JENNIFER A. POLACK

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EDUCATION

- Doctor of Philosophy – Computer Science and Engineering, December 1997, University of South Florida, Tampa, Florida.
    - Dissertation: Perception of Images using Non-Planar Mappings.
- Masters of Science – Computer Science, August 1993, Pace University, NY, New York.
    - Thesis: Color Space for Molecular Visualization
- Bachelor of Science – Computer Science, May 1992, University of Scranton, Scranton, Pennsylvania.

PROFESSIONAL EXPERIENCE

- August 2010 – Present Professor, University of Mary Washington
- May 2012 – June 2015 Department Chair, University of Mary Washington
- August 2004 – August 2010 Associate Professor, University of Mary Washington
- August 1998 – August 2004 Assistant Professor, Mary Washington College
- August 1996 – July 1998 Faculty/Lecturer, University of South Florida (USF)

STUDY ABROAD EXPERIENCE

- 2025: Digital Storytelling in Chile (March 1, 2025)
- 2024: Digital Storytelling in Iceland
- 2023: Digital Storytelling in Brazil and Argentina
- 1992: Greece as an Undergraduate

PUBLICATIONS

- Polack, Jennifer, and Karen Anewalt. "Student Perceptions of Computer Science Course Experiences During and After the COVID Pandemic." *Journal of Computing Sciences in Colleges* 38.3 (2022): 51-60.
- Polack, Jennifer. "Survey of COVID online teaching methodologies and how they can be used in the traditional classroom: faculty poster abstract." *Journal of Computing Sciences in Colleges* 37.3 (2021): 160-160. BEST POSTER AWARD
- Waters, Parrish, and Jennifer A. Polack. "Interdisciplinary research experience in computer science and biological sciences." *Journal of Computing Sciences in Colleges* 36.3 (2020): 63-69.
- Anewalt, Karen, and Jennifer Polack. "Playing to learn: Using hands-on activities to boost learning in computer science." *Proceedings of the 49th ACM Technical Symposium on Computer Science Education*. 2018.
- Anewalt, Karen, and Jennifer Polack. "A curriculum model featuring oral communication instruction and practice." *Proceedings of the 2017 ACM SIGCSE Technical Symposium on Computer Science Education*. 2017.

PUBLICATIONS (continued)

