

PICK UP YOUR TICKETS FOR THE INTERACTION SESSION!

- Each session has **four rounds of 20 minutes**.
- Find the sessions on the posters in the hall or in the overview in indico
- **Select a sticker for a topic for each round.**
The sticker is your ticket!
- The sticker tells you what room to go to.
- **For the housing tours we ask you to also register your name.**
- A sound will announce the next round.



Meet the Engineers interaction session

There are 4 rounds.

Round A	Round B	Round C	Round D
13:20 - 13:40	13:45 - 14:05	14:10 - 14:30	14:35 - 14:55

Take a sticker for one topic per round.



Be at the location indicated on the sticker when the round starts.

List of topics

Code	Title	Location	Code	Title	Location
MT1	Struggles of an engineer, what makes working with physicists difficult	MT plein	ET1	White Rabbit: precision time distribution over ethernet	Spu
MT2	Building with 6 DOF	Electron	ET2	How is Electronics designed on a board?	Positron
MT3	Bonding with wires	H0.28	ET3	ATLAS Data Acquisition [DAQ] FELIX: 1000 DVD's per second	N2.21
MT4	Mill, Mould, Might	H0.73	ET4	High Frequency (GHz) electronics- and signal transmission	N1.48a
MT5	It's not nothing enough!	N0.25	Hous1	Housing Power installations	In front of elevator H0
MT6	We keep the cool, you get the rest	F0.26	Hous2	Housing Datafloor	H0.30 (next to library)
CT1	Stoomboot	H2.34b	Hous3	Housing Cooling installations	H3 near elevator
CT2	The Security Operations Centre	Library	Com1	Hop on board – Get a taste of Nikhef's internal communication journey	Veltman center
CT3	The network - mini tour	H1 next to stairs			
CT4	Gitlab demo	Bottom			
CT5	PO projects	Top			

