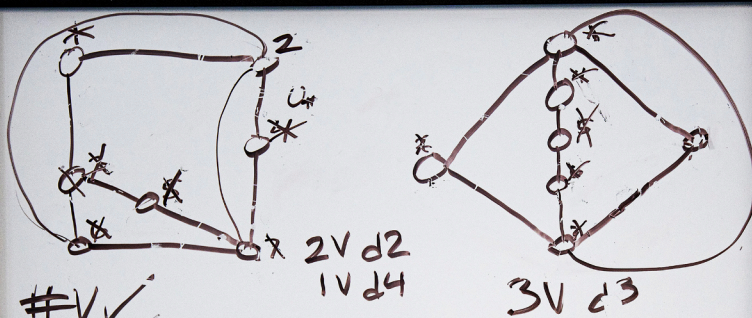
Misc. Operations

This refers to continuous operations, typically as part of our online presence. This includes a website for CTF training, learning to program different robots, and support pages for other clubs on campus. We ignore these operations because they are not core to our membership, however we may be contacted at acm@pfw.edu for more details.

Summary

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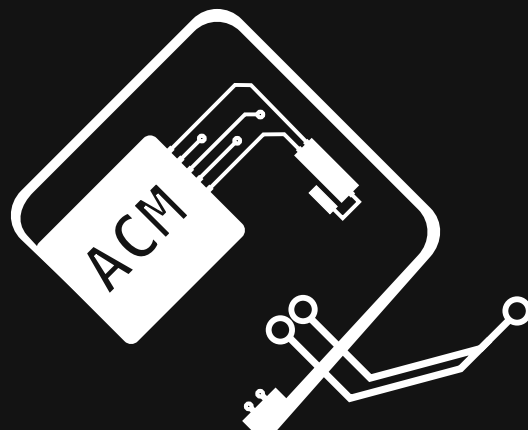
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Our Ask

Event Name

 Capacity

 Target Audience

 Cost

 Goals

National Cyber League CTF (2 Semesters)

 Capacity

42

 Target Audience

 Cost

\$2,190

 Goals

Global Game Jam

 Capacity

60

 Target Audience

 Cost

\$3,000

 Goals



Sponsorship Benefits

