Frederick P. Brooks, Jr.

Ph.D. Students

Year	*Student*	*Focus*	*Title*
2007	Eric Burns	VR	MACBETH: Management of Avatar Conflict By Employment of a Technique Hybrid
2005	Sharif Razzaque	VR–IF	Redirected Walking
2004	Paul M. Zimmons	VR	The Influence of Lighting Quality on Presence and Task Performance in Virtual Environments
2003	Alexandra Bokinsky	Sci Vis	Interactive Visualization of Multiple Spatial Variables with Data-Driven Spots
2002	Ben Lok	VR–IF	Interacting with Dynamic Real Objects in Virtual Environments
2001	Brent Insko	VR–Haptics	Passive Haptics Significantly Enhances Virtual Environments
2001	Michael Meehan	VR	Physiological Reaction as an Objective Measure of Presence
2000	Kevin Arthur	VR	Effects of Field of View on Performance with Head-Mounted Displays
1999	Rui Bastos	Graphics	SUPERPOSITION RENDERING: Increased Realism for Interactive walkthroughs
1998	David Luebke	Graphics	View-Dependent Simplification of Arbitrary Polygonal Environments
1997	Mark R. Mine	VR–IF	Exploiting Proprioception in Virtual-Environment Interaction
1995	Richard L. Holloway	VR	Registration Errors in Augmented Reality Systems
1995	Jeffrey P. Hultquist	Sci Vis	Interactive Numerical Flow Visualization Using Stream Surfaces
1994	Elton P. Amburn	VR	Development and Evaluation of an Air-to-Air Combat Debriefing System Using a Head-Mounted Display
1994	Russell M. Taylor II	Sci Vis–IF	The Nanomanipulator: A Virtual-Reality Interface to a Scanning Tunneling Microscope
1994	Amitabh Varshney	Comp Geo	Hierarchical Geometric Approximations
1993	Lawrence D. Bergman	Sci Vis	VIEW--A System for Prototyping Scientific Visualizations
1993	James Che-Ming Chung	IF–VR	Intuitive Navigation in the Targeting of Radiation Therapy Treatment Beams
1993	Penny L. Rheingans	Sci Vis	Dynamic Explorations of Multiple Variables in a 2D Space
1992	Mark C. Surles	Sci Vis	Techniques for Interactive Manipulation of Graphical Progein Models
1990	John M. Airey	Comp Geo–VR	Increasing Update Rates in the Building Walkthrough System with Automatic Model-Space Subdivision and Potentially Visible Set Calculations
1990	Ming Ouh-young	Haptics–IF	Force Display in Molecular Docking
1990	Russell Tuck	Prog Lang	Porta-SIMD: An Optimally Portable SIMD Programming Language
1990	Mark C. Davis	Arch	A Computer for Low Context-Switch Time
1988	Andrew S. Glassner	Graphics	Algorithms for Efficient Image Synthesis
1982	Thomas V. Williams	IF–Sci Vis	A Man-Machine Interface for Interpreting Electron Density Maps
1981	James S. Lipscomb	Sci Vis	Three-Dimensional Cues for a Molecular Computer Graphics System
1978	F. Donelson Smith	Arch	Models of Multiprocessing for Transaction-Oriented Computer Systems
1978	Thomas H. Dunigan, Jr.	Arch	The Design of a Computer System with All-Electronic Files
1977	Edward G. Britton	IF–Sci Vis	A Methodology for the Ergonomic Design of Interactive Computer Graphic Systems, and its Application to Crystallography
1976	Paul J. Kilpatrick	Haptics	The Use of a Kinesthetic Supplement in an Interactive Graphics System
1975	Cheryl C. Sneeringer	Op Sys	Models of Memory Management Techniques for Time-sharing Systems
1975	James W. Sneeringer IV	Prog Lang	A Dynamic-type Programming Language that Allows Type Control
1973	Craig J. Mudge	IF–CAI	Human Factors in the Design of a Computer-Assisted Instruction System
1972	William V. Wright	Sci Vis	An Interactive Computer Graphics System for Molecular Studies
1969	Jan S. Prokop	Graphics–IF	An Investigation of the Effects of Computer Graphics on Executive Decision Making in an Inventory Control Environment
1969	Alfred Paul Oliver	Graphics–IF	A Measurement of the Effectiveness of An Interactive Display System in Teaching Numerical Analysis
1958	William Y. Stevens	Arch	A Case Study of Decision Operations in Digital Computers
		IF = human-computer interface	