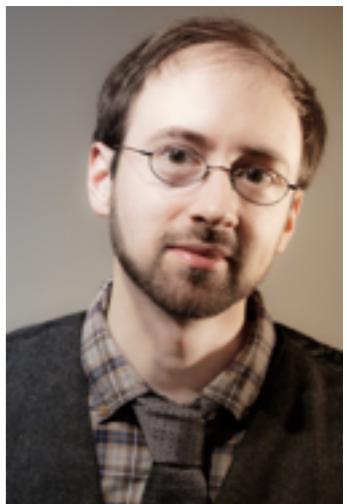


Seminar und Praktikum, SoSe 2014

„Wissenschaftliches Arbeiten und Lehren“

Prof. Dr. Florian Alt
Daniel Buschek, M.Sc.



Outline for Today's Lecture

- Sources for research ideas
- Presentation of research
 - How to write a scientific paper
 - How to present a paper at a scientific conference
 - How to review a scientific paper

Sources of Research Ideas

Sources of Research Ideas

- Suggestions from staff in department
- Past research student's work
- Recent conference and journal papers
- Current events reported in the media
- Need expressed by potential clients
- People making assumptions or assertions with little supporting evidence
- Calls for conference papers

Sources of Research Ideas

Call for Participation

The 27th ACM User Interface Software and Technology Symposium

October 5-8, 2014, Honolulu, HI, USA

<http://www.acm.org/uist>

UIST (ACM Symposium on User Interface Software and Technology) is the premier forum for innovations in the software and technology of human-computer interfaces. Sponsored by ACM's special interest groups on computer-human interaction (SIGCHI) and computer graphics (SIGGRAPH), UIST brings together researchers and practitioners from diverse areas that include traditional graphical & web user interfaces, tangible & ubiquitous computing, virtual & augmented reality, multimedia, new input & output devices, and CSCW. The intimate size and comfortable surroundings make this symposium an ideal opportunity to exchange research results and implementation experiences.

This year, UIST will be held at the Waikiki Marriott Spa and Resort on Waikiki Beach in Honolulu, Hawaii from Oct. 5-8, 2014.

Appropriate topics include but are not limited to:

- Significantly novel enabling technologies such as innovative input devices, displays, new interaction techniques, or new media that extend the boundaries of traditional interaction, including:
 - natural user interfaces and interactions,
 - augmented reality,
 - mobile interaction,
 - haptics and tactile feedback interfaces,
 - ubiquitous computing,
 - wearables,
 - social software,
 - computer-supported collaborative work (CSCW)
- Innovative user interfaces for difficult interaction contexts or challenging applications:
 - managing large, complex information sets,
 - usable privacy and security,
 - multi-user interaction,
 - crowdsourcing,
 - fabrication,
 - techniques that span devices distributed in time and space
- Breakthrough user experiences leveraging techniques such as machine learning, computer vision, computer graphics, speech processing, networking, human perception and cognition
- Innovative software architectures, design tools, toolkits, programming systems, development environments, tutorial and help systems that support the development and use of the above technologies in user interfaces

CALL FOR SUBMISSIONS

AutomotiveUI'14: The 6th International Conference on Automotive User Interfaces and Interactive Vehicular Applications

September 17-19, 2014, Seattle, Washington, USA

For further information visit: <http://www.auto-ui.org>

AutomotiveUI, the International Conference on Automotive User Interfaces and Interactive Vehicular Applications, is the premier forum for UI research in the automotive domain. AutomotiveUI brings researchers and practitioners interested in both the technical and the human aspects of in-vehicle user interfaces and applications. AutomotiveUI'14 will address novel in-vehicle services, models of and concepts for enhancing the driver experience, driver performance and behavior, development of (semi-) autonomous driving, and the needs of different user groups.

TOPICS

AutomotiveUI, 2014 invites you to submit original work in one or more of the following formats: full and short papers, workshops, work-in-progress posters, interactive demonstrations, and tutorials. Topics include, but are not limited to:

Devices & Interfaces

- Multi modal, speech, audio, gestural, natural I/O
- In-car gaming, entertainment and social experiences
- Interfaces for navigation
- Text input and output while driving
- Applications and user interfaces for inter-vehicle communication
- Sensors and context for interactive experiences in the car
- Biometrics and physiological sensors as a user interface component

Automation & Instrumentation

- Automated Driving and Interfaces for (semi-) autonomous driving
- Head-Up Displays (HUDs) and Augmented Reality (AR) concepts
- Co-operative Driving/Connected Vehicles
- Assistive technology in the vehicular context
- Information access (search, browsing, etc.)
- Vehicle-based apps, web/cloud enabled connectivity

Evaluation & Benchmarking

- Methods and tools for automotive user interface research, including simulation
- Automotive user interface frameworks and toolkits
- Naturalistic field studies of automotive user interfaces
- Automotive user interface standards
- Modeling techniques for cognitive workload and visual demand estimation

Driver Performance & Behavior

- Different user groups and user group characteristics
- Subliminal cues and feedback to augment driving behavior
- Emotional state recognition while driving
- Detecting/measuring driver distraction
- Detecting and estimating user intentions

SUBMISSIONS

AutomotiveUI'14 invites submissions in the following categories:

- 1) Full and short papers (submission deadline: Fri, April 25 2014)
- 2) Workshops and Tutorials (proposal submission deadline: Fri, June 6th, 2014)
- 3) Work-in-progress, Interactive demos and Doctoral colloquium (submission deadline: Fri, August 8th, 2014)

Selecting a Topic

- Is the research likely to offer something new for your target users?
- Will your research still contribute something to knowledge, even if you do not complete all of the technical product in the time available?
- Is there a theory (or set of ideas) that will help you structure your approach, at least in the beginning?
- Can the research be carried out in the time available?
- Does the research topic fit in with your own motivations, strengths, and weaknesses, likes and dislikes?
- Does the research meet your own learning objectives?
- Do you have the necessary resources?
- Can you approach the topic without too much bias?
- Will the research be safe and ethical?

