Making Impact Designing effective presentations

Effective PowerPoint Presentations

- What makes a PowerPoint presentation effective from a design standpoint?
- What do you think are characteristics of ineffectively designed PowerPoint presentations?

Why is Design Important?



Simplicity: Work to avoid Information Overload



Avoiding Information Over

- Notes function vs information overload on screen
- Studies have shown "More is not better" in terms of using technology to teach
- Avoid Information Overload
 - PowerPoint expert Cliff Atkinson, author of Beyond Bullet Points says, "When you overload your audience, you shut down the dialogue that's an important part of decisionmaking."
 - He points to research by educational psychologists: "When you remove interesting but irrelevant words and pictures from a screen, you can increase the audience's ability to remember the information by 189% and the ability to apply the information by 109%."

Use the notes function to avoid information overload

More is not necessarily better

Simplicity: Information Overload

- Atkinson:
- "When you remove interesting but irrelevant words and pictures from a screen, you can increase the audience's ability to remember the information by 189% and the ability to apply the information by 109%."

Observe the 6 x 6 guideline

- Follow the 6 x 6 guideline
 - 6 points per slide
 - 6 words per point

There is also the 10/20/30 rule

A PowerPoint presentation should have **10 slides**, last no more than **20 minutes**, and contain **no font smaller than 30 points**

Less is More

- White space is your friend
- Avoid pictures or graphics in background
- Avoid brightly colored backgrounds

Skip the Tricks

- Minimize or avoid animated texts, sounds, and fancy transitions
- These effects can be effective in certain situations, but often distract your audience from your main points

Use graphics wisely



Be smart about graphics, charts, and diagrams





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Use contrast to improve readability

- Strong contrast adds "visual interest" and keeps your students' attention
- Makes content more attractive
- Highlights the most important concepts
- Difference implies importance

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Use colors to create contrast

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Readability: Repetition

- Repetition involves repeating design concepts on each page
- Creates unity and consistency
- Readers take cognitive clues from consistency in design

Nothing should be placed on a page arbitrarily



Readability: Alignment

• Nothing should be placed on a page arbitrarily



• Every element should have some visual connection with another element on the page

Every object (graphics, photos, or text) should be aligned

- Ideally every object (graphics, photos, or text) should be aligned with other objects
- Includes vertical and horizontal alignment

Horizontal alignment



Vertical alignment

Readability: Proximity

- Group similar items together
 Similar to paragraphing in writing
- Helps readers organize information
- Using bullets and templates to achieve "proximity" in design

Readability: Type Size

- Make sure your fonts are legible and large enough
- "Floor test" for readability

Readability: Type Size

- Preview your presentation in the classroom
- You should be able to read the slides from the back of the room

Readability

AVOID ALL CAPS! THEY ARE MUCH HARDER TO READ

Interactivity: Student Learning

- Inquiry-based learning
- Interactive PowerPoint: An oxymoron?
- Ideas for interactivity
 - Pose questions
 - Fill in responses
 - Have students take notes responding to questions on PPT
 - Post notes to Moodle
- Other ideas to make PPT more interactive?

Slide Overkill

 The data suggest that the high-level wells tap interconnected, though bounded, aquifers whose rate of water level decline is inversely proportional to its volume. Future well drilling for high-level potable sources must include accurate, well-designed aquifer tests that will aid in the determination of geologic boundaries to provide information on the geometry of the aquifer.
 The data suggest that there may be more than geological mechanism that

created the high-level aquifer.

4. The data suggest that there is a water level pattern observed in the highwells with Keopu being the "drain" for the ground-water flow system. The ground-water flux south of Keopu is to the north, and north of Keopu, the

ground-water flow is to the south.

5. Some high-level wells do exhibit quasi-stable water levels, and show little variation over time. Use of long-term water level transducers in these wells should continue in conjunction with long-term water level transducers in those wells that show water level decline. Real time correlation between water levels in the wells with climatic conditions measured at Lanihau Rain Gage will provide better insight into the behavior of the potable high-level aquifers.

