# Terms and Definitions

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| Term | Definition |
| Enough words, no more | Class writing motto. |
| On a Slide | The best way to present detailed technical information in a presentation. |
| Habit of reading, viewing & listening | Building this will keep your knowledge relevant. |
| Plan ahead, work ahead | The way to avoid stress at the end of the semester. |
| Iteration | The process of repeatedly reducing word count in your paper. |
| Respect for colleagues | The most important factor in successful team efforts. |
| A handful of key points | What you should build toward at the end of your presentation. |
| LaTeX | A programming language for technical writers. |
| Retrospective | Worth doing is worth doing badly, until you do it well. |
| Position paper | A way to help your organization make transitions. |
| Experts | People who know a lot about a topic and can help you learn. |
| CSCI373 | A course that has hopefully helped you learn skills you can use the rest of your life. |
| Mental model | A collection of entities and relationships that help us understand, communicate, and reason about a topic. |
| CS Knowledge Half-life | The span of time during which half of what you need to know in the future you must learn anew. |
| Kanban | A work management system driven by a focus on in-progress tasks. |
| Timeline | A diagram that helps describe the evolution of a topic area. |
| Linear thinking | A risky approach to working with complex systems. |
| Generative AI tools | They are transforming the research enterprise. |