

For the presentation version of your project, you will make a carefully orchestrated **5-6** minute presentation of your design project. The goal of this talk is to show off what you have learned in this class, and to share one or two creative elements of your project. At the end, the audience should understand some part of your project in enough detail that they can make informed, constructive suggestions. **This is not a “progress report”** – the presentation should be finished and professional in all respects. Your presentation should do more than simply *describe* a playful technology (new or old). Your talk should relate the project insightfully to course material, indicate something you’ve learned so far, and teach the class something they did not already know.

TIP: Think of yourself as an *expert play consultant* and of the talk as a *meeting* to convince the class to invest in (or play with) your project. Like any professional, sell your audience on the design, but you should also leave them impressed that you know a lot about the topic (course material) so they will pay your fee.

Basics

- Introduce yourself and the title of your presentation.
- At the beginning of the talk, tell the audience the structure of your talk so that they know what to expect (e.g., you could use one sentence that starts, “In this talk, I will…”).

Content

- We should learn something from your talk. You are the expert play consultant. You are the teacher.
- **IMPORTANT:** You must include concepts and ideas from course material, with brief citation. (At least one!) e.g., “Sutton-Smith wrote…”, “in the Beard reading we saw that…”

Organization

- Since this presentation is so short, focus it. e.g., You may have time to cover only **ONE THING** about your inspiration technology in detail and **ONE THING** about your new design in detail.
- Don’t provide a long list of features without explanation – it is difficult to provide constructive feedback. Try for focus and in-depth coverage of one or two ideas. Remember that the class can read your written project for more information.
- One example three-part organization that has worked well in the class before: (1) my old/inspirational technology has this problem/drawback, (2) the readings on play and my fieldwork tell us a solution to this problem, and (3) this is how my new design solves the problem using the readings and fieldwork.

Presentation Style

- You **MUST** practice your presentation in advance. If you don’t, we can tell.
- Because class time is limited, the time limit will be strictly enforced. Be sure that your presentation is tightly organized and carefully timed. (Coming in under length is a problem, too.)
- Speak clearly and loudly. Talk to the audience, not to the screen. Make eye contact.
- **Do not read the entire presentation to us.** Feel free to use sequenced note cards or paper to assist you in making your case without a great loss of eye contact.

Visual Aids and Equipment

- As this is a design project, you must use at least one visual aid to showcase your project: show a storyboard, a 30 second recording from fieldwork, photographs, PowerPoint slides, a screen shot of a related game or web page, or something else.
- If you want to use your own laptop you must ensure that you bring the right connectors!
- Don’t depend on an Internet connection. Sometimes it doesn’t work. Whatever is essential for your talk should be loaded onto a USB flash drive as a backup.
- Do not count on any browser plug-ins or special software on the podium computer unless you arrange for it in advance. Showing videos, Flash and Shockwave are often a problem – use screen shots instead.