

# MAKING THE PITCH

Designing effective presentations

Eric Paulos

Founder/Director, **Hybrid Ecologies Lab** • Chief Learning Officer, **Jacobs Institute for Design Innovation**  
Director, **CITRIS Invention Lab** • Co-Director, **Swarm Lab** • **Berkeley Center for New Media** • **UC Berkeley**





# MAKING THE PITCH

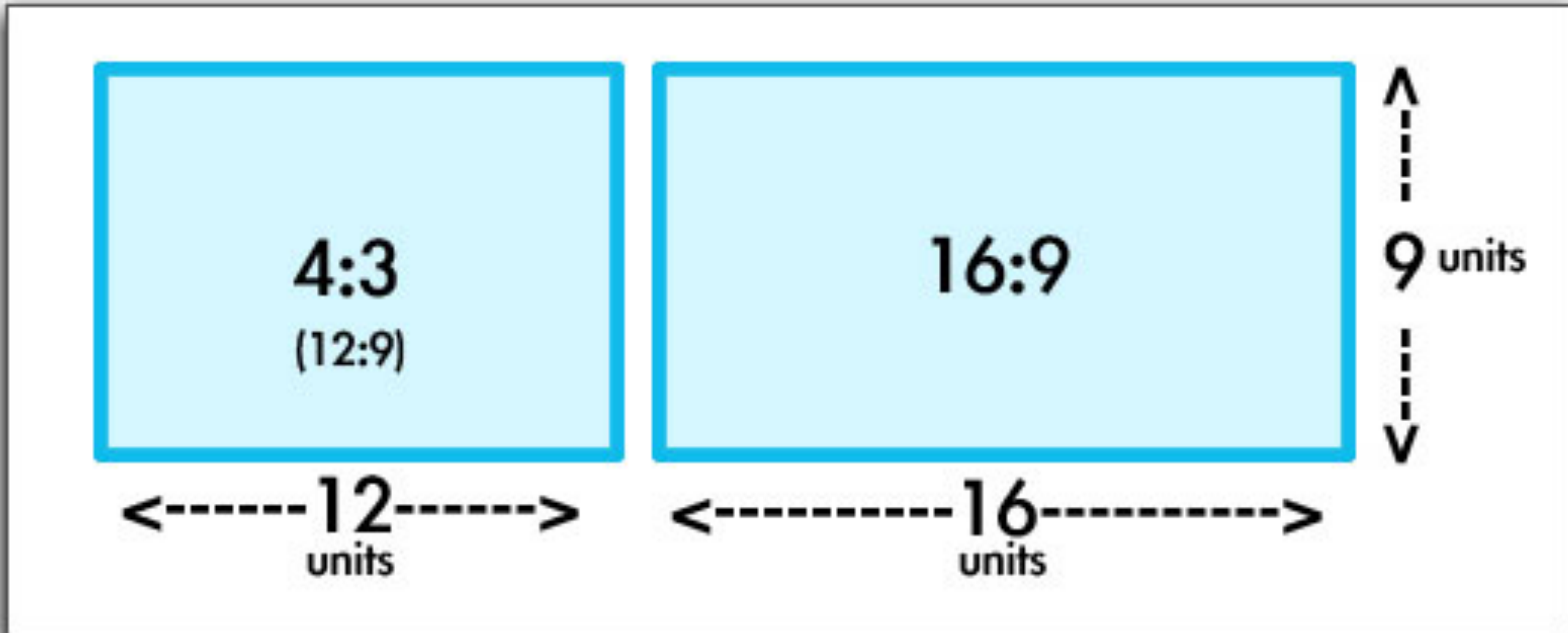
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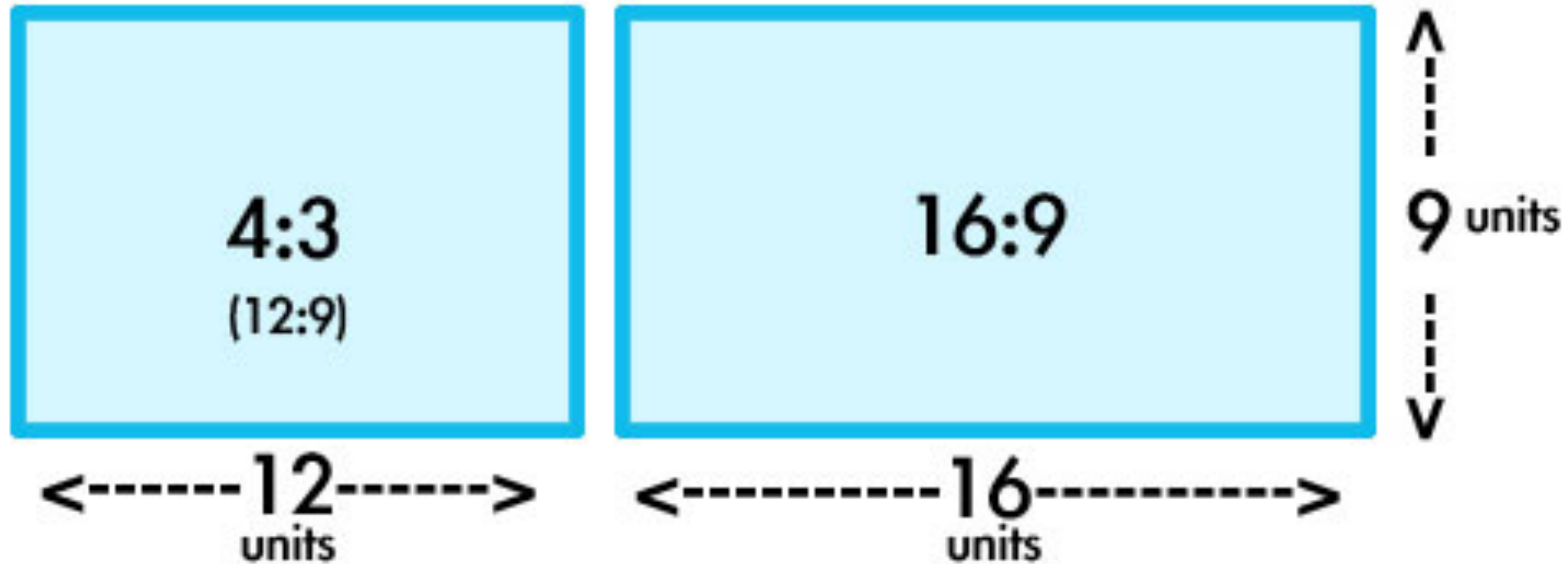
# USE WIDESCREEN



This means 16:9 aspect ratio rather than 4:3



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This means 16:9 aspect ratio rather than 4:3



# TYPOGRAPHY PLEASE

This is Helvetica Neue. Use Adobe Type Kit to select good typography and use it.

Nice if you also have a variety of weights to play with.

THIS DEMO IS **LIVE**

**DON'T BE AFRAID TO USE COLOR**

**EVEN DIFFERENT GREY COLORS CAN BE NICE**

**STAY AWAY FROM SATURATED COLORS**



# TYPOGRAPHY SIZE

Also watch font size.

In general stay > 30 point

This is 64 point

This is 48 point

This is 32 point

This is 30 point

This is 28 point

This is 24 point



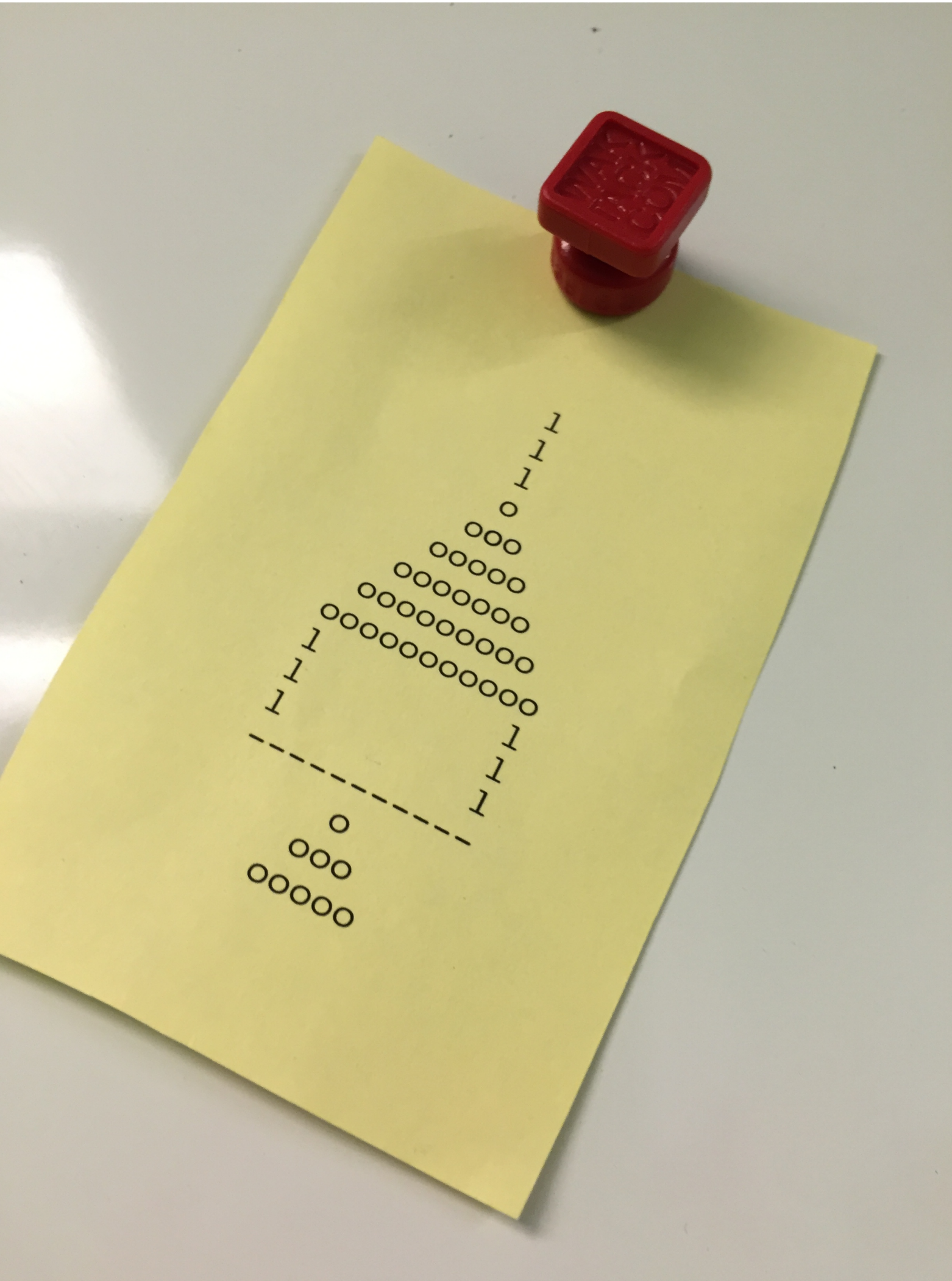
# WHAT IS YOUR GOAL?

What are the 1–3 key things you need to communicate?

What immediate action do I want from the audience I am pitching to?

