

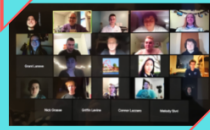
THEME PARK ENGINEERING & DESIGN

SUMMER 2021 NEWSLETTER

Design to **innovate**. Design to **thrill**.

CATCH UP WITH THE CLUB

What TPED has accomplished this spring



Though this past semester did not contain any theme park trips for TPED, we managed to find the joy in the Zoom calls and in-person meetings we were allowed to hold. We heard from guest speaker Spencer Roberts, who is a project engineer at Hasbro, as well as guest speaker Eric Verhage, who is an aeronautical engineer at Calspan. They shared their knowledge and advice with us, as well as teaching us more about their respective positions and the responsibilities that come with them. We also hosted a Family Feud game night, a small scale design competition night, several Jackbox game nights as well as several Among Us game nights too. Additionally, some of our members participated in the SITE conference that was hosted online by Ohio State's TPEG back in January. Concluding our year we had a wonderful celebration; our banquet included our annual paper plate awards, outstanding freshman awards, and plenty of fun-filled group games. Over the summer, several of our members have been partaking in internships at places such as Cedar Point, Hershey Entertainment, and Hersheypark - just to name a few. Looking to the beginning of the fall, we are hoping to be able to host more in-person meetings as well as go on some enjoyable park trips as a group!

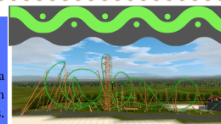
// Written by Ashlynn Ross

DESIGNING OUTSIDE THE BOX

TPED's design competition

This past spring semester many members of our group participated in a design competition that was drafted by our officers. They were tasked with the job of designing a new area for Smithers Lake Park in Sugarland, Texas. Of course the park itself is not real, but the ideas and designs that were produced by our members most definitely are. Proposals spanned from intergalactic space themes to golden-aged Hollywood themes; all of them fitting into a pre-set budget along with a pre-determined area of land. It was required that there had to be one high intensity roller coaster, one thrilling flat ride, one family attraction, and one restaurant. Participants were allowed to add anything else extending beyond that list as long as it fit into the budget and land area. Picking a winner was no walk in the park, however, because as our President, Chase Davis, said after all of the group presentations, "Each design was unique and creative, but ultimately we had to choose the one we felt fit the challenge the best". The lucky team that was deemed "Best Overall" consisted of Jason Baylor, Paige Covelli, Andrew Diangelo, and Jessica Goldberg. Their winning land was named Galaxy Gulch. According to their cover letter, it is themed after a "small community growing up in the shadow of one of Texas' many launch sites". It aims to "entertain and educate guests about the different aspects of space travel". Additionally, the team that won "Best Roller Coaster" consisted of Ethan Perry, Grant Laneve, and Jessica Wong. Their winning roller coaster was named Black Eagle and it was themed after an eagle's majestic flight over jungles and valleys alike - going every possible direction. We look forward to the next design competition set forth by our officers next year; until then we will continue stretching our imaginations and pushing ourselves to think outside of the box.

// Written by Ashlynn Ross



The winning roller coaster "Black Eagle" designed by Ethan Perry, Grant Laneve, and Jessica Wong.



Part of the winning land "Galaxy Gulch" designed by Jason Baylor, Paige Covelli, Andrew Diangelo, and Jessica Goldberg.



Part of the winning land "Galaxy Gulch" designed by Jason Baylor, Paige Covelli, Andrew Diangelo, and Jessica Goldberg.

MEMBER SUMMER SPOTLIGHTS

Opportunities our members have had this summer

Rob Strange, a sophomore majoring in Mechatronics Engineering Technology, has spent the summer interning in Hershey Park! When asked

about his experience, he said that, "for a leadership development internship, I learned so much more than just how to be a good leader." Adding, "thanks to Hershey, I've also learned about the behind the scenes mechanics of most of the park's rides and made

some of the best friends I've met in years."

Dominick Civitano, a senior majoring in Robotics

Engineering Technology, spent his summer as an

intern for Universal Creative! "My time with Universal Creative has

been one of the most fun experiences of my entire career", he said

when asked about his experience. "I've had the opportunity to work with

some amazing people on some truly awesome projects." He went on to say

that, "Universal Creative is a fantastic place to work for those trying to get

into the themed entertainment industry."

Jessica Goldberg, a junior in Theatre Engineering, also had an internship in

Hershey Park this summer! "My internship had two parts: working in

the park, and taking leadership classes with speakers from across the

country and beyond. I learned so much more about the

operations and management components of the theme park industry",

she said when asked about her experience. Continuing on to say that, "one

of my favorite classes was the Chocolate Challenge, where we were split

into teams and told to build an attraction entirely out of chocolate."

Ethan Perry, a sophomore majoring in Mechanical Engineering, spent the

summer working at Cedar Point! When asked about his experience, he said

that, "there are so many things about roller coasters that I learned that I felt

like I could only learn as a ride op. In addition, I feel like I will have a leg

up in an engineering position in themed entertainment because I will

have the unique perspective of an operator, which will be highly useful

since I ultimately want to design rides." Concluding,

"Cedar Point provided such a fun, yet educational

summer that I will be forever thankful for."

Ethan Kaplow, a senior majoring in Mechanical Engineering, also

spent in Cedar Point this summer! When asked about his experience,

he said that, "over this past summer, I worked on the Raptor crew.

Even though I already worked at the park last summer, I learned so

much just through working this summer." Going on to say, "I learned the

importance of teamwork - especially when sharing a platform with many other

associates - and I learned more about how the ride and safety system actually work."

CONTACT US AT TPEDATPURDUE@GMAIL.COM

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