

- ☐ Giuseppe Zambonini Lecture (KA0130_NYSID_07)
- ☐ Non-Specialization in Design (KA0130_OA_05)
- ☐ Peter Eisenman and Raimund Abraham Lectures (KA0130_NYSID_06)
- ☐ Richard Artschwager Lecture (KA0130_OA_60)
- ☐ Nancy Goldring Lecture: Concept of Place (KA0130_OA_52)
- ☐ Giuseppe Zambonini Lecture (KA0130_OA_66)
- ☐ Community Close-Up (KA0130_OA_67)
- ☐ Roberto Burle Marx Lecture (KA0130_OA_68)
- ☐ Giuseppe Zambonini Lecture (KA0130_OA_69)
- ☐ Giuseppe Zambonini Lecture (KA0130_OA_70)
- ☐ Detroit Versus the World (part 1 of 2) (KA0130_OA_22)
- ☐ The WilliWear News (Fall 1986) (PC080401_000001)

- ☐ The Act of Space {An Introspection} (PC020402_2001_ashivani)
- ☐ A Sweetheart Named Deziyah (PC020402_2001_maubert)
- ☐ Tala (PC020402_2001_nbent)
- ☐ Tauromaquia: No Denying (PC020402_2001_ccazalis)
- ☐ 2001: The Key To Evolution (PC020402_2001_mcepeda)
- ☐ American Lawn, the Semiotics of Everyday Life (PC020402_2001_jcha)
- ☐ Visual Language Of Animation (PC020402_2001_ychan)
- ☐ Untitled Thesis Project (PC020402_2001_nchen)
- ☐ Communication Media (PC020402_2001_ychen)
- ☐ Waters of Lethe (PC020402_2001_schinn)
- ☐ Infoworks (PC020402_2001_dchoi)
- ☐ Kindergarten As Learning Center: Children, Teacher and Computer in Classrooms (PC020402_2001_schoi)

- ☐ Context Space (PC020402_2001_sdmitry)
- ☐ The Potter (PC020402_2001_Idolata)
- ☐ Prism: An Exploration of Fortress and Prism (PC020402_2001_eduwel)
- ☐ Fear Evolution of Technology (PC020402_2001_afu)
- ☐

- And the Lord Set a Mark on Cain: Signs of Criminality in the Age of New Technologies (PC020402_2001_dgutierrez)
- Life in The Dimension Form - The Nature of Change (PC020402_2001_jhsiang)
- Global Village (PC020402_2001_sjackson)
- Map of Colors (PC020402_2001_tkaji)
- Emotional Drain (PC020402_2001_skalev)
- Emotion Dropper: a place to share and explore how other people feel about the things around the world. (PC020402_2001_jkim)
- TextCraft: Text in Motion at the Boundary of Artificial Life (PC020402_2001_mkim)
- Warholic World (PC020402_2001_skim)

- Kid's Garden (PC020402_2001_tkim)
- Motion Graphics Through Four Eyes (PC020402_2001_nkirdar)
- ChildSupport (PC020402_2001_slee)
- Reckoning the Lebanese War Events: Al Ahdeth Or, 'who remembers who killed whom?' (PC020402_2001_lmerhej)
- An Interface for the Urban Soundscape (PC020402_2001_hminami)
- The Ottoman Family in the New Millennium (PC020402_2001_fnamukbanbury)
- Controlling the Uncontrollable: Pursuing the 'Ideal' Space for Contemporary Visual Art (PC020402_2001_eokane)
- Repatriation (PC020402_2001_roneil)
- Hecti-c-ity (PC020402_2001_opaker)
- Archived Environment for Developing Collaborative Web Projects (PC020402_2001_chpark)
- Game Environment as a Communicational Space (PC020402_2001_cbpark)
- Mood Chat: Emotional Interface (PC020402_2001_jpark)

- The Rotator Engine (PC020402_2001_npitcairn)
- A Play of Textuality (PC020402_2001_frendina)
- Auditory Ambience (PC020402_2001_esantana)
- Coincidences (PC020402_2001_psharma)
- A Study on the News Presentation on the Internet - Visualization of Relational Data and Hybrid Functionality of Media (PC020402_2001_hsuh)
- Faces (PC020402_2001_stang)
- Drifting (PC020402_2001_ktanoto)
- Designing Rich Sensory Experiences with Strategies of Transformation and Augmentation (PC020402_2001_pvajpeyi)

- ▣ Mac (PC020402_2001_tvijakkhana)
- ▣ Blood and Ashes (PC020402_2001_zwelch)
- ▣ Video Game Illusions (PC020402_2002_sbae)
- ▣ A Digital Creation Process For Textile And Apparel Design (PC020402_2002_aburke)

