



Μεθοδολογία παρουσίασης δεδομένων και συγγραφής της διατριβής

Powerpoint I

Διάλεξη 4

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SUBJECT: How NOT to Give Talks

Will Hopkins PhD



SLIDES AND OVERHEADS

1. Use lots of slides and overheads. A rule of thumb is one for each 10 seconds of time allotted for your talk. If you don't have enough, borrow the rest from the previous speaker, or cycle back and forth between slides and overheads



SLIDES AND OVERHEADS

2. Put as much information on each slide and overhead as possible. Graphs with a dozen or so crossing lines, tables with at least 100 entries, and maps with 20 or 30 units are especially effective; but equations, particularly if they contain at least 15 terms and 20 variables, are almost as good. A high density of detailed and marginally relevant data usually preempts penetrating questions from the audience.



SLIDES AND OVERHEADS

3. Use small print. Anyone who has not had the foresight to either sit in the front row or bring a set of binoculars is probably not smart enough to understand your talk anyway.



SLIDES AND OVERHEADS

4. Use figures and tables directly from publications. They will help you accomplish goals 2 and 3 above and minimize the amount of preparation for the talk. If you haven't published the work, use illustrations from an old publication. Only a few people in the audience will notice anyway.



SLIDES AND OVERHEADS

5. Make sure at least one slide and overhead is upside down or sideways. This relieves tension in the room.



PRESENTATION

1. Don't organize your talk in advance. It is usually best not even to think about it until your name has been announced by the session chair. Above all, don't write the talk out, for it may fall into enemy hands.

Actually, if you want to give a **truly memorable** presentation, WRITE OUT THE ENTIRE TALK word for word -- and read from the script in as close to a monotone voice as you manage. This method is especially effective right after lunch.]



PRESENTATION

2. Never, ever, rehearse, even briefly. Talks are best when they are given spontaneously with thoughts organized in a random fashion. Leave it as an exercise for the listener to assemble your thoughts properly and make some sense out of what you say.



PRESENTATION

3. Discuss each slide and overhead in complete detail, especially those parts irrelevant to the main points of your talk. If you suspect that there is anyone in the audience who is not asleep, return to a previous slide and discuss it again.



PRESENTATION

4. Face the projection screen, mumble, and talk as fast as possible, especially while making important points. An alternate strategy is to speak very slowly, leave every other sentence uncompleted, and punctuate each thought with "ahhh," "uhhh," or something equally informative.



PRESENTATION

5. Wave the light pointer around the room, or at least move the beam rapidly about the slide image in small circles. If this is done properly, it will make 50% of the people in the front three rows (and those with binoculars) sick.

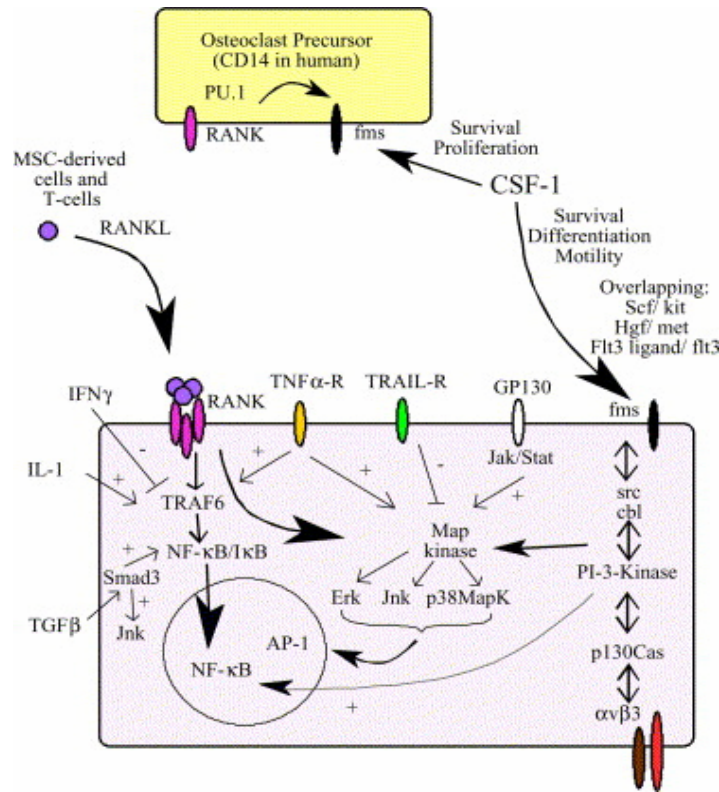
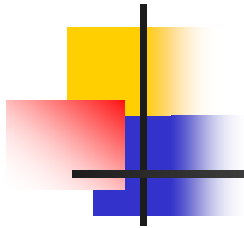


