

MAP™ for Presentation Slides

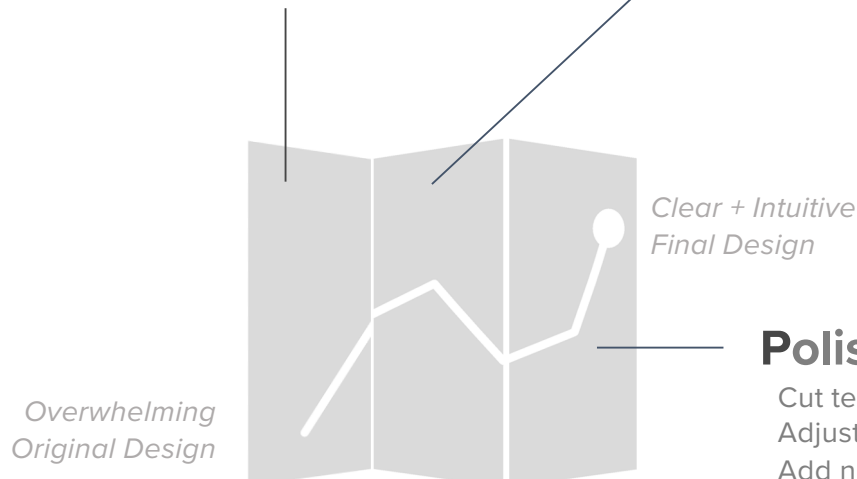
Three steps to clear + intuitive information design

Main Point

Decide your main point & supporting points
Give each a concrete & concise headline
Link points to exhibits & cut what's not critical

Arrange

Group in space, plus only 1-2 colors
Try to display information in 2D tables
Convert lists into 3 categories at most



Polish

Cut text & clutter, turn text to visuals
Adjust detail level & guide the eye
Add negative space & alignment

Solicit Feedback

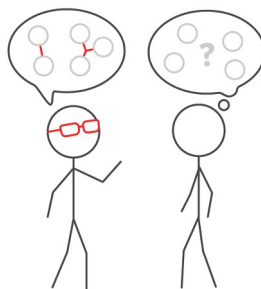
When providing a critique:

Talk-Aloud first,
then critique afterwards
Critique the design,
not the person

When receiving a critique:

Critique is a gift,
so smile, nod, thank
Set a low bar for
misunderstandings

Overcome your
Curse of Expertise



Professor Steven Franconeri

Northwestern Psychology
Kellogg School of Management
Computer Science | Design
(by courtesy)

