

# STEP RIGHT UP

## Taking Your Presentations Skills to the Next Level

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# Why Do It - Motivation

- Fame
- Money
- Recognition
- Great ideas
- I just have to



# Agenda

- Conceptualizing
- Creating a presentation
- Speaking tricks of the trade
- Post-mortem – reviewing and honing your process
- Mistakes we have made

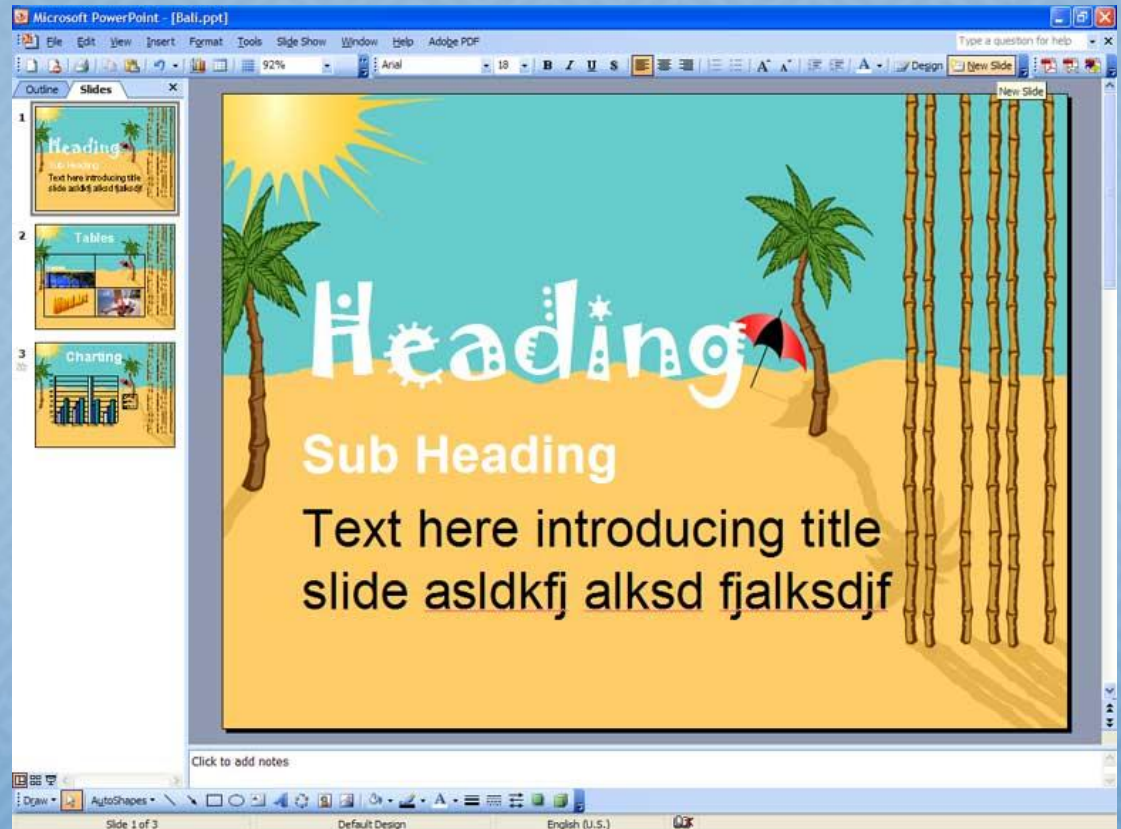
# Conceptualizing

- Talk about what you know and love
- Define scope
- Define your audience
- WIIFM
- Rules of 3
- Outline
- Titles



