Effective Presentation Techniques

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Outline



Structuring presentation



Designing slides



Right word at right time



Body talk



Structuring presentation



Designing slides



Right word at right time



Body talk

Planning

- Consider audience
- Set goal
- ...then create slides
 - 1...3 min per slide









Sign Posts

Orient listener

- Current topic
- Progress



- Intermittent
- Ever-present









Typical Scientific Talk Structure

- Overview
- Motivation
- Own results
- Application
- Related work
- Conclusion & outlook









Win with the Intro!

- First impression critical
 - Same time you're excited
- Prepare starter sentences by heart
- Start with a mind-catcher
 - Joke (!), unexpected twist, ...
 - Appropriate!



Structuring presentation



Designing slides



Right word at right time



Body talk

Designing Good Slides

- Content
- Unveiling
- Color
- Subliminal messages



Slide Content

Purpose

- Complement speaker
- Talk ≠ technical report

Density

- 7 lines/page
- 4 words/line









1: Speaker Reads Slides

- A speaker may put his entire presentation on his slides. He turns his back to the audience and reads the slides aloud. Perhaps he feels this approach guarantees all the information will get to the audience.
- This may be the most annoying way to give a presentation. Audience members wonder why the lecturer doesn't simply hand out a copy of the slides.
- The visual presentation dominates the presenter.
 The presenter is not adding any value to what is on the slides.
- Worst, audio and visual information interfere, thereby impeding memorization significantly.









2: Speaker *Interprets* Slides

Slides are focus

- Provide content
- Hold audience's attention
- Speaker supports
 - Faces slides
 - Helps understand



Use expressive images!



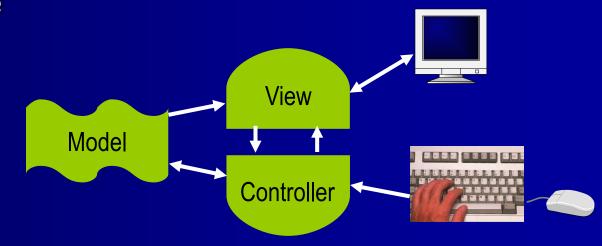






3: Slides Support Speaker

- Speaker is focus
- Slides support
 - Key message





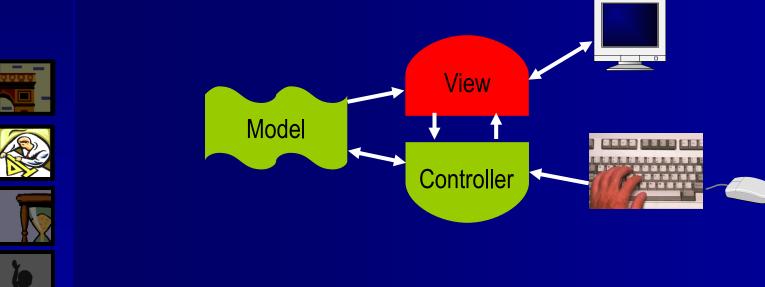






- Needs extremely focused slide message
- Use images & graphical metaphors!

