IERG4190/IEMS5707
Multimedia Coding and Processing

Introduction to Course Project

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Group Research Project

- Objective: to study a contemporary multimedia technology and present it to your class
- You should be <u>busy searching for a group</u> (or done so) and thinking about the project topic
- Topic selection will be via direct application to tutor AFTER the group members are confirmed
  - Not now yet! Please do explore options as well; Do some early exploration will help a lot

Criteria

- Convey key information in a **concise manner**
- Not flooded with **unnecessary details**
- Connects to course curriculum
- Uses **diagrams and visuals** well
- All sources **cited**
- Fellow classmates (and me) can **follow and understand, who will grade your talk!**

Presenting Latest Progresses and Technologies in the Field

- Now a standard requirement for many jobs
- Audience
  - Your boss
  - Your co-workers
  - Public audience
- Not a lesson or academic lecture
  - For **making decisions** - tech applicable in my problem? costly? value?
  - For general **"sense"** - keeping up with what's happening

A "Sense" of Subject Matter

Q: When you convert a RGB to a YUV, do you keep the decimal places?!

A: Of course not! Why would you?

- If you do not have the "sense" then people will immediately classify you as uneducated in the domain
- These things would be obvious if you really put yourself in the context

Presenting Technologies

- Unlike the academic lectures which focus on "How", such presentation should cover:
  - **"What"**
  - **"Why"**
  - Before covering **"How"**
- Some have more why's and what's than how, it all depends
  - Make your own judgement

The "What"

- What are we even talking about here?
- What are the key terms we keep hearing about?
- What is it and what is it NOT we are talking about?
- What is its latest development and history?
- What are the people behind it?

The "Why"

- Why is this technology needed?
- Why we do not use previous solutions?
- Why is it a technology at all? Why is it not trivial? Why not develop in-house?
- Why or why not should one care?

The "How"

- Your usual from courses, except less detailed
  - In your presentation you can assume your classmate has similar background in multimedia
- Make sure everyone gets the big picture
  - No one is expected to recite a formula
  - Definitely not a proof - the proved result ok, the proof not okay
- How is it done? How is it implemented? How does it work? … etc.

Demo: Previous Year's Project Presentation

IEMS5707:

https://www.bilibili.com/medialist/detail/ml949009089

IERG4190:

https://www.bilibili.com/medialist/detail/ml948925818

Some other educational Youtube Channel

- Two minute papers: https://www.youtube.com/user/keeroyz
- 3Blue1Brown: https://www.youtube.com/channel/UCYO_jab_esuFRV4b17AJtAw

Tip 1: Making the Right Slides

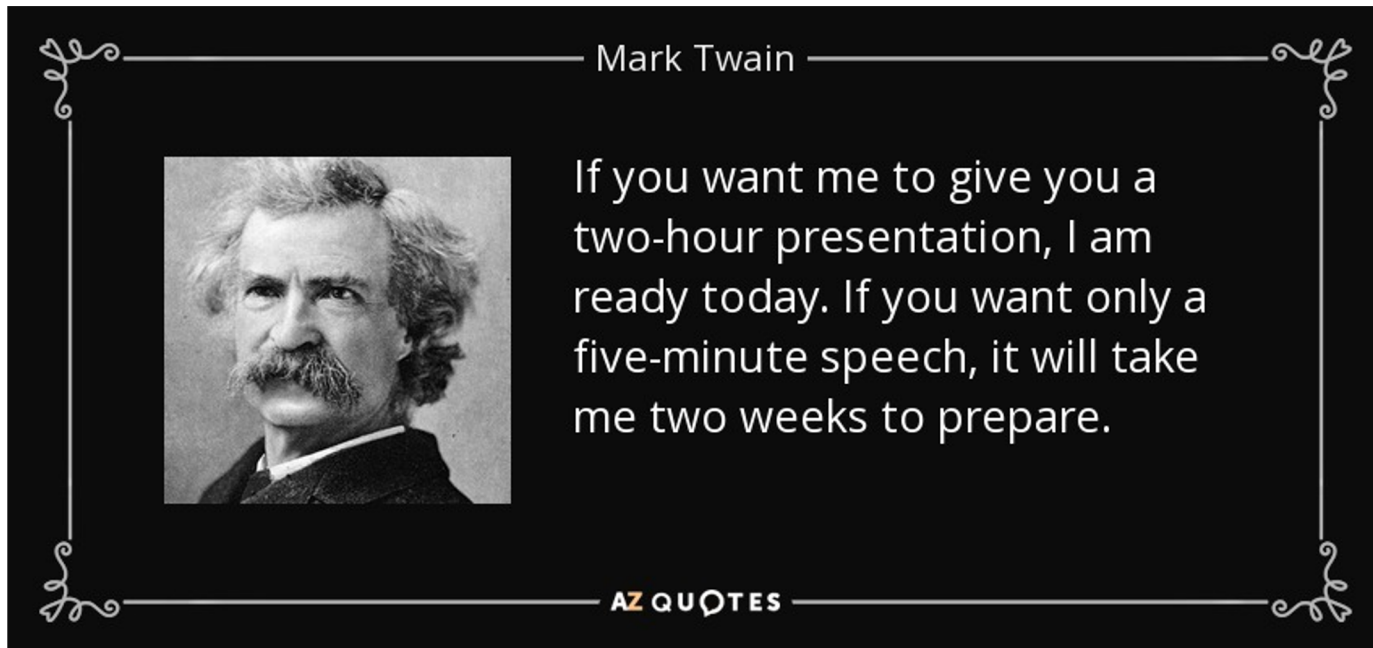*Golden Rule: No more slides/visuals than the number of minutes you have*

Golden Rule 2: Fonts should not be smaller than half the age of your oldest audience

Tip 2. Handouts

- <u>(Not applicable for remote presentation)</u>
- Handouts are good if you are talking about something really complicated
- An A4 page to everyone
  - Usually for a key diagram with labels
  - Not for you to put your script or any wall of text
- Also great for <u>citation</u>
- <u>Submit together with slides later if you have one</u>

Tip 3. Limit Your Scope

- You can always put everything inside
- Then why don't people read the book?
- <u>Curate</u> your content

Mark Twain

If you want me to give you a two-hour presentation, I am ready today. If you want only a five-minute speech, it will take me two weeks to prepare.

AZ QUOTES

What's next

- Now: please form a group, 2-3 students in a group

- Suggested topics will be made available soon on Blackboard

- Watch presentations last year (It is actually very interesting to watch)

IEMS5707: https://www.bilibili.com/medialist/detail/ml949009089

IERG4190: https://www.bilibili.com/medialist/detail/ml948925818