How to give **good presentations**

Antoine Ponsard

Outline

How to give good presentations

How to manage stress

Tips for giving great presentations

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How to give good presentations

How to manage stress

Tips for giving great presentations

HOW NOT TO SUCK

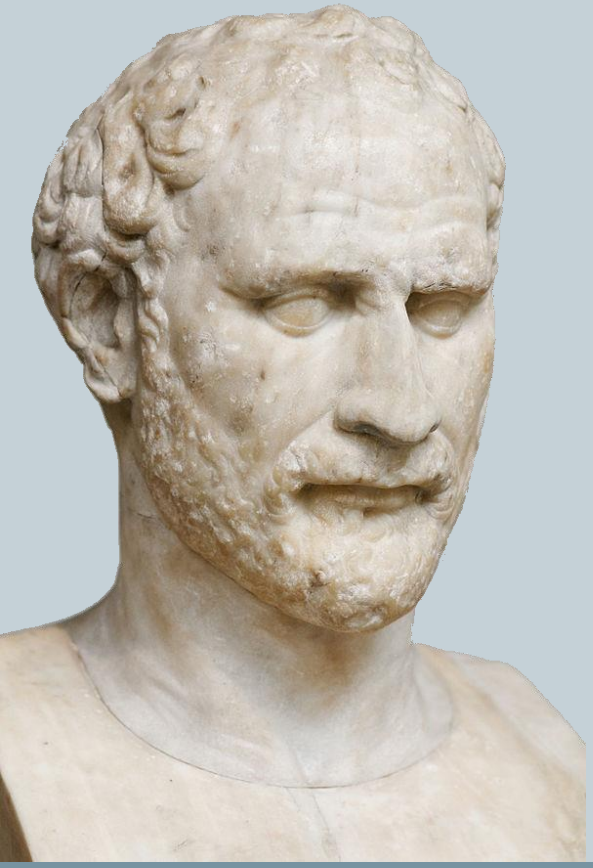
at

giving presentations

#1

Don’t start with the slides

freakin



Demosthenes

Cicero

Churchill


RHETORICS

A presentation is a speech.

Treat it as such.

12 minutes talk
NB we should use vis keyword-buzzword throughout (to describe the encoding)

- **intro**
  - our names
  - our topic in a sentence or two
  - "...and so we created PaperQuest".
- **data**
  - CHI and UIST paper (from Autodesk)
  - year, authors, title, abstract
  - references and citations seen as link (network data)
  - 3501 papers, 27587 links = internal references (to give a sense of magnitude)
  - citation count from Google Scholar
- **task:**
  - multi-level decision process (exploration)
  - not supporting:
    - keyword search (assumption: 1 or more seed papers)
    - organizing your references
- **metaphor**
  - core ("read papers in the red area. Ha, get it?")
  - fringe
  - sorted by algorithm
  - "as you look at and read papers you expand your fringe, which is sorted by a heuristic to suggest things that may be interesting to you"
- **demo #1**
  - JS and d3, lots of custom controls
  - core, fringe, to read
    - sliders to adjust size
  - select 3 interesting ones
  - semantic zoom (map with each level metaphor)
  - discard one paper after reading it
  - back to half zoom
  - add papers to toRead
  - add one paper to core
- maybe one slide with a zoomed view of the encodings (butterfly vs half-moon)?

#2

Plan according to time limit


Shut up! Shut up! Shut up!

NEVER a good idea

Any topic
can be presented in
Any amount of time

#3

As little text as possible

Multitasking is a myth.
We are serial thinkers.

— Douglas Coupland

Why Visualization?

- There is no problem if we just care about assessing performance on a painstakingly annotated benchmark data set by only looking at a classification rate

- However, if we want a richer understanding of identity of the new relations, and the degree of uncertainty associated with those relations, we need something more…

Why visualization?

So far:

- classification rate on an annotated dataset

We want to understand:

- identity of the new relations
- the degree of uncertainty

Why visualization?

