

# [Insert Title Here]

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- Some common mistakes people make when building slide decks
- Most of them are very obvious, but people still make them again and again

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The first common mistake is having too much text on one slide

### Who Owns User Experience?

#### \*Design is Horizontal

Vertical silos in many companies are clearly visible within the products they produce. **Products, however, are by their very nature horizontal.** As a result, vertical organizational structures can often impede the product design process.

#### Total User Experience (end-to-end)

A great product has unified visceral, behavioral, and reflective design right down to the packaging. As a result everyone in an organization has an effect on User Experience. They will all come at it from different angles (**marketing, engineering, design**), but **they all need to come with the same goal.**

Y! SEARCH PMD



- If you put text on the screen - people WILL start to read it - No matter how bad it looks
- They will NOT be paying attention to you
- For example, this slide is about User Experience

# Who Owns User Experience?



The last slide could easily be summarised in a few words

**It's a presentation - talk about the subject, don't write about it**

- **Bullet Points**
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Speaking of text, let's talk about our beloved bullet points

- The first and really awesome details
- Some stuff about how we did another part
- Moving on, we did something else
- And of course we must not forget the other thing
- This was cool as well, so we should include it
- You won't read this one anyway
- Can we stop doing this now?
- And finally...you can stop done



- It's not just too much text, it's too many points for a person to keep in their head
- They'll have forgotten the first two by the time they get to the end
- In general people can only keep between 4 and 6 in active memory - keep this in mind when using bullet points

# One point per slide?



- Ideally you would ditch the bullet points altogether
- There's nothing wrong with 8 slides instead of 8 bullet points if anything it highlights the points even more

## The First Part

- The first and really awesome details
- Some stuff about how we did another part
- Moving on, we did something else
- And of course we must not forget the other



- If you really want to go through all the points, break them to onto different slides



## The Second Part

- This was cool as well, so we should include it
- You won't read this one anyway
- Can we stop doing this now?
- And finally...you can stop done



## The Second Part

- This was cool as well, so we should include it
- You won't read this one anyway
- Can we stop doing this now?
- And finally...you can stop done



- You can have your bullets appear as you speak about them
- But another nice idea is to highlight stuff with colours, that way you can focus on the one you're talking about

## The Second Part

- This was cool as well, so we should include it
- **You won't read this one anyway**
- Can we stop doing this now?
- And finally...you can stop done



We've greyed out everything apart from the 2nd point

We've still got the context of the other points, but aren't focused on them

## The Second Part

- This was cool as well, so we should include it
- You won't read this one anyway
- **Can we stop doing this now?**
- And finally...you can stop done



## The Second Part

- This was cool as well, so we should include it
- You won't read this one anyway
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- **And finally...you can stop done**



Text **Size**



Another important topic is the size of text you use on your slides

## How do handle Deadlocks



Let's say we're talking about database deadlocks:

- we've followed the guidelines above and are avoiding too much text
- But now or next is lost in a sea of emptiness
- We've lost any impact from our short meaningful content
- Our users are staring at a mostly blank page

You can always go bigger!

# Deadlocks



- Minimise the words, maximise the size
- When you think it's too big, make it bigger
- Make sure the person at the back of the room can see it
- Make sure the person who forgot their glasses can see it
- Make sure you can still see it, even with a crappy projector



# Font



- Don't go crazy, you don't want your font to distract from the content
- No comic sans please!

**Times New Roman**



Of course there are exceptions, but generally sans-serif fonts will work better

Feed Me!



- Make sure your font has enough weight.
- Use Bold or semi-bold if you need - this especially applies to code samples,

# KISS



Keep it simple. Most importantly, legible.

Again, make sure:

- \* the person at the back of the room can read it
- \* the person who didn't bring their glasses can read it
- \* it's still legible when the sun is shining on the screen and the projector is crap.



If you really want to level up your presentation, use some non-standard fonts

Don't go crazy, pick two and stick to them.

[Google Fonts](#) and [Typewolf](#) are a great place to start for complimentary fonts

It can add a lot to a presentation, but it can also ruin one..

# Poor Contrast



Poor contrast is another common problem.

