How to Give a Bad Talk	How to Give a Good Talk
Launch into the material without stating goals or	Give your talk a beginning, a middle, and an end:
purpose.	
	Summarize scope and goals.
End abruptly after your last point.	Summarize main concepts and conclusions.
	Summarize points you would like to see the audience go away with, and provide pointers to additional
Throughout, keep your audience clueless about what you are doing, and why.	information.
Attempt to cover far more material than is practical in the time alloted.	Carefully scope what you can cover to the time alloted, allocating time for questions and dicussion.
End the talk abruptly about halfway through your material.	Decide how many concepts or points you can adequately get across in the alloted time (one concept every 5 minutes is a reasonable rule of thumb), and prioritize to the most important ones.
material.	View your talk as an opportunity to motivate the audience to learn more about the topic on their own (and
Be really really speedy to make sure every detail is covered.	provide them the pointers to do so), rather than attempting to teach them everything in the talk itself.
Target the talk to your knowledge, sophistication and interests, and ignore that of the audience.	Know your audience, and what you are trying to achieve with this audience, and carefully adjust the content of your talk accordingly:
Either bore the audience to death, or impress them	How much do they already know about the subject?
with a snow job.	How much background do they have to understand the subject?
Don't be concerned whether the audience comes	From their perspective, what are they likely to find interesting and exciting?
away with new knowledge or renewed interest or	How much diversity is there in the audience? Can you provide something of value for both the well- informed and the clueless?
enthusasim about anything you have said.	
Bombard your audience with lots of text on	The written word and the spoken word clash, so rely primarily on the spoken word (this is a talk, after all).
vu-graphs, so as to force them to choose between	The written word and the spoken word clash, so rely primarily on the spoken word (this is a talk, after an).
listening to you or reading.	The spoken word and images and pictures reinforce each other, so come up with a visual representation of
6 ,	your concepts to work your words around.
Don't waste your time on pictures and figures.	

<u>Ref</u>: D.G.Messerschmitt, Department of Electrical & Computer Engineering, University of California at Berkeley.