

**University of Plymouth**

**School of Computing, Electronics and Mathematics**

**Project Showcase: Computing**

**18 May 2016, from 10am**

Computing students can be found as follows:

<b>Programme</b>	<b>Location</b>
BSc (Hons) Computer Systems and Networks	Smeaton 306
BSc (Hons) Computer Science	Babbage 208/209
BSc (Hons) Computer and Information Security	Babbage 207
BSc (Hons) Computing	Babbage 109/111/112
BSc (Hons) Web Applications Development	Babbage 110
BSc (Hons) Computing and Games Development	Babbage 210/203

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<b>BSc (Hons) Computer and Information Security</b>		<b>Babbage room 207</b>
Ali	Albader	Police Cars' Garage Management System
Yousef	Aldhubibi	General department of traffic pound
Khaled	Alenezi	Police Station Management
Ali	Alkhalawi	Judicially wanted tracking system
Abdulaziz	Almezrem	Web portal services for Ministry of the Interior
Abdullah	Alsalhat	Police Academy Automation System
Eissa	Alshehab	Internal Affairs
Mojtaba	Amiri	Web-based Vulnerability Assessment Platform
Oliver	Butler	Guild wars 2 (game) API sourced gear evaluation tool
Brandon	Chapman	Mental Health Act Assessment Claims System (MHAACS)
Gavin	Dodd	Forensic Evidence Discovery
John	Fletcher	Security Training and Awareness
Aaron	Gale	Customisable Security Dashboard
Patrick	George	Mouse Dynamics
Joshua	Gideon	Mitigating insider threats using profiling
Adam	Holmwood	End User Compliancy tool for system protection
James	Langler	User Activity Monitoring
Oliver	Loveless	Insider threat detection rule development
Jonathan	Neal	Offensive Capability of Android

Adonis	Okpidi	Network Intrusion Detection System
Edward	Proctor	Automated Penetration Testing Device
Alexander	Richardson	EthVR - Virtual Reality Packet Sniffer & Visualisation
Keith	Short	Honeypot Project
Matthew	Slegg	Biometric Authentication Identification System
Nicholas	Symons	Roster
Daniel	Warburton	Mouse Dynamics

<b>BSc (Hons) Computer Science</b>		<b>Babbage rooms 208/209</b>
Zackary	Akil	Prediction API specially related data
Sara	Al-Ghanim	Online Shopping service using Instagram Data
William	Alcorn	Educational tool for building simple virtual computers
Abir	Ali	Business Management System
Graham	Baxter	Electronic Device Comparison/Recommendation Website
Gareth	Bell	Java Fuzz Testing Framework
Florian	Brett	Decentralised IoT communication software for Home Automation
Leigh	Brooks	Rail departures/arrivals board using E-Paper technology
Joshua	Bruce	Camping Sharing Economy
Dan	Buckwell	Web-based Bus Timetable System
Alistair	Bull	Advanced Motion Tracking to Interact with Business Environments
Terry	Cain	Overseer - Computer Monitoring System
Brett	Codling	Android controlled RC car with RPi
Jamie	Dalley	Fitness Tracker
Jason	Dee	Two Dimensional Platformer
Dominic	Dowding	Emotion detection within a music analysis application.
Stephen	Gibbs	Sleep Tracking Iphone App
Nicholas	Harrison	Android Game
James	Hawkins	Application to Support People with Mild Dementia
Benjamin	Haynes	Emoji Keyboard using facial recognition
Samuel	Ingram Peters	Hotel Booking System With Back-end Management
Kypher	Johnson	3D LiDAR Visualisation Tool
Sam	Jones	Management Board
Thomas	Knowles	Taxi Booking System
Lorenzo	Koundouris	Android App for A&A Agency Management
Daryl	Ladd	Machine learning and spot the difference solver
Matthew	Laws	Web application development
Daniel	Martin	Business Analytics and Management System
Matthew	McNamara-Waddington	Seashore Crab Identification App (Crab It)
David	Mitchell	Web-based word-processing application
Thomas	Pritchard	Developing User Interface Paradigms for Data Visualisation in Room-Scale Virtual Reality Systems (Babbage room 201)
James	Reynolds	Internet Enabled Home Appliances

George	Rushton	Tennis Trainer for Android Smart Watch
Jamie	Shepherd	Multi-device “plug in and play” board game
James	Short	Hydrophone analysis system (Babbage room 203)
Thomas	Simpson	The Study and Analysis of Perceived Building Comfort
Thomas	Smith	Vehicle Tracking System using Android Devices
Charles	Waite	Android App for football bet tracking and odds comparison
Harry	Wilson	Sailing Results Calculator

