



How to Present Effectively in a Meeting

ACCU 2017
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@dirkhaun



MOST PRESENTATIONS SUCK



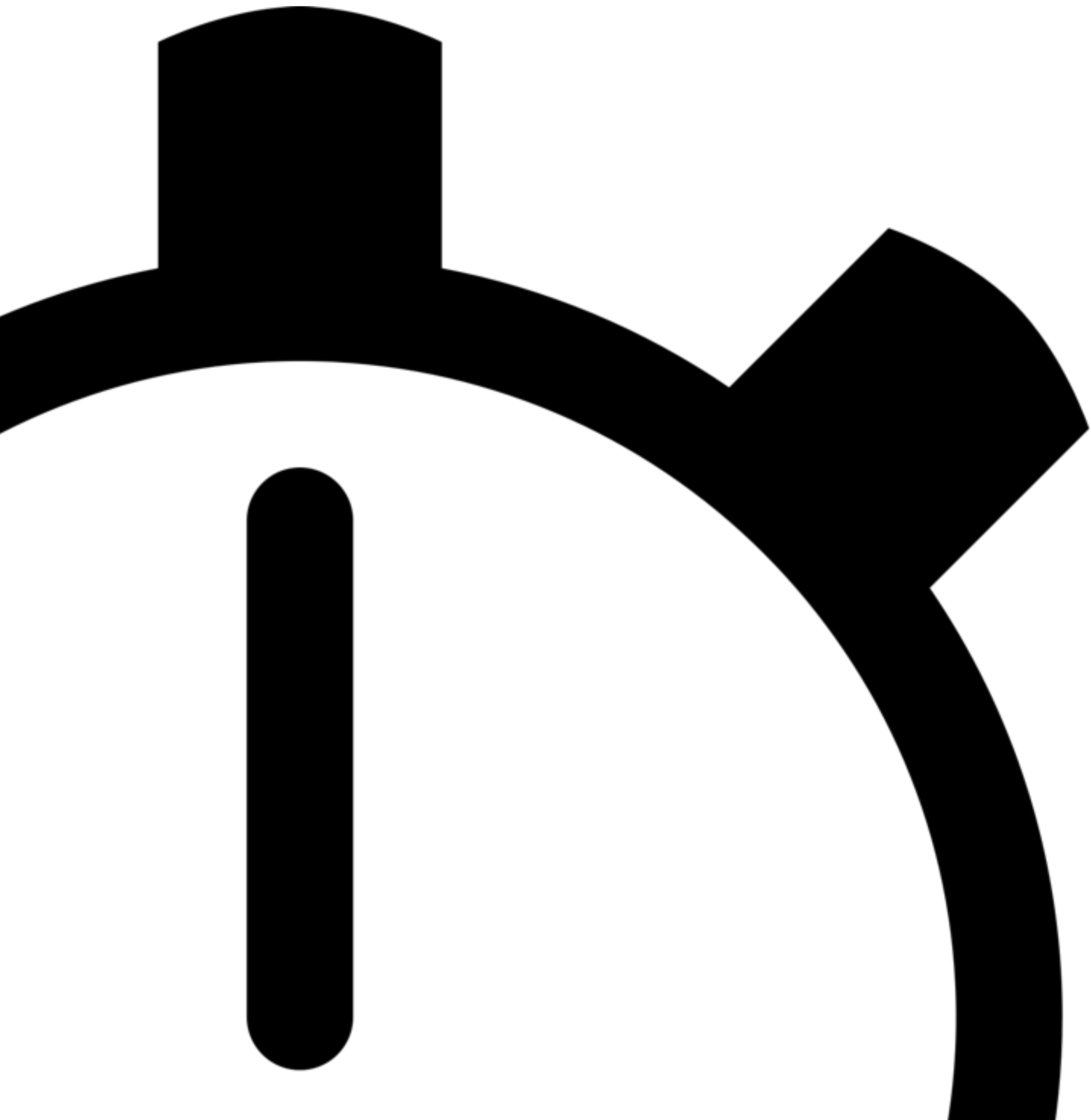
MOST MEETINGS SUCK



PRESENTATIONS IN MEETINGS

Don't be a lemming.

