A 10 Step Program for Great Tech Talks

SCaLE 14x, 2016

#scale14x

Introductions

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• TODO: Add Josh info

• TODO: Add Vicky info

Testing speaker notes

1. Know Your Audience

Know Your Audience

Some Criteria To Consider

- Technical level
- Human language
- Expected audience size
- Style expectations
- Culture
- Current events in the community

Know Your Audience

How to learn this information...

- Ask the conference organizers
- Social media
- Define it yourself up front
 - Declare technical level, language, etc. & the audience will self-select

TODO: everything here

2. Have An Idea

The elevator pitch

• CFP

TODO: everything here

Have An Idea

Know your topic

- Something you know well (or will by the time you present)
- Something you care about
- Research!
- Develop the necessary examples (demos, apps, examples)

Targeting the audience

• Refer to the "Know your audience" section

TODO: everything here

Have An Idea

Casual surveys

- Using social media to gather information
- · Questions which can be answered
 - What does the audience want to hear?
 - What questions would the audience like answered?
 - What problems have the audience had?

What will the audience learn?

- Take-aways must be specific and actionable
- What would you like the audience to be able to do by the end?

TODO: everything here

Have An Idea

Appropriate to timeslot

• Not all content is proper for every timeslot

Appropriate to timeslot

Four basic timeslots

- 5 minutes
- 20 minutes
- 40 minutes
- Tutorial

TODO: everything here

Have An Idea

Appropriate to timeslot

• Have different versions for different timeslots

Do Not

- Be a sock puppet
 - Have your own story. Tell your own story
- Present incomplete projects
- Bait & Switch
 - Always fulfill the promise of your proposal
- Sales & Marketing
 - Expo floor is for the pitch. Session floor is for the learning.

TODO: everything here

3. Tell A Story

Tell A Story

Outlining

- Organize your thoughts before starting to write
- Hi-fi methods
 - Mind-mapping software
 - Kanban boards

TODO: everything here

Tell A Story

Outlining

- Lo-fi methods
 - Sticky notes
 - Note cards

Tell A Story

Seven basic presentation story types

- Catalog
- End-to-end
- Enlightenment
- Quest
- Theme & Variations
- Show & Tell
- Post mortem

TODO: everything here

Tell A Story

Storycraft

• stuff here

Tell A Story

Exercises

- Adapting presentation to match the audience
- Creating a topic sentence
- Selecting a story type

TODO: everything here

4. Craft Your Presentation

No slides

- Demo-only
- Web tour

TODO: everything here

Craft Your Presentation

Slide software

- The Big Four
- reveal.js and alternatives

Slides

- Colors
 - Light/dark, heraldry
 - Typefaces
 - Words per slide (one idea == one slide)
 - Slides per presentation
 - Animations/transitions
 - Think inside the box
 - Twitter/IRC/Slack contact on each slide

TODO: everything here TODO: Refactor this into multiple slides

Craft Your Presentation

Special sections

- Table of contents
- About/intro
- Recap
- More information

Bonus section!

- Keep one in reserve
- Use if you have more time
- Easy to cut if running short on time
- Audience-specific

TODO: everything here

Craft Your Presentation

Accessory themes

• cats, pirates, racecars, etc.

You don't have to be a gigolo

Work mandated slides

TODO: everything here TODO: change the subtitle of this slide

5. Craft Your Presentation

This is NOT optional

• stuff here

TODO: everything here

Craft Your Presentation

Avoids reading from your slides

• Even if you have a lot of speaker notes

How to practice

- To a mirror (or your pet)
- To your friends
- At a local meetup
- Record yourself!