Inappropriate Use of Tables

				March	Арп	May	June	July	August
ID	Ta sk Name	Duration	2/24	3/3 3/10 3/17 3/24	3/31 4/7 4/14 4/21 4/	28 5/5 5/12 5/19 5/26	6/2 6/9 6/16 6/23	6/30 7/7 7/14 7/21 7/2	28 8/4 8/11
3	SM3B MISSION	12 days						1	
2	BRIGHT EARTH A VOIDANCE (BEA)	12 days							
1	HST RELEASE	0 days		 3/9 					
41	NCS FILL PROCEDURE	2 hrs		•					
40	8967V1 NCS01 START NCS CPL	0.3 days	1	•					
6	NICMOS SAFED	0 days		♦ 3/18					
8	8967 NCS01 NCS ACTIVATION & NICMOS COOLDO	0 days		♦ 3/18					
14	8945 NCIMOS10 - NICMOS COOLDOWN DARKS	8 days						I	
42	BEA COMPLETE	0 days	1	♦ ^{3/21}				[
5	NICMOS COOLDO WN COMPLETE	0 days			♦ 4/13				
7	NICMOS TO OPERATE	0 days			4/19			[· · · · · · · · · · · · · · · · · · ·	
12	8945 NCIMOS10 - NICMOS COOLDOWN DARKS - P/	22 days						I	
35	8944 NICMO S01 FW TESTS	10 days	11						
36	8974 NICMO S03 - FLATS & QE	5 days			•				
13	NICMOS TEMP SET POINT ADJUST	7 days							
39	FILTER WHEELS ENABLED	0 days	T T			 5/2 		[
15	8977 NICMO S06/07 - FINE OPT ALIGN	7 days	1					[
37	8973 NICMO S02 FOM OPTICAL OPERATION TEST	1 day				•			
10	NICMOS TEMP SET POINT TECH REVIEW	0 days	T			♦ 5/7		[
9	NICMOS TEMP SET POINT ES TABLISHED	0 days				♦ ^{5/9}			
11	8977 UPLINK ALIGN/TILT PARAMS	0 days				\$ 5/10			
18	NICMOS GO SCIENCE ENAB (BASIC MODES)	0 days				♦ 5/10			
28	9269 NICMOS18 - THERMAL BACKGROUND	1 day				•	•••••••••••••••••••••••••••••••••••••••		
29	9269 NICMOS18 - PARALLEL THER MALB/G	60 days							
4	NICMOS EROS	6 days	1						
32	8981 NICMOS10 - APERTURE LOCATIONS	1 day	1			•		[
34	8976 NICMO S05 - TRANSFER FUNCTION TEST	1 day	Γ			•		[
23	8988 NICMOS17 - ASTROM'C PERS'T'CE MEAS	1 day				•			
27	8975 NICMO S04 - DET NOISE, SHADING, & CRS	1 day	1			•		[
24	8991 NICMO S20 - GRIS M WAVELENGTH CAL	5 days	T. 1					[
22	8985 NICMOS14 - FLAT FIELDS	1 day						[
25	8986 NICMO S15 - PHOTOMETRY	6 days						[
26	8987 NICMOS16 - CR PERSISTENCE	1 day	F. 1			•		[
33	8982 NICMOS11 - PLATE SCALE	1 day	T. 1			•		[
16	8980 NICMO S09 - FOCUS MONITOR	1 day						[
20	PRD SIAF, GAIN TABLE, ROT MATRIX UPDATES	1 day					6/7	[
19	8983 NICMOS12 - MODE2 TRG ACQ	1 day						[
17	8980 NICMO S09B - FOCUS MONITOR	1 day				I			
31	PDB SIAF U/D & PATCHABLE CONSTS (512)	1 day	T ''					◆ 7/3	
30	8979 NICMO S08 - COR'G RAPHIC FOCUS	1 day				I			
21	8984 NICMO S13 - CORO NOGRAHIC PERFORMANC	1 day				I		•	
38	NICMOS C'R'G'PH'C SCI ENABLED	0 days	[```]						♦ 8/

Moving Text

- When text appears, we don't want the audience to be watching the animation.
- Use the

"Appear effect" Not

"FANCY EFFECTS"

Fonts and Background Colors

This is a good mix of colors. Readable!

This is a bad mix of colors. Low contrast. Unreadable!

This is a good mix of colors. Readable!

This is a bad mix of colors. Avoid bright colors on white. Unreadable!