Introduction
Multimedia and Hypermedia
Electronic Books and Interactive Illustrations - Transcript of a Talk
Opportunities for Multimedia in Education
Mnemotechnics and the Challenge of Hypermedia
Cooperative Learning Using Hypermedia
HyperGraph - A Hypermedia System for Computer Graphics Education
Hyper-Simulator Based Learning Environment to Enhance Human Understanding
Visual Thinking and Visualization
Visual Thinkers, Mental Models and Computer Visualization
The Multi-Faceted Blackboard: Computer Graphics in Higher Education
Remarks on Mathematical Courseware
Visual Ways of Knowing, Thinking, and Interacting
Visualization of Concepts in Physics
Prosporo: A System for Representing the Lazy Evaluation of Functions
Classroom Experiences
Computer Assisted Lecturing: One Implementation
Interactive Computer Graphics via Telecommunications
Collaborative Computer Graphics Education
Portability of Educational Materials Using Graphics
Collaboration between Industry and Academia - Computer Graphics in Design Education

Computer Graphics in Computer Graphics Education
Solid Modeling in Computer Graphics Education

Working Group Reports
Working Group Reports
Visual Learning (Visual Literacy)
Exploitation of Current Technology to Improve Learning
Computer Graphics as a Tool in Teaching
Long Range Views of Computer Graphics and Education
Working Group Participants

App. I - Participant List
App. II - International Programme Committee
Index

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.