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Education Papers

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Preface

The Eurographics Education Papers programme provides a venue, where educators can share their experiences and discuss recent trends in computer graphics education, as well as the use of computer graphics in education.

This year, the number of submissions to the Eurographics Education Papers was almost twice the average number of submissions of the past few years, making this year's programme more competitive than usual. The final programme includes eight full education papers, two short education papers and one outstanding student project, including topics, such as undergraduate research, teaching for and with extended reality or computer graphics for cultural heritage. Of special interest for educators will be the introduction to the recently completed ACM/IEEE-CS/AAAI Computer Science Curricula 2023 (CS2023) Body of Knowledge for Graphics and Interactive Techniques (GIT).

We would like to thank all contributors to this years' programme: the organizers of Eurographics 2024, our IPC members and all authors, including the authors who unfortunately did not have their submissions accepted – as already mentioned, this year the Education papers programme was particularly competitive.

Beatriz Sousa Santos and Eike Falk Anderson

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