

Achievements from the Faculty of Communication, Art, and Design

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The outstanding work of our students and faculty in the **Event Management – Event & Exhibit Design program** in the School of Fashion for the Bloor Street Entertains event is being recognized by the Canadian Event Industry Awards. They are finalists in two categories: Best Event for a High Profile Charity and Outstanding Logistical Achievement.

The winners were scheduled to be announced in April, but that has been delayed.

Tanya Kan, graduate from the Game Art and Animation program, won the \$50,000 Grand Prize in the 2020 Ubisoft Indie Series competition. The annual competition is aimed at supporting independent game development studios in launching their games. Here's what the panel had to say about Tanya's entry:

After a tight race, the [Vivid Foundry](#) team earned the Grand Prize with the game [Solace State](#)! Our experts agreed the game was creative, well-scoped, visually polished, and explored compelling and timely themes. The Ubisoft experts look forward to mentoring the Vivid Foundry team as they move to the next stage of production.



The Grand Prize consists of \$50,000 (CAD), mentorship from Ubisoft experts to help with development, and marketing support for the winning game, as well as personalized financial diagnosis, counsel, and entrepreneurial training from National Bank. ([Ubisoft, 2020](#))

Watch [this video](#) of her reaction when she received the news.



The **Public Relations – Corporate Communications program** in the School of Media has won the Hermes Platinum (highest) award from the Association of Marketing and Creative Professionals for the second year in a row for its publication *Public Relations Dialogues*. The Association of Marketing and Creative Professionals is one of the largest, oldest, and most respected evaluators of creative work in the marketing and communication industry. Public Relations Dialogues is written by students in Seneca's Public Relations – Corporate Communications program with the guidance and mentorship of faculty.

View the entry on [Hermes Creative Awards website](#) and learn more about this issue of Public Relations Dialogues on the [School of Media's website](#).

JoAnn Purcell, School of Creative Arts and Animation, was featured in the May 2020 newsletter from Toronto's Museum of Contemporary Art. Read [her profile article](#) now.

View the [June 2020 issue of the Academic Newsletter](#).

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