

Jaratli, J. "Evaluating AI Text to Image Applications",
ENGR 492, Winter 2023.

Soby, M. "Sample Discrimination Based Selection", ENGR 492,
Winter 2023.

Moore, L. "Wolverine Study Bot", ENGR 493, Winter 2023.

Salamey, Z. "Rogue Lite", ENGR 493, Winter 2023.

Sharif, A. "The Guide Website", ENGR 493, Winter 2023.

Voran, S. "Resume Portfolio Site", ENGR 493, Winter 2023.

Jaratli, M. "Two Truths and a Lie Web App", ENGR 493,
Fall 2022.

Odonnell, G. "Hathitrust", ENGR 493, Fall 2022.

Salamey, Z. "Flicker", ENGR 493, Fall 2022.

Soby, M. "Tutorials", ENGR 493, Fall 2022.

Ali, M. "Virtual Reality Accessibility", ENGR 492,
Summer 2022.

Jaratli, J. "Usability Assessment of To Do List App",
ENGR 492, Summer 2022.

Alallaf, A. "Gargantuas Run", ENGR 493, Summer 2022.

Beauchamp, L. "Sign Language Detection Software", ENGR 493,
Summer 2022.

Jaratli, M. "To Do List App", ENGR 493, Summer 2022.

Schmidt, E. "Employee Web Site", ENGR 493, Summer 2022.

Soby, M. "Burrddle", ENGR 493, Summer 2022.

Soby, M. "Embark Ethereum App", ENGR 493, Summer 2022.

Mukahhal, M. "Student Management Studio", ENGR 493,
Winter 2022.

Nasr, D. "Polypharmacy Linkage with Opioid Addiction",
ENGR 493, Winter 2022.

Sharif, A. "Event Planning App", ENGR 493, Winter 2022.

Senkbeil, T. "Game Networking in Unity", ENGR 492, Fall 2021.

Hogan, J. "Validation of a Tool for Analyzing VR Applications for Bottlenecks", CIS 494, Summer 2021.

Hogan, J. "Identifying VR Performance Bottlenecks", CIS 493, Summer 2021.

Anani, A. "Android Blackjack", ENGR 493, Summer 2021.

Abou-Hamdan, C. "React Native", ENGR 493, Summer 2021.

Alrubaiee, A. "Sign Language Recognition", ENGR 493, Summer 2021.

Senkbeil, T. "Unity Game Networking Study", ENGR 492, Summer 2021.

Ahmed, N. "Discord Game Bot", ENGR 493, Winter 2021.

Altabi, S. "Online Store", ENGR 493, Winter 2021.

Hourani, H. "Covid Tracking Web Site", ENGR 493, Winter 2021.

Nassar, N. "Course Evaluation Website", ENGR 493, Winter 2021.

Yassine, A. "Game Portfollio Website", ENGR 493, Winter 2021.

Josebalen, C. "Camera to Text", ENGR 493, Fall 2020.

Murrell, O. "Unity DOTS", ENGR 493, Fall 2020.

Das, C. "Code Smell Detector", ENGR 493, Summer 2020.

Hesling, N. "Block Samuri Game", ENGR 493, Summer 2 2020.

Hesling, N. "Competitive Tank Game", ENGR 493, Summer 1 2020.

Ibrahim, S. "Internship Activities", ENGR 493, Summer 2020.

Smith, C. "Relating Social Media Events to Stock Price", ENGR 493, Summer 2020.

Taylor, J. "Covid App", ENGR 493, Summer 2020.

Hesling, N. "Stock Analyzer", ENGR 492, Summer 2 2020.

Hesling, N. "Neural Networks and Deep Learning", ENGR 492,
Summer 1 2020.

Abel-Hag, A. "Web Project", ENGR 493, Winter 2020.

Boggs, B. "Ibrand Game", ENGR 493, Winter 2020.

Schram, C. "Ibrand Game", ENGR 493, Winter 2020.

Wadhwa, S. "UMD ChatBot", ENGR 493, Winter 2020.

