

Presentation Guide: Artist's Talks/ Performances at the KU Undergraduate Research Symposium

General guidelines:

- You will have 10 minutes to give your talk.
- Your talk should mostly be you talking *about* the creative process (see sections below), with examples of your creative project used to introduce the overall project or to illustrate particular concepts or ideas.
- Many students show slides or video clips, while others perform short excerpts from plays or musical performances. While the short presentation time doesn't allow for full performances, showing examples of your work helps the audience understand what your project is about.
- If you have any special requests (a stool, seating set up in a certain way, etc.), don't hesitate to ask! All rooms will have a microphone & a projector if you need them, and we are happy to try to make any other accommodations.

Your talk should include the following sections. You don't necessarily need to follow this order, but you should make sure that your talk includes all three of these elements:

1. Creative vision/ Comparing to other artists

- First, give the audience a big-picture explanation of what you were trying to accomplish with your creative project.
 - Share with the audience the original themes, ideas, or inspiration for this project and how it relates to other works. Be sure to include:
 - **Vision/Inspiration:** Explain your intentions and goals for your work or performance: What were you trying to accomplish? Was there something in particular that inspired this project?
 - **Comparing to other artists:** Situate your work within a context of other works: Whom were you trying to emulate or resist? What other artists have done work with a similar medium, in a particular tradition, or explored similar themes? What influences were you trying to follow or shake off?

2. Process

- Next, show the audience your creative process and the decisions you made along the way.
 - Help your audience understand your creative process and behind-the-scenes decision making. Show them the work that goes into creating a poem [painting, dance, etc.].

- Explain some of the decisions you made during the project: why did you take one path rather than another?
- Share details about the final product or performance. Some short excerpts or examples may help illustrate your work. Make it easy for the audience to understand what your creative project looked like, and what principles or ideas guided your work.

3. Reflection

- Finally, reflect on what you learned about yourself, your discipline, and/or your original inspiration for the project through working on this project.
 - Evaluate your own work: what are the criteria you use to judge a performance/work of art in your medium or craft? How well does your work stand up to these criteria?
 - How did your vision for the project change over time? Did you stick to your original plans, or did the project evolve to explore different themes?
 - Explain what you have learned about the demands of this craft and about the nature of the creative process through working on this project.

Guidelines (with modification) from the template for performance reflections in John Bean's *Engaging Ideas* (2011), pg. 261.