



Call for Education Papers

We are seeking original contributions for presentation and publication in the EG'2022 education track. We wish to build and enhance a vibrant community of Computer Graphics teachers who share their knowledge and experience of bringing computer graphics to the classroom and getting others excited about the field.

The scope of the track includes topics in education related to computer graphics, computer graphics in education, teaching/classroom experience related to computer graphics content, assignments and outstanding student projects in computer graphics. We invite authors to submit papers, panels and student projects related to the following topics:

- Teaching Computer Graphics to diverse audiences (e.g. computer science, engineering, arts); Designing curricula for Computer Graphics and related disciplines (e.g. image processing, visualization, animation and games);
- Designing and teaching online and hybrid courses in computer graphics;
- Classroom challenges in computer graphics (e.g. innovative and effective assessment, engaging student interest, managing diverse student backgrounds, teaching mathematical foundations);
- Enabling and exploiting visual tools and techniques to teach in other disciplines;
- Incorporating modern technology in Computer Graphics courses (e.g. VR, AR, 3D printing);
- Bringing Computer Graphics research into the classroom;
- Promoting undergraduate research in Computer Graphics;
- Special interest this year: we are looking for experiences in presenting Computer Graphics to first years students in order to enroll more students during later courses.

Proposals for education panels should be emailed directly to the education papers co-chairs at chairs-eg2022edu@eg.org.

The best papers will be recommended to the editors of prestigious journals in the field, [Computer Graphics Forum](#), [Computers and Graphics](#), and [IEEE Computer Graphics & Applications](#), who may invite the authors of these papers to submit extended versions to their journals. The best assignments may be published in the [CGEMS](#).

- Education papers and experience reports should provide new insights or experience that improve student learning and emphasize on how instructors can directly use them in the classroom.
- Proposals for panels should state the problem and include a short statement from proposed panelists.
- Assignments should explain the assignment; provide examples of handouts and starter code and example student work. Authors may provide them as supplementary materials during submission, and agree to provide access to them online upon acceptance.
- Outstanding student projects (individual or group) should describe the learning context for the project and show how the student(s) brought creativity to the work. Upon acceptance, authors are expected to demonstrate the project during their presentation.

>> TIMELINE

Jan. 24, 2022
Feb. 28, 2022
Mar. 21, 2022
Apr. 25, 2022

Submission deadline
Notification to authors
Camera-ready
Conference in Reims, France

* All deadlines are at 23:59 UTC

>> SUBMISSION DETAILS

Anonymous submissions of up to 8 pages for education papers, 4 pages for effective assignments or up to 2 pages for notes on assignments or outstanding student projects, must be formatted according to the [Eurographics Author's guidelines](#). Submissions will be made electronically through the [Eurographics Submission and Review Management \(SRMv2\)](#) and subject to a review process.

Eurographics 2022 Education Paper Chairs

Jean-Jacques Bourdin, Université Paris 8, France

Eric Paquette, École de technologie supérieure (ÉTS), Canada

For any questions, please do not hesitate to contact the education program co-chairs via chairs-eg2022edu@eg.org.





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