

ACM SIGGRAPH Education Committee (2013-2014)

compiled Colleen Case

The Education Committee has a number of subgroups involved in both conference and year round activities.

The 2013-2014 time frame was predominately utilized to finish the migration of the web site from the Plone system to Drupal. This required participation from many subgroups to complete the task. Although a web site is dynamic and forever changing; the structural foundation that is now in place will allow for both adding new content, automating contributions and porting some archival content. The detail can be found in the [Web site Report](#) and [CGSource](#) statements that follow.

Our Conference liaison has provided both training seminars, [Education Sponsored Birds of a Feather](#) and [Education Committee sponsored training](#) at hotels. We have intentionally coordinated our committee's [Meet and Greet](#) as morning sessions to precede the BOF's and hope to develop a physical space that acts as social scaffolding for educators to meet. The Faculty Submitted Student Work and the [Student Poster Competition](#) results will be shown at the Education Committee booth in the Village as well.

Our committee is changing and some members have moved on. Our International liaisons include [South America](#) and [Europe](#). Our Asian representative is attending SIGGRAPH ASIA now.

Communication has been initiated with the ACM EDUCATION Council. They have invited us to send a representative to the September 2014 meeting to initiate a closer look at other SIGs and how their Education committees function.

We need to look at the variety of ways we could utilize the Education Directory of Schools, the Listserve and other communication mechanisms available with the Google Apps site. The meeting on Sunday will be a working meeting to do some long range and short range assessment of the work being done and future directions.

Web site Report

by Wobbe F. Koning.

Web site: education.siggraph.org

After more than two years of work porting the data from the old, Plone based web site to one based on another Open Source Content Management System, namely Drupal, the new Education web site was launched on May 1st, 2014. I could write several pages on the technical issues that prevented the porting of content from being automated, but suffice to say that in the end the technique most used was copy-and-paste.

I would like to thank Barb Helfer who helped with porting the "History of Computer Graphics" section, and Kevin McNulty who ported most of the SpaceTime Galleries. Philip Likens made substantial contributions to the setup of cgSource before a new job and other responsibilities made volunteering for our web site no longer feasible. The

cgSource team gave valuable feedback and assisted with porting the existing cgSource content.

The new site finally offers the long awaited community commenting and rating for cgSource. Overall the setup of the new site is more dynamic and this should facilitate further enhancements. One of them being possibly building a on-line submission, jurying and publishing system for SpaceTime, the student competition which shed its physical manifestation in 2011 but returned in virtual form two years later. A gallery from 2013 has been published recently: http://education.siggraph.org/spacetime/gallery_2013, and by the time this report is published this year's should be up as well.

Though the Plone system also allowed this, I am hoping that with the more user friendly Drupal setup committee members will start taking responsibility for their section and directly contribute content to the web site. To engage the community the site needs more frequent posting and more up to date content. Relying on one individual for all updates to the sites is not ideal.

Some of content is and should be user generated, like contributions to cgSource, SpaceTime and the Faculty Submitted Student Work. The new system makes contributing for the first very direct, we should investigate how we can also use it to facilitate the submission and publication workflow of the other two. Regardless, we should promote these channels more effectively in order to achieve broader participation.

The new site is up and running. Now we can focus on how to improve it and make sure we make optimal use of the dynamic setup to communicate with a broad audience of educators and other professionals.

CGsource Statement

The education web site has been reimplemented and the CgSource site has been ported to the new web site. The new site provides a new structure and is better organized to allow searches. It also allows contributions to be automated using an online form. A peer rating system has also be implemented. Going forwards, we will now be able to more aggressively promote CgSource as an educational resource for digital arts and computer graphics related fields.

Education Committee Report from Education Liaison to the Conference

Conference planning is going well. There have been very positive developments towards providing strong and varied content in every format available at the conference and on coordinating efforts to serve and strengthen the educators' community within the community.

Great content for educators from technical and the artistic communities is present in every venue of the conference. Talks include an entire afternoon session on student-run pipelines. Panels include a talk on transitioning between industry and education. Courses include a variety of topics with material that could be used in introductory courses including WebGL and Gesture interfaces.

Additionally, the Education Committee has created some specific programming to serve and strengthen the Education Community:

Educator Sponsored Birds of a Feather –

We have two great days of sessions solicited from several sources, with the intention to offer a varied and balanced program and strengthen the Educator community. Session leaders were solicited through 2 main channels: (1) contact individuals identified by Education Committee members and from previous popular BoF programs and (2) reviewing the list of submission to the General Jury for submissions that were highly regarded, but not accepted, primarily due to anticipated small audiences and limited slots. This has resulted in growing a larger and varied base of educators as contributors to the conference and as active members of the educator community as well as increasing variety of content.

Educators' Meet and Greet

AutoDesk is sponsoring two morning coffees planned to kick off each of the two days of BoF programs. In addition to informal networking, this time will be used to highlight Education Committee activities throughout the year and to introduce sponsors, speakers and opportunities.

Education Committee sponsored training at hotels

Unity 3D will again give a free training session for educators.

AutoDesk has agreed to offer a free course in 3DSMax – details still being worked out. NVIDIA and SIDEFX have expressed interest in offering courses but have either not committed yet.

(or have expressed a strong desire for next year; since this report was submitted cc)

High School Outreach

The SIGGRAPH Conference Committee was very agreeable to supporting outreach to local schools, offering conference passes and offering to arrange special opportunities at the CAF and to work with student volunteers. Unfortunately, work issues/strike within Vancouver have made it almost impossible to communicate with high school teachers. We have been unable to communicate these opportunities to teachers.