Linkedin.com/in/
stevenfranconeri

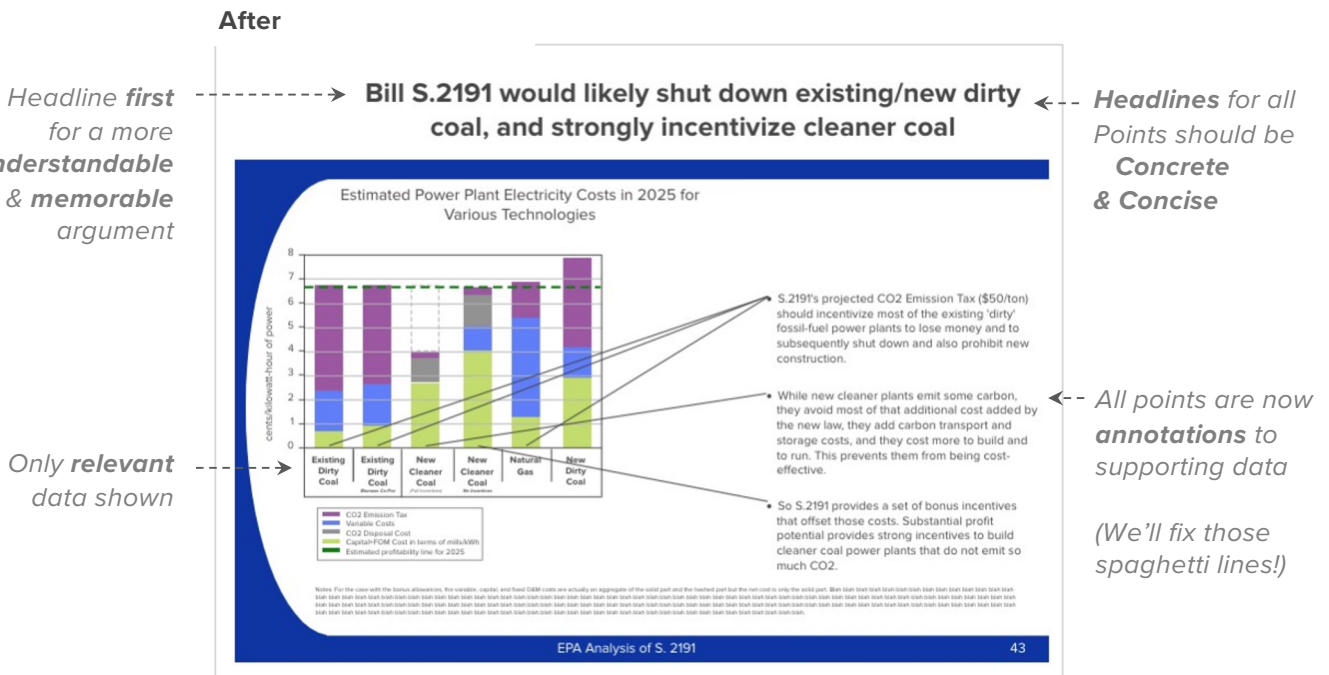
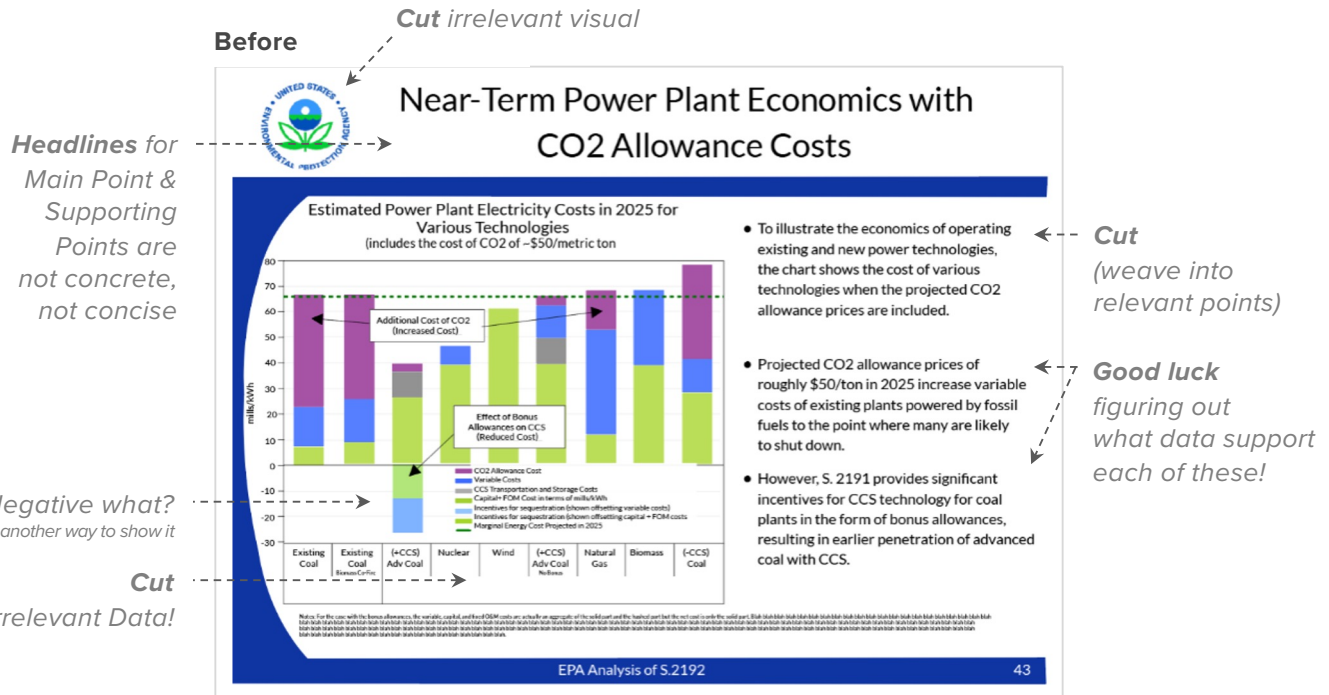
Becise.com
*Automate everything
in this packet!*