- Polack, Jennifer A., Mary Clark, and John Evan May. "Teaching simulation during a summer science research program." *Journal of Computing Sciences in Colleges* 32.3 (2017): 75-76.
- Polack, Jennifer A., Mary Clark, and John Evan May. "Simulating restaurant traffic using Wi-Fi data (WIP)." *Proceedings of the Summer Computer Simulation Conference*. 2016.
- Cockrell, Karen Anewalt, Jennifer Polack, and Rance Necaise. "Connecting academic and professional computer science: strategies and experiences." *Journal of Computing Sciences in Colleges* 30.3 (2015): 134-134.
- Polack-Wahl, Jennifer, and Karen Anewalt. "Workshop: Learning agile through active learning activities." *2012 Frontiers in Education Conference Proceedings*. IEEE Computer Society, 2012.
- Polack-Wahl, Jennifer, Stephen Davies, and Karen Anewalt. "A snapshot of current languages used in industry." *2012 Frontiers in Education Conference Proceedings*. IEEE, 2012.
- Davies, Stephen, Jennifer A. Polack-Wahl, and Karen Anewalt. "A snapshot of current practices in teaching the introductory programming sequence." *Proceedings of the 42nd ACM technical symposium on Computer science education*. 2011.
- Anewalt, Karen, and Jennifer Polack-Wahl. "Work in progress—Computer science e-portfolios: Perspectives from upper and lower division students." *2011 Frontiers in Education Conference (FIE)*. IEEE, 2011.
- Polack-Wahl, Jennifer, and Karen Anewalt. "Digital storytelling: a computer science approach: tutorial presentation." *Journal of Computing Sciences in Colleges* 26.3 (2011): 56-57.
- Anewalt, Karen, and Jennifer A. Polack-Wahl. "Teaching an iterative approach with rotating groups in an undergraduate software engineering course." *The Journal of Computing Sciences in Colleges* (2010): 144.
- Anewalt, Karen, Polack, Jennifer, et al. "Panel—Computer scientists wanted! Strategies for increasing interest in computer science." *2010 IEEE Frontiers in Education Conference (FIE)*. IEEE, 2010.
- Polack-Wahl, Jennifer A. "Seeing data in second life." *Journal of Computing Sciences in Colleges* 24.6 (2009): 103-109.
- Polack-Wahl, Jennifer A. "Work in progress—Using podcasting in engineering education." *2010 IEEE Frontiers in Education Conference (FIE)*. IEEE, 2010.
- Polack, Jennifer. "Planning a CIS education within a CS framework." *Journal of Computing Sciences in Colleges* 25.2 (2009): 100-106.
- Polack, Jennifer, and Anewalt, Karen, "Engaging Students in Computer Science Through Interdisciplinary Seminars" *Proceedings of the 2008 International Conference on Frontiers in Education: Computer Science and Computer Engineering*, CSREA Press, 2008.
- Polack-Wahl, Jennifer A. "Game development, social responsibility, and teaching." *Journal of Computing Sciences in Colleges* 24.2 (2008): 196-203.
- Anewalt, Karen, Polack, Jennifer et al. "Approaches to undergraduate research: what works?." *Journal of Computing Sciences in Colleges* 22.3 (2007): 164-167.
- Polack-Wahl, Jennifer A. "Work in progress—Designing computer technology Learning modules in a 4 th grade curriculum." *2007 37th Annual Frontiers In Education Conference-Global Engineering: Knowledge Without Borders, Opportunities Without Passports*. IEEE, 2007.
- Ye, En, Chang Liu, and Jennifer A. Polack-Wahl. "Enhancing software engineering education using teaching aids in 3-D online virtual worlds." *2007 37th Annual Frontiers In Education Conference-Global Engineering: Knowledge Without Borders, Opportunities Without Passports*. IEEE, 2007.

PUBLICATIONS (continued)

- Polack-Wahl, Jennifer A. "Work in progress' Game development, social responsibility, and teaching." *2007 37th Annual Frontiers In Education Conference-Global Engineering: Knowledge Without Borders, Opportunities Without Passports*. IEEE, 2007.
- Aylor, Lucas, Joseph Landries, and Jennifer Polack-Wahl. "Game programming using the Allegro libraries." Journal of Computing Sciences in Colleges 22.3 (2007): 58-58.
- Polack-Wahl, Jennifer A. "Lessons Learned From Different Types of Projects in Software Engineering." *FECS*. 2006.
- Polack-Wahl, Jennifer A., and Karen Anewalt. "Learning strategies and undergraduate research." *Proceedings of the 37th SIGCSE technical symposium on Computer science education*. 2006.
- Polack-Wahl, J., and K. Anewalf. "Work in progress-research methods: teaching students how to learn about learning." *Proceedings Frontiers in Education 35th Annual Conference*. IEEE, 2005.
- Polack-Wahl, Jennifer A., and Marsha Zaidman. "Raising student awareness of computing concerns and ethical practices." *Journal of Computing Sciences in Colleges* 21.2 (2005): 95-103.
- Polack-Wahl, Jennifer A. "Teaching HCI in software engineering." *34th Annual Frontiers in Education, 2004. FIE 2004*. IEEE, 2004.
- Anewalt, Karen, Polack, Jennifer, et al. "Group projects across the curriculum." *Journal of Computing Sciences in Colleges* 19.2 (2003): 232-237.
- Polack-Wahl, Jennifer A., and Peter N. Squire. "Overcoming obstacles to undergraduate research at a small institution." *Journal of Computing Sciences in Colleges* 18.5 (2003): 128-135.
- Polack-Wahl, Jennifer A. "Software engineering: a new approach for small departments." *Journal of Computing Sciences in Colleges* 18.3 (2003): 26-31.
- Polack-Wahl, Jennifer A. "Enhancing computer ethics by increasing collaboration and peer learning." *Proceedings International Symposium on Technology and Society*. IEEE, 2001.
- Polack-Wahl, Jennifer A. "It is time to stand up and communicate [computer science courses]." *30th Annual Frontiers in Education Conference. Building on A Century of Progress in Engineering Education. Conference Proceedings (IEEE Cat. No. 00CH37135)*. Vol. 1. IEEE, 2000.
- Polack, Jennifer, "Advancing Women's Careers by Improving Communication Skills at the Undergraduate Level" in the *New Frontiers New Traditions Conference Information and Proceedings,* 8th in the Series of CCWest, July 2000.
- Polack, Jennifer, "Object Oriented Analysis and Design Workshop." *TIP-IT, Teaching Innovation Program-Instructional Technology* Online Newsletter, February 2000, Volume 18 Issue 1.
- Polack-Wahl, Jennifer A. "Actively learning computer ethics." *Proceedings of the fifth annual CCSC northeastern conference on The Journal of Computing in Small College,* 2000.
- Polack-Wahl, Jennifer A. "Group projects: woman and men can work together in the computer science realm." *1999 International Symposium on Technology and Society-Women and Technology: Historical, Societal, and Professional Perspectives. Proceedings. Networking the World (Cat. No. 99CH37005)*. IEEE, 1999.
- Polack-Wahl, Jennifer A. "Incorporating the client's role in a software engineering course." *The proceedings of the thirtieth SIGCSE technical symposium on Computer science education*. 1999.
- Polack, Jennifer A., Les A. Piegl, and Marc L. Carter. "Perception of images using cylindrical mapping." *The Visual Computer* 13.4 (1997): 155-167.