Joey Asher



15 minutes
including Q&A



Your audience

Here's a promise.
If you don't know your audience's
key business challenge,
then your presentation will stink!
Guaranteed.

Joey Asher



Attention Span

Goldfish: 9 seconds

Human: 8.5 seconds
(supposedly)



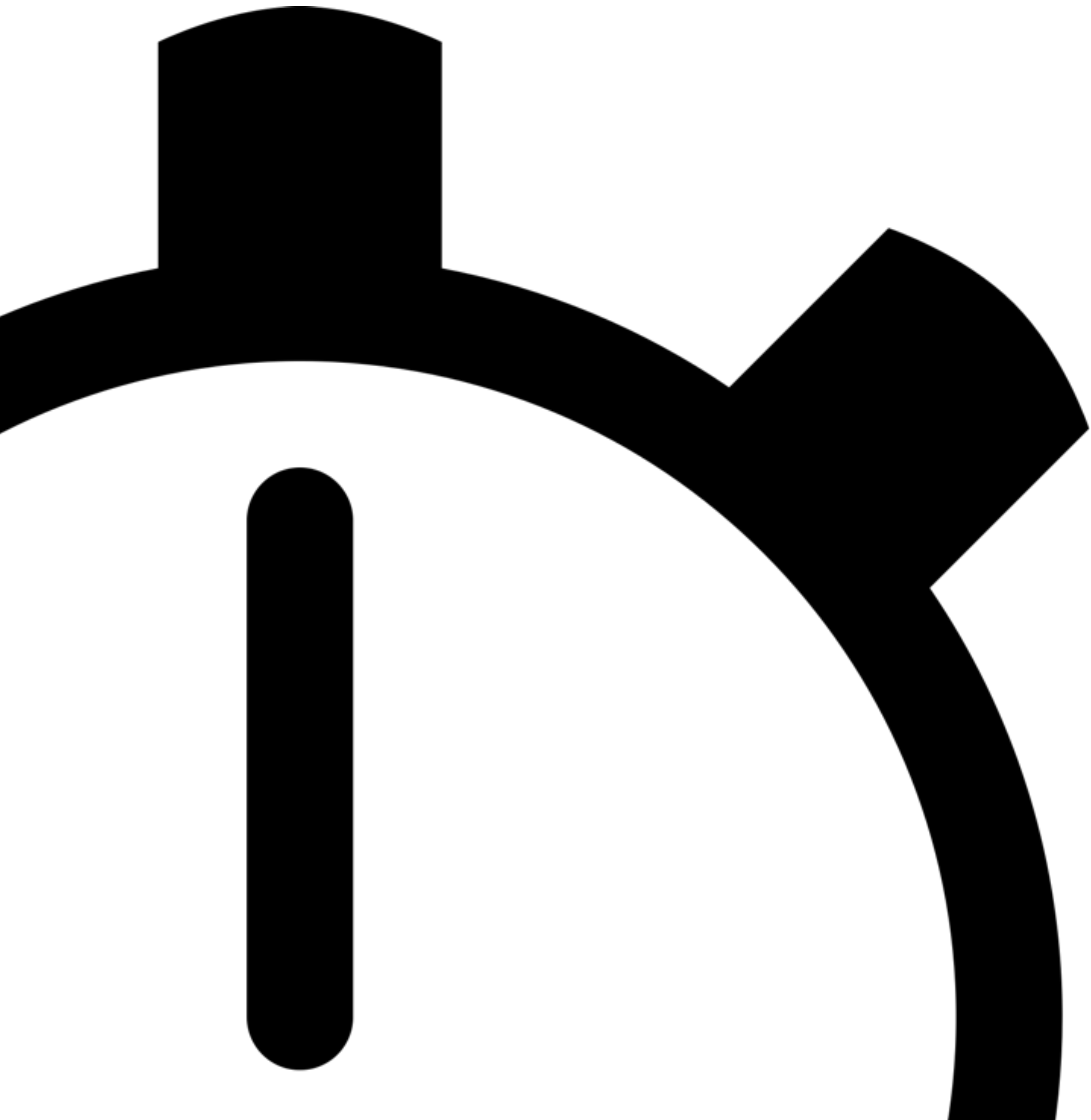
Attention Span

SUSTAINED ATTENTION

Goldfish: 9 seconds

Human: 8.5 seconds
(supposedly)

