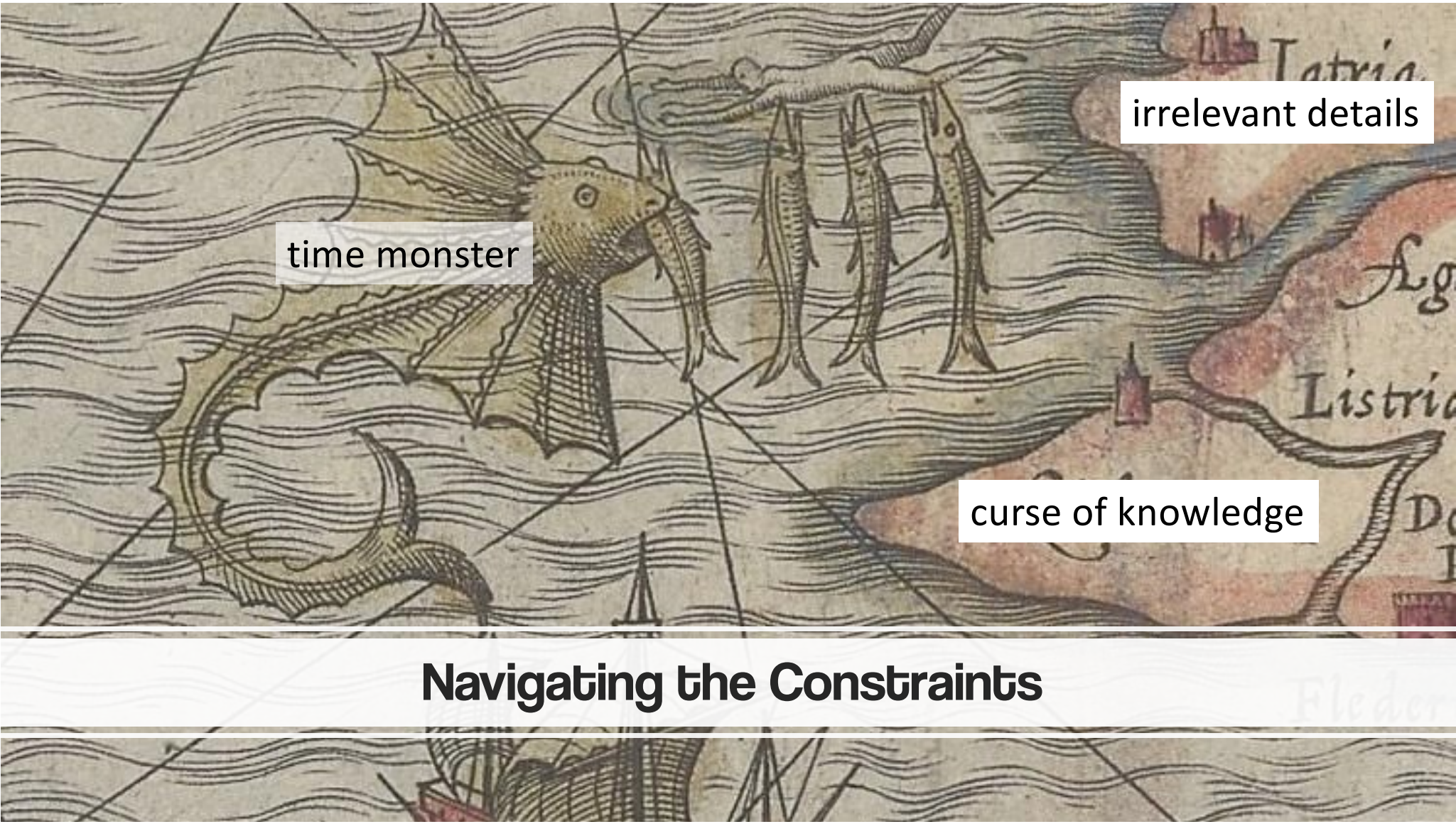


The Goal of a CSE 481N Five-Minute Update

- Bring us up to speed on the state of your project
- Raise questions and matters you're worried or unsure about
- Success looks like this:
 - We have a great discussion right after you present
 - You are energized about the next steps of your project

Your goal is *not*:

- To tell us everything you did or show off how hard you're working
- I care about the creation of knowledge, not how hard you work



time monster

This image is a detail from a historical map, likely from the Voynich manuscript. It depicts a sea monster, a large fish-like creature with a human-like face and a long, pointed snout, swimming in the water. The monster is surrounded by several smaller fish. The map includes various geographical features, such as a coastline with a small building and a body of water. The text 'time monster' is overlaid on the image, pointing to the sea monster.

irrelevant details

This image is a detail from a historical map, likely from the Voynich manuscript. It depicts a sea monster, a large fish-like creature with a human-like face and a long, pointed snout, swimming in the water. The monster is surrounded by several smaller fish. The map includes various geographical features, such as a coastline with a small building and a body of water. The text 'irrelevant details' is overlaid on the image, pointing to a small building on the coastline.

curse of knowledge

This image is a detail from a historical map, likely from the Voynich manuscript. It depicts a sea monster, a large fish-like creature with a human-like face and a long, pointed snout, swimming in the water. The monster is surrounded by several smaller fish. The map includes various geographical features, such as a coastline with a small building and a body of water. The text 'curse of knowledge' is overlaid on the image, pointing to a small building on the coastline.

Navigating the Constraints

Advice

- Focus first on what **information** you want to convey.
 1. Make an outline
 2. Write a script (read your script, not your slides)
 3. Run through it. Too long, too confusing, too boring? Go back to step 1.
 4. Design the slides last.
- Visuals are for information that's *hard* to convey in English.
- Always start by reminding us what your goal is!
 - Situate your report on progress against this goal.