GRANTS

- Waters, Parrish, Stahlman, W. David and Polack, Jennifer. ,2017 Jeffress Trust Awards Program in Interdisciplinary Research: Visualizing big data to determine the effects of physical exercise on social ethology, social rank and neurophysiology in laboratory mice. $100,000.
- Venitta McCall, George Meadows, and Marie Sheckels, Debra Hydorn, Leanna Giancarlo, Hai Nguyen, Parrish Waters, Jennifer Polack, Melanie Szulczewski, Keith Mellinger. Suzanne Sumner, Jennifer Walker, Friends of the Rappahannock. 2017 Virginia Department of Education Improving Teacher Quality State Grant. $199,998
- 2011 – 2012 UMW Faculty Development Grant "iPod for Education: Teaching Resource for the Future."
- 2009 Jennifer A. Polack, Give iTouches & Customized Education Applications to K and 1st Graders, $5000
- 2007 UMW Faculty Professional Development Grant "Reinventing 3-Dimensional Graphics: Second Life"
- 2006 – 2007 ACM SIGCSE Special Project, "Facilitating Curriculum Material Adoption Using 3-D Virtual Collaboration Environments."
- 2006 – 2007 Jepson Fellowship "Designing Computer Technology Learning Modules in the K-12 Curriculum"
- 2000-2001 NCIIA Grant to Support Invention, Innovation, and Entrepreneurship in Higher Education
- 2000-2001Faculty Development Grant Learning How to Develop User Interfaces is an Art called Human-Computer Interaction
- 2000-2001Faculty Development Grant: Creating Web Course In a Box in Computer Science
- 1999-2000 MWC Funds for Excellence: Grant Enhancing the Computer Science Curriculum Using Multimedia Instructional Modules: Providing Course Exemplars for an Intensive Technology Requirement
- 1999-2000 Faculty Development Grant: Development of an Application Development Course

SUBJECTS TAUGHT

CPSC 106: Digital Storytelling
CPSC 110: Intro to Computer Science
CPSC 220: Computer Science I
CPSC 230: Computer Science II
CPSC 302: Computer Ethics
CPSC 240: Object-Oriented Analysis & Design
CPSC 340: Data Structures
CPSC 370: Human-Computer Interaction
CPSC 370: Research Methods
CPSC 405: Operating Systems
CPSC 430: Software Engineering
CPSC 440: Game Programming
CPSC 444: 3D Computer Graphics
CPSC 470: Animation with Java
CPSC 470: Game Programming with Unity

