

Public Speaking 101



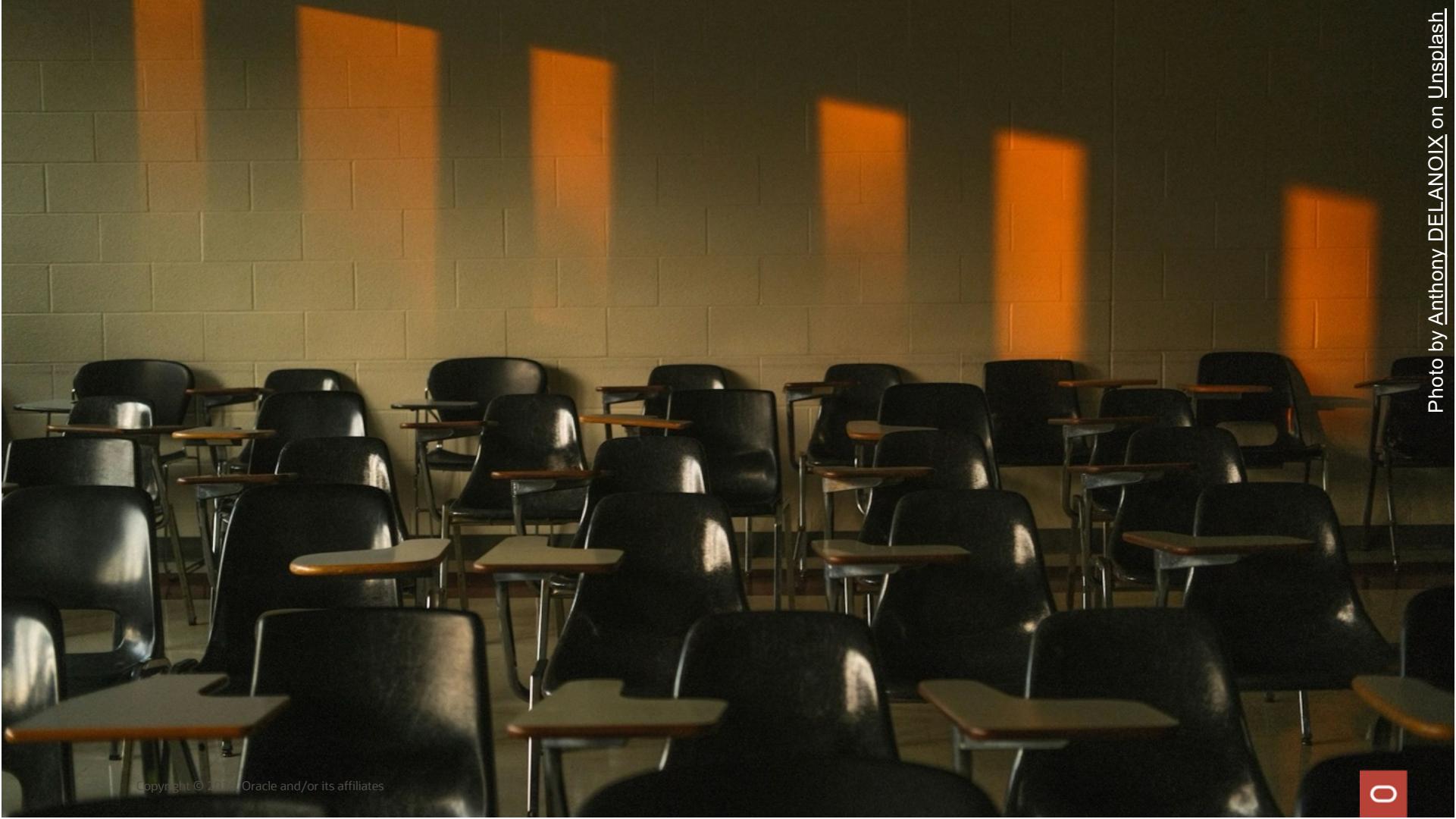
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Agenda

1. Plan the presentation
2. Avoid the common PowerPoint mistakes
3. How to present



Remove the clutter

- Short bio
- No agenda slide



It's all about storytelling

- Less tech, more story



Photo by [Mike Erskine](#) on [Unsplash](#)





There's always a story



Good Stories

- There's a hero
- There's a journey
- With villains
- But it always turns out nice



