THE SECOND ANNUAL RESEARCH AND CREATIVE PROJECT SYMPOSIUM

The University of Southern California
TOWN AND GOWN
April 29, 2010

PRESENTATION DISPLAYS OPEN FOR VIEWING
(Fellows will be at their presentation stations for questions and dialogue)
1:30-3:30 PM

RECEPTION
3:30-5:30 PM

REMARKS
4:00 PM

Joint Research:

“A Study of Twitter Retweet Dynamics”
Sunil Kumar, Ph.D., Electrical Engineering, USC Viterbi School of Engineering
Maheswaran Sathiamoorthy, Ph.D., Electrical Engineering, USC Viterbi School of Engineering
Deja Elana Swartz, Ph.D., Communication, USC Annenberg School for Communication & Journalism

Screenings: Short Films

“The Stylized Look in the “Legend of Arad”: A Solution to the Uncanny Valley”
Sepehr Dehpour, M.F.A., Animation and Digital Arts

“Imprint of a game”
Tianran Duan, M.F.A., Animation and Digital Arts

“Moebius Animación: Reactionary animation from Colombia”
Juan Camilo Gonzalez, M.F.A., Animation and Digital Arts

“Bodies in digital context”
Feng-Mei Heberer, Ph.D., Critical Studies

“Crossing the Dreamland: Representation and Sharing of Dreams in Visual Media”
Burak Kurt, M.F.A., Animation and Digital Arts
“Synaptic Crowd: Vox Pop Experiments”
    *Joshua McVeigh-Schultz*, Ph.D., Media Arts and Practice

“Refuge”
    *Arthur Musah*, M.F.A., Film and Television Production

“Synaesthesia: a film exploring perceptual identity”
    *Diana Reichenbach*, M.F.A., Animation and Digital Arts

“The British Invasion of American Television”
    *Deborah Seibel*, M.A., Specialized Journalism

“Round”
    *Camila Tanabe*, M.F.A., Film and Television Production

**USC Annenberg School of Communication & Journalism:**

“Identity and Nationhood: Public Dialogue, New Media, and Reconciliation”
    *Patrick Belanger*, Ph.D., Communication

“Visualizing the South Figueroa Corridor: Communication Asset Mapping and Neighborhood Storytelling”
    *Garrett Broad*, Ph.D., Communication
    *George Villanueva*, Ph.D., Communication

“Unlimited Talk and Text: The Street Corner Industry of Mobile Phones from Pico to Wilshire”
    *Kevin Driscoll*, Ph.D., Communication

“Can social & emotional learning and new media literacies save the world (or at least, pedagogy)? Participatory learning methodologies in an HIV/AIDS intervention to Senegalese adolescents”
    *Laurel Felt*, Ph.D., Communication

“The Art of Criticism in the Age of Interactive Technology”
    *Ryan Gillespie*, Ph.D., Communication

“As My (Virtual) Guitar Gently Weeps: Presence and Performance in Music Video Games”
    *Adam Kahn*, Ph.D., Communication

“Against Racebending: Protesting the Last Airbender and Other Media Whitewashing”
    *Lori Lopez*, Ph.D., Communication

“The Semantic Web and Information Flow: A Legal Framework”
    *Julien Mailland*, Ph.D., Communication

“Create or Die: Artistry in the Age of Content”
    *Evelyn McDonnell*, M.A., Specialized Journalism

“Storytelling as organizing: Social movements in the digital age”
    *Allison Noyes*, Ph.D., Communication
“Talking Past Each Other: Academic and Media Framing of Literacy”
   Katherine Ognyanova, Ph.D., Communication

“Exploring the Implications of Trust and Affect in Communicating Organizational Information”
   Courtney Schultz, Ph.D., Communication

“Videogame Civics: Peter Packet & Real Activism”
   Benjamin Stokes, Ph.D., Communication

**USC School of Cinematic Arts:**

“Labyrinths of Desire: Architecture, Ambience and Virtuality in Hard-Core Spaces”
   Alexander Chase, Ph.D., Critical Studies

“SolidSpace: A Device for Redesigning Perception”
   Bryan Jaycox, M.F.A., Interactive Media

“The New Numbers Game: Digitization of Contemporary Bollywood Cinema”
   Sangeeta Marwah, Ph.D., Critical Studies

“Respecting Space: Audio Mixing, Signal Processing, and Prototyping on the Multi-Touch Microsoft Surface”
   J. Logan Olson, M.F.A., Interactive Media
   Joseph Osborn, M.F.A., Interactive Media

“Designing Games for Educational Research: Creating Tools to Learn How We Learn in Games”
   Sean Plott, M.F.A., Interactive Media

“The Doctor Will Be You Now: A Case Study on Ethics and Role-playing Games”
   Nahil Sharkasi, M.F.A., Interactive Media

“Gray Matter - Neural Systems as Transmedia Narrative”
   Amanda Tasse, Ph.D., Media Arts and Practice

“Medium In Search of Self: The Nature, and Future, of Electronic Literature”
   Laura Emel Yilmaz, M.F.A., Animation and Digital Arts

**USC Viterbi School of Engineering:**

“Achieving efficient multiple packet reception in directional antenna systems”
   Mohammad Taha Bahadori, Ph.D., Electrical Engineering

“A Flexible Multiple Description Coding Scheme Based on Rateless Codes”
   Ozgun Bursalioglu, Ph.D., Electrical Engineering

“Altruism and Spite in Games and Mechanisms”
   Po-An Chen, Ph.D., Computer Science

“Learning Multiuser Channel Allocations in Cognitive Radio Networks”
   Yi Gai, Ph.D., Electrical Engineering
“A Low-cost and Portable 0-6GHz Wireless Frequency Spectrum Analyzer”
Ankush Goel, Ph.D., Electrical Engineering

“CPU-Radio Trade-off for Application Energy Management in Mobile Smartphones”
Shuai Hao, Ph.D., Computer Science

“Efficient and Accurate 3D Reconstruction of Urban Scenes”
Huei-Hung (Chris) Liao, Ph.D., Computer Science

“MDP-Controller based Mobile Sensing for Intelligent Energy Control and Automatic Personal State Recognition”
Shuping Liu, Ph.D., Electrical Engineering

“Energy-Efficient Rate-Adaptive GPS-based Positioning for Smartphones”
Jeongyeup Paek, Ph.D., Computer Science

“Accelerating Atomistic Simulation on Emerging Manycore (up to 64 cores per chip) Computing Platforms”
Liu Peng, Ph.D., Computer Science

“An Urban Tomography System for Audio-Visual Documentation: Smartphones as Embedded Networked Video Sensors”
Moo-Ryong Ra, Ph.D., Computer Science

Mahyar Salek, Ph.D., Computer Science

“Incremental ARA*: An Incremental Anytime Search Algorithm for Moving Target Search in Video Games”
Xiaoxun Sun, Ph.D., Computer Science

“Using Inertial Sensors in Wellness Monitoring”
Harshvardhan Vathsangam, Ph.D., Computer Science