

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

Ravanguard

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 Gelinias, 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