

Instrucciones para Autores del I Workshop Peruano de Educación en Computación e Informática

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***Abstract.** This model describes the style to be used in articles for WECI. For papers in English, you should add just an abstract and for the papers in Portuguese, we also ask for an abstract in Spanish (“resumen”) or Portuguese (“resumo”). In both cases, abstracts should not have more than 10 lines and must be in the first page of the paper.*

***Resumo.** Este modelo presenta el estilo que debe ser utilizado para la confección de artículos que serán enviados al WECI. Los artículos que están en español o portugués deben poseer resumen y abstract. Artículos en inglés deben contener apenas el abstract. En ambos casos el autor debe tener cuidado para que el resumen (y el abstract) no excedan 10 líneas cada uno y estén en la primera página del artículo.*

1. General Information

All full papers submitted to WECI conference should be written in Spanish, English or in Portuguese. The format paper should be A4 with single column, 2.5 cm for upper margin, 2.5 cm for bottom margin and 2.5 cm for lateral margins, without headers or footers. The main font must be Times, 12 point nominal size, with 6 points of space before each paragraph. Page numbers must be suppressed in the final version.

Full papers must respect the page limits defined by the conference.

2. First Page

The first page must display the paper title, the name and address of the authors, the abstract in English and “resumen” in Spanish (for papers written in Spanish) or “resumo” in Portuguese. The title must be centered over the whole page, in 16 point boldface font. Author names must be centered in 12 point font, bold, all of them disposed in the same line, separated by commas. Addresses must be centered in 12 point font. The abstract must be in 12 point font, indented 0.8cm on both sides.

2. Sections and Paragraphs

Section titles must be in boldface, 13pt, flush left. There should be an extra 12 pt of space before each title. Section numbering is optional. The first paragraph of each section should not be indented; the first lines of subsequent paragraphs should be indented by 1.27 cm.

2.1. Subsections

The subsection titles must be in boldface, 12pt, flush left.

3. Figures and Captions

Figure and table captions should be centered if less than one line (Figure 1), otherwise justified and indented by 0.8cm on both margins, as shown in Figure 2. The font must be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.

In tables, do not use colored or shaded backgrounds, and avoid thick, doubled, or unnecessary framing lines. When reporting empirical data, do not use more decimal digits than warranted by their precision and reproducibility. Table caption must be placed before the table (see Table 1) and the font used must also be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.



Figure 1. A typical figure



Figure 2. This figure is an example of a figure caption taking more than one line and justified considering margins mentioned in Section 4.

5. Images

All images and illustrations should be in black-and-white, or gray tones. The image resolution on paper should be about 600 dpi for black-and-white images, and 150-200 dpi for grayscale images. Do not include images with excessive resolution, as they may take hours to print, without any visible difference in the result.

Table 1. Variables to be considered on the evaluation of interaction techniques

City	Country
Lima	Perú
Buenos Aires	Argentina
Fortaleza	Brasil
Caracas	Venezuela

6. References

Bibliographic references must be unambiguous and uniform. We recommend giving the author names references in brackets, e.g. [Knuth 1984], [Kernighan and Ritchie 1990]; or dates in parentheses, e.g. Knuth (1984), Sederberg and Zundel (1989,1990).

References

- Boulic, R. and Renault, O. (1991) "3D Hierarchies for Animation", In: *New Trends in Animation and Visualization*, Edited by Nadia Magnenat-Thalmann and Daniel Thalmann, John Wiley & Sons ltd., England.
- Dyer, S., Martin, J. and Zulauf, J. (1995) "Motion Capture White Paper", http://reality.sgi.com/employees/jam_sb/mocap/MoCapWP_v2.0.html, December.
- Holton, M. and Alexander, S. (1995) "Soft Cellular Modeling: A Technique for the Simulation of Non-rigid Materials", *Computer Graphics: Developments in Virtual Environments*, R. A. Earnshaw and J. A. Vince, England, Academic Press Ltd., p. 449-460.
- Knuth, D. E., *The TeXbook*, Addison Wesley, 1984.