Langer, Z. "Food Recommendation App", CIS 493, Fall 2019.

Alzyady, I. "Driver App", ENGR 493, Fall 2019.

Boggs, B. "Personal Branding Game", ENGR 493, Fall 2019.

Gagnon, C. "Hacking Prevention", ENGR 493, Fall 2019.

Jeafar, Y. "Farm Website", ENGR 493, Fall 2019.

Schram, C. "Personal Branding Game", ENGR 493, Fall 2019.

Srour, A. "Personal Branding Game", ENGR 493, Fall 2019.

Dashti, A. "Augmented Reality: Applications, Implementations,
And Marketing", CIS 591, Fall 2019.

Bach, B. "Unity VR with Photon", ENGR 493, Summer 2019.

Jackson, D. "Robotic Simulations", ENGR 493, Summer 2019.

Naik, Shivam. "Barbershop Website", ENGR 492, Summer 2019.

Simhan, S. "PiCar", ENGR 493, Summer 2019.

Teh, Z. "Pattern Recognition Using Convolutional Neural
Networks", CIS 591, Summer 2019.

Gersh, T. "3D Game Art", CIS 493, Winter 2019.

Gersh, T. "Game Animations", CIS 494, Winter 2019.

Saleem, A. "UX Research and Design in the Startup Scene in
Metro Detroit", ENGR 492, Winter 2019.

Balan, C. "Unreal Fantasy Adventure Game", ENGR 493,
Winter 2019.

Bates, T. "Unity Fishing Game", ENGR 493, Winter 2019.

Cardasis, J. "Sift Chroma Picker Library Redesign", ENGR 493,
Winter 2019.

Gutzman, K. "A React Native Mobile Music Player", ENGR 493,
Winter 2019.

Saleem, A. "Survey Web Site for UX Startups in Metro Detroit",
ENGR 493, Winter 2019.

Shewmaker, T. "Magic the Gathering App", ENGR 493,
Winter 2019.

Serette, S. "Virtual Don Brown", CIS 493, Fall 2018.

Joshi, A. "Factors Affecting Webpage Rankings in Google
SERPs", ENGR 492, Fall 2018.

Kahler, R. "MPlan 1", CIS 493, Summer 2018.

Kahler, R. "MPlan 2", CIS 494, Summer 2018.

Burditt, B. "A.I. Squared", ENGR 493, Summer 2018.

Fernandes, J. "Flicker App", ENGR 493, Summer 2018.

Kreklau, Z. "Campus of Hope Unity Games", ENGR 493,
Summer 2018.

Shriner, E. "Web-Based Image Synthesizer", ENGR 493,
Summer 2018.

Crosky, S. "Campus of Hope Unity Games", CIS 493, Winter 2018.

Hamadeh, D. "Campus of Hope Unity Games", CIS 493,
Winter 2018.

Pownall, M. "HackNSlash Android Game", ENGR 493, Winter 2018.

Seblini, A. "Go To Sleep App", ENGR 493, Winter 2018.

Pacheco, L. "Campus of Hope Unity Game", CIS 493, Fall 2017.

Papaioannou, A. "Campus of Hope Unity Game", CIS 493,

Fall 2017.

Mohammed, W. "IOS Medication App", CIS 494, Summer 2017.

Keyser, C. "Automated Testing", CIS 493, Summer 2017.

Mays, M. "WebGL Maze Game", CIS 493, Summer 2017.

Mohammed, W. "Android Medication App", CIS 493, Summer 2017.

Pownall, M. "Project Dash Attack Game", CIS 493, Winter 2017.

Evans, E. "IOS Game App", CIS 493, Summer 2016.

Frankol, M. "IOS Calorie Counter App", CIS 493, Summer 2016.

Alnabolsi, F. "Martial Arts Web Site", CIS 493, Fall 2015.

Francis, J. "Unity Game", CIS 493, Summer 2015.

Kahn, E. "Bogus: History Game", CIS 493, Winter 2015.