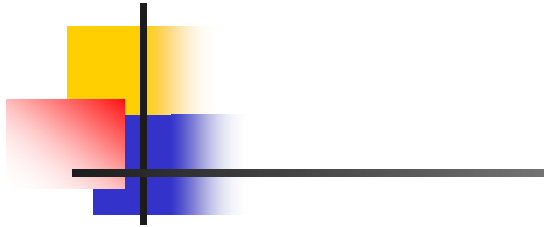
PRESENTATION

6. Use up all of your allotted time and at least half, if not all, of the next speaker's. This avoids foolish and annoying questions and forces the chairman to cut short the following speaker's time. Remember, the rest of the speakers don't have anything important to say anyway. If they had, they would have been assigned times earlier than yours.



Powerpoint I







Design – χρώματα

- Λευκό
- Μαύρο
- Μπλέ
- Κόκκινο



Slide Layouts

- Χρησιμοποιήστε τα
- Από
- Την αρχή
 - Επίσης χρησιμεύουν στα animations



Slides

- Title: include collaborators and funders.
- Next slides: e.g. background, research question, methods, results, summary.
- Don't waste a slide on the above list.
- A relevant joke slide is OK.
- How many slides? Count on about 1-2 minutes per slide.
- Use duplicate slides rather than back track to a previous slide.



The Slides - Tables and Figures

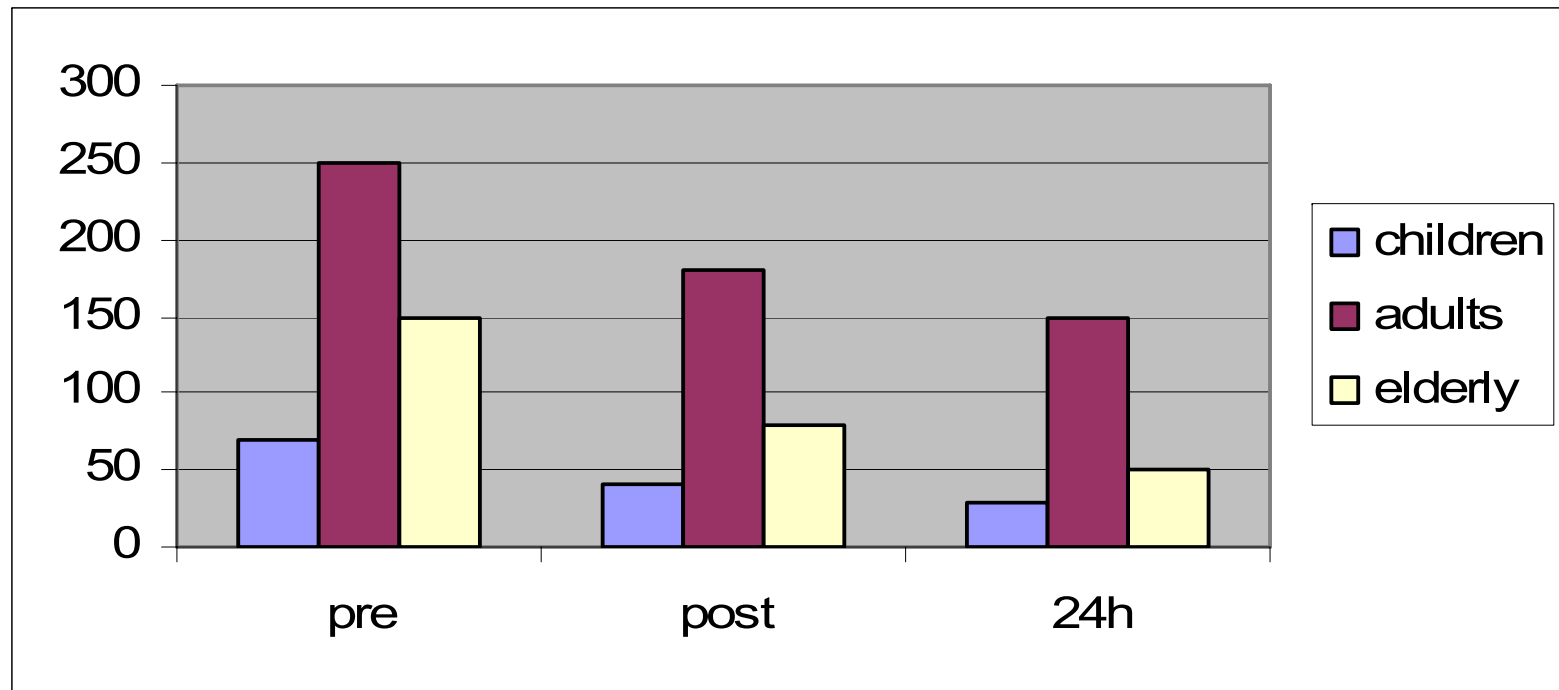
- Never copy them 1:1 from a paper. Enlarge or redraw.
- Include a title.
- Use a bare minimum of digits.
- Include SDs, not SEMs.
- Use * and ** rather than *P* values.
- Avoid test statistics (t , F , c^2).



