

FINAL *PRESENTATION* **SIMULATION**



BACKGROUND AND CONTEXT

The ability to communicate research-based innovation clearly and convincingly is essential for valorisation, stakeholder engagement, and access to funding. This simulation session has been designed to prepare participants for their final pitch presentations by offering a realistic and structured rehearsal.

OBJECTIVE

To simulate a final pitch presentation in a realistic setting and provide constructive feedback to help participants refine their delivery, storytelling, and visual communication. The session aims to increase participants' confidence, clarity, and strategic messaging ahead of external presentations.

TARGET AUDIENCE

- ◆ Researchers preparing to present their innovation projects
- ◆ Teams aiming to pitch to funders, institutions, or stakeholders
- ◆ Researchers seeking to improve their presentation and public engagement skills

METHODOLOGY AND CONTENT

The session is structured as a simulated pitch event, allowing participants to rehearse their final presentations under realistic conditions. Each team presents its innovation project using visual materials and prototype elements, within a set time limit of 5 to 7 minutes, simulating the dynamics of professional evaluation or public pitching events.

The structure of the session includes:

- ◆ **Live team presentations**, focusing on key elements such as the problem statement, solution, value proposition, user need, implementation strategy, and expected impact
- ◆ **Peer and facilitator feedback rounds**, offering constructive critique on delivery, storytelling, slide design, and message clarity

- ◆ **Q&A segments**, where participants ask questions or request clarification, emulating real pitch panel dynamics
- ◆ **Group reflection and improvement tips**, highlighting common strengths and areas for refinement, valuable for both presenters and observers

The session encourages self-evaluation, audience awareness, and the application of strategic communication principles introduced in previous training modules. It also helps participants build confidence and refine their final message before presenting in external settings.

MATERIALS NEEDED

- ◆ Final presentation slides and visual supports (e.g. pitch deck, prototype visuals)
- ◆ Timer or countdown tools (digital or physical) to manage presentation length
- ◆ Feedback forms or structured templates for peer and facilitator comments
- ◆ Presentation space or online platform with screen-sharing capabilities

All materials and formats are suitable for **both online and face-to-face delivery**.

EXERCISES FOR FACE-TO-FACE AND ONLINE SESSIONS

The entire session is supposed to be planned as an interactive exercise:

- ◆ **Face-to-face:** Participants can pitch live in front of the group, using projection tools and physical gestures
- ◆ **Online:** Teams share their screens and presented live in a video call, simulating a virtual event

Feedback is supposed to be collected following each pitch to encourage self-awareness, iterative improvement, and peer learning.

OUTCOMES OF THE SESSION SKILLS AND COMPETENCES ADDRESSED

This session provides participants with the opportunity to simulate the final presentation of their innovation projects.

By rehearsing in a realistic, time-constrained, and feedback-oriented environment, participants can refine their storytelling abilities, strengthen their confidence, and enhance the clarity, persuasiveness, and impact of their message.

► KEY OUTCOMES

- ◆ Improved structure, timing, and narrative flow in innovation pitches
- ◆ Increased ability to communicate complex ideas clearly and persuasively to non-specialist audiences
- ◆ Better alignment between project content, visual support, and delivery style
- ◆ Heightened awareness of audience engagement strategies and messaging coherence
- ◆ Valuable feedback from peers and facilitators integrated into final versions of each pitch

► SKILLS AND COMPETENCES ADDRESSED

The session is intended to strengthen multiple transversal and role-specific competences identified in the KALEIDOS D1.1 portfolio:

- ◆ **Communicate to the broad public** – Participants practice conveying their research-based innovation clearly and compellingly to non-specialist audiences. The simulation is expected to enhance participants' delivery, timing, body language, and persuasive communication in a realistic setting. Visual materials were refined to support clarity, coherence, and emotional connection with the audience.
- ◆ **Strategic thinking** – Teams refine their pitches to highlight value propositions, project impact, and alignment with target stakeholder needs.
- ◆ **Interact professionally** – The session simulates real-world evaluation dynamics, requiring respectful engagement, listening, and feedback response.
- ◆ **Critical thinking** – Participants improve the content structure by selecting and emphasising the most relevant and impactful messages.

- ♦ **Increase impact of science on policy and society** – Participants work on clearly articulating the social, scientific, and economic relevance of their projects.
- ♦ **Adaptability** – Teams adjust their messages in response to timing constraints, feedback, and the context of the simulated pitch.

By the end of the session, participants are expected to be equipped to confidently present their projects in real-world contexts—whether to funders, stakeholders, or the broader public—supporting KALEIDOS’ mission to foster responsible, impactful science communication and innovation.



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