

Allstate Elects **Donald Brown '90** to Board of Directors
October 29, 2020
<https://www.allstatenewsroom.com/>

NORTHBROOK, Ill., Oct. 29, 2020 – The Allstate Corporation (NYSE: ALL) announced that Donald Brown, Executive Vice President and Chief Financial Officer of NiSource (NYSE: NI) and President of NiSource Corporate Services, has been elected to Allstate's Board of Directors, effective Nov. 1. As of that date, the Allstate board will stand at 12 directors.

"Donald brings financial expertise and an extensive background in leading shared services organizations. He will add to our board's strategic leadership capabilities and provide insights as we implement our Transformative Growth Plan," said Tom Wilson, Chair, President and CEO.

"His perspective will be of great value as Allstate positions for future growth."

"I'm proud to join the Allstate team of directors in guiding an iconic company," said Brown, 48. "I look forward to shaping Allstate's long-term sustainable growth with this talented group."

Brown joined NiSource, a fully regulated utility company with nearly 4 million customers, as Executive Vice President in finance in 2015. He became CFO of the Merrillville, Ind.-based company the same year. Before that, he spent 10 years at UGI Corp., where he was most recently Vice President and CFO of UGI Utilities.

Financial information, including material announcements about The Allstate Corporation, is routinely posted on www.allstateinvestors.com.

<https://www.allstatenewsroom.com/news/allstate-elects-donald-brown-to-board-of-directors/>

Age groups and zip codes most affected by coronavirus in Franklin County
by Alexis MobergerMonday,
November 9th 2020
abc6

COLUMBUS, Ohio (WSYX/WTTE) — Coronavirus cases continue to surge in Columbus and Franklin County. Young people testing positive are helping drive the spike.

"It definitely affects young people," said **Dr. Ben Bring '03** with OhioHealth. "And I'm sure you've seen some of the cases out there of the long COVID survivors. People with chronic brain fog, fatigue, just not being able to exercise again."

In Columbus, people ages 21-30 are leading the high case numbers. The number of school-age children testing positive is also growing, with so many schools going back to in-person learning. Doctors are now seeing health effects in the younger populations who have tested positive.

"There are so many organs that this thing affects. It's kind of crazy how one virus can affect so many different organs and it's so inconsistent. I don't know that we fully understand why it affects some more than others," said Bring. "The ones that are being hospitalized are definitely over the ages of 65 and over, that have chronic health conditions. Things like diabetes and high blood pressure, high cholesterol."

The COVID surge is reaching new heights and certain zip codes in Franklin County now need to be cautious. Some of the highest spread is seen in zip codes including the Reynoldsburg area, and in the university district where a lot of off-campus housing is near Ohio State.

"In the bigger cities, historically we've seen higher case numbers and it's probably for that reason of high population densities," said Bring.

<https://abc6onyourside.com/news/local/age-groups-and-zip-codes-most-affected-by-coronavirus-in-franklin-county>

Franklin County Auditor Refunding \$3.5 Million to County Schools, Libraries, Municipalities
by: NBC4 Staff

Posted: Nov 24, 2020 / 08:11 AM EST / Updated: Nov 24, 2020 / 12:25 PM EST

COLUMBUS (WCMH) — Franklin County Auditor **Michael Stinziano '98** announced Tuesday that his office would be refunding millions of dollars to schools, libraries, and municipalities.

According to Stinziano \$2.3 million of a total \$3.5 million will be going to school districts across the county. Franklin County cities and villages will get \$268,460, townships will get \$170,511, libraries will get \$95,753, and county agencies will get \$670,520.

"At a time when many budgets are stretched thin, I am happy to be able to refund this money back to our schools, our libraries and our municipalities to support our residents and our students," Stinziano said. "By being fiscally responsible, the Auditor's office is able to return this money when these organizations need it the most."