20 MINUTES



15 minutes
including Q&A

Presentation: 7 min
Q&A: 8 min

Part 1: The Presentation

- | | |
|-------------------|------------|
| 1. Hook | 30 seconds |
| 2. Preview | 30 seconds |
| 3. Main Part | 5 minutes |
| 4. Recap | 30 seconds |
| 5. Call to Action | 30 seconds |

Hook

30 seconds



non thing

1. Looking for ways to improve performance.
2. Researching best practices.
3. Identifying key skills.
4. Developing a plan for job success.

...s success"
... D. Rockefeller



Speechworks

...aximize the ...ent."

This isn't about eloquence.
It's about being effective.

Joey Asher

Preview
30 seconds



Preview

30 seconds

BUMPER STICKERS

KEY MESSAGE 1

KEY MESSAGE 2

KEY MESSAGE 3

Main Part

5 minutes

```
foreach key_msg:  
    provide explanation  
    provide evidence
```

Recap
30 seconds



Call to Action

30 seconds



The Presentation

- | | |
|-------------------|------------|
| 1. Hook | 30 seconds |
| 2. Preview | 30 seconds |
| 3. Main Part | 5 minutes |
| 4. Recap | 30 seconds |
| 5. Call to Action | 30 seconds |



1

2

3

Background:

Hardware company, building our own hardware.
Next new product still under development
(nearly done, but not quite).

Situation:

Manufacturer of a key component announced to
discontinue that component by mid-year.

Possible replacements are not compatible.

SHIPPING OF PRODUCT X IS AT RISK

Possible solution 1:

Switch manufacturer for the component.

Cons:

Needs additional development,
hence will delay shipping.

Additional development costs.

Loss of projected revenue.

Pros:

New component more future-proof & versatile.

May actually save cost in the long term.

Possible solution 2:

Buy all the remaining stock of said component.

Cons:

Additional upfront cost.

Fewer units sold (due to lack of components).

Move forward development of version 2.

Pros:

Move forward development of version 2.

Does not affect shipping plan for version 1.



Storytelling

Storytelling

- Does it really work?