Presentation of Research

Types of Publications

Types of Publications

- Bachelor / Master / Diploma / Ph.D. thesis
- Technical Reports (usually on internal web pages)
- Workshops
- Conferences (peer reviewing)
- Journals (often peer reviewing)
- Books

Relevant for scientific career:

Publications in good conferences (CS) and in good journals (in most other disciplines).

Making an Argument

- When writing up your research, ask yourself the following questions
 - What is my research question?
 - What is my conceptual framework for understanding the question and my answer to it?
 - What is the answer to the question?
 - What is the evidence to justify my answer?
 - So what?
- Avoid spelling and grammar errors; else reader may assume that your work was undertaken in an equally slipshod fashion
- Assertions and conclusions should always be supported by evidence (no over-claiming)
- Evidence can come from what other people have already done (provide appropriate references)

Conference Publications

Conferences

- Before the conference
 - decide on topics and themes
 - invite scientists to submit (Call for Paper)
 - submission of papers
 - reviewing process
 - decision on acceptance / rejection
 - authors receive reviews on their submissions
 - for accepted papers, authors prepare a camera-ready version

Conferences

- During the conference
 - presentation for each paper by one of the authors
 - in addition: keynotes, invited talks, panels
- After the conference
 - papers and presentations are published
 - proceedings (usually online, sometimes printed)

About Conference Organisation

- Organisation Committee (General Chairs, Publicity, Publications, Student Volunteers, Registration)
- Program Committee (program chair, committee members)
- Peer Reviewing:
 - submission reviewed by 2-3 referees; reviews as basis for decision on acceptance or rejection
 - in critical cases, discussion within the program committee (usually online, for large conferences co-located meetings)
 - reviewers usually anonymous
- Sometimes opportunity to write a rebuttal (reply to reviewers)

The screenshot shows the UBICOMP 2014 conference website. At the top, there is a navigation bar with links: HOME, CALLS, ATTENDING, ORGANIZERS, and SPONSORS. To the right of the navigation bar is a banner featuring the Space Needle and Mount Rainier with the text "September 13-17 Seattle". Below the banner, the word "UBICOMP2014" is displayed in large green letters. On the left side of the main content area, there is a section titled "Organizing Committee" with a sub-section for "General Chair". It lists two individuals with their names and affiliations: AJ Brush (Microsoft Research, US) and Adrian Friday (Lancaster University, UK). An email address "chairs2014@ubicomp.org" is provided. Below this, there is a section for "Program Chairs" listing Julie Kientz (University of Washington, US), James Scott (Microsoft Research, UK), and Junehwa Song (Korea Advanced Institute of Science and Technology (KAIST), KR). An email address "pcchairs2014@ubicomp.org" is provided. Further down, there is a section for "Doctoral School Chairs" listing Sunny Consolvo (Google, US) and Shwetak Patel (University of Washington, US). An email address "doctoral.school2014@ubicomp.org" is provided. On the right side of the page, there is a sidebar with links to the Organizing Committee, Local Arrangement Committee, Program Committee, and Best Paper Awards Committee.

Submission Formats

- Short papers (usually 4 pages)
- Full papers (usually 8-15 pages)
- Systems papers (2-3 pages)
- Work-in-progress, posters, demos, videos (abstracts)
- Position papers
- Invited talks

Authors

Message from the Technical Program Chairs

The CHI Technical Program consists of a wide variety of forums to which you can contribute. Please feel free to contact the [Technical Program chairs](#) if you have any difficulty determining which forum is most appropriate to share your ideas.

Tovi Grossman, *Autodesk Research, Toronto, Canada*
Albrecht Schmidt, *Professor, University of Stuttgart, Germany*
technicalprogram@chi2014.acm.org

Call for participation

The submission process is detailed in the [Call for Participation](#). [Templates](#) are available for the different submission formats. All submissions are made through the [PCS online system](#).

The deadlines for submitting to CHI 2014 are as follows:

- **2nd September 2013** - [Communities/Spotlights](#)
- **18th September 2013** - [Papers & Notes](#)
- **4th October 2013** - [Case Studies](#), [Courses](#), [Doctoral Consortium](#), [Interactivity](#), [SIG Meetings](#), [Workshops](#)
- **7th January 2014** - [alt.chi](#), [Panels](#), [Student Design Competition](#), [Student Game Competition](#), [Student Research Competition](#), [Video Showcase](#), [Works-in-Progress](#)

Important HCI Conferences

Important HCI Conferences

The screenshot shows the Google Scholar interface. At the top, there are links for 'Web', 'Images', and 'More...'. Below that is the 'Google Scholar' logo and a search bar with a magnifying glass icon and the text 'Search Scholar'. On the left, there's a sidebar with language selection ('English', 'Chinese', 'Portuguese', 'German', 'Spanish', 'French', 'Italian', 'Japanese', 'Dutch') and subject categories ('Business, Economics & Management', 'Chemical & Material Sciences', 'Engineering & Computer Science' which includes 'Human Computer Interaction', 'Health & Medical Sciences', 'Humanities, Literature & Arts', 'Life Sciences & Earth Sciences', 'Physics & Mathematics', 'Social Sciences'). The main content area is titled 'Top publications - Human Computer Interaction' with a 'Learn more' link. It lists 20 publications with their h5-index and h5-median values.

