

# 2010 PACISE Conference

WEST CHESTER UNIVERSITY OF PENNSYLVANIA  
COMPUTER SCIENCE DEPARTMENT

**Friday April 9th**

Time	Event				Location
3:00-4:30	Registration and Check-In				UNA-Hallway
4:00-4:50	Board Meeting				UNA #148
5:00-6:00	<b>Keynote Speak: Dr. D. Koditschek</b> Alfred Fitler Moore Professor and Chairman of Electrical & System Engineering UPENN  <i>Composition of Attractor Basins for Dynamically Dexterous Robots</i>				SYK #117
6:00-7:00	Dinner				SYK #117
7:00-7:30	Poster Presentations				UNA-Hallway
	<b>D. Drager</b> Battery Power Saving strategy on Wireless Sensor Network Nodes using Selective Node Shutdown	<b>R. Ito</b> Control Scheme for Surveillance Coverage in Wireless Sensor Networks	<b>N. Pogasic</b> The Evolution of Mobile Communication	<b>C. Zimmermnan</b> Forensics Investigation by Capturing Email and Instant Message Packets	
7:30-9:00	Student Social - Programming Practice				UNA #139,#141,#147

Please park only in either parking lot K or parking lot M. We have permission for you to park for free in these two locations. Campus map is available at [www.cs.wcupa.edu/pacise](http://www.cs.wcupa.edu/pacise)

#### Building Abbreviations

UNA = 25 University Avenue

SYK = Sykes Student Union Building

LAW = Lawrence Center (Please use "Tradition" section seating)

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**Saturday April 10th**

8:00- 8:30	Registration and Check-In (UNA)				Programming Contestants Assemble
	<u>UNA 127</u> Moderator: Prof. T. Ahlborn	<u>UNA 155</u> Moderator: Dr. B. Lu	<u>UNA 158</u> Moderator: Dr. R. Montante	<u>UNA 162</u> Moderator: Dr. E. Milito	UNA 147-141-139
8:30-9:10	<u>E. Dougherty et al.</u> Cruzcourt: A Software Production Project from the Computer Science Students' Perspective	<u>D. Parson</u> Live Improvised Music from a Java Scrabble Game.	<u>S. Kim</u> Geometric Feature Extraction based on the Hierarchical Representation	<u>D. Oliver et al.</u> The User Interface for interactive Sight	8:30 -11:30 Programming Contest
9:15-9:55	<u>M. Jones</u> The Impact of Technical Problems on Student Perceptions of Faculty Effectiveness in a Computer Literacy Course	<u>Lisa L. Kovalchick</u> Directing a Capstone Learning Course	<u>E. Wynters</u> Constructing Visibility Graphs in Parallel on NVIDIA Graphics Processing Units using CUDA	<u>R. Tallman</u> 2D-3D Game Engine Hyperware	
10:00-10:20	Refreshment Break				
10:25-11:05	<u>W. Farag et al.</u> On-line Delivery of the First Programming Course in an Undergraduate Computer Science degree: Is it possible?	<u>C. Estes et al.</u> Women's Experiences in Computer Science at IUP	<u>D. Dailey et al.</u> Similarity Metric for Strings and Graphs	<u>R. Roberts</u> OPENCV for Image Processing with MYRO	
11:10-11:50	<u>D. Parson</u> Apprenticeship in Undergraduate Java Programming	<u>J. L. Thomas</u> Stochastic Optimization Techniques and the Traveling Salesman Problem	<u>K. Pillai</u> Animation and Graphics Instruction on a Shoestring Budget	<u>J. Emert</u> Jcipher: an extensible, polymorphic encryption algorithm	
12:00-1:00	Lunch (LAW)				
1:00-1:15	Award Presentation (LAW)				
1:15-1:30	General Meeting (LAW)				