So far:

- classification rate on annotated dataset

We want:

- identity of new relations
- degree of uncertainty

The Problem With SDAZ

- Initialized by clicking and holding down mouse
- Zoom-out or in based on distant of mouse cursor to screen center (an analog for speed)
  - This speed changes when approaching the target due to limit dexterity
  - The constantly changing zoom-level is high cognitive load
  - The objects changing (especially in semantic zooming) can overload visual working memory
  - Mouse Speed/Zoom Level change is aggravated when user over shoot the target

SDAZ

Some Dumb Acronym Zoetic

Initiated by click & drag

Level of zoom based on

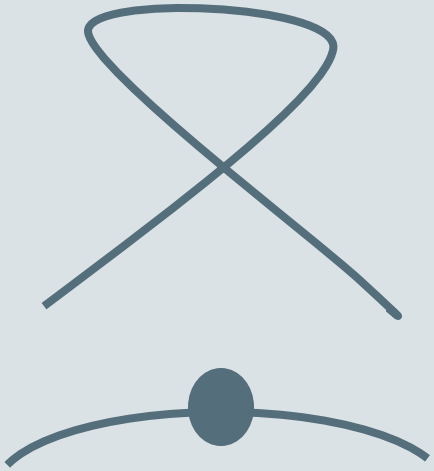
distance(mouse, center of screen)

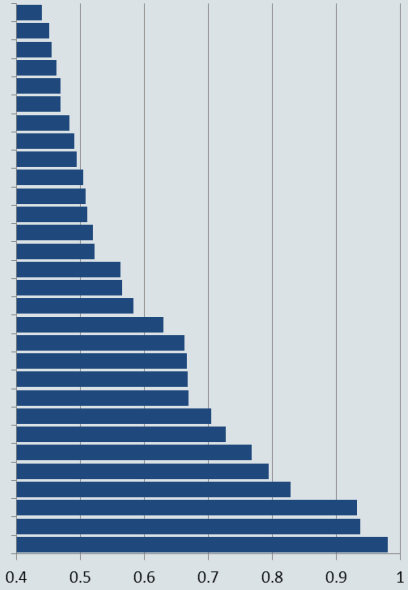
Problems

1. Limited dexterity -> speed change close to target
2. Everything changing -> high cognitive load
3. Very confusing if overshooting target

"Due to recent economic conditions, picture worth has dropped to an all time low of 842 words."

diagrams graphs screenshots





Use as many as you can

#4

Rehearse, rehearse, rehearse


great
good
ok
less terrible
terrible
1
2
3
4
5
6
# of times you give a presentation

