Class Presentations

... or "How to give a bad talk"

Class Presentations

- Don't get too stressed out about presenting!
 - The objective of this course is for everyone to develop a better understanding of these topics
 - Some topics can be hard to digest, and different people will pick up on different things, so it helps to discuss them with a diverse group



Class Presentations

Use all available resources

- Feel free to work with other presentations that you might find
- BUT, do not rely on other people's work
 - ▶ Enhance with your own thoughts and ideas
 - Make sure you understand everything on all of your slides



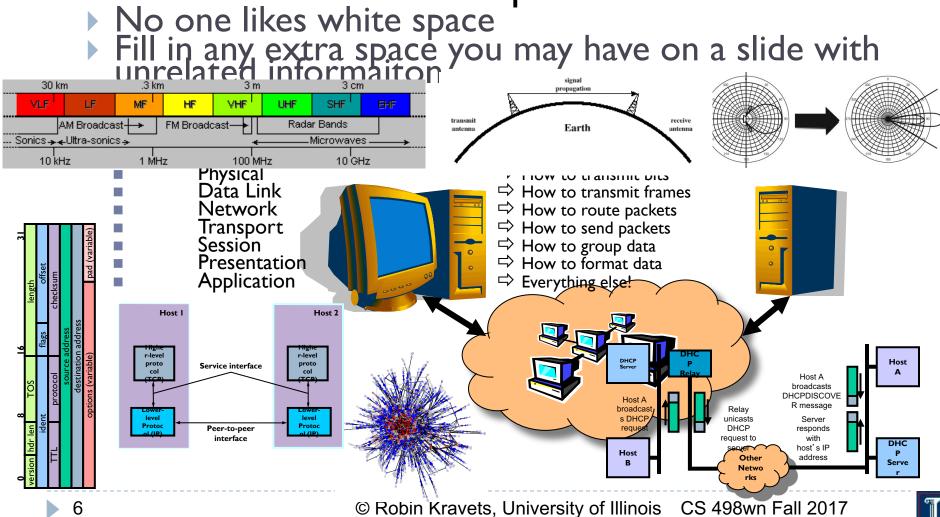
How to give a bad presentation ...

Robin's 12+ Commandments (adapted from David Patterson's "How to give a bad talk")

- I. Thou shalt not be prepared
 - Why waste research time preparing slides?
 - There are billions of people in the world. Who cares what 20 people think?
 - Caveat: Though shalt not be neat
 - Ignore speling and grammar
 -) USE ILLEVIBLE FONTS



II. Thou shalt not waste space



III. Thou shalt not covet brevity

- Read every word on your slide
- Always use complete sentences, never just key words
 - Sentence fragments make you look illiterate
- Caveat: Avoid moving content to "backup slides"
 - You probably won't get a chance to show them



IV. Thou shalt cover thy naked slides

- You need the suspense!
- If they know the point before you make it
 - May think they could have figured it out themselves
- Caveat: Thou shalt use annoying animations







Caveat: Thou shalt blind and nauseate your audience with a laser pointer

v. Thou shalt not write large

- Be humble -- use a small font
- Important people sit in front
- Who cares about the riff-raff?



VI. Thou shalt not use color

- Flagrant use of color indicates uncareful research
- It's also unfair to emphasize some words over others

VII. Thou shalt not use a good color scheme

- Make every word a different color
- Use colors that can't be seen on the screen



VIII. Thou shalt not illustrate

- Confucius says "A picture = 10K words,"
- Dijkstra says "Pictures are a crutch for weak minds."
- If you must use illustrations, don't explain them.



- Caveat: Thou shalt not draw on your slides
 - Slides are a work of art, do not deface them!



IX. Thou shalt not make eye contact

- You should avert eyes to show respect
- Blocking screen can also add mystery
- You should read from your computer
- You should turn your back on the audience
- Caveat: Thou shalt point to your computer
 - Everyone knows what you are pointing to



X. Thou shalt not skip slides in a long talk

- You prepared the slides; people came for your whole talk; so just talk faster
- Skip summary and conclusions if necessary
- Caveat: Thou shalt not plan for Q&A
 - Don't repeat questions
 - Start talking quickly
 - Don't cut discussion short
 - When in doubt, bluff
 - Universal answer
 - ☐ Dismiss question as irrelevant/naïve



XI. Thou shalt speak neither clearly nor loudly

- Important people sit in front
- Don't use a microphone
- Let the people in the back read the slides
- Caveat: Thou shalt not distract your audience
 - Do not distract with motion
 - Keep voice level
 - Do not ask rhetorical questions
 - Do not use humor



XII. Thou shalt not practice

- Why waste research time practicing a talk?
- It could take several hours out of your semester
- ▶ How can you appear spontaneous if you practice?
- If you do practice, argue with any suggestions you get and make sure your talk is longer than the time you have to present it



How to Give a Presentation: Structure

Bad Talk

- Launch into the material without stating goals or purpose
- End abruptly after your last point
- Throughout, keep your audience clueless about what you are doing and why

Good Talk

- Give your talk a beginning, a middle, and an end
- Summarize scope and goals
- Main concepts and conclusions
- Summarize points you would like to see the audience go away with
- Provide pointers to additional information



How to Give a Presentation: Scope

Bad Talk

- Attempt to cover far more material than is practical
- End the talk abruptly halfway through your material
- Be really, really speedy to make sure every detail is covered

Good Talk

- Carefully scope what you can cover
- Allocate time for questions and discussion.
- One concept every 5 minutes is a reasonable rule of thumb.
- Motivate the audience to learn more about the topic on their own
 - Rather than attempting to teach them everything in the talk itself



How to Give a Presentation: Audience

Bad Talk

Ignore your audience

- Target the talk to your knowledge, sophistication and interests, and ignore that of the audience
- Either bore the audience to death, or impress them with a snow job
- Don't be concerned whether the audience comes away with new knowledge or renewed interest or enthusiasm about anything you have said

Good Talk

Know your audience

- How much do they already know about the subject?
- How much background do they have to understand the subject?
- From their perspective, what are they likely to find interesting and exciting?
- How much diversity is there in the audience?
- Can you provide something of value for both the wellinformed and the clueless?



How to Give a Presentation: Visual Aides

Bad Talk

- Bombard your audience with lots of text on slides, so as to force them to choose between listening to you or reading
- Don't waste your time on pictures and figures

Good Talk

- The written word and the spoken word clash
 - Rely primarily on the spoken word (this is a talk, after all)
- The spoken word and images and pictures reinforce each other
 - Come up with a visual representation of your concepts to work your words around