Shunia, R. "Options Trading App", CIS 493, Fall 2014.

Tracy, K. "Usability and Accessibility Study of the State
of Michigan's Public Web Resources", CIS 493,
Fall 2014.

Farris, J. "Android App Movie Watch List", CIS 493,
Winter 2014.

Ingrody, M. "Maya 3D Movie Creation", CIS 493,
Winter 2014.

Azookari, O. "Web Site", CIS 493, Summer 2013.

Hamissou, A. "Android App Travel Planner", CIS 493,
Summer 2013.

Mullins, N. "Construct2 Game Templates", CIS 493,
Summer 2013.

Tesky, R. "Construct2 Game", CIS 492, Summer 2013.

Baker, J. "Construct2 Game", CIS 493, Winter 2013.

Elmathil, A. "Android Mileage Calculator", CIS 493,
Winter 2013.

Briley, S. "Php Malware Deobfuscator", CIS 493, Summer, 2012.

Holbert, B. "Introduction to Unreal Script", CIS 591, Summer, 2012.

Darby, G. "Space Zombies", CIS 494, Winter 2012.

Papo, M. "UDK Level Design", CIS 493, Winter 2012.

Schanck, M. "Level Design and 3D Object Creation", Winter 2012.

Habib, P. "Accushade Android Formula Retrieval System", CIS 591, Fall 2011.

Subramanian, K. "Survey of Clinical Support Decision Support Systems", CIS 591, Winter 2010.

Sable, M. "Developing 2D Games for the Xbox360", CIS 591, Summer 2009.

Stier, L. "Word Challenge: Iphone Game", CIS 493, Summer 2009.

Pieprzak, C. "2D Collision Detection Library", CIS 493, Winter 2009.

Schroeder, B. "User Interface Design for Immersive Game Environment", CIS 591, Summer 2008.

Martineau, N. "Intelligent Tutoring Module Design", CIS 591, Fall 2007.

Pruder, M. "C# Programming", CIS 493, Winter 2005.

Kher, S. "User Interface Design", CIS 493, Fall 2004.

Nasrollahzadeh, H. "User Interface Design", CIS 493, Fall 2004.

Maratea, M. "Network Game Development", CIS 493, Winter 2004.

Cioaca, A. "Design Patterns - Elements of Reusable, Object-Oriented Design", CIS 493, Winter 2004.

Michalek, J. "Calibration and Measurement, in the Context of Heavy-Duty Diesel Engine Electronics", CIS 591, Winter 2004.

Pirerson, J. "Kain Audio, CIS 493, Winter 2003.

Schneider, C. "Visual Memory Unit Software", CIS 493,
Summer 2002.

Williams, C. "Sour Wed", CIS 493, Fall 2001.

Jaciobsen, D. "Fast XML Parser", CIS 494, Fall 2001.

Kallio, E. "3D Modeling", CIS 493, Summer 2001.

Nugent, A. "Campus Safety Building Access System", CIS 494,
Summer 2000.

Nugent, A. "General Chemistry Web Information Systems",
CIS 493, Spring 2000.

Lee, M. "Quaternions", CIS 591, Winter 2000.

Blais, M. "Intelligent Agents", CIS 493, Fall 1999.

Marcus, K. "Intelligent Agents", CIS 493, Fall 1999.

Sacco, L. "Remote Java Applets and Database Access",
CIS 591, Spring/Summer 1999.

Chevela, C. "CIS Labs Administrative Software", CIS 493,
Winter 1999.

Tran, H. "CIS Labs Administrative Software", CIS 493,
Winter 1999.

Dohring, A. "Student Survey Website", CIS 493, Spring/Summer
1998.

Howell, J. B. "Message Forum Interface Design", CIS 493,
Spring/Summer 1998.

Presnell, J. "Student Survey Website", CIS 493, Spring/Summer
1998.

Churchman, A. "Data Mining and Visualization", CIS 591, Spring
1998.

Jaroh, C. "Data Mining and Visualization", CIS 591, Spring
1998.

