#### ECEN 478: Senior Design

#### **ECEN 478**

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North Carolina A & T State University

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"Nothing should be explained in such a way that it cannot be understood by an intelligent 12-year-old", Albert Einstein.



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- You will be required to make presentations in your academic and professional career count on it!
- Those who express themselves well:
  - are held in high regard by their peers
  - tend to advance more quickly in their careers than those who don't regardless (almost) of your technical expertise.

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By the end of this chapter, the reader should:

- Understand how people evaluate oral presentations.
- Understand common elements of a technical presentation.
- Be able to assemble an effective presentation.

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In the first seven seconds of meeting you, people generally form subconscious opinions on your:

Income level

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- Income level
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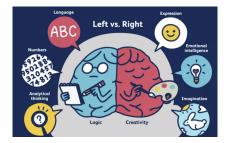
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# Left and Right Brain

• Right brain thinking is intuition and emotion and left brain thinking is logic and reasoning.



 Researchers have demonstrated that right-brain/left-brain theory is a myth, yet its popularity persists

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• Verbal: What you say, content of what comes out of your mouth.

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3 Vs should contribute equally for an effective talk

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# 3 V's of Giving a Talk

- A study on the impact of the 3 V's found the following percentages:
  - Verbal: 7 %
  - Vocal: 38 %
  - Visual: 55 %
- My guess: the impact for engineers is different.
- **Conclusion:** People pick up on vocal and visual cues more than verbal what you are saying.

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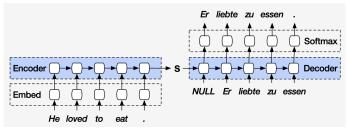


We designed an automatic translation system based on sequence to sequence neural networks that improved the state-of-the-art accuracy to 97%

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#### Example 2

- We designed an automatic translation system from English to German
- Our system is based on sequence to sequence neural network architecture



• We improved the state-of-the-art accuracy to 97%

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#### Preparing for the Presentation

- Before you start putting the presentation together, plan your strategy (creativity, brainstorming).
- Design it! You are telling a story.



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Analyze your audience

• What are they interested in?



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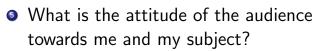
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- What don't they know?
- What is the attitude of the audience towards me and my subject?



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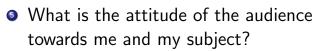


• What are the values of my audience?



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What is the attitude of the audience towards me and my subject?

What are the values of my audience?
 Remember credibility - you must have their interest at heart - not yours!

 Identify the main points in that you want to get across.

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#### **Determine Main Points**

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- If they learn nothing else, what do you want people to walk away with?

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- Emphasize **3 main points** in your talk. Research supports that people forget more than that.

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- Structure your presentation to support these points.

# Formula for Success

# A Formula for Successful Presentation

- Know the subject (substance does matter!)
- In Know the audience
- Image: Prepare

# The Conventional Wisdom

- Tell them what you are going to tell them. (Introduction)
- It to them. (Body)
- Conclude by telling them what you just told them. (Conclusion)

# The introduction

Absolutely critical that your introduce the material well:

- "Nothing should be explained in such a way that it cannot be understood by an intelligent 12-year-old", Albert Einstein.
- Einstein's statement is especially important in the Introduction. Take time to explain the problem in simple terms.
- If the audience does not understand it from the beginning, they tune you out!

- Goal: Interest the audience
  - Rhetorical questions

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- Answer the what? Why? And why person should listen?
- Use a joke (if you are good and brave)



• Organize it to support those main points.

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  - Use analogies for complex material.



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- Motivate people to action -i.e. we better implement this!
- OR motivate them to future research.
- OR explain to them what the next things you are going to address are.

#### General Advice

# "Power Corrupts PowerPoint Corrupts Absolutely!" Edward Tuft (Yale Professor)

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- Do use PowerPoint to introduce bullet items one at a time. This helps keep you on track with your discussion.

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## Equations & Derivations

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- Every equation has its own story, it is your job to tell its story.

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- "It is a capital crime to exceed the allotted time". James Garland.
  - This is a sure way to make your audience unhappy, especially if there are presentations following yours.

# Time Constraints (Cont)

• Rule-of-thumb: take the length of time in minutes that you have and divide it by 2. That is a rough estimate of how long you have.

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- Rule-of-thumb: take the length of time in minutes that you have and divide it by 2. That is a rough estimate of how long you have.
- How would you describe all the material you know about Physics or Marketing Theory you know in 10 minutes or 2 hours?



• Experience counts: practice, practice, practice.

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#### Preparation

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- BUT do not over-prepare to the point of becoming scripted. Then you sound like the dreaded "canned talk".
- Practice talk the night before the presentation, not right before the talk. Only do a brief review of them right before the talk.

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- Don't let that happen by being knowledgeable about your subject.
- We live in a world of ideas TOUGH QUESTIONING IS ULTIMATELY GOOD FOR YOU AND THE FIELD.

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- If you can't answer, admit it don't B.S.
- Offer to discuss it after presentation if you just can't answer it.

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- Chalkboard is great in response to an "unexpected question". Bonus points for knowing the material so well that you can go to the board and answer the question.
- Extra slides

# Sincerity: Don't over use the secrets. It may help in some situations, but it will eventually catch up to you.

Know your stuff and be sincere with what you are saying and with your audience.

## Project Application: Design Presentation

- Table 12.1 describes items to include in different design project presentations.
- Table 12.2 is a checklist to apply when preparing a presentation.



- Prepare for your presentation identify the important points.
- Analyze your audience and address their needs. Organize.
- Teach don't do a data dump.
- Practice.
- Be ready for questions.
- Go out there and make your work what people remember!

#### References

 Ford, Ralph Michael Coulston, Chris S - Design for electrical and computer engineers theory, concepts, and practice-McGraw-Hill (2008)

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