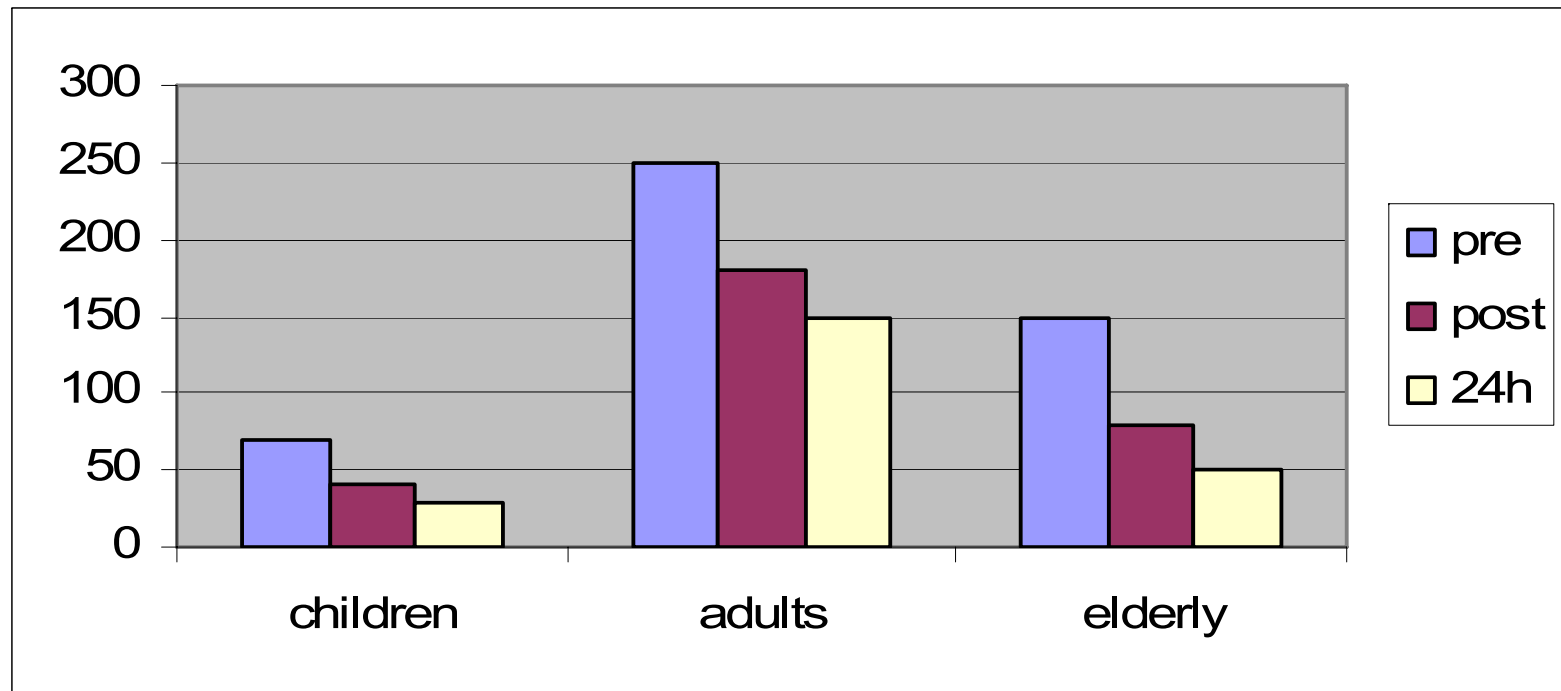
Έκκεντρη ροπή τετρακεφάλου

	Pre	Post	24h
Children	70 ± 5	40 ± 8	30 ± 3
Adults	250 ± 10	180 ± 14	150 ± 4
elderly	150 ± 10	80 ± 7	50 ± 8

