Presentation
Countdown!
<table>
<thead>
<tr>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>PDL open 11am–5pm</td>
<td>8 Presentation Feedback / Work in PDL</td>
<td>9 PDL open 1–4pm</td>
<td>10 Presentation Feedback / Work in PDL</td>
<td>11</td>
<td>12</td>
<td>13 PDL open 11am–5pm</td>
</tr>
<tr>
<td>PDL open 11am–5pm</td>
<td>15 PDL open 11am–5pm</td>
<td>16 bring slides to PDL 10am–noon</td>
<td>17 class wrap up notebooks due</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:**
- keynote on mac; powerpoint on windows
- no google slides
Designing Slides

Slides serve a function and that function is to provide visual (and sometimes auditory) accompaniment or brief textual notes of importance for your talking. A slide should not have the content simply written out. The audience would then be reading your slide instead of listening to what you are saying. Slides with a lot of text are also boring and hard to comprehend. Pictures are much more interesting and informative.
Designing Slides

if you use text, you do not need to write out entire sentences to make your point.

◆ bullets are redundant

space can do the same thing

aim for 3–4 pieces of information per slide
Designing Slides (text)

consistency is important for usability (and theme)

color choice is also important for usability

serif fonts are harder to read on a screen

some fun fonts are hard to read too

more than two fonts starts looking busy
Graphics

clip art

image quality

vector-based images
Tips from Theatre

- focal point on stage (avoid split focus)
- everyone look at the person speaking
Tips from Theatre

focal point on stage (avoid split focus)

everyone look at the person speaking

progress perceived as left to right
Tips from Theatre

focal point on stage (avoid split focus)

everyone look at the person speaking

progress perceived as left to right

plan walking paths, blocking, and study the room (10-250)
Tips from Theatre

- focal point on stage (avoid split focus)
- everyone look at the person speaking
- progress perceived as left to right
- plan walking paths, blocking, and study the room (10-250)
- speak to the people in the last row
- exaggerated emphasis
Tips for the Event

do not get defensive with Q/A

if you don’t know, don’t make something up

slide changer works without pointing and looking at the computer

confidence monitor

be early, and remind guests to be early
Logistics

4 minutes of presentation and 2 minutes of questions

room 10-250, May 16th
7:00 PM show ready

order, practice schedule

reception and photo of team and toy

enter stage

on deck room

student seating

exit stage

back door to & from stage
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)

don’t do total darkness
dedicate team members and rehearse
keep it simple!
Logistics (continued)

4 body + 1 handheld mic

2 spotlights (left & right)

keynote on Mac

powerpoint on Windows

slides 16 x 9

don’t do total darkness

dedicate team members and rehearse

keep it simple!
Office hours with Jane

during labs this week

saturday & sunday

sign-up link on website
this is a **show** and your product is the star

your teammates are the supporting cast

props and costumes are to support, not to distract

rehearse with the toy, props, and costumes
Key questions

general theme/flow of presentation

presentation requirements (tables, chairs, etc.)

name of toy product
spread the word!

PLAYsentations!

16 new toy designs
by students of 2.00b

May 16 • 7:30 PM • 10-250
Other things going on this week:

Thursday
2.007 Final Robot Competition
6:30pm–10:30pm
Johnson Rink

Tuesday & Thursday
2.671 Poster Session
12:30pm–2:00pm
Pappalardo Lab