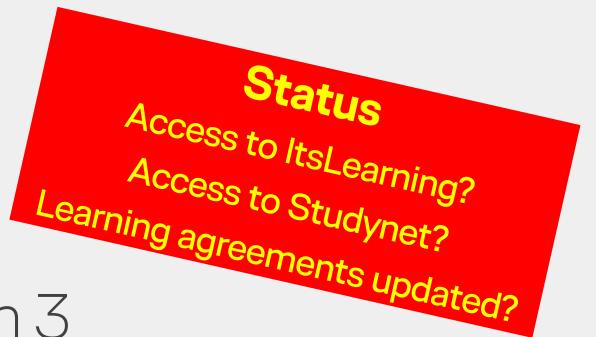
Bring ideas to life
VIA University College





# SPR/FPR A21 – Lesson 3

Purpose & Problem – The Alfa Romeo Tonale case Introducing Basic presentation technique Analyse Phase

# Learning Goals Lesson 3

After this lesson you should know about

- Defining Purpose & Problem statements use, differences and connections
- 2. Basic presentation technique & feedback
- The analyse phase: Relevance and procedure

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# Agenda Lesson 3

- 1. Presenting basics & Feedback system
- 2. Presenting home assignment: Purpose & Problem statements
- 3. Analysing: Why & How?

# Background - Purpose -Problem:

Background: Setting the stage

Purpose:

Why something needs to be solved

Problem:

What to solve



Use the purpose as guidance for validating the value of your solution to the problem throughout execution of the project!

## The Alfa Romeo - Tonale

https://www.caranddriver.com/alfa-romeo/tonale



07/09/2021

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#### Home work for Monday - September 4'th

#### Individually: read:

- 1. Watch the two PowerPoint Presentations with sound uploaded on ItsLearning
- 2. Read guidelines in Project Guidance: Semester & Bachelor Projects (<a href="https://studienet.via.dk/projects/Engineering\_project\_methodology/General/Guidelines/Semester%20and%20Bacholor%20Projects%20-%20VIA%20Engineering%20Guidelines.pdf">https://studienet.via.dk/projects/Engineering\_project\_methodology/General/Guidelines/Semester%20and%20Bacholor%20Projects%20-%20VIA%20Engineering%20Guidelines.pdf</a>)
- Read guidelines in Project Guidance: APPENDIX 1 Project Description

https://studienet.via.dk/projects/Engineering\_\_project\_methodology/General/Guidelines/Appendix%201.%20Project%20Description%20-%20VIA%20Engineering%20Guidelines.pdf)

Define three good and three bad things with EACH document

In groups of 4 (different from last time):

You are working in the Front End

Development at Alfa Romeo and have just completed the Tonale

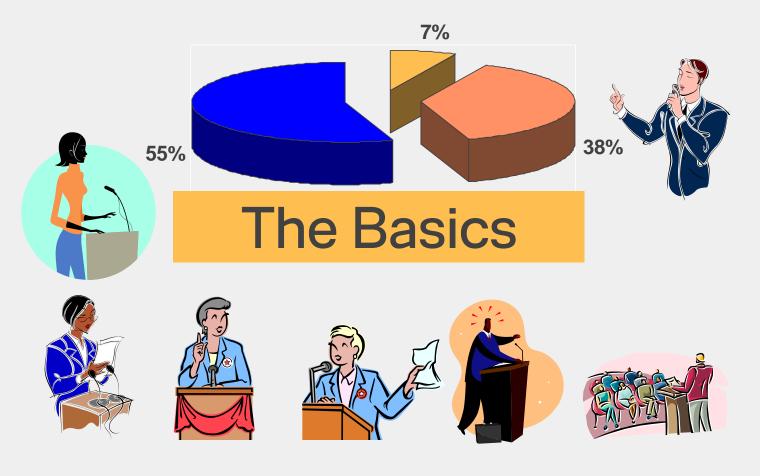
#### The Alfa Romeo - Tonale

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Define Background – purpose and problem for your new Alfa Romeo Development project. Make a One slider and 30 SECOND PITCH!

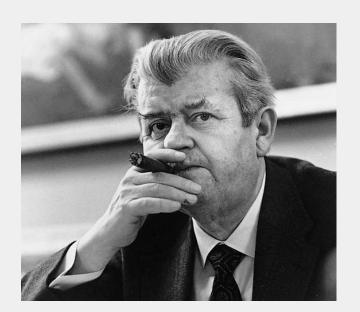
## Oral communication and presentations



## Presentation frame work models:

### The Hækkerup model:

- 1. Tell what you will say.
- 2. Say it
- 3. Tell what you told



# The Presentation Feedback Model

Course	PROJECT PRESENTATION REVIEW	Date
Mark 1 – 10	Why was it good?	How could it become better?
10 is best	Speaker:	
Appearance		
Eye contact		
Smile		
Engagement		
Voice (vol+var)		
Body Language		
	Speaker:	
Appearance		
Eye contact		
Smile		
Engagement		
Voice (vol+var		
ARWAVetaity (College		

During the Pitch give individual feedback to the pitcher
Use 3 minutes after the pitch to sum-up your comments.
Transform your findings to the

presenting group

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%20VIA%20Engineering%20Guidelines.pdf)

#### Define three good and three bad things with EACH document

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SSE-ME PM Lesson 1

### Class Assignment: 30 minutes

- 1: Three groups join together
- 2: Each Group presents One Slider + Pitch to the two other groups
- 3: Audience group gives feedback to presenter Group
- 4: Agree one one solution and do an improved pitch based upon the "Hækkerup" presentation model

Also include prioritized top 10 list of Pros and Cons regarding the Guideline documents

5: present pitch + Guidline feedback in class