- ▣ Unitard (PC020402_2002_cchen)
- ▣ Interactive Television The Interface Design (PC020402_2002_ichen)
- ▣ Untitled Thesis Project (PC020402_2002_hchien)
- ▣ The Portrait (PC020402_2002_ychoi)
- ▣ A Poetic Study - Beauty In Darkness (PC020402_2002_cchuang)
- ▣ Stressol: Stress Management System Preliminary Design Criteria (PC020402_2002_schung)
- ▣ Reflections (PC020402_2002_mdubois)
- ▣ Asoora Lab /Monster Lab/ (PC020402_2002_ofuangtong)
- ▣ A Study by Process: HIV Prevention for Teens in New York City Using the Medium of Audio as the Content Source (PC020402_2002_sgutierrez)
- ▣ Healing (PC020402_2002_ahamann)
- ▣ Cooking English (PC020402_2002_yheo)
- ▣ Information in Excess: X-rays and The Personal Ad as Visual Narrative (PC020402_2002_gholman)

- ▣ Site/Non-Site (PC020402_2002_jhuang)
- ▣ Study of Branding Strategy in New Media & Brand Identity Development for Short Film Channel (PC020402_2002_jhwang)
- ▣ Recreation of Perception by Transformations in Virtual Space (PC020402_2002_kjain)
- ▣ Reconstructing Place in Mind (PC020402_2002_bkim)
- ▣ Curating Memory in Cyberspace (PC020402_2002_jkim)
- ▣ Reactions: Digital Experimentation (PC020402_2002_hlee)
- ▣ Untitled Thesis Project (PC020402_2002_slee)
- ▣ Motion + Melody (PC020402_2002_clin)
- ▣ Based on a True Story or How I Learned to Stop Worrying and Love the Television (PC020402_2002_jlukens)
- ▣ Visual Representation of Storytelling (PC020402_2002_smacneilage)
- ▣ The Empire of Fart and Burp (PC020402_2002_rmuramatsu)
- ▣

(Un)folding Events (PC020402_2002_jmyint)

Perseverance (PC020402_2002_srattanawongul)

Inner Space (an exploration of psychological space in two mediums) (PC020402_2002_tsamir)

Thesis Paper (PC020402_2002_csu)

The Last Circus (PC020402_2002_htanahashi)

Branding & Marketing Approaches (PC020402_2002_ntaylor)

Porco Rosso (PC020402_2002_btseng)

On a Full Moon Literacy Experiences and Skills for Young Children (PC020402_2002_lwolozin)

Untitled Thesis Project (PC020402_2003_aalcala)

Jack Reed. The moon ain't nothing but a broken dish (PC020402_2003_mherrasti)

A Parallel Rio (PC020402_2003_maraujo)

Jengah (PC020402_2003_aardianto)

Latino Trip: Latino Kids Internet Discovery (PC020402_2003_narguello)

Sink or Swim: Improving Group Dynamics in the School Learning Environment (PC020402_2003_jbae)

Foliage: Turning a New Leaf in Interface Design Metaphors (PC020402_2003_dbasu)

Black and White: Dynamic Data Filtering and Representation from 11/02 – 3/03 (PC020402_2003_cbloxson)

Imagined Lives: Brooklyn (PC020402_2003_mboucher)

The Variant Skin: A Confluence in Systems of Place (PC020402_2003_gbrandau)

Jot: A Tool for Collaborative Information Capture (PC020402_2003_cburgener)

Detached Illusions (PC020402_2003_ekeller)

Sleep on This: Decoding How I Sleep (PC020402_2003_echai)

Abandoned (PC020402_2003_mchan)

DeCoDe: Deaf Communication Devictors in the Creation of Assistive Devices (PC020402_2003_pchan)

Dreams in Space: Create, Collect, and Experience (PC020402_2003_tchang)

Comic Studio: A Comic Drawing Style 3D Animation (PC020402_2003_cwchen)

I Do (PC020402_2003_ccchen)

Travel Scaventure: A Wireless Tool For Assisting People To Explore A City (PC020402_2003_wchen)

Making A Humorous 3D Cartoon Style Animation: Moo~ Baby Moo! (PC020402_2003_wchiang)

- Hana's Korean Holiday (PC020402_2003_mchoi)
- Pal-Begae (Arm Pillow) (PC020402_2003_hchung)
- PRINT Matters (PC020402_2003_scort)
- Carting a Campaign (PC020402_2003_adasgupta)
- Intervention: Configurations in Three Screens (PC020402_2003_ndidio)
- Chin-Chin! A Comprehensive Web-Site About Beer (PC020402_2003_heun)
- Hopscotch: A 3D Short Animation Project (PC020402_2003_gfersini)
- A Storm in a Box (PC020402_2003_dgiwelb)
- Spoiled Rotten: Texture And Lighting Study In 3D Animation (PC020402_2003_bha)

