### **How to Give a Presentation**

### Chem Eng 391



## 1. Organization

- A. Introduction: Generate interest
  - (Tell them what you are going to tell them)
  - 1. Attention getters: humor, controversy
  - 2. Present the 'problem'
  - 3. How does the problem relate to the audience?
- B. Flow of thought (Tell them the meat)
  - 1. Necessary information given
  - 2. Points are supported and logical
- C. Summary (Tell them what you told them)
- D. Timing: 15.000 minutes!!!



### 2. Preparation

- A. What is my objective?
- B. Who is my audience?



- C. What is the best format in which to present this?
- D. What organizational structure is best?

## 2. Preparation (cont.)

#### E. Visual Aids

- 1. Simple (few ideas per slide)
- 2. Easy to grasp (color, arrangement, logic)
- 3. Large enough
- 4. Types: Powerpoint, transparencies, posters, handouts, 35 mm slides, exhibits
- 5. Quantity: Goldilocks principle
  - (not too few, not too many, but just right!!)
  - Rule of thumb: 1 slide/minute
- F. Materials and aids organized and ready
- G. Effective, non-distracting notes/prompts

### 3. Objective

# A.Keep your objective in mind in all that you say and in all of your visual aids

#### 1. Teach, don't impress

- Leave out details that won't help
- Focus on the concepts you want them to understand
- Keep content at a level with which they can identify

#### 2. Less is often better

- An audience will not remember large amounts of factual information
- An audience will remember general principles and ideas that are well illustrated

## 3. Objective (cont.)

#### Remember:

The most important thing is <u>not</u> that you gave the talk, but that you communicated your point!

## 4. Who is My Audience

#### A. Level

- 1. Dumb it down to the audience's level
- 2. Relate it to the audience's background
- 3. Remember that they haven't been researching the topic like you have

#### B. Technical Presentations

- 1. Engineers, scientists, etc.
- 2. Interested in technical details
  - Apply what you teach to their problems and processes

#### C. Business Presentations (later in semester)

- 1. Corporate personnel
- 2. Interested in corporate strategy
  - Improve products and decrease costs

### 5. Best Format

White board/easel	Overhead Projector (less popular)	Computer Presentation
Less formal	Moderately formal	Most formal
Brainstorming, audience involvement	Static, pre-developed ideas	Multi-media, animations, etc.
Easily modified	Difficult to modify	Easily modified
Visually stark	Static but attractive	Visually attractive
No technical difficulties	Few difficulties; easy transport	Possible technical difficulties; compatibility; difficult transport
Lighter room	Dim room	Darker room

### 6. Visuals

- A. K.I.S.S. method
  - "Keep it simple, stupid"
- B. Limit animation
  - Extensive animation is irritating!!
- C. Font size and style can be distracting
  - How is this for small?
  - How about these font styles?
- D. Use color for emphasis

### 7. Delivery

#### A. Not distracting

- 1. Don't play with the pointer
- 2. Don't put your hand in your pocket
- 3. Don't sway back and forth
- B. Smooth, confident, and relaxed
- C. Eye contact
- D. Don't block the visual aids
- E. Voice inflection, volume, enunciation
- F. Enthusiasm
- G. Effective language for the audience

#### **Other Guidelines**

(from "Talking Points," by N. Fitzgerald)

- 1. Know your audience
- 2. Put it on paper
- 3. Draw a picture
- Show and tell
- 5. Don't be afraid to repeat yourself
- 6. Practice, practice, practice
- 7. Be ready to answer questions
- 8. Let your body do the talking
- 9. Don't forget the details
- 10. Listen



### **Common Problems**

- Nervous weaving
- Playing with laser pointer
- Speed demons
- Too soft (or too loud)
- Lukewarm
- Written notes
- Staring at screen
- Too much animation



## **Examples**