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COMPUTER GRAPHICS EDUCATION FROM HIGH SCHOOL TO UNIVERSITY

Key words: *computer graphics, education, introductory course.*

We analyze the introductory courses of computer graphics, having two goals in mind. First, we studied how computer graphics ideas in another context are taught before entering university, at high school level. Second, what is the content of introductory courses and how connected it with previous knowledge. Our findings are summarized into three types of students, and five levels of education. We described the educational process by analogy with selected models and theories – the reference model for computer graphics [1], mathematic languages [2], Piaget's development theory, and a cognitive process of mathematic by M. Hejny [3].

References:

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