

Show the thing.

Speaker Guide

A build, an experiment or a useful failure.
Ten to fifteen minutes is usually enough.

01 What were you trying to do?

02 Show it working, or show the failure.

03 Explain the trigger and the tools.

04 Leave one lesson people can use.

Prepare a short demo

Use the sequence as a guide, not a script you have to read.

The starting point

Show the task or idea in ordinary language.

The build

Show a real run. Keep a screenshot or recording as backup.

The mechanism

Name the input, trigger, checks, action and manual fallback.

What broke

A limitation or useful failure is more helpful than a perfect sales story.

Questions

Leave room for other people to ask how they might try it.

Before you leave home

Use the speaker form on the website to agree the practical details.

- ☐ Confirm the date, time, venue and expected demo length.
- ☐ Check the screen connection and whether internet is needed.
- ☐ Use demo data. Remove credentials, names and private records.
- ☐ Ask permission before showing somebody else's work or photo.
- ☐ Bring a local backup recording or screenshots.
- ☐ Share links only when you have permission to publish them.

My demo and backup plan

One thing I want the room to learn
