THIS IS A PRESENTATION ABOUT PRESENTATIONS

DEMO DAY LIVE

- Monday… if you didn't know.

- Each team will present their application to a (remote) audience of engineers, recruiters and executives. Presentations will be recorded.

- Presentations will be 3–4 minutes in duration, scripted and accompanied with a video.

- Every person on your team must speak for a significant amount of time.

THE PRESENTATION IS
1/2 PROJECT, 1/2 THE MAKING OF

PRESENTATION OUTLINE

INTRODUCTION

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◎ **The first speaker should introduce him/herself by name and then each of his/her teammates by name.**

◎ **The name of your application.**

◎ **The first words you speak should be cordial and welcoming.**

Smile! Be happy to be there. Be excited to be there.

"Hello and thank you for joining us today.

My name is Omri and these are my teammates and friends Jonathan (point/wave/smile), Claudia (p/w/s) and Ceren (p/w/s) and we are the team behind your new go-to lunchtime app:

Lunchcapades!"

APPLICATION OVERVIEW

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◎ **What is your application?**

◎ **What problem does your application solve?** **What was your motivation for creating it?**

◎ **What are the major features?**

◎ **What are the unique, interesting features?**

SOLUTIONIFY YOUR APP

Introduce your app as a solution to a simple, relatable problem.

THINK ABOUT USER FLOW

## How does one use your application, start to finish?

HOW YOU BUILT IT

YOU ARE TRYING TO SELL YOURSELF AS A CREATIVE AND TECHNICALLY CAPABLE PERSON.

HOW YOU BUILT IT

- ◎ **Address difficult technical challenges you encountered.**

- ◎ **Show technical diagrams if it better addresses what you are describing.**

- ◎ **Keep it high-level. Don't talk about variables and functions; talk about architecture and tools.**

- ◎ **Talk about decisions you made, not simply how you got it to work, but how you got it to work in the best way possible (performance, scalability, flexibility, readability).**

