

# How to give a good (research) talk

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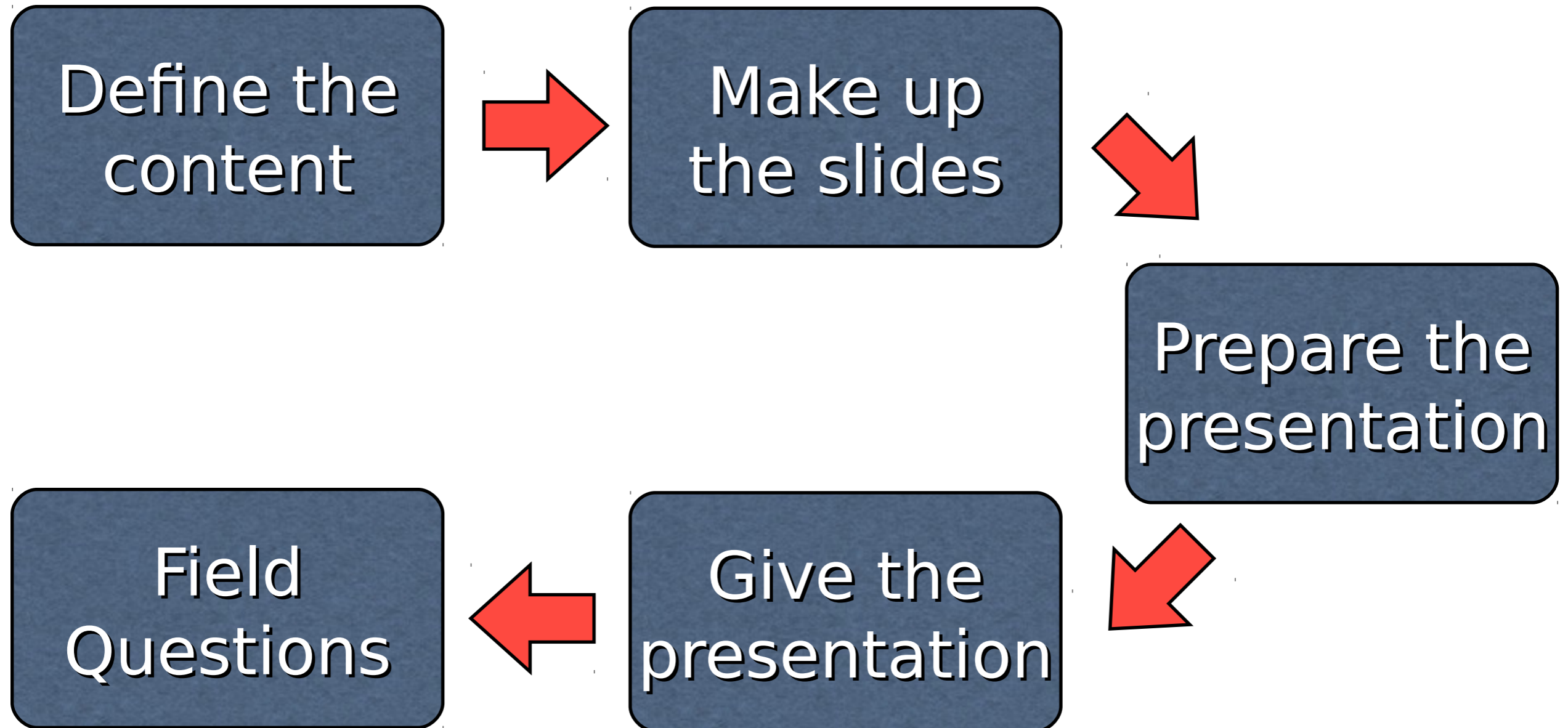
# Disclaimers

- ▶ Many of the views in here are biased by my own ideas/experience
- ▶ Many of the views in here are inspired by others who have put together various “how to give a good research talk” presentations
- ▶ Some of the content is applicable only to some of several possible situations
  - ▶ e.g., conference presentation vs. public defense
- ▶ Some of the content is applicable not necessarily to research talks, but to all technical presentations
- ▶ This is not a research talk, and thus doesn't follow its own advice :)
- ▶ Great speakers can break all rules and give fantastic talks
  - ▶ But likely not you (or me)

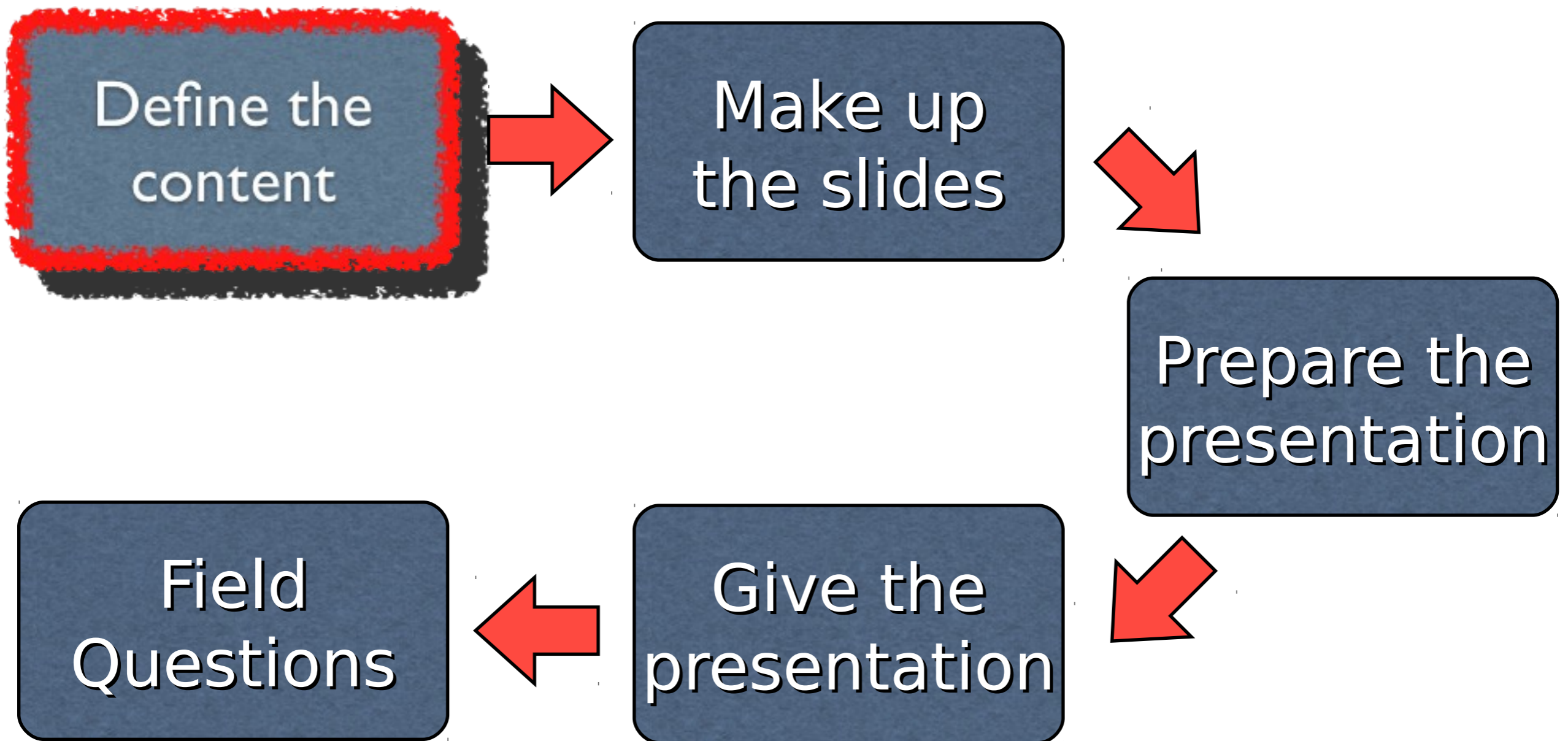
# Why?

- ▶ You have done research work
  - ▶ research article, thesis, dissertation
- ▶ Now you **have to** present it to an audience
  - ▶ Often a requirement to get “credit” for your work
- ▶ Or you **want to** present it to an audience
  - ▶ Job interview, helping your career, etc.
- ▶ In all that follows I’ll use the “presenting a research paper at a conference” scenario
  - ▶ It should be clear how to adapt the content to other scenarios

# The Process



# The Process



# Defining Content

- ▶ If you keep a single idea from this: **Your talk should be an advertisement for your paper, not a replacement**
  - ▶ After your talk, will I want to read your paper?
- ▶ Or: **the talk is *about* your paper, it is not your paper**
- ▶ Confusing the two leads to terribly boring talks
  - ▶ Why should I listen to this, when I could instead be lounging on the beach reading the paper
    - ▶ I did this at the IPDPS conference in 2011 :)
  - ▶ Cut-and-pasting paper sentences into slides is death
- ▶ Your talk should even **complement** your paper
  - ▶ If I've already read your paper, would I enjoy the talk?

