Design-a-demo: 30 minute challenge!
Who are we?

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Welcome & ice-breaker

We’d like to ensure a good mix of people on each table so we’ll use a little ice-breaker exercise to do this!
Demos: Volunteers please...

- Gene Editing demo
- CRUK immunotherapy demo
Plenty of examples from elsewhere...

- Clinical Anatomy
- DNA extraction
- Drosophila nervous system
- Liver Disease
- Antibiotic Resistance
- DNA mutations
Plenty of examples from elsewhere...

Molecular modelling

Extracting chlorophyll

Painting fluorescent bacteria

Making a balanced diet

Decorating ‘Flu virus cookies
Your challenge

Scenario: You have a stall at a community festival

Identify your research concept (draw straws!)

Develop an idea for a hands on game, demo or graphic to explain this concept using the crafting material (30 mins)

Make sure everyone has a role! You group will present your demo idea at the end in a 2 min pitch
Key messages

What are your 3 take home messages e.g. for the immunotherapy demo we saw earlier these might be

- We are developing approaches to new therapies
- They are personalised based on a patient's genetics
- Our research will create kinder treatments with less side effects
Checklist...

**Activity Design**

<table>
<thead>
<tr>
<th>How have you considered this in your design?</th>
<th>What questions do you have or further information do you need?</th>
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<tbody>
<tr>
<td><strong>Audience</strong></td>
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<td><strong>Location</strong></td>
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Can’t think of an activity? Take an existing idea, re-frame it and make it your own

Board games, card games, quizzes, bingo etc.

Yes, you can Google examples of what others have done if you get really stuck!
5 minute warning

Finalize your demo

Decide on a presenter(s)

Ensure you have covered the prompts on the paper sheet provided when presenting
Presentations
Feedback

What’s missing from our checklist?
Was this useful?

Was brainstorming idea with others (from different fields / backgrounds) useful?

If there was an opportunity, would you consider piloting your idea in the real world?
Feedback

Please leave your feedback on the session and each others demos

...and please remember to be kind/constructive! It’s really hard to knock a demo up in 30 minutes, so use it as an opportunity to inspire others to take their good ideas and build on them...
Thank you