

The Academy for Teaching and Learning Excellence (ATLE)

“Office hours for faculty”

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The Naked Presenter

- The 10 P’s: Preparation, Punch, Presence, Projection, Passion, Proximity, Play, Pace, Participation, Power
1. Preparation
 - Identify your purpose and understand your audience: where is your audience *before* the presentation and where would you like them to be *after*
 - Think of your talk as a story: identify the problem, identify causes of that problem, show how and why to solve it
 - Day of: arrive early, setup the room and test the technology, encourage people to sit in the front, mingle before you begin
 - 2,3,4. Punch, Presence, Projection
 - PUNCH is an acronym: Personal, Unexpected, Novel, Challenging, Humorous
 - Presence: presentation is a conversation or dialogue, be sincere to your audience
 - Projection: not just the content, it’s the way you look, the way you move, and the way you sound
 - 5,6,7. Passion, Proximity, Play
 - Passion: You can’t fake it! Think: How can I demonstrate why this topic or information is important and how can I show why it matters to them?
 - Proximity: shorten the distance between you and the audience, bring individual audience members closer to each other while still being sensitive to local perceptions of personal space, remove any barriers between us and the audience
 - Play: spirit of play—feeling of exploration and discovery—improves learning and stimulates creative thinking
 - 8,9. Pace, Participation
 - Pace: change the pace every 10 minutes or so, remove excess words, slow down when you are nervous
 - Participation: ask questions, show a video clip, do role-playing, have a discussion activity, use an inviting and conversational tone
 10. Power
 - Create a “sticky” ending (SUCCEsS): Simplicity, Unexpectedness, Concreteness, Credibility, Emotions, Stories

- Do not retreat from your audience and end on a positive note

The extra P – Persistence: Drop the old habits and implement Contribution, Connection, Change

How to Speak
Patrick Winston

- Beginning
 - No jokes
 - Promise something! (of relevance for the audience)
 - Provide a menu/outline on the board
- Big Four
 - “cycle in” on the material. Say it, say it again, say it three times (because people zone out)
 - Verbal punctuation: make your outline obvious
 - “near miss”: say something that’s almost the concept I’m trying to teach. Helps ‘surround’ the concept and zero in on the real concept (example: demonstrating to a Martian what an arch is and isn’t... can show ways it’s almost but not quite the thing)
 - Ask questions: frequently, and of the type that they can really answer (not yes/no)
- Style
 - Do not ‘copy’ anyone. But look at everyone, and adapt
 - It’s OK, perhaps even desirable, to be eccentric (that makes you memorable)
 - Use story. It makes you different from the book.
- How to End
 - Joke here *is* OK
 - Deliver on the ‘promise’ from the start
 - Salute the audience. Don’t say thank you (that implies they wouldn’t be interested if you didn’t thank them), but do suggest it’s been great to be with you. (not applicable for a week to week performance?)