DON'T TALK ABOUT EDGE CASES THAT DON'T WORK
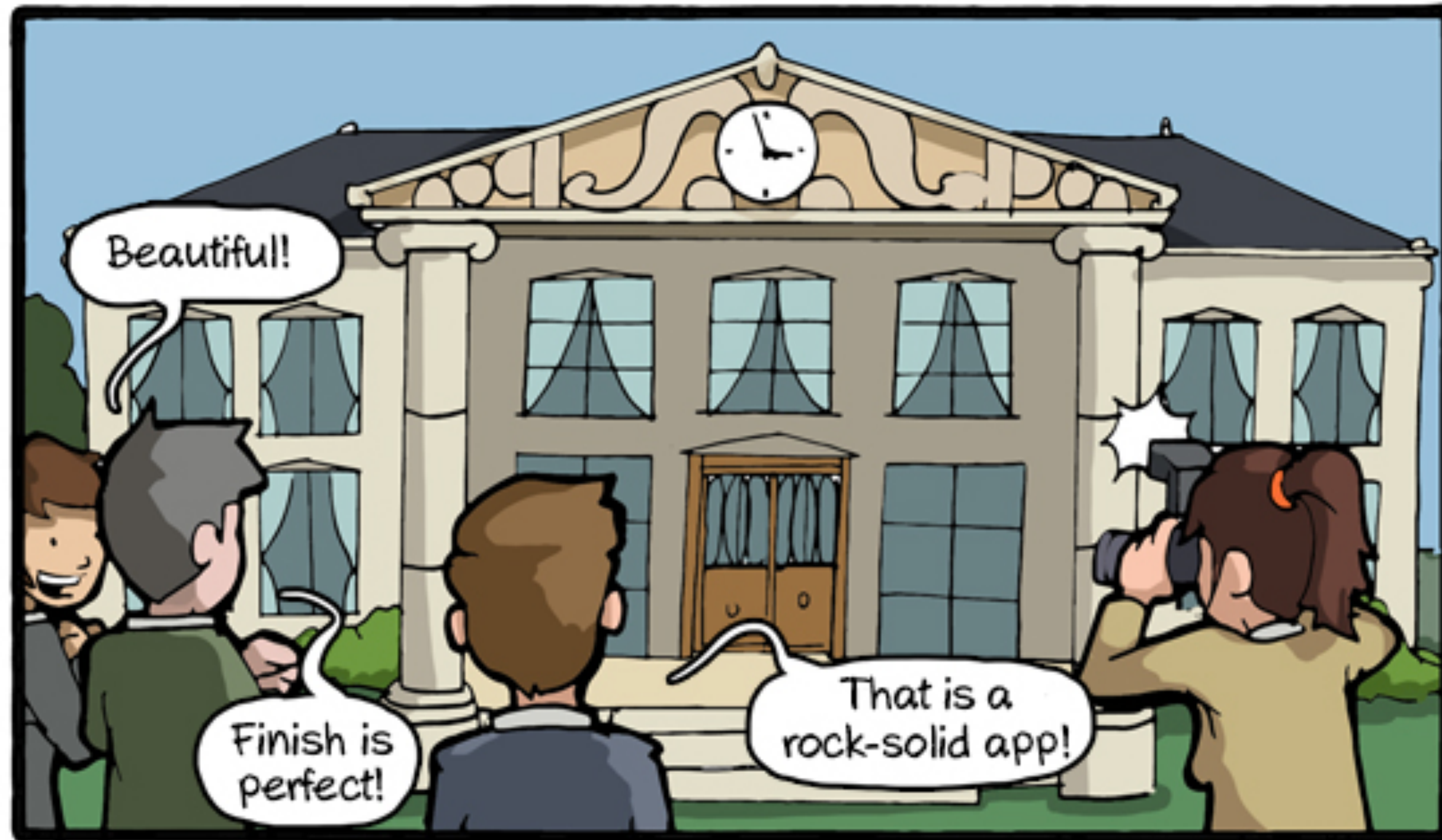