- Don Giovanni: Another Unmasking (PC020402_2003_cherberstein)
- Straight Haired Freak Living Amongst Us (PC020402_2003_jherrera)
- ClickClick : Adaptive Web Browsing Interface for Preschool Children (PC020402_2003_jhong)
- Avalife - Initiating Relationships Online (PC020402_2003_jhuang)
- Your Choice Saves Our Forests (PC020402_2003_tikari)
- Fingerprint Design Brief: Celebrity Psychologist (PC020402_2003_fjohannesdottir)
- Do You Dream? A System for Guiding, Recording and Sharing Dreams (PC020402_2003_bjoo)
- The D.M.Z (Korean Demilitarized Zone) (PC020402_2003_jjung)
- Integrating New Technologies in the Collaborative Classroom (PC020402_2003_akhost)
- Stranger (PC020402_2003_hkim)
- Break the Silence: Design of a PSA Campaign Against Domestic Violence (PC020402_2003_skim)
- The Blue Bird of Happiness Multimedia Storytelling for Young Children (PC020402_2003_akondo)

- Ten Incarnations (PC020402_2003_akumar)
- Negotiations (PC020402_2003_klahoda)
- Sunny and Mina's World: Story-Game Strategy for Teaching Social and Language Skills to Young, Korean Children (PC020402_2003_mlee)
- Child Soldier: A Child's Play? (PC020402_2003_slee)
- Shape Shaper: An Interactive Movement Installation for Preschoolers (PC020402_2003_yli)
- The Image Retold: Deriving Digital Game Elements from Traditional Visual Art (PC020402_2003_alonon)
-

- Untitled Thesis Project (PC020402_2003_jmanalo)
- Relative: Stereochemistry μ - and δ - Receptor Opioid Antagonism as Music (PC020402_2003_ematamoros)
- Digital Totems (PC020402_2003_jmclure)
- Dive into (PC020402_2003_kmeyerbruehl)
- Untitled Thesis Project (PC020402_2003_mmohr)
- Integrating New Technologies in the Collaborative Classroom (PC020402_2003_kmonahan)

- Comala (PC020402_2003_imarquez)
- Masala Movies (PC020402_2003_mnandi)
- Still Life (PC020402_2003_mpagulayan)
- Reaching: Exploring Bimanual Spatial Input Devices in Static and Manipulable Environments (PC020402_2003_gpodkolinska)
- As Big As A Whale: A Multimedia Experience In Visual Learning (PC020402_2003_rpootrakul)
- Comando y Control: A Telematic Experience (PC020402_2003_iramirez)
- De-tail: Experimenting the Subjective (PC020402_2003_rraveh)
- Reinventing Digital Comics (PC020402_2003_aromero)
- Environmental Impact of the Collapse of the World Trade Center (PC020402_2003_jrosenbeg)
- Polyrhythmic Visions (PC020402_2003_rross)
- Collapsing Time (PC020402_2003_jsanabria)
- Lighting and Compositing for Photo-Realism (PC020402_2003_rsears)

- My Love and Hate Relationship with New York: Video collage (PC020402_2003_jseo)
- Broken Hallelujah: Relationship-based Interactive Storytelling (PC020402_2003_dsetiawan)
- Catch the Beat: The Connection Between African Drumbeats and Hip-hop Synthesized Basslines (PC020402_2003_tshannon)
- Circular Storytelling (PC020402_2003_ysong)
- Soundpond (PC020402_2003_ytakeshita)
- Living Walls (PC020402_2003_dtandon)
- Dung Suan! (“Win an election”): A Satirical Multi-Platform Game about the Electoral Culture in Taiwan (PC020402_2003_jteng)
- Voices: A Cinematographic Representation of the Crimes of Sexual Assault and Domestic Violence (PC020402_2003_eventouras)
- Unencumbered Full Body Interaction in Video Games (PC020402_2003_jwarren)
- Man vs. Machine (PC020402_2003_twooh)
-

Tags (PC020402_2003_tyang)

□ Untitled Thesis Project (PC020402_2003_dyoon)

□ Aural Limbo: Space as a Sonic Interactive Interface (PC020402_2003_mzlatar)

□ project_swancam: Seeing Through the Eyes of My Other (PC020402_2004_taufiero)

□ Fugitive Images: An Investigation of Linguistic Patterns in Street Art (PC020402_2004_sbaker)

□ Chat Tank (PC020402_2004_jbalfour)

□ Audiovisual Granular Synthesis for Composition and Performance (PC020402_2004_mbernstein)

□ The Beauty of Grey (PC020402_2004_bbishop)

□ Converge:Emerge:Play! The Study of Emergent Behavior of Social Groups in Multiplayer Online Games (PC020402_2004_achang)

□ FR@ME Communicating Presence (PC020402_2004_chiaweichang)

□ Saveafriend.com: A Viral Consumption Network (PC020402_2004_chunweichang)

□ Inner Twins (PC020402_2004_cichang)

□ City Wanderings (PC020402_2004_mchang)

□ To See and Be Seen (PC020402_2004_echen)

□ The Wisdom Wild Ly - Rukai Tirbe (PC020402_2004_hchen)

□ Talk to the Game (PC020402_2004_acheston)

□ 1.5: YELL-Oh Girls! (PC020402_2004_echi)

□ Kaleidoscape (PC020402_2004_schopra)

□ Odd Ones Out: A Documentary Film Exploring the Lives of Three Transgender Youths (PC020402_2004_kconn)

