MakerSpace
1. NYU Tandon MakerSpace

Office of Innovation
2. Power Line Detection for Drones

Chemical and Biomolecular Engineering
3. Reactive Materials for Oil and Gas Extraction
4. Information Theory to Elucidate the Role of Media Coverage on Firearm Acquisition
5. Brooklyn BioScience
6. LabLessons
7. A Hydrogel-Photocatalyst Composite Flow Reactor for Removal of Trace Organic Contaminants from Wastewater
8. Mid-Infrared Colloidal Quantum Dots-based Photodetectors
9. Mechanism Analysis of a Palladium Catalyzed Synthetic Chemistry in Micro-Fluidic System
10. GeneTrain for accelerated wound healing

Technology Culture and Society
12. Measuring Mental Health: Wearable Technologies and Biological Measures of Anxiety

Technology Management and Innovation
13. Sonic NYC

Electrical and Computer Engineering
14. Post-Quantum Cryptography
15. Kinect-Based In-Home Exercise System for Lymphedema intervention
16. Wireless charging and communication for Electric Vehicles
17. What Bio-IP am I cooking?
18. Atmospheric Air Plasma Device for Surface Treatments
19. Undergraduate Capstone Projects

Computer Science and Engineering
20. NASA Robotics Mining Competition
22. ARIES: Art Image Exploration Space
23. Data, Responsibly

CUE/MAE
24. Digital Traces of the Predatory Landlord
25. Map of gentrification and displacement in the Greater New York Region

K-12 STEM
26. Center for K12 STEM Education

Civil and Urban Engineering
27. Robotic 3D Printing in Concrete
28. Connected and Autonomous Vehicles in NYC
29. Mapping the Bright Side of the City
30. Neuroscience for Architecture: Quantification of Human Responsiveness in Static and Responsive Built Environments
31. DeepMapping: Unsupervised Map Estimation From Multiple Point Clouds
32. Synthesis of model-based and data-driven control algorithms for smart and connected roads
33. Data-driven transportation analytics

Mechanical and Aerospace Engineering
34. Soft Robot Proprioception via Deep Vision-based Sensing
35. Fiber-optic sensor for wind turbine blade
36. Legged Robots: Balancing and Gait
37. Assistive Vibratocce Technology for Navigation and Obstacle Avoidance for the Visually Impaired
38. Augmented reality as a medium for human-robot collaborative tasks
39. Immersive Virtual Reality Framework to Study User Engagement in Interactive Games
40. Time-series analysis of audio data for detection of speech pathology