#### **Course information & timeline**

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

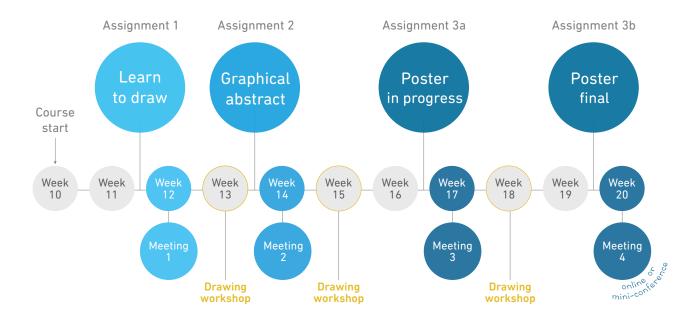
The course opens on the 4th of March. You will then get access to all material and the first assignment.

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

Note: some of the time slots might change depending on how many students are attending the course

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 <a href="https://www.visualizeyourscience.com">www.visualizeyourscience.com</a>

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 **16**th **of May** to pass the course

Note: You only need to be present at **one** of the time slots for each assignment.

#### **Assignment 2** Assignment 3a Assignment 3b Assignment 1 Book your meeting Book your time Book your time Book your meeting before March 13th before March 27th before April 17th before May 8th 18th of March 31st of March 22<sup>nd</sup> of April 12th of May 1.5h slots between 1.5h slots between 1.5h slots between 1.5h slots between 09:30 and 12:30 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 19th of March 1st of April 23rd of April 13th of May 1.5h slots between 1.5h slots between 1.5h slots between 1.5h slots between 09:30 and 15:00 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 20th of March 2<sup>nd</sup> of April 24th of April 14th of May 1.5h slots between 1.5h slots between 1.5h slots between 1.5h slots between 09:30 and 12:30 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 3rd of April 25th of April 15<sup>th</sup> of May 1.5h slots between 1.5h slots between 1.5h slots between 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 08:00 and 17:00 (CET) 4th of April 1.5h slots between or attend 08:00 and 17:00 (CET) mini-conference Optional 25th of March 9th of April 7th of May 10:00-12:00 (CET) 10:00-12:00 (CET) 10:00-12:00 (CET) Mini-conference 16th of May 09:00-16:45 (CET)

Copenhagen, Denmark Uppsala, Sweden

#### **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	<b>(√</b> )	$\checkmark$	$\checkmark$	$\checkmark$
8 Scientific poster	(✓)	<b>(√</b> )	$\checkmark$	$\checkmark$
9 Oral presentation	<b>(✓</b> )	<b>(✓</b> )	$\checkmark$	$\checkmark$
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			$\checkmark$	$\checkmark$