<b>BSc (Hons) Computing and Games Development</b>		<b>Babbage rooms 210/203</b>
Kurush	Abdoviszadeh	F.A.S.T. Virtual Reality Base Flight Combat Game
Ayman	Awaad	A Basic 3D Game Engine
Daniel	Bendell	Final Adventure (Turn Based Strategy Game)
Emily	Bourne	Physical Effects of Gameplay Study and Demo
Adam	Daniels	A procedural planet generator toolkit for Unity
Jenny	Dragonslayer	2D Indie Horror game
Samuel	Eden	RPG for mobile devices
Bejan	Hooshair	Bearing - Recruitment Analysis & Assistance
Nicholas	Johnson	Some Might Say - A Visual Novel (Babbage room 209)
James	King	Gesture Based Dictaphone
Thomas	Kraaijeveld	Student Work Planner App
Siu	Kwok	Tile-based strategy game
Alexander	Luk	Bring It On (Game Development)
Matthew	Norman	Turn-Based Tactical Game with Trading Card Backend
Elijah	Norton-Cox	Motion Controls for an Immersive Horror Survival Game
Chun	Pang	Simulation Game by Using Unity 5
Phillip	Payne	Space Station Repair/ Building Game - Unity 3D
Brian	Powell	A Tactical First Person Shooter RPG - Unity3D
Scott	Redrup	Lucidity: A 3D procedurally generated dungeon crawler
Joseph	Riches	Undermine
Richard	Simpson	AR Location Based 'Cops and Robbers' Game
Chun	Siu	Snow War
Ryan	Stevenson	Evolving Fun In Games
Luke	Stoward	Gaming Social Event Organisation App (Web)
Luke	Taylor	Prescription Assistant Application Prototype
Jason	Vaitilingon	Data Synchronisation Between Video Game Test Builds
Timothy	Volossevich	City of the Divine
Jack	Wakeham	3D Open World Survival Horror Game
Kris	Wills	Mars Colony Simulation Game

<b>BSc (Hons) Web Applications Development</b>		<b>Babbage room 110</b>
Faisal	Alsalamah	InstaSale Application
Stevis	Andrea	Student accommodation web application
Samuel	Berry	DesignBuddy - An online social network for web creatives
Ryan	Pearce	World Link
Christopher	Pratt	A Project Hosting and Management Web Interface

<b>BSc (Hons) Computing</b>		<b>Babbage rooms 109/111/112</b>
Christopher	Barnett	Friend Finder
Shau	Beh	Online Food Ordering System With Voice Recognition
Conner	Bell	Amazon EC2 + S3 Creation and Management tool.
George	Bishop	Kingdom Crawler - Android 2D Game
Ryan	Brooks	Gaming News Web Application
Sophie	Brown	Interactive Website & App for Harry Potter Film locations
Alvis	Bundulis	Online multiplayer 3D game
Donald	Bury	Student Cook Book a Mobile Phone Application
Alec	Campbell	3D Spaceship Racing Game
Michael	Cave	Bluetooth Low Energy Beacon Discovery Engine and Scavenger Hunt
Mark	Clark	Phase5 Web portal
Nicola	Clarke	Travel Buddy
Thomas	Coad	C++ Program to display 3D Visual Effects using Direct X
Stuart	Cox	Coffee Shack Rota System
Zak	Cox	Visor
Matthew	Girdler	Staff Returns Web Application
Reuben	Greening Towers	Web Application Development
Albashir	Gulak	Hotel room booking system
Nigel	Hopkins	Mobile Hairdressers Round The Clock Web Presence
Joshua	Hughes-Oldershaw	3D Horror Game
Shannon	Isaac	Interactive Story Book
Gary	Johnson-Laird	2D Adventure Game
Thomas	Kerr	On-line HTML5, CSS3 and JavaScript Editor
Neville	Mainland	Book A Valet
Daniel	Marker	Driver Dashboard - Performance Management System
George	McCormack	Beatmatcher
Luke	Mills	Information Risk Management and Reporting Tool
Christopher	Morris	Database driven website for Jenna's Creations
Jordan	Paynter	Auto Stock Controls
Mathew	Perry	Prescription Routine & Reminder (Android App)
Michael	Piotrowicz	Software Application Development - Diabetes App
Taran	Pitman	PHP RPG game
Lewis	Redshaw	SimRacinG Complete
Aidan	Smith	Web Application For South of England Lacrosse Association
Dale	Stevens	Project Management Web Application

Jonathan	Street	Financial tracking and management application
Kieran	Tennant	PHP/MySQL Browser-Based Role Playing Game
Stephen	Tollafeld	Web Based Resource Tool
Holly	Voysey	Help Desk System for Numatic International
Philip	Walker	Car Share - App and Website
James	Walters	Raspberry Pi powered Webcam server
Luke	Williams	Top-Down Perspective 3D Racing Game
Adrian	Wills	Side-Scrolling Adventure Game Development
Nathan	Wong	Database Management System for a Hotel
Kennevor	Kharsyntiew	Creating taught materials on using MySQL
Dushyanth	Nalagampalli Papudeshi	Identifying weak links in a network/organization using Open Source Intelligence
Yash	Vijay	Evaluating cloud computing scheduling algorithms

<b>BSc (Hons) Computer Systems and Networks</b>		<b>Smeaton room 306</b>
Babatunde	Benjamin	A Network Builder & Monitoring System
Daniel	Burgess	A Hyper-V Network (via a Cloud Based Solution)
Anthony	Cook	Equipment Rental & Asset Tracking System
Rhys	Edwards	MILC; a Management Interface for Link Configuration
Callum	Fox	WAN Based Peer to Peer Workgroups
Daniel	Goodinson	Platform Monitoring and Alerting System
Rhys	Griffiths	Arbalest - Virtual Machine Configuration and Deployment
Peter	Huxford	Deployment of Test Environments using Puppet / Chef
Matthew	King	Analysing the performance and limits of a wireless network
Rhys	Lockley	ISP network providing connectivity
Craig	McCauley	IT Support Database Ticket system
Prince	Mtangadura	Application centric technology for an application centric world
Oliver	Neville-Payne	Pow Meow - a meeting room status display and meeting organiser
Ryan	Price-King	TCaaS Thin Client as a Service
Stephen	Stonehouse	Distributed web-based private data service
Luke	Warner	SmartNest – Integrated Smart Home Solution