

Proposal Guidelines

- Please note that the entire event will be held in English.
- The event will take place on the **21st of October 2023** in the **main building of ETH**.
- 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 a [user guide](#) if you need any support with setting up an account, submitting a proposal, etc.
- For now, we will 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 make a decision on whether to accept it. Feel free to include technical details! Additionally, we encourage you to submit a short video (less than 1 minute long) where you show your exhibition item, or give a short overview of what your talk or workshop will be about. If your proposal is accepted, we might post it on social media to get people excited about VIScon 2023! Please put the link to the video in the submission notes.
- 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. You can take a look at [last year's booklet](#) for reference.
- Feel free to submit as many different proposals as you want. There is no limit on the number of submissions. However, to make our timetable as diverse as possible, we will only schedule up to two units (1 unit = 1 workshop or talk) per speaker. You can highlight your favourite idea in the submission notes.
- Each speaker is welcome to bring one guest to the event.
- 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 information about what we expect from the talks, exhibits and workshops.

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 your talk, you can share your excitement about a topic that you care about, perhaps by telling related anecdotes, explaining your personal involvement, or exploring what makes it so special.

Talks can be one of the following formats:

- 15 minute talk:** 15 minutes of presentation, followed by up to 10 minutes of Q&A
30 minute talk: 30 minutes of presentation, followed by up to 10 minutes of Q&A

Note: A 45 minute slot (45 minutes presentation + 10 minutes of Q&A) can be requested if you feel like it would significantly improve the quality of your talk (e.g., if you plan on having a live demonstration which requires more time). Please get in touch with us!

We want VIScon to be a place where computer science students and technology enthusiasts can have fun while exploring new ideas and discovering interesting projects. Our goal is to provide entertaining and engaging talks that offer a unique perspective or delivery style that sets them apart from traditional university lectures. Therefore, we are looking for speakers who are genuinely excited about the subject of their talk. We welcome proposals for talks that range from not technical at all to fairly technical. However, it is important to keep in mind that not everyone in the audience is necessarily a computer science student, so the general idea of the talk should still be understandable even without technical expertise about the topic.

We're open to a wide range of topics, including personal projects, opinion pieces about technology, experiences from the entrepreneurial world, latest research, and promising technologies for the future.

Here are some talks from previous years that we really enjoyed. Feel free to use them as inspiration!

- [Is secure messaging secure? - Kenny Paterson](#)
- [Accessibility on the web - Xaver Fleer](#)
- [Founding a startup after ETH - Thomas Schulz](#)
- [Mixed Reality with Robots - Patrick Misteli](#)
- [Building a Robot Judge - Elliott Ash](#)
- [Passwords: A Trigger Topic - Katja Dörlemann](#)



Workshops

Workshops are open to 10 to 20 participants depending on room availability, workshop type and difficulty level.

Workshops can last 1.5 to 3 hours. If this does not fit your workshop idea, please get in touch with us to arrange a different duration.

One approach could be to organise a technically focused workshop. This would be the perfect setting to introduce systems, frameworks, technologies or skills that you frequently use in your projects, research or work. You could also grant access to architectures, data or devices that people might not usually have access to. 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.

Of course, feel free to let your creativity run wild and come up with a totally different concept.





Exhibition

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 attendees can experience and maybe even try out these things themselves. If your company or lab works with or develops any kind of physical device that you would like to showcase, then we would love to see you at the exhibition. We'd also love to have software exhibits that provide hands-on experiences for attendees to enjoy, whether it's a game you've created or some other type of interactive application. 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 merely showcase themselves. Instead, you should bring a physical device or something interactive that attendees can 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 / tables / ...

Example exhibits from previous VIScons:

- 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
- Raptor - Rapid aerial pick-up and transport of objects by robots
- Geranos - A UAV for precise Aerial Transportation of Poles

