Proposal Guidelines

- **Please note that the entire event will be held in English.**

- You can submit talks, exhibits 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.

- The expected prerequisites for participants 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. However, 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 this 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, talk or exhibition item) 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 and exhibits is negotiable.

- It is important to us that talks, workshops and exhibits will not be perceived as advertisement or recruitment and only focus on the topics. We do not allow flyers or any other advertising material unless you are a VIScon sponsor.

- Technical information about the room equipment will follow in an email after the selection process if we have decided to accept your proposal(s).

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 analyse 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

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 analyse 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: "Mixed Reality with Robots", "Machine Learning in Web App Security", …

Security track:

This track focuses on diving deeper into security, hacking and related topics. Please feel free to get very technical here, our participants will love it!

- 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: "Innovate on Layer 8", "When hackers do good: The Future of Security Testing", …

Entrepreneurship track:

Aimed at students interested in getting more insight 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: "Founding a startup after ETH", "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. Companies or labs that cover interdisciplinary fields are especially 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", "Understanding the Brain: Machine Learning meets Neuroscience", ..

Workshops

Workshops will be held in the afternoon and are open to between 10 to 20 participants depending on room availability, workshop type and difficulty level.

Workshops can either last 2 or 3 hours. One approach could be to organise a technically focused workshop. This would be the perfect setting to introduce systems, frameworks and technologies that you use 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.

A different take would be an interactive workshop where participants do group work, case studies or soft-skills development. They could work on competences 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: "Build a Handheld Game Console", "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: "Rapid Prototyping", "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", ...

Exhibition

Following its great success in 2019, we are happy to bring back the exhibition after a two year break. The exhibition will be held on the 15th of October in the afternoon and will take place in the main hall of the ETH main building (HG).

The ideal VIScon exhibition 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 themselves. Usually this kind of product attracts students immensely, so if your company or lab works with such products on a daily basis, we would love to see you at the exhibition. It will provide a perfect opportunity to get in touch with students and excite them. A spot in 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. What we do not want, however, is for the exhibition to be a room filled with screens on which companies or labs only 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 for electricity / water / …

Example exhibits from VIScon 2019:
- Scewo - Self-balancing wheel chair
- Swisscom - Meet Pepper, a humanoid robot programmed to analyse facial expressions and gestures
- Facebook - Try out the Oculus Quest
- Microsoft - Get immersed with the Hololens 2 demo