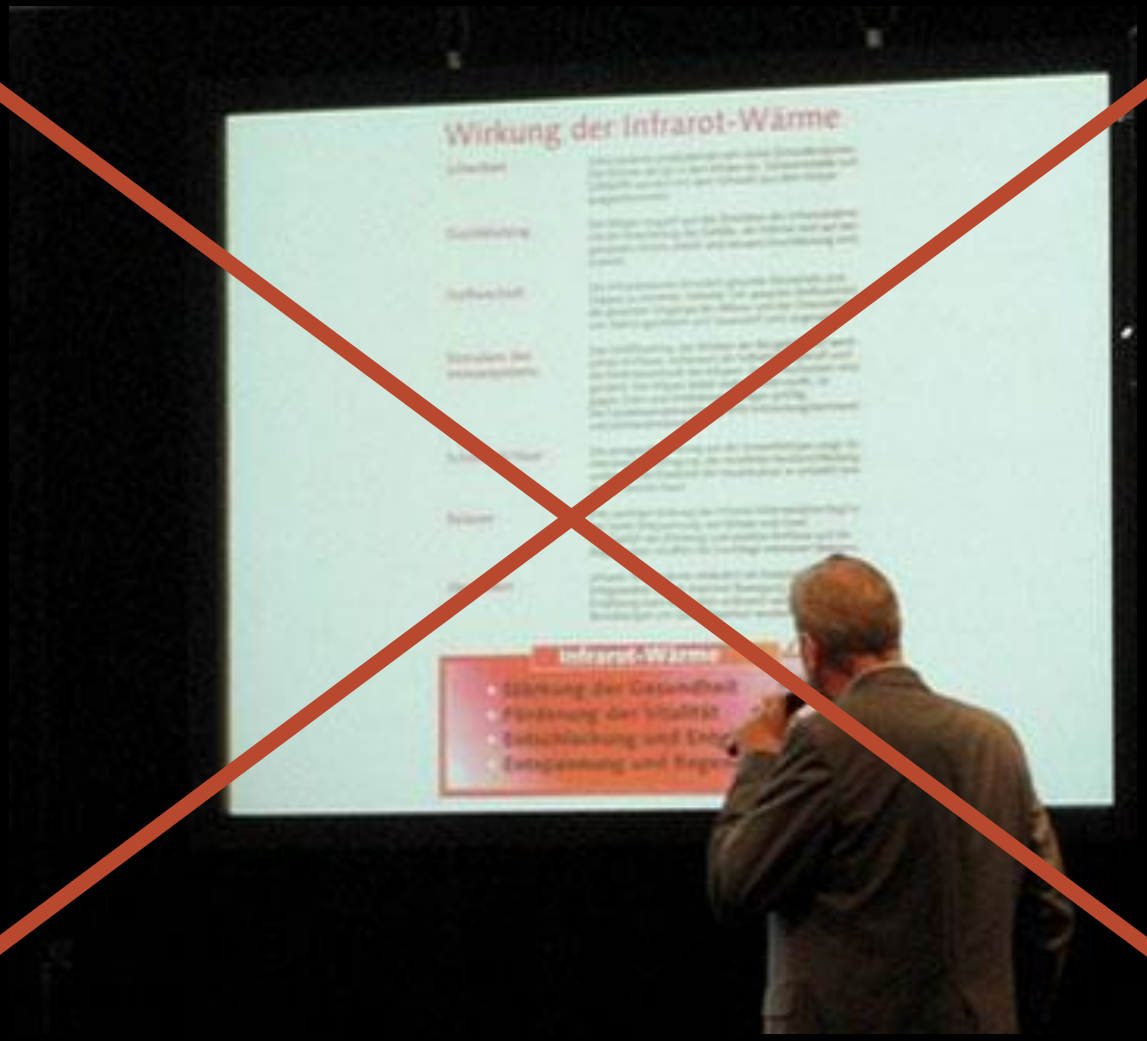
Don’t learn your speech by 
except first few sentences.

Stand up! Practice your body language.

#5

Don’t look at your slides

freakin


Wirkung der Infrarot-Wärme

#6

Say “Thank you” at the end

Errrrrrr....

#1 Don’t start with the slides

#2 Plan according to time limit

#3 As little text as possible

#4 Rehearse, rehearse, rehearse

#5 Don’t look at your slides

#6 Say “Thank you” at the end

#7

Use a clean, simple template

Future Work

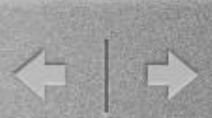
- To-do list
  - How about if there is no value for a property? Or say that it doesn't exist.
  - Comparison for any element with any property.
  - Corresponding connection among different panels.
  - Compatibility and performance under different browsers.

Data Set

- Raw Survey Data Format:

Column	Variable	Field Length
1	_STATE	2
16	IDATE	8
88	_DIABETE2	1
94	_ASTHMA2	2

- State-wise survey data for different diseases (grouped on income, gender, race, age, education etc.)
- Behavioural risk factors (smoking, obesity etc.)
- Prevalence trend (data trend over time)

