

Educators Symposium

Sunday, 09 August Los Angeles Convention Center, Room 506

12:00 PM - 12:15 PM *Opening Remarks*

Michael Gayk, Education Liaison

State University of New York at New Paltz, Stratasys, Ltd.

12:15 PM- 1:00 PM *Keynote Session:*

Post-Media Education: Criticality, Making, and Openness

Aaron Knoche, Pennsylvania State University

As media theorists mark the arrival of a post-media era, educators need to consider the opportunities presented by antecedents in critical media education, maker movements, and open source culture.

1:00 PM - 2:00 PM *Extending Fashion Design Education Through Technology, Collaboration and Interdisciplinary Research*

Margarita Benitez, Kent State University

Digital design and digital fabrication extend traditional fashion design education and allow for interdisciplinary discourse and collaborative research to emerge.

2:00 PM - 3:00 PM *Hacking Diabetes*

Chris Reilly, Eastern Michigan University

Developing creative patient-driven approaches to Type 1 diabetes management using food, electronics, fashion, and information.

3:00 PM- 4:00 PM *The Pedagogical Implications of Distributed Authorship*

Taylor Hokanson, Columbia College

When Alison King proposed a shift in the role of the teacher from “sage on the stage to guide on the side”, the internet was still in its infancy. In the 20-odd years since King’s paper, technology has completely changed how we share information.

4:00 PM - 5:00 PM *Odd Fellows Union:*

Craft, Technology and Conceptualism

Matthew Hebert, San Diego State University

In this presentation, Matthew Hebert presents his interactive sculptural objects within the contexts of craft, technology, and conceptualism.

5:00 PM - 6:00 PM *Stratasys Ltd. Presentation*

Education Monday, 10 August

Birds of a Feather Room 506 (unless otherwise noted)

8 - 8:45 AM Educators Morning Meet and Greet ACM SIGGRAPH EDUCATION COMMITTEE

8:45 - 9 AM Educators Overview and Opening Remarks

**Dawn Ernster Yamazi, Director, Talent Development & Outreach
Walt Disney Animation Studios**

9:00 AM - 10:00 AM Disney: The Business of Making Movie & Image Magic in Art & Technical Careers

Dawn Yamazi dawn.yamazi@disneyanimation.com

This session focuses on educators interested in the filmmaking process at Disney Interactive, Industrial Light & Magic, Pixar Animation Studios, and Walt Disney Animation Studios.

10:00 AM - 11:00 AM Preparing Students for Industry Using Open Source and GitHub

Harmony Li harmony.mw.li@gmail.com

Since spring 2012, GitHub has been used in a course at the University of Pennsylvania course and to assist students' job searches.

11:00 AM - 12:00 PM Technology Convergence and Instability Shaun Foster scffaa@rit.edu

This broad-to-specific analysis of the nature of technology includes specific case studies highlighting trends and the implications of new-technology creation and adoption.

11:45 AM - 12:45 PM Keynote West Hall B Joichi (Joi) Ito Director, MIT Media Lab

1:00 PM - 2:30 PM ACM SIGGRAPH Cartographic Visualization ACM SIGGRAPH Theater, South Lobby

Theresa-Marie Rhyne theresamarieryhne@gmail.com

This ACM SIGGRAPH Cartographic Visualization (Carto) session explores how viewpoints and techniques from the computer graphics community

1:00 PM - 2:00 PM Dyslexic Talents in Computer Graphics

Thomas G. West thomasgwest@gmail.com

Some estimate that about half of the people in working in computer graphics are dyslexic. Among the very best teams, some say all may be dyslexic. Why?

1:30 PM - 2:30 PM, AR/VR/3D and EdTech

JW Marriott Los Angeles L.A. Live, Plaza 1 & 2

Yosun Chang i@yosun.me

This session is for anyone interested in discussing AR/VR/3D in EdTech, whether to share existing or current projects or to brainstorm how these emerging technologies can change education.

2:00 PM - 3:00 PM 3D Design and Prototyping:

Bringing 3D Printing to the Classroom

Lance Winkel winkel@usc.edu

3D prototyping and printing technologies are evolving at a profound pace. Follow the development of USC's unique 3D design and prototyping curriculum from early concept to successful implementation.

3:00 PM- 4:00 PM Integrating Disruption Panel (How Schools are Using Making to Accelerate Innovation on Campus)

In this panel, educators from Windward School, Milken Community Schools, and Archer School for Girls share how they are using robotics, e-textiles, coding, and innovation to create opportunities for students to engage in interest-driven, project-based learning.

4:00 PM - 5:00 PM Noise-Based Technology Curriculum

A curriculum that introduces students to computing and increases their technological fluency through digital-media art and music projects rather than engineering projects.

5:00 PM - 6:00 PM Disney: Creating a Compelling Reel, Portfolio, and Résumé

Dawn Yamazi DAWN.YAMAZI@DISNEYANIMATION.COM

Disney Interactive, Industrial Light & Magic, Pixar Animation Studios, and Walt Disney Animation Studios share thoughts on building reels, portfolios, and résumés that best showcases skills, craft, and networking advantages.

Education Tuesday, 11 August

Birds of a Feather Room 506 (unless otherwise noted)

8 - 8:45 AM Educators Morning Meet and Greet ACM SIGGRAPH EDUCATION COMMITTEE

9:00 AM - 10:00 AM Educating Individuals on Team Animation Seth Holladay seth_holladay@byu.edu

Techniques for generating portfolio material and educating individuals to work in teams on complex pipelines.

