

THE REVIEW

HOW TO BEAT DEMO DAY

SELL YOURSELF SELL YOUR WORK

WHAT IS THE PURPOSE

01 DECEMBER 16:00

IMPORTANT TO REMEMBER

PRESENTATION

• 5 MIN FOR EACH INDIVIDUAL
TEAM MEMBER

• 20 MIN FOR THE DESIGN AND THE ARCHITECTURE

- What is the task
 - no more than ten words
- Why is it an important problem
 - no more that 20 sec
- How did you solved it
 - general idea and plan
 - what was the hardest
 - worthy engineering examples

THE PRODUCT

AS A TEAM
(10 min)

- Introduce yourself
 - no more than 30 sec
- Open Q/A Session
 - no more that 20 sec per answer
 - we will ask specific questions
 - we will interrupt you
 - we will disagree with you
 - be ready to show us code that you wrote here for this project

EACH TEAM MEMBER

INDIVIDUALLY

(5 min)

Open format

DESIGN & ARCH

TEAM LEAD

(20 min)



HOW TO MAKE IT SHINE

AUDIENCE

TALK TO THE PEOPLE,
MAINTAIN EYE
CONTACT

POSITION

PLEASE DO NOT STAND
IN FRONT OF THE
BOARD

BODY LANGUAGE

AWARE OF POSTURE, HANDS, GESTURES

VOICE LOUDAND CLEAR

CONTENT

LESS IS MORE
READABLE IS BETTER
SIMPLE IS POWERFUL

CODE DEMOS

LINE NUMBERS,
READABLE FONT SIZE,
KEEP FACING THE
AUDIENCE

INTERACTION WITH THE BOARD

FACE THE PEOPLE, USE POINTERS NOT HANDS

QUESTIONS P