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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### ... PPT Example 3

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### PPT Example 4

![Diagram](image)

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### ... PPT Example 4

![Diagram](image)

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### PPT Example 5

![Diagram](image)

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### ... PPT Example 5

![Diagram](image)

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### 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/conf
  erence-talk.html