COMPUTER SCIENCE AND COMPUTER ENGINEERING DEPARTMENT ORAL PRESENTATIONS

Presenter	Title	Description	MCLT	Start -End	Day
Oliver Johnson; Tauivi-Raymond Taula	Arduino Fundamentals	Our project is to learn how to program an Arduino microcontroller to perform several basic functions. Then, using the knowledge gained about the fundamentals of the Arduino, we have created a project of our own that creatively utilized the skills that we learned.	203	12:30 -12:40 PM	F
Sean Larkin; Sean Lynn	"Batteries Not Included - But Should They Be?" (EV vs. Hybrid vs. Combustion)	This is a full-cycle examination of passenger cars comparing combustion, electric and hybrid designs to determine the most efficient and sustainable taking into account all the inputs and outputs of car manufacture, operation and disposal as well as identify which technology has the most future potential given the limitations of each design.	203	12:45 -12:55 PM	F
Drew Daugherty; Michael House; Alex Orlowski	The Fast and the Autonomous	Using technical sources and recent news articles an analysis of emerging technologies in the area of autonomous vehicles was conducted over a three month period. Our research resulted in a report that presents the technical and cultural aspects of autonomous vehicles into easily understood concepts.	203	1:00 -1:10 PM	F
Jeankie Aczon; Aaron Baumgardner; John Fordice; Carson Ketter	Solar Energy	The goal of this project was to learn about solar energy and determine why it is not a predominant energy source. We accomplished this by doing research using articles and books, and creating a solar cell. Our results are a research paper, solar cell, and presentation to display our findings.	203	1:15 -1:30 PM	F
James DeBroeck; John Doster; Olaf Grette	Groovy 8-bit CPU	The goal of this project was to produce a basic 8-bit general purpose processing unit on an FPGA board. This goal was accomplished using computer architecture knowledge combined with simulation and FPGA boards. The final result is a processing unit that can execute commands in a programmable order.	203	1:35 -1:50 PM	F

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Presenter	Title	Description	MCLT	Start -End	Day
Paul Garcia; Sheyla Trudo	University Scheduler: An Application that Guarantees Student Success	Scheduling courses for a major can be a daunting task for both students and advisers. The University Scheduler brings a new focus to this old problem. Planning future courses is effortless with this easy to use online, ASP.NET and C# application.	203	1:55 -2:30 PM	F
		POSTER PRESENTATION SESSION: Morken Center 1st Floor **SNACK BUFFET**: Atrium	**Floor 1**	**2:30 -3:30**	**PM**
Andrew Calvin; Daniel Landram; Erik Thornquist	Betrayal at House on the Hill Redesigned	Betrayal at House on the Hill is a tabletop board game created by Avalon Hill, our project is to recreate this in a mainly text based video game format. We will demonstrate how we used C++ and a Java Drools Rule Engine to accomplish this.	203	3:30 -4:10 PM	F
Melanie Schuur	Computer Viruses	We will be discussing the topic of computer viruses. This includes an in-depth description of a computer virus, the history of viruses, the vulnerabilities of different operating system, and how to combat computer viruses.	203	4:15 -4:45 PM	F
Jennifer Watt	Note-to-Note: A Musical Application in C#	An exploration into dynamic sound analysis and user interface updating using C# based Windows Desktop Application programming. The goal is to create a student-oriented, hands-on learning application for beginning musicians to develop an understanding of the connection between sound and a written note.	203	4:50 -5:20 PM	F

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Presenter	Title	Description	MCLT	Start -End	Day
Peter Joyce	Nouriverse: a Food-Tracking and Grocery List Prediction System	The Nouriverse system utilizes neural networks, predictive algorithms, and comprehensive database schemes implemented within an Android application in order to track user food consumption and inventory, make nutritional or recipe suggestions, and auto-generate grocery lists based on predictive analysis.	203	9:00 -9:30 AM	S
Chase Luplow; Justin Williams	TextBack	TextBack is an instant messaging application that is operated on Android devices. TextBack allows users to register an account and message other registered users with unique usernames.	203	9:35 -10:10 AM	S
Drew Johnson; Chrisdona Joan Paraiso	Thought-Reactive Robot Friend	Brainwaves gathered via electroencephalography determine emotional state and are sent to an artificial intelligence running on a small robot. This robot performs actions in response to the user's mood in an attempt to enhance the user's mood.	203	10:15 -10:50 AM	S
Lucy Bouffiou	Mountain Trails	An Android application meant to aid hikers adventuring on Mt. Rainier.	203	10:55 -11:25 AM	S
Sylvia Murray	Web Crawling	Study the design and implementation of how the information available on the Internet is found and indexed using programs that trace the web of hyperlinks from one site to another.	203	11:30 -12:00 PM AM	S
		COMPLIMENTARY PIZZA	**103**	**12:00 -12:30**	**PM**
		BREAK		**12:30 - 1:00**	**PM**
George Bateman; Jake Cannon; Nicholas DeVoll; Madison Silva	PewPew: Building a Game in the Unity Development Platform	We examine the implementations of various enemies, weapons, and game behavior in our two dimensional space shooter. Among them are systems such as shooting predictively at the player, swapping weapons using wrappers, and utilizing Unity prefabs.	203	1:00 -1:45 PM	S

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Presenter	Title	Description	MCLT	Start -End	Day
Westin Lennox	A "Swift" Look at Study Help	A flashcard application useful for studying, programmed using Apple Inc.'s newly-developed language, "Swift."	203	1:50 -2:20 PM	S
Emerald Baldwin; Kyle Hersey	TopDeck	TopDeck is a desktop application that helps users design and create Magic: The Gathering decks. Users choose cards they want and store them in deck files.	203	2:25 -3:00 PM	S
Brendan Peterson; Mack Snider	Networked Gomoku	This program will run an instance of Gomoku both through a server and offline against an AI. The main challenge of our project is handling the interaction of numerous clients with a central server that allows the clients to communicate with each other.	203	3:05 -3:40 PM	S