Preparing a Poster

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Introduction

- Purpose
- Things to Think About
- Advise and Feedback
- Presenting
Purpose

- Display Research
- Recognition & Notoriety
- Provides Venue for Future Ideas
Things to Think About

- Plan Ahead
  - Talk to Organizers
  - BRET Poster Printing Services
  - What is the Story

- Putting Ideas Together
  - Write a Rough Draft
  - Visual Layout
  - Proofread
Plan Ahead: Talk To Organizers

- Format
- Previous Successful Posters
- Type of Audience
Plan Ahead: BRET Poster Printing Service

- Drop-Off Location
  - 307 Light Hall
  - M – F; 8:30 - 4:30
- Submit Poster Request Form
- Allow Two Business Days
- Margin Requirements
- Special Characters
- Text Boxes on the Page
- Use a Graphics Program
- Acquire a Poster Tube
Plan Ahead: What is the Story

- Make Your Story Interesting for Mixed Audiences
- Be Creative
- Short Time to Grab Attention
- Prepare Poster for 4 – 8 ft.
Putting Ideas Together: Write a Rough Draft

- Create a Working Title
- Focused Ideas
- Subheadings
- Fonts
- Order Ideas Logically
- Background
- Methods
- Conclusion
- Author Identification
CReating A Poster (CRAP) Game

Purpose: To stimulate creativity, teamwork and feedback.

Rules:
1. Create groups of four or five people.
2. Each group will be assigned a topic, sample size, method, and target audience.
3. Create a poster.
4. No IRB regulation!!!

Presentation: Best Poster Wins a Prize!

Warning: Be creative; not crass!
CRAP Game

1. Study the sexual behaviour of VMS I's.
2. Study the drinking habits of VMS I's.
3. Study why marijuana should be legalized.
4. Study people's response to mercy killings.

Randomly assigned:

<table>
<thead>
<tr>
<th>Audience</th>
<th>Method</th>
<th>Sample</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) Middle-schoolers</td>
<td>Interview (Qual.)</td>
<td>1) 5</td>
</tr>
<tr>
<td>2) Undergraduates</td>
<td>Survey</td>
<td>2) 20</td>
</tr>
<tr>
<td>3) Professionals</td>
<td>Experiment</td>
<td>3) 35</td>
</tr>
<tr>
<td>4) Mixed (Adults)</td>
<td>Observational</td>
<td>4) 100</td>
</tr>
</tbody>
</table>

Create: 1) Focused ideas/main points, 2) Background, 3) Research objective(s), 4) Key results/findings, 5) Conclusion/summary, 6) Author identification, and 7)Logical order
Putting Ideas Together: Visual Layout

- Effective Visuals
- Try Different Layout Formats
- Make Appealing to the Eye
- Colors and White Space
- Size
Visual Layout

Left to Right

Horizontal Symmetry

Diagonal Symmetry

Horizontal and Vertical Symmetry
CRAP Game: Visuals

- Discuss what visuals you will provide.
- How large will your visual(s) be?
- What will be the layout?
- Be prepared to draw and color.
Putting Ideas Together: Proofread Text

- Grammar
- Clarity
- Jargon
- Sentence Length, Logic and Flow
- Readability

"Don’t laugh Ms. Newborn, but I want you to proof this for ‘accuracy’."
CRAP Game

- Put your poster together
- Proofread
Get Advise & Feedback

- Organizers
- Friends
- Colleagues
- 60-Second Poster Evaluation
CRAP Game: 60-Second Poster Evaluation

On a scale of 0-2 where 0 is poor, 1 is neutral, and 2 is good, rate the following:

- Overall Appearance
- White Space
- Text/Graphics
- Balance
- Text Size

- Research Objective
- Main Points
- Summary
- Organization & Flow
- Author Identification

Tabulate the average score rated by the group evaluators
CRAP Game Winner

- Set up the posters.

- Group with the highest average rating wins.

- In case of a tie, Dr. Davidson or a designate will break the tie.
Presenting

- List of References and Handouts
- Arrive Early
- Leave a Pen and Pad for Feedback
- Be Creative
Acknowledgment and References

- My colleague in the Dept. of Biostatistics, Theresa Scott
  - www.training.nih.gov/careers/careercenter/publish.html
  - http://www.ncsu.edu/project/posters/NewSite/60second.html
WHICH IS MORE IMPORTANT: NUMBER OF PATCHES OR CONNECTIVITY?

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INTRODUCTION AND OBJECTIVES

The population parameter of both wildlife species would benefit from a clear understanding of the effects of different connectivity strategies on how the parameter can best be tested against these measures. In particular, the population parameter is most straightforwardly obtained from the test statistic for these measures. In practice, the connectivity parameter is most straightforwardly obtained from the test statistic for these measures.

THE ISSUE

A matrix population is a collection of discrete population patches, in which individual patches may typically go extinct and be reestablished. It is the long-term viability of the matrix population helped move by adding new patches or by increasing the number of migration pathways between existing patches?

Questions

ASSUMPTIONS AND LIMITATIONS

- Additional reproductive patches were added to a matrix with the number of patches increasing equal to the number of patches needed to approximately double the connectivity between patches.
- The matrix population was typically used as a model, and in this case, the connectivity parameter was approximately double to get the matrix population model.
- Additional patches were added to the matrix, and the connectivity parameter was approximately double to get the matrix population model.
- The model population was approximately double to get the matrix population model.
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RESULTS

The results indicate that increasing the number of patches typically increases the connectivity between patches. This is clearly illustrated in both the matrix and the connectivity parameter. The results also indicate that increasing the number of patches typically increases the connectivity between patches.

CONCLUSIONS

The results indicate that increasing the number of patches typically increases the connectivity between patches. This is clearly illustrated in both the matrix and the connectivity parameter. The results also indicate that increasing the number of patches typically increases the connectivity between patches.