



Proposal Guidelines

- Please note that the entire event will be held in English.
- The event will take place on the **11th of October 2025** in the **main building of ETH**.
- You can submit talks, exhibitions 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.
- 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 decide whether or not 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 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 2025! Please put the link to the video in the submission notes.
- Everything you enter into the symposium tool will be published online or in a physical booklet that will be distributed at VIScon 2025. 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 favorite idea in the submission notes.
- Each speaker is welcome to bring one guest to the event.
- It is important to us that talks and workshops will not be perceived as advertisements 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, exhibitions 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 in one of the following formats:

20-minute quick talk:	20 minutes of presentation, without a Q&A
30-minute standard talk:	30 minutes of presentation, followed by up to 15 minutes of Q&A or 35 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.

Important notice about AI-themed talks: Past VIScons have featured a lot of AI/Machine learning talks, and we received an even higher ratio of proposals about the topic. We know AI is the current hot topic, but after receiving a lot of feedback from our participants and internal reviews, we will reduce the amount of AI/machine learning-focused talks this year. It would be very unfortunate if we lose a great talk because of a general perception that AI attracts more listeners, so please try to submit (additional) proposals that are NOT mainly focused on AI, if you have any. Feel free to contact us if you have an idea for a talk, but are unsure if it is a good fit for VIScon.

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

- [Einstein, determinism, and quantum theory - Ghislain Fourny](#)
- [How to build a federated open source serverless tensor data lakehouse for petabyte scale foundation model training - Romeo Kienzler](#)
- [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](#)
- [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 organize a technically focused workshop. This would be the perfect setting to introduce systems, frameworks, technologies, or skills 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 competencies 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

