Project Presentations

Tell a story, don't read a list.

All Good Talks Tell a Story

- Introduce characters (rabbit, fox)
- Describe an important problem (fox wants to eat rabbit)
- Relate events that resolve the problem (rabbit tells fox about thesis)
- A few examples (rabbit tells wolf, ...)
- Draw a general conclusion that is supported by your story (thesis doesn't matter)

Introduction

- Introduce characters: motivate your work
 - Why the problem is interesting and important
 - Place your work in context: How is it different from what others have done?
- Teaser for your results: why should we listen to the rest of the talk?
 - Don't need a full outline, but let audience know enough so they want to stay
 - Unlike Rabbit story, suspense is not good

Content

- Explain what you did:
 - Don't be comprehensive big picture
 - Use pictures, 1-2 examples, etc.
- Convey one technical nugget:
 - Show one neat concrete thing that came out of your work
- Analysis:
 - Did your work solve the problem?
 - What are the important results of your work?

Conclusion

 Summarize your project with one key point.
Something your audience didn't know or believe before your presentation.

 If your audience remembers one thing from your talk, you have succeeded!

Can you do all this in 20 minutes?

- Advertisers pay \$2.5M for 30 seconds during Superbowl – they must be pretty sure they can tell a compelling story in that time.
- Seinfeld episode is 22 minutes long
- Make your points directly, avoid unnecessary details
- Organize your presentation

Some Specific Advice

- Average around 2 minutes per slide
 - No more than 15 slides total
- Your target audience is other students
- Use pictures
- Use humor (but only if its relevant)
- Don't put more text than this on any of your slides!

Final Words

 Don't just make up your slides, think about what you will say with them.

Practice:

- Without an audience
- With classmates
- In front of friends not familiar with your project