

# Research Talks

How to Write Them  
and  
How to Give Them

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# Less is More

- \* one slide per 2-6 minutes
- \* at most one slide of Greek/squiggles
- \* do not use pathfinder slides
- \* conclusions are for turkeys
- \* stay under six bullets and fifty words
- \* have extra slides available to answer expected technical questions

# Slides are Poetry

- \* maintain consistent tone
- \* use as few words as possible
- \* make positive statements of fact
- \* avoid passive voice
- \* eliminate redundancy
- \* use beautiful but not flowery language



# Make Beautiful Slides

- \* bullet items are not sentences
- \* ensure consistent style and typography
- \* use large, consistent, familiar fonts
  - \* they are easier to read
  - \* you will not be tempted to write too much
- \* do not overly mix images and text
- \* custom slides are memorable



# Consider Your Audience

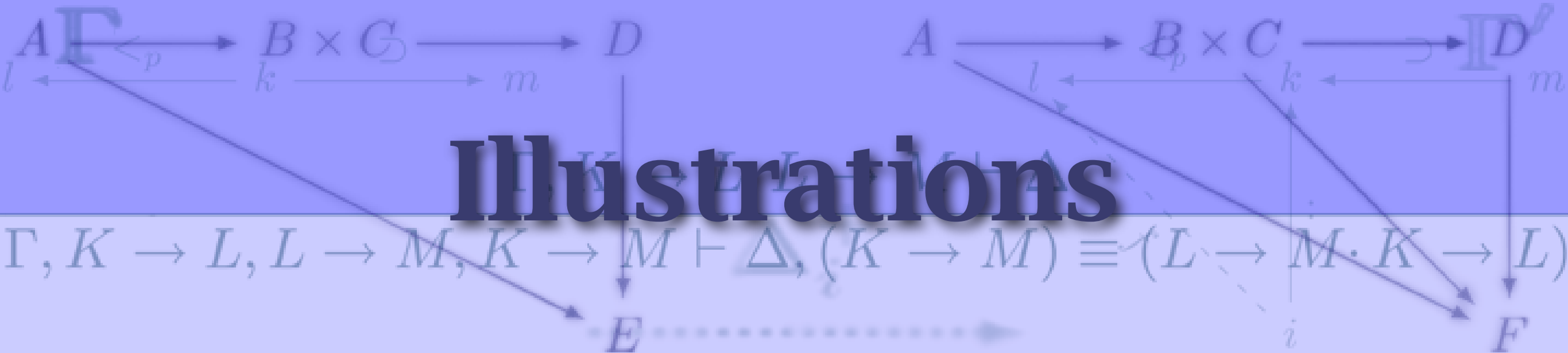
- ✧ do not treat the audience like children
- ✧ be prepared to just-in-time update given the proceeding talks in the session
- ✧ give the audience just enough context to follow, but not predict, the talk

# Tell a Story

- ⌘ use classic storytelling techniques
  - ⌘ build an arc
  - ⌘ introduce characters and scenes
- ⌘ lead your audience to their own conclusions
  - ⌘ each bullet is a way-point
  - ⌘ help your audience feel brilliant

# Make One Point

- ⌘ do not overwhelm the audience with ideas
- ⌘ it is better to make one great idea well than to make many great ideas poorly



# Illustrations

- ✧ illustrations can help tell a story
  - ✧ use them to show the results of research involving rendering or visualisation
  - ✧ depict temporal or causal scenarios
- ✧ illustrations must be large, clear, properly labeled, fully defined, and useful



# Show Enthusiasm

- ✧ have a good attitude and smile
- ✧ let your personality show
- ✧ your audience is more likely to remember your personal style than your content
- ✧ an enthusiastic speaker can make an average talk good, and a good talk great

# Speaking Habits

- \* watch and listen to other speakers
  - \* what drives *you* nuts?
- \* look at and connect with your audience
- \* feel free to move, but do not roam
- \* get feedback from your friends
  - \* ones who are sensitive and honest

# Be Considerate

- \* do not abuse the speaker behind you
  - \* stay on time
  - \* do not overly criticize their work
- \* be sure to thank
  - \* the organizers for inviting you
  - \* the audience for listening
  - \* every person that asks a good question

# Finish On Time

- ✧ everyone hates a speaker that is late
  - ✧ it distracts your audience
  - ✧ it is unfair to other speakers
- ✧ save time for questions
  - ✧ an active audience will need more time
  - ✧ judge the audience while giving the talk