Stories

approx. 20000 years





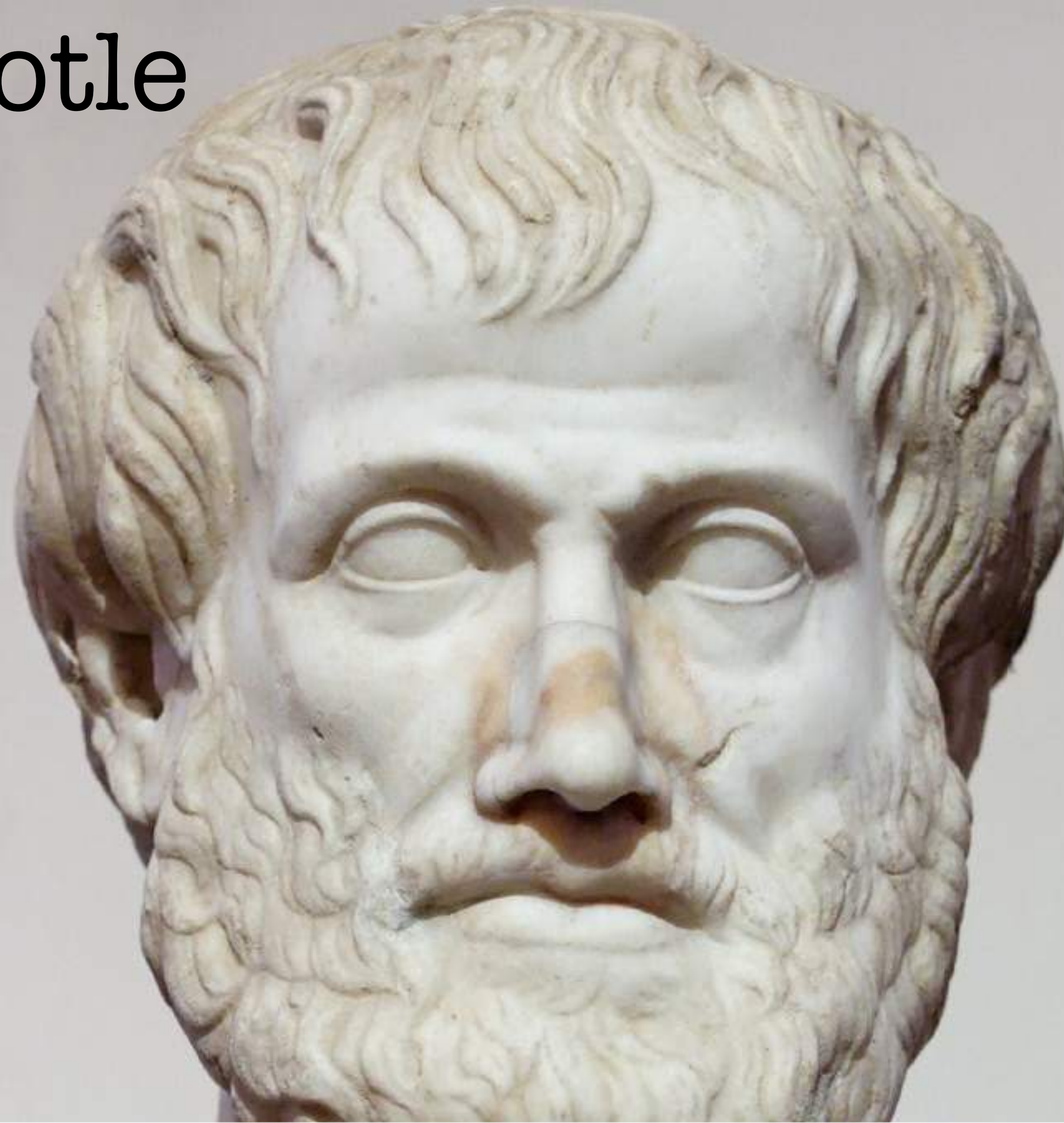
Stories

approx. 20000 years

Writing

approx. 6000 years