SPACE Student Competition

Congratulations to the three Winners: 1st, Marta Kilichowska, 2nd, Zoe Homonoff, and 3rd, Liliana Cadavid of the International Students' SPACE Time Competition at the International Conference on Computer Graphics and Interactive Techniques ACM SIGGRAPH to be held in Vancouver, Canada August 10-14, 2014. The First Place Winner is a minor using open source tools.

International Activities Report

by Rejane Spitz (Brazil)

Global Outreach Coordinator

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Introduction

One of the major objectives of the ACM SIGGRAPH Education Committee is to help establish a worldwide network of computer graphics educators.

Our international ACM SIGGRAPH Education Committee members have active roles in the planning and organization of education-related Computer Graphics events in several countries, which offers an excellent opportunity for us to exchange information and promote our ACM SIGGRAPH educational activities worldwide.

Our current International Representatives are:

Gitta Domik (Germany) – European Representative

Rejane Spitz (Brazil) - South American Representative

Report from Europe

by Gitta Domik (Germany)

Here are the European Education Activities for 2014.

Eurographics 2014 featured the Education Track on April 9, 2014, in Strasbourg, France, with 8 papers:

Programming Topological Operations for Visual Illustrations in an Introductory Geomorphology Course, by R. Bezin, B. Crespin, X. Skapin, P. Meseure and O. Terraz
glGA: an OpenGL Geometric Application framework for a modern, shader-based computer graphics curriculum, by G. Papagiannakis, P. Papanikoalou, E. Greassidou and P. Trahanias

Using Modern Interaction Devices for HCI and Interaction Design Courses, by Benjamín Hernández and Adriana Alvarado

Teaching Interactivity: Introducing Design Students to Sensors and Microcontrollers, by Taro Narahara

The Four I's Recipe for Cooking Up Computer Graphics Exercises and Assessments, by Christopher E. Peters and Eike Falk Anderson

Furtwangen University Simulation and Entertainment Engine, by Christoph Müller and Fabian Gärtner

Producing Creative Artistic Projects by Grouping Students' Computer Graphics Research Topics, by George-Molland and C. Plessiet

Exceptional Projects from a Multidisciplinary Game Development Curriculum, by J. Pledger and M. Chen

Chairs of the Education Track 2014 were Jean-Jacques Bourdin, Joaquim Jorge, and Eike Anderson.

Submission deadline for Education Papers for Eurographics 2015 (May 4 - 8 2015, in Zürich, Switzerland) is December 1, 2014.

Chair of the Eurographics Education Committee is Beatriz Sousa Santos.

Report from South America

by Rejane Spitz (Brazil)

In parallel with my SIGGRAPH activities, I have been conducting several other volunteer activities throughout this year, as a member of the Executive, Advisory, Scientific and/or Organizing Committees at several Conferences in South America. Said volunteer activities help me promote ACM SIGGRAPH educational activities and events through different communities, by building a major international network linking the areas of Art, Design, Architecture, Computer Graphics and Science. I have also been involved in several international teaching activities (at the Doctoral level), as a result of a partnership established between PUC-Rio University (Brazil) and Pontificia Universidad Catolica de Valparaiso (Chile), in 2011, and between PUC-Rio University (Brazil) and Universidad Iberoamericana (Mexico), in 2012. Through these activities, I have had the opportunity to disseminate SIGGRAPH and its educational activities to numerous professionals in Latin America, including my Chilean and Mexican PhD students in their respective fields of Art, Design and Architecture. Prior to these conversations, the majority of them were not aware of SIGGRAPH, but are now interested in becoming participants in the association and its related conferences.

In 2013-2014 I have also participated as an International Liaison in a special project for the SIGGRAPH 2014 Conference. I was approached by Patricia Beckman (SIGGRAPH 2014 Conference Committee) and David Shreiner (SIGGRAPH 2014 Conference Chair) who asked me to contact Paulo Henrique Machado, a Brazilian animator who contracted polio as a baby, causing infantile paralysis, and has been hooked up to an artificial respirator 24 hours-a-day at the Hospital da Clinicas, in Sao Paulo, for the last 45 years - almost his entire life. Despite being constricted to the hospital's room, Paulo has trained as a computer animator, and now [he's making a television series about his life](#). Paulo was featured in a BBC article, and that is how David Shreiner and Patricia Beckman heard about him. They decided it would be a nice gesture from the SIGGRAPH community to reach out and greet him as a fellow animator. So they asked me to visit Paulo in Sao Paulo, and act as a liaison to arrange for him to "attend" SIGGRAPH using a [telepresence robot](#). The initial idea was to give Paulo's robot a 16 hour-a-day volunteer assistant in Vancouver, and a 16 hour-a-day assistant in Brazil.

In order to augment Paulo's "attendance" at SIGGRAPH 2014, many ideas came up, such as: an art gallery presentation of his work; a meet and greet session between Paulo and interesting presenters and festival award winners; to allow Paulo to be a "telepresent" student volunteer at a few events, where he would monitor conference badges at one or two sessions; and to create a documentary of his attendance and participation.

So, on behalf of SIGGRAPH, I visited Paulo at the Hospital das Clinicas, in Sao Paulo, last February. I prepared a slide presentation to give him a big panorama of ACM SIGGRAPH, and to convey the atmosphere of all Conference venues and activities. I also wanted to illustrate how SIGGRAPH conferences congregate a very interesting crowd of artists/scientists (coming from many different countries) who are eager to learn, communicate and share with others. Paulo was very excited with all that I showed him and promptly accepted to participate. I wrote a long report to David and Patricia about my visit, including details about Paulo's condition, stating all the hospital's requirements that should be fulfilled. I also organized a selection of his works (with English subtitles) and sent it to the SIGGRAPH 2014 Organizing Committee. My agreed upon assignment ended at this point, and David Shreiner and his team on the 2014 Organizing Committee took on this project from there.