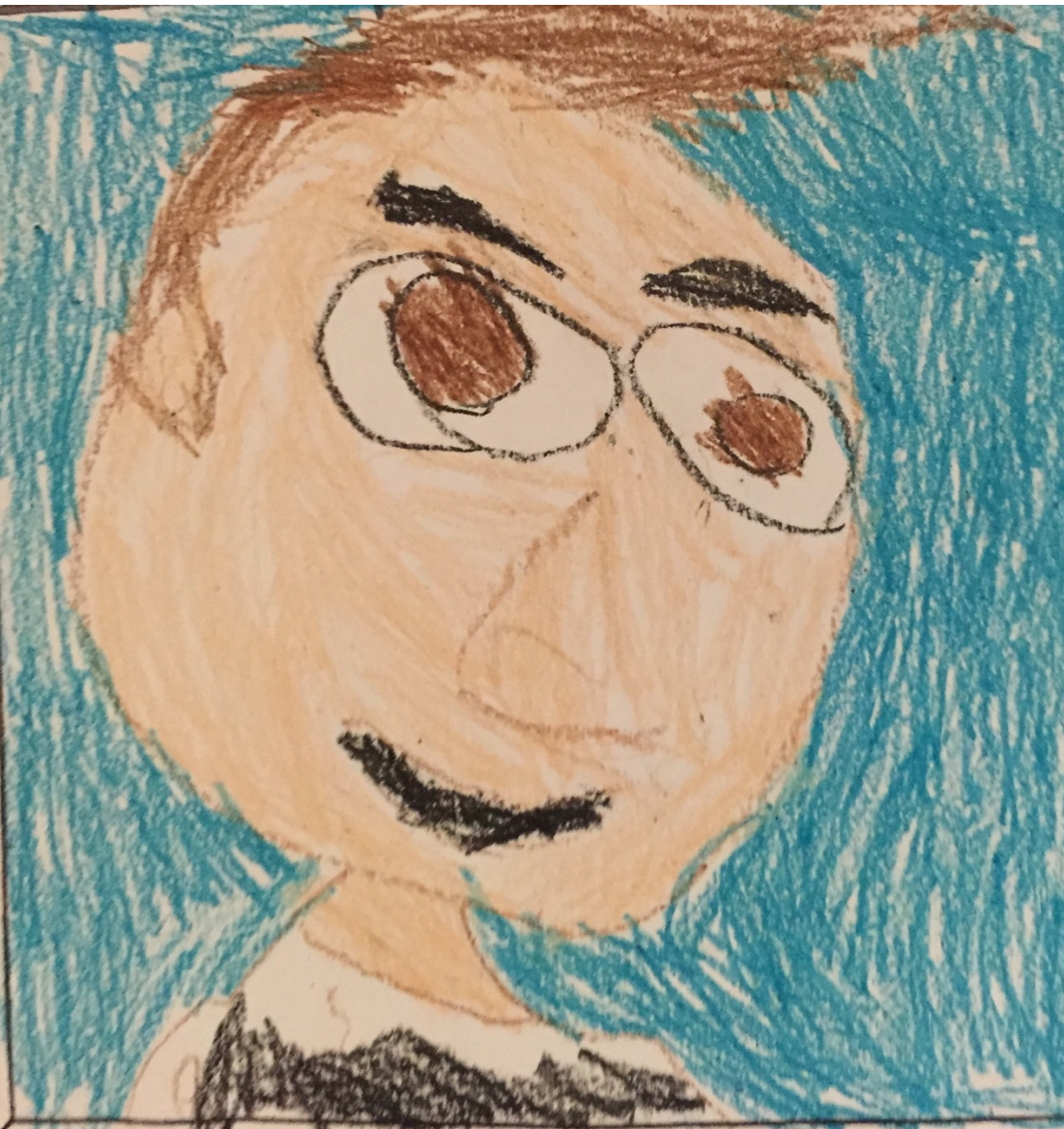
Why do I want this reaction?

What followup next steps are desired?





# WHAT IS YOUR GOAL?



Who am I in relationship to this pitch?

What is my role?

How do I want to be seen in the long term? ...my brand...my team

Every presentation is a chance for self promotion





# WHO IS THE AUDIENCE?

What do the different groups here want?

...in the short-term and the long-term?

What do they think about me, my team, my department ... prior to this presentation?



# WHO IS THE AUDIENCE?

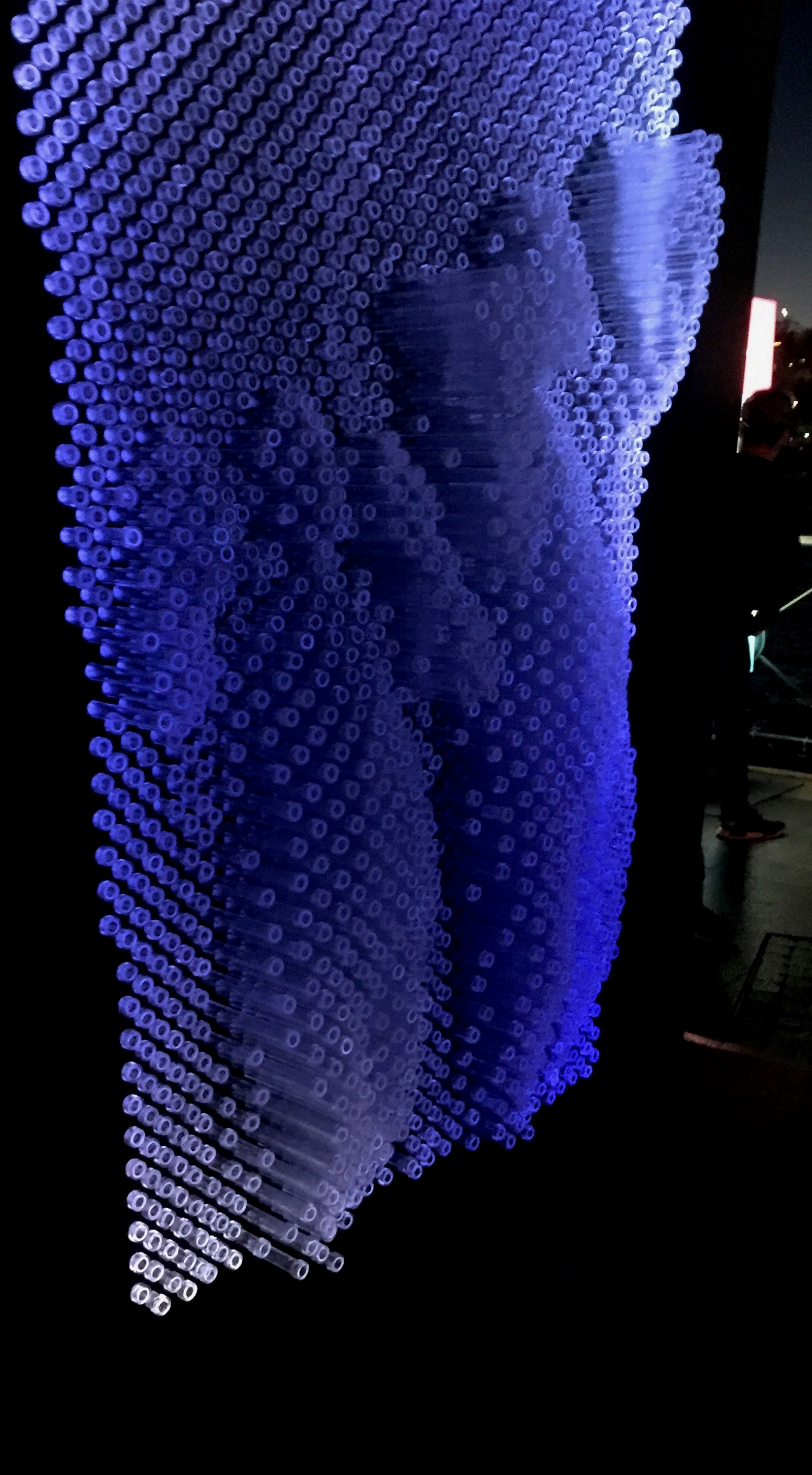


What will the initial reaction to my request be?

Are we going in the same direction or do I need to re-direct them?

Be the **right** person at the **right** time for the **right** audience





# FRAME THE PROBLEM

What is the problem or opportunity?

How real/big is it?

What might we do about this?

Do I have a plan?

How can I make them believe I have insights that are valid and novel?





# TECHNOLOGY

You are seen as technology experts

Do not struggle with your own tech

Bring a video adapter

Turn off screensaver

Disable chats and notifications

Play presentation full screen



# TECHNOLOGY

Test the audio

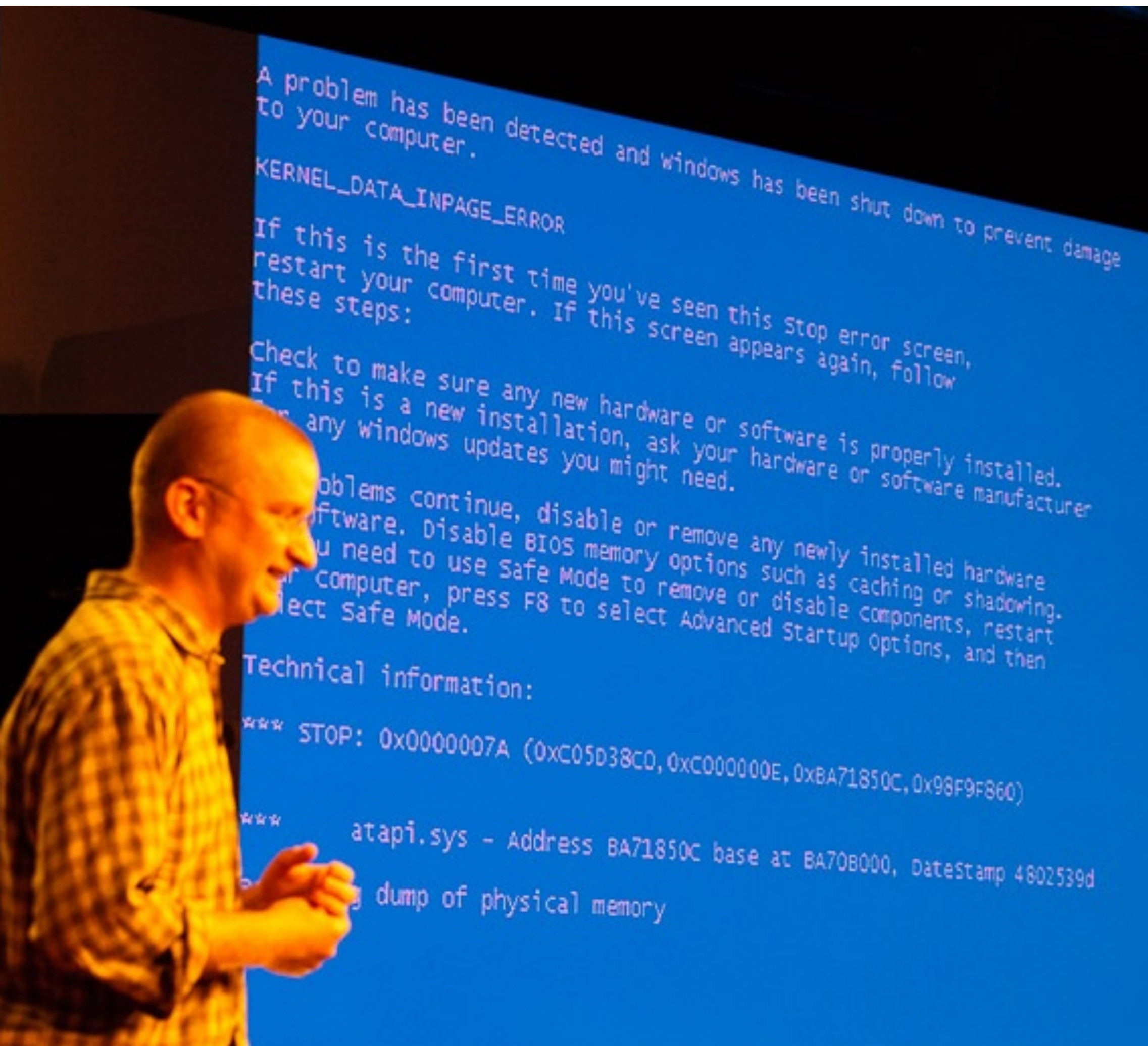
Test the screen resolution

Test color gamut

Test background images

Test demos

Have a backup plan





# TIMING

Rehearse

Too many people present as if seeing the slides for the first time

Look at audience

Extremely tight timing needs – use PechaKucha

20 slides 20 sec each auto advance = 6:40 min





# STRUCTURE

Introduce yourself

Introduce your team

Introduce your audience to each other

Give people “handles” for communicating





# MOTIVATION



Why should anyone care about what you are doing?



