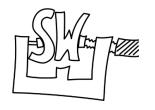


#### Seminar:

#### Technologies and Design of Graphical and Virtual User Interfaces

02 – How to give your talk



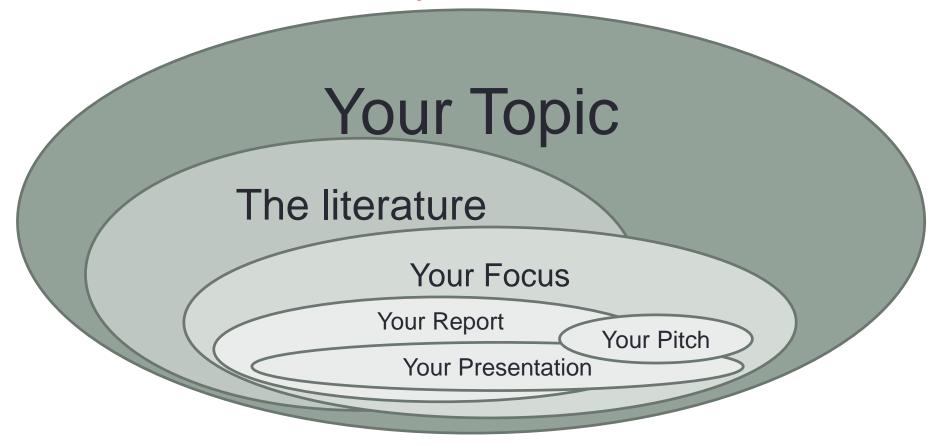
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#### Selection of the Subtopic





- Try it out
  - In front of the mirror, a friend, your family, your teddy, your dog ...
  - Record yourself
- Check it
  - Duration
  - Problems while talking or describing
  - Problems with the slides
- Iterate
  - Correct problems and try again



- The day before your presentation
  - Get together all your stuff (Presentation, USB-Stick, Laser-Pointer, ...)
  - Check your stuff
- The day of your presentation
  - Be in time
  - Calm down
  - Check the hardware
  - Calm down
  - Check your slides on the hardware
  - Calm down



- Check your appearance
  - Clothes
  - Posture
- Talk freely
  - Do not read from slides or from anything else
- No "eeeehhhhhhhhmmmmm"
  - Prepare well and you don't need it
- You have something important to tell
  - Let the audience feel it



- Speak to the audience
  - Find somebody that listens or talk to a chair in the middle
  - Be loud enough
- Use the room
  - Point at things with a laser pointer
  - Use white board, etc...
- Don't panic for questions
  - Answer them
  - Have some additional slides
  - If you can't answer, promise to clarify offline



- Finalize your talk
  - Conclude
  - Refer to literature
  - Ask for further questions
  - Thank for the attention
  - Say goodbye

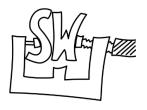


#### Special Talk: The Pitch

- 1. Get to the point fast
- 2. Don't use too many slides
- 3. Establish the need/project/focus
  - Why is your topic the most interesting one?
- 4. Use a multilevel structure for your pitch
  - 5 seconds, 30 seconds, 5 minutes
- 5. Know your audience



#### Questions???







#### Literature

 Dettori, Lucia: Research Talk 101. URL: http://clgiles.ist.psu.edu/researchpresentation/ResearchPresentation.ppt