# The Audience

- ▶ Your ideal audience would
  - ▶ have read all your previous papers
  - ▶ understand all relevant theories
  - ▶ be dying to hear what you have to say
  - ▶ have a sustained 30-min attention span
- ▶ But in fact they
  - ▶ don't know who you are and likely care little to find out
  - ▶ are a very heterogeneous bunch with people who don't know anything underlying theory for your work
  - ▶ just had lunch, have their laptop ready to be opened, and can't wait to go sight-seeing after this session is over

# The Audience

- ▶ Common mistake: overestimate your audience
  - ▶ Too much technical content, not enough context setting
    - ▶ **Fallacy**: “I should show the audience that I’ve done a lot of complicated and difficult work!”
      - ▶ In fact, they’ll think you can’t synthesize anything and don’t have any perspective, and that likely you just did all the stuff that your advisor told you to do!
- ▶ Good objective: give the audience an **intuitive feel for your research**
  - ▶ Intuitions behind an idea are almost always better than the details of the idea in a talk



# Black-boxing

## Concepts

- ▶ Your work likely uses “known” techniques, tools, concepts
- ▶ What you should do:
  - ▶ Mention the concepts by their standard names
    - ▶ “In this work, to deal with high dimensionality, I use PCA”
  - ▶ “Remind” the audience of what the concept is for
    - ▶ “Principal Component Analysis (PCA): a standard technique for reducing dataset dimensionality”
  - ▶ “Remind” the audience of how the concept works
    - ▶ “Essentially, PCA groups together correlated components, so that one is left only with uncorrelated, and thus individually meaningful, components”

# Wait, No Technical Details?

- ▶ “So, should I give no technical details?”
  - ▶ “Am I nothing but a car salesman? :(”
- ▶ One good approach for a “non-short” talk:
  - ▶ Pick the most interesting technical aspect of your work (hopefully there’s one)
  - ▶ Go into details for that one aspect, showing that there is depth to your work
- ▶ This is particularly useful strategy for a thesis/dissertation defense
- ▶ For a “short talk”, you cannot do this unless the audience is highly specific/specialize

# A talk is a story

- ▶ Before making up any slides or writing down a talk outline, practice **telling the story of your talk**
  - ▶ Yes, aloud, to somebody perhaps
  - ▶ From the story, you should get your content
  - ▶ Caveat: some people are great at telling stories, others are not
    - ▶ As a researcher, you have to become good at telling stories
    - ▶ How do you think we get funding???

# What must be included

- ▶ **WHY** you're doing the research

- ▶ **WHAT** your research is

# What must be included

- ▶ **WHY** you're doing the research
  - ▶ What the problem is
  - ▶ Why the problem is worthwhile
  - ▶ Why the problem is hard
  
- ▶ **WHAT** your research is
  - ▶ What (the intuition for) your approach is
  - ▶ How your work differs from previous work
  - ▶ How your work is better than previous work

# The Content

- ▶ All the key points that contribute to accomplishing what's on the previous slide
- ▶ **AND NOTHING MORE!!!**
- ▶ **It is OK to leave part of your work out**
  - ▶ Even if it's frustrating to leave out a part on which you worked like crazy for 2 months
  - ▶ You can mention that you're leaving things out
    - ▶ “In the paper, we also deal with the xyz case, and the take away from that part of the research is that our algorithm is great”

# Having a Crux

- ▶ It's always a good thing to have a crux
- ▶ What is ONE key idea that you wish the audience will walk away with?
- ▶ You should even be explicit:
  - ▶ “This is the most important idea in this talk: ...”
  - ▶ “If you leave this room remembering only one thing, it should be: ...”
- ▶ For this presentation: **Your talk should be an advertisement for your paper, not a replacement for it**

# On the Use of Examples

- ▶ Typical ways to teach an audience about a concept
  - ▶ Talk about the general case
  - ▶ Show an example for a particular case
  - ▶ (not necessarily in this order)
- ▶ In a technical presentation, if you have to do away with one of the two, it's almost always better to omit the general case
  - ▶ While just mentioning that the example can be generalized



# Overdoing the Context

- ▶ After giving a few unsuccessful talks in which the audience had no idea what it is your research was, you start overdoing the context part
  - ▶ ICS690 is actually a good test audience
- ▶ Providing lengthy shallow overviews of tons of topics is not a good idea
- ▶ Pick only a few topics for which you'll have more than once sentence of context-setting
  - ▶ Those most important for understanding your talk, others are simple one sentence

# One Provoking Thought



vs.



# The Card Castle

- ▶ Slides build on each other
- ▶ So as to achieve a beautiful monu
- ▶ Problem for the audience:
  - ▶ Miss a slide, and you're lost
  - ▶ **Get sleepy toward the end and miss the most important points**
- ▶ Yet, **99% of talks are card castles**
- ▶ There are ways to remedy this of course:
  - ▶ e.g., provide “where are we?” signpost statements throughout the presentation
    - ▶ **ABSOLUTELY NECESSARY**

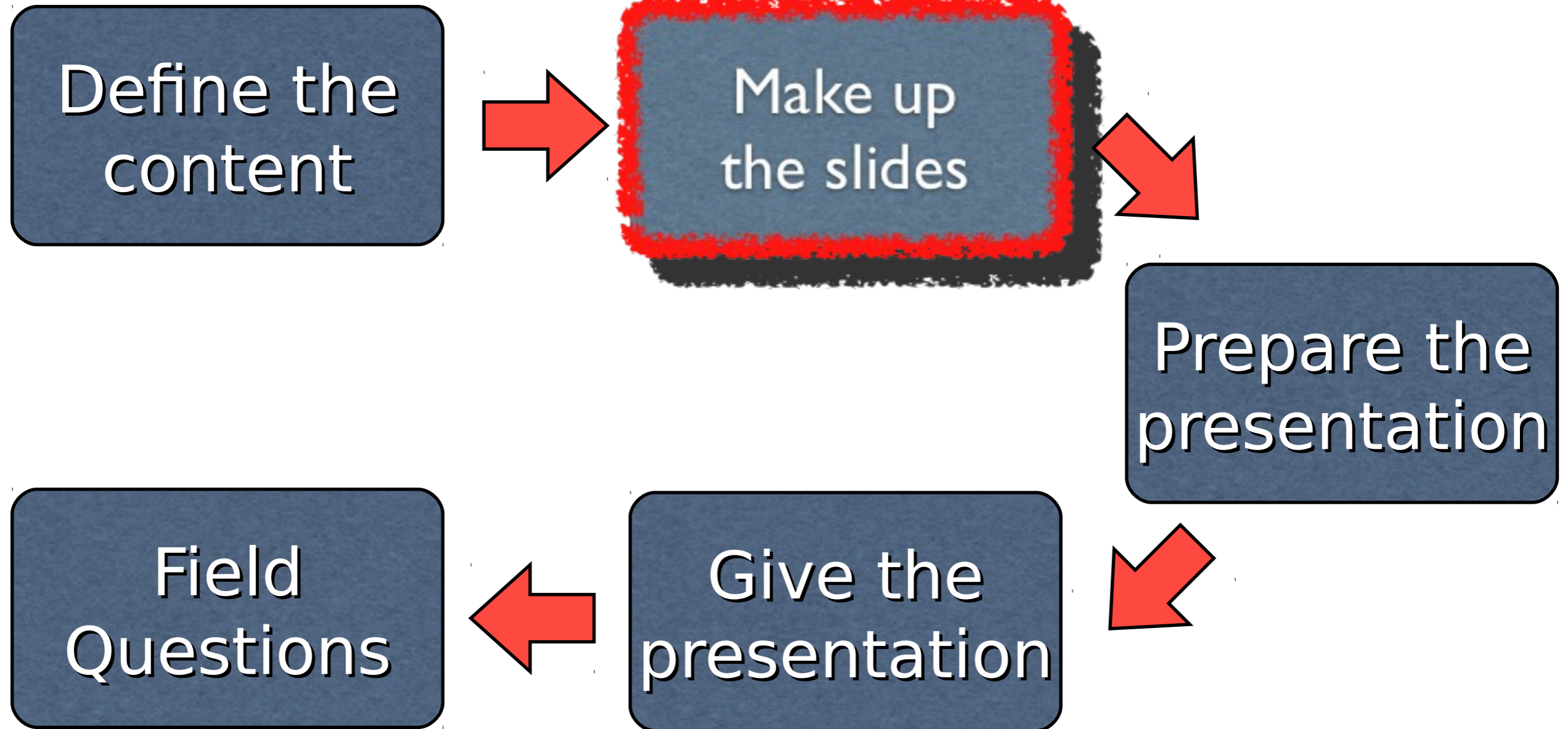


# The Onion

- ▶ Start with the main message
- ▶ Add depth in successive layers so as to build the onion
- ▶ Advantages:
  - ▶ Every audience member will leave the room with something worthwhile, no matter when their attention span ended
  - ▶ **If you run out of time, no big deal**
- ▶ More challenging to build a presentation in this way, but something to keep in mind

