

# Talk Feedback

I've listed below the four categories (structure of the introduction, structure of technical content, slide quality and speaking quality) into which I'll organize my feedback for your talks. For each category I've listed general goals to keep in mind. However, a good talk need not accomplish all these goals (and, indeed, some of these goals will not make sense for some papers/talks).

## Structure of the Introduction

### Goals

- Give clear motivation of the problem
- Clearly state main result
- Connect main result to motivation (i.e. how main result addresses motivation)
- Engage the audience on main result (e.g. state why it's intuitive, why conditions needed, what it means for specific graphs, etc.)
- Simplify main result as much as possible (at least first time shown)

### Feedback

	A	B	C	N/C

## Structure of Technical Content

### Goals

- Simplify: use simple versions of theorems, proof sketches, proofs of special cases
- Build up to complexity (start with simpler versions of lemmas etc.)
- Emphasize key insights, don't waste time on standard details / techniques
- Engage audience on lemmas, as with main result
- Provide clear roadmap of proof structure (of both main result and of lemmas)
- Give appropriate technical background for audience
- Give chances for audience to re-onboard if they get lost
- Signpost (tell audience where we were/are/will be)

## Feedback

A B C N/C

## Slide Quality

### Goals

- Extensively use figures
- Only use LaTeX when necessary
- Use large font size
- Minimize slide “clutter” (e.g. full sentences on slides)
- Use colors and bold to emphasize, deemphasize and highlight recurring ideas
- Don’t have too much content on any one slide
- Use incremental reveals
- Use outline slides (in order to signpost), return to them often
- Reuse figures to emphasize recurring themes
- Use your last slide as a summary, not a “thank you” slide

## Feedback

A B C N/C

## Speaking Quality

### Goals

- Speak audibly at a reasonable pace
- Don’t stand behind podium for entire talk

- Make talk interactive with (at least 6) questions
- Pause at key moments and for questions
- Minimize fillers like “um”, “like”, etc.
- Preempt audience questions: e.g. “you may think X, but actually Y”
- Otherwise engage audience: humor, enthusiasm etc.

### Feedback

A	B	C	N/C

### Overall Feedback and Overall Grade

The final grade is the median of the above 4 categories. I'll break ties in your favor; e.g. 2Bs and 2As become an A.

### Feedback

A	B	C	N/C