



Proseminar - Grafik, Computer Vision  
und Maschinelles Lernen

Seminar - Fortgeschrittene Themen aus  
Computer Graphik und Computer Vision

## What we expect

- A 2-minute FastForward from everyone
  - 9.11. (Submission deadline 5.11.)
- Written summary (4-6 / 6-8 pages)
  - 7.12. (Submission deadline 30.11.)
  - Peer-reviewed
  - Updates until end of December
- A presentation about your paper(s)
  - 20 Minuten
  - 10 Minuten Q&A
  - such that everyone in the audience understands the paper's contents
  - Talk to me about your presentation individually 2 weeks in advance
- Participate in Q&A + discussions

## FastForward

- < 2 Minutes!!!!
- Max 2 slides
  - What is the paper about?
  - What are the notable results?
  - What is the key idea / concept for getting the results?
- Mail slides until 5.11. to
  - [Christian.Fuchs@graphics.uni-tuebingen.de](mailto:Christian.Fuchs@graphics.uni-tuebingen.de)

[Edwards 1998]

## How To Give a Talk?

The speaker approaches the head of the room and sits down at the table. (You can't see him/her through the heads in front of you.) S/he begins to read from a paper, speaking in a soft monotone. (You can hardly hear. Soon you're nodding off.) Sentences are long, complex, and filled with jargon. The speaker emphasizes complicated details. (You rapidly lose the thread of the talk.) With five minutes left in the session, the speaker suddenly looks at his/her watch. S/he announces — in apparent surprise — that s/he'll have to omit the most important points because time is running out. S/he shuffles papers, becoming flustered and confused. (You do too, if you're still awake.) S/he drones on. Fifteen minutes after the scheduled end of the talk, the host reminds the speaker to finish for the third time. The speaker trails off inconclusively and asks for questions. (Thin, polite applause finally rouses you from dreamland.)

## How to Give a Talk

### Style

- talking
- body language
- slide layout
- animations
- timing

### Content

- focus on main points
- details only if significant
- summary at beginning and end

## Your Appearance / Attitude

### Dos

- Talk
- Stand / Move
- Tension
- Speak loudly and clearly
- Vary the pitch
- Breathe normally
- Make eye contact with the audience
- Talk to the audience
- Match the dress code

### Don'ts

- Read
- Sit / Stand still
- Be relaxed / tired
- Whisper, mumble
- Speak in a monotone
- Moan, snuffle, ...
- Stare at the podium
- Talk to the screen
- come in your ugliest jeans to an application talk

## Your Technical Appearance

### Dos

- Be prepared / on time
- Bring a backup
- Know your PowerPoint / hardware / room
- Never be surprised by how your slides behave
- Finish on time (or 2 minutes early)
- Rehearse
- Turn off your cell phone, wireless and updates

### Don'ts

- Start searching for your presentation
- Risk a broken laptop
- Explore its features during the talk
- “Oh, where did this slide go. This video used to work.”
- Force your audience to suffer with you over time
- Improvise on your slides
- Receive your mother's call

## The Audience

### Dos

- Respect the audience's condition
- Match the audience's level of expertise/language
- (Re-)introduce important basics
- Explain the individual parts of very few equations
- Keep them entertained (a good talk will be talked about)

### Don'ts

- Don't care about, darkness, noise, tiredness, ...
- Talk jargon
- Assume everybody knows everything at all times
- Show a bunch of equations without explanation
- Bore them



## Interaction / Answer questions

### **Dos**

- Ask for questions
- Be prepared to answer them (extra slides)
- Answer questions politely (even if asked aggressively)

### **Don'ts**

- Assume you have said everything
- Know nothing except your talk
- Interrupt questions from the audience

## Broadcast Your Vision

### Dos

- Sell
- You are the expert
- Be excited
- It is your chance
- Order your thoughts
- Focus on the main arguments (details only if fun/clever/necessary/easy to grasp)

### Don'ts

- Recite
- Think the others know so much more than you
- You feel like given this talk for the hundredth time
- Don't let it go by
- Be confusing
- Get lost in details

## The Content

### Dos

- Structure
- Overview / Outlook  
(raise anticipation)
- Introduce your topic early
- Make sure that your main points get across
  - emphasize
  - timing/pace/pitch/break
  - repeat
- Summarize  
(carry-home points)

### Don'ts

- Unordered slide collection
- Surprise the audience with your structure
- Leave the topic to the end
- Monotonous flow
- End with the last technical slide

## Difficult Content

### Dos

- Concentrate on “What” less on “How”
- Use visual aids (images/sketches)
- Focus on the main equations only
- Explain the individual parts of equations
- Use animations for complex algorithms

### Don'ts

- Explain how you have managed to pack 9bits in 8.
- Write long sentences explaining every bit
- Show no/all equations from paper
- Show them and go to next slide
- Print the source code

## Your Slides

### Dos

- Keep every slide simple
- Don't produce too many slides
- Check for typos
- Link Videos
- Be polite

### Don'ts

- You need to press all your content into ten slides
- 15 seconds a slide is doable
- Ceck for Tipos
- Leave PowerPoint for each video
- Swear words

## The Layout

### Dos

- Avoid Visual Clutter
- Bright background  
(keeps people awake)
- Respect boundaries
- Minimize the set of fonts  
and font sizes
- Use bullets/numbering  
where required
- Use animations when it is  
useful

### Don'ts

- Have a lot of background noise
  - Dark background is sometimes  
tiresome
  - see below
  - This *text* is **fun** to **read**
- Don't stick to any
- rule
  - Animations are great

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## Summary

A good talk needs careful preparation  
Get your main points across  
Rehearse your style and timing  
Learn from the best

Reference: How to Give an Academic Talk: Changing the Culture  
of Public Speaking in the Humanities [Paul N. Edwards 1998]