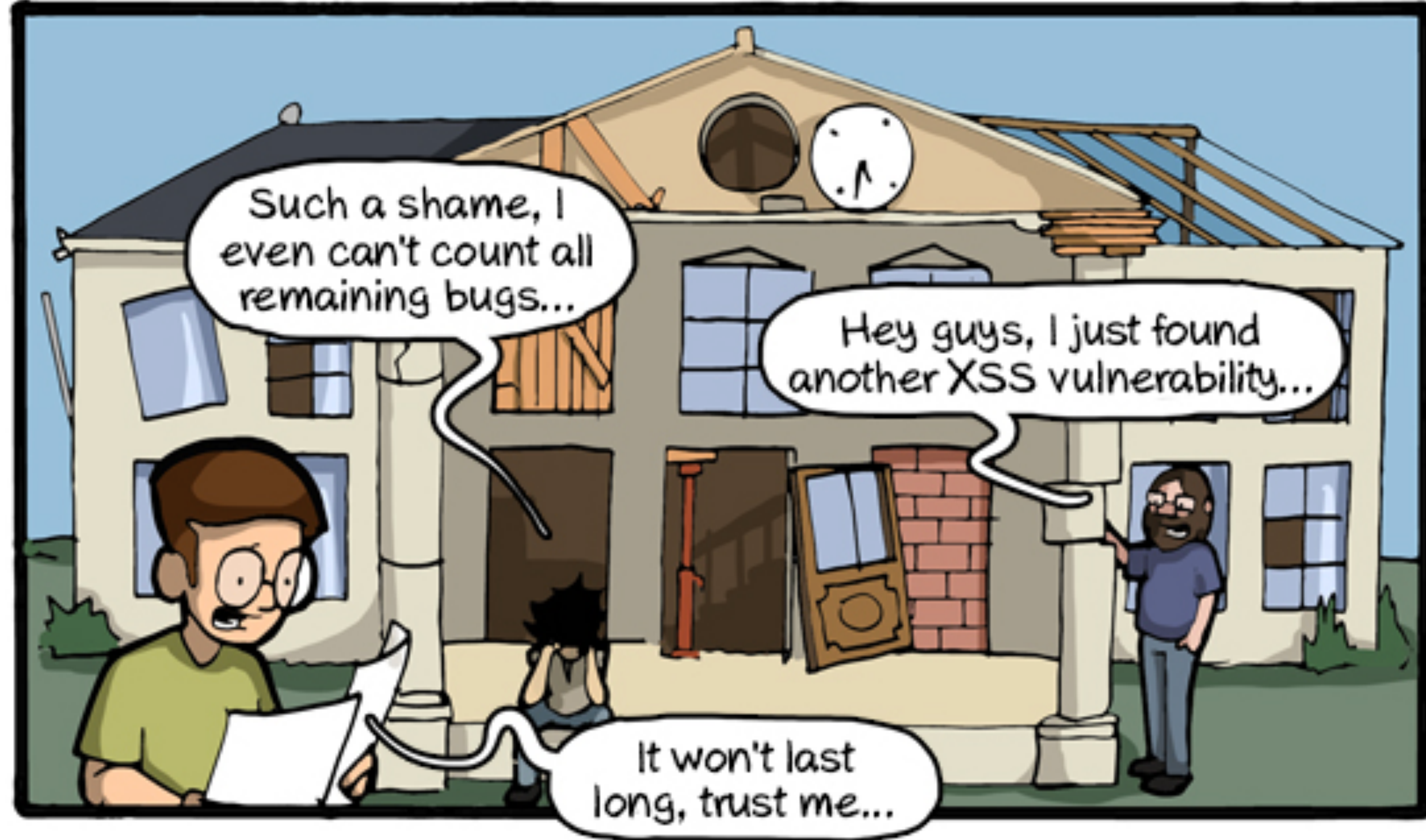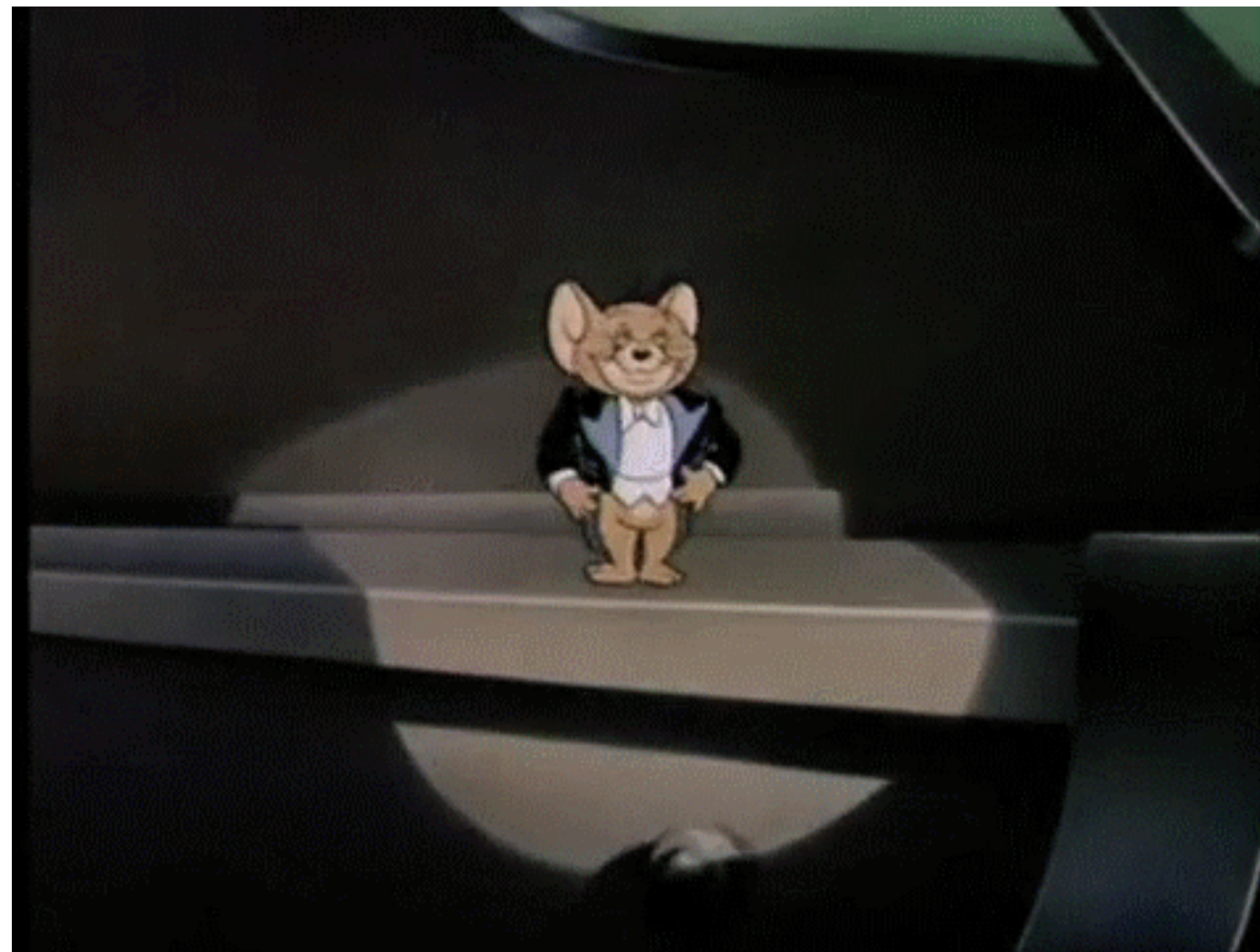
CONCLUSION

