

COMPSCI 715SC 2002
Research Frontiers in Computer Graphics

Guide for the Written Tutorial

Goal:

The goal of your written tutorial is to explain what you have learned about your topic at a level that your classmates will understand.

Format:

There is a great deal of flexibility in format. Use a style that you think will make learning easier for your classmates. The writing need not be formal. Remember that your audience is your peers. Avoid jargon. Use figures and tables where appropriate to assist comprehension.

In addition to covering your tutorial topic, be sure to explain

- Your implementation work and what you learned from it.
- How the material in the tutorial relates to the paper that your group is studying.

In terms of length, your tutorial should probably be similar to that of a full SIGGRAPH paper. SIGGRAPH papers are 8 pages long, with a small font that is tightly spaced and double-column. If you print your paper out single column and double-spaced it should be more like 15 pages. (It's not required, but you can use the SIGGRAPH format if you like; it's available at <http://www.siggraph.org/publications>.)

Resources:

Your tutorial must reference both library material and internet material. You can discuss your topic with anyone, but the final tutorial is to be your own work and shouldn't overlap with others' tutorials. All thoughts and words should be your own unless another source (journal, book, internet address, person, etc.) is cited. Citation and bibliography format should be similar to what you see in SIGGRAPH papers. If you have any questions, see Kevin.

Content and Plagiarism:

The goal of your tutorial is to explain things that you understand. Do not try to fake your understanding. If you do, you are likely to be committing some form of plagiarism (the act of using someone else's thoughts or writings and passing them off as if they were your own). It is better to write an honest tutorial with smaller scope than a larger one that includes false knowledge.

Tutorials with plagiarism will be penalized heavily. If there is any significant plagiarism, you will get a zero for the tutorial.

If what you write is in your own words, but based on something you learned from other sources, you should reference the sources of your learning at the end of each sentence or paragraph. (Most of your tutorial should be like this.)

If you are desperate to include something that you don't understand in your tutorial, you should use a direct quote from the source (inside quote marks) and give a reference to the source. This might be a good idea if you don't understand something, but feel that your classmates would understand it if you give them the quote. If you do this, you probably should warn readers that you don't understand the quote yourself.

A direct quote from a source (inside quote marks) is also appropriate if you understand the material, but don't think you can describe it any better than the original authors did.

You should never take a sentence or phrase from somewhere else and just change a few minor words here and there so appears as if you aren't quoting. This does not reflect understanding and will be considered plagiarism. If you don't understand something well enough to express it in an original way, use quote marks and reference the source.

You should use figures where appropriate. If a figure is copied from somewhere else, there should be a reference to the source in the caption. This applies whether the original figure was digitally copied, scanned in, or re-drawn by you.

All sources must be acknowledged. Sources can range from books and journal articles to internet pages and even conversations with another person. If you fail to acknowledge a source, it will be considered plagiarism.

If you have any questions or concerns about plagiarism, see Kevin.

Submission:

Submit: An electronic copy of a complete draft of your tutorial to the assignment dropbox by 10:30AM on 21 October and bring two paper copies to class at 11:00AM

Draft tutorials count towards your participation marks for Week Six. Your draft tutorials will be passed to other students for peer review.

Submit: Your complete tutorial (in a format that can be read and printed by machines in the grad lab using standard installed software) and a zip file containing all files relating to your implementation by 10:30AM on Thursday 24 October. Late penalty is 6% per day. Weekends count as one day.

Your final tutorials and implementation work will be posted on the web soon after submission, thus making them available for people studying for the final exam.

Marking:

Your tutorial will be marked in two broad categories:

60% Content – Includes relevance of your tutorial to the paper you studied, value of the material that you covered to other students, and evidence of substantial research and understanding.

40% Clarity – Includes readability and ease of understanding by other students. Of course, high clarity marks will not be awarded if the only reason why the tutorial is clear is that it explained very little.

Weighting:

Your marks for the Research Frontiers unit will total 17.5% of your mark in 715

55% of those marks will be from your written tutorial and implementation.

45% of those marks will be from your participation in Weeks 1,2,3,4, and 6 of the unit.