Columbus City Schools will get the largest refund of all the entities, at \$789,018. Other school districts receiving large refunds are Hilliard City Schools with \$224,573, Dublin City Schools at \$218,667, South-Western Schools at \$188,014, Worthington City Schools at \$170,265, Upper Arlington at \$130,361, and Westerville City Schools with \$123,738.

Among cities and villages, Columbus received the largest refund, at \$120,392, followed by Grove City, at \$20,735 and Dublin at \$20,570. Among libraries, the Columbus Metropolitan Library will receive the largest refund at \$67,691, followed by the Worthington Public Library at \$10,831 and the Upper Arlington Public Library at \$3,934.

The money that is being refunded is collected as required by state law to pay for real estate reappraisals and triennial updates.

<https://www.nbc4i.com/news/local-news/franklin-county-auditor-refunding-millions-to-county-schools-libraries-municipalities/>

CEO of the Year Awards 2020

By Katy Smith

Editor, Columbus CEO

Posted Dec 1, 2020 at 6:45 PM

The region's executives have lived through an incredible year. The coronavirus pandemic. Historic protests and calls for racial equity—in board rooms and executive suites as well as in the realm of criminal justice. A presidential election that highlighted the continuing deep chasm between Americans on opposite sides of the political aisle.

Covid-19 has wrought a recession unlike any in memory—one we didn't see coming. One that shut down entire industries in the span of a day. But it's also one that has the potential to dissipate quickly, once we have a reasonable expectation of safety from the virus.

Against this backdrop, we asked Columbus region business leaders responding to our 2020 Central Ohio CEO Survey, which was conducted in October, to share with us their expectations for the coming year. Let's just say while there is continued optimism, it's not like the optimism of 2019.

Our favorite part of the survey (besides the expert analysis from Bill LaFayette at Regionomics)? We asked respondents to vote for the CEOs of the Year in four categories: Large and small business and large and small nonprofit. The slate of candidates was compiled through recommendations from chambers of commerce and other business organizations and Columbus CEO's editorial staff.

The executives they chose—five winners, with a tie in the small business category, and 11 finalists—represent the best of the region as we know it in 2020.

Among the honorees are intensely creative businesspeople. People who set trends and built companies unlike any that came before. And they are deeply committed to advancing racial equity in every corner of the economy, from housing to insurance to education to the makeup of every C-suite.

Michael Corey '01: CEO of the Year Finalist

The Human Service Chamber of Franklin County executive director was voted by peers as one of the region's top chief executives at small nonprofits.

Small nonprofit finalist: Michael Corey, executive director, Human Service Chamber of Franklin County

Michael Corey is the executive director of the Human Service Chamber of Franklin County. Since arriving at the chamber in 2017, membership has grown from 48 to 102 nonprofits. The chamber strives to provide “one voice” on behalf of more than 14,000 employees and hundreds of thousands of people served in the community, and Corey is credited with advancing that agenda significantly. Corey holds a Bachelor of Arts from Duke University, a master’s in education policy from Ohio State University, and a law degree from Ohio State’s Moritz College of Law, where he was executive editor of the Ohio State Law Journal. After practicing health care law at Bricker & Eckler for three years, Corey worked as a policy analyst at the Children’s Defense Fund-Ohio and as a regional voter protection director for the Clinton campaign. He lives in Columbus with his wife Lori, who works with the YMCA; their son, Elijah; and their rescue dog, Ruby.

<https://www.columbusceo.com/business/20201201/michael-corey-ceo-of-year-finalist>

MileSplit OH Podcast: Pro's Perspective Featuring **Julia Rizk '15**

MileSplit Ohio Podcast

Mark Dwyer

Dec 2, 2020

2015 Columbus Academy graduate, former Ohio State Buckeye and current District Track Club representative, Julia Rizk joined the MileSplit Ohio podcast to discuss her athletics career.

