

## ENEE 610 Information for Presentations

### First Presentation

1. [Presenter Duties] This is a 15 minute power point presentation plus 3 minutes for the commentator to let us all know the content of the paper you are studying, what is the basic circuit on which you will concentrate, and what results you expect. There should be a **one page handout** for every person in the class which contains a circuit diagram of your basic circuit and any key equations.
2. [Commentator Duties] At the end of the first presentation the Commentator will have 3 minutes in which to ask up to three comments/questions. Also a written copy of the comments/questions should be turned in at the time of commentation. These will be graded primarily as to depth of concept. For the first presentation the Commentator should primarily comment on any concepts that are key to the presenter's circuits which the audience should be further informed about, such as other alternatives and other results.

### Second Presentation

1. This is a 20 minute power point presentation plus 5 minutes for the commentator which should consist of a discussion of the main results obtained from the base paper, including the main circuits simulated, describing equations, motivation and results obtained/anticipated, and any difficulties encountered.

Computer power point presentations are most desired since they are becoming standard for professional society presentations. These should be on a USB memory stick (for use in the class PC) or via access of the web.

2. If there is an update to the one page handouts of the first presentation this should be brought for the whole class. Otherwise the audience should use the handout from the first presentation for reference of the key ideas.

3. [Commentator Duties] At the end of the second presentation the Commentator will have 5 minutes in which to ask three questions. Also a written copy of the questions should be turned in at the time of commentation. These too will be graded primarily as to depth of concept.