

Senior Design

Spring Semester and Presenting Tips

Spring Semester

1. Finishing your project
2. Presenting your ideas clearly
3. CS in a broader context
 - Creativity and innovation
 - The impact of computing on society

Prizes!

SEAS Pelton Senior Design Competition

- 2 CS winners in the last 4 years
- We have the best presentations
- We look impressive since you do projects by yourselves

Bard and Meltzer Awards

- Restricted to CS department
- Each usually worth > \$2,000

Final Presentation Format

Length: exactly 8 minute long

Audience: A room full of engineers

- (not necessarily CS)

Typical structure:

- 1-2 minutes motivate a problem
- 2-3 minutes describe your solution
- 2 minutes demo how awesome it is and give some technical details
- 1 minute wrap up

Goal:

- Show you've designed something interesting and useful
- Show you overcame technical challenges to build it

Let's watch some presentations

Steve Jobs iPod announcement (first 9 min):

- <https://www.youtube.com/watch?v=uvsuAZFem88>

James Mickens on Security (first 6 min)

- <https://www.youtube.com/watch?v=tF24WHumvlc>

Joi Ito on Innovation (first 3 minutes)

- https://www.ted.com/talks/joi_ito_want_to_innovate_become_a_now_ist

Thoughts on **presentation style** or **content**?

Tips

Motivate the need for your work

- Mickens' and Jobs' talks are excellent examples

Formula for an introduction:

- The world is a terrible terrible place...
- ...but imagine how wonderful the world could be...
- ...this thing I did takes us closer to a perfect happy world!

Tips

Limit your number of points

How many main ideas should you have?

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How many main ideas should you have?

Three main points

- Details within those points
- but audience will only remember the high level stuff at best

What are the three take aways from your talk?

Tips

Have a wow moment

- Steve Jobs - 8:45 finally get to see the iPod

Something that you build up to

- Audience should be anticipating what you will say next

Use pacing and pauses to your advantage

Tips

Use metaphors, images, and stories

Make your presentation a story

- Have a real person instead of a generic user
- Have a story "arc"

Do you need bullets? lots of text?

- Why do my slides today have bullets?
- Why do my slides today have words?

Tips

Use metaphors, images, and stories

Make your presentation a story

- Have a real person instead of a generic user
- Have a story "arc"

Do you need bullets? lots of text?

- Why do my slides today have bullets?
- Why do my slides today have words?
 - Because I don't want to spend the time finding good visuals
 - So that I (the presenter) can remember what to say
 - So that a month from now you can look back at the slides
 - **None of these are relevant for your final presentations!**

Tips

Repetition and consistency

- Build a vocabulary with images and words to use throughout

Repeat the important points!

- People have limited memories (e.g., max of 3 main points)
- Reinforce the parts you want them to remember

For a great presentation:

Motivate your problem with an introduction

- Analogies and stories are great!

Limit yourself to three key points

- Use repetition and consistency to reinforce key ideas

Have at least one staged moment

- Use pacing and delivery to draw the audience's attention

Bonus tip: have a conclusion/summary to wrap things up!

One more

Andrew Blum on the Internet (10 min)

- [https://www.ted.com/talks/andrew blum what is the internet really](https://www.ted.com/talks/andrew_blum_what_is_the_internet_really)