The 2019 NCAA Division 1 indoor mile national champion reminisced on her high and college highlights, outlined her goals for the pro circuit moving into 2021 and offered advice to younger athletes who are aiming to maximize their abilities.

If you're a professional track and field and / or cross country athlete who would like to be a guest on the 'Pro's Perspective' please reach out to MileSplit Ohio site editor Mark Dwyer at: mark.dwyer@flosports.tv

Time Stamps -

0:00 -- Episode Introduction

2:05 -- How she got started in the sport

3:30 -- Experience with other sports as a youth athlete

4:50 -- Overview of high school career at Columbus Academy

6:40 -- Talking about doubles at state meets - sophomore to senior years

8:05 -- Favorite events to compete in during high school tenure

9:10 -- Discussing her introduction to XC as a high school junior

10:35 -- Identifying high school career highlights
11:30 -- High School shout-outs to Vikings coaches and teammates
13:05 -- What the recruitment process looked like as a high school senior
14:35 -- Advising young athletes to be assertive with recruitment opportunities
15:25 -- Navigating the transition from high school to college competition
18:00 -- Focusing on the 800 early in college career to longer distances later on
19:40 -- Comparing and contrasting the Pac-12 to the Big Ten
22:05 -- Explaining why she transferred from UCLA to Ohio State
24:05 -- Reminiscing on her 2019 indoor mile national championship title
26:30 -- Walking us through the bell lap where she was leading and got passed
28:00 -- Looking back at the accomplishment and expressing what it means to her
29:10 -- Reviewing her confidence heading into the race and what her expectations were
30:10 -- Recapping her team's trip to cross country nationals during her final season at OSU
32:25 -- How her journey took her to the District Track Club and highlighting the team
35:40 -- Providing a snapshot of what the day in the life of a pro resembles
38:20 -- Outlining what goals she's hoping to accomplish in 2021
40:45 -- Her experience working with DTC's premier sponsor, Under Armour
42:20 -- Endorsing the new line of merchandise for the District Track Club
43:20 -- Wrapping up by imparting some advice on young athletes who want to improve

<https://oh.milesplit.com/articles/290230-milesplit-oh-podcast-pros-perspective-featuring-julia-rizk>

How Can Immersive Technology Help in the Fight Against Global Climate Change?

Medium

BobTurton '01

Nov 11 · 10 min read

Climate change is a complicated and sometimes divisive issue. The impacts of climate change happen slowly, making it feel abstract. The science and data driving the issue are often complex, lowering engagement. Social, economic, ethical, and political issues complicate a consensus in public opinion. Yet, increases in extreme weather events and natural disasters are well documented, painting a clear picture that climate change — whether you believe in it or not — is real and already here.

A 2018 Intergovernmental Panel on Climate Change (IPCC) report revealed that, if humans do not make major reductions in greenhouse-gas emissions, the world may experience up to a 3 degree Celsius increase in global temperature by 2100. Another report projects that this increase may arrive as early as 2050. Even an overnight drop in greenhouse gas emissions would still only slightly lessen the impact, resulting in an increase of 1.5 (instead of 2) degrees Celsius globally. This may not seem like much of a change to the average person, but going above 1.5 degrees of warming would endanger already at-risk communities with heatwaves,

wipe out entire ecosystems our food chain relies on, and inundate more of our coastal cities with elevated sea levels. And that's just for starters.

How Can AR and VR Make an Impact?

When it comes to utilizing immersive technologies (augmented reality and virtual reality) in the fight against climate change, one of the emerging, primary use cases is #dataviz, or data visualization. AR and VR are perfectly suited towards visualizing complex geospatial datasets, offering a far more effective, empathetic, and accessible way to engage with the complex scientific data that forms the core thesis for the concept of climate change.

