

how not
to get a
job in
research

How not to get a job

Ten Things

Thing #1

don't plan

**where do you want to
be in 5 years?**

industrial labs emphasize practical work

often alone or in small teams

must show relevance

real-world problems

research labs come and go

academe means working with students

hard to remain “hands-on”

freedom to go pie-in-the-sky

job security modulo tenure

least publishable unit

Thing #2

procrastinate

it's (almost) too late

establish a research plan

be ambitious, take baby steps

know to cut losses

Thing #3

don't publish

publications matter more than <X>

how much is enough

what venues to target

journals - how to and why

ideas vs. systems

Thing #4

never collaborate

your advisor

other students

other faculty

industrial RD labs internships

Thing #5

don't teach

volunteer to teach (early)

learn to give talks

appreciate complexity

mentor graduate students

Thing #6

hurry

**PhD like a car, loses half its value when
it leaves dealership**

fresh PhDs hired on potential

after it's pretty much WYSIWYG

Thing #7

take no advice

listen to other people

criticism often sign unclear exposition

rejection is opportunity to improve

Thing #8

be sloppy

take care of your “image”

people know you through you web page

avoid typos

make sure jokes are funny

learn how to write a CV

Thing #9

avoid conferences

avoid being Stay-At-Home PhD

choose a community

attend conferences, workshops

talk to people, explain your ideas

meet other students – your future colleagues

don't wait for you advisor to do it for you

Thing #10

take no initiative

get in the driver seat

advisor's role is to say NO

“ownership” of ideas

one paper that is truly yours

initiative \Rightarrow risk \Rightarrow (failure + blame)

Good Luck !