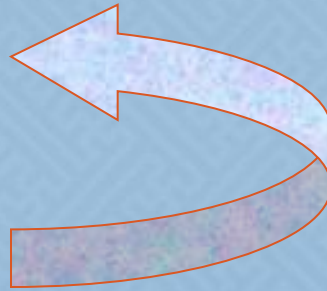
# Creating a Presentation

- Structure
- Basic rules
- Openings
- Grabbers
- Closing



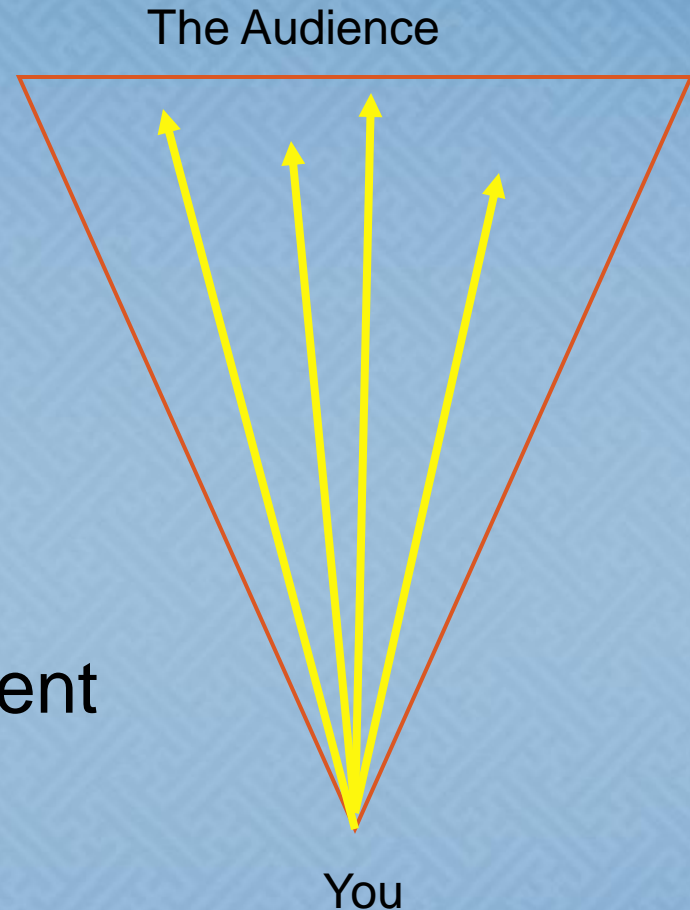
# Structure

- Strong Opening
- Answer the question they are asking
- Premise
- Points of Wisdom
  - Example(s)
- Transition
- Strong Closing



# Basic Rules

- I/You
- Emotional and Intellectual
- Silence and pauses
- Mental pictures
- Eye contact
- Body language and movement
- Rehearse





# Openings

- Word play
- Stories
- Mini-drama
- Big picture



Better not to use the premise

# Grabbers:

- Word Play

- “What if you...”?



- Number Play

- What do these numbers have in common?

1867  
1776  
1492



- Stories

- “We Tell Stories to People We Like”



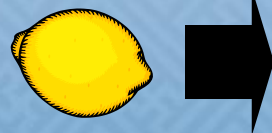
- 3-D Props

- Relate Physical Object to Product Value/Benefit



- Mini-Dramas

- Before and After



# Powerful Close

- Last words linger
- End of the story
- Circle with opening
- Rule of 3
  - Challenge
  - Call to Action
  - Reinforce ideas
- Never end with questions



# Speaking Tricks of the Trade

- Introductions
- Vocal awareness
- Understand learning styles
  - Visual
  - Auditory
  - Kinesthetic
- Speaking to the old brain
- Humor
- Pouring wine