Human beings are a primarily visual species. Our brains have evolved over millions of years to live in, survive, and analyze information in a multi-dimensional world. We are exceptionally well-adapted to ingesting complex data when it's presented in a multi-dimensional format. However, for the past 100 years, data has primarily been conceived of, presented in, and analyzed in two dimensions. Despite the many shortcomings and limitations of 2D data visualization and analysis, there hasn't really been any alternative. First it was 2D visualizations drawn on paper, then printed on paper, then 2D visualizations on flat computer screen. Until very recently, visualizing datasets in 3D holograms or virtual worlds was simply not an option.

Immersive technologies (AR and VR) when used to visualize and analyze datasets, are the next step in the evolution of data visualization. Multiple, large, complex data sets can be ingested simultaneously, without a resulting increase in the effort required to do so. This leads to multiple benefits, including the ability to parse, analyze, and monitor a much larger amount of information, the ability to find faster, more accurate insights, and an increase in the accessibility of datasets. All of these benefits happen without increased cognitive load and the advanced training which is often required to perform analogous analyses on 2D screens. The ability to simply put on an immersive headset to step into datasets allows users of all levels to understand the data, democratizing access to one of the world's most crucially important resources.

Geospatial data, which is inherently multi-dimensional, benefits greatly from the ability to display it in its original format. As climate change data is mostly geospatial, AR and VR technologies are a natural fit for visualization. Imagine how much easier it is to view latitude and longitude data on a globe vs a spreadsheet! Now imagine if the large, complex, geospatial datasets driving the science of climate change were easily viewable to the public in their original, multi-dimensional format! Anyone could easily put on a headset to view the real-time impacts of rises in sea levels, contextual to their own environment. They could view changes in rainfall on holographic, immersive maps, instead of having to understand such datasets using a combination of charts, graphs, and 2D maps, all of which are often limited when it comes to the scale of information that can be visualized and presented.

As AR and VR headsets become increasingly available and more affordable, the ability to experience data immersively will become universally available. This technological revolution will pave the way for climate change data to become more meaningful and most importantly, accessible, to everyone — not just scientists and researchers!

Let's explore some additional benefits of immersive data visualization, and dive into specific examples of the impact it can make in the fight against the global threat of climate change:

AR and VR Increase Understanding and Empathy

The concept of climate change can be so overwhelming that people often struggle to comprehend the direct impact it has on our daily lives. It's difficult to see how our day to day choices directly impact the environment. Rising sea levels, ocean acidification, species extinction, and glacier erosion seem like highly conceptual ideas that happen slowly, in far-away parts of the globe. People struggle to understand how these things will ultimately change their lives in largely negative ways.

Luckily, VR and AR technologies have the ability to address this issue by increasing understanding, awareness, and empathy — all through immersive data visualization. When used this way, immersive tech helps drive empathy with previously inaccessible and abstract datasets, helping people of all technical skill levels understand why climate change matters and how it will directly impact their lives. Reading dry scientific papers, hearing stats and numbers, or even combing through 2D datasets — none of these things have a large emotional impact on normal people. It's hard to care about datasets themselves, and it's hard to empathize and contextualize datasets to apply them to our everyday lives. However, viewing data immersively does all of that immediately, without any special training required!

Using VR, a person who has never set foot in the ocean can be transported across the world to see how ocean acidification is destroying coral reefs and impacting marine life. Through AR, yet another person can view first-hand how sea level rises will impact the coastlines of the globe — but more importantly, how these changes may impact their own backyard. Such experiences bridge the gap from dry data to logical understanding and finally to the empathetic engagement that drives real actionable responses.

A 2011 Stanford study offered quantitative proof that AR and VR experiences can shift people's perspectives in ways that create real-world responses. A PhD student, Sun Joo Ahn, conducted a study in which one group was given compelling reading material about the effects of deforestation, including datasets. Another group was put into an immersive environment with haptic feedback and was asked to physically engage in the action of cutting down a tree. These people heard the buzzing of the chainsaw and the crack that accompanies the fall of a tree, making the experience incredibly realistic. While debriefing the participants, Ahn intentionally spilled a cup of water, prompting the students to help clean the mess with napkins. Ahn counted the number of napkins used by each group. Those who only read about logging used an average of 20 percent more napkins than the virtual lumberjacks. This experiment illustrates the point that immersion can create a more effective emotional impact in people, leading to actual changes in their behavior.

