<https://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter?language=en>

In the Ted Talk I watched, Gabe Zichermann spoke about how games make kids smarter. Two of the strengths the speaker had were that he did a great job with his hand motions, the memorization of his speech, and his ability to relate with his audience.

First, Gabe did a good job of using his hand motions effectively. He spoke well with his hands using them normally like he would in a normal conversation. All of his movements seemed natural and didn’t seem to interrupt his speech in any bad way. The only bad thing I could say about his movements was that he did them constantly with no break giving them less of an impact if they were used a little bit less.

The next thing Gabe did well was that he memorized his speech well. While this is true of most professional speakers I feel, Gabe didn’t use Note cards and used mostly slides to remember his speech. He didn’t have any real weird pauses or anything like that other than a short water break which I feel was needed. His slides also weren’t overloaded and had only a sentence or two at most and a picture. His reliance on his slides I feel was minimal as he had good eye contact with the crowd the entire time.

The last thing Gabe did well was his ability to relate his topic to his audience. Gabe did that by relating to people who may know about video games but may not play them constantly as their children or younger generations as someone who is a part of their generation but also played a lot of video games. He also does a good job of relating to people by giving them real-world examples of how his topic affected kids such as about the teacher who used games in class. To support those examples he uses a good variety of sources to back up his claims from Professors, Collegiate Studies, and even big Companies and their agendas. The last thing he does well to keep his audience interested in him is to use comedy. He cracks a few well-timed jokes that relate to himself or to things the audience could relate to and were not just out of right field.

Gabe did those three things particularly well, but he did a few things that could use some improvement. The two things I mainly noticed was that his speech could have been titled a little bit better and he moved a little more with purpose.

First, I think Gabe could have named his speech a little differently or stayed more on topic. While his speech flows well he moves away from how gaming helps kids to what gamification is and how it affects everyone in general. While I think he sets up this change from the beginning of his speech by saying ‘does the world move too fast for our kids’ I think his title could have done a better job of reflecting this change in main points rather than just naming it after his first main point.

The second thing Gabe could have done better is move with purpose. I think Gabe did a good job of using his hands to talk his way through his speech, but he was anchored to one spot on a big stage. While I think small stages are good for anchoring in place, a big stage allows for deliberate movement so the audience can tell you’re addressing their part of the room. While I don’t think his standing was awkward by any means I think it could have been better if he added some stage movement along with his eye contact to give the audience more visual feedback as to when he is addressing them and therefore making his speech more impactful.