Introduce controversy



Show up to give





If a customer is successful;
I'm successful

AutoUpgrade is the best tool
to patch your Oracle AI Database

Reduce your patching efforts using AutoUpgrade



Be honest



Always try it out yourself



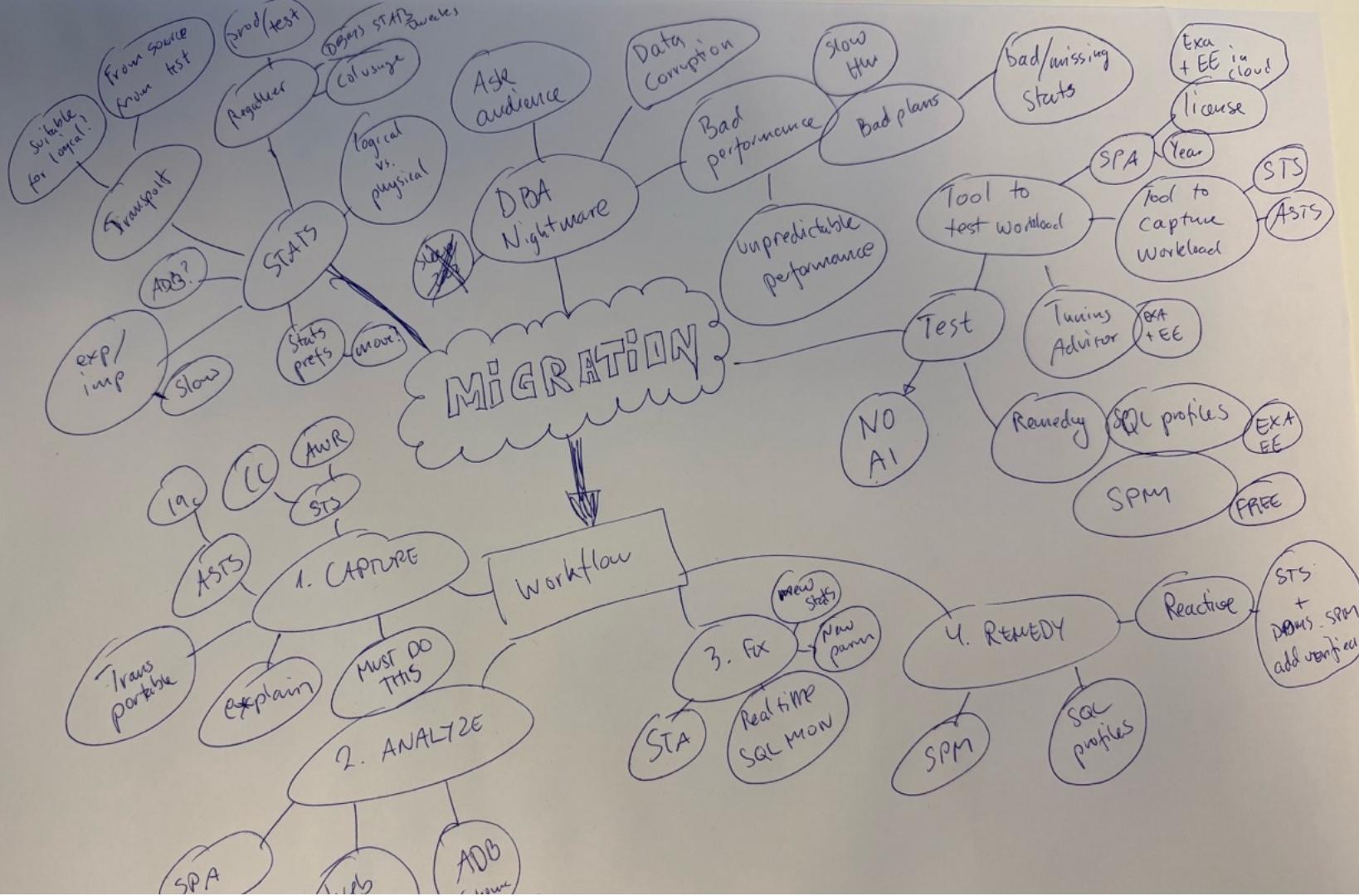
Framing things in a positive way
is not lying