Make audience care by building on their personal experiences

Shared pain points and empathy

Make the audience care

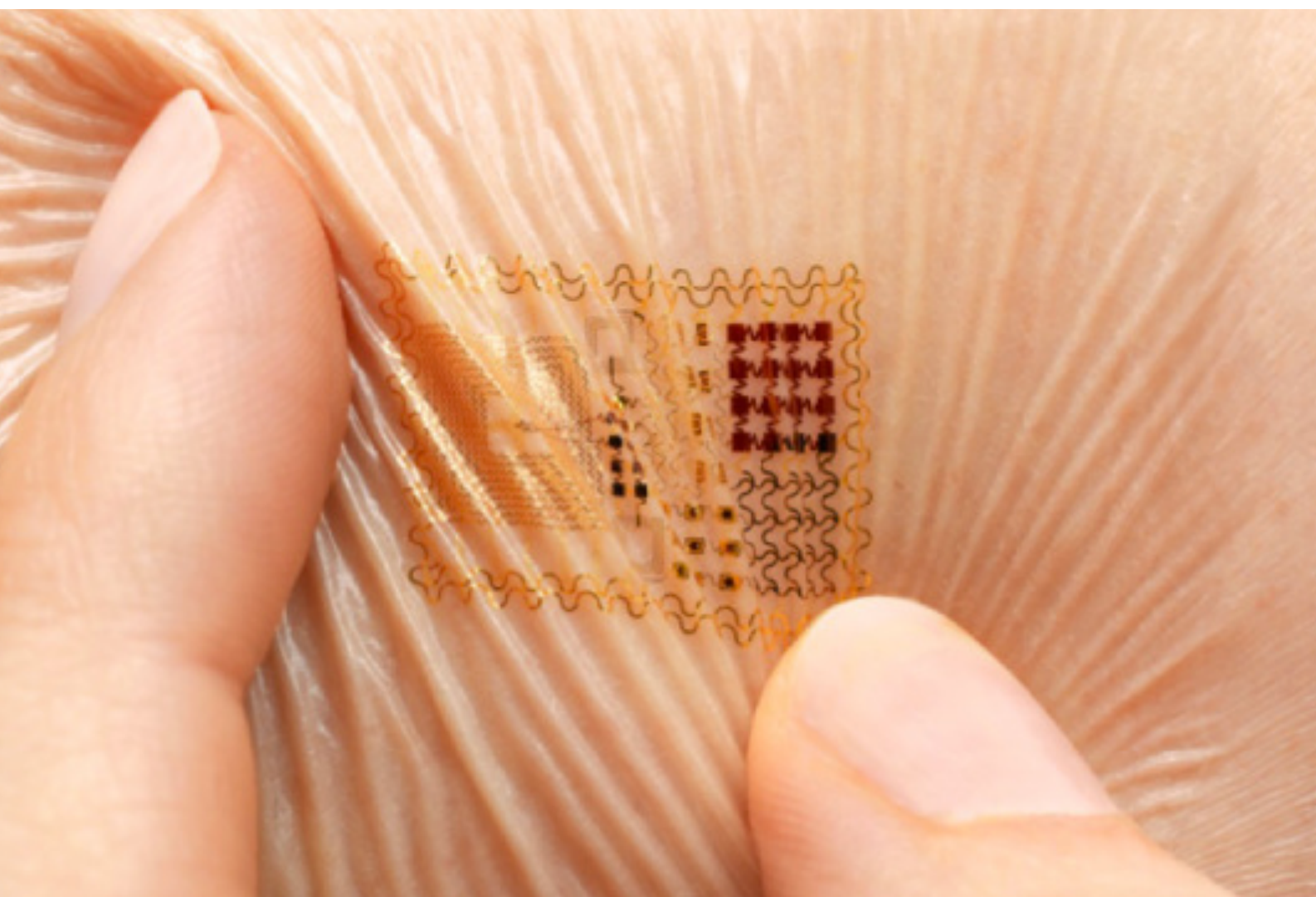


# EVIDENCE



Show what you did to build belief that the findings are real

Show what you **did not expect** to be true  
...the new insight  
...the new perspective



Make yourself seem brilliant ... show what you discovered that the audience could never have thought of





# EVIDENCE

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**HISTORY AS INSPIRATION**





# DRAMATIC ARCS

Divide pitch into sections of dramatic arcs

Slowly build and then release tension as you move from one section to the next

Not a chronological story

Not an accurate history of your actions

Use foreshadowing



# STORYTELLING

- **NEW:** Active hybrid protection with
- **NEW:** AutostartManager accelerates
- **NEW:** Completely re-engineered user
- **IMPROVED:** New BankGuard techn
- **IMPROVED:** Behavior monitoring p
- Hourly updates ensure that even new
- Resource saving thanks to fingerprint
- Additional real-time data compariso
- Recommended by gamers: Top pro
- Service Center: We are there to assi
- Protect your Android™ smartphone

Reveal design through stories

People cannot remember lists of features

People process information and connect  
via narrative





# STORYTELLING



Designers make artifacts

Transform these artifacts to tell your story

Show me ... don't tell me

Bring artifacts to pass out

Tell a story of use that ends with a **positive** outcome

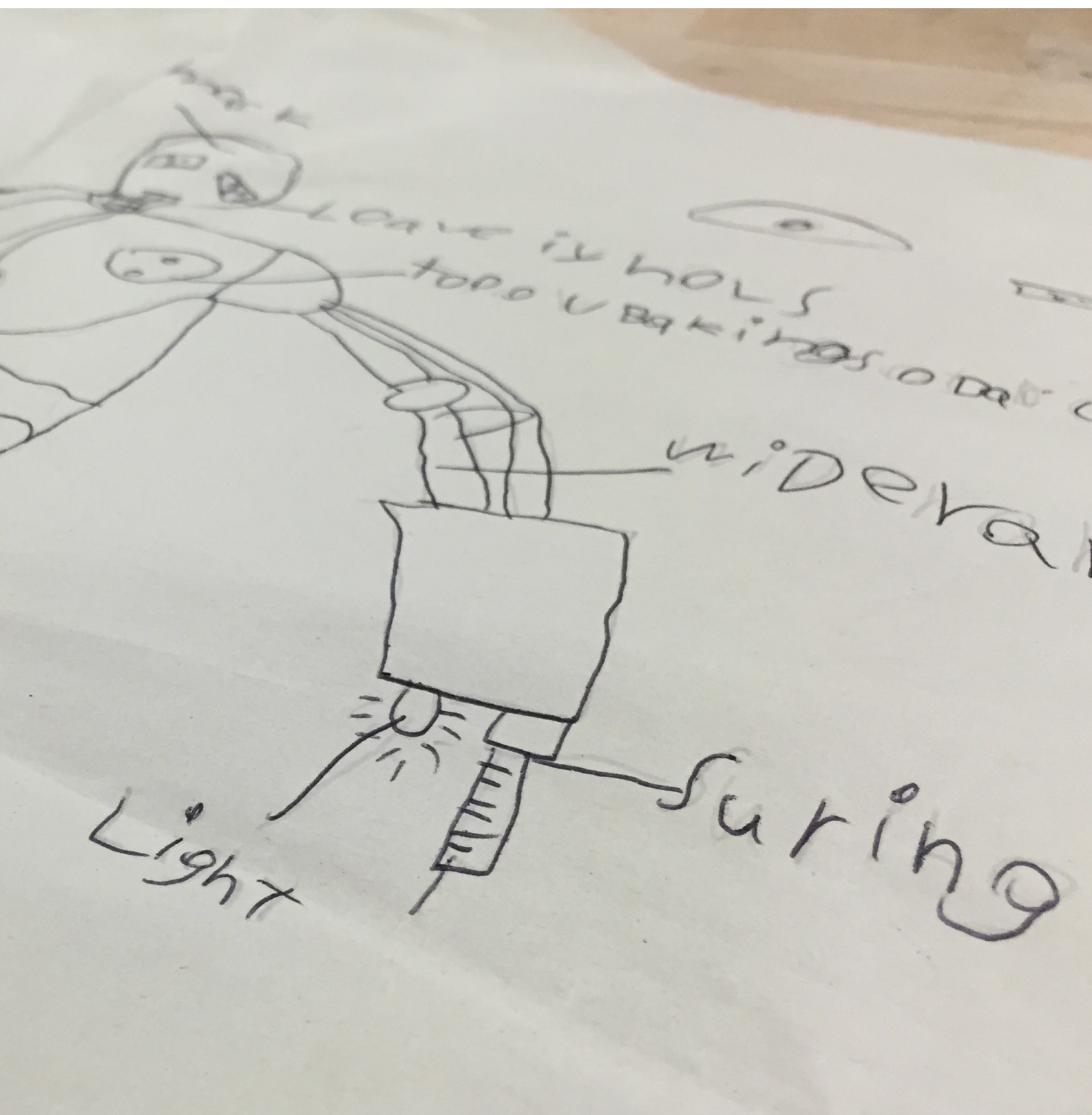




# USE IMAGES



Crop, rotate, and scale image as needed



Does image need callouts?

Is image clear and well lit?