- Light text on light backgrounds,
- Dark Text on dark backgrounds
- The projector/screen is always going to be worse than your laptop,

Can you Read Me?



Contrast problems don't just apply to text slides

If you've got diagrams, make sure there's proper contrast on the components



Change colours to make sure the background and foreground differ sufficiently

You should also avoid mixing colours that can cause issues for people who are colour-blind:

<https://usabilla.com/blog/how-to-design-for-color-blindness/>





Add a background layer to the text if necessary, it can help increase the contrast.

# Colours



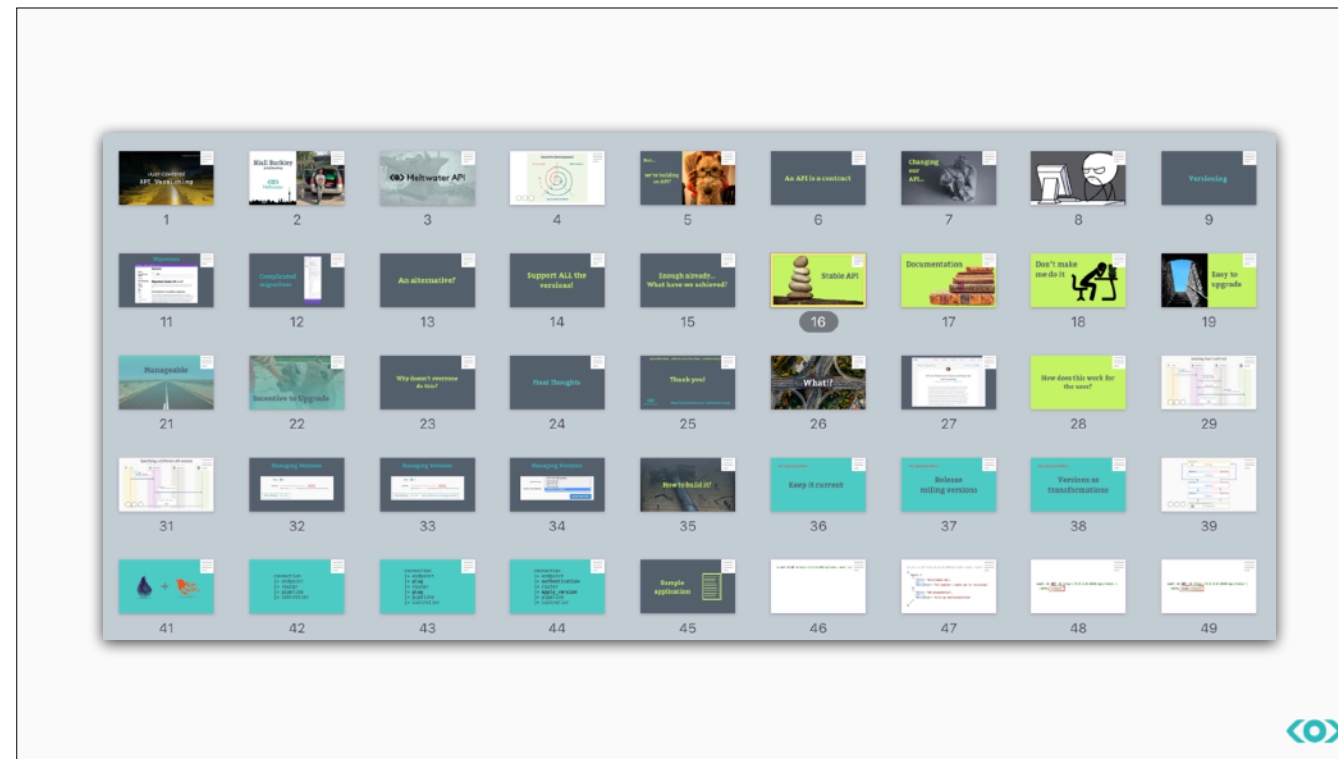
As long as you use them responsibly, colours can be a great way to improve a presentation.

They're a great way to keep your slides deck interesting, and transitioning between sections

**And now for something  
completely different...**



Don't be afraid to use dark background with light text. It's a nice break for the same slides we see every day.



