Speaking Dev to Dev

crafting talks that stick

Sandeep Joshi, Uber
DEI track editor,
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Agenda

Content of the talk

How to structure the talk

Conclusion

Content of the talk

What is the Goal of the talk ?

What will the audience learn ?

- something substantial

- not well-known

Content

your talk can be

1. Experience report of something you worked on
2. Deep analysis of a tool, technology or algorithm

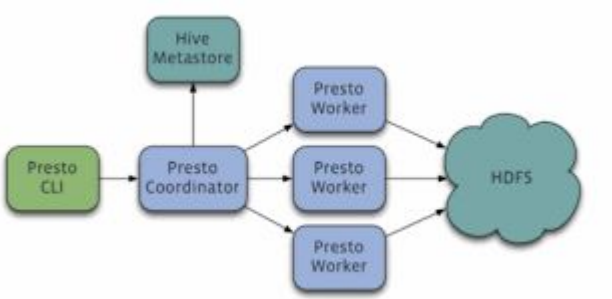
it can include

1. what are the various solutions to your problem
2. when and why does the solution work
3. when does it fail
4. if it failed, how did you fix it

How much will the human mind remember

Working memory is 3-4 facts

Maybe a nice diagram...



Assume interested listeners will look up references after the talk

Not too much

Techies like to explain every nuance; can be overwhelming

(e.g. Changed this variable, set that config)



Not too little

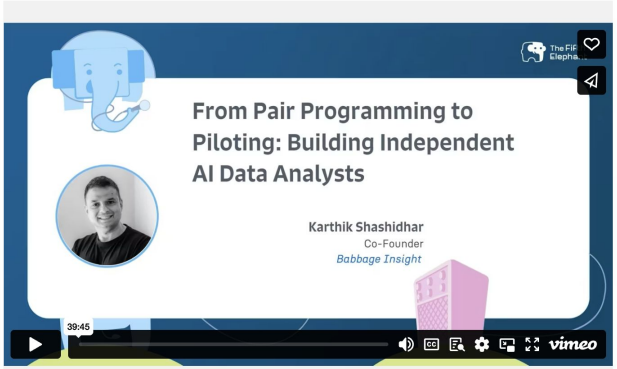
Only explain the big picture - don't tell how to actually do it

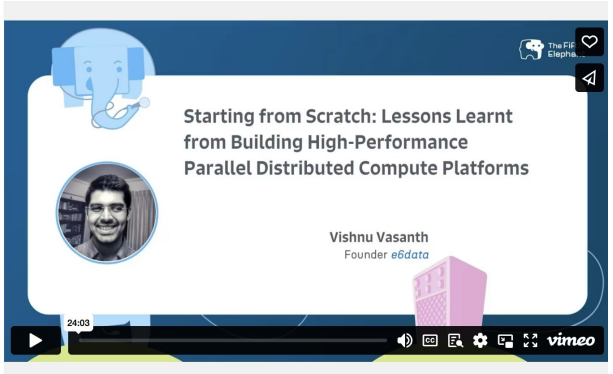
Does superficial survey of various options

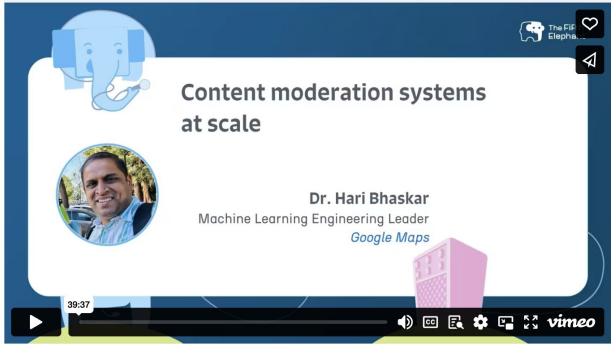
Describe publicly available documentation



some good talks in the past





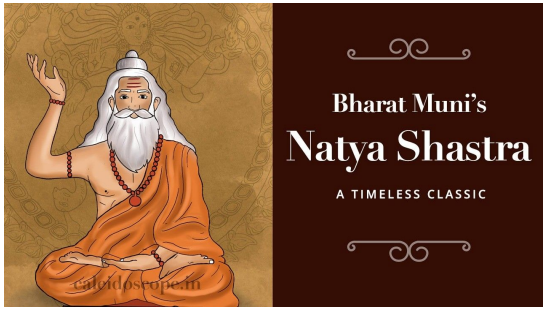


How to structure the talk

have structure - like Natya Shastra

A drama has five stages

1. **Mukha (Opening)** – Introduces characters, theme.
2. **Pratimukha (Progression)** – Sets the story in motion.
3. **Garbha (Crisis)** – Complication or conflict peaks.
4. **Vimarsa (Pause)** – Suspense or reversal.
5. **Nirvahaṇa (Conclusion)** – Resolution of conflict.



