

Proposal Guidelines

- Please note that the entire event will be held in English.
- You can submit talks and/or workshops.
- 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 setting up an account, submitting a proposal, etc.
- Prerequisites can be set through the classifiers inside the proposal. Nevertheless, attendees 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 to be able to decide on accepting or rejecting it. Feel free to include technical details! You can send us your presentation slides in advance if you wish to, but it isn't required for the application process.
- Everything you enter into the symposium tool will be published. Additionally, fields marked with "(Booklet)" will be exported into the physical booklet that we will 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.
- To make our timetable as diverse as possible, there is a limit of two units (1 unit = 1 workshop or talk) per company or speaker for the symposium itself. Feel free to highlight your favourite idea in the submission notes.
- For each talk, a company can send at most **one** additional representative beside the speaker. The number of representatives for workshops is negotiable.
- It's important to us that talks and workshops 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 have accepted the proposals.

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

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



Talks

In their talks, speakers can analyze a topic or technology, highlighting its current use in the industry/academia/research or give a quick but enticing overview of the field and its potential.

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

Computer Science track:

Focus on the latest and greatest research together with its uses and implementations in the real world. Talks 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 alongside 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”, ...

Security track:

Having observed increasing interest from our participants over the last years, we decided to introduce this new track focused on security, hacking and related topics.

- How to secure your system and how you can test it
- How we recovered after we got hacked, and what did we learn from it

Examples from previous years: “How does Zoom Store Recordings?”, ...

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”, “Can you fix the world with a startup?”, ...

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: “Building a Robot Judge”, “Thriving in CS as an Outsider... and Staying Happy!”, ...



Workshops

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

Hands-on workshops:

These will last approximately 2 to 3 hours and are intended to include technical aspects. They could, for example, be the perfect setting to introduce systems, frameworks and technologies used daily 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. It 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 challenging situations

Examples from previous years: "Design Thinking", "In agile mission to Mars", ...

Security Track:

- How to secure your application/test its security
- How to exploit specific vulnerabilities and how to prevent them from happening in future

Examples from previous years: "Attacking and Defending Web Applications", ...