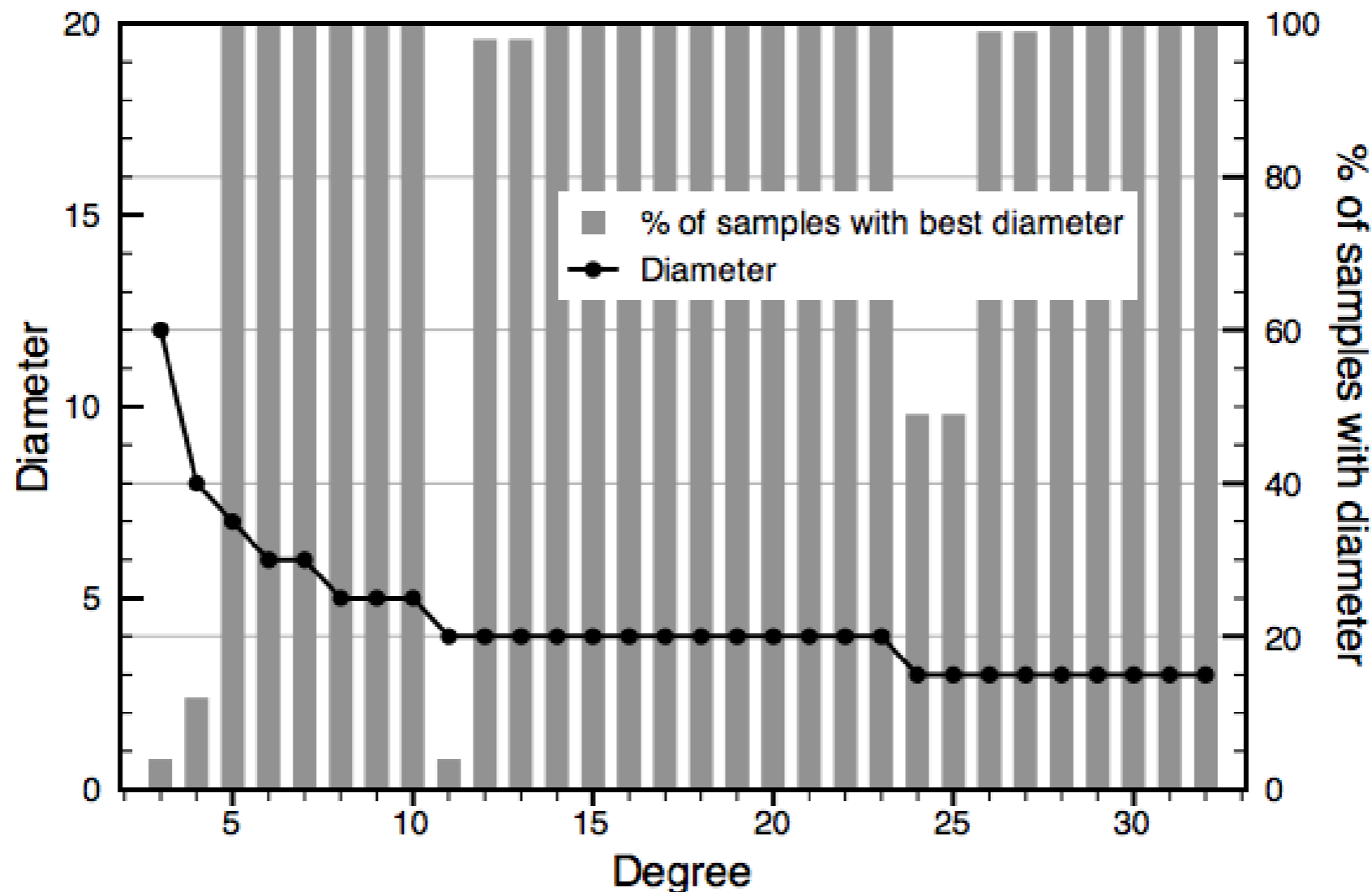


# The Process



# How Many Slides?

- ▶ Slides take between 1 and 2 minutes each, depending on the speaker/content
- ▶ Slides with graphs take longer (and than you think!)



# The Title Slide

- ▶ Should have the same title as your paper/thesis if applicable
- ▶ Should acknowledge all co-authors and their institutions
- ▶ Should make it clear who the presenting author is (i.e., you)

# The Dreaded Outline Slide

- ▶ **NEVER HAVE AN OUTLINE SLIDE AS YOUR SECOND SLIDE**
  - ▶ It's **boring**
  - ▶ It's too early
  - ▶ It's almost always the same ("what the problem is", "current solutions", "my approach", "my results", "my conclusion")
  - ▶ It steals your own thunder
  - ▶ And yet, it's done in 90% of conference talks!
- ▶ If the talk is short (15 minutes), no outline whatsoever
- ▶ If the talk is longer, then you may show the outline 1/3 of the way in or before major sections
  - ▶ Use "grayed out" outline items for what you've already presented
- ▶ Beamer has nice themes for outlines with progress markers



# The Conclusion Slide

- ▶ Do not end with Future Work
  - ▶ Makes it look like you've done little
- ▶ Ending with “The End” or “Question?” or “[henric@hawaii.edu](mailto:henric@hawaii.edu)” isn't great
- ▶ Question: what do you want the audience to have burned into their mind after your talk
  - ▶ They'll see that slide for several minutes
  - ▶ Perhaps seeing “The End” for 5 minutes isn't such a great idea?
- ▶ Answer: **end with a slide with key take-away points that you have the audience to remember**

# The First Slides

- ▶ The first 2-3 minutes of your talk are the most important
  - ▶ Make or break it in terms of capturing the audience's attention
    - ▶ “Why should I lift my eyes from my laptop?”
- ▶ Next time you go to a conference, look at the numbers of laptops that flip open 3 minutes into each talk!
- ▶ Your first slides are thus very important
- ▶ Using a brain-teaser, image, analogy, even a joke can be a tremendous help
  - ▶ But if it fails, then it really backfires badly
  - ▶ A bad joke is bad, a *written* bad joke is terrible
- ▶ Once your slides are done, think hard on how the first 2-3 slides can be made more compelling

# Text on Slides

- ▶ Use a **LARGE sans-serif font!!!**
- ▶ Too much text is bad
  - ▶ 2 lines of text per bullet point max
- ▶ Ways to reduce text:
  - ▶ Don't have full grammatically complete sentences
  - ▶ Good test: If you can just read your slides when you present, then your slides are too verbose
- ▶ Example:
  - ▶ Our experiments show that the state-of-the-art approach is not as efficient as our proposed approach with respect to all metrics used in the literature
  - ▶ Experimental result: our approach > state of the art
    - ▶ For all popular metrics

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- ▶ Example:
  - ▶ Our experiments show that the state-of-the-art approach is not as efficient as our proposed approach with respect to all metrics used in the literature
  - ▶ Main result: our approach > state of the art
    - ▶ For all popular metrics

# Text Animations

- ▶ “Peek-a-boo” revealing is not cool
- ▶ It forces the audience to read along with you, which is often annoying and can even seem patronizing
- ▶ Many people will simply wait until all has appeared
- ▶ Speakers often hit “next” multiple times anyway
- ▶ You can perhaps do it on one slide in your presentation when it’s justifiably useful

# Text Animations

- ▶ This version of “Peek-a-book” revealing isn’t as annoying
- ▶ The audience can read ahead if they want to, so it’s not as constraining
- ▶ Beamer has a nice way to do this automatically in a way that looks pretty nice
- ▶ Still, is till gets annoying if done for the whole presentation