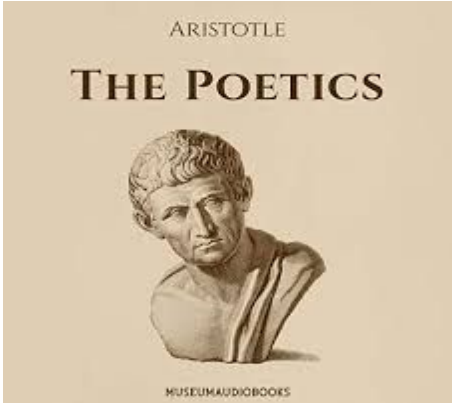
Insights from Aristotle

Anagnorisis (Recognition):

example : You were talking to customers and discovered a critical insight

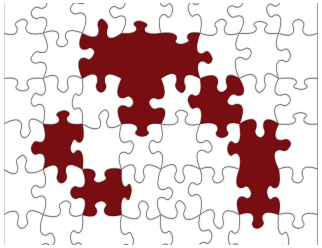
Peripeteia (reversal of fortune):

example : your product failed during production; this is how you solved it

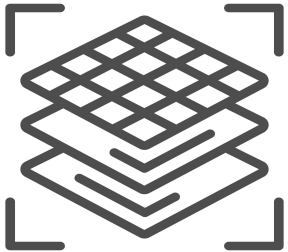


Introducing the problem

Motivate the problem



Gradual buildup



Repeat the major points - at end of section, at end of talk

Creating structure

Tell the audience know what to expect



Chunk the flow - Divide into sections



Have a summary slide at end



How does the human mind remember

Emotional resonance



catchy one-liners



repetition



visual memory



Emotional resonance

Start with a shocking fact



Add a quiz to engage the audience



Too much text in slides

Instead, use an image or brief text which reinforces your speech

This architecture proposes a **modular, service-oriented** design with **scalability**, **security**, and **resilience** at its core. It is aimed at supporting a multi-tenant, cloud-native SaaS application with both web and mobile clients.

The system will be deployed on a **containerized, cloud-** **sed** **ronm** using Kubernetes, with continuous integration/continuous deployment (CI/C ipeline s ability, and tenant-aware data isolation.

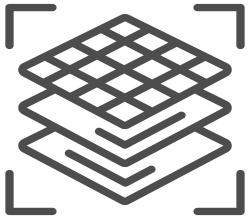


Visual appeal

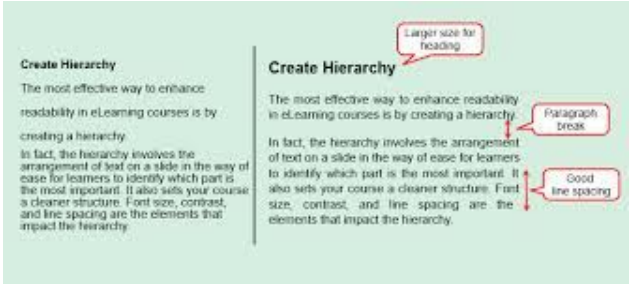
Use a small color palette



Layering of same diagram



Typography



Use known icons



https://atomisystems.com/elearning/using-fonts-in-elearning-design/

Speech : What not to worry about

Importance of modulation : Stress on some key sentences

Remember some key phrases : Don't memorize every word you will speak

Small mistakes in speech don't matter

Some pauses in speech are good for the audience as well

to summarize

Overall flow : Agenda, Sections, end with Summary

Memory aids : visual, emotional, repetition, one-liners

Visual appeal : icons, font, color, layered diagrams

Speech : modulation, key phrases

Conclusion

Patrick Winston - how to speak

MIT OpenCourseWare

https://www.youtube.com/watch?v=Unzc731iCUY

