



To whom it may concern:

To say ROAR Studios has lived many lives would be an understatement. From its earliest days as a closed-circuit TV network on Loyola Marymount University's campus — when it was known as ROAR Network — ROAR has struggled to carve out an identity. Previous incarnations focused on a mix of news and entertainment content that couldn't find an audience. When the COVID-19 pandemic sent all the students still involved with ROAR home and forced the studio to shutter once again, it felt like it might be for good.

But a couple of years ago, LMU Student Media had an idea: video and audio content at the Los Angeles Loyolan was flourishing. Why not use the Loyolan as a springboard to relaunch ROAR Studios as a new, more expansive space for that content? Why not make ROAR a hub of premium documentary filmmaking and podcasting? Thus, the new concept for ROAR Studios was born — though it would take a bit to find the time, the resources and the right leader.

In the fall of 2024, that concept finally came to fruition. The 2024-25 academic year saw ROAR Studios, in partnership with the Loyolan and under the stewardship of Loyolan video team alumna Anni Spacek, revived once again. As executive producer, Anni put together a small, focused team of two assistant producers, as well as recruiting an array of talent to work on the relaunch year's projects. This time, with a new, specific focus, ROAR found its greatest success yet.

Throughout this year, ROAR Studios premiered two documentary films and two podcast limited series. The topic areas for each project covered a wide range, from the amateur-to-professional slide of college sports to a comedy interview series. The slate of projects demonstrates what innovative work students could do in a space that rewarded long-term, in-depth production processes. Thanks to the Loyolan's own infrastructure, ROAR Studios didn't have to grow on its own: it thrived as a collaborative partner.

The first project out of the gate was *Game Changer*, a three-part documentary series about the state of college athletics tied to the recent termination of six sports programs at LMU. Leading up to the 2024 presidential election, ROAR partnered with the Loyolan's political news project, E2024, to produce a five-part podcast series, *Gen-Z's Got Issues*, that tackled five of the top issues for young voters. Following that was *How to Be Seen*, a documentary film produced and directed by Anni herself that examined how social media habits have transformed the identities of three diverse subjects. And finally, in the spring, ROAR Studios launched *Laughing Matter*, an eight-part comedy podcast interviewing some of the funniest people in the LMU community about what makes them tick.

In this portfolio packet, you'll find links to all of this work, plus to ROAR's website. We've also included PDFs of news coverage of the projects. This coverage came as part of comprehensive marketing plans that included documentary premieres, in-person activations and, in *Laughing Matter's* case, an open mic night collaboration with LMU's event-planning student group, Mane Entertainment.

ROAR Studios' rebirth has taken a lot of work from a lot of people — the current ROAR Studios team, Anni as our first executive producer of the relaunch, advisers, Loyolan staff and more. But it has been a labor of love, and one that has set us up for success in the future. We have three documentaries now in production, plus an extended podcast series, that are all slated to premiere next year. Our hope is that we only continue to grow as an organization, becoming an independent space where this kind of work can thrive.

Thank you all for your time and consideration.



LINKS TO ROAR STUDIOS PROJECTS

Game Changer

[Part 1](#), [Part 2](#), [Part 3](#)

How to Be Seen

Full film, [panel discussion](#), [interview with director](#)

Gen-Z's Got Issues

[Part 1](#), [Part 2](#), [Part 3](#), [Part 4](#), [Part 5](#)

Laughing Matter

[Part 1](#), [Part 2](#), [Part 3](#), [Part 4](#), [Part 5](#), [Part 6](#), [Part 7](#), [Part 8](#), [social media promotion](#)

https://www.laloyolan.com/sports/inside-game-changer-the-new-roar-studios-sports-documentary/article_cc0523fd-34c6-5daa-a699-b7095afd441d.html