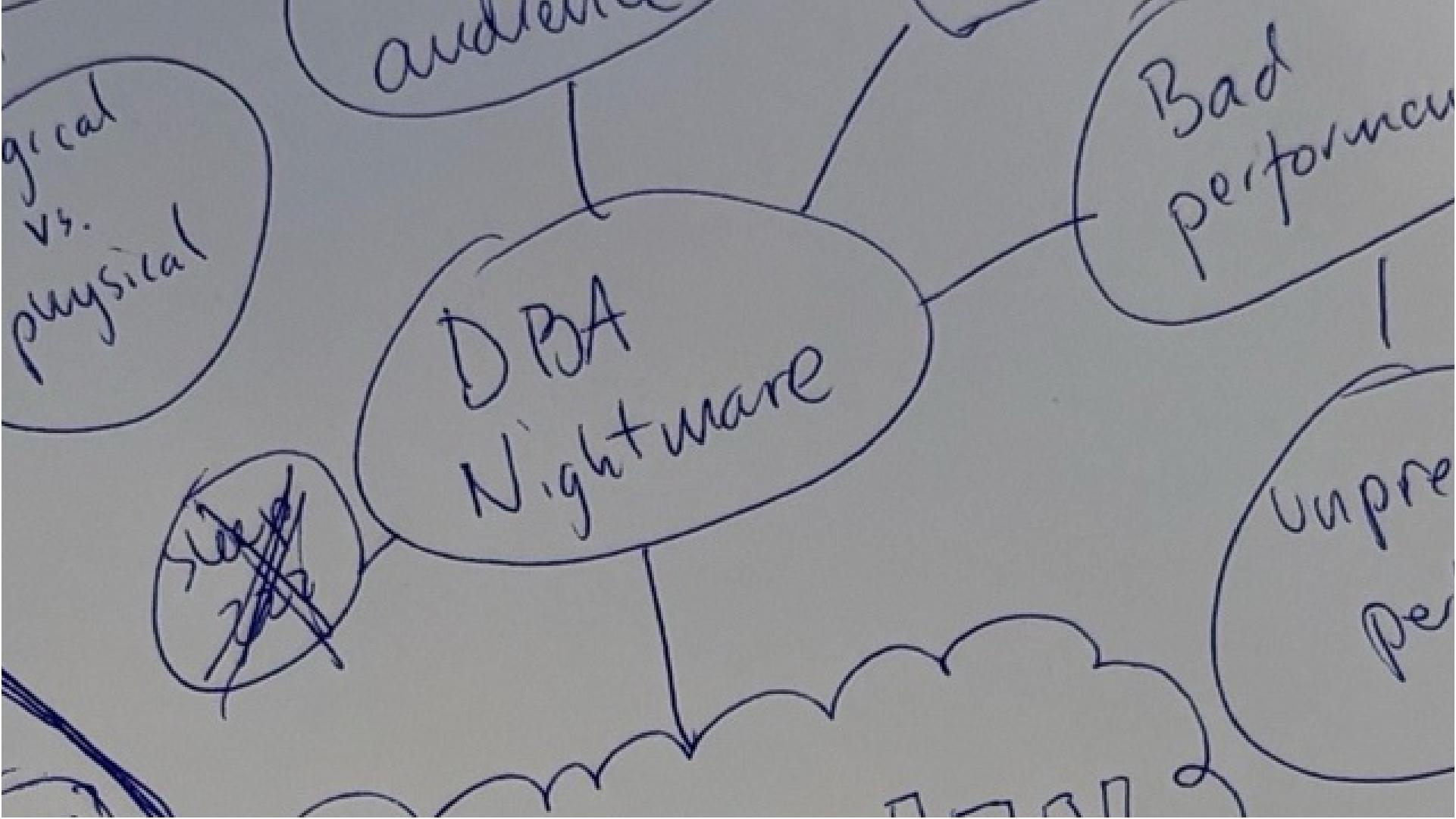


Don't use PowerPoint



... until you know your story







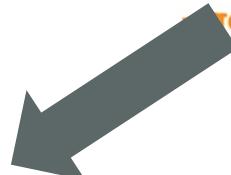
Less is more



The slides support your speech

Sharding with GoldenGate Example

```
create shardcatalog -database bpodb12s:1521/sdbcatalog -user
gsmcatuser/gsmcatuser
                           -rep1 OGG -chunks 36
...
add shardgroup -shardgroup shgrp1 -repfactor 3
add shardgroup -shardgroup shgrp2 -repfactor 2
...
create shard -shardgroup shgrp1 -destination host01 -CREDENTIAL gds_oracle
-netparam none
                           -gg_service host01:9000/deploy1           -gg_password
ggadmin
create shard -shardgroup shgrp1 -destination host02 -CREDENTIAL gds_oracle
-netparam none
                           -gg_service host02:9000/deploy2           -gg_password
ggadmin
create shard...
create shard...
```



```
create shardcatalog ... ;
```

```
add shardgroup ... ;
```

```
create shard ... ;
```

```
create shardcatalog ... ;
```

```
add shardgroup -repfactor 3 ... ;
```

```
create shard ... ;
```



