

COMSM0142 Individual Project with Presentation

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What is the presentation?

Basic idea:

- ▶ In week 7, you'll give a slide presentation to a panel of markers with the other COMSM0142 students in the audience.
 - ▶ Membership TBD but will likely include me, Mike Wray, and Christian Konrad.
- ▶ Talks will be 15 minutes, then up to 5 minutes for questions.
- ▶ Questions will be light — not a viva!
- ▶ Worth 10% of total marks, with the other 90% on the thesis.

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Why do this over the single-honours innovation case?

- ▶ Takes less time (needed to harmonise deadlines).
- ▶ More friendly to theory projects.
- ▶ Much easier to ask supervisors for advice.
- ▶ More fun, but still teaches a vital skill!

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- ▶ Don't waste time explaining Y1 concepts.
- ▶ Y2 concepts may be worth a brief refresher.
- ▶ Assume Y3 concepts are new and unfamiliar.

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Remember that you are **not** new Y3 students any more. A lot of things that are now obvious to you will not be obvious to them!

Rule 2: Know your goal

Try to leave your audience knowing:

- ▶ What you're doing for your project.
- ▶ Why you care about it, and why they should too.
 - ▶ Doesn't need to be a practical application!
- ▶ How it's going.
 - ▶ "Badly" is fine if you explain the problem!
- ▶ At least one new idea on the technical side.
 - ▶ Could be from maths, ML, architecture, study design, software engineering, HCI theory, ethical theory...

Formal mark scheme will be released SoonTM, but will be based around this.

More detail on *how* to do these things next workshop!

Timetable

- ▶ **Now:** Workshop 1 — introduction and general advice.
- ▶ **Friday week 4:** Workshop 2 — outlining and slide design.
- ▶ **Friday week 5:** Workshop 3 — discussing drafts.
- ▶ **Monday week 7:** Workshop 4 — practice runs.
- ▶ **Thursday week 7:** Presentations.
- ▶ **Week 8–9:** Marks and feedback.

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- ▶ Workshops will be more “bottom-up” than normal teaching.
- ▶ General Q&A about the unit.

Managing fear

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- ▶ Like in an exam, focus on handling the situation rather than the situation itself.
- ▶ Break the mental link: think of a speaking mask/persona.

Opposite approach: Imagine the audience are your friends.

If it all goes wrong

In general:

- ▶ The audience aren't monsters.
- ▶ It always looks worse to you in the moment than it is.
- ▶ No matter the situation, **you** have control of how you deal with it, and this is what people remember (if anything).

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- ▶ Don't apologise!

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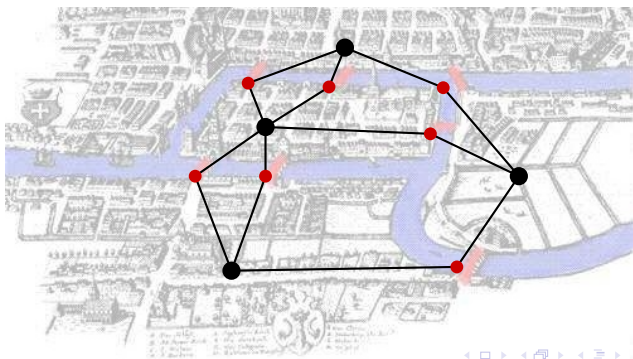
Remember, it can always be worse... Story time!

Four years ago...

A **graph** is a pair $G = (V, E)$, where $V = \mathbf{V(G)}$ is a set of **vertices** and $E = \mathbf{E(G)}$ is a set of **edges** contained in $\{\{u, v\}: u, v \in V, u \neq v\}$.

We picture vertices as dots, and each edge $\{u, v\}$ as a line joining u and v .

For example, if our vertices are islands and bridges, and we join an island to a bridge if they're adjacent:

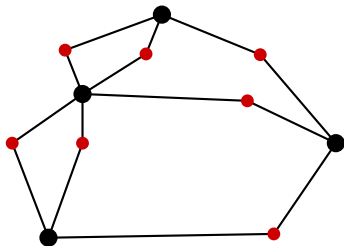


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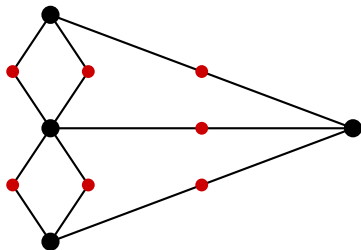


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Crutch words:

- ▶ Nuke them from orbit, it's the only way to be sure.
- ▶ Pauses or gestures are *much* better. Force yourself into it.
- ▶ This is why I snap my fingers!

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- ▶ **Always** avoid deprecating others.
- ▶ Consider power dynamics — what happens if it goes wrong?

For next time

Consider:

- ▶ What parts of my project are most interesting to me?
- ▶ How can I get that interest across to a non-expert audience?
- ▶ What technical ideas might I want to teach?
- ▶ I have 15 minutes to talk — how might I break that up?
- ▶ What can I do to prepare myself mentally?

Thanks for coming, and good luck with the projects!