

Night Shift AI Studio —Optimized Talk Outline + Keywords + Cue Notes

Grey

One-line Thesis (Hero)

- **DIFFICULTY = COMPUTATION BUDGET**

Budget controls *search horizon / efficiency / evaluation richness / randomness.*

Rubric-aligned goals (what you must visibly do)

- **Organization:** clear sections, logical sequence, audience can follow.
- **Accuracy:** precise concepts, correct terminology, tie theory to practice.
- **Engagement & time:** eye contact, minimal note-reading, finish on time.

Timing Plan (9:30 + optional live demo)

- Scene0: 0:00–0:20
- Scene1: 0:20–1:20
- Scene2: 1:20–2:05
- Scene3: 2:05–3:05
- Scene4: 3:05–3:45
- Scene5: 3:45–5:05
- Scene6: 5:05–6:05
- Scene7: 6:05–8:20
- Scene8: 8:20–9:00
- Scene9: 9:00–9:30 → /play demo

Stage Keywords by Scene (memorize these)

Scene0 —Title / Claim

Keywords: controllable difficulty; budget; why it matters (user experience + evaluation).

Cue: “Not just stronger chess. A controllable difficulty system.”

Scene1 —Freeze (Same board, different choice)

Keywords: same position; hanging queen / trap; pause; split-screen; verdict.

Cue: “Before I explain algorithms, watch the *behavior difference*.”

Scene2 —Difficulty Dial (4 levels)

Keywords: L1 greedy; L2 minimax d=3; L3 quiescence+TT (0.6s); ULT PeSTO (1.2s).

Cue: “Levels are *budget presets*, not random names.”

Scene3 —Knobs (why budget changes behavior)

Keywords: Horizon; Efficiency; Eval richness; Randomness; presets mapping.

Cue: “Difficulty is not one knob; it’s four knobs.”

Scene4 —Ladder (personas)

Keywords: greedy → shallow → practical → strong eval; stability; fewer traps.

Cue: “This is a behavior ladder you can feel.”

Scene5 —Search X-Ray

Keywords: PV; alpha-beta pruning; iterative deepening; quiescence; horizon effect.

Cue: “Internal reason: budget reshapes the search tree.”

Scene6 —Evaluation Harness

Keywords: reproducible; fair; scalable; 3 protocols; same rules + reversed colors.

Cue: “This page is my credibility insurance.”

Scene7 —Evidence Wall + TSB strip

Keywords: separation; scoreboard; diminishing returns; trade-off curve; TSB stability.

Cue: “Two posters: (1) levels separate, (2) returns diminish.”

Scene8 —Future Work (paper-faithful)

Keywords: performance optimization; dynamic difficulty adjustment; generalization.

Cue: “Clear next steps, still measurable.”

Scene9 —Closing / Handoff

Keywords: thesis; 3 recaps; open demo; Q&A.

Cue: “Difficulty equals budget. Here’s the proof. Now try it.”

Micro Delivery Checklist (do this to score the rubric)

1. **Hook:** one sentence thesis first; pun optional and short.
2. **Audience pause:** Scene1 question → *2 seconds silence*.
3. **Slide driving:** one beat = one sentence. Never explain two beats at once.
4. **Numbers:** only say numbers you can point to on screen (avoid guessing).
5. **Eye contact:** scan left-middle-right each 1–2 sentences.
6. **Time:** if behind, skip Scene7 optional human-check card; keep Scene9 strong.