Zoom in – it's not a crime

- Emphasize on important things

View: All Targets (981)

Targets with Status: **686**

Updated in the last 24 hours: **113**

Updated in last 7 days: **219**

Total Open: **43**

Updated in the last 24 hours: **10**

Without Service Request: **43**

Suspended Executions: **0 ✓**

Problem Executions: **0 ✓**

Action Required Executions: **0 ✓**

Targets Status Distribution:

Status	Count	Percentage
Up	387	56%
Down	118	17%
Unknown	169	25%
Under Maintenance	12	2%

Inventory and Usage

Show: Hosts

Details

OS Type	Percentage
Oracle Linux Server release 6.6	25%
Oracle Linux Server release 6.8	25%
SunOS	15%
Enterprise Linux Server release 6.8 (Santiago)	20%
Oracle Linux Server release 6.9	5%
Others	5%

Compliance Summary

Standards Targets

Use: Compliance Score Violations

Name	Score	Violations
Oracle VM Manager secure configuration compliance	80	76
Oracle VM Manager supported configuration compliance	-	-
etc14-compare - Drift	-	5
etc14-compare - Drift	5	5

Patch Recommendations

View by: Classification Target Type

Patch recommendations are not available.

⚠ My Oracle Support [refresh job](#) has not run successfully in 72 hours. Patch Recommendations information may be stale or unavailable. Either set the preferred My Oracle Support [credentials](#) metadata required in [offline](#) mode to submit a 'Refresh From My Oracle Support' job.

No recommendations to report [Learn More](#)

▲ Inventory and Usage

Show Hosts



Details



▲ Compliance Summary

Standards Targets

Use Compliance Score Violations

Violations



Name	Average Compliance Score (%)
Oracle VM Manager secure configuration compliance	100
Oracle VM Manager supported configuration compliance	100
etc14-compare - Drift	100