AR and VR Can Decrease Emissions by Facilitating Remote Workplaces and Collaboration

Burning fossil fuels for transportation releases an enormous amount of carbon dioxide into the atmosphere. This increase in CO₂, combined with other greenhouse gases like methane, nitrous

oxide, and hydrofluorocarbons are the cause of much of the global atmospheric warming driving many of the catastrophic weather events we see today. In the United States alone, transportation is responsible for 28.2% of total green house gas emissions.

The 2020 COVID-19 pandemic created a rare opportunity to study what impact a decrease in transportation would have on global CO2 emissions. The results were staggering. Daily global CO2 emission levels decreased by 17% by April 2020, as compared to 2019 levels. At peak travel times, emission levels decreased by as much as 26% percent on average.

AR and VR technologies offer a lasting way to continue these trends. By powering more effective ways to work and collaborate remotely, AR and VR can drastically reduce the amount of necessary commuters and business travelers, saving businesses money and helping the climate all in one fell swoop. In conjunction with government action and economic incentives, immersive solutions hold the potential to positively influence global CO2 emissions for decades to come.

AR and VR Can Help Battle Climate Change on the Front Lines

While substantial changes in human lifestyles and behaviors may help lessen the effects of climate change, unfortunately some of these effects are already here to stay. At such points, the challenge shifts from disaster prevention to crisis management. One company using AR and VR to help battle the current impacts of climate change is BadVR, Inc.. We are tackling these challenges with AR software that provides first-responders with powerful tools, allowing them to view and respond to wildfire (and other climate crises) data in real-time, in the field.

It's no secret that the intensity and frequency of wildfires has been increasing in the US. In 2020 alone, over 4 million acres have already burned. Increasingly complex and dynamic weather patterns, combined with drought induced dry forest fuel conditions, have unfortunately created a perfect storm for ever more powerful and deadly wildfires. However, by offering a better way to view complex geospatial datasets monitored by firefighters, BadVR, Inc. increases access to real-time geospatial data feeds, allows users to view and interact in real-time with predictive models and analytical tools, helping reduce the economic impact of these fires and the associated loss of life.

The combination of BadVR, Inc.'s Augmented Reality Operations Center (AROC) and 3D Weather Visualization software enables firefighters and other first-responders to more quickly access crucially important datasets, while also providing a tool that allows teams to remotely monitor, collaborate, and engage in real-time with such data. By creating one central source of truth, the software allows distributed teams to increase their shared contextual understanding of large, complex datasets and to decrease crucially important response times. All of this is possible through the power of immersive technology!

While en-route to the front lines, a fire chief can access the National Weather Services's NEXRAD (Next Generation Radar) data sets to see entire weather systems in 3D from multiple perspectives. With the addition of real-time displays of regional firefighting resources, a chief

can both predict how a fire will progress and develop a response strategy. BadVR's technology is currently being piloted by a limited number of specially selected public safety teams, but will be publicly available as early as next year.

The effects of global climate change are becoming more devastating with each and every passing year. Vanishing glaciers, catastrophic hurricanes, never-ending fire seasons, and many other life-threatening events are, sadly, becoming more frequent and commonplace. The key to preventing these catastrophes is to increase the awareness, understanding, and engagement with the topic of climate change by making everyone aware of its impact on their daily lives and the ways it can affect others. However, the complex datasets driving the science of climate change remain largely inaccessible to most, leading many to dismiss the severity — or even the very existence of — this existential threat to humanity.

