

There is a great deal of flexibility, both in terms of topics and overall length of the workshop. A example outline for a two-day workshop looks as follows:

First day

9:00–10:30 Welcome, introduction into publication writing
10:30-10:50 Coffee break
10:50-12:00 Storytelling exercise
12:00-13:30 Lunch
13:30-14:30 Student presentations (storytelling)
14:30-15:30 Writing exercise
15:30-15:50 Coffee break
15:50-16:30 Editorial processes and selection criteria
16:30-17:00 Selected topics*

Second day

9:00–10:30 Introduction into designing graphics for scientific papers
10:30-10:50 Coffee break
10:50-12:00 Practical aspects of graphical design
12:00-13:30 Lunch
13:30-14:30 Writing exercise

14:30-15:30 Advanced writing (thesis, grants, outreach, etc.)
15:30-15:45 Coffee break
15:45-16:30 Selected topics*
16:30-17:00 Wrap-up

(* The participants have a possibility to suggest/choose topics of particular interest either by returning a questionnaire ahead of the workshop or in an online poll during the workshop.)

For the graphical-design part I normally work with my colleague Neil Smith, a graphical designer based in the UK who has plenty of experience in working with scientists (<https://www.neilsmithillustration.co.uk/>); he typically joins by video link.