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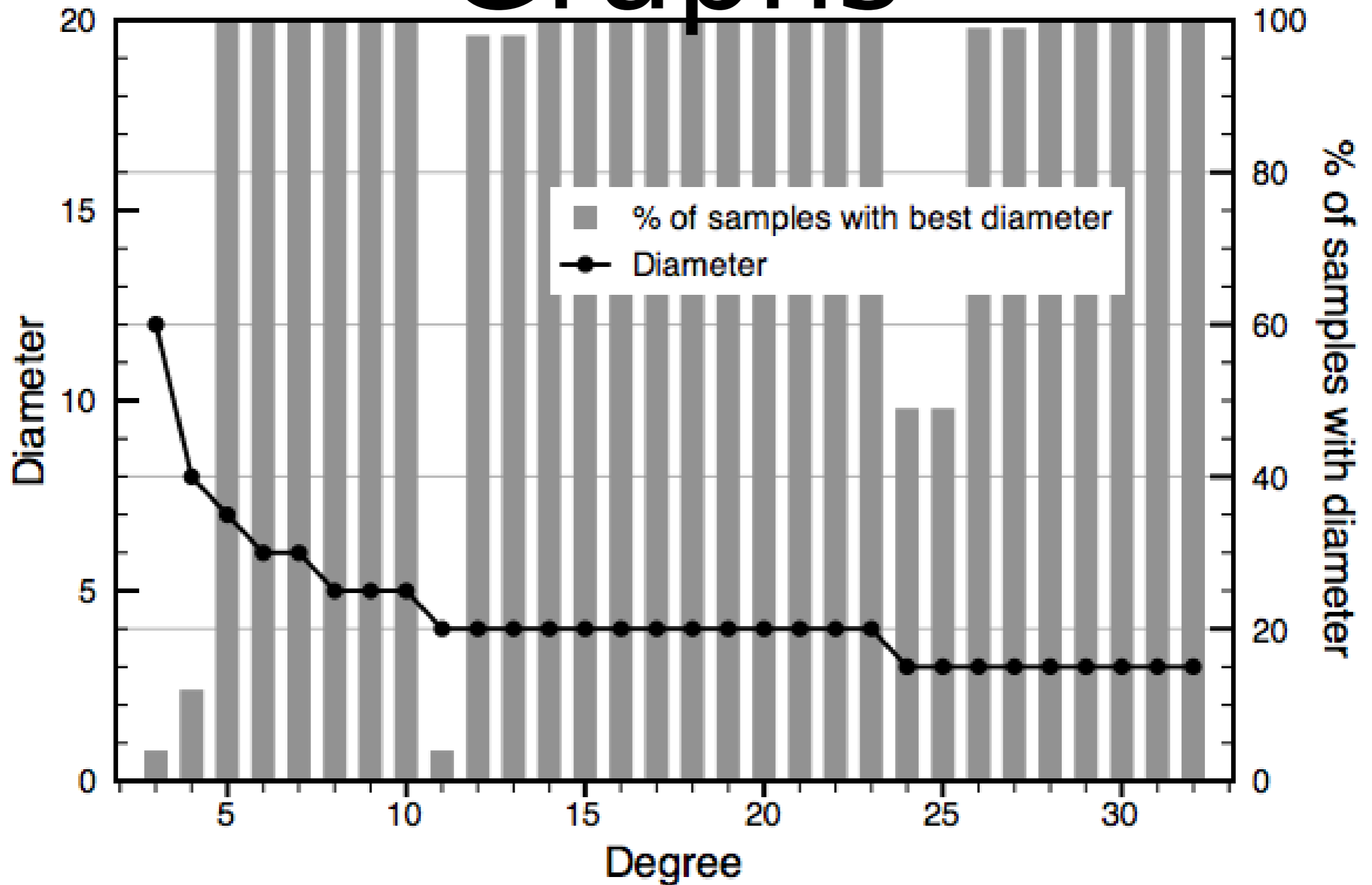
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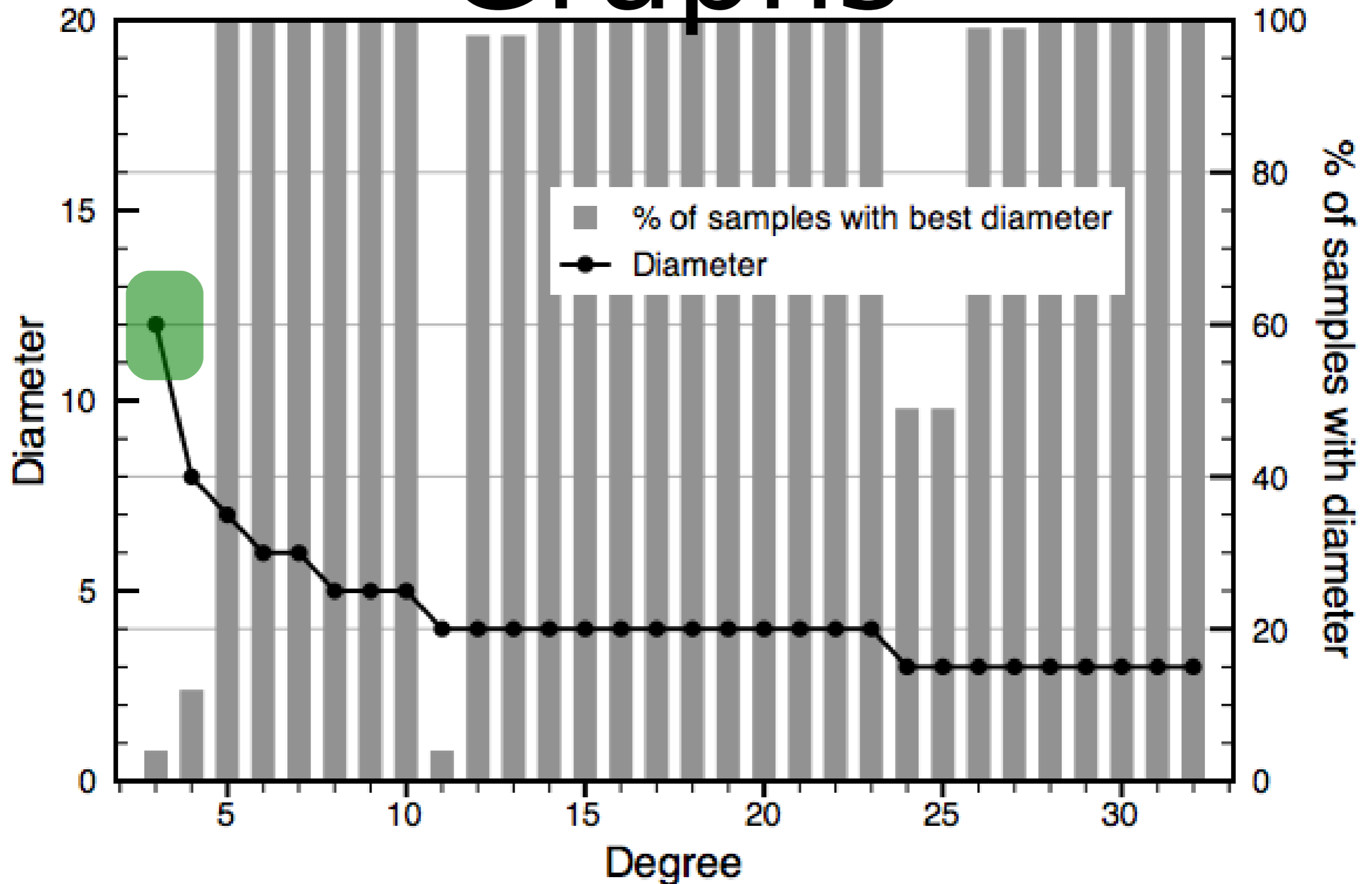
# Graphic Animations

- ▶ Use animations very sparingly
  - ▶ Are you a researcher? or a gimmick generator?
- ▶ In fact, don't use any animations but **“builds”**
  - ▶ Visual elements get successively added, but do not move around :)
    - ▶ As we saw still not great for peek-a-boo text revealing
- ▶ Builds are easily done by copying slides
  - ▶ Which can artificially increase slide numbers
  - ▶ Beamer does it nicely
- ▶ Make sure there is **no jitter**
  - ▶ Going rapidly back and forth between slides
- ▶ Definitely use builds for result graphs
  - ▶ Use them as reminders!

