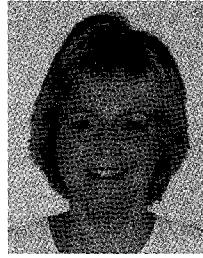


[Message from the Chair]



Judith Birchman
Purdue University

After reading an article in *Prism* not long ago, I started thinking about the changes we have faced as educators since I first started attending EDGD meetings. When I first started teaching, we were just on the verge of using computers to teach graphics. When CADD became a part of our curriculum, the focus of papers presented at conferences began to change rapidly. Until then, we mostly debated the relevance of graphics topics, the sequence they should be covered and some helpful techniques —remember the glass cube? Since then, conference papers focused on new topics such as hardware and software issues, board versus CADD, ways to set up a computer lab and how CADD has changed teaching graphics. We then moved on to issues like 3-D modeling versus 2-D drawings. The point is, as educators, we have had to deal with many issues related to teaching beyond the core knowledge of our discipline.

Today, we face an additional challenge related to new modes of teaching. The *Prism* article I referred to—“Connecting the Dots” [December, 2003]—highlighted an online course which used shared resources from multiple authors at multiple universities. The big question today has to be —How is the web impacting the way we teach? We’ve already seen the move to provide course materials on the Web. Once again, we find ourselves exploring new software— software that

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can help us publish and maintain documents on the Web. There are new points for discussion — Should we post lectures on the Web? How does it effect class attendance? How do we handle security of our materials? How does it impact communication with our students?—that will become topics for discussions with our peers. Some faculty have already moved on to including chat rooms, question/answer queues, video lectures for distance learning and even gaming simulations for their courses. As division members share their experiences in papers, we will all benefit from the lessons they have learned as to what is effective and why. I’m excited to hear about how graphics educators are integrating these new technologies into their teaching as well as how they are coping with the changes.

Another article in the local paper started me thinking about our students and the world they are growing up in. The article was written by a woman in her late twenties and questioned why although practically anything can be done online these days we still can’t vote online in elections. Her point was that in her world so much communication whether for business or pleasure is done conveniently using cell phones, text messaging, online accounts, chat rooms and any other number of communication options. She suggests that —“If voting were less of a cross between the SAT and going to the DMV and more like taking

an online survey, it might be more appealing.”
 [Confronting T-shirt logic: ‘Only old people vote’,
 Catherine Getches for the Los Angeles Times] I
 have to admit I had mixed reactions to the article.
 Although I agree we should be striving for ways
 to make communication as efficient as possible I
 worry about the effect it is having on face-to-face
 communication skills. In addition to the learn-
 ing curve that goes with all the new technology,
 we also need to consider how it is impacting the
 relationship between faculty and their students.
 Some additional questions we need to discuss
 and explore are—How is this technology affect-
 ing the interaction and communication with our
 students? How do we engage students in a world
 so dominated by the internet with its vast array of
 media – animation, multimedia, video, simulation,
 and games. I look forward to hearing how graph-
 ics educators are exploring these challenges and
 particularly how they are using new technologies
 to reach students in new ways without losing that
 face-to-face interaction which is why most of us
 got involved with teaching in the first place. I look
 forward to seeing many of you at the ASEE annual
 Conference in Salt Lake City and hearing your
 presentations about current graphics issues!

[Election Results]

2004

Vice Chair

Ron Paré

Director of Liaison

Doug Baxter

Director of Programs

Frank Croft

Director of Membership

Jon Duff

[Calendar of Events]

Division: <http://www.east.asu.edu/edgj/edgd>

59th Annual EDGD

MidYear Conference

Williamsburg, Virginia

November 21-23, 2004

General Chair: Patrick Devens

2004 Annual ASEE Conference

Salt Lake City, Utah

June 20-23, 2004

Program Chair: Patrick Devens

2005 Annual ASEE Conference

Portland, Oregon

June 12-15, 2005

Program Chair: Kathryn Holliday-Darr

2006 Annual ASEE Conference

Chicago, Illinois

June 18-21, 2006

2007 Annual ASEE Conference

Honolulu, Hawaii

June 24-27, 2007