3: Slides Support Speaker

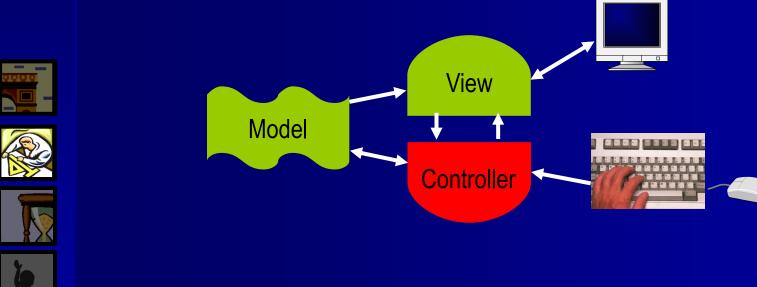








3: Slides Support Speaker











Complicated Derivation





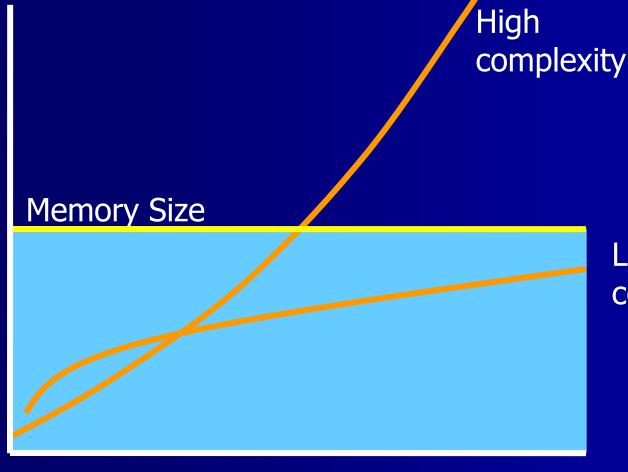




$$\begin{split} \ddot{I}\hat{\gamma}(n,p) \leq & \ddot{I}f(n) + \ddot{I} \bullet (n) \\ \ddot{I}f(n) + \ddot{I} \bullet (n) / p + \hat{I}^{o}(n,p) \\ \Rightarrow & \ddot{I}\hat{\gamma}(n,p) \leq \frac{p(\ddot{I}f(n) + \ddot{I} \bullet (n))}{p\ddot{I}f(n) + \ddot{I} \bullet (n) + p\hat{I}(n,p)} \\ \Rightarrow & \ddot{I}\hat{\gamma}(n,p) \leq \frac{p(\ddot{I}f(n) + \ddot{I} \bullet (n))}{\ddot{I}f(n) + \ddot{I} \bullet (n) + (p-1)\ddot{I}f(n) + p\hat{I}(n,p)} \\ \Rightarrow & \ddot{I}\hat{\gamma}(n,p) \leq \frac{p(\ddot{I}f(n) + \ddot{I} \bullet (n))}{\ddot{I}f(n) + \ddot{I} \bullet (n) + T_{0}(n,p)} \\ \Rightarrow & \hat{I}\mu n, p) \leq \frac{\ddot{I}f(n) + \ddot{I} \bullet (n)}{1 + \frac{T_{0}(n,p)}{\ddot{I}f(n) + \ddot{I} \bullet (n)}} \\ \Rightarrow & \hat{I}\mu n, p) \leq \frac{1}{1 + \frac{T_{0}(n,p)}{T(n,1)}} \\ \Rightarrow & T(n,1) \geq \frac{\hat{I}\mu n, p}{1 - \hat{I}\mu n, p} T_{0}(n,p) \\ \Rightarrow & T(n,1) \geq CT_{0}(n,p) \end{split}$$

Good Illustration > **Complicated Derivation**

Memory needed per processor



Low complexity

Number of processors



Mixing Important/ Unimportant Words

- The isoefficiency and the scalability metrics of a parallel algorithm are crucial
- The typical parallel computers of the future will have thousands of CPUs and terabytes of RAM



Same Again, Crisp:

Crucial metrics

- Isoefficiency
- Scalability function

Future systems

- Thousands of CPUs
- Terabytes of RAM









"Fly In" Fails

- Could you read this?
- How about this one?
- Maybe the third time is the charm!



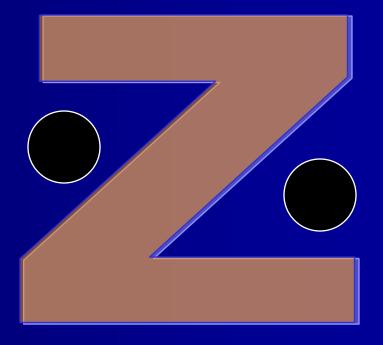
"Wipe from Left" Works

- Less distracting
- Reduces eye movement
- Increases readability

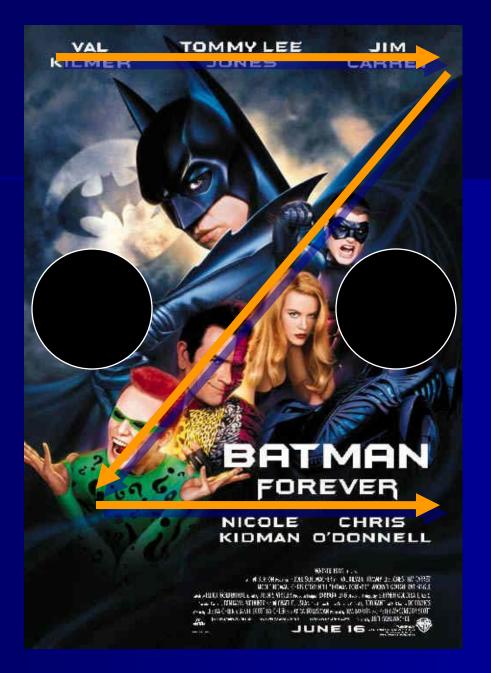


Typical Eye Movement

- Upper left
- Upper right
- Lower left
- Lower right















Movie poster available from www.animationalley.com

Past workshops

- > Oct & Nov 04, Jan 05:
- o Trained 88 pri schools, 69 sec schools to date

472 students

- Post-Course survey results (04):
- o 397 students
 - 396 students (99.7%) 'found presentation skills taught by the trainer useful'
 - 242 (61%) found it 'VERY USEFUL!'

