### CS 376 Conference Paper Presentations

#### Fall 2012

#### 3:00 Section – 22 October 2012

2. Devin Rusnak Visual Analysis of Complex Firewall Configurations
3. Celeste Wallace PhishZoo: Detecting Phishing Websites By Looking at Them
4. Sofian Masood Optimal Digital Rights Management with Uncertain Piracy
5. Matthew Mikhail (L) Electronic Medical Records and Personalized Medicine
6. Daniel Thomiszer (L) Towards a Context-Aware and Adaptable Room System for Intelligent "Trusted" Office-Spaces in Smart Cities
7. Ryan Konkul Using Wikipedia to Boost Collaborative Filtering Techniques
8. Ian Anderson (L) Learning to Extract Chemical Names Based on Random Text Generation and Incomplete Dictionary
10. Charles Myers (L) NO TOPIC

#### 3:00 Section - 29 October 2012

1. Daniel Keasler Designing Graphical User Interfaces Integrating Gestures
2. Tony Dakhoul (L) Multi-Finger Gestural Interaction with 3D Volumetric Displays
3. Samone Morris (L) Designing a Brain-Computer Interface Controlled Video-Game Using Consumer Gade EEG Hardware
4. Andrew Brady Realtime Human Motion Control with A Small Number of Inertial Sensors
5. Robert Faigao GPU-Generated "Parametrized" Trees
7. Shivangi Kakkar (L) Teenagers and Their Virtual Possessions: Design Opportunities and Issues
8. Piotr Gorski Can Cloud Computing Be Used for Planning? An Initial Study

#### 5:00 Section - 29 October 2012

1. Aaron Mamparo Neo Symbiosis: A Conceptual Tool for System Design
2. Matthew Pfister Teaching Software Engineering Through Game Design
3. Brian Johnson (L) Adapting Content Presentation and Control to Player Personality in Videogames
4. Sukhdip Sangha (L) New Enhancements in 3G Technologies
5. Chad Bloomfield (L) NO TOPIC
6. Alan Leung (L) NO TOPIC
7. Joslyn Matt (L) NO TOPIC
8. Carlos Ortega (L) NO TOPIC
9. Dia Young (L) NO TOPIC

(L) - Late topics will be penalized on their presentation score