Remove distracting background clutter





AIR EXPLORER

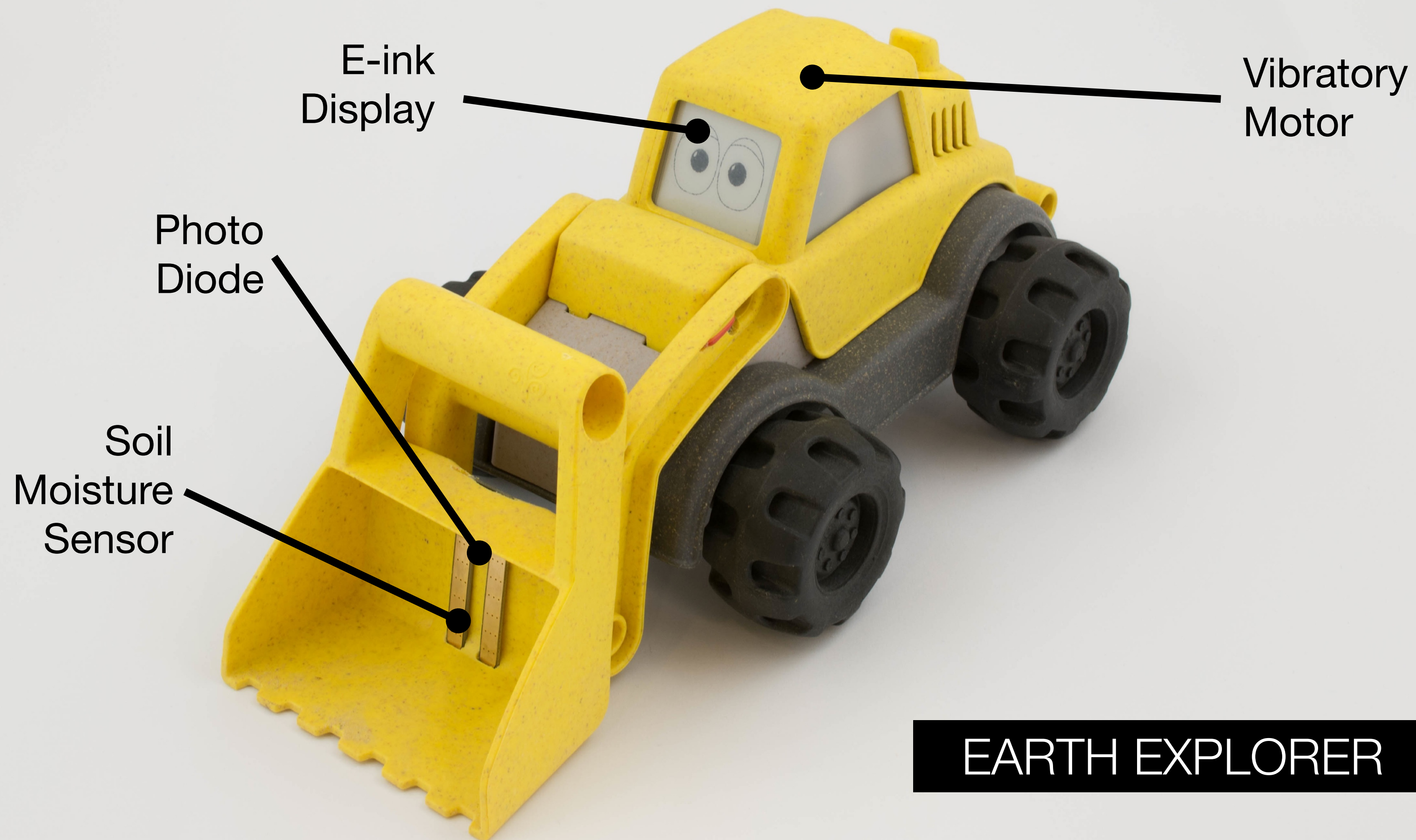


WATER EXPLORER

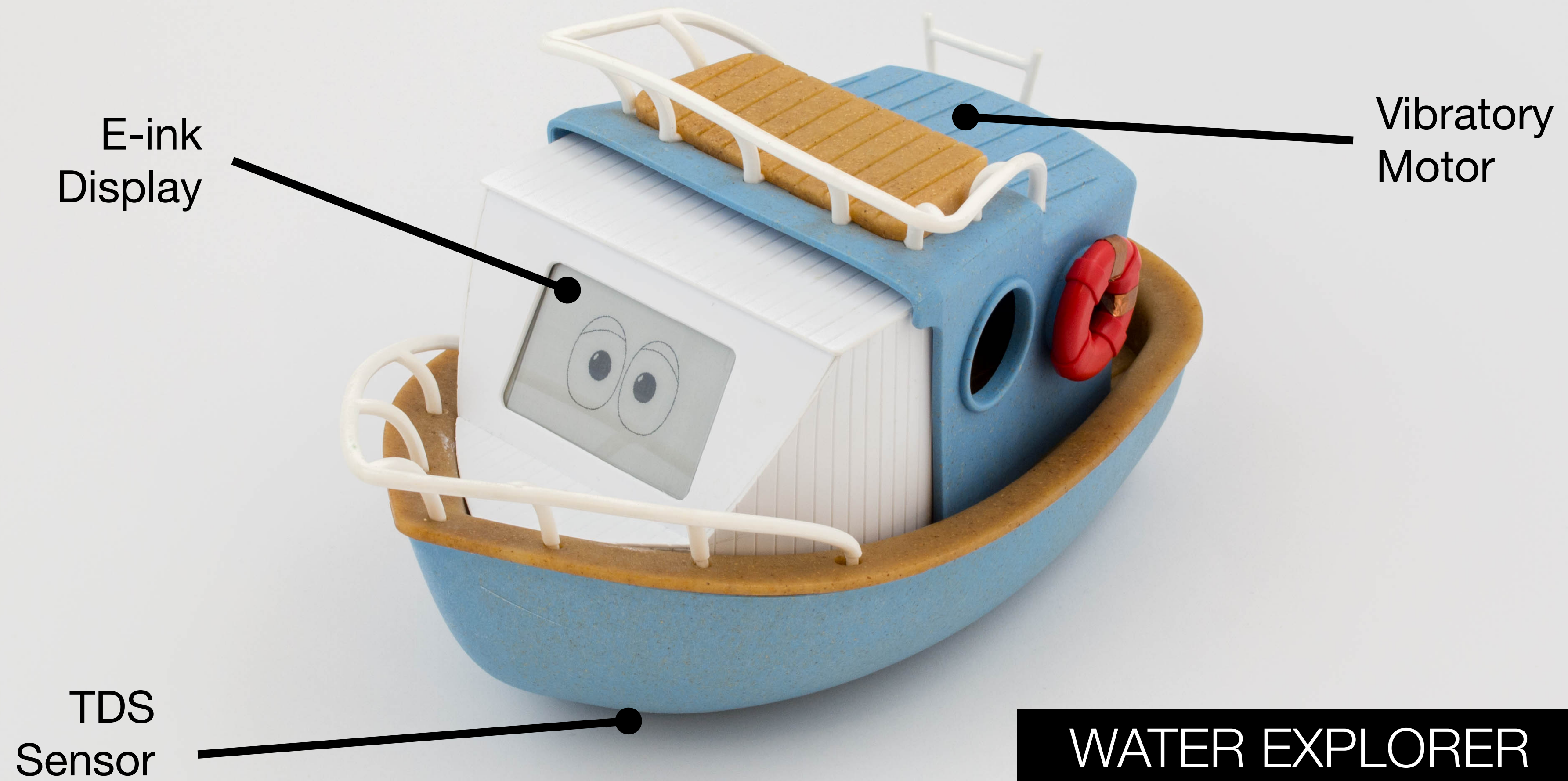


EARTH EXPLORER



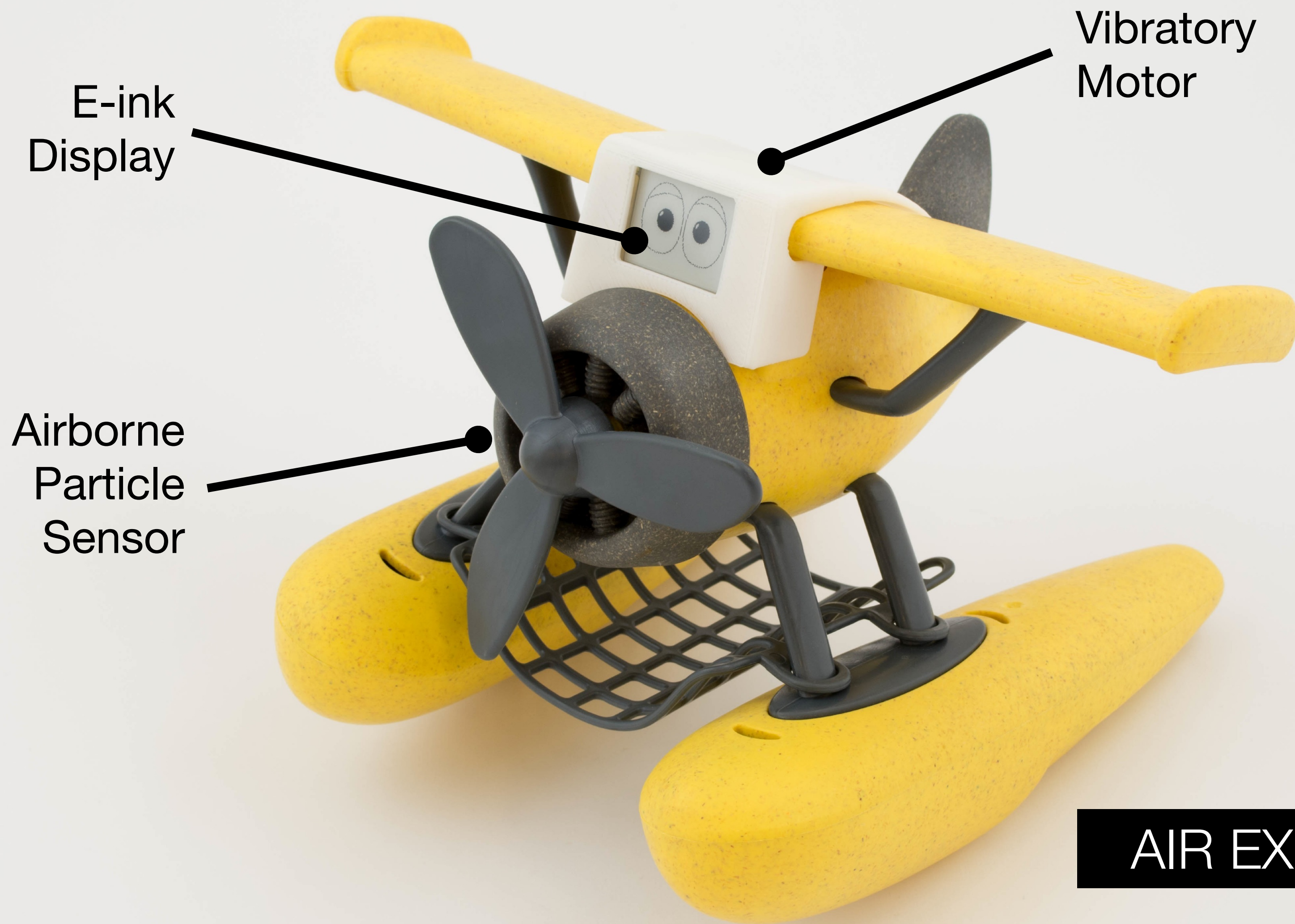






WATER EXPLORER





E-ink  
Display

Vibratory  
Motor

Airborne  
Particle  
Sensor

AIR EXPLORER

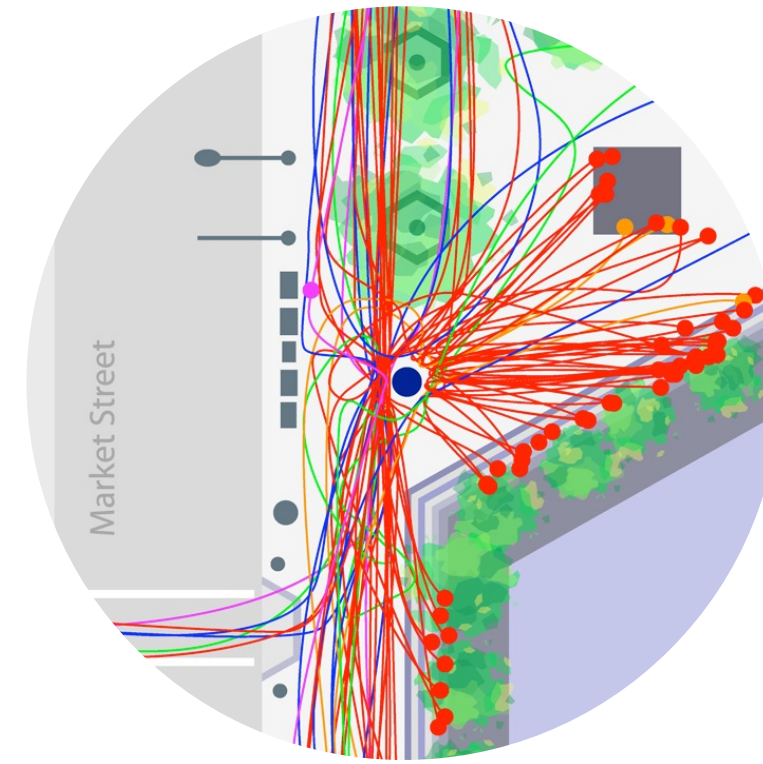
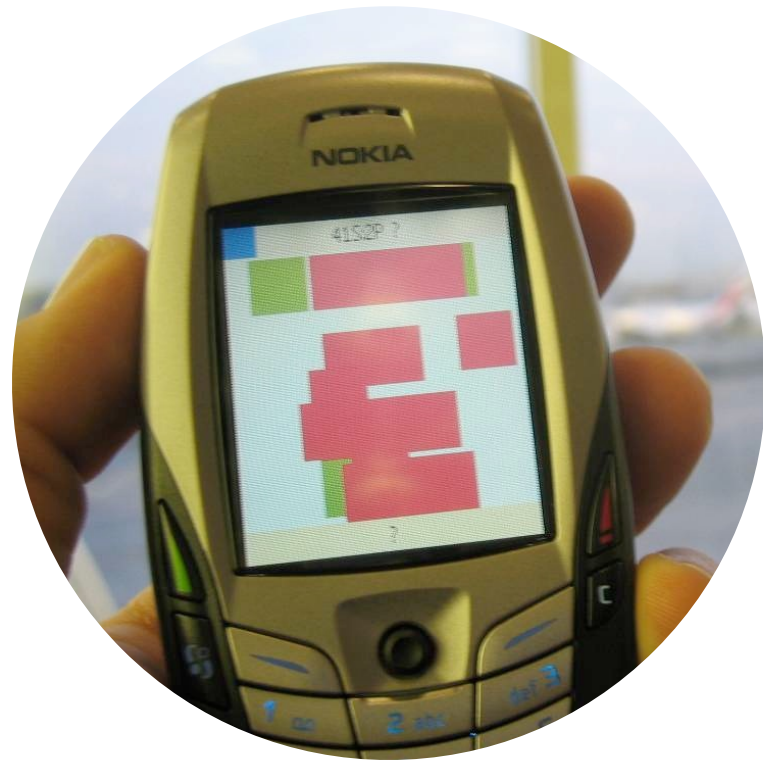


# URBAN ATMOSPHERES

Eric Paulos  
Chris Beckmann  
Elizabeth Goodman  
RJ Honicky  
Ben Hooker  
Tom Jenkins  
August Joki  
Chris Myers  
Ian Smith  
Parul Vora