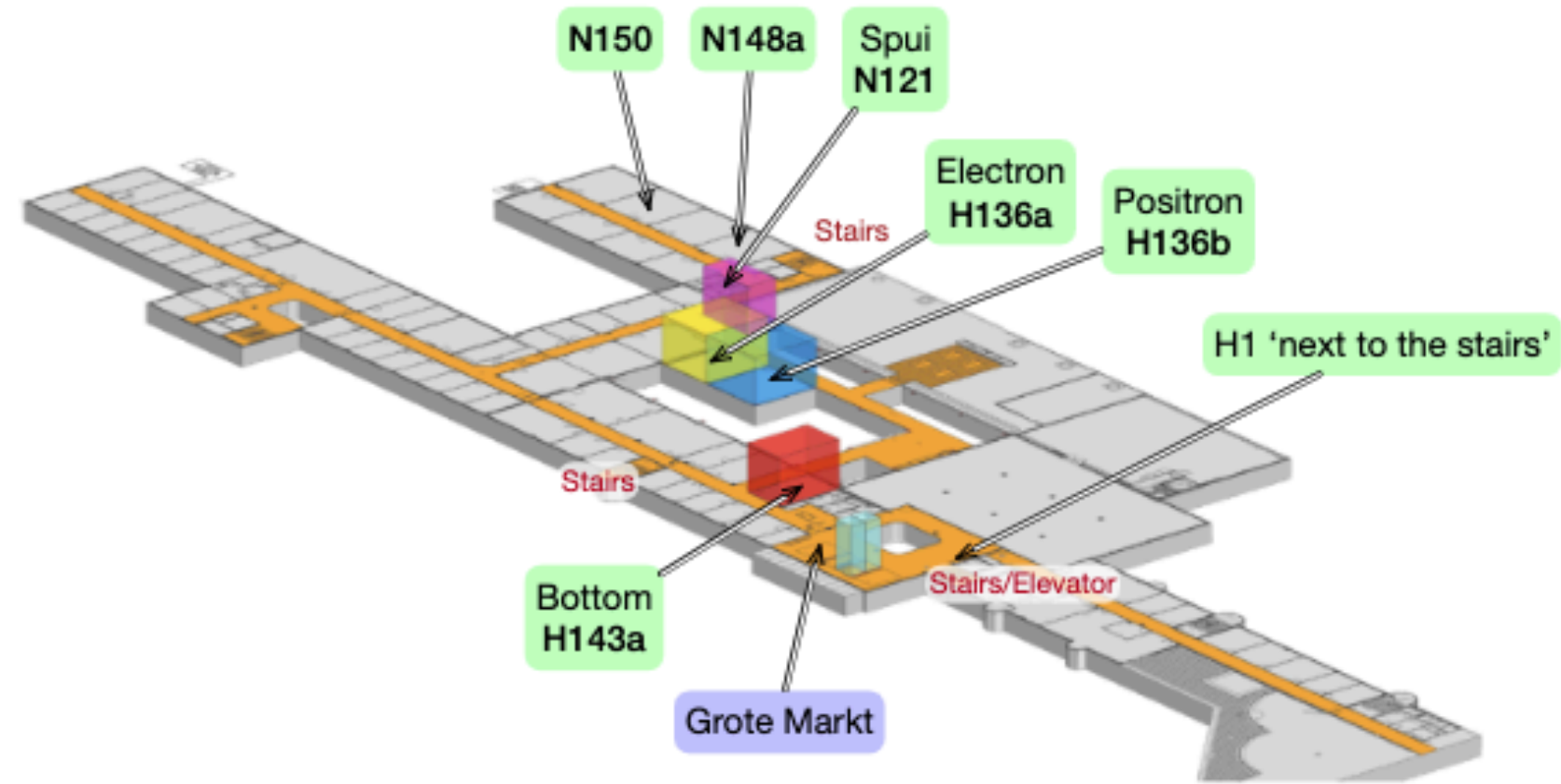
INTERACTIVE SESSION MONDAY

Code	Title	Speaker	Location	Round A	Round B	Round C	Round D
MT1	Struggles of an engineer, what makes working with physicists difficult	Mathijs & Tommi	MT plein	✓	✓	✓	✓
MT2	Building with 6 DOF	Kenny, Vincent & Max	Electron	✓	✓	✓	✓
MT3	Bonding with wires	Dimitri & Lara	H0.28	✓	✓	✓	✓
MT4	Mill, Mould, Might	Jelle, Robin, Erno & Espen	H0.73	✓	✓	✓	✓
MT5	It's not nothing enough!	Marije, Berend	N0.25	✓	✓	✓	✓
MT6	We keep the cool, you get the rest	Yutaro & Martijn	F0.26	✓	✓	✓	✓
CT1	Stoomboot	Dennis	H2.34b	✓	✓	✓	✓
CT2	The Security Operations Centre	Sil	Library	✓	✓	✓	✓
CT3	The network - mini tour	Bart	H1 next to stairs	✓	✓	✓	✓
CT4	Gitlab demo	Daniel	Bottom	✓	✓	✓	✓
CT5	PO projects	Karol & Miron	Top	✓	✓	✓	✓
ET1	White Rabbit: precision time distribution over ethernet	Peter & Kostantinos	SPUI	✓	✓	✓	✓
ET2	How is Electronics designed on a board?	Charles & Wilco	Positron	✓	✓	✓	✓
ET3	ATLAS Data Acquisition [DAQ] FELIX: 1000 DVD's per second	Frans & Melvin	N2.21	✓	✓	✓	✓
ET4	High Frequency (GHz) electronics- and signal transmission	Guido & Michael & Bas	N1.48a	✓	✓	✓	✓
Hous1	Housing Power installations	Anton	In front of elevator H0	✓	✓	✓	✓
Hous2	Housing Datafloor	Erwin	H0.30 (next to library)	✓	✓	✓	✓
Hous3	Housing Cooling installations	Floris	H3 near elevator	✓	✓	✓	✓
Com1	Hop on board – Get a taste of Nikhef's internal communication journey	Martine	Veltman center	✓	✓	✓	✓

INTERACTIVE SESSION TUESDAY

Code	Title	Speaker	Location	Round A	Round B	Round C	Round D
D1	What is a Feynman diagram?	Stan B	Entrance next to Nikhef logo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
PDP1	Need4Scale: why the 'how' of computing is essential, and where to find it	Roel	Dam meeting room	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PDP2	Can we get eduGAIN without the pain please?	David	Dam meeting room	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATLAS1	What is alignment and why do we need it?	Peter K	Spui	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATLAS2	The meaning of three sigma	Lydia & Ivo	Tau	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATLAS3	What is luminosity?	Antonio	Top	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATLAS4	Why do we need different types of particle detectors?	Frank F	Top	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DM1	Why do we build things out of low-radioactivity materials?	Patrick D & Tina	H0.37	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ALICE1	What are quarks and gluons and how do they interact?	Marta & Panos	Grote Markt	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ALICE2	Why do we need 4D tracking?	Alessandro G & Raimond	MT plein	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GW1	What is squeezed light?	Sebastian S	Bottom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GW2	How to distinguish different formation channels of binary black holes	TBC	Electron	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GW3	Why can we measure GW (why is the laser not stretched)?	Joris	Electron	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GW4	Why do you need tilt meters?	Nathan	Bottom	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TH1	Penguin Zoology	Robert	Dam kitchen	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TH2	Factorization - or what you need to know about predictions for hadron colliders	Wouter W	Dam kitchen	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TH3	Holographic shockwave collisions	Maximilian	Spui	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Neutrino1	What can the 'Digital Optical Modules' (DOMs) do for us?	Daan & Mieke	Library	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
eEDM1	What is an EDM and why is it such a big deal?	Steven	Positron	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
UHECR1	Cosmic rays and Cherenkov light	Charles	Positron	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LHCB1	Why do we need a VELO and a SciFi detector?	Niels T	Colloquiumroom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LHCB2	What is anti-matter?	Jacco	Colloquiumroom	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R&D1	From particle to signal	Martin F	H0.39	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R&D2	Probing detectors with 'two-photons'	Martin vB & Uwe	H0.40	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
R&D3	The eyes of LISA	Niels vB & Timesh	Expostrip	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