Publication	h5-index	h5-median
1. Computer Human Interaction (CHI)	78	114
2. Conference on Computer Supported Cooperative Work (CSCW)	38	53
3. International Journal of Human-Computer Studies	37	50
4. ACM Symposium on User Interface Software and Technology	36	66
5. UbiComp	34	53
6. Interacting with Computers	32	41
7. ACM/IEEE International Conference on Human Robot Interaction	30	41
8. Pervasive Computing	28	38
9. Symposium On Usable Privacy and Security	28	37
10. International Journal of Computer-Supported Collaborative Learning	26	48
11. International Conference on Intelligent User Interfaces (IUI)	26	41
12. ACM Transactions on Computer-Human Interaction (TOCHI)	26	40
13. Mobile HCI	26	36
14. Symposium on Interactive 3D Graphics (SI3D)	26	35
15. IEEE International Symposium on Mixed and Augmented Reality	24	40
16. ACM International Conference on Interactive Tabletops and Surfaces (ITS)	24	35
17. International Journal of Human-Computer Interaction	24	29
18. Intelligent Virtual Agents	23	26
19. Tangible and Embedded Interaction	22	28
20. Behaviour & Information Technology	21	35

Dates and citation counts are estimated and are determined automatically by a computer program.

[About Google Scholar](#)

[All About Google](#)

[Privacy & Terms](#)

[Give us feedback](#)

Important HCI Conferences

- CHI (SIGCHI conference on Human factors in computing systems) - April, Deadline in September
- UIST (User Interface Software and Technologies) - November, deadline in April
- CSCW (Computer-Supported Cooperative Work)
- IUI (Intelligent User Interfaces)
- MobileHCI
- TEI (Tangible and Embedded Interaction)
- ITS (Interactive Tabletops and Surfaces)

In any case it is advisable to consult your supervisor / professor before submitting.

Journal Submissions

- Different publishers (Springer, Elsevier, Oxford University Press, MIT Press, IEEE, ...)
- Responsibility:
 - Editor
 - Editorial Board
- Submissions to editor or the editorial board
- Reviews by experts from the field (usually not on the editorial board)
- Papers sometimes anonymised (usually not helpful)
- Oftentimes, revisions are possible

How to Write a Scientific Paper

Motivation

Gerard Piel

"Without publication, science is dead." [Day u. Gastel, 2006]

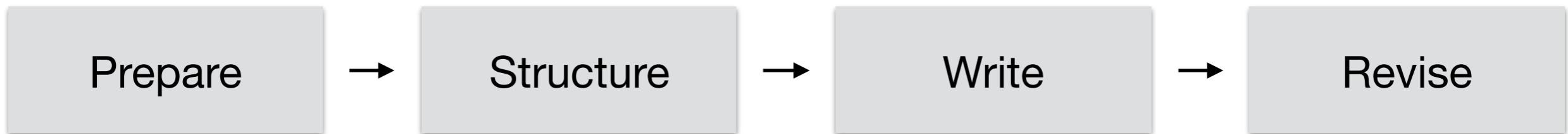
Simon Peyton Jones

"We write papers mainly to impress others, gain recognition, and get promoted." [Jones, 2004b]

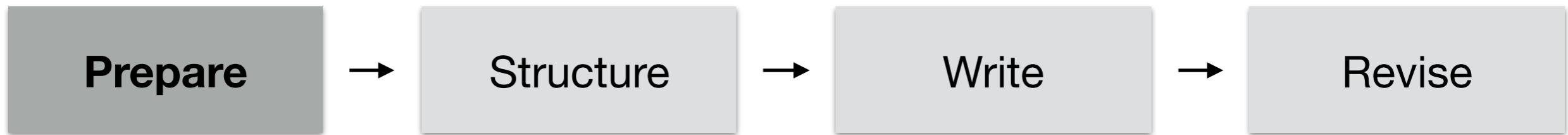
Motivation

- Here is a problem
- It is an interesting problem
- It is an unsolved problem
- Here is my idea
- My idea works (details, data)
- Here is how my idea compares to other people's approaches

Phases of Writing a Paper

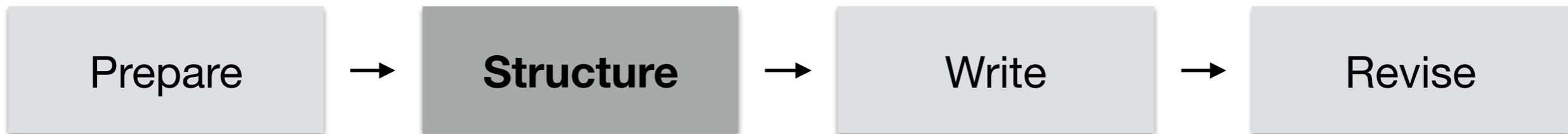


Phases of Writing a Paper



- How long can the paper be?
- How does it need to be formatted (IEEE, ACM, Springer, Elsevier)?
- How are figures, tables, and references presented?
- In which language to write the paper?
- What are appropriate topics?
- When is the deadline for submission (see Call-for-Papers)?