When colours are used effectively you should be able to see the transition of your presentation from afar

Pick a colour palate if 4/5 colours and stick to those

[colourlovers.com](https://colourlovers.com)

**Keep  
Slides  
Consistent**



If slides are similar, the transition should be smooth

# This is Heading One



Let's say we've got two slides

# This is Heading Two



If we swap back between the two they jump and jitter

# This is Heading One



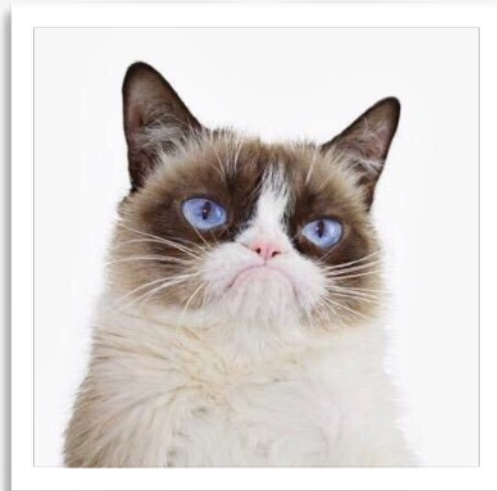
Instead we could keep them consistent



# This is Heading Two



Instead we could keep them consistent



# Images



Images are really important on slides

- “a picture paints a thousand words”
- non only can it help back up and explain your content, but it keeps people interested
- grumpy cat is far more interesting than your text or bullet points

# Kayaking



Use images to their full extent

- For example if I'm explaining to people people what I do in my free time
- This looks kinda lame

# Kayaking



This looks much better

Full-bleed (edge-to-edge) images are immersive and impactful

Use high resolution images - nobody want to spend their day counting the pixels on your slides



- Good images also make interesting and relevant backgrounds
- Just make the image black and white and adjust the transparency



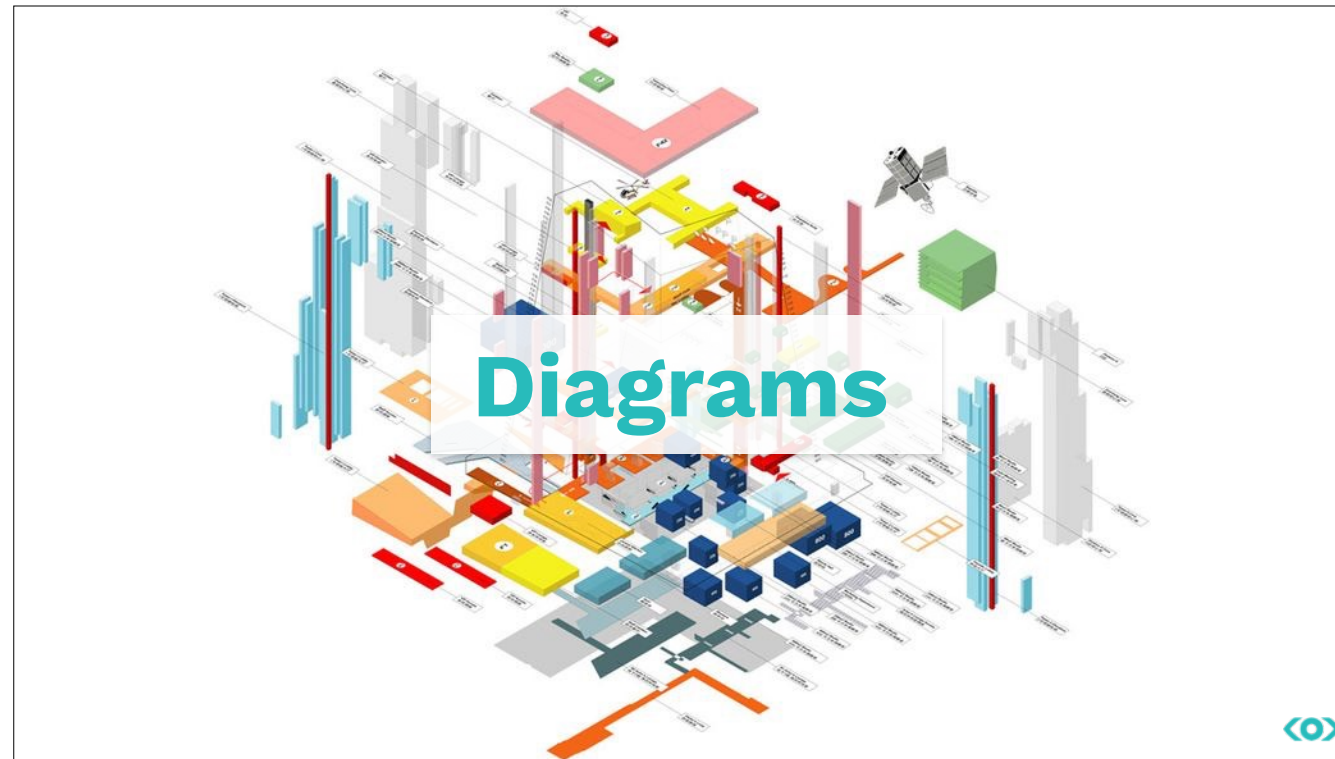
Another common mistake is bad contrast with text and images

