



CALL FOR SUBMISSIONS

ACM EngageCSEdu Special Issue:

Innovations in Computer Graphics and Interactive Techniques for Computing Education

Guest editors

- Nandhini Giri, Purdue University, ginin@purdue.edu
- Kaia Olsen, University of Iowa, kaia-olsen@uiowa.edu
- Rehan Zia, Bournemouth University, rzia@bournemouth.ac.uk

EngageCSEdu (<http://www.engage-csedu.org>) publishes high-quality, engaging, classroom-tested Open Educational Resources (OERs) for computer science education. We seek novel contributions for a special issue on *Innovations in Computer Graphics and Interactive Techniques for Computing Education*. Resources must be accessible, of interest to teachers at the secondary through higher education level and implemented in an educational environment.

Special Issue Focus:

The focus of this special issue is on practical and innovative approaches that combine computer graphics with educational practices to enrich learning experiences in computing. Computer graphics-based learning presents a dynamic avenue for innovation in computing education with a demonstrated ability to engage learners, enhance conceptual understanding, and address complex real-world problems. This special issue is dedicated to exploring and promoting high-quality, high-impact, classroom-tested resources that leverage computer graphics and interactive techniques for impactful teaching in computing.

We invite submissions that showcase the use of computer graphics and interactive techniques as effective tools in computing education. Contributions should provide adaptable OERs that are rooted in authentic educational implementations, highlighting their impact on student learning. *Please note that there is an updated timeline for contributing to this special issue. The initial submission deadline has been moved to January 22, 2027. Contributors who have already submitted their synopsis in the ScholarOne portal will receive the initial review from the editors on February 26, 2027.*

Submissions should illustrate how topics included in computer graphics and interactive techniques knowledge units can be effectively implemented in educational settings, demonstrating measurable improvements in student engagement and comprehension (for example, per CS2023 (<https://csed.acm.org/>)). These units are fundamental concepts, rendering, geometric modeling, shading, computer animation, visualization, immersion, interaction, image processing, tangible/physical computing, and simulation.

Submissions may include but are not limited to the following.

- Computer graphics and interactive techniques
- Applied computer graphics and interactive techniques
- Ethics and professional responsibility in computer graphics and interactive techniques

The submission material could span a variety of instructional contexts such as programming assignments, instructional videos, lecture materials incorporating best practices, guided discussion group work, role playing, reading and reflection assignments, policy analysis, creative media, etc. We are particularly interested in materials that are designed to support students from underrepresented groups in computing courses.

Each submission is meant to be adoptable by instructors for use in their classrooms. Course syllabi, notes, and/or curricula in their entirety are outside the scope of EngageCSEdu. A key value of EngageCSEdu is to broaden participation in computing. To this end, resources accepted for publication are encouraged to use at least one research-based engagement mechanism aimed at increasing diversity and inclusion (e.g., an engagement practice from the NCWIT engagement framework: <https://ncwit.org/engagement-practices-framework/>).



Submission Requirements:

The final submission of each resource consists of **two parts**:

1. A 1–5-page paper whose audience is instructors or teachers.
 - The paper provides an overview of the purpose of the instructional materials along with implementation recommendations and helpful advice.
 - Authors may include student feedback on the assignment as one of the paper sections, if available.
 - In your paper, please also indicate a Computer Graphics or Interactive Techniques course as the target for the submission.
 - Please use one of the ACM EngageCSEdu paper templates (<https://engage-csedu.org/templates>). This will be an official publication indexed in the ACM Digital Library (DL).
2. Student-facing materials (including the activity or project description and any starter templates or formatting instructions) which should be made available in an anonymized format for review. The authors may also provide additional instructor-facing materials (such as grading rubrics or instructions) to complement the summary paper.

We require all materials to be submitted directly rather than as links to instructor-maintained repositories or websites. Although a submission may contain links to reference material, all supplementary materials which are considered to be a part of the submission during the review process and accepted for publication must be stored on the ACM EngageCSEdu site.

Authorship Policy:

The material submitted must be created by the identified authors or may be a creative variation on someone else's open-source material with appropriate credits to the original author. As stated in the ACM's policy on Prior Publications and Simultaneous Submissions (<https://www.acm.org/publications/policies/simultaneous-submissions>), no resource submitted to EngageCSEdu may be under review elsewhere. All submissions are subject to the ACM policy on plagiarism (<https://www.acm.org/publications/policies/plagiarism-overview>).

Review Process:

Authors will initially submit a paper synopsis and meta data, along with the student-facing materials. Guest editors will provide preliminary feedback to the authors on whether the proposed OER is appropriate for the special issue. If invited, authors will be asked to submit the full paper and all teaching materials for dual anonymous review. To ensure a quality review of both the pedagogy and the research-based inclusion practices, each proposed OER is reviewed by at least two experts in the field and one social scientist.

Note: Dual anonymous means that authors will not know the identities of those who review their materials and that reviewers will not know the identities of the authors of the proposed OERs they review. Even when authors take great care to conceal their identities in a submission, a determined reviewer may still be able to identify who wrote the submission. Nonetheless, authors are expected to take reasonable measures to conceal their identities in all their submitted materials, so that reviewers have a reasonable chance of not knowing who the authors are. Reviewers are similarly expected to consider proposed OERs only on their merits, even if they believe they know who the authors are.



Submission Instructions:

All materials must be submitted through the ScholarOne portal at <https://mc.manuscriptcentral.com/engagecsedu>

Important Dates:

Initial submissions due (synopsis, meta data, and student-facing materials): January 22, 2027

Preliminary feedback from editors: February 26, 2027

Full submissions due (full paper + student-facing materials): April 16, 2027

Reviews and feedback to authors: June 18, 2027

Final submissions due: August 13, 2027

Publication in ACM DL and EngageCSEdu repository: September, 2027