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This weekend I decided to study **Presentation and Design Critique**. I've never been a confident person in terms of selling/presenting something, but after doing my research, I feel much better about it. One of my biggest issues with presenting would be pacing. I usually end up rushing/going too fast and cutting the expected presentation time in half. Being able to "Read the Room" is essential here. There are going to be certain situations within your presentation where you either need to speed up, or slow things down. Paying attention to your audience is just as important as presenting. Another solution would be to think ahead of time. If you think that you're going to go through your presentation quickly, add more content. If you believe that you're going to go through your presentation slowly, add less content, but make sure to include the key points you want to make. Speaking of key points, having many focal points is necessary. You should state your goals/tasks in the beginning, so your audience knows what to expect and what to pay attention to during the presentation.

Being able to give and receive criticism is important as well. I asked one of my friends (a web design major) if I could see the weather app that they created so I could give them feedback. The first thing I did was ask for their permission, without permission, the presenter might already be biased towards your criticism, they have to want the criticism for themselves. There were many errors within this app, so I decided to use the "negativity effect" method, which is a method that "softens the blow" to the criticism that you are about to receive. For an example, I said to him: "The overall UI and visual design is very appealing, but there are many errors within the app itself."