Phases of Writing a Paper



- Come up with a meaningful title
- Decide on the author order
- Abstract (150 words) and keywords
- Introduction
- Related work
- Methodology: the problem, the idea, details
- Results / Discussion / Future work
- Acknowledgements
- References
- (Appendix)

Requirements and Design Space for Interactive Public Displays

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ABSTRACT

Digital immersion is moving into public space. Interactive screens and public displays are deployed in urban environments, malls, and shop windows. Inner city areas, airports, train stations and stadiums are experiencing a transformation from traditional to digital displays enabling new forms of multimedia presentation and new user experiences. Imagine a walkway with digital displays that allows a user to immerse herself in her favorite content while moving through public space. In this paper we discuss the fundamentals for creating exciting public displays and multimedia experiences enabling new forms of engagement with digital content. Interaction in public space and with public displays can be categorized in phases, each having specific requirements. Attracting, engaging and motivating the user are central design issues that are addressed in this paper. We provide a comprehensive analysis of the design space explaining mental models and interaction modalities and we conclude a taxonomy for interactive public display from this analysis. Our analysis and the taxonomy are grounded in a large number of research projects, art installations and experiments. With our contribution we aim at providing a comprehensive guide for designers and developers of interactive multimedia on public displays.

Categories and Subject Descriptors

H.5.1 [Multimedia Information Systems]: Information Interfaces and Presentation

General Terms

Design, Human Factors.

Keywords

Public Displays, Interaction, Requirements, Design Space.

1. INTRODUCTION

Traditionally, most multimedia applications can be found on personal devices, such as PCs or mobile phones. However, electronic

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AM'10, October 25–29, 2010, Firenze, Italy.

Copyright 2010 ACM. 978-1-4503-0333-6/10/10...\$10.00.

displays are also rapidly permeating public spaces, increasing augmenting and replacing traditional, static signs. This broadens the domain of multimedia beyond the personal space to also include the public, urban space. Although the vast majority of these displays are still not interactive, there seems to be a clear trend towards networked and interactive displays. While interactive networked displays are promising for deploying multimedia applications and content, many deployments seem to be plagued with much lower usage than expected by their designers [30]. It seems that although designers implement existing knowledge from HCI, like usability and affordances, there are additional issues unique to public displays that hamper their acceptance. The vast majority of interactive public displays propose a ‘poster’ mental model to their audience, and allow for interaction via touch and / or keys only. This is despite several other mental models and interaction modalities have been proposed. In addition, many displays seem to fail to attract enough attention of passers-by, simply vanishing in the clutter of things in public space that compete for attention. If they capture attention, many displays seem to fail to motivate passers-by to interact, who have other goals in mind. If, finally, the audience has noticed the display and is motivated to interact, interactive displays seem to fail to deal appropriately with the public nature of interaction, where people may avoid interaction in order to maintain their social role and, e.g., not look silly. These requirements can be addressed by displays utilizing broader metaphors than just that of a poster, for example windows, mirrors, or overlays over the physical world.

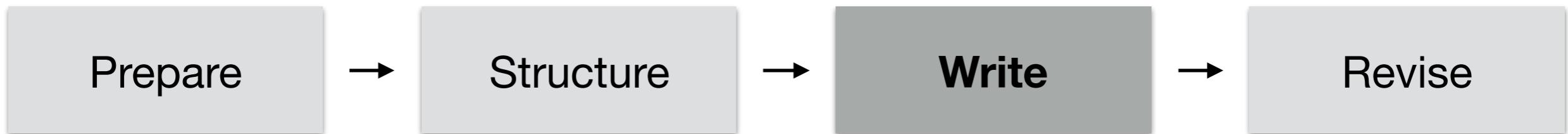
2. REQUIREMENTS ANALYSIS

While many findings from HCI also apply to public displays, simply guaranteeing utility, usability, and likability may not be enough to design public displays. In particular, public displays need to grab the attention of passers-by, motivate passers-by to interact with them, and deal with the issues of interaction in the public. Since most multimedia systems have been designed as personal devices or for use in home environments, these issues have not yet received sufficient attention. For public multimedia systems however, how the audience approaches them is crucial.

2.1 Interaction Phases

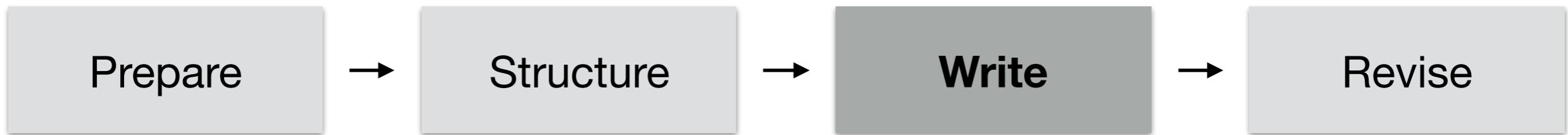
In contrast to many other computing technologies, interaction with public displays does not start with the interaction itself. Instead, the audience is initially simply passing by, without any intention for interaction. A model of the different phases of interaction has been presented in [39] (Figure 1). This model builds on the model presented in [9], but instead focuses on audience behav-

Phases of Writing a Paper



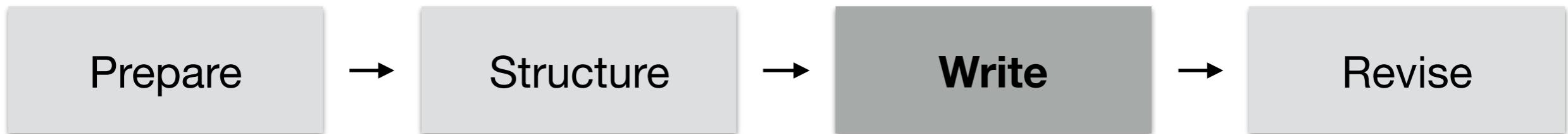
- Writing up helps to clarify ideas
- Start writing during the research project
 - if leaving writing up until the last minute, you may not have enough time to produce a good paper
 - amount of writing, mass of data, and papers to be organised and brought into order is often underestimated
 - writing is based on experience