Augmented Reality

- Hybrid of VR and reality
- Interactive in real time
- Registered in 3-D

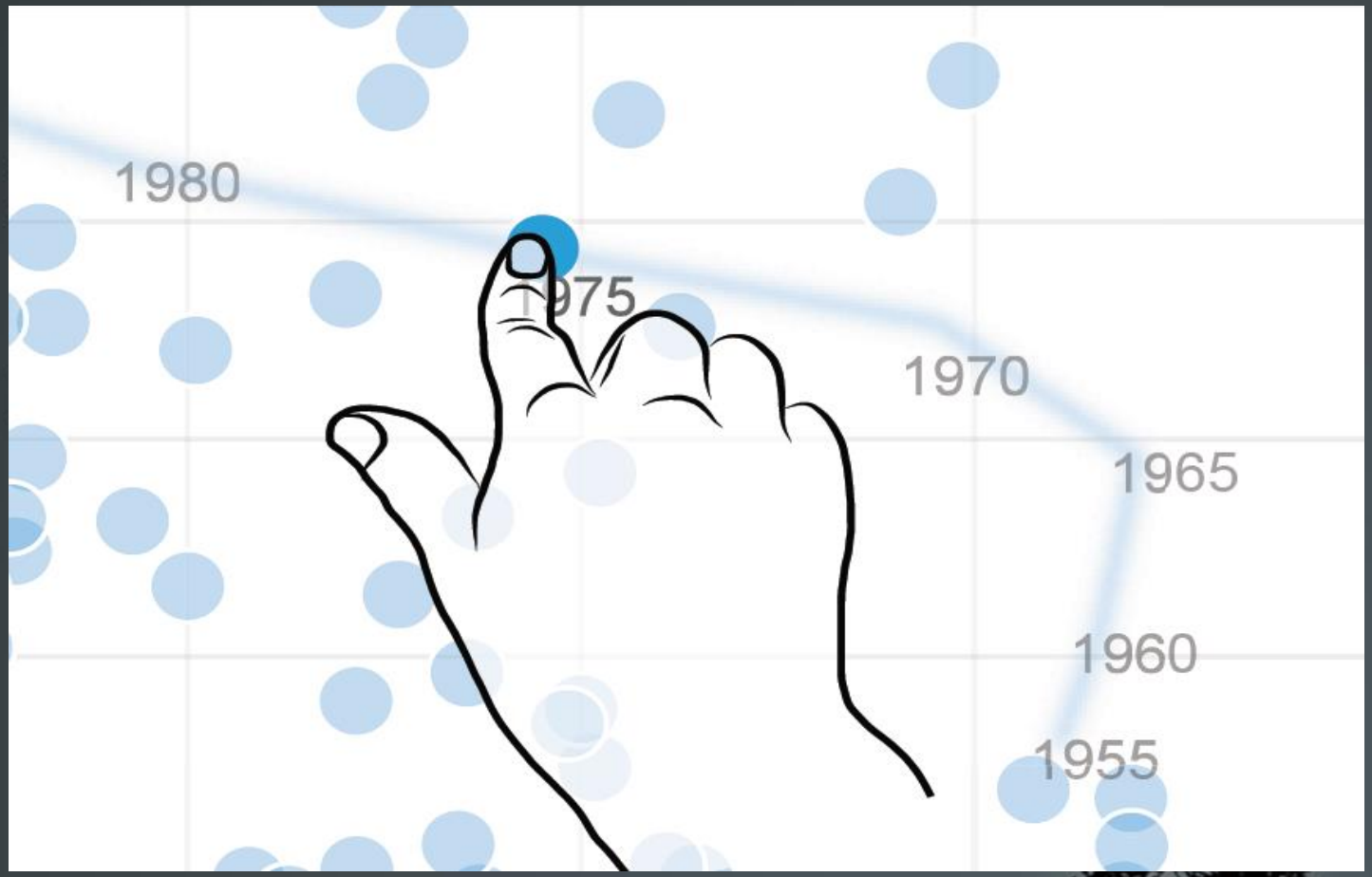
Mind your browser

533c Project update by **Mohanr** (16 Nov 2009)

- The Problem
- The Solution
  - What others have done
  - What I am trying to do