Main Point for Presentation Slides

Decide main point & supporting points
Give each a concrete & concise headline
Link points to exhibits & cut what's vague or useless





Arrange for Presentation Slides

Group in space, plus only 1-2 colors
Try to display information in 2D tables
Convert lists into 3 categories at most

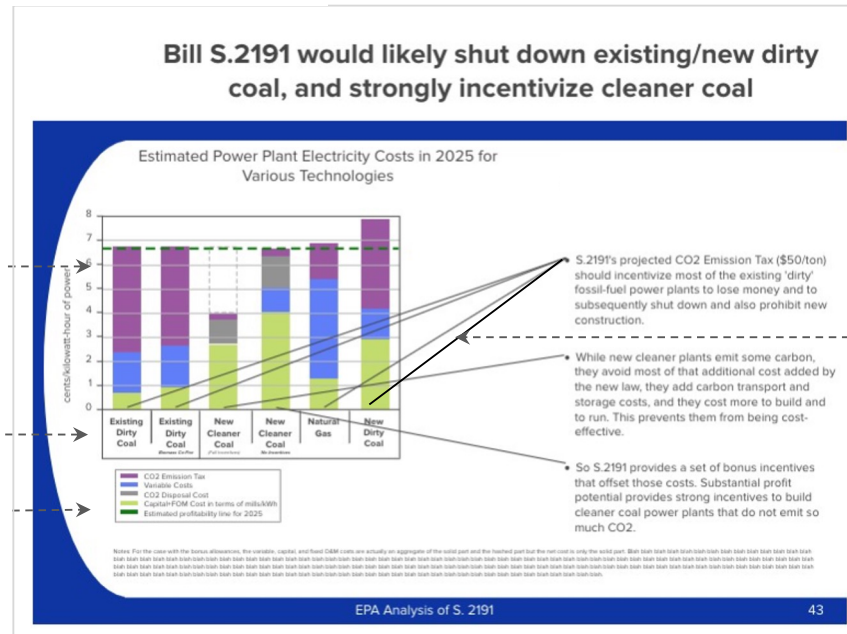
Before

Why is this green?
Greyscale it

Chaotically **sorted**



Legend kittens,
& **too many color**
mappings (over 2)



