

HONORS PROJECTIONS

Spring 2022 Scan the QR Codes to see these students' work!



Nicole Ducray, 2024, Public Health - Choose Conservation

I have always had a passion for discovering and exploring new places while participating in outdoor activities. This spring semester, I visited a variety of parks and have documented my findings in a blog that highlights the conservation and preservation efforts that they support.



Sam Whitehouse, 2024, Business Administration - Hockey Tech Central



Hockey Tech Central is a blog centered around technological advancements in hockey. Each blog is centered around the history and modern day iterations a certain piece of hockey equipment.

Mechelina Panyik, 2025, Psychology - Body Positivity and Acceptance: an Online Exhibit

My project involves curating an online exhibit from scratch, learning how to use Canva, Google Forms, and Wix, doing community outreach and networking, researching under the theme of body positivity and acceptance, and creating three new original pieces of art in a medium that I'm unfamiliar with.



Carlos Pinga, 2024, Public Health/Pre-PT, and Jess Malinsky, 2023, Biology/Pre-Optometry - Dear Past, Present, and Future Us: A Cookbook of Multicultural Food Memoirs



As American children raised by immigrant parents, trying to preserve our cultures and languages has always been a struggle. Determined to balance our dual identities, we created a diary-esque cookbook detailing recipes significant to both Jessica's Russian/Jewish heritage and Carlos' Filipino heritage and found connections between our cross-cultural experiences along the way.



HONORS PROJECTIONS

Spring 2022 Scan the QR Codes to see these students' work!



Emily Ruggiero, 2025, Creative Writing - Improving Lacrosse Skills and Confidence (i.am.a.teammate)

My project is an account on Instagram, a social media platform, I post content for beginners in women's lacrosse, tips to boost confidence for athletes, and tips for being a better teammate.



Jeremy Harman, 2023, Actuarial Science - How to Make a Video Game



The video game industry has grown to be the largest form of media in the world over the last several decades. Yet, most people have no idea how video games are made. After conducting research and interviewing a game developer, I hope to shed some light on the complexities of the industry.

Julianna Reidell, 2025, English (Creative Writing)/French and Francophone Studies - Taking It Slow: a Shakespeare Parody, a Comic, and a Lesson

"Taking It Slow: A Shakespearean Parody Comic" represents a months-long process to better understand the craft of visual storytelling. Adapted from an original humor piece into a comic script, the product was then sketched by hand and completed with digital inking, lettering, and coloring.

