

**"HOW TO EVALUATE AND SHOP FOR COMPUTER GRAPHICS HARDWARE"**

**AGENDA**

- 8:15 - 8:30 Attendees Complete Tutorial Questionnaire**
- 8:30 - 8:45 Introduction and Plan for the Day**
- 8:45 - 10:00 Review of Graphics Hardware Technology**
- o Terminals**
  - o Workstations**
- 10:00 - 10:15 Break**
- 10:15 - 11:00 Review of Graphics Hardware Technology**
- o Hardcopy Devices**
  - o Personal Computers**
- 11:00 - 11:45 General Evaluation Criteria for Graphics Hardware**
- o Understand Your Problem**
  - o Establish Your Needs**
- 11:45 - 12:00 Question and Answer**
- 12:00 - 1:30 Lunch**
- 1:30 - 3:00 General Evaluation Criteria for Graphics Hardware**
- o Environmental Constraints**
  - o Understand Device Features**
  - o Communications**
  - o Performance Considerations**
  - o Documentation**
- The Role of Software When Selecting Graphics Hardware**
- 3:00 - 3:15 Break**
- 3:15 - 4:30 Specific Buying Criteria By Class of Hardware**
- o Terminals, Workstations, Hardcopy, Personal Computers**
- Configuration Options and Tradeoffs**
- o Application, CPU, Device(s), Software, Resources**
- How To Evaluate the Graphics Hardware Vendor**
- Summary of Tips and Pitfalls from Graphics Software Developers**
- 4:30 - 4:50 Question and Answer**
- 4:50 Concluding Remarks and Summary of Key Points**