Designing Presentations

Note: “Designing” and not “Making”

Note the border and fonts are consistent in all 2.00B lectures.

How long do you think it takes us to make one slide?

Notice the border and fonts are consistent in all 2.00B lectures.

Notice how cluttered this slide is getting.

Symmetry is a little boring. Consider asymmetrical but balanced.

Notice how the color choice:

Notice how the color choice:

Do I have your attention?

Note: “Designing” and not “Making”
This weekend!

Lab open Friday from 1-5pm, Sunday 1-5pm

Silkscreening tutorial on Sunday 4-6pm, 3-442

Order shirts!
Open Lab Hours

Hours of Work

2 weeks before PLAYsentations

1 week before PLAYsentations!

1 day before PLAYsentations!!
The PLAYsentations!

Know your audience: 300+ friends, MIT, industry folks, children

Entertaining and informative are not mutually exclusive

4 minutes of presentation & 2 minutes of questions
Elements of a Play

Story

Character

Props, costumes

Perspective

Non-diegetic and diegetic
(told/recounted vs shown/enacted)
Elements of a Play

- Story
- Character
- Props, costumes
- Perspective
- Non-diegetic and diegetic (told/recounted vs shown/enacted)
Story Structure

Act 1: setup

Act 2: development

Act 3: resolution

climax
WARNINGS!

Practice! (>1 hr/min)

Introduced by team animal

Demo early

Not all teammates need to speak
Elements of a Play

story
character
props, costumes
perspective, diegetic and non-diegetic
Coherent Experience
Product Coherence

Apple

2.00b

Identification
Product Coherence

Theme, branding, image

Consistent form vocabulary and color palette

Product, package, promotion
Dress Code
know your audience
300+ friends, MIT and industry, children
entertaining and informative are not mutually exclusive
4 minutes of presentation and 2 minutes of questions
The PLAYsentations!
Lab Deliverable

Watch a couple of videos from Past Years and focus on:
  one ‘great’ presentation
  one ‘okay’ presentation

Take notes using online form

Share and discuss with your team in lab
DESIGN your PLAYsentation

Develop a plan: storyboard

This is a show and your product is the star

Your teammates are the supporting cast
Memorable Moments

One for each act of the story

What is the toy/play?
Who is it for?
What makes it special?

Focus on current design and how it works, not the process and past ideas

~ 5 minutes
Share your Story

**Story designer:**
connect the memorable moments together and act out the story

**Audience:**
were the moments memorable?
did they cover what’s most important about the toy?

~ 10 minutes total, switch roles in-between
Visualizing the Storyboard

Develop key frames

Transition between memorable moments

Add detail: how does it work, how is it made, open-issues, etc.

~ 10 minutes
Visualizing the Storyboard

Develop key frames

Transition between memorable moments

Add detail: how does it work, how is it made, open-issues, etc.

~ 10 minutes
Logistics

4 minutes of presentation and 2 minutes of questions (~400 word script)

10-250, May 15th
7:00 PM show ready

Presentation order

on deck room

enter stage

exit stage

student seating

back door to & from stage
Logistics

For smooth transitions, submit presentation files

Keynote on Macs or Powerpoint on Windows

No Google Slides!
<table>
<thead>
<tr>
<th>Sunday</th>
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<th>Tuesday</th>
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<td>SHOWTIME 10-250 7:30pm</td>
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**PLAYsentations!**
Lab Deliverable

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