Phases of Writing a Paper



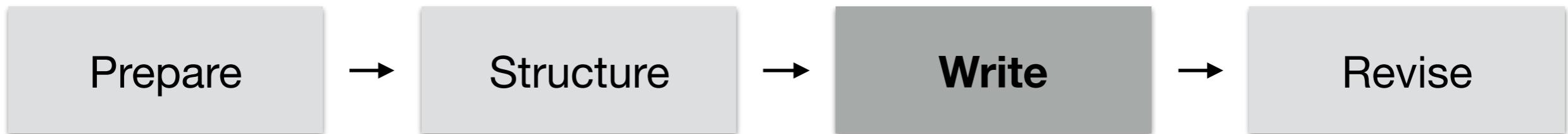
- Make a time plan (deadlines!)
- Read related work, take notes
- Think about definitions
- For each sentence, think about what information you want to convey to the reader or what the effect on the user should be.
- Oftentimes, sentences do not really have a purpose or are not really related to the topic. In these cases, omit the sentence.
- Sentences that are meant to convince the reader of the author's smartness but are hardly related to the topic, should be avoided.
- Avoid jokes.

Phases of Writing a Paper



- Acknowledge those who have assisted in your research (supervisor, colleagues, research participants, spouse, friends, funding body)
- Report quantitative data in a separate section from discussion and interpretation of those results
- Qualitative findings and interpretation of the data often weaved into one section
- Design and creation research often also describes the development
- Following the conventional structure helps readers to easily find their way around
- Provide signposts (“The last chapter explained that...”; “The structure of this paper is as follows...”)
- Use the “editorial we”; e.g., “We designed an experiment ...”
(reports written in the third person passive is considered old-fashioned; e.g., “An experiment was designed to ...”)

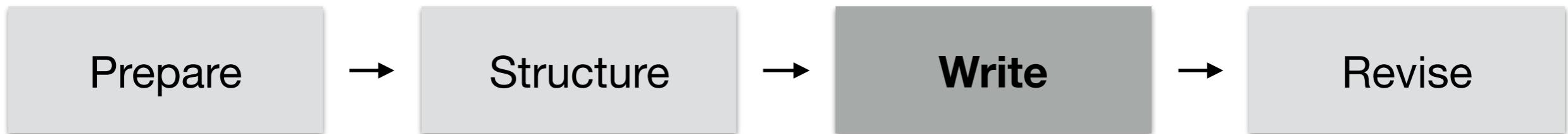
Phases of Writing a Paper



Develop a Writing Routine

- People have very individual writing routines (e.g., setting yourself a target of 1500 words a day)
- Write in the way that suits you best (e.g., with background music or in total silence)
- Write at the time of day when you are at your best
- Use the time when you function less well to do the more mechanical parts (spelling corrections, checking reference details, creating and fixing figures / tables)
- The first draft does not have to be perfect!
- Go for a walk if you are stuck

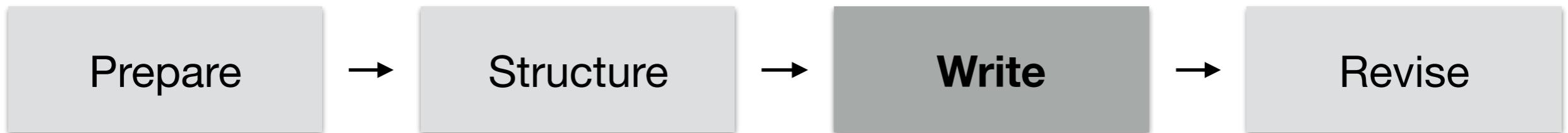
Phases of Writing a Paper



Presentation of Data

- Provide tables and figures of interesting data
- For qualitative data it is usually good to provide quotes from the interviewees
- Clearly label tables and figures (explain to the reader what they show)

Phases of Writing a Paper

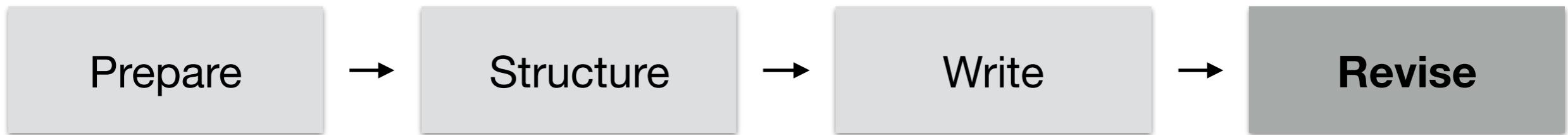


Readers

There are very different types of readers. Your text should cater to the needs of all of them!

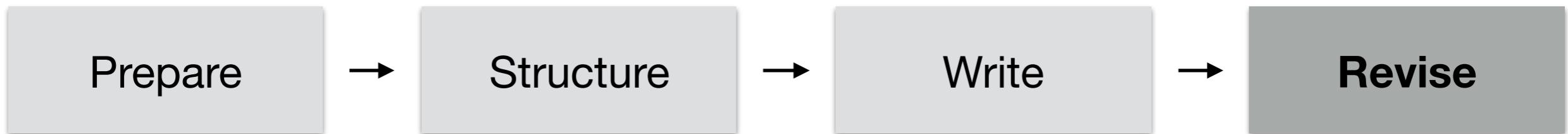
- *Search Engines*: choose title and keywords leading to a high search rank.
Use Google Scholar for testing!
- Readers who want to find out whether the article is interesting or *relevant* to them. Usually only read the title and maybe the abstract
- Readers who are *interested in the results* and want to use them themselves. Should already get the most important information on the first pages. If an interesting idea isn't presented but on the last page, it is likely that they miss it.
- Readers who want to *work on the topic*. Probably need all the details.