9:00 AM - 10:30 AM Undergraduate Research Alliance ACM SIGGRAPH Theater, South Lobby

Undergraduate Research Alliance joelw@wcsu.edu

The Undergraduate Research Alliance fosters and supports undergraduate research and inter-institutional undergraduate project teams. In this session, faculty can learn how students can work with other undergraduates worldwide.

10:30 AM - 12:30 PM, Enhanced Vision - Digital Video ACM SIGGRAPH Theater, South Lobby

Kathy Rae Huffman kathyraehuffman@gmail.com

Enhanced Vision - Digital Video, the online exhibition supported by the ACM SIGGRAPH Digital Arts Community, features the curator, jurors, and artists discussing social content and digital enhancement as art. Participants in the discussion include, Kathy Rae Huffman (guest curator), Cynthia Rubin (Chair, DAC), committee members include Astra Price, Amy Alexander, Nancy Buchanan, Elizabeth Leister and Frank Wollenberg.

Artists include Wobbe Konig.

11:30 AM - 12:30 PM Pipeline Management in Education, JW Marriott Los Angeles L.A. Live, Atrium 3 Richard Hagen and Joseph Mulvanerty rhagen1@sva.edu and jmulvanerty@sva.edu

School of Visual Arts systems staff discuss management techniques, policy, and technological tools used to create an effective production pipeline in an educational environment.

1:00 PM - 2:00 PM ASIFA-Hollywood's Animation Educators

Forum Asks: Does Drawing Matter? JW Marriott Los Angeles L.A. Live, Diamond Ballroom, Salon 6-7

Tom Sito University of Southern California sitowski2@earthlink.net

An old Disney Animator said: "In CG animation, you don't need to draw your ass." Some modern animators say drawing isn't necessary. Is teaching drawing skills still relevant?

1:00 PM - 2:00 PM Interdisciplinary Coursework Combining Art and Technology – A Computer Science Perspective

Joe Geigel jmg@cs.rit.edu

This session presents a computer science perspective on collaborative coursework that makes use of interdisciplinary teams of CS and art students working on large-scale graphics projects.

2:00 PM - 3:00 PM 3D Printing - Troubleshooting in the Classroom

Lance Winkel winkel@usc.edu

Learn to identify, troubleshoot, and prevent common pitfalls that designers, educators, and students encounter when preparing to 3D print their projects both in the classroom and when outsourcing to vendors.

3:00 PM - 4:00 PM Making Games for Educators

Rosa Farre farre.rosa@gmail.com

Introductory discussion for teachers who want to venture into making games for the first time, incorporate game design into classes, and add designs to the curriculum.

3:30 PM - 4:30 PM, The Future of 3D Web Standards Los Angeles Convention Center, Room 504

Web3D Consortium anita.havele@web3d.org

The future of Web3D graphics is presented and discussed highlighting tools and examples. X3DOM a prototype for next-generation web as X3D 4.0. X3DOM displays X3D content in HTML5, using WebGL.

3:45 PM - 5:15 PM Dailies West Hall B

Dailies celebrates excellence in computer graphics with an evening of presentations showcasing images and short animations of extraordinary power and beauty.

Education Wednesday, 12 August

Birds of a Feather Room 506 (unless otherwise noted)

9:30 AM - 11:00 AM Undergraduate Research Alliance, Los Angeles Convention Center, Room 512

William J. Joel joelw@wcsu.edu

The SIGGRAPH Education Committee's Undergraduate Research Alliance is dedicated to fostering original undergraduate research. Join us for a discussion of recent achievements and future plans.

11:00 AM- 12:00 PM Worldbuilding For Education Los Angeles Convention Center, Room 507

Nathaniel Peters nathanielpeters12@gmail.com

A presentation for educators and creatives demonstrating the advantages of using worldbuilding as an educational tool.

11:30 AM - 1:30 PM, Geo Web

Web3D Consortium anita.havele@web3d.org

From real to virtual cities, from way-finding to economic development, we are embedded in geospatial data. This discussion focuses on advanced 3D web development methods for GIS.

1:00 PM - 2:30 PM, Healthtech: Modeling, Interaction, Hardware, and Analysis Room 507

Ramesh Raskar, MIT Media Lab <http://raskar.info>

Simulation and interactive techniques are playing a big role in the \$1 trillion health sector. This session allows researchers and practitioners to identify new opportunities in emerging fields.

2:30 PM - 4:00 PM, Leonardo Community Meeting Los Angeles Convention Center, Room 506

Pamela Grant-Ryan pgr@leonardo.info

Students, educators, and art-science researchers and practitioners are all welcome to the annual SIGGRAPH gathering of the Leonardo community.

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Education Thursday, 13 August

Birds of a Feather Room 506 (unless otherwise noted)

10:00 AM - 11:00 AM Bridging Oceans: How New tools Are Changing Remote Production ACM SIGGRAPH Theater, South Lobby

Cospective rory.mcgregor@cospective.com

How an explosion in software has changed the post-production industry, so companies are no longer restricted by geography. Learn how studios today can work together while being worlds apart. Presenters: Rohin Aggarwal, Scarecrow VFX and Jenny Fulle, The Creative-Cartel

12:00 PM - 1:00 PM Meetup - A Forum for Indie & AAA Devs to Pitch Game Ideas Room 504

Greg Garvey greg.garvey@quinnipiac.edu

This meetup brings independent and AAA developers together to do one-minute pitches for new and developing game ideas, and to share ideas and network.