PROFESSIONAL MEMBERSHIPS

- CSTA: Computer Science Teachers Association
- IEEE: Institute of Electrical and Electronics Engineers, Inc.
- IEEE: Institute of Electrical and Electronics Engineers, Inc. -Computer Society
- ACM: Association of Computing Machinery
- ACM SIGCSE: Special Interest Group in Computer Science Education
- ACM SIGSOFT: Special Interest Group in Software Engineering

PROFESSIONAL DEVELOPMENT (2003 – Present)

- Let's TILT: Transparency in Learning and Teaching, UMW Center for Teaching Summer 2023
- TILT workshop, UMW Center for Teaching Summer 2023
- Al Dente Teaching workshop, May 2023
- Data Science by HavardX. 2021.
- Data Science A-Z™: Real-Life Data Science. Kirill Eremenko, Udemy. 2021
- 3D Programming with JavaScript and the Three.js 3D Library by Shay Tavor, Udemy. 2021
- VIVA Workshop: Summer 2020
- Developing Competitive Grant Proposals for the National Science Workshop at the Northeastern Conference of the Consortium for Computing Sciences in April 2010.
- BotWorld, an "Objects-First, Algorithms-Early" Java Microworld Workshop at the 41st ACM Technical Symposium on Computer Science Education Conference in March 2010.
- An Audacious iPhone Workshop at the 41st ACM Technical Symposium on Computer Science Education Conference in March 2010.
- Linking Computer Science, Art, and Practice Through Digital Sound Workshop at the Southeastern Conference of the Consortium for Computing Sciences in November.
- UMW Writing workshop: Summer 2009
- UMW Speaking Workshop: Summer 2009
- Freshman Seminar Workshop. Summer 2008.
- Alice Workshop, Carnegie Mellon University Summer Institute July 2008
- Speaking Workshop: Class Discussion May 2008
- Writing workshop May 2008
- New Media Consortium, Sparking Innovative Learning and Creativity, Summer Conference in Indianapolis, Indiana, June 2007
- Speaking Intensive Workshop May 2007
- Presenting Data and Information Workshop. By Edward Tufte May 2007
- Faculty Academy Attendance, May 2007
- "Introduction to Microsoft .NET for Academia Workshop" sponsored by Joe Hummel from Lake Forest College at SIGCSE 2006.
- "Learning Agile Python Workshop" was sponsored by Ariel Ortiz from Tecnológico de Monterrey at SIGCSE in 2006.
- Computer Science Writing Workshops University of Mary Washington January & May 2006.
- Faculty Academy 2005. University of Mary Washington, May 10-11.
- jGRASP: An Integrated Development Environment with Visualizations for Teaching Java in CS1, CS2, and Beyond offered by James Cross, Auburn University at the FIE 2004 Conference October 20, 2004.
- Producing Multimedia Engineering Courseware Using Flash offered by Shahnam Navaee, Georgia Southern University at the FIE 2004 Conference October 20, 2004.
- Writing Intensive Workshop 2003 - Mary Washington College, Virginia.
- Speaking Intensive Faculty Development Workshop at Mary Washington College May 2003.
- "Use Case Modeling" by Donald Chand and Sri Vasudevan at the 8th Annual Consortium for Computing Sciences in Colleges: Northeastern, Rhode Island College. April 2003.

COMMITTEE AND COMMUNITY SERVICE

College Service

- August 2024 – Faculty Development and Grants
- August 2020 – Current University Speaking Committee
- August 2019 – May 2020 University BLS Committee
- August 2014 – May 2017 University Honor's Program Committee Member
- August 2013 – May 2013 Speaking Intensive Committee Member
- May 2012 – 2015 Department Chair of Computer Science at the University of Mary Washington.
- 2011– present Advisory Board Member of National Science Foundation STEP Award (# DUE-1068150).
- Freshman Advisor 2011-2012
- Speaking Intensive Committee Secretary 2010-2011.
- Speaking Intensive Committee (Fall 2009 – Spring 2012, Fall 2020 - Spring 2023)
- Discovery Day Presenter (Fall 2009)
- General Education Committee (Replacement for Spring 2009)
- First Year Advising, 15 students (2008-2009)
- Chair Campus Academic Resource Committee (2006 – 2008)
- Campus Academic Resource Committee Member (2005-2008)
- Faculty Senator (2002-present & 2000-2001)
- Speaking Intensive Committee Member (1999-2002, 2020 - Present)
- Fitness and Parking Garage Committee Member (1999-2000)
- Showcase Participant (1999,2001, 2003, 2005)

