

Using the Field Edge as a Localization Landmark in the Robot Soccer

https://courses.cs.ut.ee/student_projects/download/60.pdf

1st issue

- long paragraphs
- The text is a bit too small for my liking
- Title too complex

2nd issue

- example is very busy
- The paragraphs are quite long, reducing the amount of information could make it easier to read in my opinion.
- No pictures of the robots that are being discussed

3rd issue

- Graphs and picture don't say anything without reading the text

Praise

- Information is quite detailed and explains the algorithm well.
- Nicely structured
- Looks good in pretty much all aspects. Good amount text, technical information, and visuals.

HelpTN

https://courses.cs.ut.ee/student_projects/download/66.pdf

1st issue

- no info, everything is vague
- This is something I dislike about the pdf, not the poster, but the image is WAY too big. Chrome doesn't even let me zoom out to see an overview of the poster.
- Needs more whitespace
- No visuals.

2nd issue

- no images
- Color contrast is way too big, an example color palette should probably be used. The bright red and bright blue don't work well together in my opinion.
- Heading colors are bad

3rd issue

- The Skype logo in the top-right looks a bit blurry compared to everything else.
- Pictures!

Praise

- The poster is concise and the text is big, which makes it easier to read. There are no problems with information overload.

Parameter Optimization for Brain-Computer Interface

https://courses.cs.ut.ee/student_projects/download/68.pdf

1st issue

- tiny arrow tips
- The text could be a bit bigger, but it's not a huge problem
- Small text.

2nd issue

- The points on the arrows could be a bit bigger so they'd look a bit more like arrows when looked at from a distance

3rd issue

- On the BCI pipeline graph, it's a bit weird that the arrows start on the second row and move to the top. It'd be a bit more natural to the reader if the origin for the arrows (the brain) was on the top-left corner, where people start reading.

Praise

- There are a lot of visuals to assist the reader
- Beautiful and useful graph, nice whitespace
- Nice diagram.

Complex Procedural Terrains

https://courses.cs.ut.ee/student_projects/download/138.pdf

1st issue

- title not centered in white box
- Could use a little bit of texturing
- I think the poster would look nicer if bigger margins were used for the text.
- Colors too childish

2nd issue

- It's kind-of weird that a text box is in the middle of the images. It isn't a big deal, but the poster would probably look nicer if the style remained consistent for all images.
- Margins too small

3rd issue

- No pictures illustrating the used functions without terrain

Praise

- lots of nice images
- It's nice that it is not height based and you can have caves there
- The text is concise and there are a lot of visuals. This poster is nice to read.
- Good pictures
- Good visuals. Good amount of text.

Pardiralli

https://courses.cs.ut.ee/student_projects/download/141.pdf

1st issue

- busy background
- The website should have language options
- AAGH, the color contrast for the purple and yellow! They are so bright that it hurts my eyes!
- Awful color scheme
- The background is little distracting when trying to read the text.

2nd issue

- The text for the graphs is very tiny compared to everything else. There is a lot of empty space where you could fit those words. They should be bigger!
- Text on picture is hard to read
- The graph doesn't fit well with the rest of the poster. The text on it is much smaller.

3rd issue

- There are a bit too many fonts for my liking. I think the font used for "Charity Platform" should be replaced with a different font or removed altogether.
- Needs more content

Praise

- The text is concise
- Colorful.

Nearest Neighbor Search in 3D Visualization

https://courses.cs.ut.ee/student_projects/download/150.pdf

1st issue

- Some of the terms could be confusing to people who don't know about this subject.
- Needs more content
- Not quite enough text.

2nd issue

- -

3rd issue

- -

Praise

- simple and pretty
- Its nice to see more optimization going into this problem
- I really like this poster, there are visuals, the text is concise, there are margins and it looks good!
- Nice structure, nice images
- Seems decent in all aspects.

Semi-Automatic Method for Creating Virtual Reality Environments

https://courses.cs.ut.ee/student_projects/download/156.pdf

1st issue

- The problem with spheremaps is that everything has the same distance from center
- The information is a bit dense. It'd be nice if some keywords were in bold or something.
- Too much content
- Quite text-heavy.

2nd issue

- Some text is quite small, which could be annoying to read at an event
- The images are a bit small.

3rd issue

- -

Praise

- you made it work with RC car and a 360 camera. good job
- Colors are good and the images are nice.
- Nice structure
- Well-structured and clean looking.

