

	LAST	FIRST	RANK	DEGREE, YEAR	THESIS TITLE	ADVISOR/CO-ADVISOR/2ND READER	RESEARCH AREAS	EMAIL
	Adams	Charles		MS (EE), 2004	3D Image Synthesis: Theory and Application for Inverse Synthetic Aperture Radar (ISAR)			
	Akbori	Fahrettin	LTJG, Turkish Navy	MS (MOVES), 2004	Simulating an ASW operation using MAS(Multi Agent Systems)		Visual simulation	fakbori@nps.navy.mil
	Baggeson	Arne	LT, German Navy	MS (MOVES), 2005				abaggese@nps.navy.mil
	Blais	Curtis	Civilian	Ph.D. (MOVES), 2004	Web Services and Agent-Based Construction of Large-Scale Virtual Environments		Agent-based simulation and large-scale virtual environments	ctblais@nps.navy.mil
	Boyce	Connor	LT, USNR	MS (MOVES), 2004	UAV Operation Impact on Crew Performance	Hiles/McCauley/none		rdboyce@nps.navy.mil
	Buhl	Christian	Civilian	MS (MOVES), 2004			Army game project	cmbuhl@nps.navy.mil
	Burgess	Rene	LTC, USA	MS (MOVES), 2003 & Ph.D. (MOVES), 2006	Realistic Evaluation of Terrain by Intelligent Natural Agents (RETINA)		Artificial intelligence	rene.burgess@us.army.mil
	Chacon	Joseph	LTC, USA	MS (MOVES), 2004	Applying Tactical Decision-Making to Closed-Loop Simulations	CDarken/none/Jackson (TRAC-Monterey)	Combat modeling	jlchacon@nps.navy.mil
	Correia	Joaquin	LT, USN	MS (MOVES), 2005				
	Curtin	Ken		MS (ISO),	Building Second NUWC Virtual Naval Asset (VNA) (vSSGN #2) at NPS for Network-Centric Experimentation			kmcurtin@nps.navy.mil
	Dailidis	Christos	MAJ, Hellenic Army					
	Davis	Duane	LCDR, USN	Ph.D. (CS), 2006				dtdavis@nps.navy.mil
	Devos	Dan		MS (ITM), 2004	XML-Based Tactical Chat for Operational Fleet Use		XML instant messaging	dadevos@nps.navy.mil
	Ernst	Ryan		MS (CS), 2004				
	Filiagos	Dimitrios		MS (CS), 2004				
	Garrido	Randy	CPT, USA	MS (MOVES), 2004	Rope Modeling in <i>America's Army</i>	Zyda/none/Sullivan	Physically-based simulation	ragarrid@nps.navy.mil
	Gellman	Greg	LT, USN	MS (OR), 2004	Efficacy of Gaming Technology for Deployable First Aid Training			gwgellma@nps.navy.mil
	Gilman	Scott	CPT, USA	MS (MOVES), 2004	Impact Analysis of the operational employment of the Adaptive Joint C4ISR Node	Manago/Lucas/none	Combat modeling	sgilman@nps.navy.mil
	Gutierrez	Louis	LT, USN	MS (MOVES) 2005				lmgutier@nps.navy.mil
	Helfer	Barb	Civilian	Ph.D. (MOVES), 2006			Motion capture	blhelfer@nps.navy.mil
	Hodges	Glenn	CAPT, USA	MS (MOVES), 2004	Designing a Common Interchange Format for Unit Data Using the Command and Control Information Exchange Data Model (C2IEDM) and XSLT	Blais/ Brutzman/none	Web Technologies	gahodges@nps.navy.mil
	Horner	Doug	Civilian	Ph.D. (CS), 2006			Robotics (specifically AUVs) and the semantic web.	dphorner@nps.navy.mil