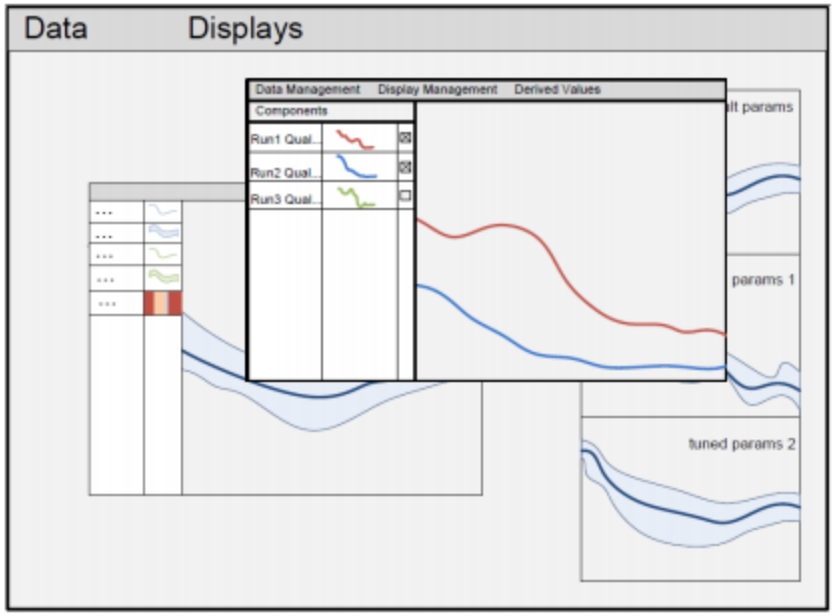
Mind your browser

533c Project update by Mohanr (16 Nov 2009)



The Visualization Approach

- Issue #1: No standard visualization task
- Solution: Interactive creation of multiple layered time series plots



Analysis of landing site

- Finding yearly pattern
- Finding seasonal pattern
    - Winter, Spring, Summer, Fall
    - Used color coding
    - Added date and season in the nodes
- Finding sites of landing

The Problem – Current Method

- Collaboration around table:
  - Paper maps
  - Paper cutouts of elements
  - Masking tape to place elements in map
  - Manually compute outputs in spreadsheet

- Issues:
  - No way to "save" at any point
  - Hard to compare different solutions
  - Labour intensive calculation; prone to user error

#8

Limit transitions & animations

Yes they look good

It’s amazing what we can do with CGI these days!

But beware of motion sickness

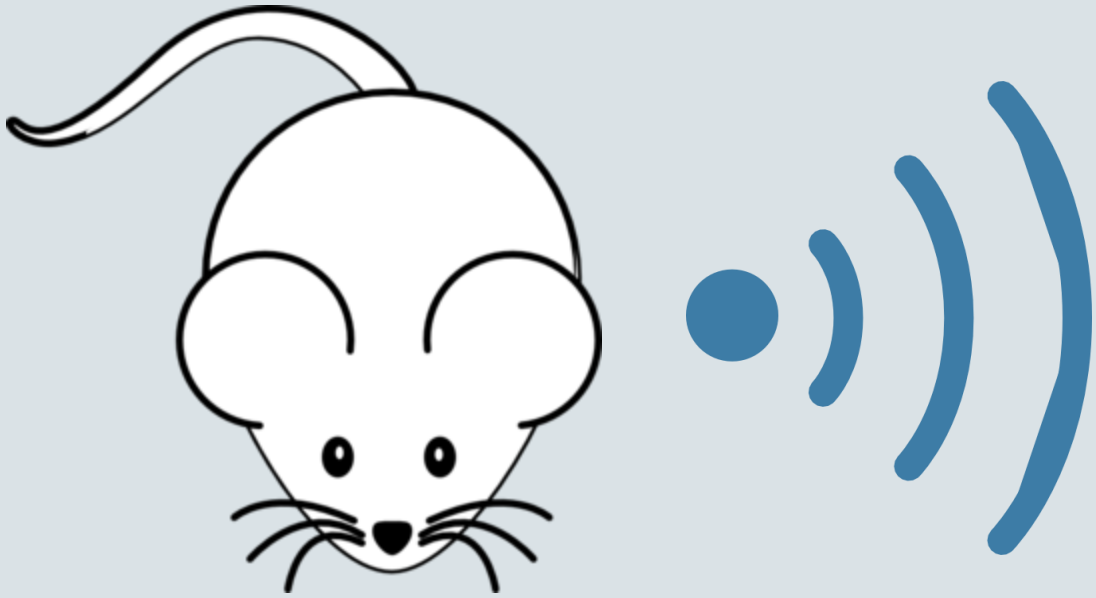
And don’t
let them play
forever

#9

Control your slides yourself

freakin

Use a



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#6 Say “Thank you” at the end