Inside "Game Changer," the new ROAR Studios sports documentary

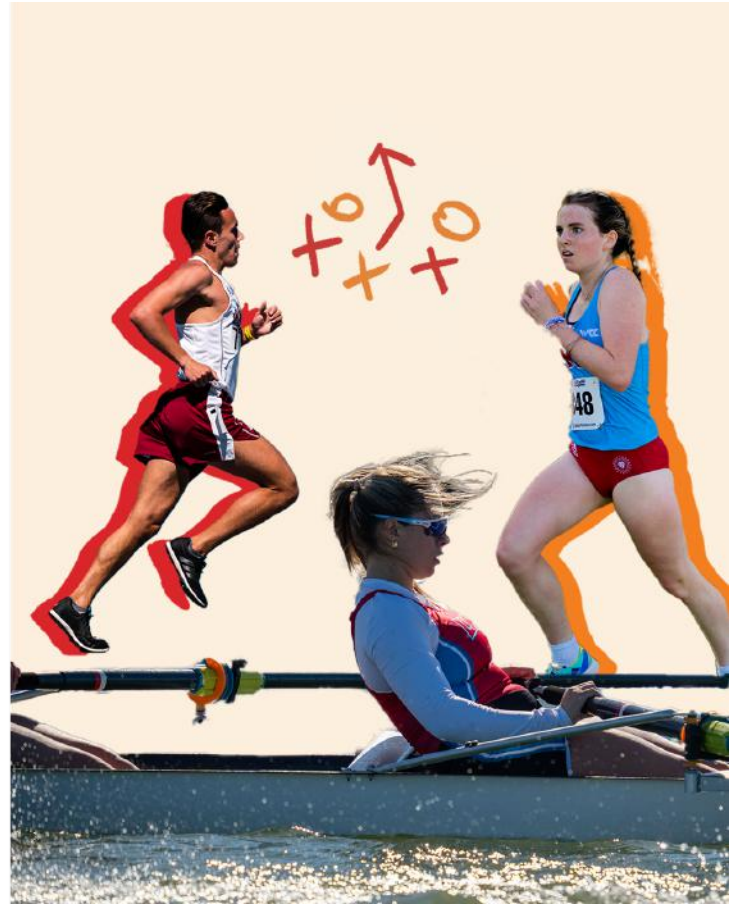
Amani Rivers, sports editor
Sep 9, 2024

On Jan. 23, 2024, LMU Athletics released information that would drastically change the athletic landscape on the Bluff in perpetuity: they would cut six sports after the conclusion of the 2023-24 athletic season: men's cross country, men's rowing, men's track and field, women's rowing, women's swimming and women's track and field.

This announcement came as a shock to many; various questions began to circle regarding what this meant for the future of the athletes within these sports, and what this meant for the overall climate of LMU Athletics. And somewhere on the Bluff, former Loyolan editor-in-chief Chris Benis ('24) sought to answer these critical questions. Thus, he began to work on "Game Changer," a sports documentary investigating the shakeup in the LMU Athletics department.

"The thing that kicked off the need for a deeper exploration into what the heck is going on was Jan. 23 ... when LMU cut 115 student-athletes, five coaches, two part-time coaches and six rich sports programs from their athletic department," said Benis. "And what that did is it took LMU from having the most student-athletes in the West Coast Conference to having the least amount of teams. That's a big dip — a big drop off, and if it happens at LMU, why can't it happen anywhere else?"

The documentary series follows the evolving world of college athletics through the lens of LMU. Through its investigations, the series answers the questions of how a relatively small school like LMU has been so hugely affected by the changing tides of college athletics on a wider scale. The series touches on topics like conference realignment — a policy that allows colleges and universities to switch throughout different athletic conferences to bring in more resources for their athletic programs — and name, image and likeness (NIL) — a policy that allows college athletes to profit from their popularity.



Skyler Andrews | Loyolan



“Game Changer” uses LMU as a lens to investigate how the changing landscape of collegiate athletics affects different sports in fair and unfair ways.

Hank Leahy | Loyolan

“If you are interested in learning more about the massive changes happening to college athletics — I’m talking about NIL, conference realignment, new transfer rules, revenue sharing with players — if you’re wondering about how all of that fits in with the major changes affecting the college athletics landscape, this is your documentary,” said Benis.

According to Benis, in three distinct episodes — “Dawn of the Pay Era,” “Unintended Consequences” and “Winners & Losers” — the documentary asks the question of “What happens when a [Division I] school ... without a football team cuts 115 student-athletes because of all those changes?” as well as what the consequences of that will be, both unintended and intended.