**V ictory**

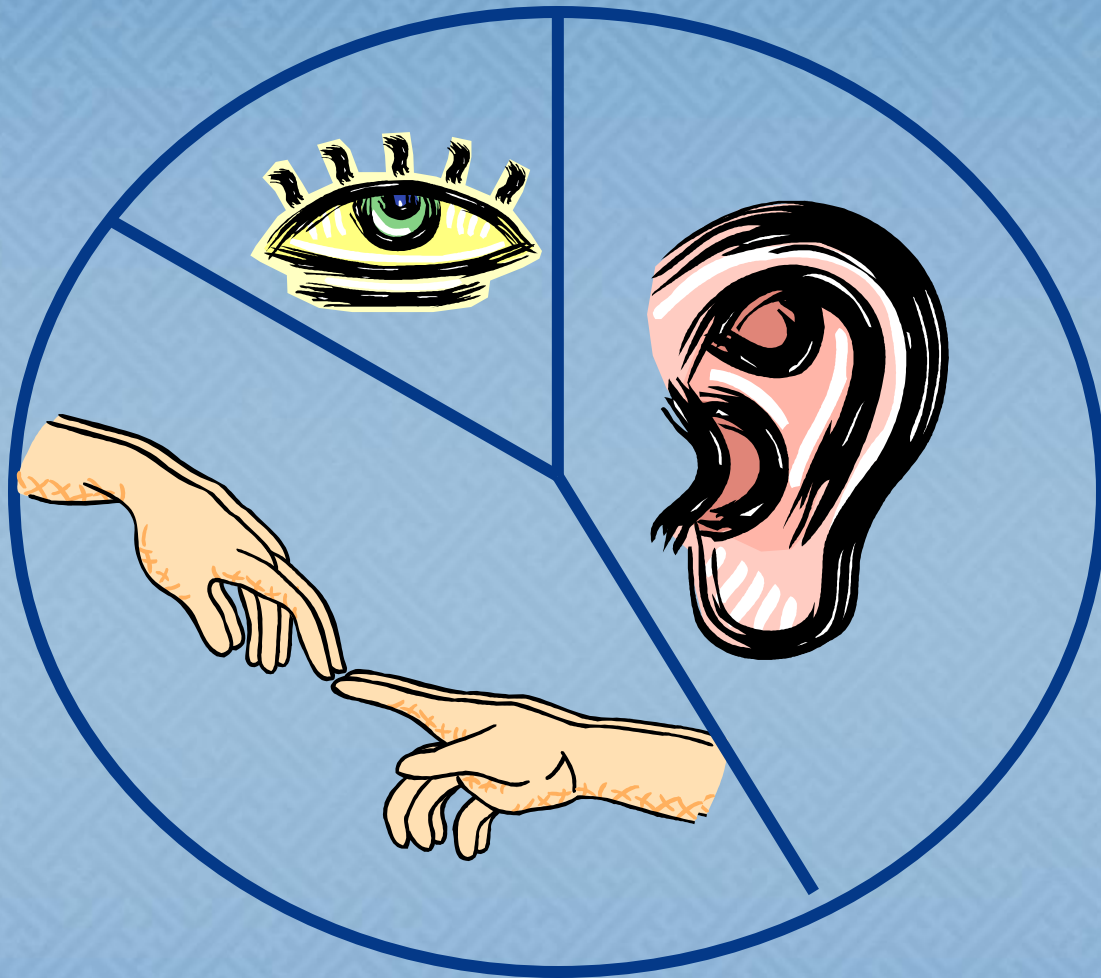
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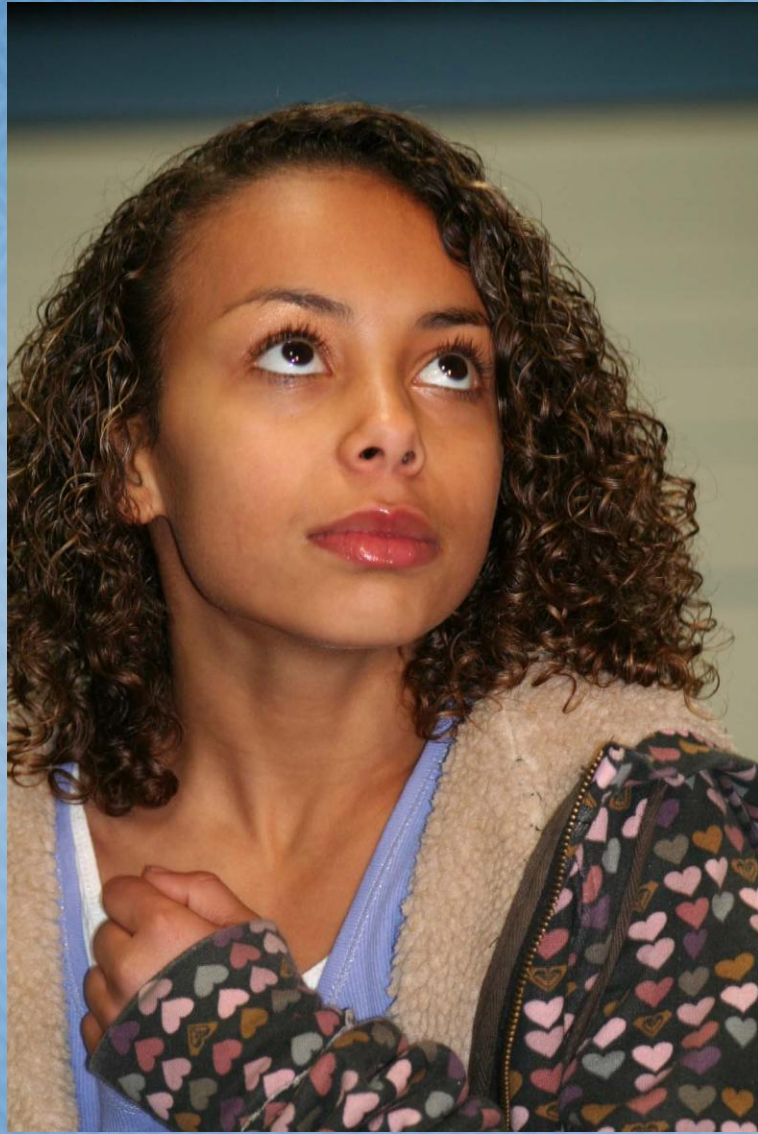
**I nconsistent**

