

Proseminar Topics and Tips

Human-Computer Interaction

SS 2006

Topics

1. A Software Design Manifesto (incl. Preface and Introduction)
2. Design of the Conceptual Model
3. (The Role of the Artist-Designer)
4. Design Languages
5. The Consumer Spectrum
6. Action-Centered Design (including DIA cycle)
7. (Keeping It Simple)
8. The Designer's Stance
9. (Reflective Conversation with Materials)
10. Cultures of Prototyping
11. (Footholds for Design)
12. (Design as Practiced)
13. Organizational Support for Software Design
14. Design for People at Work (including Reflection)

Slide Content and Layout: Don't Do This!

A seminar is a form of academic teaching, at a university or offered by a commercial or professional organization, in small groups where students are requested to actively participate during meetings. This often has to be done by presenting a paper in class and also in written form. The idea behind seminars is to confront students with the methodology of their chosen subject and also to familiarize them with practical problems that might crop up during their research work.

Font size ?

Complete sentences ?

Blank space ?

Slide Content and Layout: Do This!

- Text
 - Supports presentation
 - Bullet points: short but meaningful
- Media
 - Images
 - Audio & Video



Presentation

- Appropriate volume & speed
- Draw in the audience
 - Look at them
 - Questions & Demonstrations
- Rehearse your presentation
 - Don't use notes

Presentation

- Test the presentation in the same room and with the same equipment used during the actual presentation!
- More tips here...

http://media.informatik.rwth-aachen.de/seminar_howto.html

Slide Design

Slide title

Sections

- Keep a clear structure
- Important information?
- Our templates (Keynote, PPT)

Slide count

Title and Author

1 / 29