#7 Use a clean, simple template

#8 Limit transitions & animations

#9 Control your slides yourself

Outline

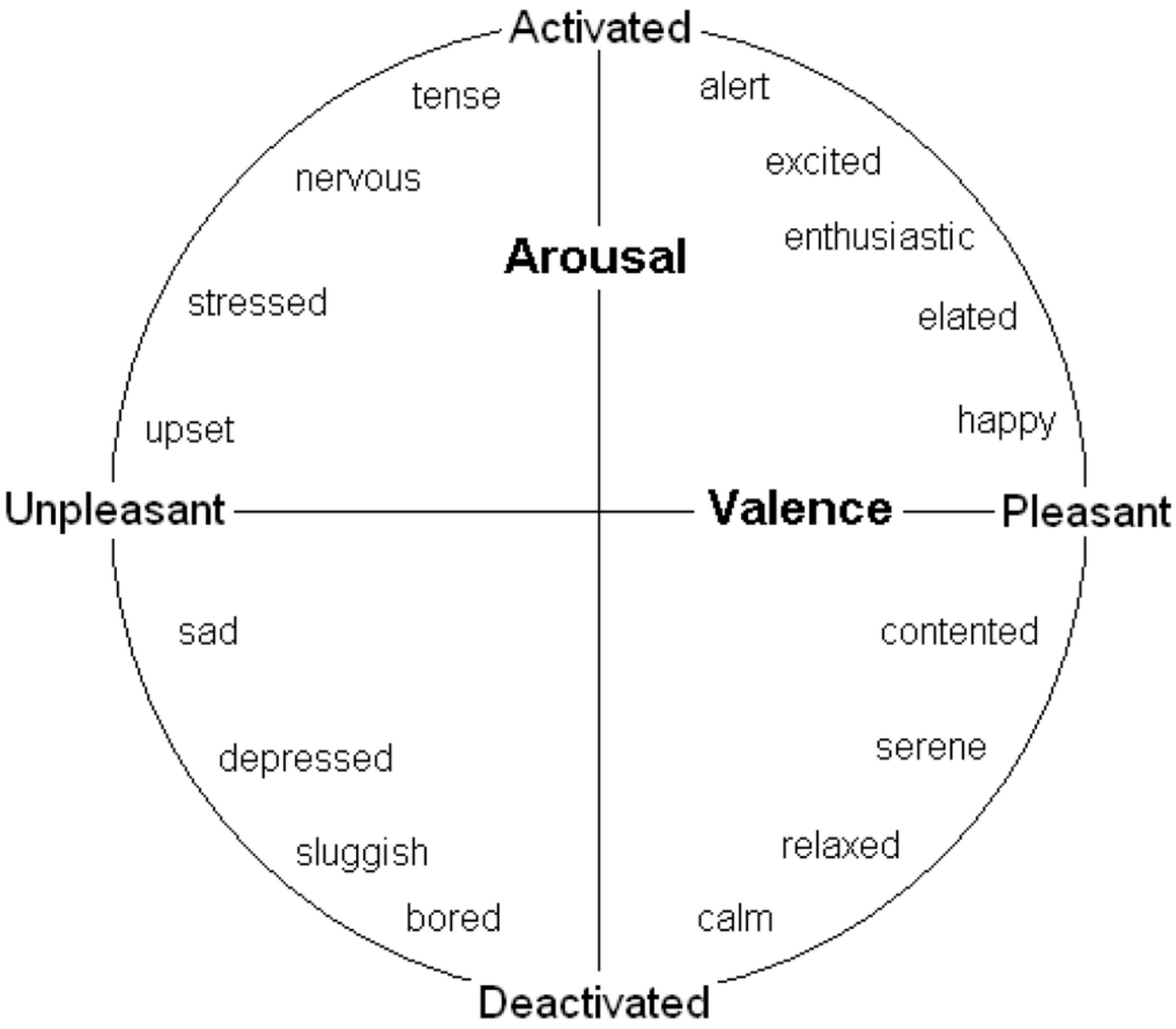
How to give good presentations

How to manage stress

Tips for giving great presentations

FEAR

of speaking in public

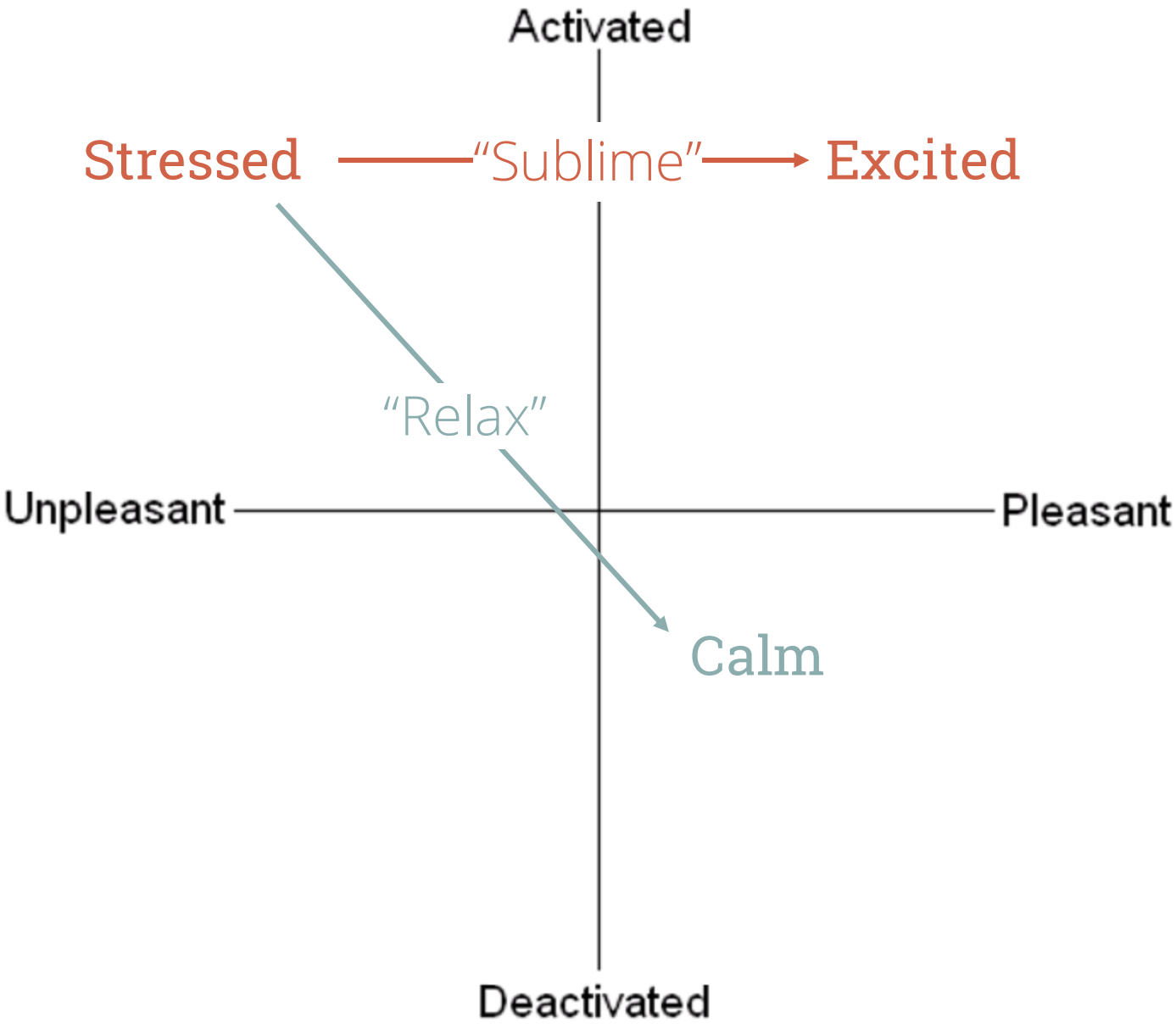

Activated
tense
alert
nervous
excited
Arousal
enthusiastic
stressed
elated
upset
happy
Unpleasant
Valence
Pleasant
sad
contented
depressed
serene
sluggish
relaxed
bored
calm
Deactivated

Activated

Arousal

Unpleasant — **Valence** — Pleasant

Deactivated


Activated
Stressed
"Sublime"
Excited
"Relax"
Unpleasant
Pleasant
Calm
Deactivated

Strategies

Relax

deep, slow breath

talk to someone

drink (water)

pee (before)

