**Shall I offer a Course or a Workshop?**

|  |  |  |
| --- | --- | --- |
|  | **Course** | **Workshop** |
| **Organizer** | Organizer (or several organizers) are expert(s) in the field, able to communicate knowledge effectively with students at a specified level (beginners to advanced). The organizers are expected to anticipate a variety of engagement methods, in the proposal for a course. | Organizer (or several organizers) take(s) responsibility for creating new knowledge or insights along with a group of knowledgeable peers.  The organizers facilitate interactive session that foster knowledge creation, sharing and dissemination. |
| **Participants** | In the case of a course, participants are learners on a topic. These learners are possibly experts in unrelated topics or topics not directly addressed in the course. Learners are not asked to submit qualifications to attend/participate in a course. | Participants are contributors: knowledgeable peers and experts in related topics. They must provide a position paper and show related work to qualify for entry. Contributors are selected prior to the conference, by the organizers of a workshop. |
| **Goals** | Specific learning objectives appropriate to the course topic and anticipated student level.  Main goals:   * Learn a new skill/gain insights from experts on a sub field of CG/interactive techniques * Professional development | Share knowledge and extend knowledge on a specific topic (which may be covered in a different form at other venues of SIGGRAPH Asia 2017).  Main goals:   * Present ideas/findings/questions, discuss, brainstorm, provoke action/next steps with others in the field * Network and build community around the topic of interest (e.g. identify potential contributors for future collaborations) |
| **Topic** | Topics are open to specific technologies, methodologies, devices, including topics that may be part of university courses or those that will help newcomers more rapidly integrate into the SIGGRAPH community.  Course topics are often quick ways for learners to get up to speed on “state of the art.” | Topics often cross boundaries, look at emerging topics and fields or attempt to build alliances with organizations beyond SIGGRAPH.  Workshop topics are often beyond “state of the art.” |
| **Time** | A 90 minute session = 1 unit. Typical courses are 1 or 2 units, but up to 4 are possible. Courses take place throughout the SIGGRAPH conference. | Workshops take place on the first day of the conference and are half-day or full-day in length. |

**Example:**

A workshop on prototyping (for example) might encourage sharing of a variety of prototyping tools and methods among people who are accustomed to using one or more of the tools already. The goal of such a workshop would be to clarify issues related to methods and tools, output and success metrics, and additional goals that are appropriate to discussions among experts to extend best practices or create new understandings and practices.

A course on prototyping would introduce the purposes of prototyping, review a selection of prototyping tools and the resultant prototypes. It might discuss how the results would be useful for which types of testing, or shared with a development team.