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educators program



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31 October 2002

Final submissions must be received by: 22 January 2003, 5 pm Pacific time.

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Education is the pursuit of knowledge and the exploration of the known and unknown. It is a constantly evolving and changing journey through a wild and untamed landscape. It is fraught with anxiety and filled with victories. It is the place where we build relationships, friendships, partnerships, and where we can examine ourselves. Education is a noble and pure pursuit, in an imperfect world. The discoveries of yesterday combine with the explorations of today to bring us the education of tomorrow. How best can we be a part of this exciting equation?

In the Educators Program, people (professionals, educators, practitioners, scientists, developers, and consumers), questions, ideas, philosophies, and disciplines combine and come together to build the bridges to tomorrow. It is the place where titles and societal constraints are thrown off and participants can communicate and exchange ideas and information to add to and enhance the greater body of knowledge of computer graphics education. For SIGGRAPH 2003, the program focuses on bridging the gaps that exist in the field. It hinges on convergence of the disparate disciplines associated with computer graphics -- as widely diverse as pure art and pure science -- and encouraging perhaps unlikely collaborations. These collaborations will be formal -- as in papers, panels, workshops, and forums -- and informal, with opportunities to escape the din of the greater conference and share the passion that binds us together in this field. We are strongly encouraging disciplines that have not previously been largely represented (Web graphics, art history and studio art, music, theater, architecture, game developers, and others) to participate and submit to the Educators Program.

Join with us as we forge this emerging discipline. Be a part of the bridge building and help make the SIGGRAPH 2003 Educators Program the unique and exciting experience it promises to be. Commit to engaging in the activities and opportunities that will be available to you at SIGGRAPH 2003 and contribute to the cross-disciplinary and interdisciplinary epiphanies that will generate the knowledge of the future.

JOHN FINNEGAN

SIGGRAPH 2003 Educators Program Chair
Purdue University

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[Early Abstracts and Proposals]

Several SIGGRAPH 2003 programs are reviewing early abstracts or early proposals before their formal, final submission deadlines:

[Computer Animation Festival](#)

[Courses](#)

[Educators Program](#)

[Emerging Technologies](#)

[Web Graphics](#)

Early Abstracts and Proposals are part of a collaborative effort to identify submission opportunities. If you would like to receive some feedback on your idea before you write a detailed proposal, or if you need advice on which SIGGRAPH 2003 program is appropriate for your idea, please send an early abstract or early proposal to one of the participating SIGGRAPH 2003 program chairs.

Early Abstracts

An early abstract is a brief summary of a proposal idea in one or two paragraphs. It is not as detailed as a full proposal, but it must be specific enough to convey the key concepts of your idea.

Early Proposals

An early proposal should be more structured. It should include as many details as possible, arranged in the format required by the program you believe is most appropriate.

Benefits of Early Abstracts and Proposals

- **Bridging:** Several SIGGRAPH 2003 program chairs will meet in late 2002 to review and discuss the early abstracts and proposals they have received. Ideas submitted to one program might be of interest to others. When those opportunities are identified, they will be brought to the attention of the proposer.
- **Feedback:** Early abstracts and proposals may generate suggestions from the program chairs on how your final proposal can be improved.
- **Better proposals:** Developing an early abstract or early proposal may help you identify the key concepts of your work and improve your proposal to SIGGRAPH 2003.

Early Abstracts and Proposals are Not Required

But they are encouraged, especially if you want to receive preliminary comments on your proposal idea(s). An early abstract or early proposal can help you focus your

proposal and improve it before the final deadline, but only your final proposal will be considered by the SIGGRAPH 2003 juries and selection committees. If you already have a clear, well-developed understanding of how to present your work, there may be no need to submit an early abstract or early proposal, except for the "bridging" benefit (see above). If you do submit an early abstract or early proposal and receive feedback, be sure to incorporate that feedback in your final proposal. **But remember: including early feedback in your final proposal does not guarantee that your proposal will be accepted.**

Deadline

The deadline for both early abstracts and early proposals is 31 October 2002. Feedback will be provided no later than 30 November.

Please note that there will be no Creative Applications Lab (CAL) for 2003.

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Who Should Submit

- Educators at all levels and disciplines within post-secondary institutions, including faculty, department chairs, administrators, instructional designers, technology specialists, and media professionals.
- K-12 educators, including those from specialized magnet schools who are utilizing computer graphics for learning topics such as science, mathematics, and physics.
- Educational researchers and developers who are focused on utilizing computer graphics within learning technologies.
- Training consultants, media specialists, and anyone intrigued with the ways computer graphics and interactive techniques are changing the way we conceptualize information.
- Instructional designers working outside traditional educational environments, such as museums, galleries, historical centers, and performing arts programs.

Submission Procedure Checklist

Use the checklist below to ensure that your submission is complete and meets all applicable program requirements.

Complete the online [SIGGRAPH 2003 Educators Program Submission Form](#). There you will find instructions on how to complete the online form. At the end of the online process, your entry will be assigned an online ID number.

