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

- 20-25 minutes
  - 20 minutes talk
  - About 5 minutes of 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

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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	
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... PPT Example 3

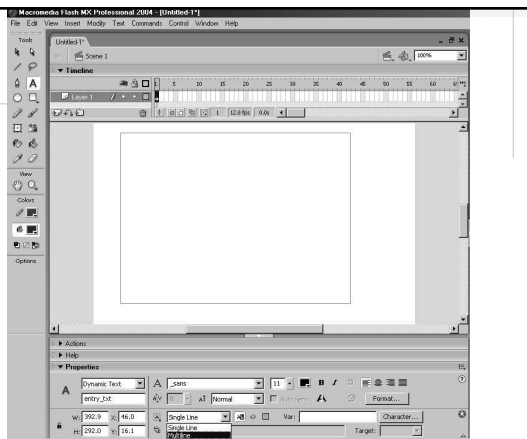| Field	Type	Null	Key	Default	Extra
Doc_ID	int(11)		PRI	NULL	auto_increment
LastName	varchar(20)				
FirstName	varchar(20)				
Specialty	varchar(20)				
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D_Password	varchar(6)	YES		NULL	

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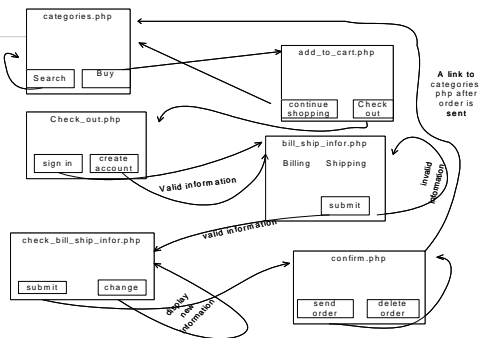
... PPT Example 4
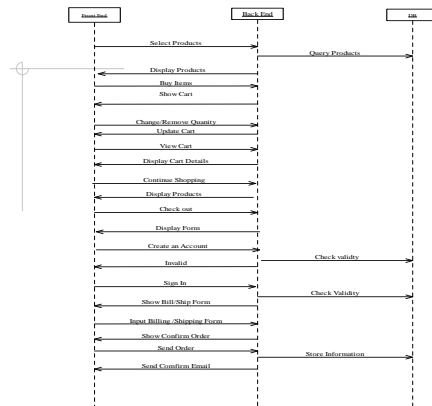
PPT Example 5

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 20-25 minutes talk
  - Prepare 15-20 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