□ Expression of Character Through Body Language in 3D Computer Animation (PC020402_2004_mdabas)

□ Frangry: A Multi-Platform Fictional Identity (PC020402_2004_fdreyfus)

□ Critical Impasse: A Public Service Announcement Campaign for Conservation and Restoration of Coral Reefs (PC020402_2004_kellenbogen)

□ Determination of Self: An Exploration of Identity & Genetic Individuality Through Portraiture (PC020402_2004_mellis)

□ When I Grow Up: A Message for Adult Children of Alcoholics (PC020402_2004_jesquirol)

□ Version (PC020402_2004_ofaizullah)

□ The Living Room (PC020402_2004_vfang)

□ Zing! Went the Strings of My Heart: The Banjomaniacs of Guthrie (PC020402_2004_afinkel)

- ▣ Beyond the Surface: The Ceiling of Grand Central Terminal (PC020402_2004_mgarton)
- ▣ The Sindhi Line (PC020402_2004_rgidwani)
- ▣ ::: process & package ::: (PC020402_2004_bgreen)
- ▣ Bittersweet (PC020402_2004_hhanewold)
- ▣ Otousan (father) (PC020402_2004_tharada)
- ▣ Dallur (PC020402_2004_shassan)
- ▣ Paint with Dance: An Exploration in Creating Abstract Animation with Movement (PC020402_2004_jhe)
- ▣ Noah's Amazing Imagi-Zoo Adventure (PC020402_2004_mhess)
- ▣ Date Expressions (PC020402_2004_jhsieh)
- ▣ Illusions: Digital Tools in Aid of Storytelling (PC020402_2004_rjandevries)
- ▣ Hidden World (PC020402_2004_fjohannesdottir)

- ▣ Why Not PMS? (PC020402_2004_djung)
- ▣ Asteroid B-612: Elemental Virtual Garden (PC020402_2004_jjung)
- ▣ The Little Pilgrim (PC020402_2004_nkataev)
- ▣ LifeMaps for a Future PDA (PC020402_2004_mkim)
- ▣ Bikes Against Bush: Using Wireless Bicycles to Protest the 2004 Republican National Convention in NYC (PC020402_2004_jkinberg)
- ▣ Theatre Costume Collection Software (PC020402_2004_nkorovkina)
- ▣ Untitled Thesis Project (PC020402_2004_hkuru)
- ▣ Finding The Land of Sun (PC020402_2004_skwon)
- ▣ Little Kicks of Fury: Animating for Convincing Motion (PC020402_2004_dlam)
- ▣ PetSpot (PC020402_2004_clee)
- ▣ The Shadow of Choice (PC020402_2004_elee)
- ▣ Knocking on the World's Door (PC020402_2004_jlee)

- ▣ The Taste of Life (PC020402_2004_jslee)
- ▣ Closer: Wearables for a Distant Society (PC020402_2004_alewis)
- ▣ Blogviz: Visualizing Information Diffusion Patterns in the Blogosphere (PC020402_2004_mlima)
- ▣ Space of Echo (PC020402_2004_hlin)
- ▣ FREED!...um... (PC020402_2004_dlovecchio)
- ▣

- Sound Re-Sound (PC020402_2004_alu)
- “Four Junior Monks”—Chapter 6 “No Specking or Movement Allowed” (PC020402_2004_ylu)
- Creating an Alternative: A Digital Exploration of the Comic Book Form (PC020402_2004_mmastermaker)
- Listen and Play (PC020402_2004_jmathieu)
- Odd Ones Out (PC020402_2004_dmcclure)
- Play-N-Sense (PC020402_2004_lmiller)
- Night Rhythm (PC020402_2004_ymin)

- Red Legacy (PC020402_2004_cmisirlioglu)
- 2 feet - The Action from Your Place (PC020402_2004_mmurai)
- Lying in the Bed I Did Not Make (PC020402_2004_anagaraj)
- Photo Exposure (PC020402_2004_sngai)
- Autonomous Modules (PC020402_2004_kosborn)
- iDwheel (PC020402_2004_spark)
- Dissecting the American Dream (PC020402_2004_lpence)
- Enter Ying = Exit Yang (PC020402_2004_ysoon)
- Multiplayer Games: A Spectator’s View (PC020402_2004_mrichards)
- Abandon | Media (PC020402_2004_broche)
- Address the Drawers, No. 19 (PC020402_2004_rsaha)
- Living Skinless (PC020402_2004_rsanchez)

- Elevator Angst (PC020402_2004_asanders)
- Ki-Do-Ai-Raku (PC020402_2004_hsasa)
- Dunsmore’s Fixall (PC020402_2004_rshad)
- Push Pulse My City: Enlightenment in Urban Energy (PC020402_2004_pshah)
- 2004 Non-Partisan Voting Campaign (PC020402_2004_jshiiki)
- Art Under New York (PC020402_2004_dshin)
- Memoryscape (PC020402_2004_hshin)
- Unraveling Carnival in Rio (PC020402_2004_jsochaczewski)
- DV to 35mm (PC020402_2004_ksugimoto)