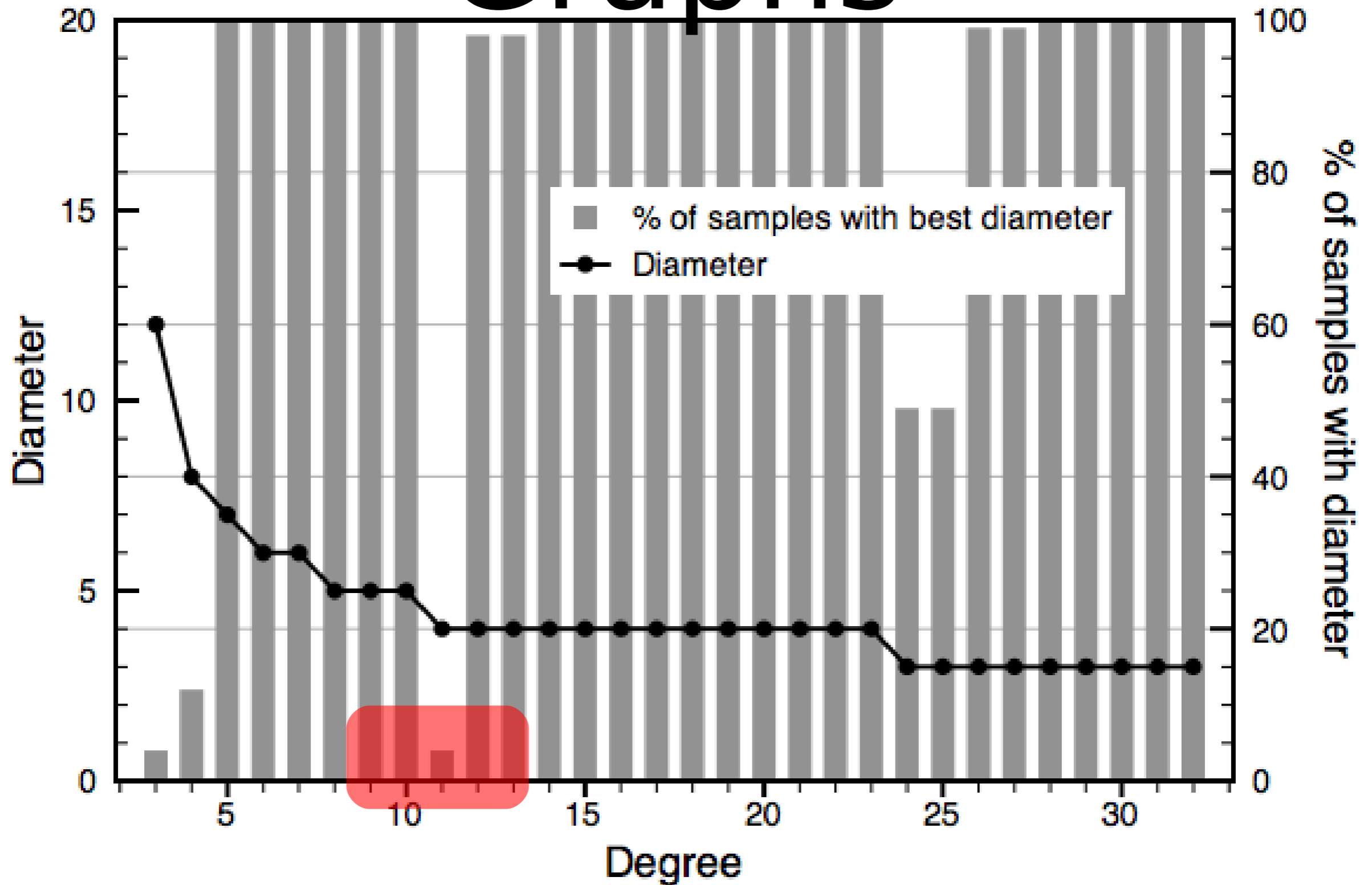
# Using Builds for Graphs



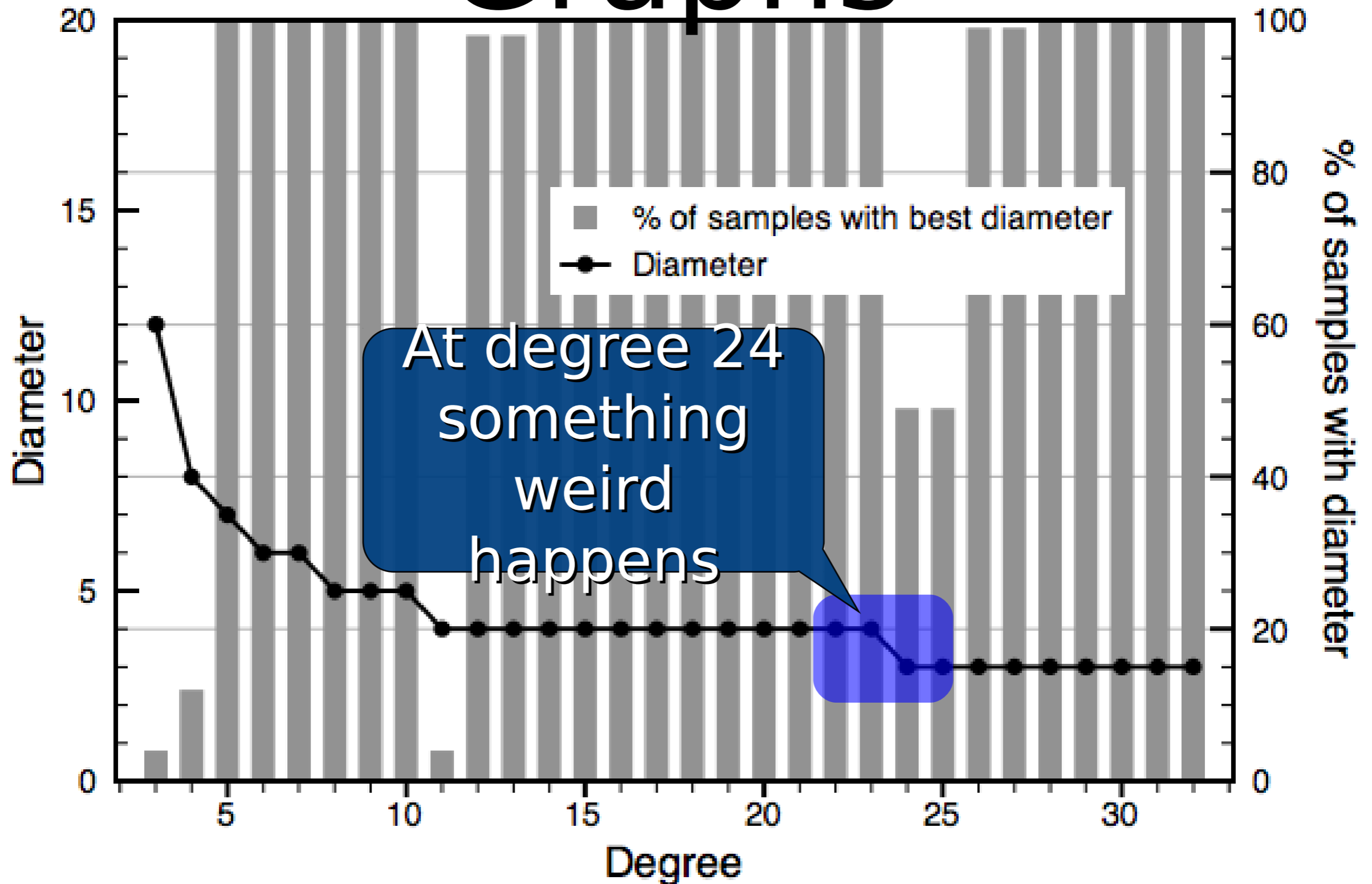
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# Using Builds for Graphs



# Slide Scheme

- ▶ Multi-color backgrounds are almost always a mistake
- ▶ Fancy transitions between slides are distracting
- ▶ What's "cool" is often subjective
  - ▶ Especially when you're a computer scientist :)
- ▶ With a poor projector, your fancy stuff will not be cool
- ▶ It will (suspiciously) distract from the content
- ▶ Use white, very light gray, or very light cream backgrounds
- ▶ Don't waste space on margins
- ▶ Use a consistent scheme throughout the presentation

# Use of Graphics

- ▶ Figures are almost always a good thing
  - ▶ e.g., diagram of a system's architecture
  - ▶ e.g., diagram of information flow



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- ▶ Figures should have transparent backgrounds



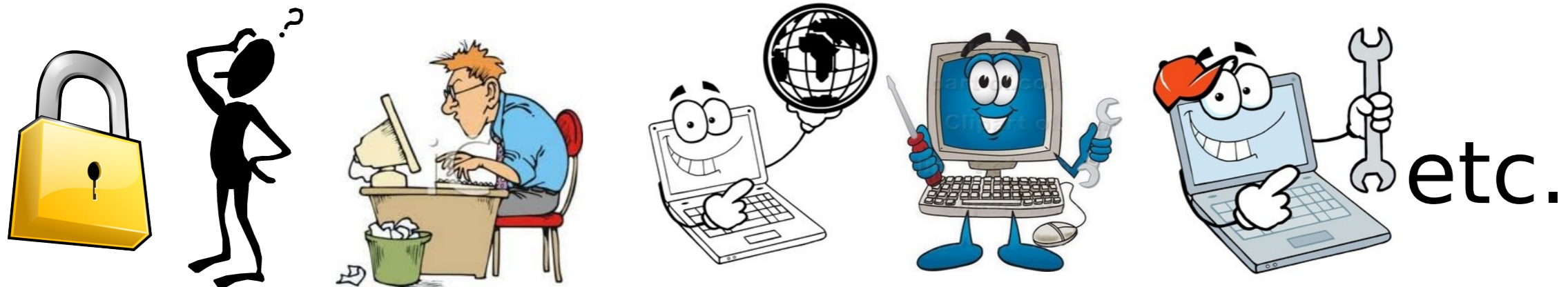
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- ▶ Figures should have transparent backg
- ▶ Images that have little to do with your work are distracting and make the audience suspicious
- ▶ Overused or goofy clip arts are lame



# Math and Equations

- ▶ Use math notations and equations only if absolutely essential to understand your work
  - ▶ More often than not, it's not necessary
  - ▶ In fact, not being able to explain your work without equations is a bad sign
  - ▶ Throwing equations on slides can be seen as a shallow way to impress the audience
- ▶ Nobody will remember notations you've introduced on the previous slides unless you have very few of them
- ▶ If you must show an equations, builds are good

# Example

$$P_{+}^{(q)} = P_{u,u}^{(q)} + P_{u,r}^{(q)} \left( \sum_{t=0}^{+\infty} (P_{r,r}^{(q)})^t \right) P_{r,u}^{(q)}$$

# Example

probability to  
remain in the  $u$   
state

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probability to go  
to the r state