Phases of Writing a Paper



- Are all necessary information included in the paper?
- Check for consistency?
- Is the text understandable?
- Is the methodology sound?
- Are there typos or grammar errors?
- Are figure and tables easily readable (font size, colors) and referenced in the text?
- Do you provide meaningful captions?
- Does the format meet the specifications of the conference?

Phases of Writing a Paper



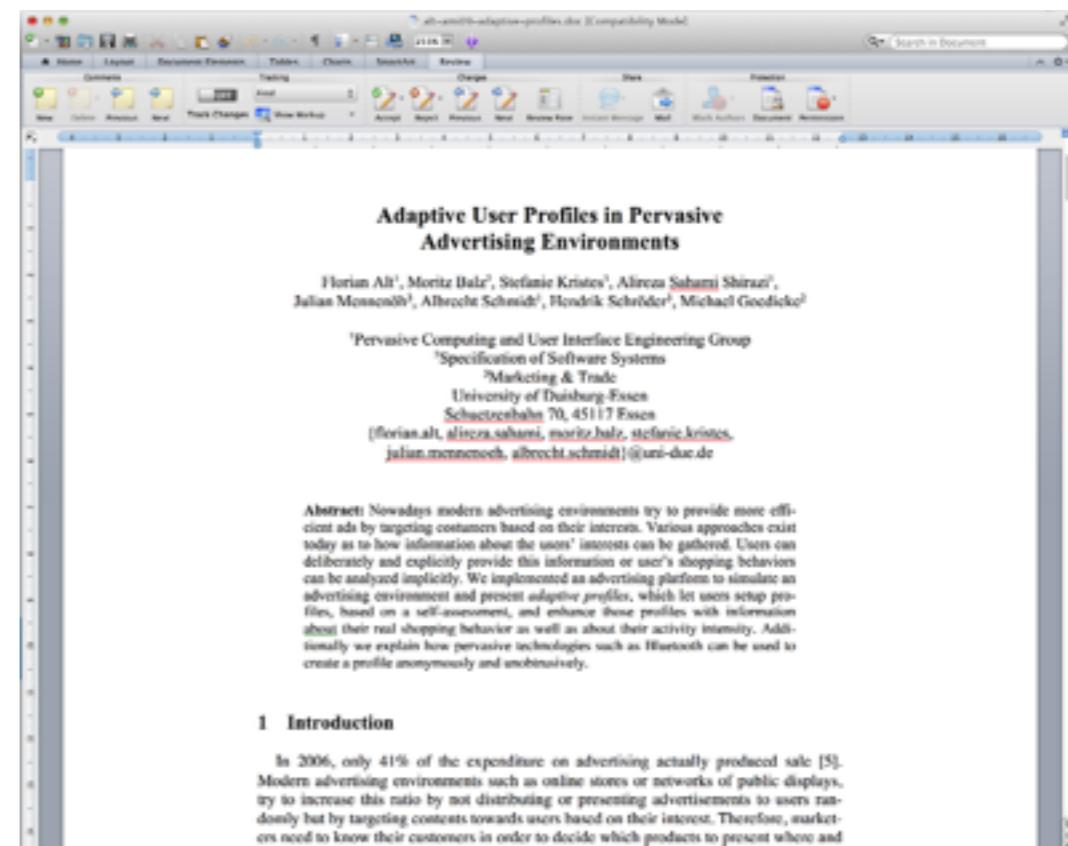
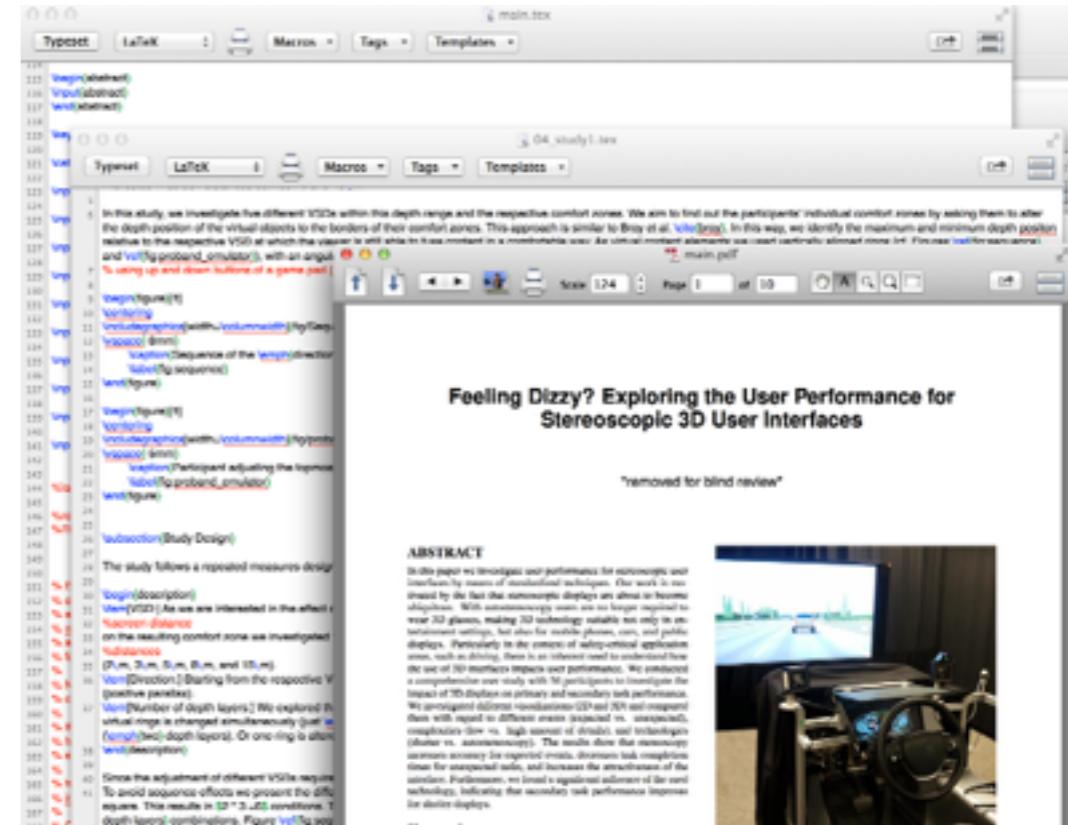
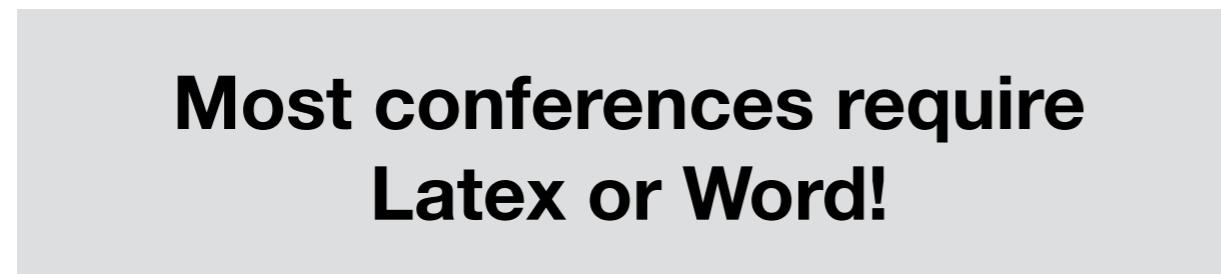
- When you have completed a chapter or paper, leave it for a few days
- Have a friend read your text
- Give a polished draft to your supervisor
- A good peer-review will point out both strengths and weaknesses
- If rejected, good reviews will make suggestions how to improve the paper in a way such that it is publishable in the future

