

CS491B Software Design Lab

Effective Presentations

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Presentations

- ◆ Good work is never enough – you'll still need to sell it
 - to managers, colleagues, customers
 - to professors, fellow students, other researcher
 - to venture capitalists
 - ...

Class Presentations

- ◆ 30 minutes
 - 25 minutes talk
 - 5 minutes Q&A
- ◆ One topic or one project
- ◆ To an audience who may or may not want to be there

Choose A Topic

- ◆ A technical topic that you are familiar with *and/or* related to your project

Topic Examples

- ◆ Project: Secure IM
 - SSL
 - Java threads
- ◆ Project: J2EE App
 - Spring
 - Hibernate
- ◆ Project: CMS
 - PHP template engines
 - Rich text editors

Four Important Things About Presentations

- ◆ Organization of materials
- ◆ Use of PowerPoint
- ◆ Interaction with the audience
- ◆ Time management

Who Are You Audience?

- ◆ Are they experts of field?
- ◆ Are they totally clueless?
- ◆ Are they smart people who may not have the background knowledge?

What Goals You Want to Achieve?

- ◆ I mean *realistic* goals
 - Nobody remembers everything you said in a presentation
 - Two or three key ideas in 30 minutes
- ◆ Repeat insights
 - Tell them what you're going to tell them
 - Tell them
 - Tell them what you told them

Outline of a Presentation

- ◆ Background and motivation
 - Examples
- ◆ Overview
- ◆ Details
 - Things to emphasize
 - Things to leave out
- ◆ Results
 - Experiments, benchmarks, comparisons, demos ...
- ◆ Conclusion or summary, and future work

PowerPoint is Your Friend

- ◆ Prepare your slides in PowerPoint
 - It's de facto standard
 - It's powerful and easy to use
- ◆ Things to remember when you prepare your slides
 - Keep it simple
 - Be professional
 - A picture worth one thousand words
 - Get familiar with PowerPoint features
 - Animation

PPT Example 1

- ◆ Sun Microsystems has developed Java language with Object Oriented language .It has a very large class library and hierarchy which helps programmers to simplify their codes such as simplicity and portability by using readily made classes.
- ◆ The Java 2D provides enhanced two-dimensional graphics, text, and image capabilities for Java programs through extensions to the Abstract Windowing Toolkit (AWT).

PPT Example 2

- ◆ Equipped weapon
 - Some enemies will fire at the player, these shots are considered enemies.
- ◆ Enemy Health
 - Amount of hits required to destroy the enemy
- ◆ Corporeality
 - Some "enemies" should not be allowed to be hit! This includes enemy shots, explosions, and powerups.
- ◆ Defeat
 - Award points, and special death events
- ◆ Path
 - Movement pattern assigned to an enemy.

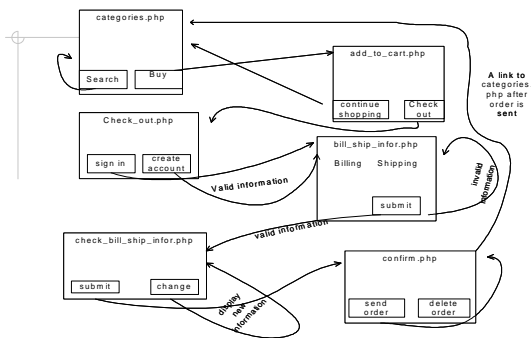
PPT Example 3 ...

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FirstName	varchar(45)				
DateOfBirth	varchar(12)	YES		NULL	
Address	varchar(45)	YES		NULL	
County	varchar(25)	YES		NULL	
City	varchar(25)	YES		NULL	
ZIP	int(5)	YES		NULL	
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Email	varchar(25)	YES		NULL	

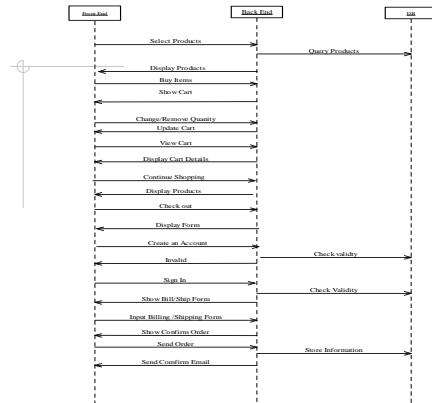
... PPT Example 3

Field	Type	Null	Key	Default	Extra
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Password	varchar(6)	YES		NULL	

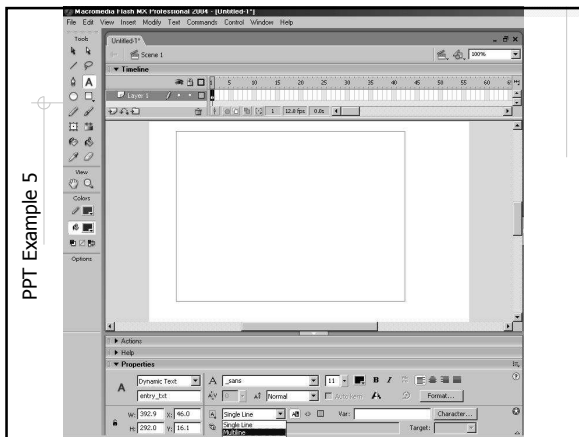
PPT Example 4 ...



... PPT Example 4



PPT Example 5



PPT Example 6

- ◆ **Implementation based on API**
 - E-Commerce Application
 - ◆ The reference implementation to showcase the API functionality
 - ◆ To show the benefits of using the API
 - Class Registration Application
 - ◆ Showcase the reusability benefits
 - ◆ Time saved using Dynamic components
 - ◆ Benefits resulting from data independence
 - ◆ Application adaptability

Face the Audience

- ◆ Speak LOUD
- ◆ Don't read the slides

Interact with the Audience

- ◆ Make eye contact
- ◆ Encourage interaction
 - ask for questions
 - give thoughtful pauses
- ◆ Pay attention to audience reactions
 - Are they bored?
 - Are they confused?

Be A Good Audience

- ◆ Be here
- ◆ Be on time
- ◆ Pay attention
- ◆ Participate in constructive discussions
 - There is no "stupid" question

Time Management

- ◆ For a 25-30 minutes talk
 - Prepare 15-25 slides
 - Spend about one or two minutes on each slide
- ◆ Skip some less important content if the audience ask lots of questions

References

- ◆ Mark Hill, *Oral Presentation Advice*,
<http://www.cs.wisc.edu/~markhill/conference-talk.html>