- Did You Sign Your License? (PC020402_2004_dsullivan)
- Love's Forgotten Laws (PC020402_2004_ktanabe)
- Spirit Worship in Thailand (PC020402_2004_vthammanuban)

- Siren Networks: a Network Channel Design (PC020402_2004_nto)
- Visualizing Social Networks (PC020402_2004_ptorres)
- Time ReSequenced (Networked Cinema) (PC020402_2004_ctsiboulski)
- Figure Eight: A Poem in Eight Parts (PC020402_2004_atuli)
- Pulse (PC020402_2004_furdaneta)
- Top Woman Shooter (PC020402_2004_bwang)
- Spark New York (PC020402_2004_bweisman)
- Silent Voices (PC020402_2004_jwheatley)
- The Islamagoods (PC020402_2004_awilliams)
- Unfulfilled Tomato (PC020402_2004_kyamamoto)
- Wanderlust or Bust! (PC020402_2004_pyang)
- Experiments in Sound & Typography (PC020402_2004_ayee)

- re: public – City in Resonance (PC020402_2004_tyildiz)
- I Can't Draw (PC020402_2004_hzielinski)
- Commix (PC020402_2004_mchen)
- Longer Than a Beard (PC020402_2005_rbiogur)
- My...Ahem...Mammaries (PC020402_2005_sbrar)
- Interactive Furniture (PC020402_2005_dkim)
- Huaka'i Po: The True Story Of a Legend (PC020402_2005_kvasconcellos)
- Compositions for Captivity (PC020402_2005_swhittenburg)
- La Romana. Color. Vida. Cultura. (PC020601_000001)
- Motoconcho (PC020601_000002)
- Ecozmo Ecological Gizmos (PC020402_2007_jgary)
- Dawn (PC020402_2007_jhan)

- Deep Cleaning (PC020402_2007_whuhmann)

- ▣ A Visual Interpretation of John Ashbery's "Farm Implements and Rutabagas in a Landscape" (PC020402_2007_nkarlovich)
- ▣ Open Language (PC020402_2007_alira)
- ▣ Meellow (PC020402_2007_cneftci)
- ▣ Plyo (PC020402_2007_mpierre)
- ▣ Narrativ/Action and "End of Empire" (PC020402_2007_mplotecher)
- ▣ The Process Making of a 3D Modeled Comic Book (PC020402_2007_dsmither)
- ▣ The Human Avatar Project (PC020402_2007_ispangler)
- ▣ The Race (PC020402_2008_earmstrong)
- ▣ Liminal (PC020402_2008_sbadawi)
- ▣ Emergence & Darts: Fertile Ground (PC020402_2008_cbrowning)
- ▣ Coping with an Urban Environment (PC020402_2008_jcohrs)

- ▣ Feed Me (PC020402_2008_adang)
- ▣ An Aesthesia (PC020402_2008_jdaoud)
- ▣ ActionForge (PC020402_2008_ggreen)
- ▣ MASK (PC020402_2008_jha)
- ▣ Mobile NFT (PC020402_2008_hhuang)
- ▣ NoriTime (PC020402_2008_lhur)
- ▣ Indonesia Ku (PC020402_2008_miskarnita)
- ▣ Religion, A Fairy Tale (PC020402_2008_dkirec)
- ▣ The Augmented Aquarium (PC020402_2008_clin)
- ▣ Let's Talk: Growing Up Asian and Gay (PC020402_2008_klo)
- ▣ My Emily (PC020402_2008_snam)
- ▣ Transformation From the Urban to Nature (PC020402_2008_ypaik)

- ▣ '51 EXPRESS (PC020402_2008_dpantic)
- ▣ Looking For A Hero (PC020402_2008_ashleff)
- ▣ Arcane Style (PC020402_2008_jsumpter)
- ▣ Banana King (PC020402_2008_ntien)
- ▣ Christoffel: Type in the Age of Digital Duplication (PC020402_2009_nberg)

- Recursion (PC020402_2009_kcarreia)
- Little Fish Radio (PC020402_2009_cchiu)
- Wonderful Life (PC020402_2009_lfilardi)
- NeuroRehab + The "Fun" Factor (PC020402_2009_tfukamoto)
- Duo Duo & Xiao Ming (PC020402_2009_fhao)
- Do1Thing.org (PC020402_2009_nhicks)
- Open Door Open Mind (PC020402_2009_hhung)

- True Layers Documentation Truth On School Shootings And Videogames (PC020402_2009_cjeong)
- Visualizing Kingston (PC020402_2009_jjohnson)
- Confiscated Weapons of Mass Construction (PC020402_2009_ckreyche)
- Dream Machine (PC020402_2009_mlee)
- Belief Brand (PC020402_2009_clopez)
- Urban Meditations (PC020402_2009_mmarcus)
- Parallels (PC020402_2009_smendolia)
- Ego Wall (PC020402_2009_emenendez)
- Ranga's Meat Shop (PC020402_2009_rmetharam)
- A Step Away (PC020402_2009_ynam)
- What Feeds You (PC020402_2009_vpanzarino)
- Jinhyun's Hope (PC020402_2009_jpark)