Tools

- Tools for text editing
- Tools for literature research
- Tools for creating figures
- Tools for creative work
- Tools to support the process

Text Editing

- Simple text editors
- OpenOffice
- MS-Word
- LaTeX / Lynx
- GoogleDocs
- many more



Tools for Literature Research

- Google und Google Scholar
- Bing, Yahoo, Baidu, Vandex
- ACM Digital Library (<http://www.acm.org/dl>)
- CiteSeerX (<http://citeseer.ist.psu.edu/index>)
- DBLP Computer Science Bibliography (<http://www.informatik.uni-trier.de/~ley/db/>)
- many more

The screenshot shows the DBLP computer science bibliography homepage. At the top, there is a navigation bar with links for 'Home', 'Browse', 'Search', and 'About'. A note at the top right states: 'Please note: This is a beta version of the new dblp website. You can find the classic dblp view of this page here.' Below the navigation, there is a search bar and a sidebar with filters for 'show all', 'by year', and 'by topic'. The main content area displays a list of publications by Florian Alt, with titles like 'Using eye-tracking to support interaction with layered 3D interfaces on stereoscopic displays', 'A Design Space for Pervasive Advertising on Public Displays', and 'P-LAYERS - A Layered Framework Addressing the Multifaceted Issues Facing Community-Supporting Public Display Deployments'. Each publication entry includes a small thumbnail image, the author's name, and a link.

Don't forget libraries

- OPACplus der LMU-UB (<https://opacplus.ub.uni-muenchen.de>)
- DBIS der LMU-UB (http://rzblx10.uni-regensburg.de/dbinfo/fachliste.php?bib_id=ub_m&lett=l&colors=&ocolors=)

The screenshot shows a Google Scholar profile for Florian Alt. It features a profile picture, the author's name, and affiliation ('University of Munich'). Below this, it lists 'Pervasive Computing - Human Computer Interaction - Mobile HCI - Public Displays'. There is a note about a verified email and a public profile link. The profile includes a 'Citation Indices' section with tables for 'All' and 'Since 2009' showing values like 628, 526, 13, 13, and 15. A 'Citations to my articles' chart shows a significant increase in citations over time, peaking around 2013. The main part of the page lists Alt's publications with titles, co-authors, and citation counts. On the right, there are sections for 'Follow this author', 'Add co-authors', and 'Co-authors'.

Tools for Graphics

- MS Office / MS Visio
- Xfig (<http://www.xfig.org/>)
- Adobe Creative Suite
- Gimp
- and many more (ideas?)

