

International Resources Committee Sessions

27 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

[Date: Monday, 27 November 2017](#)

Student Indie Game Showcase

Venue: MR211

Time: 12:45 – 13:45

Are you interested in the indie game scene or game development? We bring you the opportunity to see some of the indie games created by some of the SIGGRAPH Asia student volunteers', and hear firsthand what motivated and drove them to create the work. Come meet and network with other student volunteers who are also developers, designers, or artists. Discover what it takes to create a game.

[Date: Tuesday, 28 November 2017](#)

Understanding Asia: Focus Thailand

Venue: MR212 & MR213

Time: 14:00 – 15:00

This meeting is to introduce Thailand to the attendees, going from the amazing natural beauties to the incredibly delicious food and rich culture. Come and see what has been developed in the universities and CG industry.

[Date: Wednesday, 29 November 2017](#)

Understanding Asia: Focus Thailand

Venue: MR212 & MR213

Time: 15:00 – 17:00

This session has been organized by the ACM SIGGRAPH Chapters in China (Hong Kong, Shanghai and Shenzhen) to introduce CG industry development in China. The goal is to let Asian people know more about CG in China, help people find cooperation opportunities and provide a meet-up and networking point for Asian and Chinese professionals and researchers.

International Resources Committee Sessions

27 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Date: Thursday, 30 November 2017


Understanding Asia: Focus Thailand

Venue: MR212 & MR213

Time: 15:00 – 17:00

This session has been organized by the ACM SIGGRAPH Chapters in China (Hong Kong, Shanghai and Shenzhen) to introduce CG industry development in China. The goal is to let Asian people know more about CG in China, help people find cooperation opportunities and provide a meet-up and networking point for Asian and Chinese professionals and researchers.

Education Special Session 3: Girls in STEM: Investigating the Reasons that too Few Female Students Enter Technical Fields

 (Special access for Experience Pass holders)

Venue: MR 212 & MR213

Time: 10:00 – 11:00

This panel discusses the reasons why too few female students choose to study STEM (Science, Technology, Engineering and Mathematics). We discuss how this impacts Computer Graphics, and what we can do to have a better gender ratio.

*In collaboration with Symposium on Education & International Resources Committee
By Aruquia Peixoto, CEFET/RJ, and Barbara Mones, University of Washington*



International Resources Committee Sessions

27 – 30 November 2017

Bangkok Int'l Trade & Exhibition Centre (BITEC)

Date: Thursday, 30 November 2017

Women in CG

Venue: MR212 & MR213

Time: 11:00 – 12:00

The second edition of Women in CG at SIGGRAPH Asia brings the focus on the women working in the animation and computer graphics industry. In a collaboration with CAF and Symposium on Education, we want to share with the audience the challenges and opportunities faced by female innovators, technologists, producers and creatives.

Women at SIGGRAPH Asia Get-Together

Venue: MR212 & MR213

Time: 11:00 – 12:00

Get-together with all female professionals attending SIGGRAPH Asia.

In collaboration with Symposium on Education and Computer Animation Festival

Sponsored by



SA2017.SIGGRAPH.ORG

Organized by

