GRAPHICS AND INTERACTIVE TECHNIQUES CS202X: REQUEST FOR FEEDBACK

ON THE DRAFT CURRICULAR GUIDELINES

SUBCOMMITTEE AND BOF HOSTS

Erik Brunvard
University of Utah, Salt Lake City, UT, USA

Kel Elkins
NASA, Greenbelt, MD, USA

Jeff Lait
SideFX, Toronto, Canada

Susan Reiser
UNC Asheville , Asheville, NC USA

Dave Shreiner
Unity Technologies, CA, USA

Unable to attend

Amruth Kumar
Ramapo College of New Jersey, USA

Paul Mihail
Valdosta State University, GA, USA

Tabitha Peck
Davidson College, Davidson, NC, USA

Ken Schmidt
NOAA NCEI, Asheville, NC, USA

AGENDA

- What is CS202X?
- CS202X Knowledge Areas
- CS202X Graphics and Interactive Techniques
- Graphics and Interactive Techniques Knowledge Units
- How to provide feedback

CS202X: CURRICULAR GUIDELINES

SIGGRAPH 2022
VANCOUVER+ 8-11 AUG

History

Sponsored by ACM, IEEE and AAAI

Steering Committee Co-Chairs:

Amruth Kumar and Rajendra Raj

Timeline

CS202X KNOWLEDGE AREAS

SIGGRAPH 2022 VANCOUVER+ 8-11 AUG

CS202X: ACM/IEEE-CS/AAAI Computer Science Curricula, https://csed.acm.org

KNOWLEDGE AREAS

Algorithms and Complexity

Architecture and Organization

Artificial Intelligence

Data Management

Graphics and Interactive Techniques

Human-Computer Interaction

Mathematical Foundations

Modeling

Networking and Communication

Operating Systems

Parallel and Distributed Computing

Programming Languages

Security

Society, Ethics and Professionalism

Software Development Fundamentals

Software Engineering

Specialized Platform Development

Systems Fundamental

CS2013 KNOWLEDGE UNITS AND HOURS

Fundamental Concepts	3 hours Core	elective
Basic Rendering		elective
Geometric Modeling		elective
Advanced Rendering		elective
Computer Animation		elective
Visualization		elective

CS202X KNOWLEDGE UNITS AND HOURS

Fundamental Concepts	4 hours Core	elective
Visualization		elective
Basic Rendering		elective
Geometric Modeling		elective
Advanced Shading		elective
Computer Animation		elective
Immersion (MR, AR, VR)		elective
Interaction		elective
Image Processing		elective
Tangible/Physical Computing		elective
Simulation		elective

WE REQUEST YOUR FEEDBACK ON THE GRAPHICS AND INTERACTIVE TECHNIQUES KNOWLEDGE AREA!

- Email the subcommittee at cs202x-git@volunteer.acm.org
- Feedback Form: https://forms.gle/kSDL47rAHwRPycsm7

KNOWLEDGE UNITS AND HOURS

Fundamental Concepts	4 hours Core	KA Fundamentas
Visualization		KA Visualization
Basic Rendering		KA Basic Rendering
Geometric Modeling		KA Geometric Modeling
Advanced Shading		KA Advanced Shading
Computer Animation		KA Computer Animation
Immersion (MR, AR, VR)		KA Immersion (MR, AR, VR)
Interaction		KA Interaction
Image Processing		KA Image Processing
Tangible/Physical Computing		KA Tangible/Physical Computing
Simulation		KA Simulation