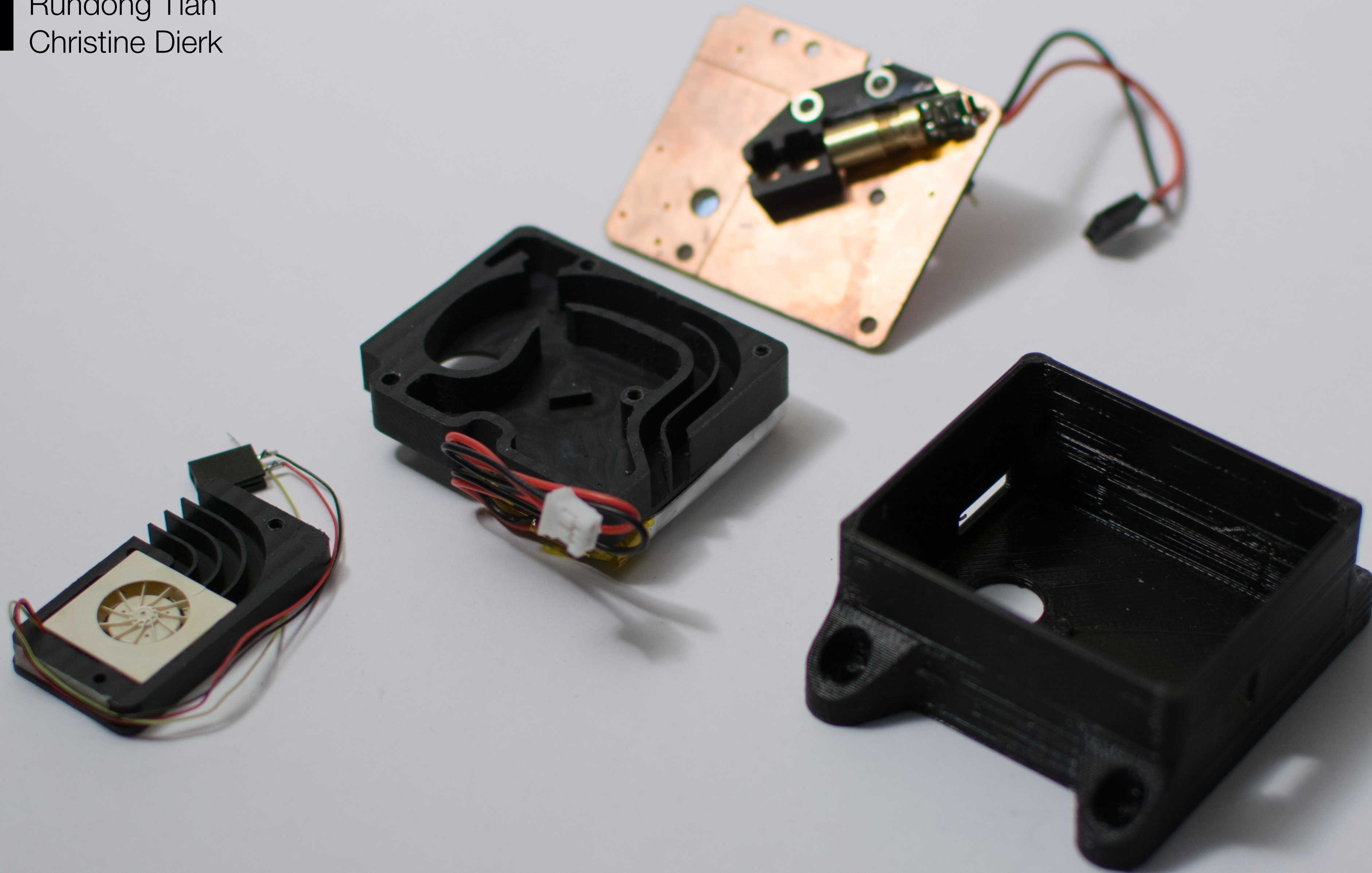




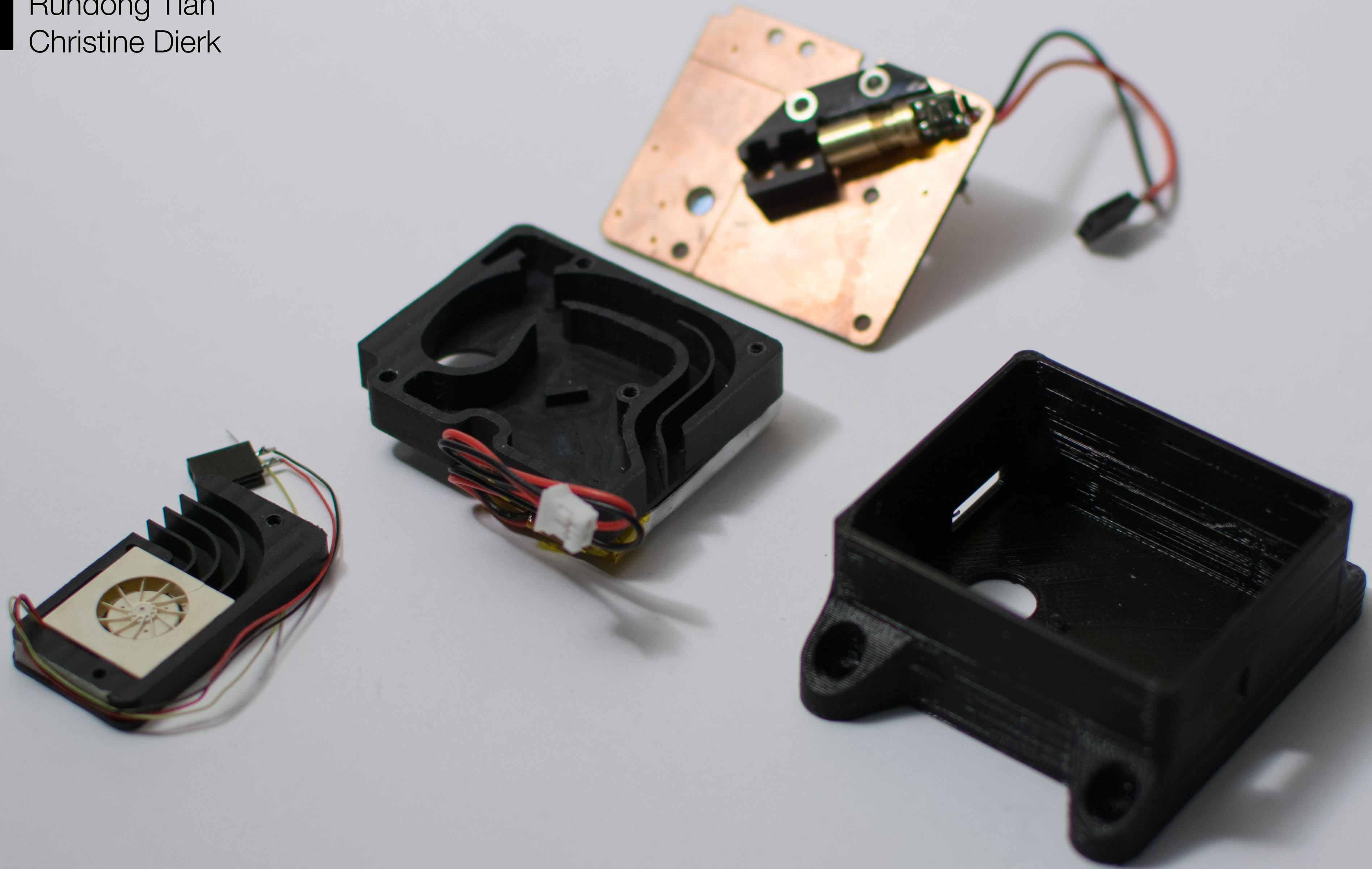


Spectacle Computing







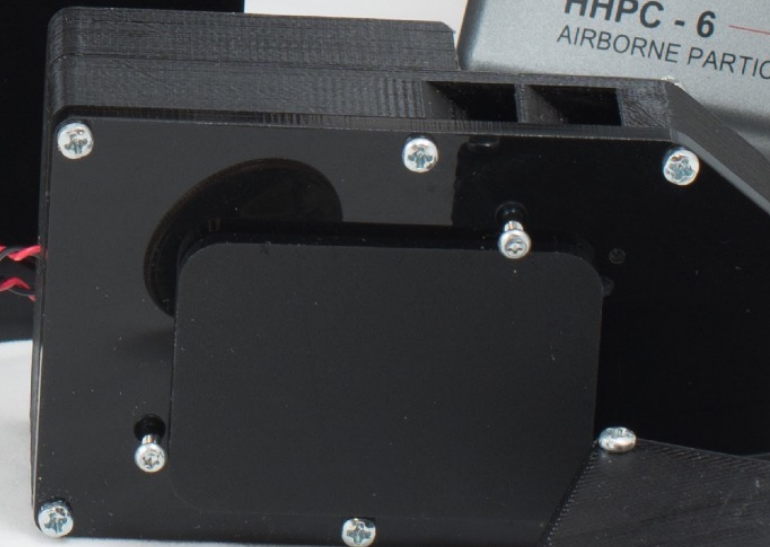
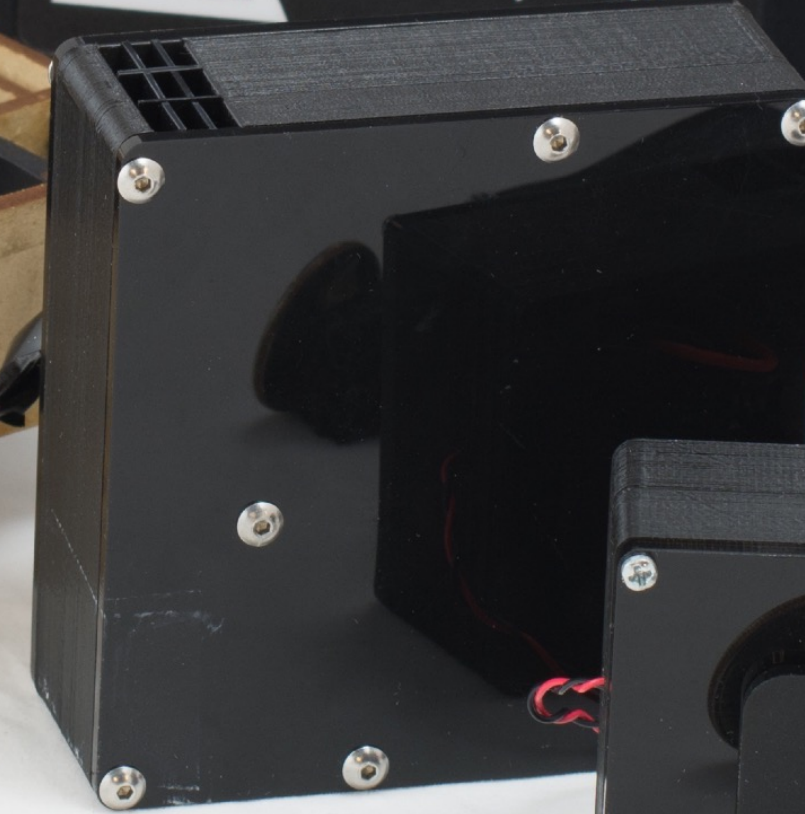
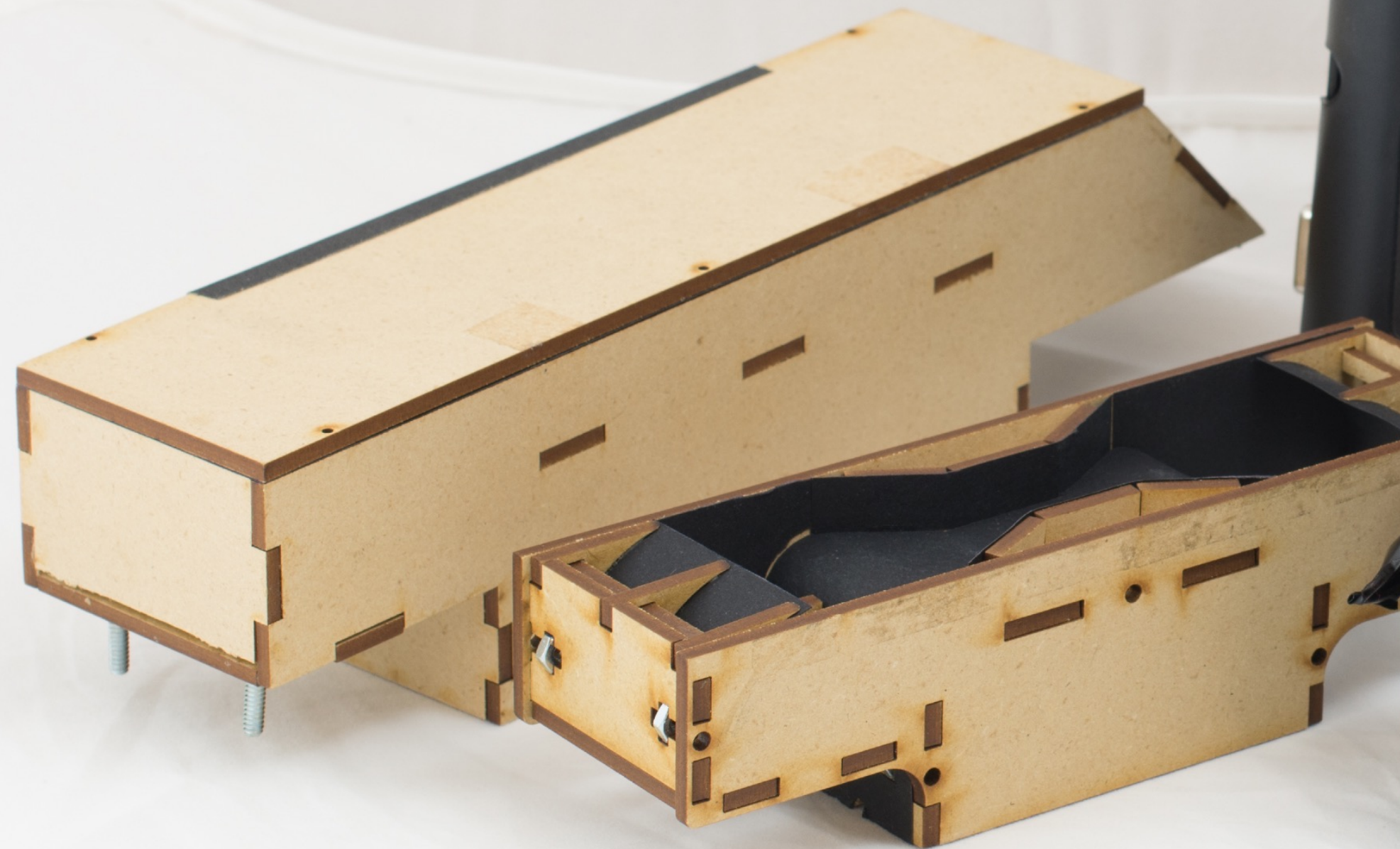