It can be hard to use a sufficiently contrasting colour for text if the image is made up of lots of colours



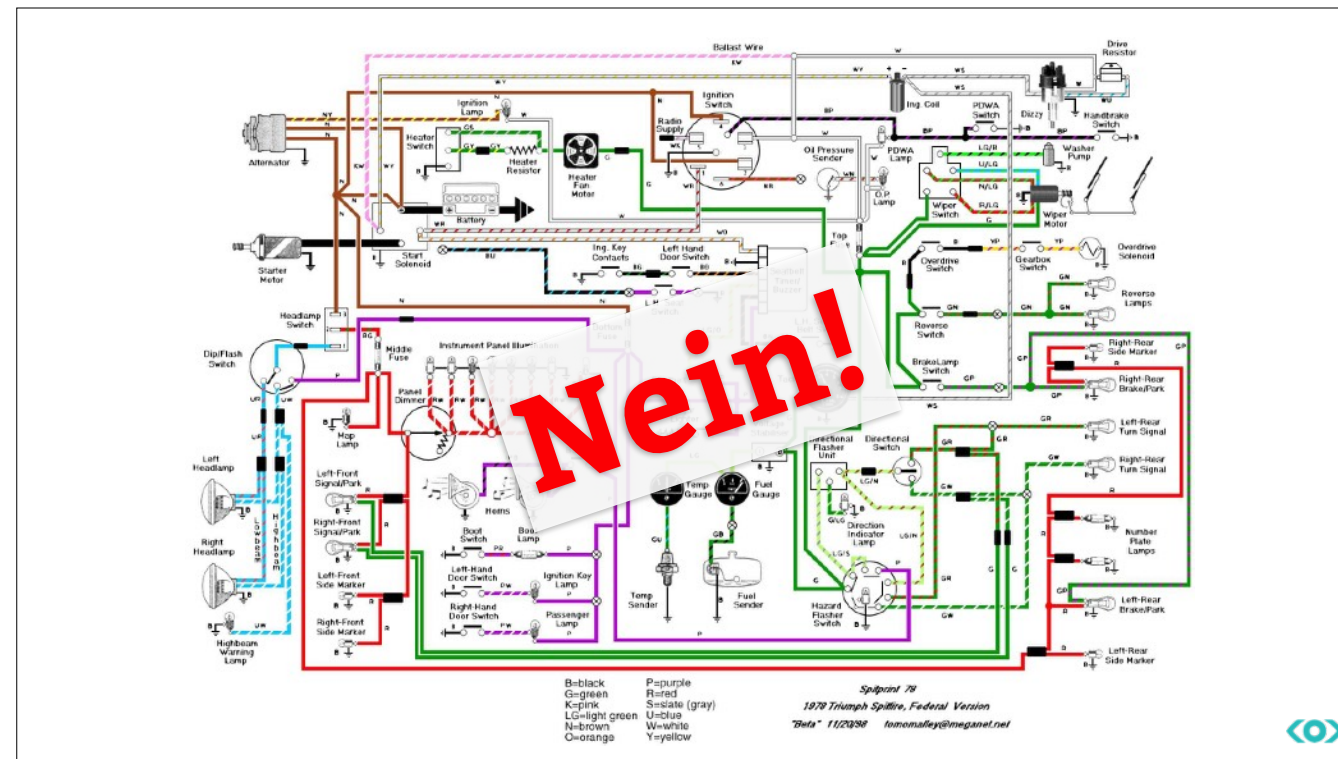


Add a layer underneath to make it legible

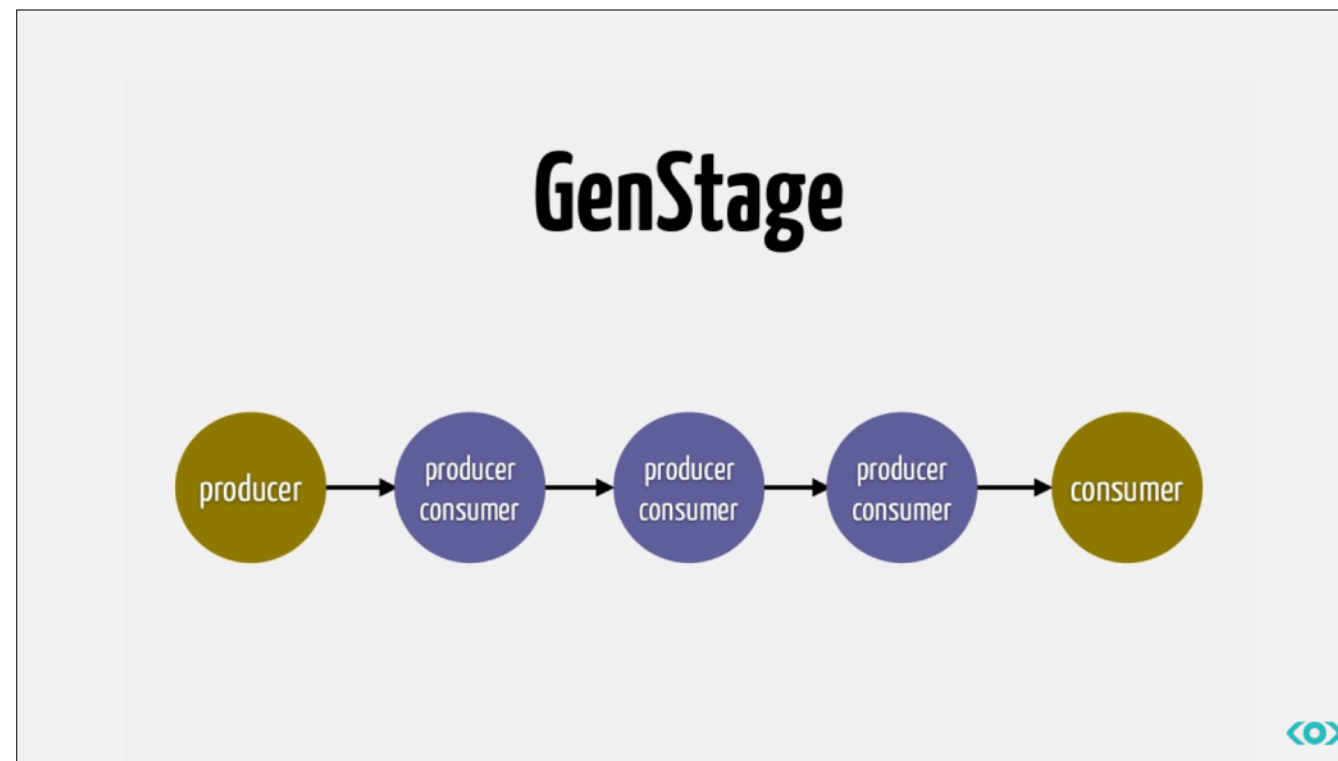


Diagrams and charts should help your presentation, not hinder it





Unless you're willing to spend half an hour of your presentation explaining it, and losing everyone in the process please don't add anything too complicated



Diagrams should be simple and easy to follow.