Aristotle

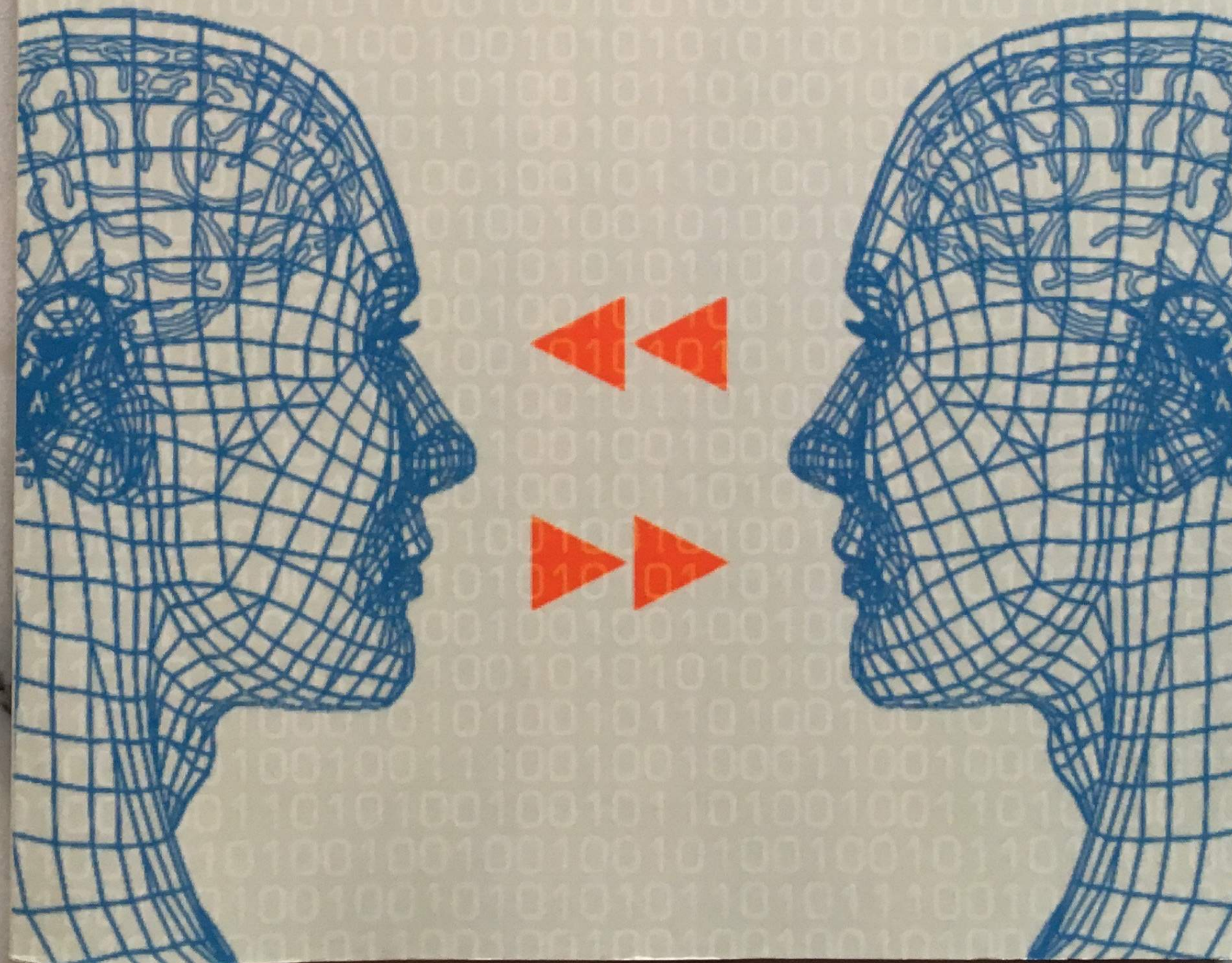


Beginning - Middle - End

Story Proof

KENDALL
HAVEN

the science behind