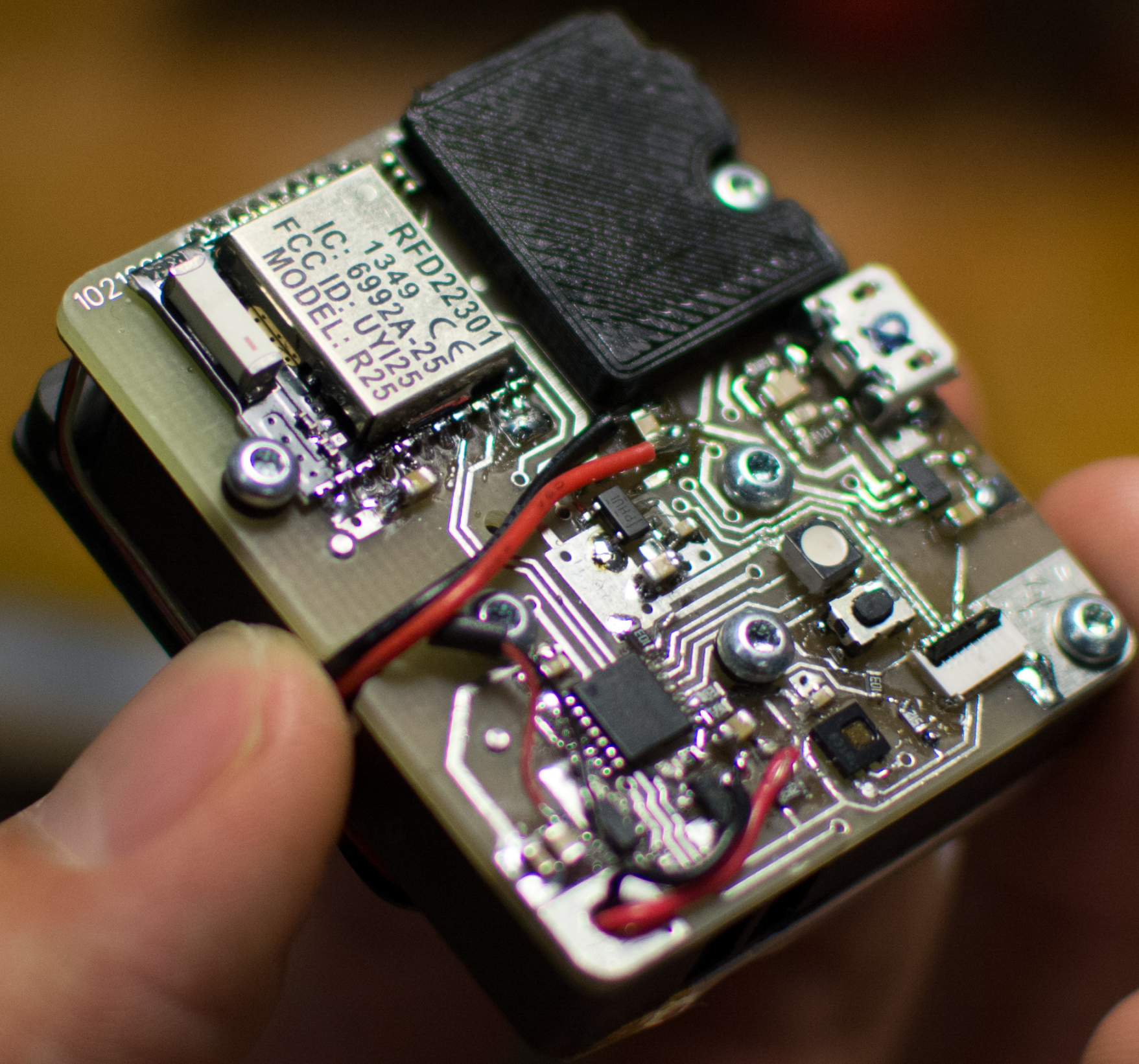
\$300 USD  
Dylos



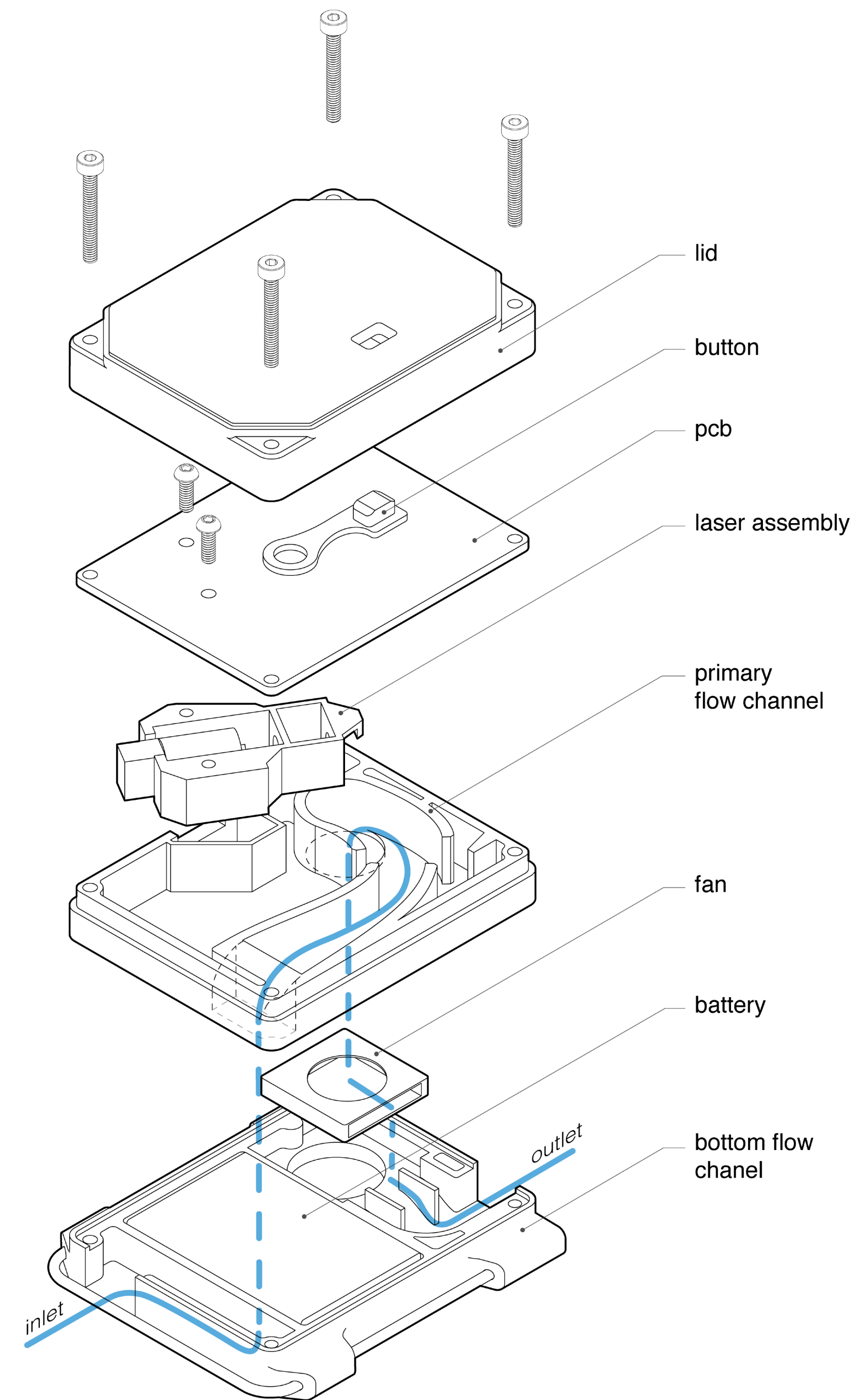
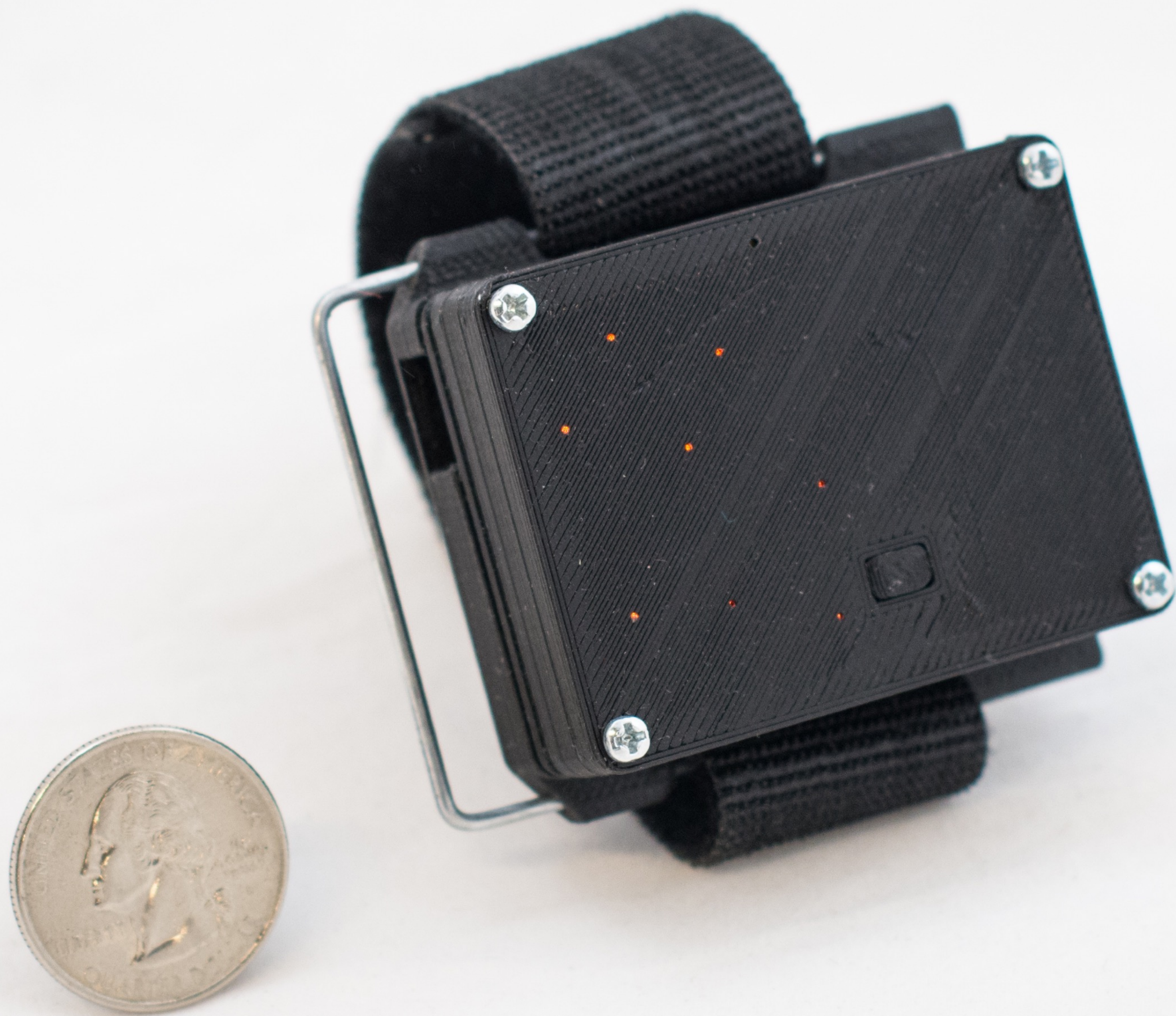
\$4000 USD  
Met One