Ultimate Discgolf in Hyperspace

https://courses.cs.ut.ee/student_projects/download/162.pdf

1st issue

- title seems a bit small
- Most of the text is very tiny, it could be hard to read depending on print size.
- Weird bordering
- The image of the code seems unnecessary.

2nd issue

- Alignment is off
- The text could be slightly bigger.

3rd issue

- Picture to text ratio too high

Praise

- nicely divided into several parts with corresponding images
- Always make custom models for a game. good job with the modelling
- There are a lot of illustrations to keep the viewer engaged. Text is short and concise.
- Nice good size images that relate to the project.

PDF to EPUB converter

https://courses.cs.ut.ee/student_projects/download/171.pdf

1st issue

- really busy background
- The white background color clashes with the text, which makes it hard to read. I recommend using a text box or a solid color background to make sure the text stands out.
- Unreadable
- The background makes it difficult to read.

2nd issue

- really busy background
- The white background color clashes with the text, which makes it hard to read. I recommend using a text box or a solid color background to make sure the text stands out.
- Unreadable
- The background makes it difficult to read.

3rd issue

- There are big blocks of text which aren't really tied to the visuals. This can make it harder for people to read.
- Images have no captions
- Hard to understand what exactly is happening on the diagram.

Praise

- I think it is cool that you made a better program with improved speeds.
- Good size text and structure.

A Framework for Analysing Topics in University Courses

https://courses.cs.ut.ee/student_projects/download/196.pdf

1st issue

- Some text on the posters is a bit small, it could be a problem depending on the print and the environment.
- Too much going on
- Not enough text.

2nd issue

- It is kind-of weird that one block of text has a bigger font size than a similar block of text elsewhere on the poster. Consistency in font size can help it look better.
- Top left image useless
- Badly structured and messy overall.

3rd issue

- Bottom graphs fonts too small compared to text
- Very small text on the visuals in the bottom.

Praise

- It's nice to see a lot of visuals being used. Text is also nice and concise.
- Colorful.

Batoru Shiti: The Tank Game

https://courses.cs.ut.ee/student_projects/download/257.pdf

1st issue

- Obviously there are a lot of wires that are constantly getting under the wheel and might get stuck. cable management
- It bothers me a bit that there are very small margins inside the text boxes.
- Just a tiny bit too boring
- Overall looks visually pretty bland.

2nd issue

- The electronic components are just thrown onto the robot and taped together
- It could perhaps use more visuals
- Text under title hard to read
- Needs more images.

3rd issue

- Diagram text too small

Praise

- I like the idea
- The content is split up nicely, there isn't too much text.
- Nice whitespace amount
- Decent amount of text.

Omniscient Debugger for Thonny IDE

https://courses.cs.ut.ee/student_projects/download/263.pdf

1st issue

- The font for "Bibliography" should be the same as for the other paragraphs, I think. It'd just look nicer and blend in better.
- Images need a border and more whitespace

2nd issue

- A but difficult to read for some reason

3rd issue

- -

Praise

- It is very descriptive and looks unique while being aesthetically pleasing and nice to read. I really like this one.
- Good design
- Looks good.

Mysterious Jaak

https://courses.cs.ut.ee/student_projects/download/287.pdf

1st issue

- I think the graphics could use some more detail
- The outline color for the title is a bit too bright, but since it's very thin and stylized it's not a big problem.
- Needs an introduction

2nd issue

- -

3rd issue

- -

Praise

- Cool algorithm
- Text size is good, content is split up nicely and the visuals look neat.
- Unique design
- Good balance between the text and the images. Looks visually great.

Shuriken Way – An Android Puzzle Game

https://courses.cs.ut.ee/student_projects/download/293.pdf

1st issue

- Could use some kind of background instead of color white
- I guess the visuals could be tied to the description a bit more, but it's not a big deal.
- Weird margins
- Looks a bit bland overall.

2nd issue

- The initial description is a bit long-winded. Some keywords or bullet points could help a reader get through it.
- First paragraph too long for a poster
- The text could be divided into paragraphs.

3rd issue

- Pictures don't say much

Praise

- I like the concept
- Colors don't clash, visuals are nice, text is a nice size. Very nice poster!
- Nice picture to text ration
- Good size text and visuals.