

CIS 401: SENIOR DESIGN PRESENTATION SCHEDULE

Thursday, March 22 (Towne 313)

4:30: Rhythm Games for Touchscreen Devices

Philip Peng

4:50: Synthesizing Textures on Arbitrary Surfaces

Matthew Croop

5:10: Adventures in the Ad-Hoc Cloud

Greyson Gregory, Vince Mannino, and Alex Marple

5:30: Haplotyping

Louis Bergelson

Tuesday, March 27 (Towne 313)

4:30: A Toolset for Documentary Linguistics

Chris Koenig

4:50: Secure Web Server atop CRASH-SAFE

Zach Zarrow

5:10: Increasing Review Quality in Online Two-Sided Marketplaces

Alexey Komissarouk and Jessica Ouyang

5:30: Real-time MapReduce with Hadoop

Cheng Luo and Thanat Owlarn

Thursday, March 29 (Towne 313)

4:30: Mesh Network Infrastructure for Android

Geoffroy Bablon, Evan Massop, Matt Vogel, and Sam Applebaum

4:50: Sentiment Analysis for Paper Citations

Levi Cai, Yeoho Yoon, Yung Fei Guo, Cam Nguyen

5:10: Indoor Geo-location to Increase Outpatient Satisfaction

Jonathan Tao, Parker Winchester, Art Young, and Pawel Przybysz

5:30: New Additions to "Breeze"

Nick Watson and Sam Panzer

Thursday, April 5 (Towne 313)

4:30: Sepsis Diagnosis in Hospital ICU

Bryan Chiang, James Edwards, and Isabel Fan

4:50: Training a PR2 Robot Bartender

Kevin Xu and Seth Shannin

5:10: Privacy Leaks in Hyperlinks

Kevin Su and Daniel Kim

5:30: Logic Grid Puzzle Generator and Interface

Brandon Fischer