NAME:	
Speaker ID	# Date:

## **SELF EVALUATION**

Evaluation of a presenter who can be seen, and who has accompanying "slides" (such as in a PowerPoint lecture or seminar).

PERSONALITY				
General Description	Challenge	Opportunity		
1. Caring Is viewed by the audience as genuine and sincere	☐ Is sarcastic; has an "attitude" ☐ Finds fault ☐ Makes negative comments	☐ Is encouraging ☐ Gives positive reinforcement		
<b>2. Empathy</b> Sees and understands from the perspective of the audience	☐ Does not share any personal experiences	☐ Recalls experiences that match audience's current feelings		
<b>3. Happiness</b> Evidently enjoys giving the presentation	☐ Shows anger or disappointment	<ul><li>☐ Smiles</li><li>☐ Incorporates humor</li></ul>		
<b>4. Energy</b> Demonstrates a liveliness in sharing knowledge	☐ Looks "too" serious ☐ Looks tired	☐ Keeps audiences engaged, awake and attentive		
<b>5. Passion</b> Believes in what he/she is presenting	☐ Apologizes for the presentation or topic	☐ Enjoys the topic		
<b>6. Motivation</b> Instills a sense of enthusiasm	☐ Creates boredom	☐ Generates a positive reaction		
7. Expertise Logically explains or simplifies the materials	☐ Does not try to simplify complex topics (is "too" knowledgeable)	<ul><li>☐ The presentation can be followed by a non-expert</li><li>☐ Knows the audience</li></ul>		
8. Inspiration Audience feels encouraged to incorporate learned concepts		☐ The audience responds with good comments and positive feedback		
9. Self-Confidence Appears prepared and in control of presentation or discussion, regardless of the audience size, level of expertise, or rank	☐ Visibly expresses nervousness ☐ Intimidated by the audience	☐ Comfortable with the act of presenting		
10. Approachable Appears friendly and receptive to comments and interaction	☐ Interrupts audience interaction	<ul> <li>□ Encourages audience participation and comments</li> <li>□ Audience feels they can ask any question</li> </ul>		
11. Personal Appearance Looks and behaves professionally	<ul><li>☐ Appearance is distracting</li><li>☐ Uses inappropriate language or humor</li></ul>	☐ Dresses appropriately		

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PROCESS				
General Description	Challenge	Opportunity		
12. Content Organization Applies concepts using real-world situations to simplify content	<ul> <li>☐ Makes abstract         references</li> <li>☐ Content and related         visual elements are         disorganized</li> </ul>	<ul> <li>□ Breaks up the topic into a few subsets or sections</li> <li>□ Incorporates concrete examples</li> </ul>		
<b>13. Content Development</b> Develops a concise and clear message	☐ Tries to cover too much material in the given time	☐ Uses stories or analogies to enhance content		
14. Content Design Creates support visuals that enhance the message without detracting from the delivery	<ul> <li>☐ Has cluttered or busy slides</li> <li>☐ Uses moving or animated text lines</li> <li>☐ Does excessive animation of objects</li> <li>☐ Has bullets that are full sentences or that wrap to multiple lines</li> </ul>	☐ Has content that is readable from a distance ☐ Uses dark backgrounds, with lighter text and images ☐ Supports main points with an appropriate visual ☐ Creates proper contrast among visual elements		
15. Additional Sense Stimulation Appeals to multiple senses at the same time (using multimedia, interactive activities, etc.)	<ul> <li>☐ Has inaudible or unclear sound</li> <li>☐ Projects a poor visual display that is difficult to see</li> </ul>	☐ Uses additional or enhanced sense stimulation		
16. Environment Creates favorable conditions for presenting content		☐ Organizes the room for optimal viewing and comfort		

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PERFORMANCE					
General Description	Challenge	Opportunity			
17. Body Language Style Uses physical movements and gestures to support the presentation	<ul> <li>□ Wanders or moves around too much</li> <li>□ Body is unusually still or rarely moves</li> <li>□ Turns body away from the audience</li> <li>□ Crosses body with either arm</li> <li>□ Puts hands together while speaking</li> <li>□ Uses excessive or meaningless gestures</li> <li>□ Blocks audience's view of screen</li> </ul>	<ul> <li>□ Takes a relaxed stance</li> <li>□ Presents from the reading-anchor side (left side, if in English)</li> <li>□ Stands at an angle (45-degrees)</li> <li>□ Keeps hands at sides when not gesturing</li> <li>□ Keeps hands visible at all times</li> <li>□ Makes eye contact with the audience</li> </ul>			
18. Speaking Style Can be easily heard and understood while using proper inflection and tone when speaking	<ul> <li>□ Speaks too quickly</li> <li>□ Uses a flat or soft tone of voice</li> <li>□ Narrates or reads the slides</li> <li>□ Uses filler words (such as: umm, err, okay, right, etc.)</li> </ul>	<ul> <li>□ Voice is audible (uses microphone where appropriate)</li> <li>□ Uses pauses and silence</li> <li>□ Smooth and natural verbal transitions between slides</li> </ul>			
19. Technology Demonstrates familiarity with all equipment and other technical elements (such as multimedia)	<ul> <li>□ Does not handle technology glitches well</li> <li>□ Walks into the projector's light</li> </ul>	<ul><li>☐ Interacts easily with technology</li><li>☐ Uses a remote control to advance slides</li></ul>			
<b>20. Focus</b> Generates recurring references to major points	☐ Digresses or drifts from the topic	☐ Focuses on limited learning objectives			
21. Interaction Establishes a connection with the audience through questions, comments and other participation	<ul> <li>□ Does not extend arms or hold gestures open to initiate interaction</li> <li>□ Does not welcome comments or questions</li> </ul>	☐ Reaches out (opens hands) to the audience ☐ Repeats the question or the comment as a part of the response ☐ Uses "open-ended" questions ☐ Intentionally asks simple questions			