Department Service

- Search Committee Chair for Associate Cybersecurity Specialist (2020-2021)
- Search Committee Chair for Lecturer (2020-2021,2022-2023)
- Search Committee Chair Assistant Professor (2011-2012 & 2013-2014 & 2014-2015, 2020-2021)
- Giving Day 2019 - Present
- UPE (Computer Science Honor Society) Advisor, 2001 – 2010, 2012 – 2019.
- Majors Advisor 47 Students Fall 2023 – Spring 2024
- Co-Advisor for Student ACM Chapter: Association for Computing Machinery (1998 – 2005)
- Attended the regional ACM Programming Contest 2003, 2002, 1999 and 1998

Professional/Community Service

- Steering Committee member of Consortium for Computing Sciences in Colleges Eastern Division (2006-present)
- Virginia Chapter Chair for IEEE Education Society 2006 - 2022
- Conference Treasurer for the 25th Annual Eastern Conference October 2009 at Villanova University.

Professional/Community Service (continued)

- Education Society program Chair for Frontiers in Education International Conference in 2010 in Washington DC
- Virginia Education Media Association, Student Media Festival Judge at Lafayette Upper Elementary School in May 2007
- Conference Treasurer for the 2007 Eastern Conference of the Computing Sciences in Colleges, held at St. Joseph's College in October 2007.
- Conference Co-Chair for the 2006 Eastern Conference of the Computing Sciences in Colleges, held at UMW in October 2006.
- Reviewed: Papers for CCSCE (Computing Sciences in College Eastern Conference) 2004 -2007
- Reviewed: Papers for FIE 2005, 2006, and 2007 (Frontiers in Education)
- Panel/Workshop/Tutorial Co-Chair for The 2005 Eastern Conference of the Computing Sciences in Colleges, to be held at Iona College, NY Fall 2005.
- Reviewed: Papers for ACM SIGCSE (Association for Computing Machinery Special Interest Group in Computer Science Education) 2001- 2006.
- Reviewed: Papers for ACM ITiCSE 2005
- Panel/Workshop/Tutorial Co-Chair for the 2005 Eastern Conference of the Computing Sciences in Colleges, held at Iona College, NY Fall 2005.
- Inviting to serve on a panel in July 2005 to review proposals submitted to the National Science Foundation's Course, Curriculum, and Laboratory Improvement (CCLI) program Educational Materials Development (EMD) or National Dissemination (ND) track.
- Session Chair at the Frontiers in Education Conference Savannah Georgia October 2004.
- Session Chair at the CCSC Eastern Conference at Loyola College October 2004.
- Publicity Co-Chair for the 2004 Eastern Conference of the Computing Sciences in Colleges, to be held at Loyola College, MD Fall 2004.
- Selected as a reviewer for the National Science Foundation: Science, Technology, Engineering, and Mathematics Talent Expansion Program (STEP) in the Summer of 2003
- Steering Committee Member: - The 2003 Eastern Conference of the Computing Sciences in Colleges, to be held at Montclair State University, NJ Fall 2003.
- Panel/Poster Chair: Sixth (2002) and Seventh (2003) Annual Eastern Conference.
- Selected as a reviewer for the National Science Foundation: Computer Science, Engineering, and Mathematics Scholarships CSEMS Grant Program 2001.
- Reviewed: Papers for CCSC (Computing Sciences in College Northeastern & Eastern Conference) 2003.
- Reviewed: Papers for CCSC (Small Colleges Northeastern & Eastern Conference) 1999, 2000, 2001, and 2002.
- Board Member of the Commonwealth Girl Scouts 2002 – 2004
- Session Chair: Sixth Annual Northeastern Conference April 2001.
- NSF Grant CCLI (A&I) 0088370 adapted from 1999-2000 MWC Funds for Excellence Grant: Grant Enhancing the Computer Science Curriculum Using Multimedia Instructional Modules: Providing Course Exemplars for a Technology Intensive Requirement
- Created Computer Ethics Modules for the National Science Grant DUE 9752792 with Kevin Bowyer at the University of South Florida (1999)

