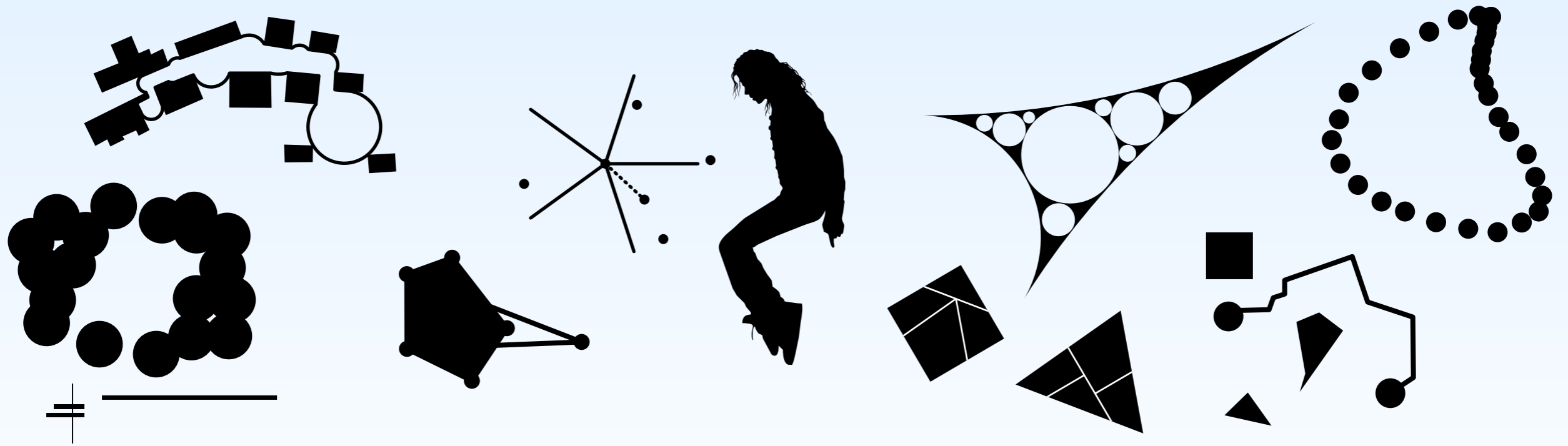# CGWeek 2016: Multimedia Exposition

REPORT

25 YEARS MULTIMEDIA

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1992: First SoCG Video Session

25 YEARS MULTIMEDIA

1992: First SoCG Video Session

2015: Video Session → Multimedia Exposition

CG:MM 2016

CG:MM 2016

Program Committee

Martin Demaine, MIT, USA
William Evans, University of British Columbia, Canada
Michael Hoffmann, ETH Zürich, Switzerland
Irina Kostitsyna, TU Eindhoven, the Netherlands
Maarten Löffler, Utrecht University, The Netherlands
Martin Nöllenburg, TU Wien, Austria
Don Sheehy, University of Connecticut, USA
Birgit Vogtenhuber, TU Graz, Austria

CG:MM 2016

Timeline

November/December: formation of PC
December 18: call for contributions
Februari 24: submission deadline
March 16: notification
March 23: final version of abstract
April 27: final version of content
June 14-18: CGWeek

CG:MM 2016

Summary

9 submissions: 3 videos & 6 applications
6 unconditionally accepted
3 accepted after considerable revision
8 authors present at symposium

Preview session on Tuesday
Exposition on Wednesday & Thursday

SUBMISSION FORMAT

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Originally: videos

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Over the years: decline in submissions

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Over the years: also applets/demos

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Last year: name change

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Originally: videos

Over the years: decline in submissions

Over the years: also applets/demos

Last year: name change

This year: more demos than videos

SUBMISSION FORMAT

"The **content** of multimedia presentations should be related to computational geometry or neighbouring areas, but is otherwise unrestricted. We encourage submissions that support papers submitted to the Symposium on Computational Geometry, but this is not required. In particular, **results being presented are not required to be new**. We explicitly encourage submissions that take new views on classic results from computational geometry, which may help to make such results more widely accessible."

SUBMISSION FORMAT

"The **form** of multimedia presentations can be anything other than the traditional paper or slide show. Algorithm animations, visual explanations of structural theorems, descriptions of applications of computational geometry, demonstrations of software systems, and games that illustrate concepts from computational geometry are all appropriate. There are **no limitations on creativity, anything that leverages the possibilities of multimedia to enlighten and entertain the viewer while learning about computational geometry** or neighbouring areas will do. This includes rendered animation, films with narrators and/or actors, and interactive stories, as well as interactive demos."

EXPOSITION FORMAT

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Traditionally:
plenary video session, all videos shown in full

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Exposition area less suited to videos & not what we are used to

EXPOSITION FORMAT

Wednesday: 4 contributions in lobby, 5 contributions in room D

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Nobody found room D

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Three key reasons:

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   Location
   Location
   Location

Thursday: all contributions in lobby

MULTIMEDIA FUTURE

MULTIMEDIA FUTURE

Should we accept/encourage non-video submissions?

Should we require video "previews" for non-video submissions?

Should we have a plenary session and/or an exposition area?

Exposition area: if used, must be integral part of CGWeek venue setup.

CGWeek 2016: Multimedia Exposition

END OF REPORT