Upcoming workshops... 2nd/3rd week March

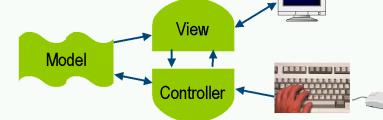


Layout & colors

- Few, supportive colors
 - Background, primary color, highlight color
 - Contrast
 - Corporate design!
- Printed version
 - b/w!
- 1 (max 2) fonts, size 20+

Model-View-Controller

- Architecture for interactive apps
 - · introduced by Smalltalk developers at PARC
- Partitions application in a way that is
 - scalable
 - maintainable













Wall of White

- Increases glare
- Causes eyestrain
- Distracts from speaker









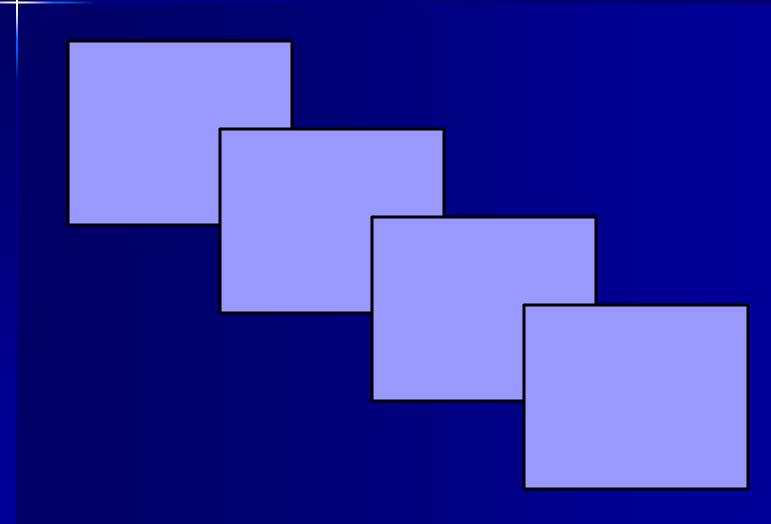
Subliminal Messages

- Orientation
- Motion





Message: Decline

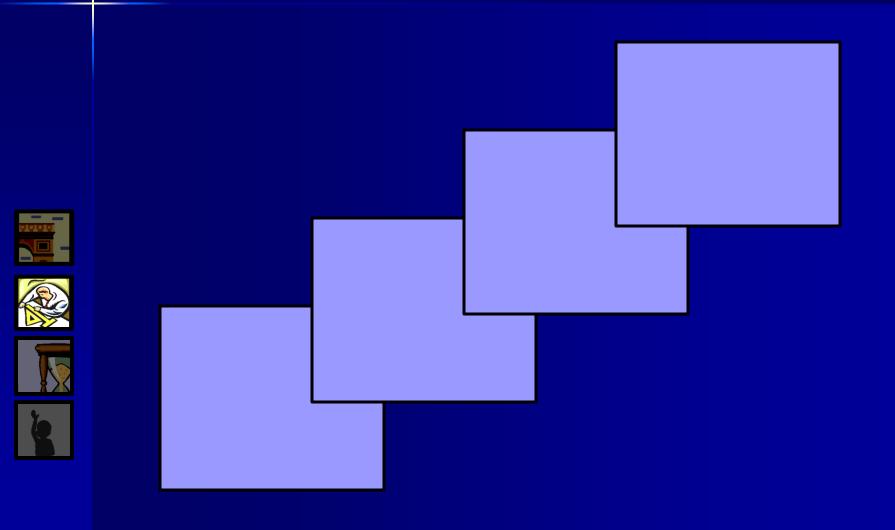








Message: Improvement





Message: Bad Event





Message: Good Event







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Body talk



Never-Ending Train

- "I want to point out this, and then there is ..., I mean this is ..., let me explain it again like this ..."
- "uh ... my investigations showed ... uh
 ... hm ... a considerable improvement over ... uh ..."









Be Crisp

- Period !!!
 - Resist temptation to explain again
- Modulate!
 - Loud & clear
 - Sometimes silence useful
- Don't hurry, but be aware of time











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Pitfalls

- Body language
- Seeking approval
- Excluding audience









Body Support

- Use your hands
- Look at all audience
- Address distracted people
- ...and prepare well to feel comfortable

Summary



Guide audience gently, Know your subject



Design slides carefully, Use effects wisely



Use flow of speak effectively



Be present