Storytelling at conferences

How to present your paper without losing your audience

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Why give a conference talk?

Advertise your paper



Advertise yourself

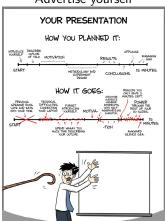


Image by Jorge Cham - PhDComics.com

Overview

- What makes a conference talk 'good'?
- Storytelling techniques for a conference talk:
 - Structure
 - Presentation

Do

✓ Relate to your audience.

Do

- ✓ Relate to your audience.
- ✓ Entertain.
- ✓ Teach.

Do

- ✓ Relate to your audience.
- ✓ Entertain.
- ✓ Teach.

Don't

- X Just summarise your paper.
- X Try to fit in too many results.
- **X** Get lost in the details.

Beginning

Middle

End

Beginning Exposition

Introduction to the world.
Introduction to the main characters
Inciting incident.

Middle

End

Beginning Exposition

Introduction to the world.
Introduction to the main characters
Inciting incident.

Middle Journey

Meeting allies, meeting enemies.

Overcoming obstacles or tasks to complete.

Character growth.

End

Beginning Exposition

Introduction to the world. Introduction to the main characters Inciting incident.

Middle Journey

Meeting allies, meeting enemies.

Overcoming obstacles or tasks to complete.

Character growth.

End Resolution

Climax / final confrontation. Round up. Teaser or open end.



Beginning

Exposition:

World

Characters

Incident

Middle

Journey:

Allies, enemies

Obstacles, tasks

Growth

End

Resolution

Climax

Round up

Teaser



Beginning

Exposition:

World

Characters Incident

Middle

Journey:

Obstacles, tasks

End

Resolution

Climax

Round up

Teaser

Incident:

Climax:





Images from Vecteezy.com

Beginning

Exposition:

World

Characters Incident

Middle

Journey:

Allies, enemies

Growth

End

Resolution

Climax

Round up

Teaser

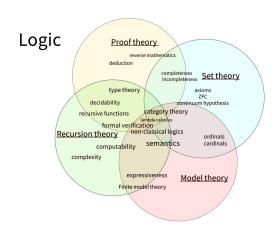


Image by Elli Anastasiadi

Explain no more than needed.



Beginning

Exposition:

World

Characters

Incident

Middle

Journey

Allies, enemies

Obstacles, tasks

Growth

Enc

Resolution

Climax

Round up

Teaser

Neural Networks

Properties

Examples

Proof techniques

You

Historical figures

Beginning

Exposition

World

Character

Incident

Middle

Journey:

Allies, enemies Obstacles, tasks

Enc

Resolution

Growth

Climax

Round up

Teaser



Time to get creative!

Does not have to be the shortest path.

Does not have to be historically accurate.

Does not have to follow your paper.

Beginning

Exposition

World

Characters

Incident

Middle

Journey:

Allies, enemies

Obstacles, tasks

End

Resolution:

Climax

Round up

Teaser

Brief summary.

Go read my paper!

- More results!
- Useful for you!

Look out for my next paper...

- ✓ A personal or relatable story.
- ✓ An intriguing question.

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- ✓ An intriguing question.
- ✓ Follow the rhythm of the story

- ✓ A personal or relatable story.
- ✓ An intriguing question.
- \checkmark Follow the rhythm of the story
- ✓ Show enthusiasm

- ✓ A personal or relatable story.
- ✓ An intriguing question.
- ✓ Follow the rhythm of the story
- ✓ Show enthusiasm
- ✓ Practice
- ✓ Practice
- ✓ Practice

- ✓ A personal or relatable story.
- ✓ An intriguing question.
- ✓ Follow the rhythm of the story
- ✓ Show enthusiasm
- ✓ Practice what to say
- ✓ Practice
- ✓ Practice

- ✓ A personal or relatable story.
- ✓ An intriguing question.
- ✓ Follow the rhythm of the story
- ✓ Show enthusiasm
- ✓ Practice what to say
- ✓ Practice how to say it
- ✓ Practice

- \checkmark A personal or relatable story.
- ✓ An intriguing question.
- ✓ Follow the rhythm of the story
- ✓ Show enthusiasm
- ✓ Practice what to say
- ✓ Practice how to say it
- ✓ Practice your body language

Opening: "Once upon a time ..."

- ✓ A personal or relatable story.
- ✓ An intriguing question.
- ✓ Follow the rhythm of the story
- ✓ Show enthusiasm
- ✓ Practice what to say
- ✓ Practice how to say it
- ✓ Practice your body language

Closing: "And they lived happily ever after"

- ✓ Take home message.
- ✓ A question to ponder.
- ✓ Humor.



So how are you going to tell your story?