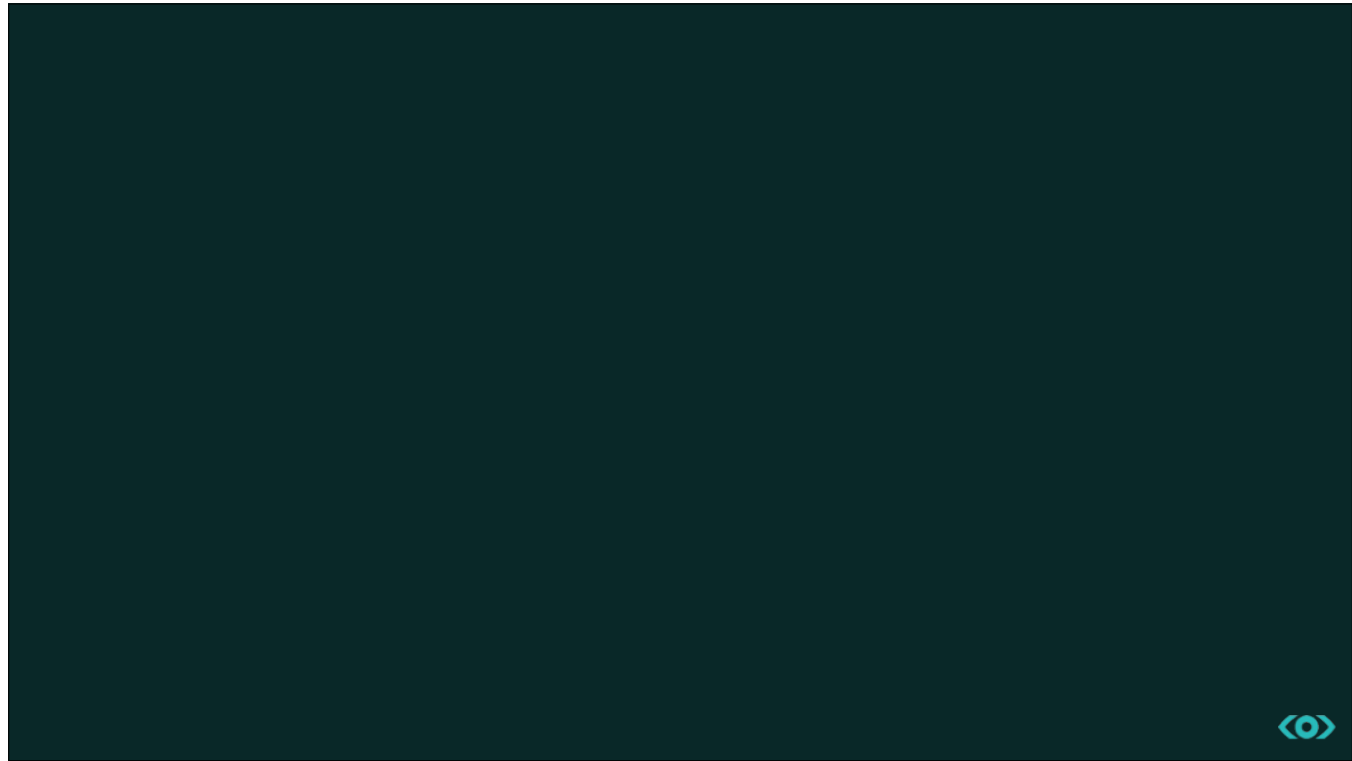
Break them down into smaller diagrams that describe each component, rather than one diagram to cover everything.

José Valim (elixir creator) does an amazing job of explaining complicated computer science problems with shapes and arrows

Sometimes

**The best slide is...  
no slide**





For Keynote, pressing 'B' turns the screen black, pressing 'W' turns the screen white

If you've got something important to say, turn off your slides, let the audience focus on you.

It's a great way to get peoples attention and really drive a point home

## Resources

[Speaking.IO](#)

[How to avoid death By PowerPoint](#)

[Speakerdeck](#) + [Slideshare](#)

[Google Fonts](#) + [Typewolf](#)

