Course information & timeline

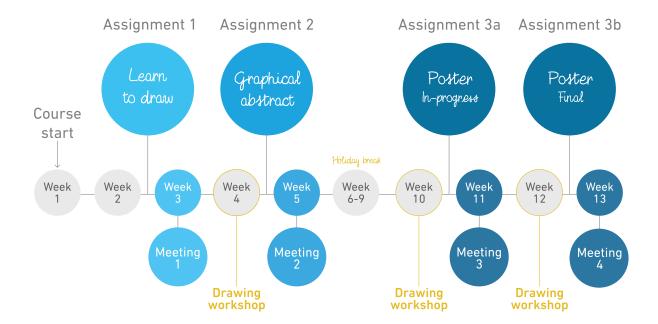
The course work is equivalent to a 4 ECTS PhD course, this means 120 hours of work (~3 weeks).

The course opens on the 11th of November. You will then get access to all material and the first assignment.

You don't have to be present at any meeting on that date

You only need to be present at one of the time slots for each meeting

You will submit 4 assignments to pass the course. Each assignment's submission is followed by an online meeting where you get feedback on your assignment:



Let's get started!

Download the software: depending on your university, you might have free access to Affinity Designer or Adobe Illustrator. If not, you can download Inkscape for free.







- Access the course at <u>www.visualizeyourscience.com</u>
 - Under "My learning", you find the online school where you:
 - Find all online course material. The course consists of 22 modules with video lectures and hands-on tutorials to get you started in your software
 - · Can book times for the web meetings
 - · Take quizzes
 - Submit your homework assignments
 - · Download instructions, fact sheets, and source files
- **Go to the community to present yourself!** Here you can also interact with fellow students, post images of your drawing progression for extra feedback, and ask for help.
- / Preparation ahead of the first online meeting

To ensure a smooth and productive learning experience, please make sure you have the following:

Stable Internet Connection: A reliable internet connection is essential for attending online meetings and accessing course materials.

Microphone: A microphone is necessary for participating in discussions and asking questions during the meetings and live sessions.

Mouse: For the best experience when learning vector graphic software and completing assignments, having a mouse is highly recommended.

Schedule for online feedback meetings

Assignments should be submitted **two days before** the respective online meeting. Assignments submitted *after* the online meeting week won't get any feedback. All assignments must be submitted before the **30**th **of January** to pass the course.

Note: You only need to be present at **one** of the time slots for each assignment. Some of the time slots might change depending on how many students are attending the course.

Assignment 1 Book your meeting before November 20th

25th of November

1.5h slots between 09:30 and 15:00 (CET)

26th of November

1.5h slots between 09:30 and 15:00 (CET)

27th of November

1.5h slots between 09:30 and 15:00 (CET)

Assignment 2

Book your meeting before December 4th

8th of December

1.5h slots between 11:00 and 17:00 (CET)

9th of December

1.5h slots between 08:00 and 17:00 (CET)

10th of December

1.5h slots between 08:00 and 17:00 (CET)

11th of December

1.5h slots between 08:00 and 17:00 (CET)

12th of December

1.5h slots between 08:00 and 15:30 (CET)

Assignment 3a

Book your meeting before January 8th

12th of January (2026)

1.5h slots between 11:00 and 17:00 (CET)

13th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)

14th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)

15th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)

16th of January (2026)

1.5h slots between 08:00 and 15:30 (CET)

Assignment 3b

Book your meeting before January 21st

26th of January (2026)

1.5h slots between 11:00 and 17:00 (CET)

27th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)

28th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)

29th of January (2026)

1.5h slots between 08:00 and 17:00 (CET)



Drawing workshop

3rd of December 10:00-12:00 (CET)

Drawing workshop

7th of January 10:00-12:00 (CET)

Drawing workshop

21st of January 10:00-12:00 (CET)

Course structure overview

Below you can find an overview of the contents in the online school for the Visualize your Science course.

The recommended viewing order of the modules is from top to bottom and the recommended modules to watch before starting with each assignment are indicated.

Module	Assignment 1	Assignment 2	Assignment 3a	Assignment 3b
Modute	Learn to draw	Graphical abstract	Poster in-progress	Final poster
1 Visuals in science	\checkmark	\checkmark	\checkmark	\checkmark
2 Art school for scientists	\checkmark	\checkmark	\checkmark	\checkmark
3 Colors in science images	\checkmark	\checkmark	\checkmark	\checkmark
4 Typography	\checkmark	\checkmark	\checkmark	\checkmark
5 Introduction to layout	\checkmark	\checkmark	\checkmark	\checkmark
6 Image ethics and licenses	\checkmark	\checkmark	\checkmark	\checkmark
7 Data visualization	(√)	\checkmark	\checkmark	\checkmark
8 Scientific poster	(✓)	(√)	\checkmark	\checkmark
9 Oral presentation	(√)	(√)	\checkmark	\checkmark
10 Software and image formats	\checkmark	\checkmark	\checkmark	\checkmark
11 Tutorial: Draw a clock	\checkmark	\checkmark	\checkmark	\checkmark
12 Types of images		\checkmark	\checkmark	\checkmark
13 The design process		\checkmark	\checkmark	\checkmark
14 The graphical abstract		\checkmark	\checkmark	\checkmark
15 Tutorial: Graphical abstract		\checkmark	\checkmark	\checkmark
16 Tutorial: Drawing tips and tricks		\checkmark	\checkmark	\checkmark
17 Advanced poster design			\checkmark	\checkmark
18 Memory use design			\checkmark	\checkmark
19 Advanced poster composition			\checkmark	\checkmark
20 Tutorial: Poster drawing			\checkmark	\checkmark
21 Balancing your poster			\checkmark	\checkmark
22 Unifying your poster			\checkmark	\checkmark