# Example

probability to remain in the u state

probability to stay in the r state some number of time steps

$$P_{+}^{(q)} = P_{u,u}^{(q)} + P_{u,r}^{(q)} \left( \sum_{t=0}^{+\infty} (P_{r,r}^{(q)})^t \right) P_{r,u}^{(q)}$$

probability to go to the r state



# Example

probability to remain in the u state

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probability to go to the r state

probability to return to the u state

# Example

$$P_{+}^{(q)} = P_{u,u}^{(q)} + P_{u,r}^{(q)} \left( \sum_{t=0}^{+\infty} (P_{r,r}^{(q)})^t \right) P_{r,u}^{(q)}$$

probability to stay in the up state,  
go to the r state, stay there a  
while, and then come back to the  
u state

# Tables

- ▶ Showing (large) tables of numerical results is not a good idea
  - ▶ Your paper has those anyway, more likely than not
- ▶ Showing data in graph form is always better
  - ▶ And yes, preparing a talk may mean re-interpreting the data from the paper in different ways
    - ▶ An audience that has read your paper will thus still be interested
- ▶ If you absolutely must show a table, make sure you use builds to highlight relevant parts

# Spelling and Grammar

- ▶ It's rude not to have checked spelling and grammar for an "important" presentation
- ▶ The problem is that the audience tends to focus on misspelled words and thus lose their focus on the work itself

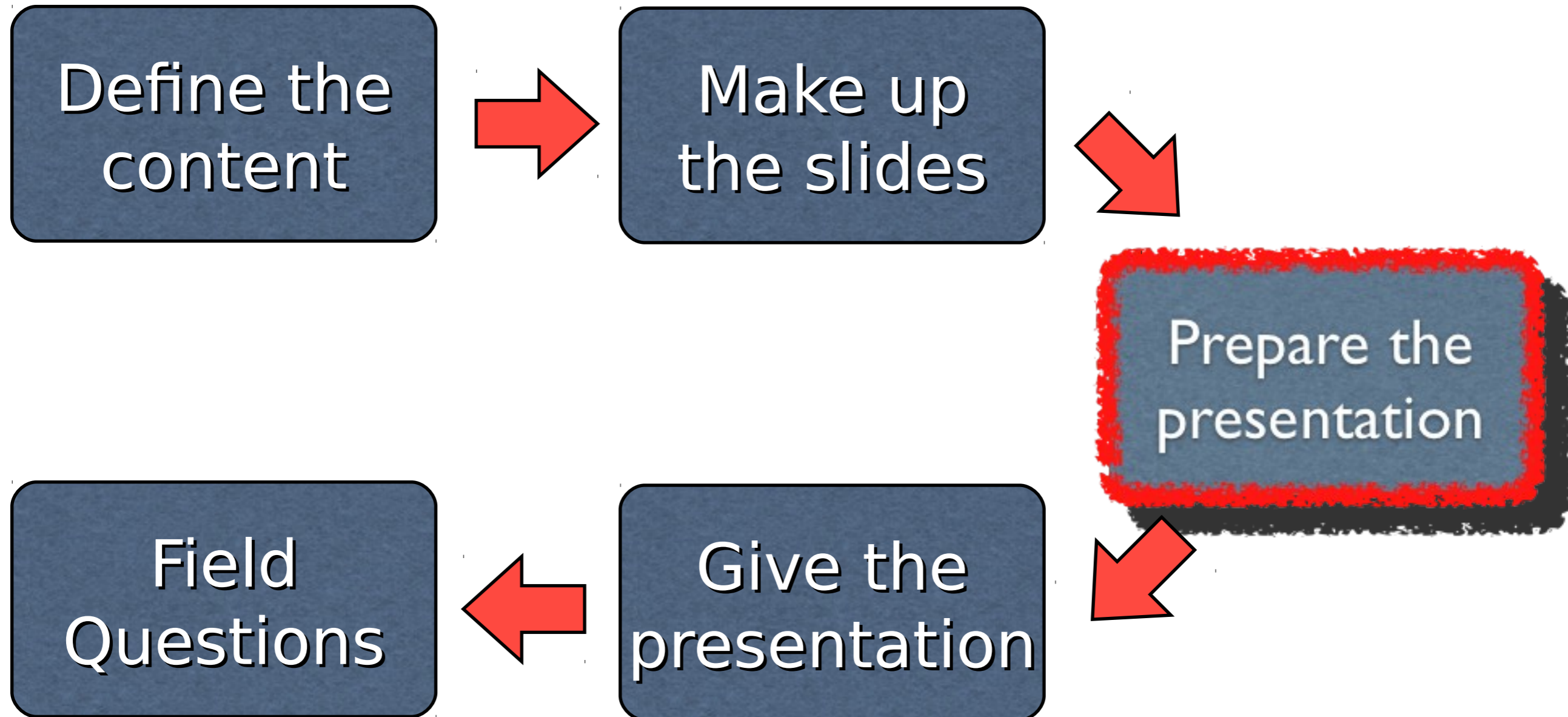
# Slide Titles

- ▶ If you can't think of a good (different) title for each slide, there may be a problem with your presentation
- ▶ Once you've created your slides, review all the titles carefully
  - ▶ Are they informative?
  - ▶ Do they fit in a decent logical flow?
- ▶ You'll most likely find yourself changing them

# Backup Slides

- ▶ It's always a good idea to have backup slides
  - ▶ For the content you didn't put in but that is part of the paper
    - ▶ formulas, graphs, tables
  - ▶ To anticipate likely audience questions
- ▶ Don't draw unnecessary attention to something complicated in the main presentation
  - ▶ But be prepared for it in a backup slide
- ▶ Put them after your conclusion slide, with a blank slide in between
  - ▶ No accidental: "oops, I went to my backup"

# The Process



# Practice Talk

- ▶ **DO A PRACTICE TALK**
  - ▶ To yourself in the mirror is ok
  - ▶ To peers is better (~10 people is good)
    - ▶ Get their feedback
    - ▶ Give them hard copy slides for writing down feedback!
      - ▶ NEVER do that for the real presentation
- ▶ Go to other people's practice talk and presentation
- ▶ Even if the topic of a talk isn't interesting to you, take the opportunity to study presentation styles
  - ▶ Make notes of things you hate



# Practice Talk

- ▶ Practice talks reveal problems with the logical flow
  - ▶ You will rearrange the order of your slides and the order of your bullet points in your slides
- ▶ Do you have any nervous tics?
  - ▶ Saying “um” all the time
  - ▶ Saying “I guess” or “things like that” all the time make you sound indecisive and imprecise
  - ▶ Your practice talk audience can help!
- ▶ After a while, you won't do practice talks anymore, but at the beginning they are absolutely necessary

# Transitions

- ▶ During your practice talk, make sure you have smooth transition sentences between slides to provide flow
  - ▶ Provides the audience with signposts and part of the story that can't be put on the slides
  - ▶ Having 5 blank seconds in between each slides is not great
- ▶ These transition sentences should come from your “telling the story” exercise when you came up with the presentation content
- ▶ You can even put outrageous statements on a slide to aid your transition and wake up the audience
  - ▶ But beware of nerves when using such tricks

