



# THE UNIVERSITY OF WISCONSIN COMPUTER SCIENCE NEST SOFTWARE CONTEST

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## CS NEST 2012-13 Teams

Team Name	Team Members	Project Description
<b>ActiviT</b>	Kevin McDonald, Stephen Webber	A place where people can quickly find other people with similar interests and get out to socialize and enjoy time together over those common interests.
<b>Barcode Monopoly</b>	Irene Wang, Larry Li, Jiang liu, Ding Wang	A phone application game that can play the board game of Monopoly based on the real world product by scanning barcode. Trade and review on real products. And have fun!
<b>Spot</b>	Michael Meador, Adam Hart, Craig Day, Jacob Hanshaw	A web and mobile application for tracking transactions between friends.
<b>KTNotes</b>	Gustave Granroth	A speedy, formatted note-taking tool built around the Kindle Touch.
<b>Coachable</b>	Raja Alauddin Raja Abdullah	A web application for allowing coaches to manage their practices and drills.
<b>Rummage Sailing</b>	Eric Smith, Leo Rudberg, Lucas Breit-Nicholson, John Brennan, Dakota Chambers, Jason Eitland, Mike Griesse, Nick Heindl, Graham Hummel-Hall, Ryan Kimbrell, Yucheng Tu	A casual game designed by a group of students of different backgrounds. Rummage Sailing is Badger Game Development's first project. This zany game follows an old man on his environmental quest.
<b>Sepal</b>	Steven Loria, Peter Collins	A web application for bioacoustics researchers to extract and analyze audio properties from their data.
<b>ZettaScholarship</b>	Tom Jessesky	A website where high schools can upload scholarship applications and digitize them, allowing students to fill out multiple paper forms at once.