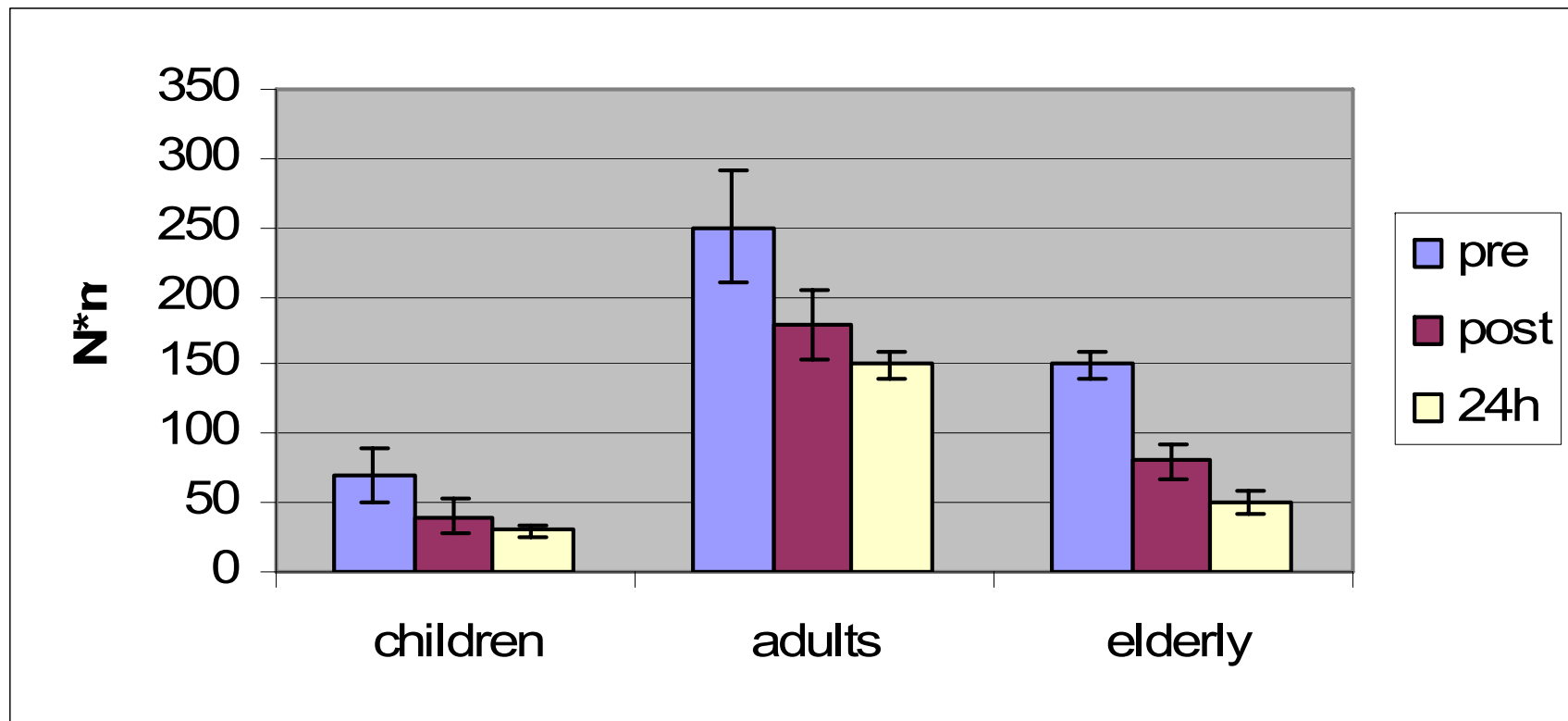
Έκκεντρη ροπή τετρακεφάλου 1



Έκκεντρη ροπή τετρακεφάλου 2



Έκκεντρη ροπή τετρακεφάλου 3





The Slides - Graphs

- Use graphs in preference to tables.
- Use the right kind of graph for the data.
- Label individual lines or bars rather than use a key.
- Use a bare minimum of ticks and numbers on axes.
- Use LARGE symbols on plotted points. Vary symbol shape for the colorblind.

This: ● ○ ▲ ▴ ■ □

Not this: ● ○ ● ○ ● ○ ● ○ ● ○

Αποτελέσματα Φάσης Ώθησης

- Οι προέφηβοι σε σχέση με τους ενήλικες είχαν μεγαλύτερους χρόνους στήριξης, μικρότερες μέγιστες γωνιακές ταχύτητες στις δύο αρθρώσεις και μικρότερες κάθετες ταχύτητες απογείωσης