the startling **power of story**



Struggle



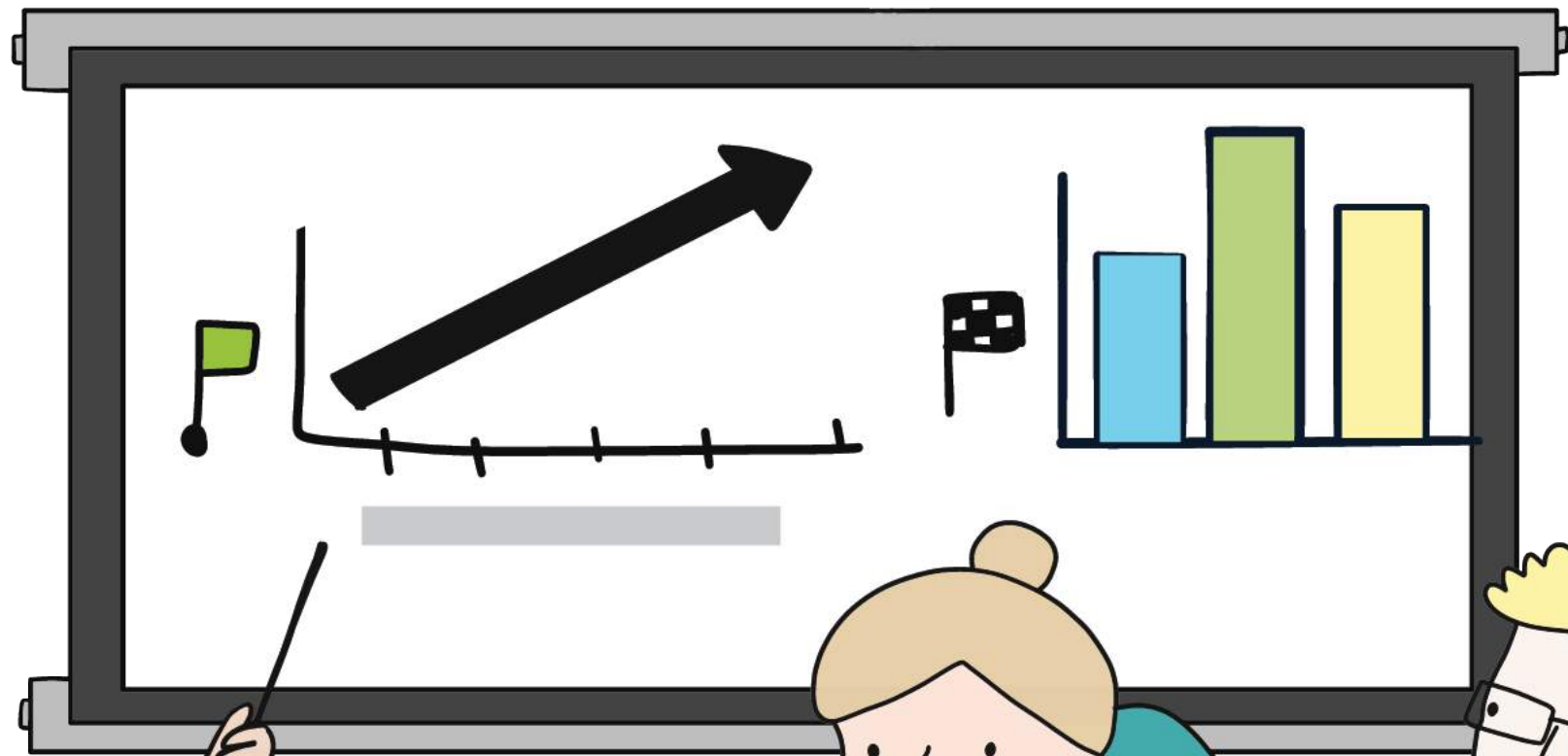
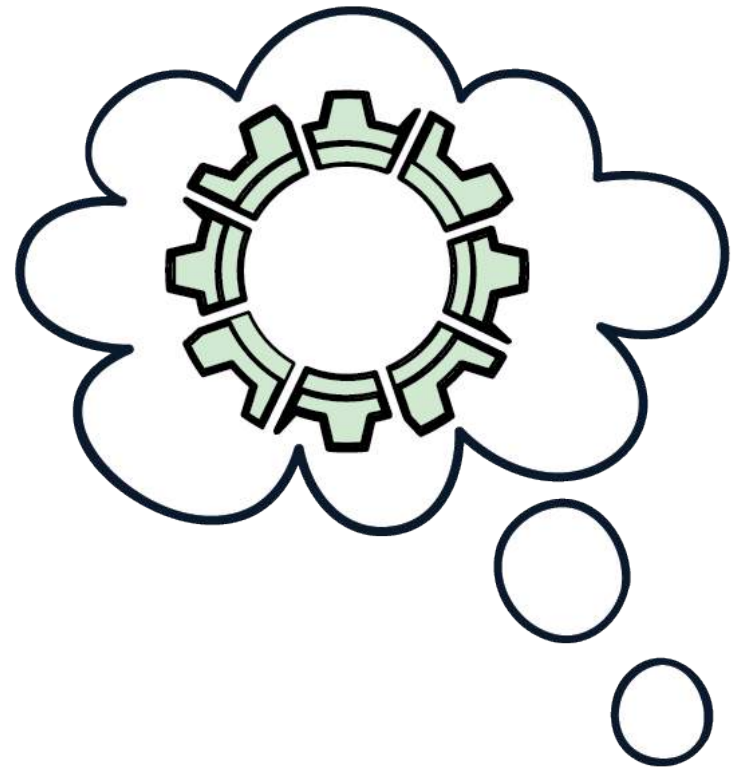
Beginning - Middle - End