- Life on VFX (PC020402_2009_kreste)
- Superstition: God Bless You (PC020402_2009_erojas)
- Teble (PC020402_2009_arokube)
- chaSer (PC020402_2009_rsharma)
- An Investigation About Humor in Animation (PC020402_2009_eshin)
- Developing Identity (PC020402_2009_estevenson)
- Watch Dog (PC020402_2009_myamada)
- Pay Ya Sy Hu (PC020402_2009_cyang)
- Requiem (PC020402_2009_syoshida)
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- Googlist (PC020402_2009_jzhang)
- Instar (PC020402_2010_maboukhater)
- Win/Win Charitable Virtual and Physical Slot Machines (PC020402_2010_mballard)

- Everyone Knows The Song (PC020402_2010_dcashin)
- Sift U (PC020402_2010_dchang)
- The Playground (PC020402_2010_achen)
- Let's Fight (PC020402_2010_hchen)
- recyclePlay (PC020402_2010_wchen)
- recollections (PC020402_2010_jcotton)
- Bokor: The Cabinet of Curiosities (PC020402_2010_ecrabtree)
- Antagonisticouture (PC020402_2010_rdasgupta)
- social sqncr (PC020402_2010_bdrummond)
- Dreaming of Athanor (PC020402_2010_bduffy)
- Hustling Health Care: An Experiment in Ulterior Education Through Gameplay (PC020402_2010_cewing)
- Converso (PC020402_2010_hfenton)

- Intangible (PC020402_2010_dflasz)
- Hankypancreas (PC020402_2010_jfloeh)
- Data: Zach Gage (PC020402_2010_zgage)
- 101 ings that Unite and Divide: Stories of a Visual Perspective (PC020402_2010_rgirard)
- CubeBuddy (PC020402_2010_igoldberg)
- Securing the Future Panic Womb (PC020402_2010_tgoldenber)
- @Twitter – Comment on Problems Caused by Twitter (PC020402_2010_fgu)
- Kababoom (PC020402_2010_khalterman)
- Sakiko: My Grandmother (PC020402_2010_lhuang)
- Revenant (PC020402_2010_jjordan)
- “Monster,” The Tragedy of North Korean Suffering (PC020402_2010_ikang)
- Byte_Reuse (PC020402_2010_skang)

- Grant Writing Assets Portfolio (PC020402_2010_jklein)

- Itchy Feet – A Study in Mixed Method Animation (PC020402_2010_dkramer)
- K-HIVE: Enabling Connectivity through Social Serendipity (PC020402_2010_akrishan)
- Uncover Geology (PC020402_2010_tle)
- Kwyjibos (PC020402_2010_klee)
- Frecipes (PC020402_2010_cliao)
- Design Can Transform Ya (PC020402_2010_slucin)
- Mosh Pit (PC020402_2010_lmascia)
- Imitation of Life (PC020402_2010_kmcdaid)
- diamondsAndCode (PC020402_2010_lmeredith)
- Augmented Shadow (PC020402_2010_jmoon)
- The Story of J (PC020402_2010_smoon)

- Two Words (PC020402_2010_nmruthinti)
- A Conversation About Death (PC020402_2010_mnahumalbright)
- Zeviathan (PC020402_2010_iorozco)
- Compass LMS Design Document (PC020402_2010_eosher)
- 78 (PC020402_2010_uotasevic)
- WAY FOR (PC020402_2010_ootieku)
- Tales of Contemporary Somnambulism (PC020402_2010_msanchez)
- The Sun and the Moon (PC020402_2010_gpark)
- Not For Bots. (PC020402_2010_kpatel)
- Another Light (PC020402_2010_nperezgurri)
- 4th Wall (PC020402_2010_spoulin)
- Blue Glass (PC020402_2010_sraitses)

- Hybrid Masala (PC020402_2010_rrathi)
- Office 日本語 (PC020402_2010_treeder)
- Modular||Neuroid (PC020402_2010_jsaavedra)
- Urban Reviewing (PC020402_2010_gsalem)
- Meghdoot (PC020402_2010_asaxena)
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The Ultimate Thesis Process (PC020402_2010_yschlezing)

GoGo Monsterkids (PC020402_2010_ison)

Branded Fine Art (PC020402_2010_cspeligene)

Impressem (PC020402_2010_stang)

B Aware (PC020402_2010_jtsai)

Color Wheelz (PC020402_2010_jvallera)

Pennant (PC020402_2010_svarga)

Divine Beats: Night at the Monastery (PC020402_2010_iwu)

B-612: In Search of the Forgotten Rose in the Age of Digital Technology (PC020402_2010_jroe)

Life After Death (PC020402_2011_aahn)

Isa Wonderful World (PC020402_2011_idantas)

Embroidered Confessions (PC020402_2011_jbenedetti)