Luckily, immersive (AR and VR) technologies, when applied towards visualizing climate change data, offer a new hope. Immersion builds empathy and engagement with climate change datasets, helping ordinary, everyday people understand complex scientific models and the insights hidden within them. This understanding in turn drives action; leading people towards organizing meaningful actions to help manage, prevent, and hopefully reverse many of the negative impacts of these environmental changes. Additionally, AR and VR technologies are driving the development of crucially important data visualization and analytic tools, such as those offered by BadVR, that provide enhanced solutions in the field to first-responders fighting against the current effects of drastic changes to the world's weather patterns.

Widespread understanding of the science of climate change and new solutions to curb its impact on our current environment are, and will continue to be, essential to our long term survival as a species. If humans are going to continue to inhabit Earth well into the future, it is absolutely critical that all of us treat the world's environment with the same care and reverence. Climate change is one of the most important issues of our generation and immersive (AR and VR) technologies can provide new ways to fight it — one heart and mind at a time. Final Thoughts — The Value of Immersive Technology

<https://medium.com/badvr/how-can-immersive-technology-help-in-the-fight-against-global-climate-change-f44cc2abc976>

Tom Hoster '68 was profiled in Princeton Alumni Weekly as an “Alumniary” — which is a portmanteau of “alumnus” and “luminary” — for his ongoing work with the university.



YOUR ALUMNI ASSOCIATION

ALUMINARY

Tom Hoster '72

*Annual Giving Committee Member
and Class Agent*

Tom Hoster '72 has solidified his Princeton bonds in far-flung places: Civil War battlefields, Moscow and St. Petersburg, and the Galapagos islands.

On more than a dozen trips arranged for the Class of 1972 with their families and friends, Hoster has deepened friendships with classmates, most of whom he did not know on campus.

But if he had not met them personally before those trips, chances are he had talked with them. Hoster has served as '72's Annual Giving class agent for almost three decades. He signs all his communications "Tom;" after all this time, he says, his classmates surely know who "Tom" is. In recognition of these efforts, Hoster received the Harold H. Helm Award in February, recognizing "exemplary and sustained service to Annual Giving."

**"What Princeton offers is excellence...
in academics, the quality of research,
athletics ... it's a place you can be
proud of."**

Hoster's devotion to Princeton through his volunteer efforts comes from his commitment to the University and its promise. "I believe that it is important to give back to the world in some way. For some people, it's Habitat for Humanity, for some a soup kitchen, their church, or some other organization. For me, it's Princeton," he says. "It's an institution I can believe in, and one that makes a difference in the world. ... What Princeton offers is excellence... in academics, the quality of research, athletics ... it's a place you can be proud of."

The electrical engineering major rowed during his first year — he still likes to think of himself as an oarsman — and really hit his stride "pumping Cokes" with the Student Refreshment Agency, working his way up to co-manager by senior year. The job meant more than going to football games — which he didn't get to watch because he was busy "checking on who ran out of hot dog buns, with 60 to 80 students handling 10



Photo courtesy of Tom Hoster '72

refreshment booths in Palmer Stadium." He handled refreshment details for basketball, hockey, wrestling, and baseball, too.

That business experience helped launch Hoster's career. Armed with an MBA from Stanford, he became an accomplished chief financial officer in Silicon Valley for numerous industries involved with software, wireless, and medical devices.

Through it all, Hoster has maintained connection through his class agent duties, taking pride in a focus on participation. For each of the past five years, he has written personal thank-you notes to each donor — more than 500 per year — on cards that herald some of the Class of '72's legacies on campus, including the octagonal Class of '72 Dining Room at Whitman College, where a plaque memorializes the names of all class members near the room's door.

Hoster is also proud of his class's commitment to future Princetonians through the Class of 1972 Memorial Scholarship. On the occasion of their 45th Reunion, Hoster climbed back into a crew shell with other former rowers and was pleased to learn the coxswain for his boat was a Class of '72 scholar. That connection, he says, is another example of Princeton moving forward.