CS491A Software Design Lab
Effective Presentation

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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 ...

Field	Type	Null	Key	Default	Extra
SSN	int(11)		PRI	0	
LastName	varchar(45)				
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	
Telephone	int(11)	YES		NULL	
Email	varchar(25)	YES		NULL	

... PPT Example 3

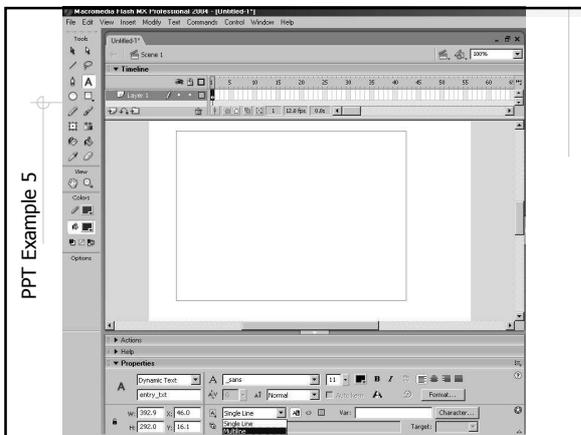| Field	Type	Null	Key	Default	Extra
Doc_ID	int(11)		PRI	NULL	auto_increment
LastName	varchar(20)				
FirstName	varchar(20)				
Specialty	varchar(20)				
Gender	char(1)	YES		NULL	
Emergency_Phon	varchar(10)	YES		NULL	
D_Password	varchar(6)	YES		NULL	

PPT Example 4 ...
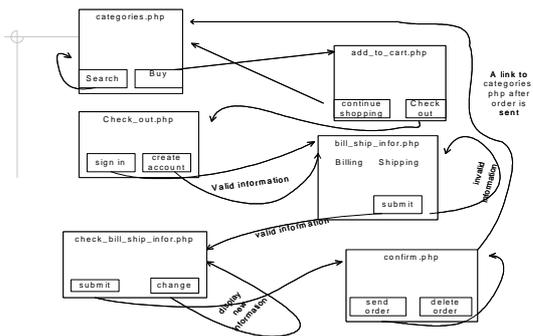
... PPT Example 4
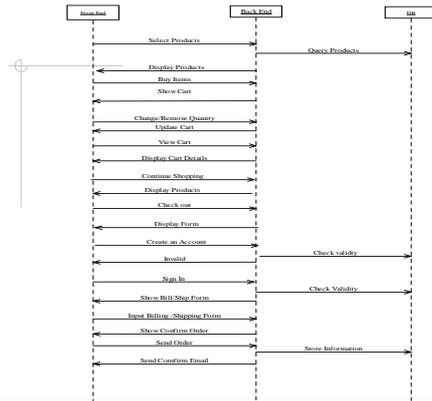
PPT Example 5

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