The Viral Sockpuppets (PC020402_2011_bbernhard)

Live Data Games (PC020402_2011_rbieg)

These Walls Could Talk (PC020402_2011_gbixby)

Neptus Fullerene (PC020402_2011_bburton)

Sylbie Happie and The Quest For The Talisman (PC020402_2011_mcanieso)

Future Task (PC020402_2011_cchang)

Behind the Scenes (PC020402_2011_kchin)

V-Tour Parsons (PC020402_2011_schoe)

Comfort in Conformity (PC020402_2011_cchoi)

The Games Thesis Studio (PC020402_2011_echung)

The Bopomofo Project (PC020402_2011_ychung)

Open Doors (PC020402_2011_scinar)

360 Degree Theater (PC020402_2011_gclimer)

Noisy Toys Guidebook (PC020402_2011_bdavis)

Draft Business Plan (PC020402_2011_cdriscoll)

Extract (PC020402_2011_adruck)

Rest in Pieces (PC020402_2011_elliott)
< 120 Over 80: Your Heart in Your Hand (PC020402_2011_keverett)
The Metamorphosis – For Ipad (PC020402_2011_jgolombeck)

Lymphoinfo.org (PC020402_2011_hgomberg)
Buddysight (PC020402_2011_rgrego)
Thought Confrontations (PC020402_2011_jhamilton)
The Fundlife (PC020402_2011_shan)
Publicbytes (PC020402_2011_bhaznedaroglu)
Saeteomin (PC020402_2011_shong)
Saikou Cycle (PC020402_2011_jhung)
Mr. Dusty The Making Of (PC020402_2011_sinan)
In Memoriam (PC020402_2011_ajoe)
Rescue to Extend Life (PC020402_2011_vkadiyam)
In a World Without (PC020402_2011_lkauff)
Untitled Thesis Project (PC020402_2011_jkelly)

Redefining Time (PC020402_2011_hkim)
Corner (My Sympathy For Corners) (PC020402_2011_tkim)
Emoti-Bots (PC020402_2011_kkoepfinger)
Trace Back (PC020402_2011_jkoh)
Move On (PC020402_2011_tkuo)
Echo of Words (PC020402_2011_xlan)
Bardo (PC020402_2011_lee)
The Light (PC020402_2011_slee)
Leaving Facebook (PC020402_2011_blin)
Babbleplanet (PC020402_2011_clin)
Master of Monster (PC020402_2011_yma)
Yutplay Business Plan (PC020402_2011_ymin)

Structured Sketching (PC020402_2011_knichols)

- ☐ Not Your Father's Chart (PC020402_2011_cniemiec)
- ☐ Affective Resonance (PC020402_2011_dnour)
- ☐ Solo + Tribe (PC020402_2011_tokin)
- ☐ I Cried a Million Tears (PC020402_2011_uozover)
- ☐ Type Insight (PC020402_2011_dpark)
- ☐ Aquar (PC020402_2011_npark)
- ☐ Roosevelt Land (PC020402_2011_tpark)
- ☐ Noco Blackness Without The Burden (PC020402_2011_aparkin)
- ☐ Rhythmsynthesis (PC020402_2011_rraffa)
- ☐ Makin' Moves (PC020402_2011_mrasmussen)
- ☐ Your Virtual Living Room (PC020402_2011_kreilly)

- ☐ Charnelhouse (PC020402_2011_pretuta)
- ☐ Vdi Versatile Drive Interface (PC020402_2011_grichardson)
- ☐ Symbiosis On Turtle Island (PC020402_2011_cromedenne)
- ☐ Untitled Thesis Project (PC020402_2011_miragorri)
- ☐ Party of One (PC020402_2011_rsaad)
- ☐ I Got a Tumor (PC020402_2011_csager)
- ☐ Lost in Performance (PC020402_2011_ascher)
- ☐ Nobody Knows Me Like U Do (PC020402_2011_rschnorr)
- ☐ Lighthouse (PC020402_2011_ishah)
- ☐ Ken (PC020402_2011_nshah)
- ☐ Clothing Traceability (PC020402_2011_jsharpe)
- ☐ Distant Love (PC020402_2011_nshazana)

- ☐ Blink (PC020402_2011_astachelek)
- ☐ Do Loop (PC020402_2011_gtillman)
- ☐ Tracey Project (PC020402_2011_ytsui)
- ☐ Is This All This Is (PC020402_2011_jvigil)
- ☐ Decaying Mind (PC020402_2011_lwan)
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- Lethe Line By Line (PC020402_2011_awijaya)
- Parsons Sync (PC020402_2011_myu)
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- Amara (PC020402_2015_faras385)
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Atta-matic: mind the body (PC020402_2016_tothn598)

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Before the eternal silence (PC020402_2016_pengh843)

Collective Craving (PC020402_2016_syamu557)

Path (PC020402_2016_jianj890)

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Data Selfie (PC020402_2016_dothh489)

A Journey to hangover land (PC020402_2016_zhang224)

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One Part Per Million (PC020402_2016_burka186)