Send your submission materials to:

[John Finnegan](#)

Assistant Professor, Computer Graphics Technology
Purdue University School of Technology at South Bend
1733 Northside Boulevard, Room 107
South Bend, Indiana 46634-7111 USA
+1.574.237.4536

Your proposal must include:

- Your submission category (forum, paper, panel, or workshop), anticipated experience level (novice, intermediate, advanced, expert) and a brief

explanation stating why that category is most appropriate. Please include sufficient detail for evaluation. Please put the title and authors on the first page of the proposal, along with your online ID number. It is assumed, if your submission is accepted, that this information will appear in conference publications.

- Name(s) of the speaker(s) and a list of all collaborators, their affiliations, and contact information. Indicate the primary contact if there are multiple presenters.
- Complete contact information for all presenters: name, affiliation, address, work phone, home phone (optional), and email address (required).
- All proposals should include a short (150 words or less) biography of each speaker participant, including relevant experience. Panel participants should include a brief statement of their unique viewpoints on the panel topic.

Customs

Submitters located outside of the United States should note that customs delays of up to two weeks could occur. Customs labels should bear the words: "Educational material with no commercial value." SIGGRAPH 2003 will not pay any customs fees, duties, or tariffs incurred by your submission.

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Review Process

Each submission will be reviewed and then juried. Each submission will be evaluated based on content, clarity, appropriateness, uniqueness, and use of computer graphics or interactive techniques for learning. Preference will be given to those submissions that are interdisciplinary, interactive, or collaborative in nature.

Abstracts and proposals should contain sufficient detail to assure reviewers that your work is high-quality, innovative, inspiring, and of interest to a wide spectrum of attendees.

Upon Acceptance

If your submission is accepted, you will be asked to complete and sign a SIGGRAPH 2003 Acceptance Agreement. The agreement must be completed, signed, and faxed or sent via postal or courier service before SIGGRAPH 2003. If we do not receive your completed, signed acceptance agreement, your work cannot be presented at SIGGRAPH 2003.

The acceptance agreement is a legal document. It explains the uses SIGGRAPH makes of presented material and requires you to acknowledge that you have permission to use this material. This may involve seeking clearance from your employer or from others who have loaned you material, such as videotapes and slides. The agreement helps prevent situations whereby SIGGRAPH 2003 presentations include material without permission that might lead to complaints or even legal action. In addition, this agreement asks if ACM SIGGRAPH may use your materials for conference and organization promotional material in exchange for full author/artist credit information.

[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

In addition, Educators Program organizers must obtain signed SIGGRAPH 2003 Acceptance Forms from ALL presenters (signature of parent or legal guardian is also required if contributor is under age 18). Presenters who have not submitted signed forms will not be allowed to present.

Publication

Original papers and extended abstracts from Educators Program presentations will appear in the SIGGRAPH 2003 Conference Abstracts and Applications. Due to publication limitations, the maximum length for papers is five pages (4,000 words); for panels, three pages (1,500 words); and for workshops or forums, one page (800 words).

If your submission is accepted, you will be asked to prepare a PDF file, formatted

according to [SIGGRAPH 2003 publication guidelines](#), so that it can be used directly in the Conference Abstracts and Applications.

Accepted presentations that exceed these limits and supplemental materials (including images, Web pages, applets, curriculum, and other instructional resources) can be made available by presenters and may be published on the Conference Abstracts and Applications CD-ROM.

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The SIGGRAPH 2003 online submission system will be available in early November.

Use of the online submission form is **REQUIRED** for all programs. In addition, this system allows you to submit your proposals, supporting documentation, and files electronically (FTP), which is required for some programs. See the specific program for details.

New for SIGGRAPH 2003

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Academic Exhibits	1 November 2002
Early discount rate	31 May 2003
Final reservations	
Art Gallery	8 January 2003
Computer Animation Festival	12 March 2003
Courses	8 January 2003
Educators Program	22 January 2003
Emerging Technologies	8 January 2003
Papers	22 January 2003
Sketches & Applications	12 March 2003
Student Volunteers	26 February 2003
Web Graphics	12 March 2003

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[How to Submit Your Work]

- Study the Submission Requirements
Make sure that you can provide all the information required for the specific program(s) you have selected.
- Prepare Your Work for Submission
Complete your paper, proposal, artwork, or animation and make sure that it is in final format as required by the program(s) you have selected.
- Observe the Submission Deadlines
Submissions received after the deadlines are not accepted.
- Complete the [Submission Form for Your Program](#)
Use of an appropriate online SIGGRAPH 2003 submission form is REQUIRED for all programs. There you will find instructions on how to complete the online forms. At the end of the online process, your entry will be assigned an online identification number (online ID number), and your completed form will be displayed in your Web browser. Before you select Submit on this page, make sure that your submission form is complete and correct.
- Send Your Work
Many SIGGRAPH 2003 programs strongly encourage electronic submission of your paper, proposal, supporting documentation, and files. Some programs REQUIRE electronic submission of your work, and some require printed copies of your proposal and other documents. The SIGGRAPH 2003 online submission system includes instructions on how to submit your documents and supplemental materials.
- Please note that there will be no Creative Applications Lab (CAL) for 2003.

