For next time

- Read Chapter 2: Assembling the Team
 - Focus on the five team roles
 - Choose your own *initial* design team role
 - Prepare a three-minute, one slide presentation
- Learn the "Presentation Rules"

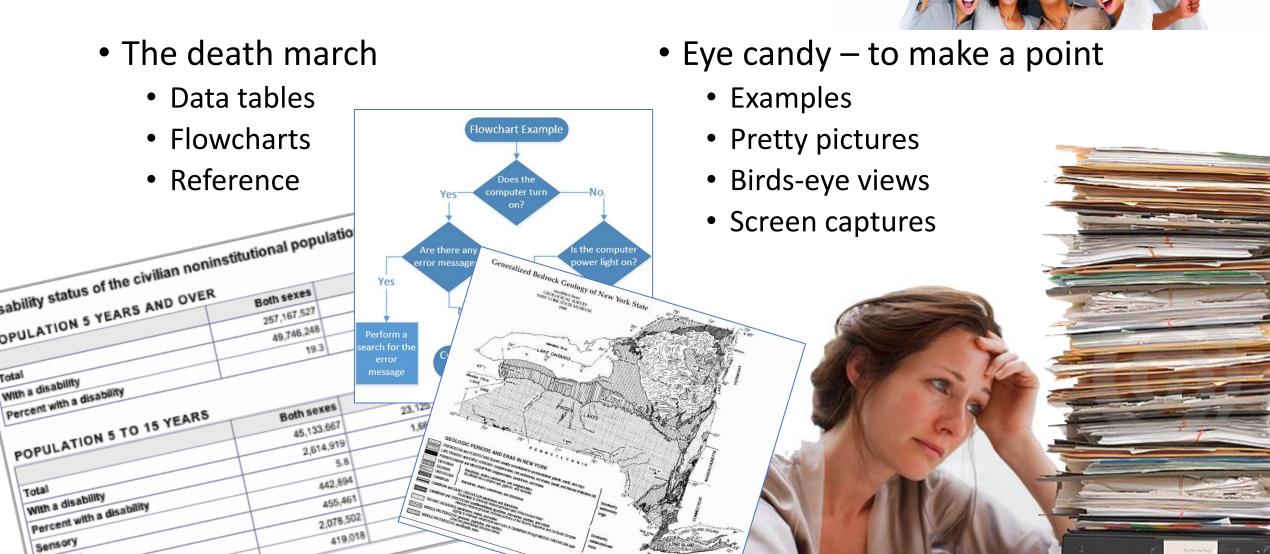
Formal Presentation Rules

- Stay in sync
 - Constraint: what's on the slide
 - Constant correlation
- Bullet points
 - Clips and phrases
 - For context only
 - The speech is the thing
- Eye-candy and readability
 - Related relevant only
 - Better: leave it out
 - Must add value
 - Big, clear, text

- Logistics timing and technical
 - Within a minute (+/-)
 - It's your fault!
- Script or bullet points
 - Have one; stick to it
- Professionalism
 - Dress appropriately (not for DMS 104)
 - Speak loud, clear, slow

Other Acceptable Slide Types





Robert Kostin, Visual Designer



Visual Designer

- Important Roles & Responsibilities of a VisD
 - Doing stuff...
 - And more stuff...
 - Blah blah blah
- Typical Attributes of a VisD
 - Better than you...
 - Blah blah blah

Robert Kostin

- Took these courses
 - BLH123: Pretty Pictures
 - ABC256: Stuff to Look At
 - ABC345: Advanced Stuff to Look At
- Designed a website
- Is Heathly AF
 - Eats expensive food
 - Blah blah blah

...and put together your three minute script

Rubric for the Presentation

Presentation File Content

- One slide, used correctly
- Covers (#1) about the role; (#2) why you would make a good one; and (#3) a small image of themselves
- Bullet points only (clips and phrases)
- Eye-candy is relevant (should be just the pic of themselves)
- Big, clear readable text

Delivery

- Three minutes, started on time,
 ended on time (+/- 10 seconds)
- Slide/presenter always in sync
- Script exists if needed (if not, delivery must be perfect)
- Clear, loud, slow speech

Warning: Team Lead

- "Accountable" (vs responsible)
- Corral the team
- Must recover from someone else's shoddy work
 - Redo
 - Reassign
 - Do it yourself