Vertical bars
tough to
annotate

Greyscale everything

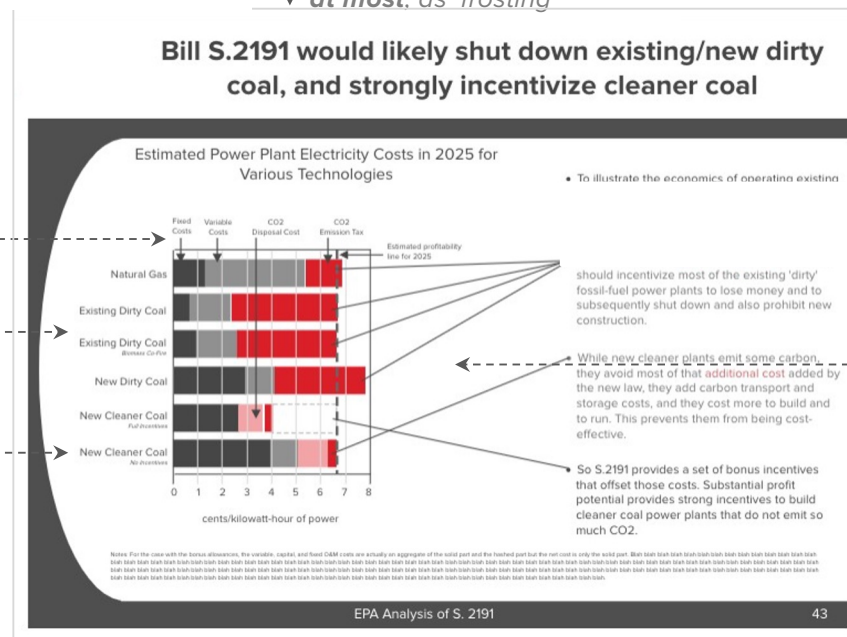
After

Then you get **1-2 colors**
at most, as 'frosting'

Legend is now
labels in **space**,
colors
limited to 1-2

Stack rotated to
horizontal

Bars sorted to be
grouped by points



Horizontal bars
easier to
annotate

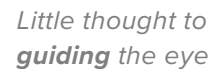


experception™

Bad alignment

- **Cluttered**
background

Axis has
too much detail,
reduce #ticks



After

Better alignment

- **No clutter** in background

Guides the eye
with **larger fonts,**
left/top order,
color/bold,
visuals,
& animation
(Space font sizes by 150%
e.g., 12, 18, 28, 42)



ACTIVITY



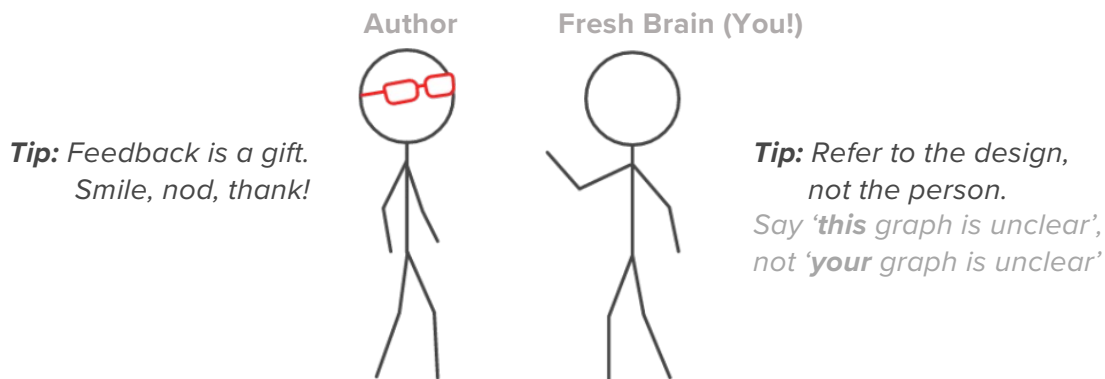
Recruit a Talk-aloud: Slides / Data Stories, or Dashboards

1. **Find** a slide / data story (a data-heavy slide), or dashboard that you created, or know well.
Choose one of at least moderate complexity that you suspect could be clearer for an audience.
2. **Ask** a colleague or family member for a few minutes of their time.
Explain the purpose of a talk-aloud, and that they will be your 'Fresh Brain'. *(zombie voice optional)*
3. **Ask** them to focus on their **experience** of exploring the design,
and to name anything that is even *slightly* unclear
and to inhibit giving suggestions (until the end).

Here's my initial gut reaction.

Here's where my eyes go, and what's going on in their head.

*Here's where my eyes go, and what's going on in their head ... and **repeat for ~2 minutes.***



4. **Thank** your Fresh Brain!
List the ways that your Fresh Brain helped you see your own design differently.
Ask if you can return the favor by giving a similar talk-aloud on one of their designs.
If they agree, switch roles, and repeat steps 1 & 3 above for their example.

