



Seminar Series



Dr. Susan Reiser

Senior Lecturer Emerita, UNC-Asheville

Susan Reiser recently retired as the Senior Advisor to the Provost and Senior Lecturer from UNC Asheville, North Carolina's Public Liberal Arts University where she taught classes in computer science, new media, and mechatronics engineering; developing or co-developing over 25 courses in the three disciplines. She was a member of the committee which proposed and developed the New Media Department (originally Multimedia Arts and Sciences) in 1998 and one of the co-founders of STEAM Studio, UNC Asheville's 10,000 square foot making place. Before teaching at UNC Asheville, she worked in industry as a software developer and systems engineer. In addition to her corporate work, she wrote visualization applications for Duke Medical School's Electrophysiology Lab. Currently she collaborates with Texas A&M's Courtney Starrett on data materialization projects. Susan served as the General Submissions Chair of SIGGRAPH 2023 and SIGGRAPH 2024 and just began her second term on the ACM Education Board. Fay Cobb Payton and Susan co-chaired the ACM DEI in Computing Education Task Force until it was disbanded in December 2023. She chaired the Graphics and Interactive Techniques Knowledge Area of the ACM/IEEE CS/AAAI's Computer Science Curricula 2023 (CS2023).

Computer Graphics: An Interdisciplinary Cornerstone of a Modern Liberals Arts Curriculum

A liberal arts curriculum includes foundational knowledge across the arts and sciences with an emphasis on developing critical skills and problem-solving. Historically, the liberal arts curriculum excluded computer science as an "unnatural" science. But given that projects in computer graphics—including visualization, data science, and interactive techniques—are inherently interdisciplinary, or at times trans-disciplinary, and demand critical and creative thinking; they actually exemplify the ideals of the liberal arts. Computer graphics students must be life-long learners because technology will change. Students will need to adapt their theoretical knowledge to new tools and will need to apply them to solve new problems. Furthermore, data support that courses that link STEM content to real world problems help retain women and people of color in the discipline.

In this seminar, we will look at example projects and courses that work to connect computer graphics and society and cross reference CS2023 (Computer Science Curricula 2023). To that end, we will illustrate why computer graphics can be an interdisciplinary cornerstone of a modern liberal arts curriculum.

Date:
August 26, 2024

Time:
2:00 - 3:00 pm

Location:
Blocker 220 and
Zoom

Faculty host:
Dr. Ann McNamara,
Director of the
TAMIDS VIVID Lab

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