

Birds-Of-a-Feather 2021

Title	Description	Date	Time (PDT)	Organizer
Computer Graphics & Animation Research Projects (CG&ARP)	Are you an undergraduate student who would love to be part of a research project? Or perhaps faculty with students eager to do research? During this BOF we will discuss creating a global initiative that will create research projects in computer graphics & interactive techniques, and then seek out undergraduate students, worldwide, to staff these projects. Our hope is to provide undergraduate students, who might not otherwise have the opportunity, to do some serious work ... and have fun doing so!	9-Aug	5:00 PM	William Joel
Virtual Production in Education	In cooperation with the ACM/SIGGRAPH Education Committee, this BOF is for educators with interest or curiosity in virtual production as a means for facilitating and enhancing teaching and learning experiences.	10-Aug-21	11:00 AM	Nick Jushchyshyn
Skilling up a Diverse Workforce: Content Creation in a Post Pandemic World	The pandemic has disrupted no other part of the content supply chain more strongly than content creation. The rapid expansion of on-demand streaming platforms is feeding a growing demand for episodic content having the production quality of Hollywood movies. How should educators skill up the next generation of artists while promoting diversity and equitable access to the technologies and processes of tomorrow? Our panel of experts spanning industry and education will explore how we can work together to help shape a better post-pandemic world.	11-Aug-21	9:00 AM	Dr. Maya Beasley
Massive Collaborative Animation Projects: Annual Meeting	Massive Collaborative Animation Projects (MCAP) presents models and perspectives for collaborative practice across institutional boundaries. Participants will share perspectives, personal experiences, inquiries and ideas for future program development.	11-Aug-21	11:00 AM	Miho Aoki
Undergraduate Research Alliance	A gathering of faculty and students to share and discuss original research in computer graphics and interactive techniques at the undergraduate level	11-Aug-21	1:30 PM	William Joel
Faculty Submitted Student Works	A gathering of educators to discuss the projects and student works submitted to the Faculty Submitted Student Work Exhibit and a way for educators to learn more about the archive of past projects and discuss the submission process for next year.	12-Aug-21	11:00 AM	Richard Lewis
VRestaurant: What does VR Education taste like?	This session discusses the benefits of multi-level, multi-disciplinary, cross-institutional collaborative approaches for VR teaching and learning. Our case study is "VRestaurant: food for thought", a project being developed by artists, designers, computer scientists and gastronomists across three universities in Brazil and UK, combining multiple aspects of academic practice in VR.	12-Aug-21	1:00 PM	Rejane Spitz
XR Education and Hybrid Horizons	The ACM/SIGGRAPH Education Committee invites all interested to gather, discuss and contribute to a planning discussion for a remote Educator's Showcase to be offered later in 2021 by and for Educators. The Educators Showcase (sponsored by the SIGGRAPH Education Committee) will be free to educators and students, offered remotely and be organized around the collection of a series of salient topics that the group will discuss during this BOF. The Showcase will span one day and cover content that includes: XR curriculum, educational tools for immersive collaboration, the integration of in-person and remote learning, the potential of innovation using XR for storytelling, discussion of diversity and inclusion among other topics. We plan to present and discuss SIGGRAPH Education Committee initiatives that will be showcased as well as new ideas that originate from the group attending. This BOF will provide an open forum for those interested in participating in the Educator's Showcase to discuss and request specific content.	12-Aug-21	3:00 PM	Barbara Mones
Change Readiness: Preparing for Change in the Age of Disruption	Intuitions of higher education (IHE) are in a period of immense disruption due to student demographic changes, economic pressures, and approaches to student learning. These swirling forces are driving IHE to consider and pursue systemic organizational, cultural, and pedagogical changes to fulfill their missions and remain financially viable. Though the desire for change is strong, most change initiatives fail due to an incomplete understanding of how faculty feel and respond to a change. By investigating attributes of change readiness, this paper examines the mediating factors that govern faculty's response to change as a mechanism to inform future change implementation processes.	13-Aug-21	10:00 AM	Brian DeLevie