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◉ **Be deployed** and you invite the audience to both try your application and check out the code you've written on Github (keep working!).

◉ A heartfelt statement about how much you learned while working on this application and/or how much you enjoyed working with your teammates will have the effect of making yourself and your team seem hard-working and compassionate.

◉ Say thank you, obviously.

SCREENCAST

WHY A SCREENCAST?

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◉ **Nothing unexpected will happen.**

◉ **You can show more easily and effectively.**

◉ **Timing a script to a video is easier than synchronizing your speech with a human driver.**

◉ **To make up for the "lack of realness" of a video, you will have your application deployed for the audience to try out.**

AN EFFECTIVE VIDEO

◎ **Has data (users, messages, content) that feel *real*, not like a joke — simulate the best version of your use-case**

◎ **Has diagrams to visualize what is being described**

◎ **Has animations to focus attention on a particular part of the screen, transitions to ease into a new concept, all that fanciness**

REHEARSING

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◎ **Rehearsals should be often and many. You should have practiced presenting many times before the big day.**

◎ **You should take open feedback warmly and iterate your presentation in order to improve each time.**

◎ **This is a good time for you to get used to using the microphone.**

◎ **Don't forget about choreography!**

PUBLIC SPEAKING

- Practice with the microphone. Not too close, not too far. Learn to control that hand from gesturing as you talk to keep its position.

- Do not speak too fast and do not mumble. Relax!

- Do not face the projector. Face the crowd. Your toes should be pointed towards the audience.

- Use the space you have, do not stand confined behind the lectern.

WHEN NOT SPEAKING

- Smile!

- Stay in sight. Do not cower behind someone else. Use the space you have.

- Have one person "driving" the video at any given time in case you need to pause or play.

ASSORTED ADVICE

⊙ **Do not use the word I; use the word we.**

⊙ **Humor is effective; don't be afraid to use it.**

⊙ **Be creative!**

THE CREATIVE PROCESS

1. This is awesome

2. This is tricky

3. This is terrible

4. I am terrible

5. This might be okay

6. This is awesome

YOUR PRIORITIES

1. Prepare and rehearse your presentation

2. Deploy your application and attach a domain name (.tech deal!)

3. Fix **hyper-critical** bugs

4. Tweak design

5. Write documentation and tests

6. Refactor code to be more elegant

7. Work on small/edge-case bugs or new features

.TECH

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1. Go to https://goo.gl/IQHGh6 and fill in your details.
2. Select Fullstack Academy as your community and use secret code - **FSATECH** to raise a request!

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