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
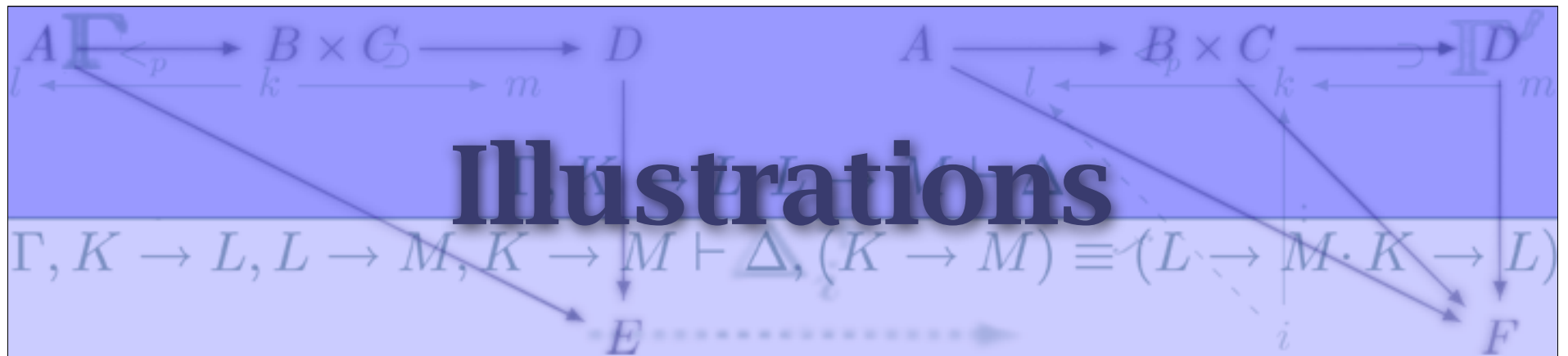
* custom slides are memorable

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-criticise their work
- be sure to thank
  - the organisers 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