	LAST	FIRST	RANK	DEGREE, YEAR	THESIS TITLE	ADVISOR/CO-ADVISOR/2ND READER	RESEARCH AREAS	EMAIL
	Kulakowski	Walter	Maj, USMC	MS (CS), 2004	Growth and Evaluation of Chromakeyed Augmented Virtual Environment (ChrAVE) for Helicopter Flight Simulation		Helicopter terrain navigation and deployable training system utilizing VEHelio	<a href="mailto:wkulakow@nps.navy.mil">wkulakow@nps.navy.mil</a>
	Kunde	Dietmar	LTC, German Army	Ph.D. (MOVES), 2005	The Influence of Risk-Awareness in Centralizing/Decentralizing C2 in Theater Modeling		Human factors in VE, adaptable software agents, modeling human and organizational behavior	<a href="mailto:dkunde@nps.navy.mil">dkunde@nps.navy.mil</a>
	Lee	Daryl	Civilian	MS (CS), 2004	Integrated Physics-based Agent Modeling Testbed using the NPS Autonomous Underwater Vehicle (AUV) Workbench		Agents and simulation for Autonomous Underwater Vehicle	<a href="mailto:darylcs@nps.navy.mil">darylcs@nps.navy.mil</a>
	Lehman	Wolfgang	CAPT, German Army	MS (OR), 2004	Modeling Peacekeeping Operations with Multi Agent Systems			
	Lock	Jeff	LT, USN	MS (CS), 2004	Deployable Combat Simulations Via Wireless Architectures		Simulation For Training	<a href="mailto:jslock@nps.navy.mil">jslock@nps.navy.mil</a>
	Lowery	David	CAPT, USMC	MS (CS), 2004	Web Service Based Common Operational Picture and Automated Reporting System		Web Services, Service Oriented Architecture, Common Operational Picture, Command and Control	<a href="mailto:dslowery@nps.navy.mil">dslowery@nps.navy.mil</a>
	Mabini	Alex	LT, USNR	MS (MOVES), 2004	Reduced Order Model for Locomotion Devices in Virtual Environments		Human factors in virtual environments	<a href="mailto:atmabini@nps.navy.mil">atmabini@nps.navy.mil</a>
	Mathes	Don	CAPT, USMC	MS (MOVES), 2005				<a href="mailto:mathesdj@tecom.usmc.mil">mathesdj@tecom.usmc.mil</a>
	Matsangas	Panagiotis	LT, Hellenic Navy	MS (MOVES), 2004	A Linear Visual-Vestibular Model for Prediction of MSI	McCauley/Miller/Washburn	Human-performance engineering	<a href="mailto:pmatsang@nps.navy.mil">pmatsang@nps.navy.mil</a>
	McDowell	Perry	Civilian	Ph.D. (CS), 2006			Large-scale virtual environments, agent-based simulations, training in VE, ubiquitous computing	<a href="mailto:plmcdowe@nps.navy.mil">plmcdowe@nps.navy.mil</a>
	Miller	Daniel	LTC, USA	MS (MOVES), 2004	United States Military Academy Cognitive Behavior Therapy Sleep Study	Miller/RDarken/none		<a href="mailto:dbmiller@nps.navy.mil">dbmiller@nps.navy.mil</a>
	Mueller	Aaron	LT, USNR	MS (MOVES), 2005				<a href="mailto:ajmuelle@nps.navy.mil">ajmuelle@nps.navy.mil</a>
	Norbraten	Terry	LT, USN	MS (MOVES), 2004	Utilization of Forward Error Correction (FEC) using Hamming Codes within Extensible Markup Language (XML) Schema-based Binary Compression (XSBC) Technologies.	Brutzman/none/none	(FEC) (XSBC) (XML)	<a href="mailto:tdnorbra@nps.navy.mil">tdnorbra@nps.navy.mil</a>
	Onder	Murat	LTJG Turkish Navy	MS (MOVES), 2005				<a href="mailto:monder@nps.navy.mil">monder@nps.navy.mil</a>
	Onianwa	Rhonda	LT, USN	MS (MOVES), 2004	Scale-free Network Model for the Unclassified, but Sensitive, Internet Protocol Router Network	Lewis/Xie/none		<a href="mailto:rtonianw@nps.navy.mil">rtonianw@nps.navy.mil</a>

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	Ozkan	Baris	Turkish Navy	MS (CS), 2004				bozkan@nps.navy.mil
	Parks	James			Building Second NUWC Virtual Naval Asset (VNA) (vSSGN #2) at NPS for Network-Centric Experimentation			jdneushu@nps.navy.mil
	Paull	Greg	Civilian	Ph.D. (MOVES), 2006			Army game project	ghpaull@nps.navy.mil
	Pawloski	Joel		Ph.D. (MOVES), 2005				joel.pawloski@us.army.mil
	Pournelle	Phillip	LCDR, USN					
	Prichard	Matt	Civilian	MS (MOVES) 2005	Stereographic Augmented VE for Training in a CQB Environment		Training in VE, human-computer interaction	mjpritch@nps.navy.mil
	Pursel	Eugene	CAPT, USMC	MS (MOVES), 2004	Synthetic Visual Perception Using the Graphics Processing Unit	CDarken/none/Sullivan		erpursel@nps.navy.mil
	Rhoads	Russell	CPT, USA	CPT, USA	Developing the Concept of Operations for the Adaptive Joint C4ISR Node(AJCN)	Manago/Lucas/none	Combat modeling & training	rarhoads@nps.navy.mil
	Roddy	Kim	CDR, USN	Ph.D. (MOVES), 2006	Modeling Effects-Based Operations in a Virtual ForceNET Testbed		Agent-based and cognitive simulations in virtual environments	kimberly@rodny.net
	Rosetti	Scott	LT, USNR	MS (MOVES), 2004	Tactical Web Services: Using XML and Java Web Services to Conduct Real-Time Net-Centric Sonar Visualization	Brutzman/none/Duane Davis	Web Services, Sonar Visualization, 3D Visualization, Sonar Modeling, XML, X3D, SOAP	sarosett@nps.navy.mil
	Sullivan	Joe	CDR	Ph.D. (CS), 2006			Helicopter terrain navigation, deployable, networked training systems	jasullivan@nps.navy.mil
	Tanner	Mark	MAJ, USA	MS (MOVES), 2004				
	Tarantilis	Georgios	LT, Hellenic Navy	MS (MOVES), 2004	Simulating Natural Phenomena with Procedural Techniques Using the Graphics Processing Unit	RDarken/Sullivan/Johnson		gtaranti@nps.navy.mil
	Weekley	Jeffrey	Civilian	MS (CS), 2004	Ocean Turbulence Modeling in the Near-Shore Using Open Standards and Web-based Simulations		Web-based simulations using open standards	jdweekle@nps.navy.mil
	Wells	William	MAJ, USAF	Ph.D. (MOVES), 2005	Generate/Enhance Natural Environments/Terrain for Interactive Combat Simulations (GENETICS)		Data visualization, networked virtual environments, combat modeling & analysis	wdwells@nps.navy.mil
	Yates	William	MAJ, USMC	MS (MOVES), 2004	Evaluation and Analysis of the Indoor Simulated Marksmanship Trainer for Training Transfer	RDarken/none/Goerger		wwyates@nps.navy.mil
	Yildiz	Faruk	LTJG, Turkish Navy	MS (MOVES), 2004	Implementation of Human Avatars in Networked Virtual Environments		Visual simulation in MOVES	fyildiz@nps.navy.mil