STUDENT INDEPENDENT STUDIES, SUMMER RESEARCH & INTERNSHIPS

- Brenden Highlander, Aelliana Seidenstein, Nolan Tobin, Ryan Warren, and Jayden Wynes Not-for-Profit Website Maintenance
- Ben Ford, Unity Games for Introduction to Python Student Spring 2024
- Nicholas Annunziata, Ben Ford, and Niko Torr, Unity Games for Introduction to Python Students, Fall 2023
- Nicholas Annunziata, Climate Data in the Amazon, Spring 2023
- Saira Beg, E-Portfolio, Spring 2023
- Alip Yalikun, Directed Readings, Spring 2023
- Dylan Myers, Arsalan Ahmad: CPSC Portfolio, Spring 2022
- Jane Hill, Honors Project Game Development, Fall 2021 & Spring 2022
- Suad Parvez, Refrigerator Tracker, Spring 2022
- Sarah Ridell, Web Development-Honor Program Project, Fall 2020 & Spring 2021
- Melody Sepehrar, Game Development, Fall 2020 & Spring 2021
- Miles Spence, Pandemic Data Science-Honor Program Project, Fall 2020 & Spring 2021
- Benjamin Jameson, Web Development, Spring 2020
- Michael Corbin, Unity Development, Summer 2019
- Zach Caton, iPhone Game Development, Individual Study, Spring 2018
- Ethan Martin, Linux Editor Development, Individual Study, Spring 2018
- Brian Walsh, I95 Data Visualization, Individual Study, Spring 2018
- Whitney Post, Mice Visualization, Individual Study, Fall 2017
- Brian Walsh, I95 Data Visualization, Special Projects in Computer Science, Fall 2017
- Jacqueline Coats, Jepson Summer Science 2017
- Whitney Post, Jepson Summer Science 2017 Best Presentation
- Jacqueline Coates, Game Development for the Raspberry Pi, Individual Study, Spring 2017
- Benjamin Whipkey, Game Development for the Raspberry Pi, Individual Study, Spring 2017
- Kevin France, Research Methods, Fall 2016
- Duncan Beavers, Game Programming, Individual Study, Spring 2016
- Timothy Caish, IOS Development, Individual Study, Spring 2016
- Phillip Laclede, Amazon Web Services, Individual Study, Spring 2016
- Corey Staier, iPhone App Building Recognition of UMW Using GPS Location Data, Special Projects in Computer Science, Fall 2015
- Carlson Beale, iPhone Game Development, Individual Study, Fall 2015
- Kenny Campbell Software Development, Fall 2015
- Mary Clark Simulating Restaurant Traffic Using Wi-Fi Data, Fall 2015
- Evan May, Simulating Restaurant Traffic Using Wi-Fi Data, Fall 2015
- Roylando Toliver, Interdisciplinary App Development to Study learning in laboratory animals, Fall 2015
- 2015 UMW Summer Research Institute Mary Clark and Evan May Jepson Summer Science. Evan May Best Research Presentation.
- Matt Parker, iPhone App Development: Introduction to Computer Science Programming, Spring 2015, Fall 2015
- Shana Rigelhaupt, iPhone App Development, Spring 2015

