

# How We Present Ideas in an International Arena in English?

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## During presentation

# **1. Never show your back to the audience!**

**2. Watch the eyes of audiences and sweep  
from time to time!**

### **3. Don't talk too rapid!**

It might be appropriate speed if you feel it too slow.

**4. Take a pose for audience to be able to think!**

**Start presentation**

**5. Say some gratitude and positive words  
after you are introduced!**



## **6. Attract audience by impressive title!**

How to Present Ideas

vs.

How We Present Ideas?

## **7. Attract audience by changing standing point occasionally!**

## **8. Try a rather small voice to attract attention!**

in addition to **an efficient "pause"** as already mentioned.

## About slides:

## **9. Do not put multiple concepts in one frame!**

**10. Give page number to each page!**

## **11. Use different colors effectively but not many!**

## **12. Visualize as much as possible!**



## Time for presentation

**13. Don't be longer than assinged time!**

## Preparation till presentation day

## **14. Rehearse a lot!**

## Important things as audience

## **15. Give a nodding agreement!**

when speaker looks at your eyes.

## Questions & answers after your presentation

**16. Make Question/Answer simple enough  
to be intelligent!**

Q & A is not a good chance to speak more?



**17. Praise the speaker briefly  
before you ask a question!**

e.g.

”Thank you for your stimulating talk!”

**18. Try to accept the question  
even if you don't like it!**

Not to try a strong refute!

## A bad example of frame

## How do you like this page?

- Never show your back to the audience!
- Watch the eyes of audiences and sweep from time to time!
- Don't talk too rapid!
- Take a pose for audience to be able to think!
- Say some gratitude and positive words after you are introduced!
- Attract audience by impressive title!
- Attract audience by changing standing point occasionally!

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## II. Ten Presentation Techniques by Carmine Gallo

Learned from the keynote at Apples Worldwide Developers Conference in 2013

(<http://www.forbes.com/sites/carminnegallo/2013/06/11/ten-presentation-techniques-you-can-and-should-copy-from-apples-wwdc-keynote/>)

# **1. Stick to one theme per slide!**

## **2. Make data visual!**

Data is more memorable when its visually interesting.

### **3. Always avoid bullet points!**



## **4. Share the stage!**

## **5. Stick to the 10-minute rule!**

## **6. Have a chip on your shoulder every now and then!**

Your audience appreciates passion and emotion once in a while.

**7. Create a Twitter-friendly headline and repeat it twice!**

## **8. Practice. A lot!**

## **9. Show your team some love!**

## **10. Make your presentations public!**

### **III. Guy Kawasaki's 10-20-30 Rule**





## 10 Slides

Keep your slide less than 10.

No more, no less.

Personally, I like a bit more, but 10 is a great starting point.

## **20 Minutes**

Try to keep your talk short.

There is absolutely no reason to speak beyond 20 minutes.

If you can't, you probably have no idea how to land the plane  
on your key points.

## **30 Point Font**

Use big text!

Don't be afraid font of 350 point or even larger!

Don't use 30 point or less.

## **IV. Be Original**

## An example seen everywhere nowadays

The rest of the paper is organized as follows. Section 2 reviews the basic notions about crisp and fuzzy relations. Some novel uncertainty measures are presented in Section 3. Then, two applications (diversity for multiple classifiers systems and granularity for granular computing) of the proposed measures are given in Sections 4 and 5, respectively. Section 6 presents a greedy algorithm for numerical feature selection and experimental results. Finally, Section 7 concludes the paper. (In an Introduction of lots of papers as examples.)

## **Also everywhere in CFP's**

Topic includes, **but not limited to, .....**

## **Also in a conference OHP**

Content of this talk .....



**Power Point vs. LaTeX + pdf!**  
or  
**Prezi**

## **V. Introduction - Development - Turn - Conclusion**

# Introduction

What for?

Why?

How? ...

etc.

## Development

Because ...,  
For example ...,  
In fact ...  
etc.

## Turn

By the way ...

You might try an elaborate joke.

# Conclusion

As I have told ...

In conclusion ...