Sublime

“I can do it”

listen to positive, energizing music

CONFIDENCE in:

yourself

live 6 months in the mountains with only a knife

giving presentations

practice

giving *this* presentation

rehearse

Outline

How to give good presentations

How to manage stress

Tips for giving great presentations

preparing your speech

designing your slides

delivering your presentation

Preparing your speech

Know your audience

3-minutes elevator pitch
identify 3 key messages

Tell a story

Sign-posting & summary

Why? Less visible structure in oral communication

Tell them what you're going to tell
Tell them
Tell them what you've told them

Meh

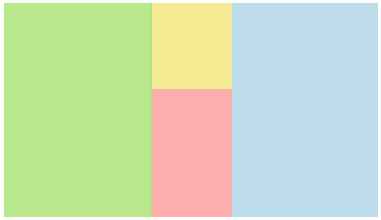
Overview

Breadcrumbs?

Summary

Student Task Management

Integrate Calendar & Todos



Task Visualization

NURSERY WEB

Thank you.

preparing your speech

designing your slides

delivering your presentation

Visual Design Principles

❖**PROXIMITY**

➢*GROUP RELATED ITEMS TOGETHER*

Alignment all elements should be visually connected

❖ Repetition

✓ ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

Visual Design Principles

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Contrast

if two items are not exactly the same, make them different

Repetition – be consistent

- Proximity
  - group related items together

Alignment

all elements should be visually connected

- Repetition
  - ✓ ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

Repetition – be consistent

- proximity
  - Group related items together

Alignment

all elements should be visually connected

- Repetition
  - ✓ ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

Repetition

Proximity
- group related items together

Alignment
- all elements should be visually connected

Repetition
- ties together separate parts (principle of similarity)

Contrast
- if two items are not exactly the same, make them different

Repetition

Proximity

- group related items together

Alignment

- all elements should be visually connected

Repetition

- ties together separate parts (principle of similarity)

Contrast

- if two items are not exactly the same, make them different

Proximity, Alignment, Repetition

Proximity

group related items together

Alignment

all elements should be visually connected

Repetition

ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

Contrast

Proximity

group related items together

Alignment

all elements should be visually connected

Repetition

ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

Contrast

Proximity

group related items together

Alignment

all elements should be visually connected

Repetition

ties together separate parts (principle of similarity)

Contrast

if two items are not exactly the same, make them different

CRAP

Contrast

if two items are not exactly the same, make them different

Repetition

ties together separate parts (principle of similarity)

Alignment

all elements should be visually connected

Proximity

group related items together

Purpose

Organize

Proximity

group related items together

Unify

Alignment

all elements should be visually connected

Repetition

ties together separate parts (similarity)

Visual interest

Contrast

if two items are not the same, make them different

Purpose

Organize

Proximity

group related items together

Unify

Alignment

all elements should be visually connected

Repetition

ties together separate parts (similarity)

Visual interest

Contrast

if two items are not the same, make them different

preparing your speech

designing your slides

delivering your presentation

Before

- ✓ try your laptop in the room before
- ✓ launch your presentation quickly
- ✓ have a backup  
- ✓ beware of videos
- ✓ prepare websites in full screen, and alt-tab

Great first impression

- ✓ dress well
- ✓ walk in with energy, smiling
- ✓ know the first few sentences by heart
- ✓ impeccable first slide
- ○ starting joke

Buckets.

NBA Shot Visualization

Peter Beshai

CPSC 547 Project
Dec. 12, 2014

DimpVis: Exploring Time-varying Information Visualizations by Direct Manipulation

Brittany Kondo, Christopher Collins

VIS 2014

On the Fringe:
A Visualization Tool to Support Literature Review

Francisco Escalona
Antoine Ponsard
CPSC 547

Direct manipulation

file.txt

folder

Engage

Be engaged—*or at least, fake it.*

Look at them in the eyes

Steady your voice

Pause.

Questions

Accept questions

(unless time is limited)

Prepare questions in advance

Even better:

make the audience ask the questions you want!

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#2 Plan according to time limit

#3 As little text as possible

#4 Rehearse, rehearse, rehearse

#5 Don’t look at your slides

#6 Say “Thank you” at the end

Thank you.

Any questions?

All slides used as examples in this presentation come from previous CPSC 547 projects
http://www.cs.ubc.ca/~tmm/courses/547-14/