TODO: everything here

Craft Your Presentation

Timing, pacing, and tools

- Allow extra time
- Write down section times
 - Practice each section separately to hit its time
- Use a timer
- Use a clicker

Editing

• stuff here

TODO: everything here

Craft Your Presentation

Flow

• Section and slide transitions (verbal and structural)

6. Getting Ready To Speak

Getting Ready To Speak

Seven days before

- · Confirm the schedule
- Check for opposing talks
- Confirm special equipment
- Double-check talk length and description

Getting Ready To Speak

One day before

- Double-check schedule
- Have a look at the room
- Test the projector
- Check out other equipment
- Prepare backup slides
- Do another run-through
- Get some sleep

TODO: everything here

Getting Ready To Speak

One hour before

- Finalize/confirm demos
- Shut down all other apps on presentation laptop
- Check clothes/hair

Getting Ready To Speak

Twenty minutes before

(Or session prior)

- Go to the bathroom
 - Double-check clothes, hair, teeth, fly
- Be in the presentation room

TODO: everything here

Getting Ready To Speak

Ten minutes before

- Turn off phone
 - Verify all apps are off/silenced
- Empty pockets
- Remove lanyard
- Plug in machine
- Verify internet (if needed)

7. Present Yourself

Present Yourself

Eye contact

- Critical
- "Floating"
 - Not only your friends or those people in the first 2 rows
- Avoid staring

Present Yourself

Body language

- Expansive (open stance)
- Move around
- Smile and be engaged
- Bad habits

TODO: everything here

Present Yourself

Voice

- Projection
- Diction
- Emotion/color
- "Um..." and related vocal ticks

Present Yourself

Never apologize for being an inexperienced speaker

• Just...just don't.

TODO: everything here

Present Yourself

Exercises

- Floating
- Stance
- Diction/tongue-twisters

8. Dealing With Demo Failure

Dealing With Demo Failure

Prepping demos

- Docker/VMS
- Scripts
- Test runs

Dealing With Demo Failure

Terminal settings & setup

- Text size & colors
- Set up windows in advance
- Practice swapping between slides & demo
- Command history
- Virtual screens
- Keep text in top half of screen
- Multiple desktops
- Embedded terminal

TODO: everything here

Dealing With Demo Failure

Presenting code

- Colors
- Typefaces
- Lines of code per slide
- · How to show a lot of code
 - Collapse/zoom
 - Terminal/text editor
 - Link rather than show

Dealing With Demo Failure

Failure

- · Why demos fail
- Fallbacks
- Dealing with the audience

TODO: everything here TODO: Consider moving this to the top of this stack

Dealing With Demo Failure

Fake it 'til you make it

- When a live demo is best
- How to fake demos/fallbacks

9. InteractingWith TheAudience

Interacting With The Audience

Before the talk starts

- Quick polling
- Announcements
- Pre-Q&A
- Get people to move to the front of the room

Interacting With The Audience

Asking for a response

stuff here

TODO: everything here

Interacting With The Audience

Jokes

• Good but hard to do right

Interacting With The Audience

Basic Q&A

- Determining question periods
- Picking audience members
- Repeating the question
- Ask for questioner's name

TODO: everything here

Interacting With The Audience

Audience problems

- You don't have an answer
- That Guy In The Third Row
- Jesus in the audience
- Offending your audience
- "I have a story..." (comments rather than questions)

Interacting With The Audience

Interactive exercises

• Rewarding audience members

TODO: everything here

Interacting With The Audience

Exercises

Q&A

Continue The Conversation

Hallway track

- Take the conversation out to the hall
- BoFs/Follow ups
- Business cards!

Social networking

- Replying to mentions
- Sharing slides, audio/video

TODO: everything here

Continue The Conversation

Sharing slides, audio/video

- Slideshare
- Internet Archive
- Personal page
- Speaker notes
- Licensing!
 - Copyright != license
- Sharing additional code

Curating slides/talks

- Version control
- Version your talks!
- Revise for each conference

TODO: everything here

Continue The Conversation

Getting feedback

• stuff here

Getting feedback

Conference systems

• stuff here

TODO: everything here

Continue The Conversation

Getting feedback

Soliciting on your own

- Online services
 - Joind.in
 - Google Forms
 - SurveyMonkey
 - etc.

Getting feedback

How to use feedback

- · Grains of salt
- Improving your talk

TODO: everything here

Continue The Conversation

Video/audio

- Making videos/audio
- Sharing video/audio

Wrapping up

Resources

Contact us