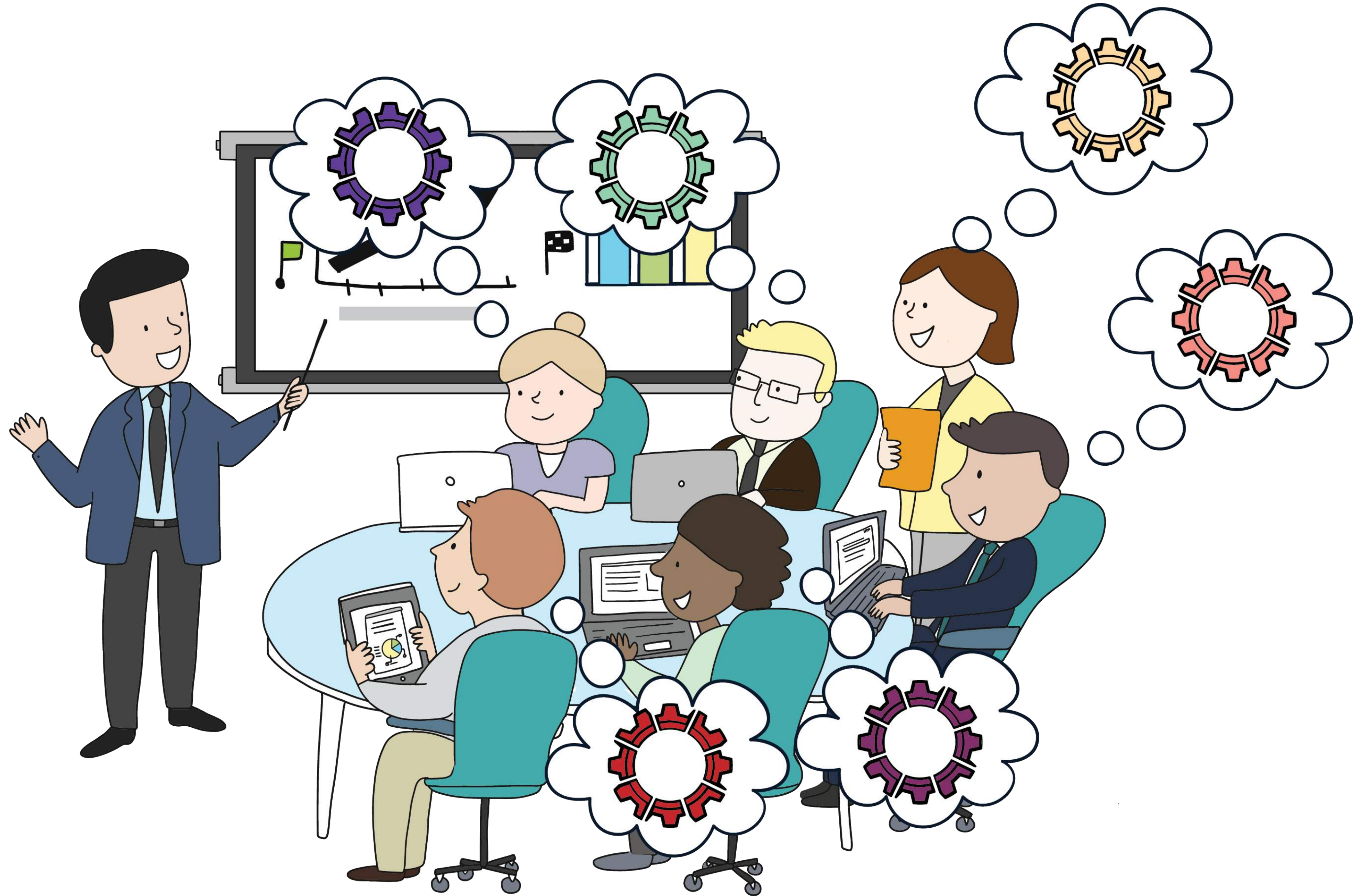
(according to Kendall Haven)

Beginning - Struggle - End

Problem - Struggle - Solution







Part 2: Q&A



Q&A

8 minutes

foreach question:

