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

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.
null

<table>
<thead>
<tr>
<th>Field</th>
<th>Type</th>
<th>Null</th>
<th>Key</th>
<th>Default</th>
<th>Extra</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSN</td>
<td>int(11)</td>
<td>YES</td>
<td>PRI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LastName</td>
<td>varchar(45)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FirstName</td>
<td>varchar(45)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DateOfBirth</td>
<td>varchar(12)</td>
<td>YES</td>
<td></td>
<td>SSN</td>
<td></td>
</tr>
<tr>
<td>City</td>
<td>varchar(25)</td>
<td>YES</td>
<td></td>
<td>NULL</td>
<td></td>
</tr>
<tr>
<td>Address</td>
<td>varchar(45)</td>
<td>YES</td>
<td></td>
<td>NULL</td>
<td></td>
</tr>
<tr>
<td>ZIP</td>
<td>varchar(5)</td>
<td>YES</td>
<td></td>
<td>NULL</td>
<td></td>
</tr>
<tr>
<td>Telephone</td>
<td>int(11)</td>
<td>YES</td>
<td></td>
<td>NULL</td>
<td></td>
</tr>
<tr>
<td>Email</td>
<td>varchar(25)</td>
<td>YES</td>
<td></td>
<td>NULL</td>
<td></td>
</tr>
</tbody>
</table>

null

null

null

null

null

null

null

null

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