**C onscious**

**E nergy**







See, Look, Show

Stories, Pictures,  
Graphics, Videos

Rapid talker

Get to the point



Motor Mouth

Hear, Listen, Said,  
Tell, Sound

Stories, References,  
Their Words





Few Words

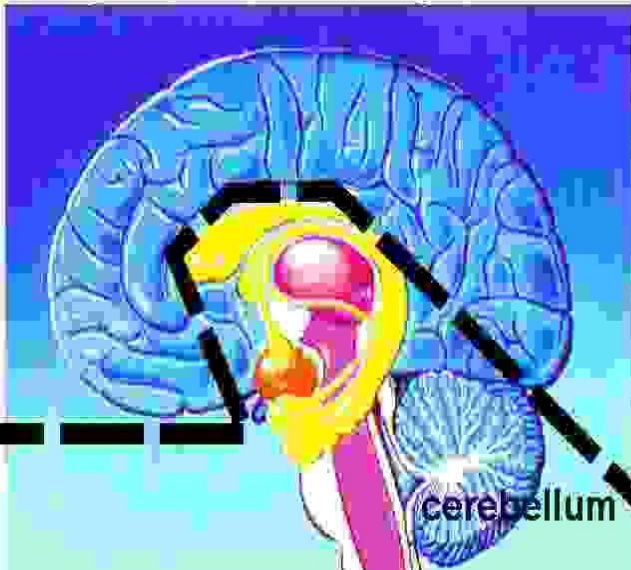
Control, Feel,  
Touch,  
Comfortable

Stories, Pauses,  
Demos

# Speak to The Old Brain

## NEW BRAIN

cognition empathy art sociability consciousness



- thalamus
- brainstem
- hypothalamus
- basal ganglia
- amygdala
- hippocampus

**OLD BRAIN** fear  
control  
dominance  
reflexes



# Humor

- Stories, not jokes (Signature Story)
- Rule of 3
- Visual picture
- Cathartic release
- Understatement and exaggeration
- Callback



Presentation = conversations with one person across many – Jim Pelley

# Pouring wine



# Post-Mortem

- Reactions
- Reviews
- Evaluations
- Lessons learned



# Mistakes We Have Made

- Preparation – too little
- Content – too much
- Not running it as a slide show first
- Didn't check out tech in advance
- Charts/figures that don't work
- Audience mismatch
- No take-home
- Only 1 learning style

# Questions?



# Summary

- Think first
- Understand audience
- Mix it up
- Tell stories
- Evaluate yourself



# Contact us

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