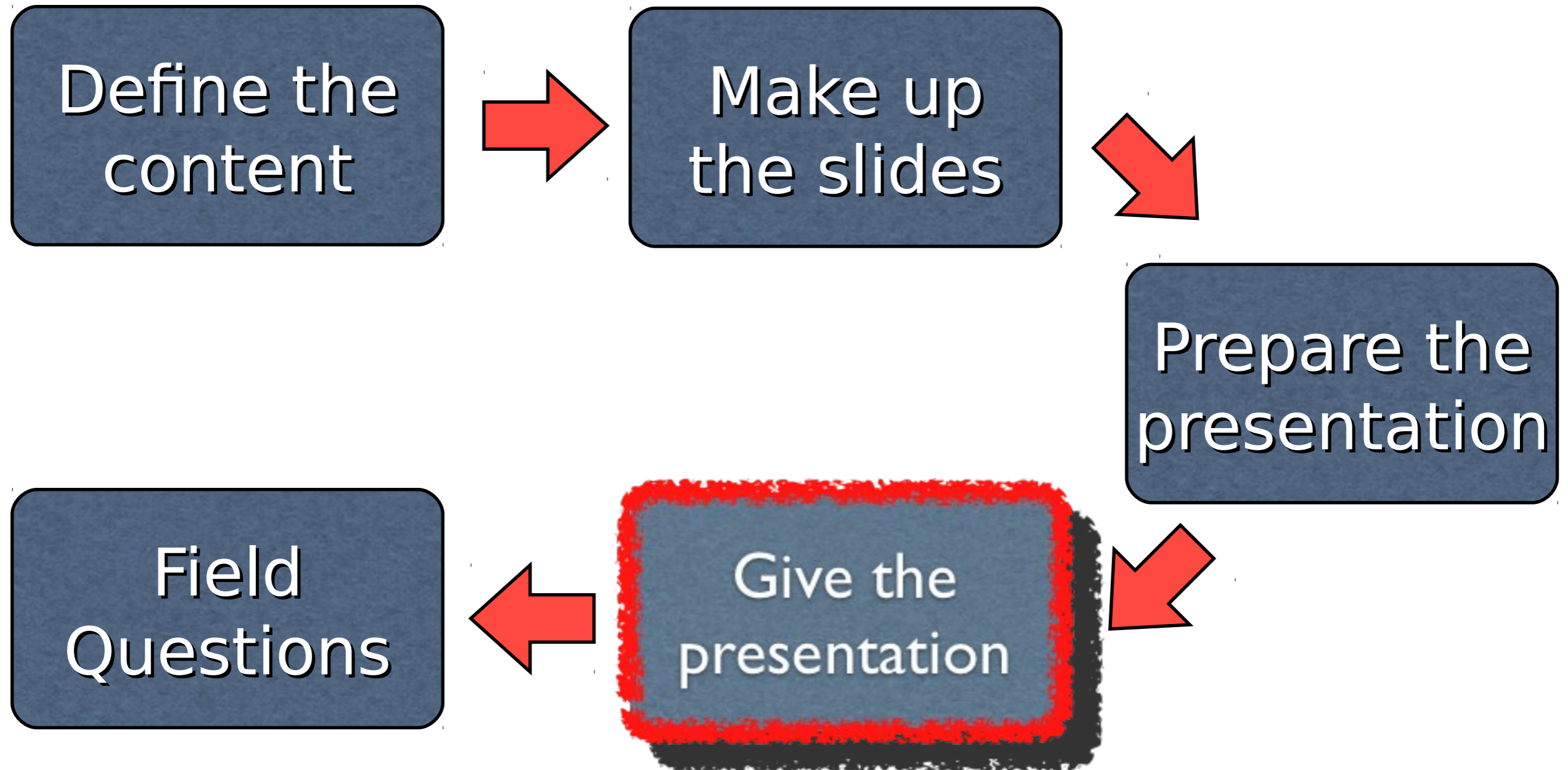
# Overpracticing

- ▶ There is such a thing as overpracticing
  - ▶ Your talk will sound stilted
  - ▶ You will go too fast
  - ▶ You will anticipate the next slide just too well to be believable
- ▶ But memorizing the first 2-3 minutes can ensure a smooth start even in a high-pressure situation

# Thought Experiment

- ▶ If the projector were to fail, would you be able to finish your presentation in some fashion?
- ▶ Giving the audience the gist of what's important
- ▶ If you feel like you could do it, then you're likely ready for the presentation

# The Process



# Presentation Jitters

- ▶ You will most likely have them, it's normal
  - ▶ Don't breathe well, shaky legs, etc.
  - ▶ Dry mouth (**have water available!!!!**)
- ▶ Eye contact with the audience is good
  - ▶ Find a "nodder"
  - ▶ Don't focus on a V.I.P. only
    - ▶ rude to others, and if V.I.P frowns you'll panic
- ▶ Don't overdress, be comfortable
  - ▶ This is a CS audience after all (suspenders and unkept beards scream "Genius Prof. who worked at Xerox Park")
- ▶ If you get flustered, take a break, drink a glass of water
  - ▶ **Have water available!!!!**

# Body language, etc.

- ▶ Avoid pacing too much, wringing your hands, clearing your throat, coughing nervously
- ▶ But don't be a frozen statue either
  - ▶ Just find a good compromise that fits who you are
- ▶ Microphone:
  - ▶ If the microphone makes noise when you move, take enough time to readjust it properly **once**
  - ▶ Clearing your throat/coughing with a mic on is bad
- ▶ Furniture:
  - ▶ If a chair's in your way, take the time to move it out of the way by 1 foot as opposed to moving it 1/2 inch each time you bump into it
- ▶ Don't let your shadow be on the screen

# Laptop and Pointer

- ▶ Configure your laptop to avoid screensaver/sleep
- ▶ Don't stare at your laptop's screen
- ▶ Don't point at your laptop screen!
  - ▶ It happens often
- ▶ **Don't overuse the laser pointer**
  - ▶ Most people use it badly and too much
    - ▶ Having the point on slides more than 10% of the presentation time is too much
  - ▶ Use it to point at objects, not to circle objects (it's a "pointer" not a "circler")



# Presentation Files

- ▶ Always have your slides on a **USB key**, even if you think you'll use your own laptop
  - ▶ You may use another computer at the last minute
- ▶ Always have your slides in **PDF format!**
  - ▶ If you use a different computer, this ensures portability
  - ▶ If you only do animations as builds, then your PDF file is all you need anyway
- ▶ Always have your slides in PDF format stored on the Web server so that you can always download them in an emergency
  - ▶ Simple URL (you may have to type it in front of the audience while the projector is on)

# Don't Apologize

- ▶ **DO NOT APOLOGIZE FOR ANYTHING, IT'S AWKWARD FOR EVERYBODY**
  - ▶ “Sorry, there is a mistake in this slide”
    - ▶ Just point it out, not saying “sorry”
  - ▶ “Sorry, I didn't have enough time to prepare”
    - ▶ What? You didn't know this was coming?
  - ▶ “Sorry, I can't say much in this short talk”
    - ▶ What? You don't know how to give a short talk?
  - ▶ “Sorry, I went to the next slide”
    - ▶ Just go back
  - ▶ “Sorry, computer is misspelled”
  - ▶ etc.

# Talk Introduction

- ▶ If there is a session chair and the chair gave you a clear and loud introduction and read your title, just say “thank you for the introduction”
- ▶ Repeating verbatim everything the chair said will be awkward
- ▶ But people do it all the time due to learning the first few minutes of the presentation by heart to avoid jitters

# Use your Slides

- ▶ Don't speak forever while your title slide is up
  - ▶ Sounds obvious, but happens more often than you'd think
- ▶ Speaking more than 30 seconds between slides is not great either
- ▶ Great speakers can do the above, no problem
  - ▶ But mesmerizing an audience just with words is not something everybody can do

# Your main job

- ▶ To wake UP the audience
  - ▶ Without being totally out of control :)
- ▶ Be enthusiastic
- ▶ You're telling a story, your tone should change depending on the part you're talking about

# Do Not Read Your Slides

- ▶ Reading your slides = DEATH
  - ▶ Worse: bringing a piece of paper will generate a huge sigh in the audience
  - ▶ If you find yourself reading your slides, it's because they have too much text
    - ▶ Remember: Don't have full sentences on slides
  - ▶ Your slides are a crutch so that you don't forget important things to say at a conceptual level, not at the word level

# Running out of Time

- ▶ Rushing because you're running out of time = DEATH
- ▶ Learn to skip slides!!!
  - ▶ The audience doesn't know what slides are coming up anyway, so they're not emotionally attached to them
  - ▶ Easy to get caught in the moment and forget to skip slides
    - ▶ And even afterwards, to say "pheeew, I managed to present everything... great" without realizing that it was a mistake
- ▶ Do not be that speaker who'd rather die than skip a slide because this presentation is SO important
  - ▶ Things will get really awkward toward the end
- ▶ Don't be too emotionally attached to your slides

# Do Not Go Overtime

- ▶ **Going overtime = (DESERVED) DEATH**
  - ▶ It is disrespectful (“my work is clearly so much more important than that of the next speaker”)
- ▶ When the chair holds up the “5 minutes left” signal
  - ▶ Don’t panic
  - ▶ Assess where you’re at
  - ▶ Decides which slides to skip
  - ▶ Proceed with calm
- ▶ People will love you for it
  - ▶ And hate you otherwise



