

EEE6505 Transferable Skills for Engineers

Aims of a scientific talk

- inform: to present one's latest research results to a specific audience
 - > choose level of description according to audience
(academics > engineers > electronic engineers > colleagues)
- advertise your work: allow the audience to digest your results and to trace them in the scientific literature
 - > dwell on your main results and provide context rather than all details; provide references of where you have already published related data or will do so
- advertise your competence: present yourself as a competent person
 - > behave in a way that people trust your findings

EEE6505 Transferable Skills for Engineers

Points of attention

- layout:
 - > state your name and affiliation and topic of talk on first slide
 - > give brief introduction but omit overview that lists only standard text ('introduction – exp – results – conclusion')
 - > guide the reader from introduction to conclusion
 - > include different forms of figures (images, graphs, plots), all with properly labelled axes and brief captions
 - > use appropriate font size – don't squeeze text (≥ 18 pt)
 - > finish with exactly 1 slide with conclusions and acknowledgements

EEE6505 Transferable Skills for Engineers

Points of attention

- language and general presentation:
 - > on slides, use bullet points instead of full sentences
 - > define all acronyms used
 - > plan your talk and stay within time frame given (test it once!)
 - > don't speak too fast
 - > don't bury your hands in your pockets
 - > don't distract your audience by many different fonts and avoid sound effects or fancy transitions between slides:
Microsoft Power Point has more add-ons than are possibly useful!

EEE6505 Transferable Skills for Engineers

Points of attention

- special preparations:
 - > if you have **low contrast images** ensure the room is dark enough so the details will be visible
 - > if your **voice is creaky**, drink a glass of water before the talk
 - > ensure you have a pointer, and if you use a **laser pointer** don't blind your audience and be aware that if you are very nervous then the wobbling of the laser spot will make this highly visible to everybody!
 - > if you have a low voice use a **microphone** but ensure it does neither produce feedback nor make your breathing audible
 - > if you want to show a **computer animation or a short film**, then use your own laptop, as other people's computers may not have the software installed you need