STUDENT INDEPENDENT STUDIES, SUMMER RESEARCH & INTERNSHIPS

- Christopher Zimmerman, iPhone App Development: UMW goes Mobile, Fall 2014
- Nicholas Sebenaler, iPhone Education Game Development: Fractions, Percentages and more, Fall 2014, Spring 2015, Fall 2015 and Spring 2016
- Chris Lloyd iPhone Education Game Development: Fractions, Percentages and more, Spring 2014 & Fall 2014
- Frankie DePaola, iPhone Education Game Development: Mali, Fall 2013 – Spring 2014
- David Graf, iPhone Education Game Development: Algebra Battleship, and Maintenance Spring 2013-Spring 2014
- Sean Lewis, iPhone Education Game Development: Algebra Battleship & Maintenance, Spring 2013 – Spring 2014
- Maddie Lord, iPhone Education Parking App Development, Fall 2012 and Spring 2013
- Kevin Cherniawski, iPhone Education Game Development: Mali and Virginia Apps4VA Contest, Fall 2012 and Spring 2013
- Sam du Busc, iPhone Education Game Development: Algebra Football and Virginia Apps4VA Contest, Fall 2012 and Spring 2013
- Patrick Stalcup, iPhone Education Game Development: Mali and Virginia Apps4VA Contest, Fall 2012 and Spring 2013.
- Rebecca Brown, iPhone Education Game Development: Algebra Battleship, Fall 2012
- David Justis, Introduction to iPhone Education Game Development, Fall 2012 and Spring 2013.
- Heather Martin, Honors, iPhone Education Game Development: Space Spell and Rise of Pharaoh, Fall 2011 and Spring 2012
- Kevin Cherniawski, Honors, iPhone Education Game Development: Dungeon and Dollars, Fall 2011 and Spring 2012
- David Woodruff, Honors, iPhone Education Game Development: Gumshoe Geometry, Fall 2011 and Spring 2012
- Theodore Pugh, Honors, iPhone Education Game Development: What do they eat? , Fall 2011 and Spring 2012
- Keelin Haw and Rosanna Catahan, Individual Study, iPhone Education Game Development: Spanish and French Education, Spring 2012
- Ross Kinsman, Individual Study, iPhone Education Game Development Music and Mozart, Fall 2011
- Patrick Stalcup, Special Projects, iPhone Education Game Development: Mali, Fall 2011
- Stephen Jackson, Individual Study, iPhone Education Game Development: Word Scramble, Spring 2011.
- Heather Martin, Individual Study, iPhone Education Game Development: Word Scramble, Spring 2011.
- Dustin Lieske, Individual Study, iPhone Education Game Development: Tic-Tac-Spell, Spring 2011.
- Bryan Keelon, Individual Study, iPhone Education Game Development: Clam Match, Spring 2011.
- Jeff McElhannon, Honors, iPhone Education Game Development and Analysis: Ice Cream Addition, Investigations, and Numbers Under the Sea, Spring 2011

STUDENT INDEPENDENT STUDIES, SUMMER RESEARCH & INTERNSHIPS

- Jacob Bowman, Honors, iPhone Education Game Development and Analysis: Short Vowel Mahjong and Where Do I live? Spring 2011
- Kevin Hamerski, Honors, J2EE Development and Analysis, Spring 2011.
- Dustin Lieske, Individual Study, iPhone Education Game Development: Tic-Tac-Spell, Fall 2010.
- Jeff McElhannon, Individual Study, iPhone Education Game Development: Ice Cream Addition, Fall 2010.
- Jacob Bowman, Individual Study, iPhone Education Game Development: Short Vowel Mahjong, Fall 2010
- Kevin Hamerski, Individual Study, J2EE Development, Fall 2010.
- David Adams, Kevin Hamerski, Tyler Herold, and Jeff McElhannon, Individual Studies. Mobile Applications for Education Programming the iTouch. Spring 2010.
- George Kirk, Artificial Intelligence in Video Games. Special Projects in Computer Science. Spring 2010.
- James Gallagher, Software Maintenance on the UMW Business Social Networking Website. Individual Study. Spring 2010.
- David Reichert, Software Maintenance on the UMW Women's Soccer Team Recruitment Website. Individual Study. Spring 2010.
- Sean Willess, Software Maintenance on the IT Equipment/Classroom Tracking System. Individual Study. Spring 2010
- David Adams, Special Projects in Computer Science, Data Representation / 3D Graphics, Fall 2009
- Renee Carignan, Individual Study. Game Engines. Fall 2009
- Dustin Lieske, Special Projects in Computer Science. 2D Game Development using OpenGL. Fall 2009
- Zwe Maung, Special Projects in Computer Science. iPhone Application Research. Fall 2009
- Jeff McElhannon, Individual Study. Theoretical Data Analysis. Fall 2009
- Brandon Perdue, Independent Study. Digital Storytelling and Games. Fall 2008.
- Renee Carignan, Independent Study. AI and Gaming. Fall 2008.
- Meghan Sinclair, Independent Study. C# Programming. Fall 2008.
- Joel Peck, Honors Project, Fall 2007 and Spring 2008
- Michael Leon Honors Project GUI and Game Engine Research, Fall 2007 and Spring 2008
- Ryan Rillo Honors Project Programming multiple levels using Allegro and incorporating AI, Fall 2007 and Spring 2008
- Andrew Federspiel Honors Project Game Programming Flash Forward: An independent study on the procedural level generation and its effect on game design, Fall 2007 and Spring 2008
- Greta Krasfig Independent Study Game Development, Programming, & Design, Fall 2007 and Spring 2008
- Stephen Sorrell Independent Study Speaking PHP / HTML and Mysql, Spring 2008
- Brandon Purdue Independent Study Music Visualization in Second Life, Spring 2008
- Jeff May Independent Study Open Source Accounting Software, Spring 2008
- Nickolaus Lemley Undergraduate Research in Computer Science, Fall 2007

