



Presentation Rules

Design Teams Live & Die by the Ability to Communicate

...and you need practice!

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"

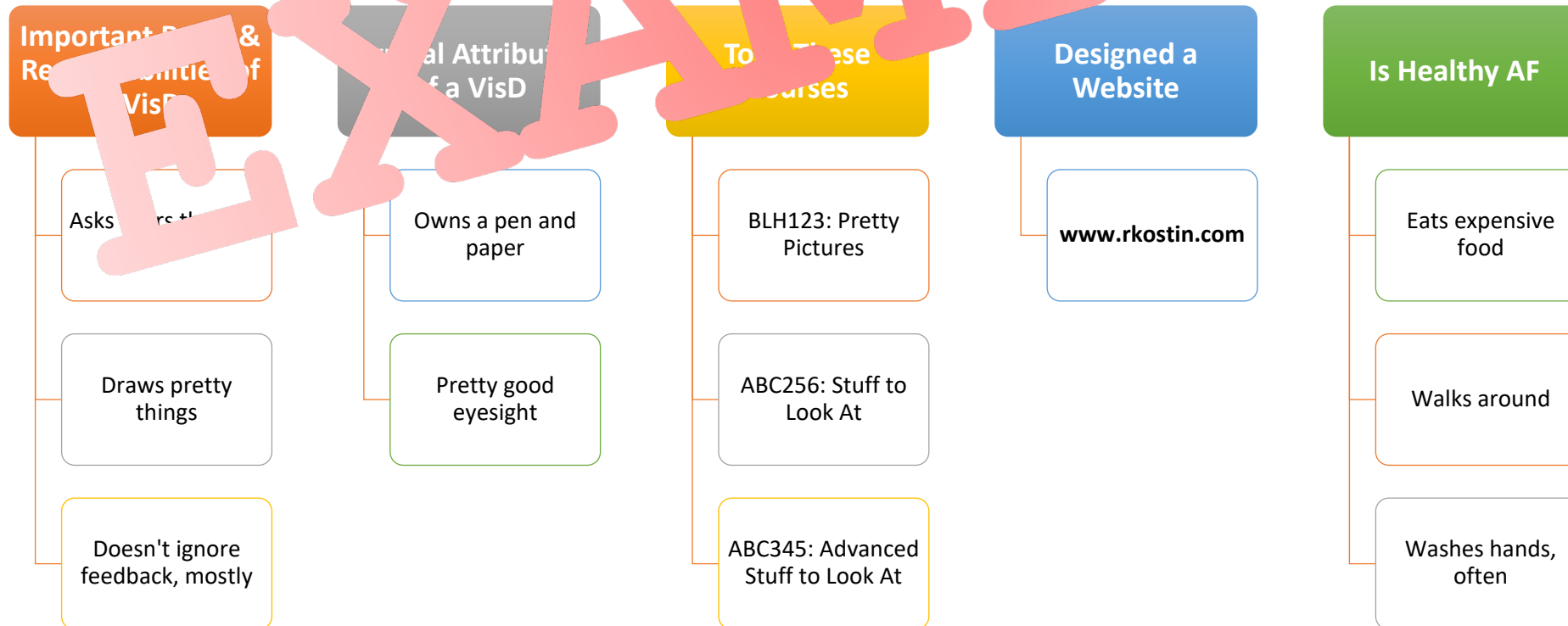
Formal Presentation Rules

- 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
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- 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



Robert Kostin

Visual Designer



...and put together your two 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 yourself

Bullet points only (clips and phrases)

Eye-candy is relevant

Big, clear readable text



Delivery

Two minutes, started on time, ended on time (+/- 10 seconds)

Slide/presenter always in sync

Script exists if needed (if not, delivery must be perfect)

Speech: clear, LOUD, and slow

Warning: Team Lead



"Accountable" (vs responsible)



Corral the team



Must recover from
someone else's
shoddy work

Redo
Reassign
Do it yourself