# Best Practices in Teaching Visual Computing

**A Special Track of the**

**8th International Symposium on Visual Computing (ISVC'12)**

**http://www.isvc.net**

**July 16-18, 2012, Crete, Greece**

## Scope:

We witness a rapid expansion of multimedia industries exploiting visual information (such as video surveillance, biometrics, immersive computer games, 3D home entertainment and many others), which creates the need for engineers and computer scientists with strong visual computing skills. How do we teach visual computing? Image Processing, Computer Vision, Computer Graphics, and Virtual Reality are relatively new fields of engineering and computer science; however, they embrace a wide diversity of applications and theoretical challenges, which makes teaching of fundamental concepts related to these disciplines a challenging task. This special track welcomes contributions on innovative teaching techniques for Image Processing, Computer Vision, Computer Graphics, and Virtual Reality courses at the undergraduate and graduate level.

## Topics:

The topics of interest include but are not limited to the following areas:

- innovative teaching methods in visual computing disciplines
- problem-based learning in visual computing disciplines
- academic-industrial partnerships
- visual computing for non EE-CS majors
- curriculum development for visual computing
- approaches for the evaluation of the learning experience in visual computing courses
- interdisciplinary teaching for visual computing
- "don't do this" case studies - examples of appealing ideas that did not work

## Paper Submission Procedure:

Papers submitted to ISVC 2012 Special Track must not have been previously published and must not be currently under consideration for publication elsewhere. Manuscripts should be submitted in camera-ready format and should not exceed **12 pages**, including figures and tables (see http://www.isvc.net for details). All papers accepted will appear in the symposium proceedings which will be published by **Springer-Verlag** in the **Lecture Notes in Computer Science (LNCS)** series.



## Important Dates:

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| **Paper submissions** | May 7, 2012 (Extended) |
| **Notification of acceptance** | June 4, 2012 |
| **Final camera ready paper** | June 18, 2012 |
| **Advance Registration** | June 18, 2012 |
| **ISVC'12 Symposium** | July 16-18, 2012 |

## Organizers:

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