5. **Reflect** on the experience with your colleague.

Was it helpful to:

... aim your comments at the design instead of the person?

... set a low bar for misunderstandings?

... have the receiver rabidly nod, smile, and thank during your feedback?

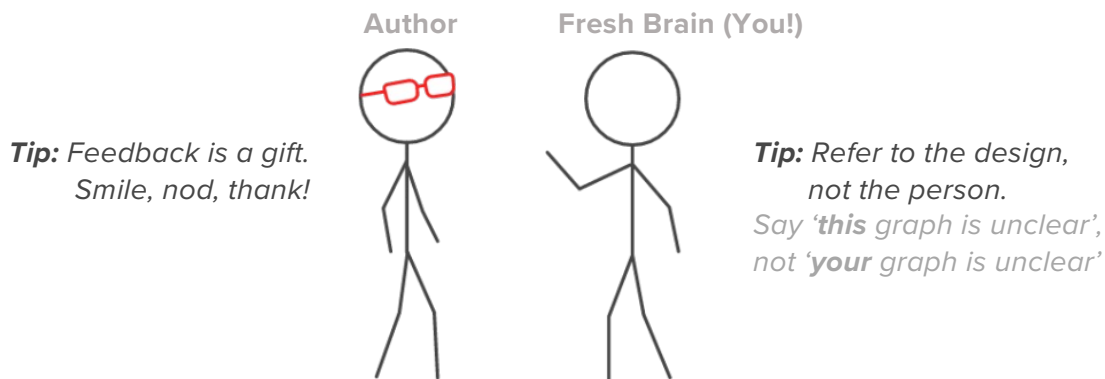
Was it difficult to inhibit suggestions for improvement until the end?

ACTIVITY



Critique a Slide / Data Story, or Dashboard

1. **Ask a colleague** to find a slide / data story (a data-heavy slide), or dashboard that they created, or know well. It should be one of at least moderate complexity, and they should suspect that it could be clearer for an audience. **Explain** the importance of doing talk-alouds and critiques for creating clear presentations, and that you will serve as their 'Fresh Brain'.
2. **Give** their design a 2-minute talk-aloud, using the previous page ('Recruit a Talk-Aloud') of this guide.
3. **Critique** the design by discussing each MAP rule. The next page contains the list of rules for **slides / data stories**, and the final page contains modified rules for **dashboards**. You may also want to have the summary handouts handy from the sUPerCab or EPA redesigns.



4. **Reflect** on the experience with your colleague.
Start with the same prompts listed in the ['Recruit a Talk-Aloud' Activity Handout](#), then add...
Did you agree with each critique?
Which were most helpful?
What was difficult to hear?
5. **Thank** your colleague for their time!

ACTIVITY

Critique a Slide / Data Story, or Dashboard

(There is a different handout for Dashboards)



Main Point

The main point is easily identifiable.
Complex information is divided into supporting points.

Main and Supporting Points have concrete and concise headlines.

Exhibits (bullets, graphs, tables, etc.) are clearly linked to relevant points.

Text exhibits are relevant, precise, and concrete.



Arrange

Information that goes together is grouped in space (exhibits to headlines, legends to labels, bullets to annotations).

There are 1 to 2 colors at most, and they are used thoughtfully.

If applicable, information is laid out in 2-dimensional tables or spaces.

If applicable, lists of more than 3 items are categorized into 3 groups at most, and are thoughtfully sorted.

If applicable, there are vertical lists instead of circular organizations (including using bar graphs instead of pies).



Polish

Text exhibits are concise (low word count).

Clutter (excess visuals, background colors, boxes, lines) is minimized.

When possible, text is replaced with visuals (graphs, tables, diagrams).

The eye is guided consistently by font size, left/top priority, color or bold text, visuals, animations.

Sections are separated with generous negative space, not lines or boxes.

Elements are obsessively aligned.