Emanations (PC020402_2016_boehk215)

Splaycious (PC020402_2016_avesd617)

ESHRAB (PC020402_2016_ismah263)

inBetWeen (PC020402_2016_zhaot745)

Irregular Regularities (PC020402_2016_wangl073)

Citale, CITALE - present city stories for travelers looking to connect with the places. - (PC020402_2016_lis808)

(In)Audible (PC020402_2016_yub582)

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Diametric (PC020402_2016_parkm223)

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Stuck with the Beast (PC020402_2017_hongy935)

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food.audio (PC020402_2017_xiey332)

- Alone in Space (PC020402_2017_zhuy258)
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- Yachak (PC020402_2017_cervr413)
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- Void (PC020402_2017_rafim105)
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- Night Time, Close Eyes (PC020402_2017_sunx601)
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- Roots (PC020402_2017_uttd218)
- Follow Me (PC020402_2017_wangc348)
- Inhabiting Doubt (PC020402_2017_wrigb485)
- Suvae's Adventure (PC020402_2017_yup608)
- Suspect X (PC020402_2017_zhenj197)
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- Night of the Living Obsession (PC020402_2017_genua769)

- Ski the Globe (PC020402_2017_giorc086)
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- Sonic Graffiti (PC020402_2017_johnt626)
- Wearable Self (PC020402_2017_kangj338)

- Santak (PC020402_2017_mallp271)
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- FitNest: Where Activity Lives (PC020402_2017_rodrt215)
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- Merge (PC020402_2017_tanq336)
- The Art of Motion (PC020402_2017_vernm065)

- Tactly: Think Before You Speak (PC020402_2017_wut343)
- Future Baby (PC020402_2017_bousj238)
- Coexist:Polar (PC020402_2018_abala805)
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- Aseed - Your personalized chatbot (PC020402_2018_chenx553)
- Grokking Creative Code (PC020402_2018_cotta074)
- Grimoire (PC020402_2018_donol596)
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- Artificial Digitality (PC020402_2018_gohek510)
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- Reflections of Desire (PC020402_2018_jungs763)
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- One Roof (PC020402_2018_parkj860)
- Dreamine (PC020402_2018_pengf603)
- DTjunkyard.com (PC020402_2018_pinkj908)
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- DIWhy? Do It Because You May Need It (PC020402_2018_polok534)
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- Words (PC020402_2018_sunj648)
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- Tales of the Aswang (PC020402_2018_villp110)
- Mailody (PC020402_2018_weit896)
- The Memory Box (PC020402_2018_xianc006)
- The Whisper Garden (PC020402_2018_xiaoy879)

- DNA-Living Hard Drive (PC020402_2018_yangq809)
- SmartPet (PC020402_2018_yangx066)
- Insights (PC020402_2018_yuj719)
- Small World (PC020402_2018_zhans555)
- Sanctum (PC020402_2018_raviv367)
- Listen (PC020402_2018_zengy629)
- Obscuridad, Walking Through The Darkness (PC020402_2018_chesj445)
- Sensory Garden (PC020402_2018_xingq504)
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- Dream Cat (PC020402_2018_cheoj043)
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- Me&Technology - Smart You (PC020402_2018_liuc544)
- Intent and Consequence (PC020402_2018_liut214)
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- All Over Everywhere (PC020402_2018_pettyl)
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- Impulse (PC020402_2018_sobed434)
- Who is Pinocchio? (PC020402_2018_sunc074)
- Tree Hollow (PC020402_2018_suny030)
- Enebla (PC020402_2018_takel025)
- Eat With Me (PC020402_2018_wangq277)
- Lizzette (PC020402_2018_watfl245)
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- Ravenwick In Shadows (PC020402_2017_bergg938)
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- After All Voices (PC020402_2017_feiy509)
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- Perfect Eggplants Don't Exi- (PC020402_2017_huanm776)
- Wordless Thief (PC020402_2017_hungk901)
- nimBle - brain exercise for all ages (PC020402_2017_kangy380)
- I Remember (PC020402_2017_kimm068)
- Former Child Unemployment Services (PC020402_2017_kuanc484)
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- Baram (PC020402_2017_lees569)
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- Let Me Understand Your Language (PC020402_2017_liny498)
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- Interwoven (PC020402_2019_byerj839)
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- Baby Lab (PC020402_2019_lim330)
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- Why Would You Want To Picture It (PC020402_2019_schmp077)
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- ▣ Lang Song (PC020402_2019_huy680)
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- ▣ Particle: A Design Framework for Handheld Augmented Reality (PC020402_2019_luuhd504)
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- ▣ Third Encounter (PC020402_2019_yangx868)

- ▣ Real (PC020402_2019_zhany679)
- ▣ Behind (PC020402_2019_zhanr526)
- ▣ A "Smart" Discussion (PC020402_2019_jiany457)
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- Unseen Footprints (PC020402_2019_zhony815)
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- ☐ Zine net.work: Alternative Interfaces for Alternative Collections (PC020402_2020_hradc987)
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