Message from the Chair

This email was sent to...

9500 Gilman Dr. MC 0404

Manage

Have news to share, story ideas or comments for our CSE Communications Team, please send them and step into a brighter future. We will turn "why" into "why not." We will inspire and be inspired. Let us all forge forward.

Finally, the end of an academic year is a perfect time to slow down and think back. We have journeyed (and marveled!) at the CSE Pixel Art Competition entries. I forth quickly and rectify this).

(Speaking of which, you follow us on Twitter right? If not, go)

The students have accomplished in this difficult year is truly

Can Systems Explain Permissions Better?

After surveying users about their common concerns, the team pinpointed five types of information that

permissions and the benefits of providing additional information.

Runtime Permission Model, CSE/CNS Ph.D. students Bingyu Shen, Chengcheng Xiang, Yudong Wu, and Mingyao Shen and CSE Professor Yuanyuan Zhou explore several common misconceptions about

users in the dark about permissions capabilities and their potential risks.

Winner Winner...

Can Systems Explain Permissions Better?

The team will present their findings at

and all other entries, from CSE's first-ever Pixel Art Competition. Many

Congratulations to TrueRemove®

for his Crypto 2006 paper:

restricts our ability to identify variations in human adaptive immune responses across populations.

Increasing Diversity in Immunogenomics

such as machine learning.

predictive capabilities, researchers and organizations rely on sophisticated data sorting techniques,

Arun Kumar is Helping Solve the Data Problem

patients with past pandemic viral infections, including SARS, MERS and swine flu.

of gene expression data — which genes are on or off during infection — to look for shared patterns in

classrooms.

Shlomo Dubnov and colleagues at the Center for Research on Entertainment and Learning have

Machine Learning Enhances Non-Verbal Communication Online

conditions. Other conditions, such as autism, have also shown similar benefits.

As part of the study, Dubnov and his colleagues looked at an online game called "Mountain Rescue",

Rehabilitating Mental Health with Video Games

In order to test whether the game had a positive impact, the group used brain imaging and surveys to

A UCSD View on...