Brian Cheung HW #6

For the topic of Tetris, I tried to create a very fun and simple expatiation that I thought the class would enjoy. If I were to do this presentation again, I would try to do more practice and try to plan out more precise things to say in my head. During my presentation I went a little too fast and was often very choppy when I tried to gather my thoughts. I would plan on creating more comparisons so that the class would understand the points that I was making and maybe show a animation that would help the class understand how the algorithm would work. I could show more pictures for the class to understand and show different scenarios in which other edge cases would occur. I think that by showing pictures and videos the class would have an easier time understanding how different functions would work. I would like to be more flexible and be more at ease on stage and not be so nervous. If I can control my breathing, stay relaxed and stay focus, I think I could’ve delivered a much smoother presentation. Another improve I could’ve made was interacting with the audience more and having some open-ended questions. I lacked good eye contact and shuddered many times in my presentation.

If I had more time I would go in depth with different strategies in the game and how one might get the most points or clear the most lines in the least amount of the time. In addition, I would add more media such as gifs, videos and even more in class demonstrations. Another thing I would change about presentation is to add more history and background information about Tetris. I think my presentation structure was fine as I introduced a small history and background initially, then moved on into algorithms and game mechanics, and then finally I had a small in class demo in which had the class play next to each other. Overall, I wouldn’t restructure the organization of my presentation, I would only like to add more content and have a smoother transition overall.

I think a good enhancement I could’ve brought was to bring some Tetris pieces or showed how the game was played first initially. Since this game has been played for years, I wanted to discuss more of its history and its impact on the gaming society, however I didn’t want to bore the class and only choose relevant discussion that was easily understandable. In addition, I could’ve prepared a live simulation of the picking algorithms and how they differ and choose. Though I was not reading from my slides or looking away I didn’t have many pauses to let the audience think about the information they were receiving.

If given the opportunity again and more time I wouldn’t mind giving another presentation for this classic game. I would dive deeper in depth on sorting algorithms and the pro and cons, but I am confident that I would be able to deliver. I think Tetris is a game that we have all at least seen and its very relatable to this digital day and age. I feel like if presented I could at least teach someone new about the game. I have personally played the game for a long time and never really thought about in depth how the game ran or what the game components and mechanics were. I have played or seen this game on every single gaming console or electronic since playing it and is amazed how long is gone through its history.

I feel like open ended feedback is a great for when the audience is engaged and actively paying attention. However, in this class room environment I feel like most students were ready to leave and tried their best to get through presentations and try to end class. With that in mind some response feels forced and just written for the sake of writing something down. Getting a letter grade isn’t bad either however, some students presentations were not well prepared or well thought out. I feel like I had a above average presentation because I think my presentation was fun and I was loud enough to gather attention. Most of the reception I receive was praise, while there was constructive criticism, I would admit were true.

Overall, I feel like there was a mix reception on how my presentation was received. I had some comments which wanted more coverage of deeper game mechanics and terminology, while on the other hand had some comments saying that I went too fast and I could’ve made my presentation simpler and slowed down. In my opinion I think I went a little too fast and rushed the presentation in my head, however I believe that my topics were easily enough to understand even if you didn’t have any idea what the game is. There was some criticism of how my presentation was too long, while some argued that it was too short. I had removed some topics that would have my presentation lengthier just to preserve time for the in-class demo and for other presentations ahead of me. I don’t think I had a perfect presentation and have much to improve on such as talking speed, preparations, time management.