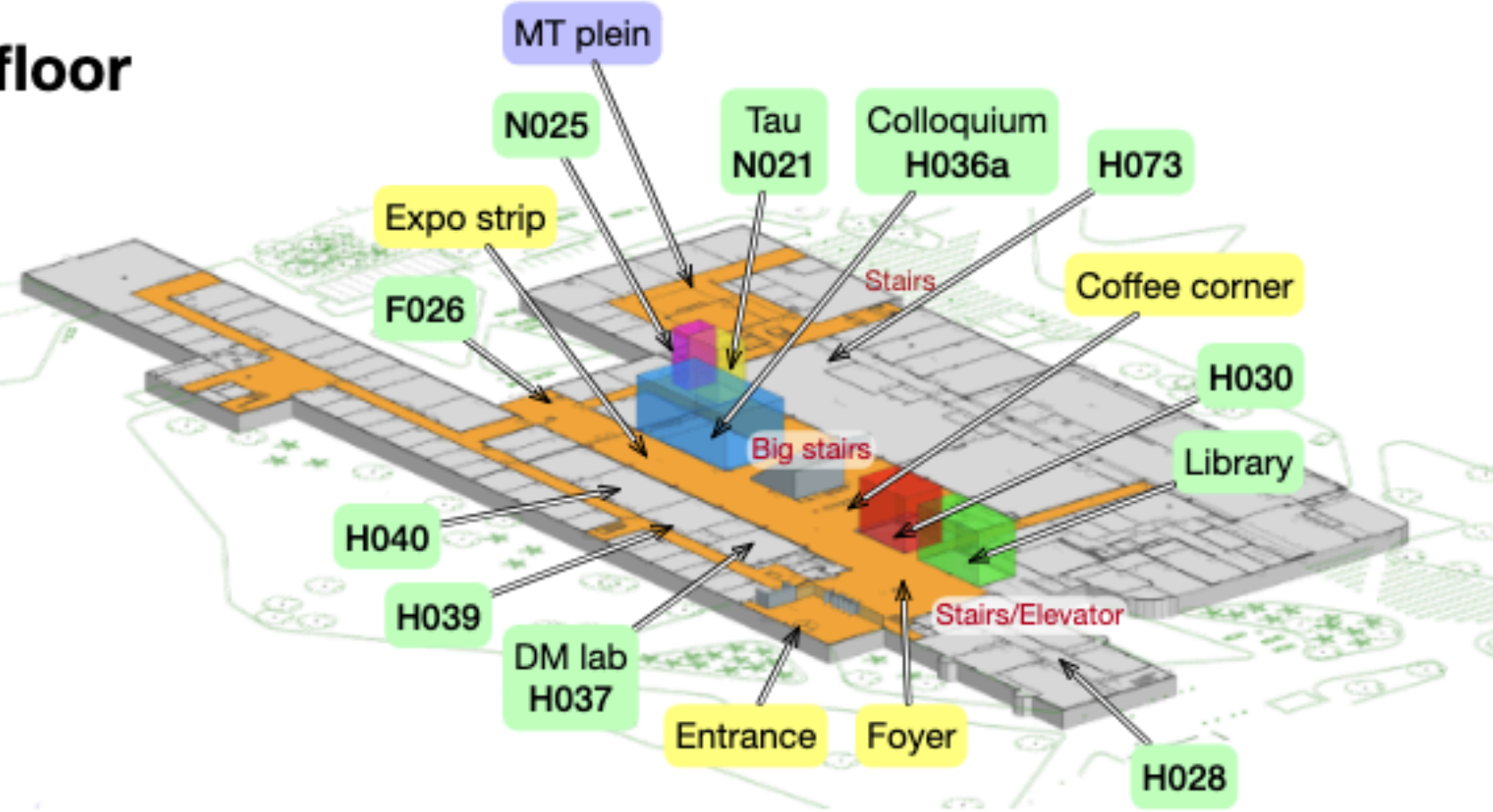
Level 1



Level 3



Ground floor



Level 2