- Οι λόγοι για τα παραπάνω ήταν η μικρότερη ενεργοποίηση αγωνιστών μυών, η μεγαλύτερη ενεργοποίηση ανταγωνιστών μυών και πιθανά λόγω μικρότερης κατανομής γρήγορων μυικών ινών και μειωμένης ικανότητας μεταφοράς ενέργειας από διαρθρικούς σε μονοαρθρικούς μύς
- (Prilutsky & Zatsiorsky, 1994; Davies, White & Young, 1983; Bosco et, al 1982; Mero et al, 1981; Komi & Bosco 1978)



Αποτελέσματα Φάσης Ώθησης

- Οι προέφηβοι είχαν
 - Μεγαλύτερους χρόνους στήριξης
 - Μικρότερες μέγιστες γωνιακές ταχύτητες στις δύο αρθρώσεις
 - Μικρότερες κάθετες ταχύτητες απογείωσης
 - Λόγω
 - Μικρότερης ενεργοποίησης αγωνιστών μυών
 - Μεγαλύτερης ενεργοποίησης ανταγωνιστών μυών
- Και πιθανά λόγω..
- Μικρότερης κατανομής γρήγορων μυικών ινών
 - Μειωμένης ικανότητας μεταφοράς ενέργειας από διαρθρικούς σε μονοαρθρικούς μύς

(Prilutsky & Zatsiorsky, 1994; Davies, White & Young, 1983; Bosco et al 1982; Mero et al, 1981; Komi & Bosco 1978)



