Computer Graphics in a MOOC: Beyond the Hype and Hysteria

Eric Haines, Autodesk, Inc.

Guest Lecture in Computer Graphics

Monday, November 4th, 4-5:30pm

Towne Room 225 – Raisler Lounge

MOOCs, massive open online courses, have been in the news. The MOOC concept has been called everything from the great equalizer to a form of colonialism. The Editor-in-Chief of the ACM wonders if they will destroy academia and wishes he could "wave a wand and make MOOCs disappear". This talk will go beyond the hype and hysteria. I spent half a year developing the MOOC "Interactive 3D Graphics" with Udacity, and the past half-year on the forum helping students progress through the material. Well over 30,000 people have signed up for this self-paced course so far. Beyond such bragging-rights numbers and the pros and cons of MOOCs, I'll focus on the course itself: how it was produced and how it works, the web technologies three.js and WebGL used to drive it, and things that went right and went wrong. There will be a quiz, if not two or three.

Eric Haines

Eric Haines is a Senior Principal Engineer at Autodesk, Inc., working on a next-generation interactive rendering system for computer-aided design applications. He is a coauthor of the book "Real-Time Rendering", a founder and editor of the Journal of Computer Graphics Techniques, and maintainer of the Graphics Gems code repository, among other activities. He received an MS from the Program of Computer Graphics at Cornell in 1985 and a BS in Computer Science from RPI in 1980.

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