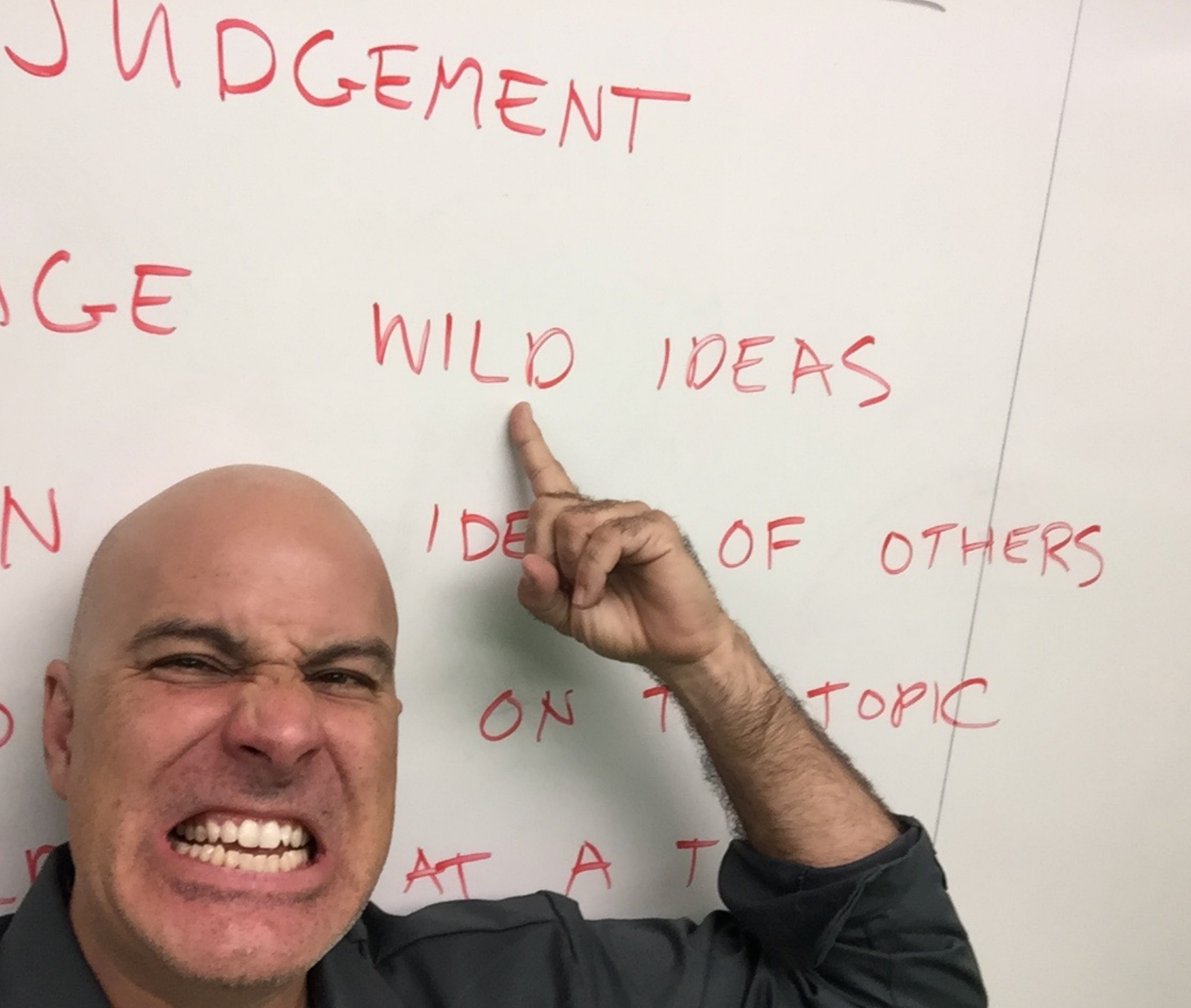












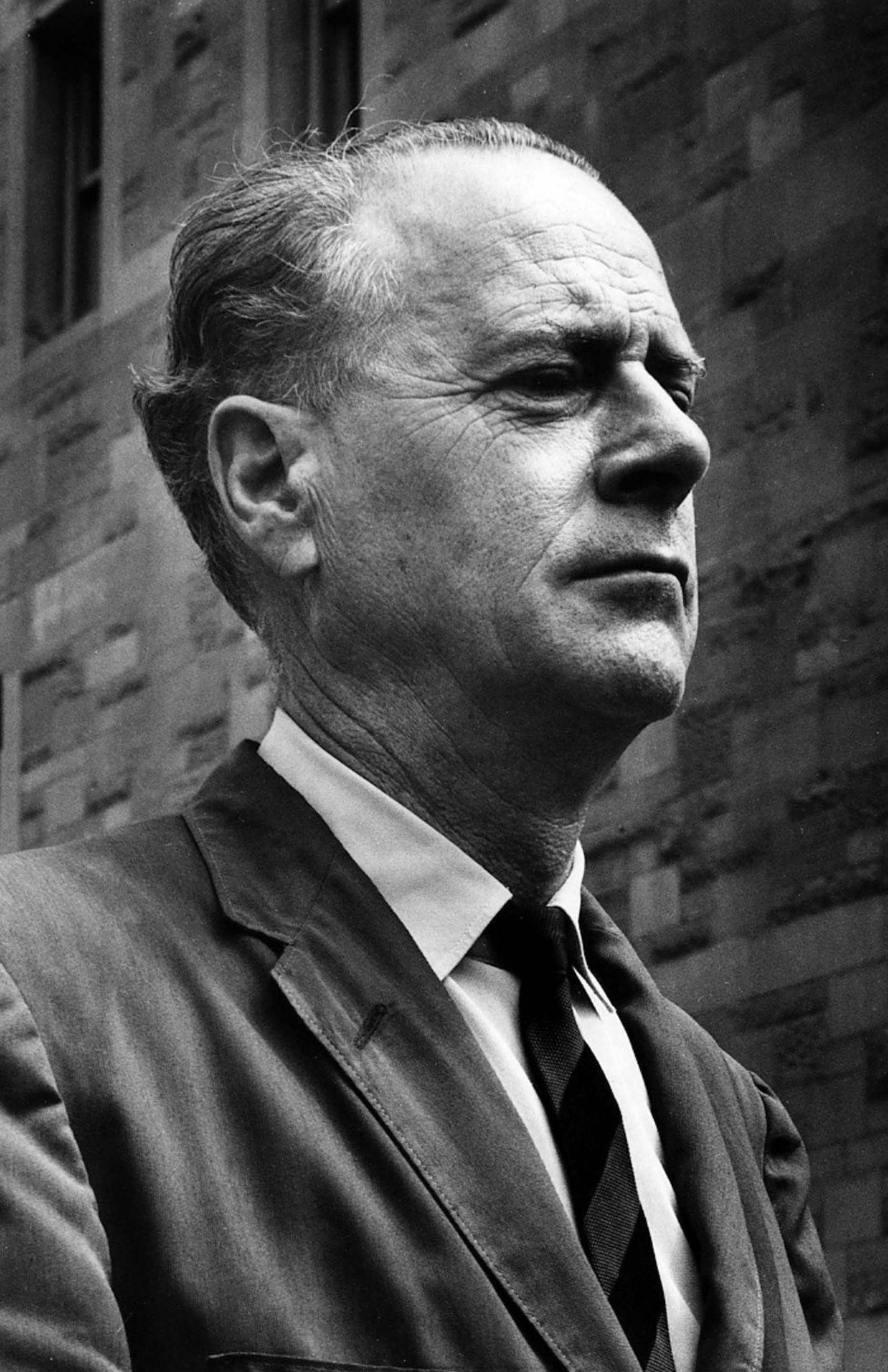
# QUOTES

Keep them short

Read them

Or highlight and  
read excerpts





Artist show us how to ride with the  
punch, rather than taking a knock  
out on the chin

– Marshall McLuhan





Everything moves continuously.  
Immobility does not exist. Don't be  
subject to the influence of out-of-date  
concepts. Forget hours, seconds and  
minutes. Accept instability. Live in Time.  
**Be static – with movement.** For a  
static of the present movement. Resist  
the anxious wish to fix the  
instantaneous, to kill that which is living.