Ομιλία

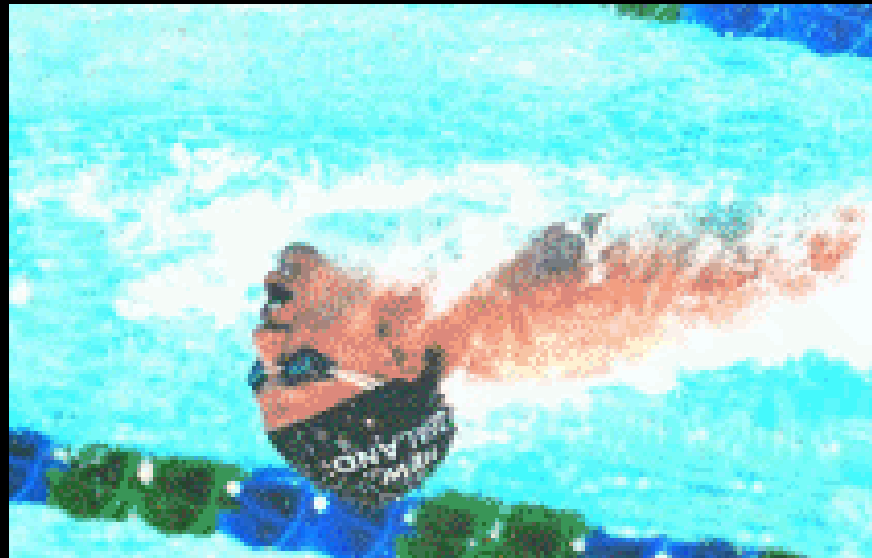
- Paint a big picture first, then zoom in on your little pixel.
- Impress by *in*forming, not *per*forming.
- You know more about the topic than most of the audience. Get down to their level.
- Avoid jargon, be colloquial, but be precise.
- A short relevant joke is great. Anything else is tedious.
- Never apologize.



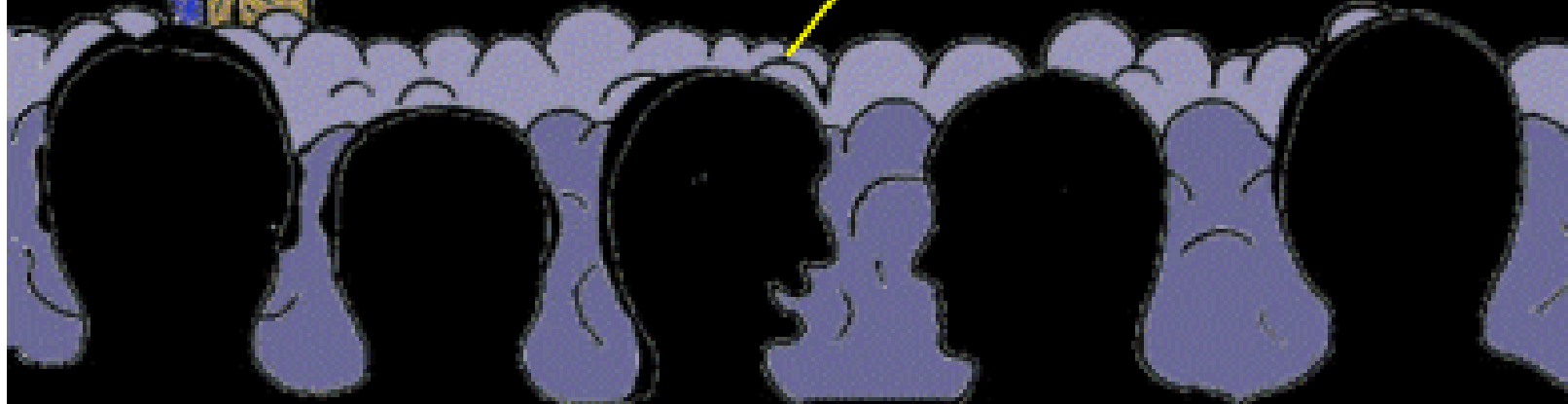
Ομιλία

- Relax... Who will care in 100 years time?
- Don't read out the title if the chair has.
- Avoid trivial opening remarks.
Get on with it.
- Don't read the talk verbatim!
Ad lib it from notes of the main points.

*And my next slide... uhhh...
is for our visitors from Down Under!*



Was that intentional?





Hardware

- Control the light pointer. Use both hands to limit shaking.
- Don't use the blackboard or whiteboard during the talk.
- For long intervals between slides, put the lights on, and turn off the projector or have a black slide.



Hardware 2

- Two projectors are for experts.
- Run different media in series, not in parallel.
- Make sure a video is ready to go with the touch of ONE button.