PROGRESS VIDEOS

Every group made a good progress!
ONCE UPON A TIME
ONCE UPON A TIME
IN A ROOM FAR AWAY
IN A ROOM FAR AWAY

THERE ARE FIVE AND A ONE
THERE ARE FIVE AND A ONE
THERE ARE FIVE AND A ONE

บังเอิญอยู่ในห้องตอนนั้น
TRAIN THE YOUNG ONES
PRESENTATION SKILL, WE MUST.
LECTURE OR PRACTICE?
LECTURE
OR
PRACTICE
FIRST
?
PRACTICE > YOUTUBE 1-3 (SEM1)
LECTURE > TODAY
PRACTICE > YOUTUBE 4-5 (SEM2)
PRESENTATION IS ...
PRESENTATION IS ...

BASED ON WORK!

Good presentation on bad work is still bad
PRESENTATION IS ...

A SKILL

*Practice, practice, practice.*
PRESENTATION IS ...

AN ART

Guidelines, not rules.
PRESENTATION IS ...

1. BASED ON WORK
2. A SKILL
3. AN ART
PRESENTATION IS ...

1. BASED ON WORK
2. A SKILL
3. AN ART > GUIDELINES
PRESENTATION GUIDELINES

A small lecture
SHOW,

DON’T TELL

Show what you want to emphasize.
HAVE A STORY

Make a connection in your presentation
Each member responsibilities

Phongthep Somjit
- Hot air provider
  - Resource & Control
    - valve
    - nozzle
    - design
    - simulation
  - Data Storage
    - Analysis & Interface
      - Nozzle simulation
  - Structure
    - Nozzle position control
  - Specimen fix

Kongphop Srisuk
- Program

Jarukit Nanumchok
Basic Structure

1. Setup
2. Conflict
3. Build-up
4. Climax
5. Resolution
Other Connections

• Timeline (weak)
Other Connections

- Timeline (weak)
- Expectation & Surprise!
Other Connections

- Timeline (weak)
- Expectation & Surprise!
- Logic
ASK YOURSELF

“SO WHAT?”

A simple question after every sentence.
GUIDELINES SUMMARY

1. Show, don’t tell
2. Have a story
3. Ask yourself “so what?”
VIDEO PROGRESS 4-5
INSTRUCTION

It is about presentation more than progress
INSTRUCTION

• Hand them in like Videos 1-3, same format

• Deadlines
  • Video 4: Feb 5
  • Video 5: April 8

• Scores based on presentation skill, not progress.

• You are allowed to use past progress
INSTRUCTION

• **Video 4 – Have a story.**
  • Don’t list all your progress/work
  • Focus on something worth giving attention to

• **Video 5 – Your contribution.**
  • You are not allowed to use other people’s work/plot/picture/etc.
  • If you build something, show it.
  • If you experiment/simulation, show data and conclusion from *your* work.