Though the documentary hinges on extensive sports research and information that might be harder for the average watcher to understand, the creators and producers of “Game Changer” made it clear that this is a sports documentary that should matter to everyone.

“I think [for] a lot of non-sports fans, what we know about what happened at LMU is the personal stories. We know how it affected our athletes that lost their teams and how devastating that was for so many different people on campus, and that’s a really important story to tell,” said former Loyolan editor-in-chief and associate producer of “Game Changer” Amy Carlyle (‘24), “But it’s also important for us as journalists to figure out why that happened. So, this documentary is about figuring out how we got from point A to point B.”

“One of the golden rules of journalism is ... to leave your audience learning something new, so you should learn that, and you should probably come away ... a little reticent about the future,” said Benis.

“It is an uncertain future — no one knows what’s going to happen, but this documentary is a valuable document about what is happening right now, so we can look back in 10 years and say, ‘Wow, they were spot on,’ [or] ‘They were dead wrong’ or ‘They were onto something,’” said Benis.

“Game Changer” premieres on Wednesday, Sept. 11 on the ROAR Studios' website. Those interested can watch the premiere of the three-part documentary series Sept. 11 at 4 p.m. and 8:30 p.m. in the Student Media Center on the second floor of North Hall.



Watch “Game Changer” alongside the creators and producers of the series on Wednesday, Sept. 11 at 4 p.m. and 8:30 p.m. on the second floor of North Hall.

Hank Leahy | Loyolan

Amani Rivers

https://www.laloyolan.com/life_and_arts/inside-how-to-be-seen-an-explorative-documentary-on-the-authenticity-of-online-presence/article_a657ccef-e953-555b-9151-8c1d48386b96.html

Inside "How to Be Seen," an explorative documentary on the authenticity of online presence

Camdree Lassi, asst. life+arts editor

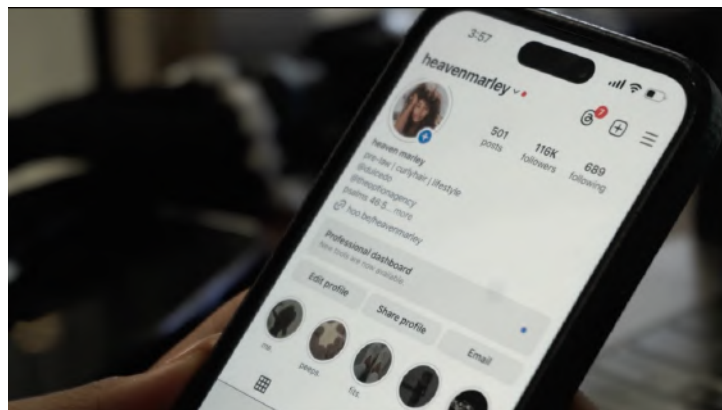
Oct 15, 2024

Social media is one of the most dominating commanders of young people's attention in today's media-driven world. And while social platforms are used as vehicles for news, entertainment and connection building, they also allow users to hyper-focus on how they portray themselves through their online profiles.

In the context of Instagram, curating an account that people feel is an authentic representation of themselves is a common pursuit. From this phenomenon, users may ask themselves whether they can ever truly create an authentic version of themselves through social media. In search of answers, Anni Spacek, film and television production major, began creating the documentary film "How to Be Seen."

"I've always been really fascinated by Instagram profiles and why we choose to post the way that we do — if we're showing a true self, a false identity or an identity that we're aspiring to have," said Spacek, director of "How to Be Seen." "I'm really curious about authenticity and identity, which made me want to explore these ideas in a film and raise these questions with people who have all different types of social media profiles."

The film focuses on three subjects, each with a different approach to their online personas: students Kylie Clifton, RJ Jorgensen and Heaven Humphreys. The character-driven style of the documentary allows for viewers to see how individuals approach the same issue of authenticity differently within their respective profiles. Spacek also included the opinions of those with differing viewpoints on whether or not Instagram is actually "fake," and additionally questioned whether that alleged "fakeness" is inherently bad.



Humphreys balances enjoyment and her career with her Instagram @heavenmarley.

