# Slide design

- · Keep it
  - Simple
  - Visible
  - Legible
  - Understandable



Photo: LIFE free-best-wallpaper.com

- · Additional literature
  - Hearst (2003) Information Visualization:
     Principles, Promise, and Pragmatics

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# Keep it simple

- One message per slide
- · Combine text and illustration
- · Don't fill it up

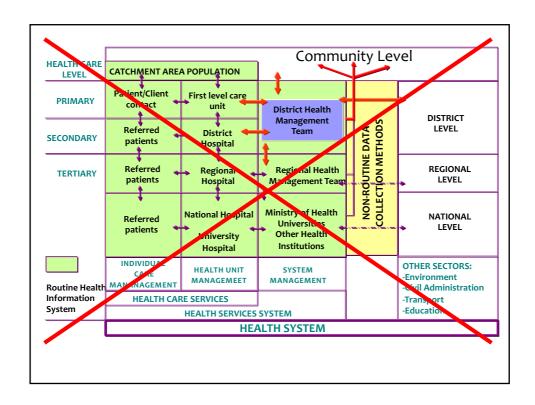




2







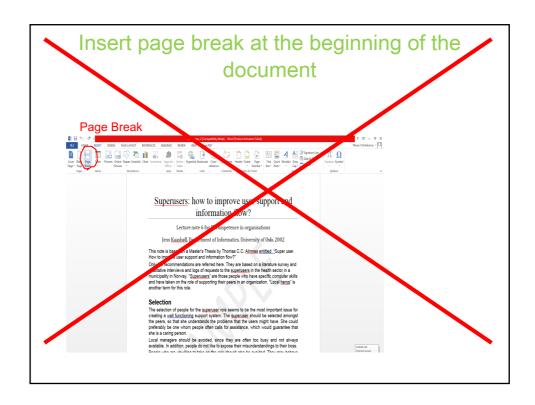
## Keep it visible

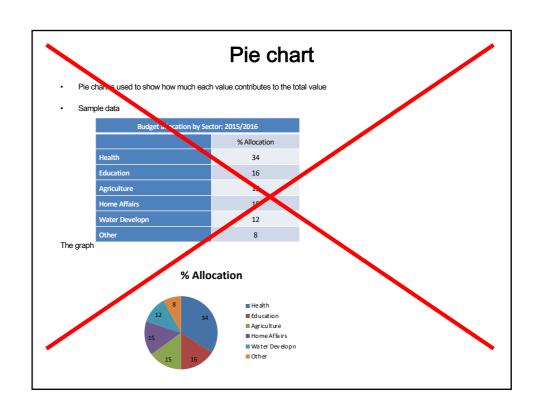
- Sharp contrasts
  - Black on white
  - White on black
    - Never colour on colo
  - Never say never
- · Minimum 18 points font size
- Also in graphs and illustrations
  - 14 points for references which the audience does not need to read during presentation

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## Use legible fonts

Serifs tie letters together into words

- High resolution display or print

Low resolution screens and projectors:

→ Fonts without (sans) serifs are clearer

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## Keep it legible

1 - 7 - 7

1 message per slide

Max 7 lines

Max 7 words per line

- When writing text on a slide, don't include commas or other punctuation, rether divide your sentence into short one liners, and when presenting, say the conjunctions and other words which tie the one liners together
- · Emphasize by bold face
  - Not by underlining

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### Choosing the right chart type

Charts convey information more quickly but each chart type has a different meaning and use. Using a wang type can mislead the information user

- 1. Line chart
- 2. Pie chart
- 3. Clustered Column chart
- 4. Stacked Column chart

## 4. Indicator-driven data analysis and reporting

- Data elements describe the raw data (counts) being conteted
   Indicators are formulas based on data elements
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- Indicator formulas are defined through the user interface
- Indicators allow comparison wareas with different populations using target populations as don minators
- Indicators are supported in all the data analysis and reporting tools





#### Keep it understandable Self explaining graphics – there is no such thing $\rightarrow$ Legend Consistent fonts Poor Poor Good Information data data information use quality quality **Change** Peer learning **Participation** Feedback feedback Guidelines Incentive mechanism Influences