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[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

International Resources Committee English Review Service

The SIGGRAPH 2003 International Resources Committee offers this service to non-native English speakers: volunteers who are fluent in English will read and review submissions for proper English structure before they are prepared for final submission to SIGGRAPH 2003 programs. This service is limited to stylistic and grammatical review and will not consider submission content. For information on how to submit your proposal for stylistic review, see [English Review Service](#).

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[Full text of the SIGGRAPH 2003 Acceptance Agreement](#)

Complete information on how to present your work will be available here beginning in early 2003.

Presenter Recognition Guidelines

- Presenter recognition is offered to contributors and volunteers as a token of appreciation for work done or contributed to the conference.
- Benefits of contributing both time and content to the conference should be largely professional and/or intrinsic.
- Recognition should provide the necessary access and resources to volunteers to perform their jobs at the conference.
- At a minimum, the major contributor to a work should receive a formal record of that contribution.
- Presenters and volunteers should receive appropriate recognition in major conference documentation.
- If two or more works are accepted by the conference, presenters will receive the highest-value recognition for which they are eligible.
- Registration is provided for actual participants REQUIRED to successfully present the work, up to the maximum number listed.

For more information about recognition for specific programs, contact the appropriate program chair.

PRESENTERS	Maximum Registration	Exhibition/Startup Park Electronic Theater Ticket Animation Theater Courses Educators Program Emerging Technologies Art Gallery Papers Sketches & Applications Web Graphics	Conference Proceedings, CD-ROM, DVD-ROM Conference Abstracts & Applications, CD-ROM Electronic Art & Animation Catalog, CD-ROM Course Notes, CD-ROM	Opening Reception Technical Reception
ART GALLERY	1	• • • • • • • • • •		• •
COMPUTER ANIMATION FESTIVAL	1	• • • • • • • • • •		• •
COURSES				
FULL DAY	4	• • • • • • • • • •	• • • •	• •
HALF DAY	2	• • • • • • • • • •	• • • •	• •
TUTORIAL	1	• • • • • • • • • •	• • • •	• •
EDUCATORS PROGRAM	1	• • • • • • • • • •	• • • •	• •
EMERGING TECHNOLOGIES	4	• • • • • • • • • •	• • • •	• •
PAPERS	1	• • • • • • • • • •	• • • •	• •
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SIGGRAPH Conference Volunteer Form

Consider offering your talents, your creativity, and your skills to help push the boundaries of the computer graphics industry, showcase new technologies, and awake new opportunities. Be at the center of activity and help lead the way into the next generation of computer graphics by volunteering for the conference committee.

As a conference committee volunteer, you will:

- Participate in decisions and strategic development for the conference
- Work with other dedicated, talented, inspirational leaders in the industry
- Be instrumental in setting the vision for a particular program
- Cultivate your management skills by identifying and leading a subcommittee of volunteers who actually make a program happen

When you complete the following application form and select *Volunteer*, your responses will be forwarded to the conference organizers, including all current Conference Chairs.

If you are interested in volunteering to Chair the Conference Advisory Group (CAG) or the annual SIGGRAPH conference, please review and complete the [CAG Chair](#) or [Conference Chair](#) Application Procedures.

Students Please Note: If you are interested in the conference Student Volunteer program, please do not use this form. See [SIGGRAPH 2003 Student Volunteers Call for Participation](#)

Personal Information

Name

Affiliation

Address (work/home)

Work Phone

Home Phone

Fax

Email

URL

Your Involvement in SIGGRAPH

(please complete this section as specifically as possible)

Which conference year do you wish to volunteer for?

SIGGRAPH 2003 - San Diego (subcommittee and onsite positions open)

SIGGRAPH 2004 - California (all positions open)

In what capacity would you like to participate?

Program Chair

Subcommittee

Onsite Worker

Other, please specify

Discuss the area(s) of the conference on which you would like to work and your vision for that program. (See [Position Descriptions](#) for further information.)

Why do you want to participate?

Do you hold or have you applied for any other volunteer position within SIGGRAPH? If so, please list.

What support/constraints can you expect from your employer/family?

How much time (average & peak) can you spend on SIGGRAPH over the next 24 months?

Background, Expertise, and Experience

Please list any relevant SIGGRAPH, other conference, organization and/or volunteer experience (duties and responsibilities).

How long have you been attending SIGGRAPH annual conferences?

Please list any relevant professional experience (including management, business and policy development, research, technical, computer graphics, etc.).

List any other interests, skills, experiences, or resources that you feel would be appropriate to include?

References (names and contact information for professionals who are familiar with your record)

A copy of this application form will be emailed to conference organizers, and you will be contacted with additional information. Thank you for your interest in volunteering for SIGGRAPH. Please direct any questions to capstone@siggraph.org.

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