Interactive Media and Game Development

Fuller Labs Upper Perreault Hall

10:00am
Inari
Alessandro Brianti, Zhechuan (Joshua) Hu, Connor Peavey, Joseph Volpato, Xingge Yang
Advisor: Matthew Ahrens, Ralph Sutter

10:15am
3D Miniatures
Lauren Waddick
Advisor: Joshua Rosenstock, Ralph Sutter

10:30am
Epsilon Squad Adventures: A Concept Artbook
Jeff Chen, Alistair Gilmour
Advisor: Adryen J. Gonzalez, Ed Gutierrez

10:45am
Spiral Development
Jason Asidi
Advisor: Walt Yarbrough

11:00am
Break

11:15am
Failed to Send: An Internet Aesthetic Visual Novel
Carolyn Meyer, Evans Owusu
Advisor: Gillian Smith, Karen Stewart

11:30am
Ravenguard
Griffin Bowers, Alex Marrinan, Michael Weideman, Charles West
Advisor: Michael Engling, Walt Yarbrough

11:45am
Latency and Jitter Compensation for Cloud-Based Game Streaming
Marek Garbaczonek, Jonathan Hsu, Mark Renzi
Advisor: Mark Claypool

12:00pm
Lunch Break

1:30pm
Raveling Dreams
Ethan Chau, Aidan von Conta, Luca Wol
Advisor: Rose Bohrer, Farley Chery

1:45pm
DROPTABLE
Zesheng Chen, Bright Lin
Advisor: Charlie Roberts

2:00pm
Exploring Adaptive Time Delay in First Person Shooter Games
Benjamin Gelinas, Andrew Hariyanto, Trevor Ng, Sophia Silkaitis
Advisor: Mark Claypool

2:15pm
Break

2:30pm
Operation Breadcrumbs
Tate Donnelly, Nicholas Frangie, Jade McEvoy, Schuyler Rae Pritchard, Abigail Rauch, Kerri Thornton
Advisor: Adryen J. Gonzalez, Ben Schneider, Gillian Smith

2:45pm
Clean Sweep
Zachary Adams, Renee Cullman, Conor Dolan, Austin Hyatt, Jessica Liano, Nelson Pires
Advisor: Farley Chery, Rodney DuPlessis, Gillian Smith, Karen Stewart

3:00pm
Not An MQP
Ed Carrotta, Justin Santiago-Wonoski, Sriram Sundararajan, Madelyn Veccia
Advisor: Melissa Kagen, Erin Solovey