start with a short answer

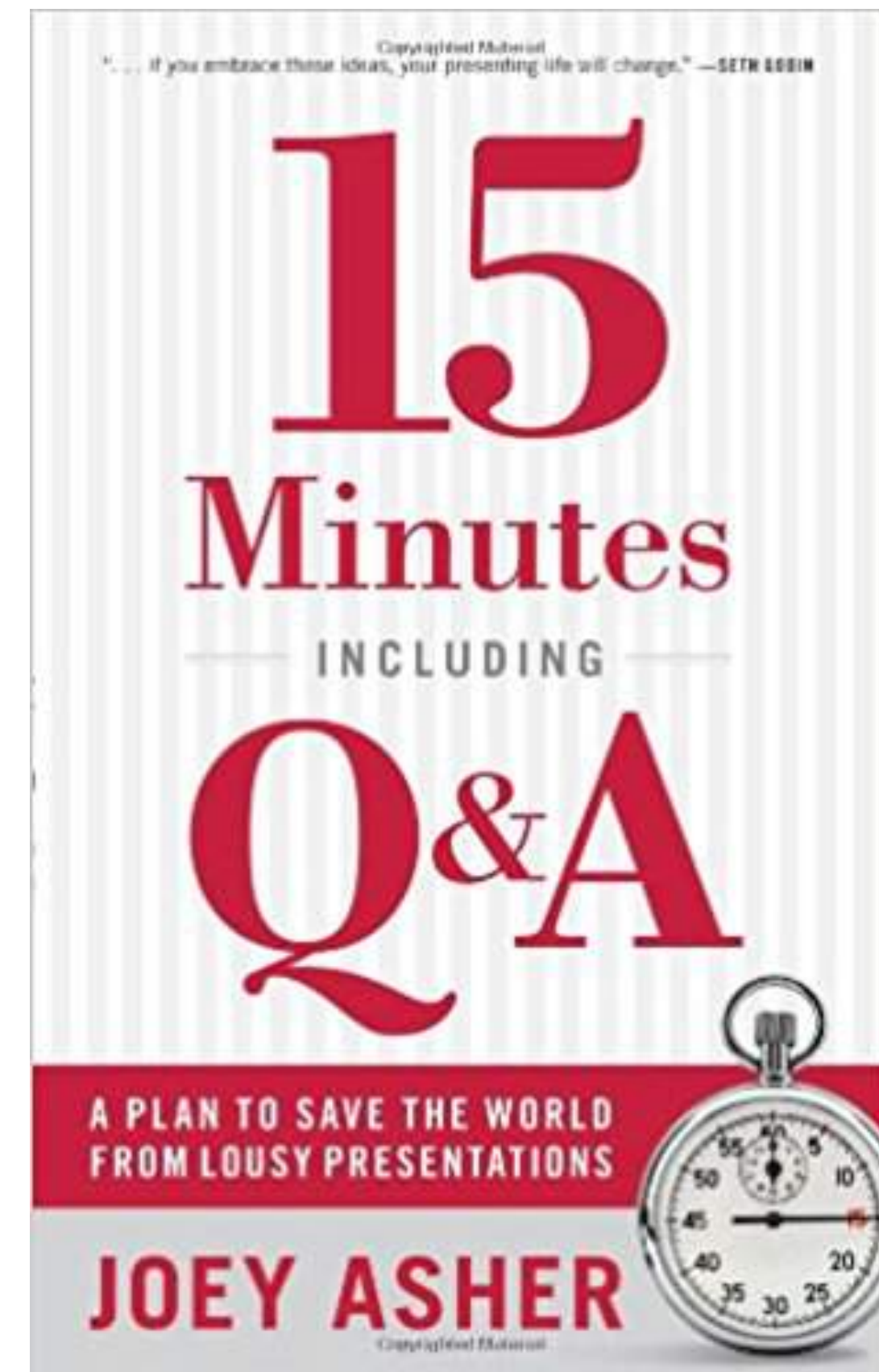
give a little explanation

then stop

Your goal isn't to tell everything you did.
It's to help your listeners with their lives.

Joey Asher

Thank you



Credits

- iStockphoto files #157335388, #178774059, #179717287, #7526355, #598174130 (audience / meeting photos)
- Fotolia file #96842486 (goldfish)
- „Fishing Hook“ by Danny de Bruyne, from freeimages.com
- „Hook“ video clip from 15minutesincludingqanda.com
- „Chalice window“ by Joel Kramer, from Flickr, CC BY
- Aristotele bust photo from Wikimedia commons, Public Domain
- „Story Proof“ book photo by Dirk Haun
- „Meeting“ (wristwatch) by Alexander Kaiser, from Flickr, CC BY
- „Thinking work“ custom illustration commissioned by Dirk Haun
- Clipart from openclipart.org
- All other photos from pixabay.com, CCO

Presentation by Dirk Haun, <https://www.TheMobilePresenter.com/>