Photo via Anni Spacek



Photo via Anni Spacek

The intricate exploration of the film's main subjects and their journeys in seeking authenticity offers coverage of a diverse range of social media users. As a result, the affecting issues found throughout their journeys aim to resonate closely with a broader audience. "I try to keep my page as authentic as possible, but there are times when I can feel lost [with] not knowing what to post," said Heaven Humphreys, political science major and beauty and lifestyle influencer.

While the experience of curating an Instagram profile is exceedingly relevant for those in Generation Z (Gen Z), Spacek hopes that the documentary provides valuable insight to those who are not as versed in social media culture.

"I think [the film] is going to speak to Gen Z the most because we're the first generation to grow up curating ourselves online from a really young age, which has had a really big impact on our social environment," said Spacek. "At the same time, I think other generations that are maybe unfamiliar with Instagram are going to understand the weight that these social media platforms hold. It's not just cute pictures that we share online — it's so much more than that."

Throughout the documentary, the featured students' varying attitudes surrounding social media's relationship with authenticity provide potential answers to the film's guiding question in a multitude of ways.

"One of the things about the film that I'm proud of is that it doesn't necessarily take a harsh stance," said Spacek. "I want [the audience] to understand that there's not really a right answer — that Instagram is not all-good or all-bad. It's a platform we have to continue having conversations about and not take too seriously, while also understanding that it's a tool for self-expression, which holds a lot of social weight."

While many users of Instagram and other social platforms strive to curate authentic profiles, the definition of authenticity can become blurred. "How to Be Seen" incites curiosity as to how genuine these efforts actually are by questioning what it truly means to be authentic online.

"I've learned that wondering if you're being authentic enough and the messiness of that is intrinsically authentic," said Spacek. "We're all trying to be as genuine as we can, but with things like Instagram, it's impossible not to curate yourself. Trying to put your best foot forward and be your best self is part of being authentic and being a human."

The ROAR Studios documentary "How to Be Seen" directed by Anni Spacek in collaboration with the Los Angeles Loyolan premieres online on Wednesday, Oct. 16. Those interested in watching are also welcome to attend the live premieres on Oct. 16 at 4 p.m. or 8:30 p.m. on the second floor of North Hall. The live premieres will include Q&A sessions with the director as well as the students featured in the documentary.



LMU Students Cole Marston, Graham Bain and Finn Kalmbach talk about their perspectives on the genuineness of social media personas.

Photo via Anni Spacek

Camdree Lassi

Life+Arts Editor

https://www.laloyolan.com/life_and_arts/culture/inside-laughing-matter-the-new-roar-studios-comedy-podcast-exploring-what-it-means-to-be/article_825bff45-5745-57c0-978d-8ad42b01179b.html

Inside 'Laughing Matter': The new ROAR Studios comedy podcast exploring what it means to be funny

Camdree Lassi, life+arts editor
Mar 11, 2025

Humor is a constant part of everyone's daily life, the foundation for many friendships and a force of connection for people everywhere. But in the larger context of humor and its subjectivity, what does it really mean to be funny?

Colin Browning, screenwriting and communication studies double major and senior joker at the Loyolan sets out to answer this question in "Laughing Matter." The new comedy podcast, created in collaboration with the Loyolan and ROAR Studios, features eight episodes in which Browning investigates the notion of funniness with his guests and aims to celebrate the diverse comedic community on campus.

"A big part of [Laughing Matter] that was important to me was that there were many different variations and tempos of what comedy is," said Browning. "It's not just stand-up comedians, it can be [Dungeons & Dragons] dungeon masters and class clowns and things like that."

Development of the project began in Sept. 2024 after Browning pitched the idea to be picked up by Anni Spacek, film and television production major and ROAR Studios executive producer, and Kevin O'Keeffe, assistant director of Student Media.

"It was very exciting to hear that [Browning] wanted to talk about the comedy scene on campus, because I've noticed as a student just how vibrant and how big of a presence comedy has at LMU," said Spacek. "I was interested in the fact that he wanted to tap into that and dive deeper into what comedy means to these students, rather than just asking them to tell jokes."