– Jean Tinguely



# DRAMA

It's a performance

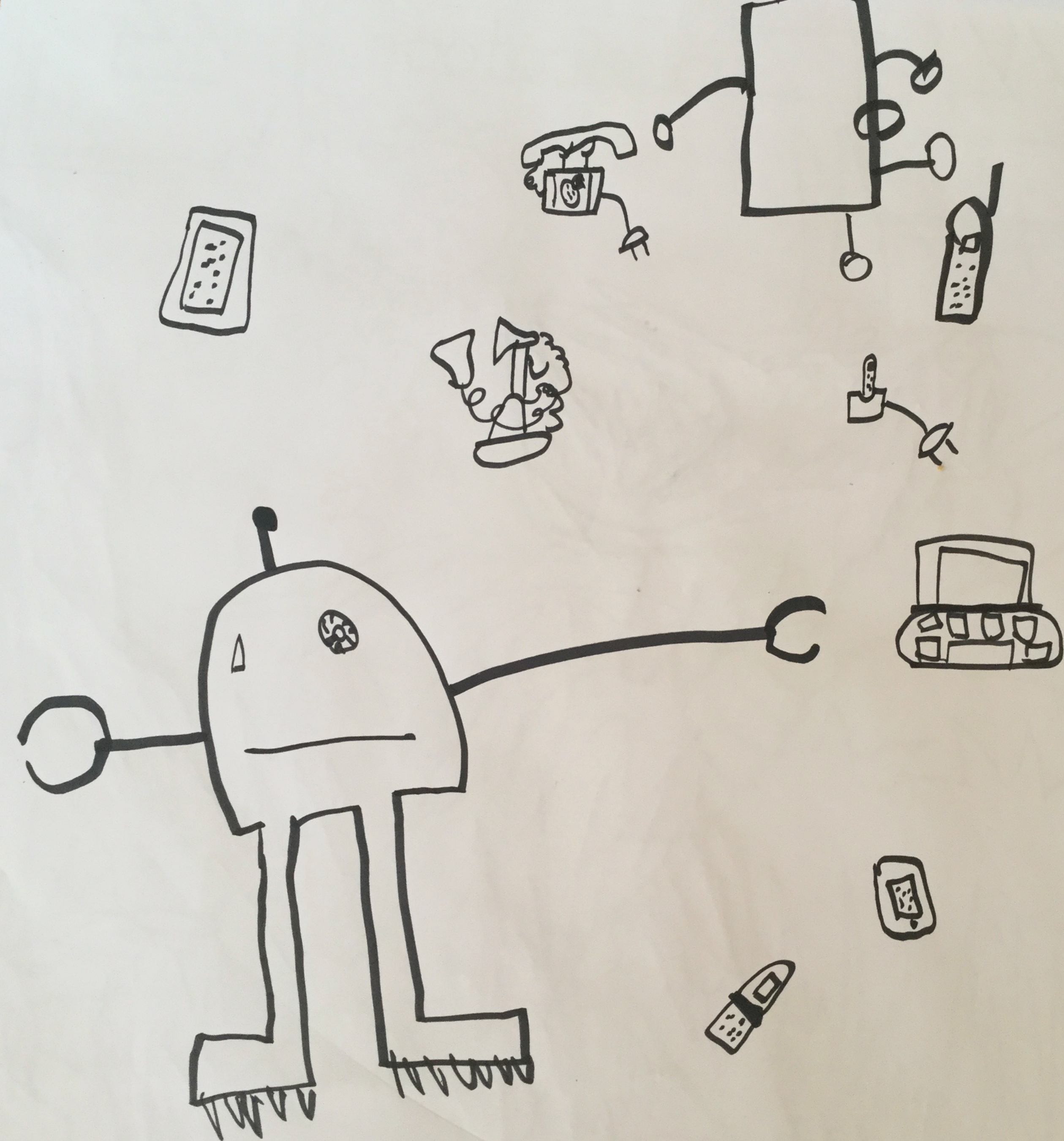
Think about staging

Lightning

Sound

Visibility

Vary pacing





# HUMOR



Great for defusing tension ... at beginning

Make fun of yourself but not your institution



Keep humor in speech, not on screen

Maintain control

Humor does not work across cultures















# SILENCE

Use silence creatively to build tension

Wait until you have attention to begin

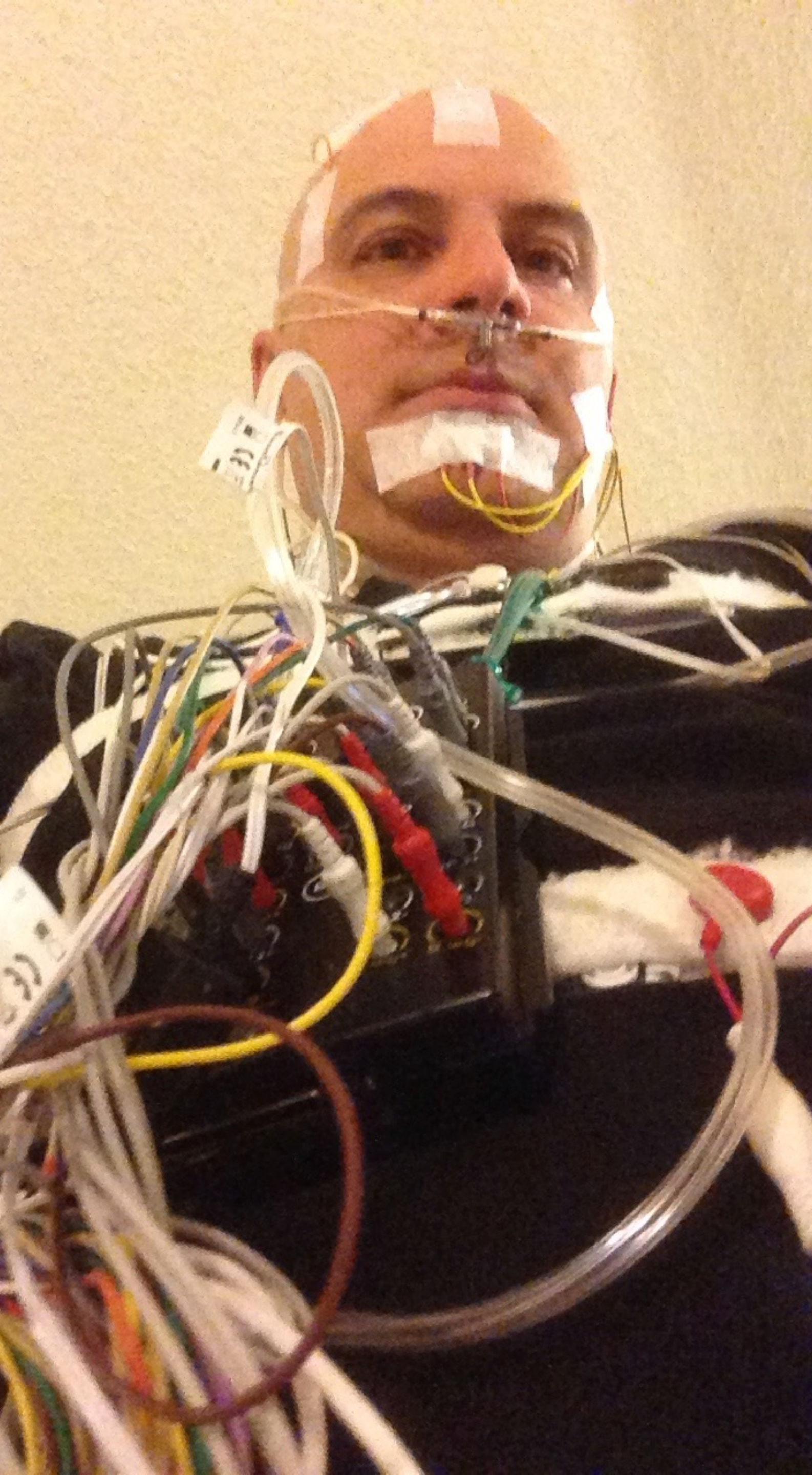
Use silence between section to let people process

Build anticipation

Anticipation is pleasurable!!!







# STAY IN CONTROL

Build credibility

Do not PANIC!!!!

Do not derail

Make use of the time

Acknowledge what is happening





# DIRECT THE FOCUS

Plan and rehearse your blocking

Who goes where and when

Throw focus on speaker – you can move!

Motivate speaker changes

Do not stare at your slides

Use body tension to demand focus





# THE BIG FINISH



Build to a peak

End on a high note



Build to the long-term outcome of life after repeated use – put into broader context

Audience should feel when you are done

Do not end with “Questions?” slide





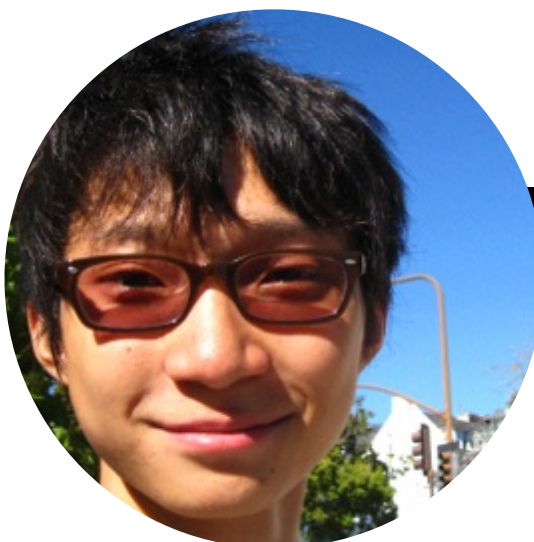
Joanne Lo



César Torres



Christine Dierk



Kevin Tian



Sarah Sterman



Chris Myers



Molly Nicholas

@epaulos











@epaulos





# HANDELING QUESTIONS

Acknowledge asker ... thank them

Don't answer questions you cannot answer

Decide how important a question is ...  
deflect "offline"

Do not say "NO", do not fight

If someone says something rude,  
acknowledge it...remain in control



# VIDEOS

Setup video

Direct focus

Decide if you will talk over or play video

Don't spend time scrubbing — trim video

Download videos to local presentation

Do not try to swap around to play videos

Play videos as large as possible

Remove any autoplay features







# PT2 Unexpected Destruction of Elaborately Engineered Artifacts Austin TX 1997 Survival Research Labs

1,502 views

Like 17 Dislike 0 Share More



Genuine Survival Research Labs

Published on Sep 7, 2011

SUBSCRIBE 1.8K

Part 2 of large scale SRL show staged in Austin TX in 1997 at the Longhorn Speedway. Video Edited by Alan Kelley, Directed by Dave Scardina.

## Up next

AUTOPLAY



Mark Pauline: terrorism as art

The Verge

18K views



Survival Research Lab Show, Austin Texas March 1997

PuzzlingEvidenceTV

3.2K views



SRL Promo Video Various Shows 1979-2006

Genuine Survival Research Labs

1.1K views



Random Things I Saw at Burning Man 2013

Rick

62K views



An Epidemic of Fear...SF Ft. Mason 1984 Survival Research

Genuine Survival Research Labs

3.8K views



"Failure to Discriminate" Survival Research Labs Show in

Genuine Survival Research Labs

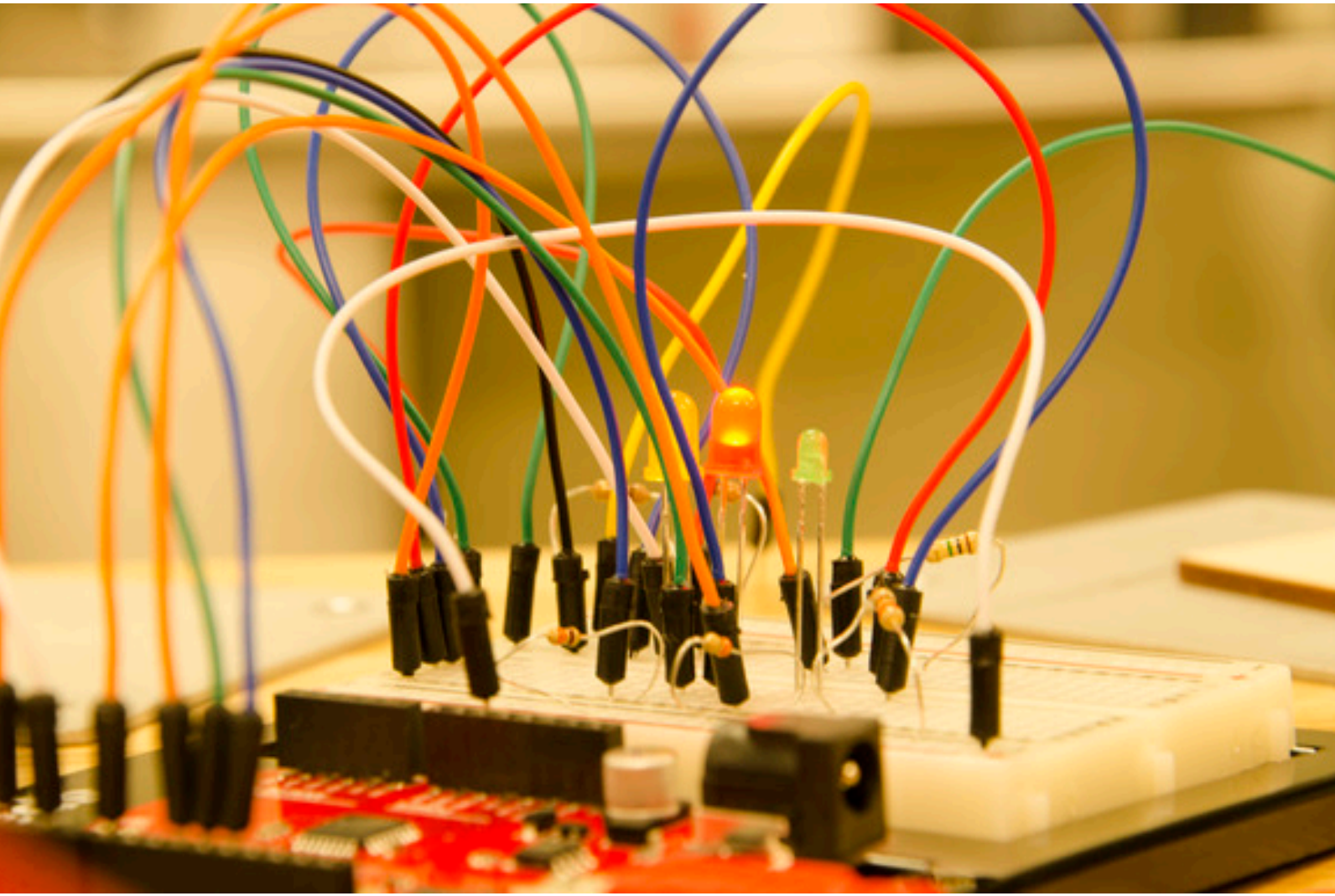
2.8K views



Survival Research Labs in Tokyo 1999 Part 2



# SUMMARY



Planning ... know what you want and what audience wants

Tell a story that shows how your design benefits people ... that audience can identify with

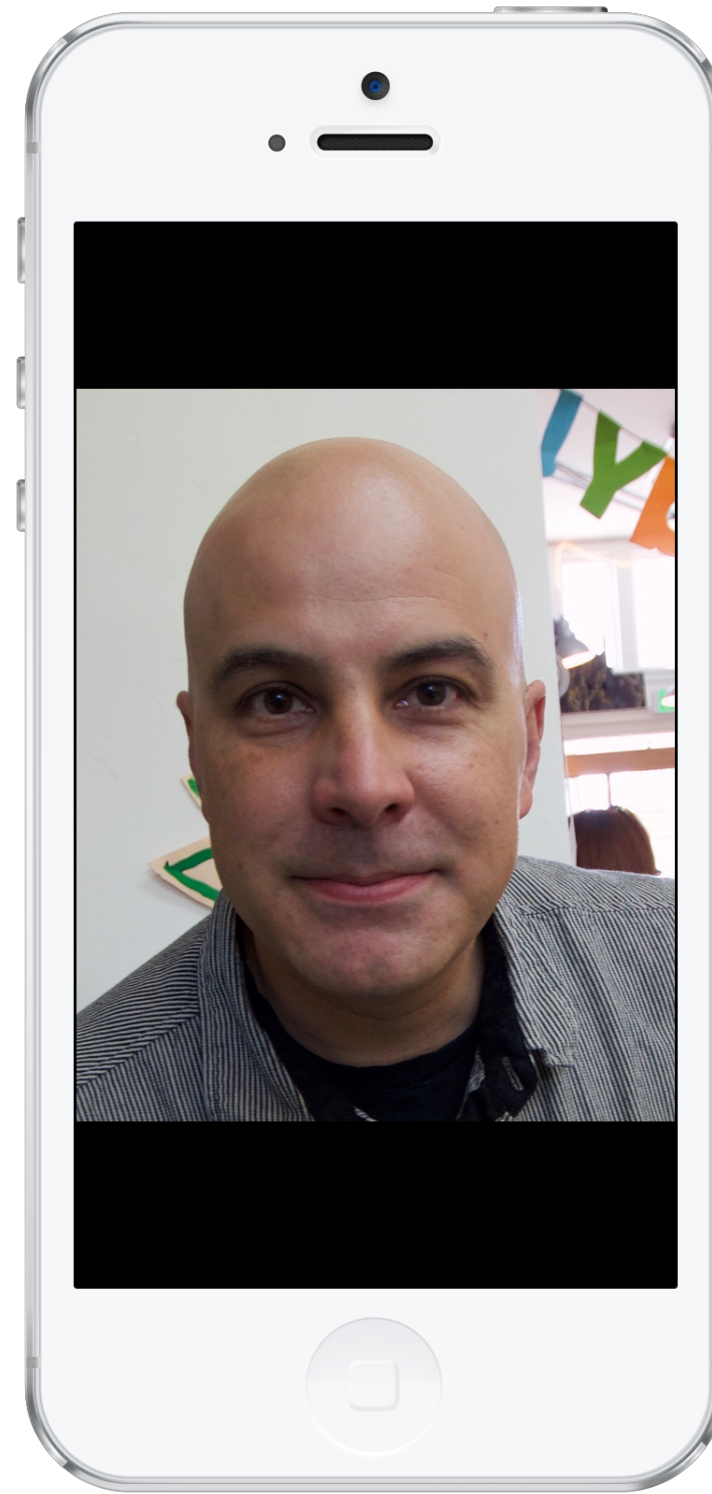
Take and give control

Design your presentation/performance as you design your product





# VIDEOS



Landscape Please!

Usually, day in the life not product list or unboxing

Mockup phone display for closeups

Tripod — avoid handheld shots

Lighting, lighting, lighting!

Sound







# VIDEO EXAMPLES