

# EDISP lab rules

1. Leave overcoats in the cloakroom.
2. No food, no drink in the lab. Take a break if you are hungry.
3. Silence your cellphone. Take a break if you really need to receive a call.
4. You will have to think here. Do not come if you are ill, *under influence* etc.
5. If you miss a lab, try to catch up ASAP (ask the lecturer by email for directions).
6. Never connect equipment between tables – risk of shock!
7. Report broken or missing equipment to the teacher.
8. Return cables. mics. headphones to the drawer with your table number.
9. Lab starts with an entry test. If you are late, your test time is shorter.

## Grading rules

1. Lab grade (5p) = entry test (2p) + exercises (3p)
2. If entry test is <1p, you failed!. Upon second failure in a row, you leave the lab – if the schedule allows, you may start over next time.
3. Exercises = discussion with teacher + report
4. If something is unclear, ask the teacher before the teacher asks you.

## Team work

Working in pairs is **discouraged**.

Discussing results between students is **encouraged**.