



Proposal Guidelines

- Please note that the entire event will be held in English.
- You can submit talks, workshops or exhibition items.
- We'll only be able to accept proposals submitted through the [symposium tool](#). With the help of the symposium tool, you'll be able to manage your proposals as well as your speaker profile. Additionally, we created [user guides](#) if you need any support with creating an account, submitting a proposal, etc.
- Prerequisites can be set through the classifiers inside the proposal. Nevertheless, visitors are free to visit any talk or workshop they want.
- For now, we'll only need a summary of your proposal. It should be exhaustive and detailed enough for us to get a good understanding of what you would like to present and be able to make a decision about accepting or rejecting it. Feel free to include technical details! You can send us your presentation slides in advance, but it isn't required for the application process.
- Everything you enter into the symposium tool will be published. Additionally, fields that are marked with "(Booklet)" will be exported into the physical booklet, that we'll be handing out at the event itself.
- Feel free to submit as many different proposals as you want, there is no limit on the number of submissions.
- In order to make our timetable as diverse as possible, there is a limit of two units (1 unit = 1 workshop, talk or spot at the exhibition) per company and/or speaker for the symposium itself. Feel free to highlight your favorite idea in the submission notes.
- For each talk, a company can send at most **one** additional representative besides the speaker. The number of representatives for workshops and the exhibition is negotiable. It is very important to us that these representatives are computer scientists or engineers in order to provide an atmosphere where the participants can get in touch about technical topics.
- It's very important for us that talks, workshops, and exhibits will not be perceived as advertisement/recruitment and only focus on the topics. We do not allow flyers or other advertising material, unless you are a VIScon sponsor.
- Technical information about the room equipment will follow in an email after we've accepted the proposals.

In the following pages you will find more details about the exhibition, types of talks and workshops we would like to provide to our attendees.

If you have any questions about the submission process, feel free to send us an email at symposium@vis.ethz.ch, we're happy to help!



Talks

In their talks, speakers can analyze a topic or technology, highlighting its current use in the industry / academia / research or just give a quick but enticing overview of the field and its potential. Make sure to have a technical reference, because VIScon is a technical convention in the end.

Talks can be one of the following formats:

Extended Talk: 45 minutes of presentation, followed by up to 10 minutes of Q&A

Talk: 30 minutes of presentation, followed by up to 10 minutes of Q&A

Lightning Talk: 15 minutes of presentation

Below, we listed the three tracks of the symposium and a couple of our ideas for talks. You are more than welcome to use those ideas as an inspiration, but feel free to propose something completely different!

Computer Science track:

Focus on the latest and greatest research as well as its uses and implementations in the real world. Talks and workshops on this track are primarily aimed at computer science students and should dive into deeper technological details.

- Present a specific bleeding-edge technology / research topic and analyze its impact as well as possible current and future applications / explain how you rolled it out in the company.
- Talk about a widespread technology used in your day-to-day business and what challenges came up while using it. Feel free to “show and tell” and include funny anecdotes / explain problems you encountered doing so – something students do not learn in lectures.

Examples from previous years: “Enzian: a Research Computer”, “Machine Learning in Web App Security”, ...

Entrepreneurship track:

Aimed at students interested in getting more insights into topics like how to develop an idea, improve one’s soft skills or how to start and run a business.

- Roadmap on how to go from an idea to a minimum viable product (MVP)
- How to make open source a business

Examples from previous years: “Pricing Climate Change for Investors”, “Millennials are Rewriting the Swiss IT Landscape”, ...

Interdisciplinary track:

This track is aimed at students from related fields of study who are interested in computer science. For instance, people of diverse backgrounds could give talks detailing their experiences working in the industry. Especially companies or labs that cover interdisciplinary fields are welcome to participate in this track.

- How computer science impacts today’s engineering
- How I managed to get along in computer science as a non-computer-scientist

Examples from previous years: “From Research Code to Industry Grade with SCION”, “Thriving in CS as an Outsider... and Staying Happy!”, ...



Workshops

Workshops will be held in the afternoon and are open to 25 to 40 participants depending on room availability, the type of workshop and its difficulty.

Hands-on workshops:

These will last approximately 2 to 3 hours and are intended to be technical. They could, for example, be the perfect setting to introduce systems, frameworks and technologies used on a daily basis in your company / research area. You could also grant access to architectures or data that students usually do not get at ETH. Make sure you can provide the infrastructure if any is needed.

Interactive workshops:

These 1.5- to 2-hour workshops are ideal for group work, case studies and soft-skill development. For instance, students could work on skills that are important in the business world but might be overlooked in a university setting.

We've listed a couple of our ideas for workshops, but we can't wait to see what you come up with on your own!

Computer Science / Interdisciplinary track:

- Container technology / Git / other tools that every computer science student should learn nowadays
- Specific technologies that are used within your company, but are not taught at university. This could include non-public access to data and infrastructure
- Tinkering with sensors, drones and microchips

Examples from previous years: "From Data to Forecast", "Virtual Reality on Oculus Go", ...

Entrepreneurship track:

- How to make your voice heard / appear more confident in different business situations
- How to pitch a product / company, including mock pitches in groups
- How to form a team and perform in difficult situations

Examples from previous years: "Design Thinking",





Exhibition

Our idea of an exhibition at VIScon is a space filled with robots, IoT devices and people wearing virtual reality headsets. It should be a hands-on area where students can experience and maybe even try out these objects live. Usually these amazing products attract students immensely, so if your company or lab works with such products on a daily basis, we would love to invite you to join the exhibition. It will provide a perfect opportunity to get in touch with students and excite them. A spot at the exhibition can also be paired with a talk or a workshop to supply background knowledge on your exhibit.

We are thrilled to get your suggestions on any items you would want to display. However, we don't want the exhibition to be a room filled with screens on which companies or labs present themselves, you should provide a physical product or something interactive to try out.

Please make sure to add following information to the "Submission Notes" in the symposium tool:

- Description of the object you want to bring
- Weight
- Required space
- Need of electricity / water / ...