Starks, K. J. "Embedded Expert Systems Design", CIS 493,
Winter 1998.

Hurley, P. "Algorithm Animation Software", CIS 493, Fall 1997.

Demeere, B. "Video Server Technology", CIS 493, Summer 1997.

Hubbard, J. "Distributed Web/Database Programming", CIS 494,
Summer 1997.

Luttermoser, D. "Algorithm Animation Software", CIS 493,
Summer 1997.

McLennen, A. "Distributed Web/Database Programming", CIS 494,
Summer 1997.

Putz, T. "Distributed Web/Database Programming", CIS 493,
Summer 1997.

Bielawski, S. "Virtual Reality", CIS 591, Winter 1997.

Tustanowski, R. "Underwater Keyboard Interface", CIS 493,
Winter 1997.

Alderton, B. "Two-way Video and Applications Sharing",
CIS 493, Fall 1996.

Lau, W. "Streaming Video Web Server", CIS 493, Summer 1996.

Stampor, A. "Streaming Video Web Server", CIS 493,
Summer 1996.

Freiberg, R. "Two-way Video and Distance Learning", CIS 493,
Summer 1996.

Hartwig, K. "Two-way Video and Distance Learning", CIS 493,
Summer 1996.

Slack, J. "Video Conferencing Networks", Winter 1996.

Lenzon, T. "Order Tracking System", CIS 493, Winter 1996.

Milkhiker, A. "Order Tracking System", CIS 493, Winter 1996.

Smith, M. "Network Interfacing", CIS 493, Summer 1995.

Stoner, L. "Database for Curriculum Planning", Summer 1995.

Weiss, S. "Software Design for Blimp Navigation System",
CIS 491, Winter 1995.

Hodnicki, D. "Graphics User Interface Design", CIS 493,
Winter 1995.

Disser, I. "Software Design for Blimp Navigation System",
CIS 498, Summer 1994.

Ekelchik, B. "Software Design for Blimp Navigation System",
CIS 498, Summer 1994.

Matziuk, N. "Software Design for Blimp Navigation System",
CIS 498, Summer 1994.

Nielsen, W. "Windows Programming and User Interface Design",
CIS 498, Fall 1993.

Yatch, D. "Object-Oriented Programming", CIS 498, Winter 1993.

Wineski, R. "Expert Systems", CIS 498, Fall 1992.

Davies, R. "AI Programming", CIS 498, Summer 1992.

Fong, E. "AI Programming", CIS 498, Summer 1992.

Buchan, D. "Transputers and Parallel Computation", CIS 498,
Summer 1992.

Peurach, T. "Philosophical Foundations of Artificial
Intelligence", CIS 498, Winter 1991.

Morrell, S. "Object-Oriented Programming", CIS 498, Winter
1991.

Doran, J. "Applied Knowledge Engineering and Interactive Help
Systems", CIS 498, Fall 1989.

Herrmann, R. "Applied Knowledge Engineering and Interactive
Help Systems", CIS 498, Fall 1989.

DenHaan, L. "Applied Knowledge Engineering and Interactive
Help Systems", CIS 498, Summer 1989.

Ganzberger, M. "Applied Knowledge Engineering and Interactive
Help Systems", CIS 498, Summer 1989.

Howell, C. "Applied Knowledge Engineering and Interactive Help

Systems", CIS 498, Summer 1989.

Muscott, P. "Applied Knowledge Engineering and Interactive Help Systems", CIS 498, Summer 1989.

Warner, B. "Applied Knowledge Engineering and Interactive Help Systems", CIS 498, Summer 1989.

Cavaretta, M. "Applications of Artificial Intelligence", CIS 498, Summer 1987.

Girardi, D. "Instructional Applications of Computer Graphics", CIS 498, Winter, 1986.

Gardner, L. "Instructional Applications of Computer Graphics", CIS 498, Summer 1986.

Murphy, C. "Instructional Applications of Computer Graphics", CIS 498, Summer 1986.