

Improving Your Scientific Writing with AI

This hands-on workshop helps you develop personalized methods for using AI throughout the revising process—from reshaping arguments and structure to refining style and language. You will build your own prompts and reusable skills, practice critically assessing AI feedback, and apply these techniques to a text you're currently working on.

Discussions will address the epistemic demands of academic writing (authorial voice, conceptual precision, source integrity, discursive positioning) as well as current AI policies at the university and in academic publishing.

Come prepared to share experiences with colleagues, experiment with tools, and leave with a revised draft and a workflow you can keep using.

In this workshop, you will:

- identify and evaluate cases for employing AI legally and ethically;
- create personalized LLM prompts and skills for eliciting feedback on the different phases of writing, from argument and structure to copyediting and stylistic refinement;
- critically assess AI feedback against the epistemic demands of academic writing (authorial voice, conceptual precision, source integrity, discursive positioning);
- apply these techniques to improve a piece of your own academic writing.

The workshop will include input segments by the instructor, hands-on exercises, peer discussion, and live demos of prompts and tools by the participants.

Between the sessions, you will apply the techniques to your own writing and prepare to share the results in the second meeting.

Requirements:

- Please bring a laptop with access to an LLM chatbot (e.g., Claude, ChatGPT, Le Chat) and an AI writing assistant (e.g., LanguageTool, DeepL Write, Grammarly) of your choice.
- If possible, also select a text or a section of a text you would like to work on in the workshop.

Sign up by writing to j.buechele@unibas.ch

Date/Time: Thursday, 12 November, 8:45-11:45 & Thursday 26 November 8:45-10:45

Venue: Sprachenzentrum, University of Basel

Lecturer: Dr. Anthony Mahler