GROOVY GRAPHICS ASSIGNMENTS

Inspired by SIGCSE "Nifty Assignments," Groovy Graphics Assignments are course assignments relating to computer graphics and interactive techniques that have been designed, tested and made available to the SIGGRAPH community by educators of all levels. While SIGCSE Nifty Assignments are primarily targeted at classes early in the CS curriculum (CS0/CS1), Groovy Graphics Assignments are typically targeted later in the CS curriculum (CS2 and beyond). Because of their application focus they are generally more applicable to upper division speciality and elective courses. Groovy Graphics Assignments are archived, along with all the materials needed to import the assignments into your classes, on the Computer Graphics Educational Materials Source (CGEMS) website.

HOW TO SUBMIT

Submissions are due by 22:00 UTC/GMT, 13 February 2018.

Log in to the **submission portal** select "Make a New Submission tab," and then select the General Submission form. To see the information you will need to submit, view the **Sample Submission Form**. Below are the components you will need to include in your submission:

- **A presentation format.** To propose a Groovy Graphics Assignment, please select "Groovy Graphics Assignment" as your presentation format. You will then be taken to the forms specific to this presentation format. Please see below for more information about required information and materials for this presentation format.
- **One "representative image"** suitable for use in the conference website and promotional materials. See **Representative Image Guidelines**.
  An abstract (two pages maximum) describing your work (PDF). The abstract should explain the assignment, and contextualize the contribution for other educators who will be using it in their educational setting. Also, the abstract must include CGEMS metadata in tabular format and must provide classification of the assignment regarding its computer graphics content and level of study (e.g. undergraduate, graduate, etc.). See **Publication Instructions** for help with your abstract.
- **Length of talk:** 20 minutes.
- **Supplementary text document (PDF).** This material can include text and images to help the jury further understand any unique results of your Groovy Graphics Assignment submission beyond the merits of your required abstract. This material is only for optional jury use and might not be reviewed. Critical information for your submission should be noted in your abstract.

EVALUATION

What makes an assignment Groovy? That's up to you! But, here are some thoughts:

Fun – Groovy Graphics Assignments can often have a playful aspect. The best of these assignments have deep learning objectives wrapped in a fun, inviting way that encourages students to explore and play with the material.

Topical – To be broadly useful, these assignments should fit within a curriculum that makes sense for a wide range of programs. This may mean introductory computer graphics courses, but also the types of upper division courses that many schools offer.

Platform/Language – Platform independence is desirable, but not critical. Groovy Graphics Assignments that are independent of non-standard libraries and platforms are more widely useful. We understand, however, that the nature of computer graphics and interactive techniques makes some platform dependence inevitable.

Scalable – Many of the best assignments have multiple levels of engagement. There may be a core part of the assignment that all students undertake, for example, and then "stretch goals" for advanced students.

Adoptable – The Grooviest of the Groovy Graphics Assignments will be easy for an instructor to adopt for their own course. This means including a wide variety of materials, including documentation, starter code, data files, example solutions and other ancillary materials.

Inspirational and Thought-Provoking – Some Groovy Graphics Assignments will be most interesting not through the exact assignment archived, but by how they inspire educators to think in new directions and develop their own Groovy Graphics Assignments.

UPON ACCEPTANCE

You will be notified of acceptance or rejection end of April 2018.

If your Groovy Graphics Assignment is accepted, you must prepare and submit a revised abstract (two-four pages). This abstract must be submitted by 9 May 2018. Please prepare your abstract using these **templates and instructions**. For your reference, here is a well-formatted **example**. If we do not receive your revised abstract by 9 May 2018, you will not be allowed to present at SIGGRAPH 2018.

After we receive your revised abstract, we will provide complete information on your 20-minute talk presentation: time, location. We will also provide information on how to submit final versions of your accepted assignment and the deadlines for final updates.

You must also attend and present your work at SIGGRAPH 2018 in Vancouver, Canada. If you are unable to present, your talk will be canceled and your Groovy Graphics Assignment will not be included in the archive.

After acceptance, the submission portal will allow you to update basic information about your work and upload any final materials for inclusion in the conference program and CGEMS website. This information needs to be finalized two weeks after acceptance. Final versions of accepted work must be submitted before required deadlines (normally one week after acceptance notification). You will receive information on how to submit final versions of your accepted work and the deadlines for final updates.

The time and location of your talk will be posted on the SIGGRAPH 2018 website well in advance of the conference. As SIGGRAPH 2018 approaches, the session chair for your session will contact you with further logistical details.

Registration and travel costs to attend SIGGRAPH 2018 are at your own expense; however, each accepted Groovy Graphics Assignment receives recognition as specified in the **SIGGRAPH 2018 Recognition Policy**.

Additional supplementary material will be submitted suitable for archiving on the CGEMS Groovy Graphics Assignments archive **website**. This supplementary material will vary from assignment to assignment but will typically include handouts, documentation, starter code, data files, assets and example solutions.

TIMELINE

22:00 UTC/GMT, 13 February
Submission deadline

End of April
Acceptance or rejection notices are sent to all General Submissions submitters

8 May
Deadline to make any changes to Groovy Graphics Assignment materials for publication

Abstract (two-pages maximum) due. If we do not receive your revised abstract by 8 May, you will not be allowed to present at SIGGRAPH 2018.

12-16 August
Vancouver Convention Centre
SIGGRAPH 2018, Vancouver, Canada

ACM RIGHTS MANAGEMENT FORM

If your work is accepted for presentation at SIGGRAPH 2018: You must complete the ACM Rights Management Form. The form will be sent to all submitters whose work is accepted.

Your representative image and text may be used for promotional purposes. Several SIGGRAPH 2018 programs – Appy Hour, Art Gallery, Art Papers, Computer Animation Festival, Real-Time Live!, Technical Papers and all installation programs – will prepare preview videos for pre-conference promotion of accepted content, which may include a portion of the video you submitted for review.