Colin Browning, senior joker, recently finished his tenure as Bluff editor at the Loyolan.
Hank Leahy | Loyolan

Inspiration for the project came from Browning's personal experiences with the comedic scene on campus. As his appreciation for the community grew, he noted that it became one of the most memorable pieces of his college experience.

"I think ['Laughing Matter'] coincided with me having an end-of-college crisis. I didn't know what this experience was about or what my key takeaways were, but then I look around and I see all these funny people," shared Browning. "I'm like 'oh, this is really important,' and I'm glad this is a defining moment of my college life — getting to celebrate all these people."

An important note of the podcast is the subjectivity of humor and the different ways in which people can be funny. Browning himself echoed this sentiment in describing how he understands his own funniness.

"Humor is so subjective and arbitrary. I don't know if I'm a funny person, but I think I amuse myself enough to where I do consider myself funny," said Browning. "So I think figuring out why people consider themselves funny — it's an interesting framework for a conversation."

With each guest bringing their unique perspective on LMU's comedic community, Browning explores their respective approaches to funniness and whether they view themselves as funny people.



One of the eight podcast episodes features a conversation with two guests, Jack McDermott, screenwriting major, and Josephine Spanier, film and television production major.

Fernanda Vega | Loyolan

“[Browning] did a great job at helping us to get to know these people and create these beautiful audio character studies,” said Spacek. “He talks about comedy in a very broad sense that I think will get more people to really think about what it means to be funny.”

The ROAR Studios “Laughing Matter” podcast featuring Browning’s conversations with members of LMU’s comedic community can be listened to on Spotify, Apple Podcasts and the Loyolan website, and will be released every Tuesday from March 11 through April 29. Listen to the first episode below.



The second episode features a conversation with Ian Piexoto, a Dungeons & Dragons dungeon master.

Hank Leahy | Loyolan



Laughing Matter: Will Bozman on music, comedic language, and big words

[Mar 11 · Los Angeles Loyolan Audio](#)

[Save on Spotify](#)

15:28

Camdree Lassi

Life+Arts Editor

ROAR ON RECORD

ROAR Studios is LMU's student documentary, podcast and audio story studio that focuses on showcasing creative student content.

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A version of this article previously appeared in the Los Angeles Loyolan.



ANNI SPACEK Film & Television Production
on serving as ROAR Studios executive producer

How did you get into ROAR Studios? Fall of my junior year I went abroad to Bonn, Germany, for the international documentary program, and that's when I really fell in love with documentary filmmaking specifically. Tom [Nelson] and Kevin [O'Keeffe] asked me if I wanted to be the executive producer of ROAR, and to work my senior year to produce more projects and make ROAR a more established organization on campus, [with] us specifically focusing on podcasts and documentaries.

What are the plans for ROAR's future? I have two assistant producers working under me and we're looking to grow ROAR a ton. I won't be here but when I leave, I think it will aim to produce several documentaries and podcasts. [ROAR] gives the opportunity for students to have their voices heard. I think that there's a lot of room for strong ideas to be communicated through ROAR and impact campus in a really positive way, so I'm hoping [to see] that leveraged in the next coming years.

♦ AWARDS

Game Changer

First Place, Associated Collegiate Press Best of Show, Broadcast — Sports Story (Episode 1)
First Place, Associated Collegiate Press Clips & Clicks, Broadcast — Sports Story (Episode 1)
First Place, Associated Collegiate Press Best of Show, Broadcast — Sports Story (Episode 2)

How to Be Seen

First Place, California College Media Association, Best News or Feature Video



ROAR Studios introduces a new student podcast.

“Laughing Matter” is a comedy podcast led by Colin Browning. Made in collaboration with the Loyolan and ROAR Studios, the idea was initially pitched by Browning to Anni Spacek and assistant director of Student Media Kevin O’Keeffe. With its first episode released in March, Browning’s main focus with this podcast was to showcase how subjective humor is by allowing people to speak on what they find funny and evaluate their own funniness. According to Spacek, the podcast helped “create these beautiful audio character studies.”

“A big part of [Laughing Matter] that was important to me was that there were many **different variations and tempos of what comedy is**. It’s not just stand-up comedians, it can be [Dungeons & Dragons] dungeon masters and class clowns and things like that.

COLIN BROWNING Screenwriting + Communication Studies