STUDENT INDEPENDENT STUDIES, SUMMER RESEARCH & INTERNSHIPS

- Dylan Yaga Undergraduate Research in Computer Science, Fall 2007
- William Ella Independent Study Visualizing Information in Three Dimensions Using Second Life, Fall 2007
- Richard Jones Independent Study Using MySQL Database to Simulate On-Line Gaming, Fall 2007
- Weldon Burt Graduate Individual Study Graphics Applications in DirectX 9, Fall 2007
- Sebastian Bouchard Independent Study 3D Game Engine Programming Spring 2007
- Joe Yanci: Robotics Independent Study Intellibrain Bot Programming in Java Spring 2007
- Joel Peck Independent Study Applied Mathematics in Computer Graphics for a Game Engine Spring 2007
- Mike Leon Independent Study GUI and Client Networking Programming for a Game Engine. Spring 2007
- Broderick Taylor Independent Study Software Engineering Analysis and Design, Spring 2007
- Jason Jones: Internship at System Technology Forum Ltd. Spring 2007
- Alexander Heavner: Internship at Zope Corporation Spring 2007
- Katrina roman: Independent Study Natural Language Processing, Fall 2006
- Sebastian Bouchard: Honor's Project Artificial Intelligence Navigation and Learning Techniques.
- Julie Saenz: Independent Study Databases for the Web, Fall 2006
- Julie Saenz: Internship at CACI, Inc.
- 2006 UMW Summer Research Institute with students Katrina Roman and Sebastian Bouchard
- Alexander Heavner: Internship at Planning Consultants Inc., Summer 2006
- Daniel Fovargue: Honor's Project Advance 3D Game Programming, Spring 2006
- Mandie Corriveau: Individual Study The Scheme Programming Language, Spring 2006
- Mike Kropat: Individual Study Tor GUI Competition, Fall 2005
- Daniel Fovargue: Individual Study 3D Game Programming, Fall 2005
- 2005 UMW Summer Research Institute with students Katrina Roman and Daniel Fovargue
- Richard Weinhold: Individual Study Classifieds System for UMW, Spring 2005
- Steven Palmer: Internship at Flatter and Associates, Fall 2004
- Brian Fuller: Internship at Planning Consultants Inc., Summer 2004
- Kevin Boyd: Individual Study Computer Graphics: Animation Studies Summer 2003
- Aaron Reynolds: Internship at Air-Prime Solutions, Inc, Summer 2003
- Rachel Koether: Internship at Virginia House of Delegates, Spring 2003
- Jennifer O'Leary: Internship at Fredericksburg.com, Fall 2002
- Michael Corcoran: Independent Study OpenGL Graphics Programming and AI Techniques, Fall 2002