Reference Tools

- Citavi: <http://www.citavi.com/>
(LMU Campuslizenz verfügbar)
- EndNote: <http://www.endnote.com/>
(LMU Campuslizenz verfügbar - (<http://www.ub.uni-muenchen.de/elektronische-medien/literaturverwaltungsprogramme/endnote/>)
- Zotero (<https://www.zotero.org>)
- LATEX und BibTeX (<http://www.bibtex.org/>), also see <http://samy.informatik.hu-berlin.de/~piefel/LaTeX-PSV04-literatur.pdf>
- JabRef als Beispiel eines BibTeX Editors (<http://jabref.sourceforge.net/>)

Hints for Citations

- DIN 1505-2 [Lorenzen, 1997]
- Collection of links from the FU Berlin (http://www.ub.fu-berlin.de/service_neu/einfuehrung/bookmarks/zitieren.html)
- Hints from the LMU (http://www.edu.lmu.de/spe/downloads/StuBer_WissenschaftlichesArbeiten.pdf)
- Guidelines from the group for media informatics (<http://www.medien.ifi.lmu.de/studierende/abschlussarbeiten/master/richtlinien.xhtml>)

The screenshot shows the homepage of the Universitätsbibliothek Berlin. At the top right, there is a navigation bar with links to "Universitätsbibliothek", "Technische Ressourcen", "Bibliotheksportal", and "Primo". Below the navigation, the library's logo and name are displayed. A sidebar on the left contains a menu with items like "Bibliotheksportal", "Primo", "Digitale Bibliothek", "Universitätsbibliothek", and "Service". The main content area features several sections with links to citation guides:

- Richtig zitieren: Zitierregeln für konventionelle und elektronische Medien - Linkssammlung**
 - APA: Electronic References** (<http://www.apastyle.org/4edpubl.html>)
 - Auszug aus der 4. Aufl. des Publication Manual of the American Psychological Association (1995). Die wichtigsten Fragen zur Titelweise elektronischer Medien werden dargestellt. Der APA Style wird überwiegend in naturwissenschaftlichen Publikationen angewandt.
 - Author-date (Harvard) referencing guide (PDF-Dokument)** (<http://www.library.uwa.edu.au/cardon/groups/public/Style%20guides/Information%20and%20Author%20Date%20Style%20Guide.pdf>)
 - Die hier von Rachel Darnell (Nursing Health Sciences Liaison Librarian an der "Widnes University Library", Australien) verfasste Erklärung in die "Harvard-Zitiermethode" gehört zum Informations- und Auskunftslehrer, was das WWW zu dieser Thematik zu bieten hat. Die hier an auf Basis von Beispielen demonstrierte "Harvard Methode" basiert auf dem australischen "AGPS Style Manual" des "Australian Government Publishing Service".
 - Blouet, Jérôme: Online publieren im Internet (PDF-Dokument)** (<http://www.blouet.com/paper.pdf>)
 - Online-Ausgabe (= 2. umrand. Aufl. 2000) von: Blouet, Jérôme: Online publieren im Internet. Wiesbaden [u.a.]: Ed. Ergon, 1999. Behandelt Herstellung, Veröffentlichung und Vertrieb von Online-Zeitschriften und Online-Büchern.
 - Blouet, Jérôme: Zitation von Internet-Quellen (PDF-Dokument)** (<http://www.blouet.com/paper.pdf>)
 - Bemerkungen zur Zitierung von Internet-Quellen und Internet-Dokumenten (z.B. E-Mail, Mailing-Liste, Webtext) in überwiegend deutschsprachigen wissenschaftlichen Publikationen.
 - Citation Style Guide for Internet and Electronic Sources** (<http://www.liberty.uwaterloo.ca/guides/internet/>)
 - Style Guide für Studierende der University of Alberta, Canada. Zitieranweise für elektronische Medien nach APA Style und Chicago Style.
 - Citation Styles** (<http://www.bethsfordmawr.edu/online/citweb.html>)
 - Gegenüberstellung von Zitierarten für elektronische Publikationen (z.B. HuA Style, APA Style, Chicago Style u.a.). Zusammenfassend vom Verlag Bethsford für Wertheim (1994), der sich auf Publikationen für geisteswissenschaftliche Fächer an Colleges spezialisiert hat. Sehr umfangreiche, fundierte und ansprechende Aufbereitung des Stoffs.
- Citation**
 - Download:** [LaTeX-Vorlage für die Ausarbeitung](#)
 - <http://www.phsu.edu/linguistics/info/citations.html>
 - Interessante Linkssammlung für Informationen zu den maßgebenden anglo-amerikanischen Style Guides (für gedruckte und elektronische Quellen).
- Richtlinien für Masterarbeiten**
 - Formale Regeln**
 - [Hinweise zum Inhalt](#)
 - [Zitate und Quellenangaben](#)
 - [Weiterführende Literatur](#)
 - Formale Regeln**
 - Arbeiten können auf Deutsch oder auf Englisch verfasst werden.
 - Aufbau**
 - Die Arbeit muss folgende Teile in der aufgeführten Reihenfolge enthalten:
 - Titelseite**
 - [Titel der Arbeit](#)
 - [Name des Bearbeiters](#)
 - [Beginn- und End-Datum der Arbeit](#)
 - [Betreuer](#)
 - [Verantwortlicher Hochschullehrer \(Prof. Bütz/Prof. Hußmann\)](#)
 - [LFF und Universität](#)
 - Abstrakt (Kurzzusammenfassung)**
 - In Deutsch und Englisch, maximal je 250 Wörter
 - Aufgabenstellung**
 - Kopie der Original-Aufgabenstellung
 - Selbständigkeitserklärung**
 - "Ich erkläre hiermit, dass ich die vorliegende Arbeit selbständig angefertigt, alle Zitate als solche kenntlich gemacht sowie alle benutzten Quellen und Hilfsmittel angegeben habe."
 - Mit Datum und Unterschrift!
 - Inhaltsverzeichnis**
 - Mit Angabe von Seitenzahlen; maximale Gliederungstiefe: 3
 - Textteil**
 - [Quellenangaben](#)