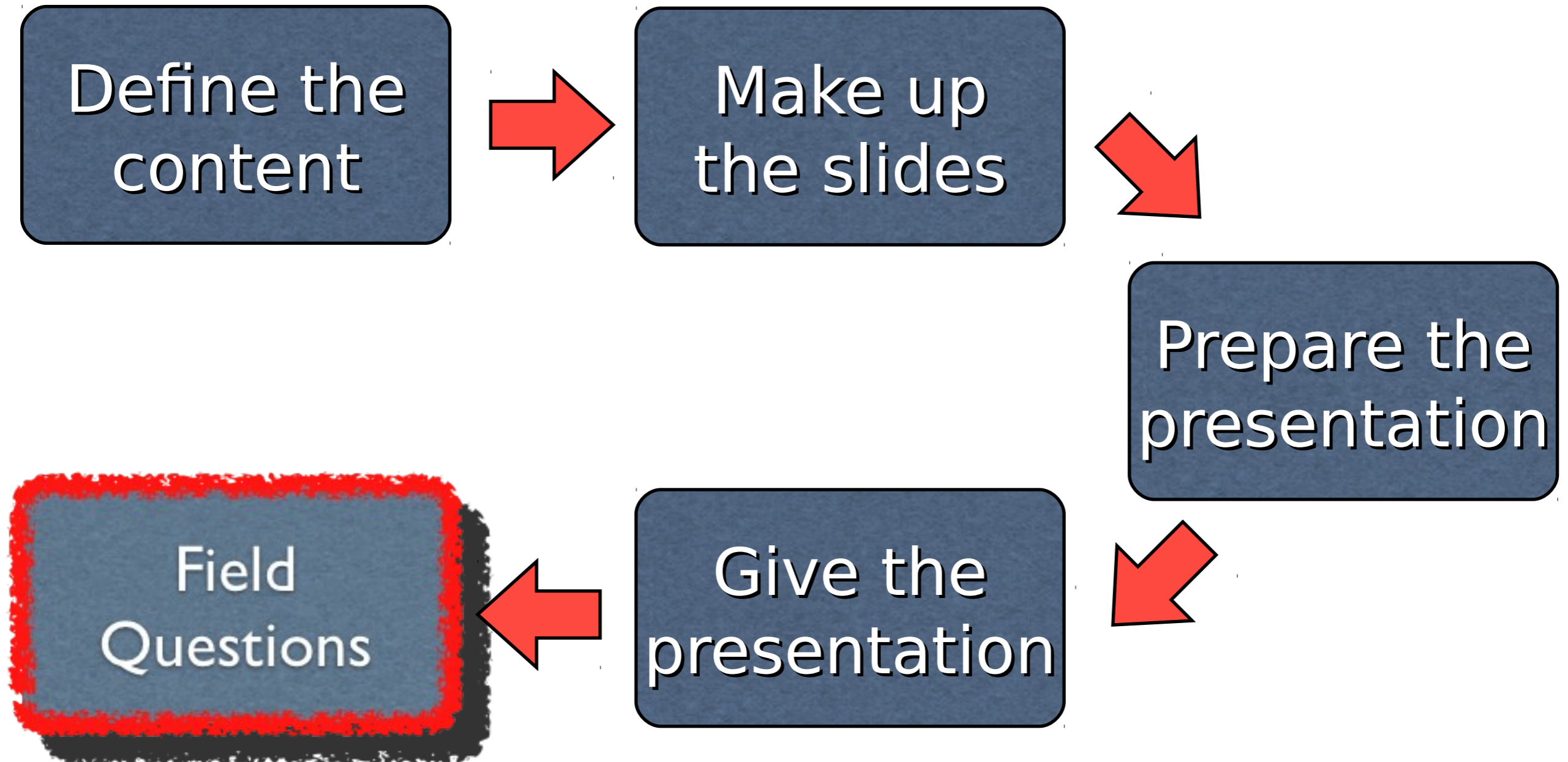
# Discussing Previous Work

- ▶ Do not disparage previous work
  - ▶ You don't know who's in the audience
- ▶ Be diplomatic: “The work by X et al. was interesting. In this work we go further...”
- ▶ Take the “standing on the shoulders of giants” attitude
  - ▶ Even if you actually despise previous work

# Ending the Talk

- ▶ You want to make sure the audience knows your presentation is over
  - ▶ Don't make it look like it's over and then keep adding "just one more thing"
- ▶ Saying "Thank You" at the end isn't a bad idea at all
- ▶ The typical sequence:
  - ▶ "thank you"
  - ▶ applause
  - ▶ questions
- ▶ Saying "thank you and are there any questions?" can lead to an awkward situation

# The Process



# Fielding Questions

- ▶ **Fielding question is difficult**
  - ▶ Becoming good at it takes a lot of experience
  - ▶ During your practice talk, ask your peers to ask as many questions as possible
- ▶ You need to be focused
  - ▶ Inexperienced speakers are SO relieved to be done with the presentation that their brains completely shutdown before questions are asked
  - ▶ The questioner is in the back of the room, the question is poorly formulated, and the questioner has an outrageous French accent

# How to Find Focus

- ▶ It is very common to be stressed, to misunderstand the question, give a 5 minute answer, and then have the questioner say: “that wasn’t my question”
- ▶ Solutions: repeat the question for the audience
  - ▶ Not everybody has heard the question anyway
  - ▶ Gives you time to understand the question and think of an answer
  - ▶ Give the questioner a chance to tell you if you haven’t understood the question

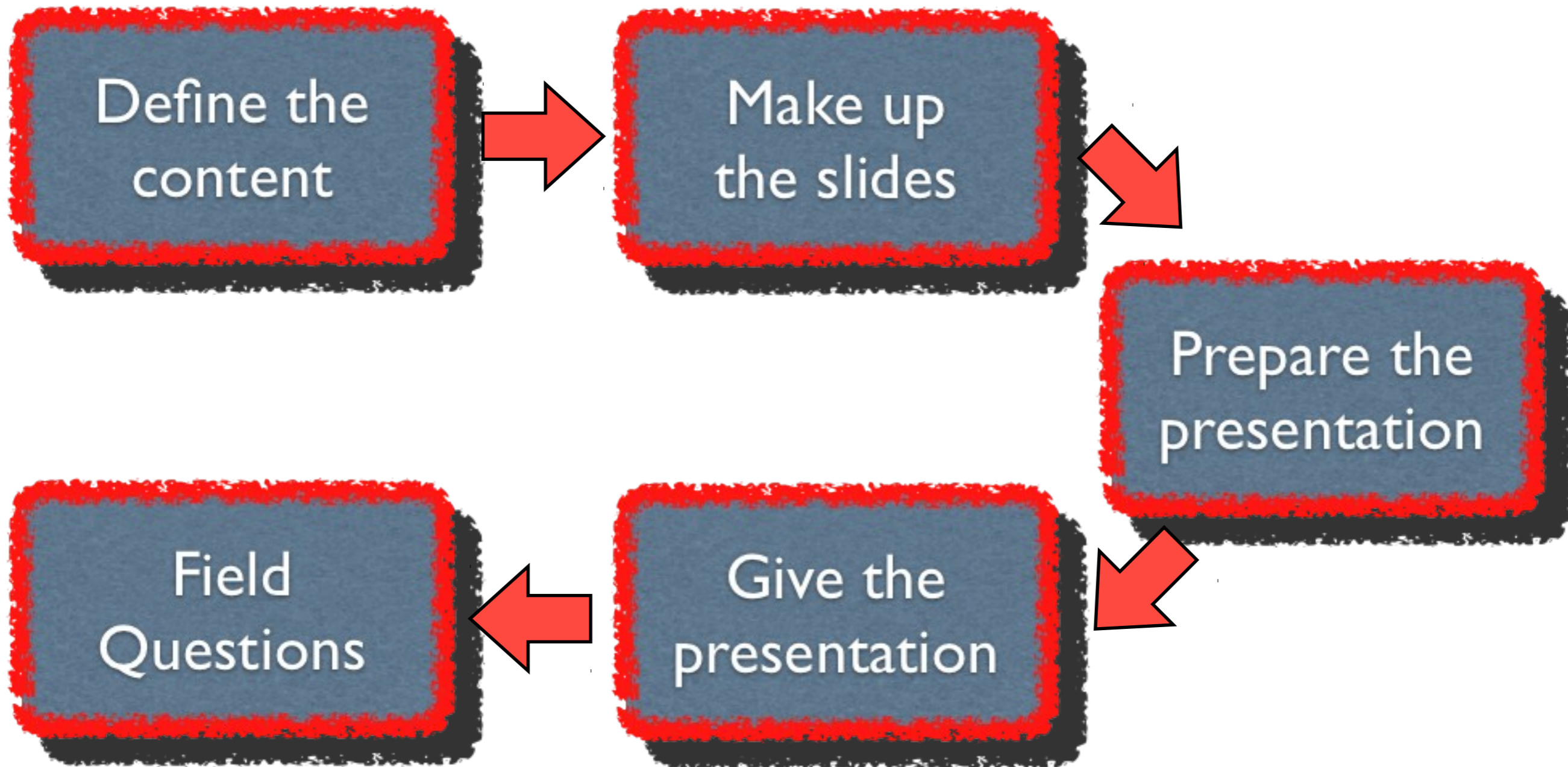
# Controlling Questions

- ▶ Avoid lengthy exchanges
  - ▶ Especially if confrontational
  - ▶ Remember that questions can be taken off-line
  - ▶ The session chair should help
- ▶ Answering “I don’t know” or “we haven’t done that” is OK
  - ▶ And don’t apologize for it
- ▶ If the answer is “it is not known” do not answer “I don’t know”!!

# Simple Answers

- ▶ Give the simpler answer first
- ▶ Otherwise, it will look like you're trying to fake it because you're clueless
- ▶ Worse: after 5 minutes of complex answer, the questioner will then say a sarcastic "so, you're saying the answer to my question is... 'yes'?"
- ▶ If the questioner asks more details, then fair enough

# The Process





# Take Heart

- ▶ There are so many terrible speakers that doing a little can get you **WAY** ahead of the pack
- ▶ Your talk  $\#n+1$  is better than your talk  $\#n$  with probability  $\sim 1$
- ▶ In the end people will remember your work, not your first talk
  - ▶ Thankfully nobody remembers my first talk!

# Conclusions

- ▶ Your talk should be an advertisement for your paper, not a replacement for it
- ▶ Practice your talk
- ▶ Things will only get better from here on
  
- ▶ Other questions? thoughts? experiences?