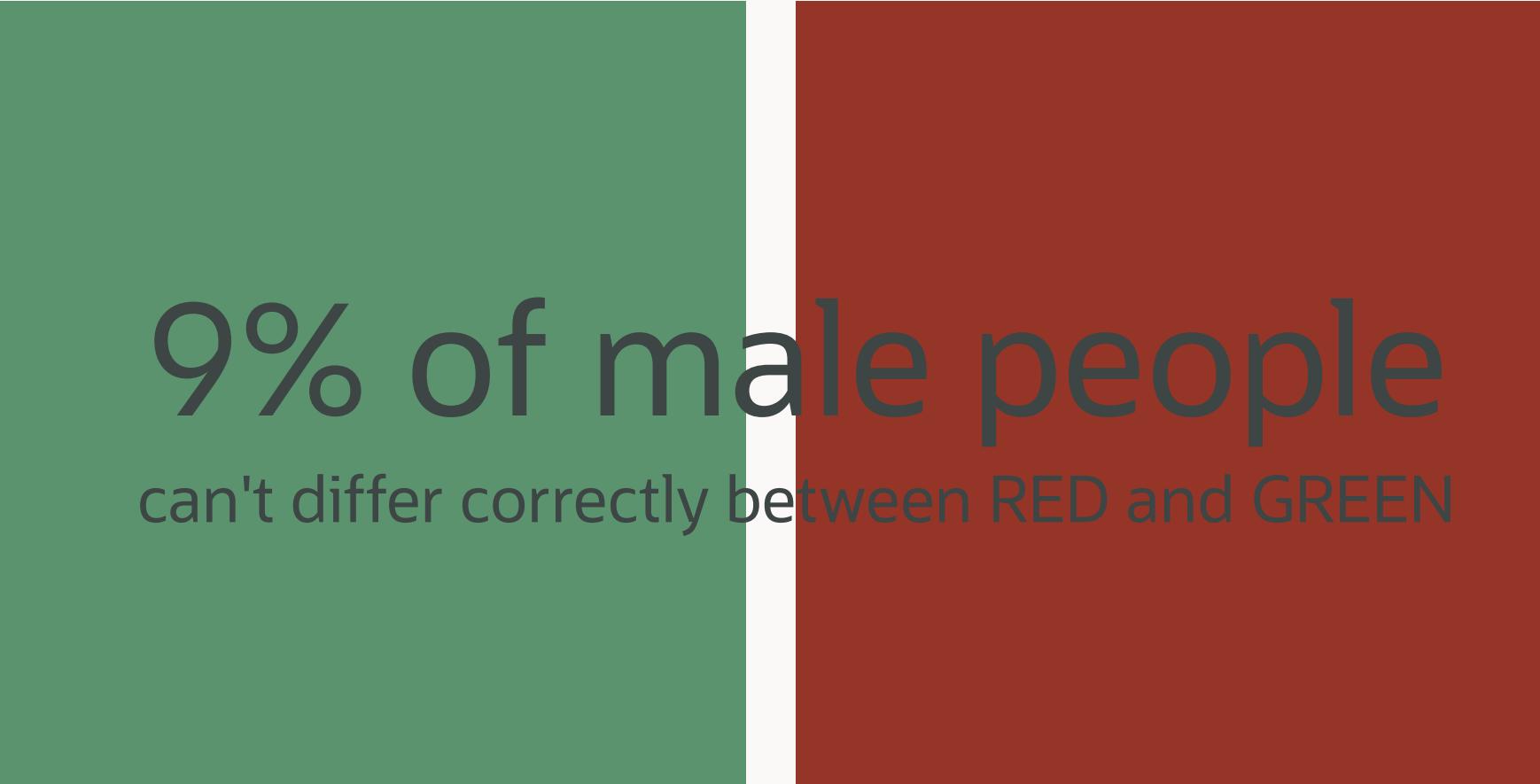
Allow your audience to see

- If they can't read and see it, they won't understand it

```
Parent_cvar in server.dll not allowed (split_screen_min_scale)
Parent_cvar in client.dll not allowed (steam_controller_tapbox)
Game supporting (2) split screen players
maxplayers set to 18
UpdateSystemLevel: ConVar max_queue_mode controlled by gau_level/cpu_level must not be marked as FCVAR_ARCHIVE or FCVAR_CHEAT!
Couldn't find custom font file 'resource/marlett007'
Steam config directory: D:\Steam2\steamapps\common\left4dead2\left4dead2.exe\platform\config
UpdateSystemLevel: ConVar max_queue_mode controlled by gau_level/cpu_level must not be marked as FCVAR_ARCHIVE or FCVAR_CHEAT!
Duplicate sequence 3 in sheet file
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid map specified for mode/survival/1
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid settings for game mode survival
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid map specified for mode/versus/1
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid settings for game mode versus
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid map specified for mode/scavenge/1
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid settings for game mode scavenge
Unknown command 'chat_debug_idle'
Can't use cheat_cvar_novis_townhouse in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_novis_townhouse in multiplayer, unless the server has sv_cheats set to 1.
UpdateSystemLevel: ConVar max_queue_mode controlled by gau_level/cpu_level must not be marked as FCVAR_ARCHIVE or FCVAR_CHEAT!
ClSyncWavDataCache: 0 waves total 0 bytes, 0.00 % of capacity
ClSyncWavDataCache: 0 waves total 0 bytes, 0.00 % of capacity
Unknown command 'cls mutt'
Unknown command 'cls mutt64me'
NET_GetBandAddresses found 192.168.31.4: 'Realtek PCIe GBE Family Controller'
NET_GetBandAddresses found 192.168.56.1: 'VirtualBox Host-Only Ethernet Adapter'
NET_GetBandAddresses found 192.168.11.1: 'VMware Virtual Ethernet Adapter for VMnet8'
NET_GetBandAddresses found 192.168.202.1: 'VMware Virtual Ethernet Adapter for VMnet8'
Opened Steam Socket NS_SERVER ( virtual port 27015 ) : listen socket handle( 1 )
Opened Steam Socket NS_CLIENT ( virtual port 27005 ) : listen socket handle( 65538 )
Network: IP 192.168.31.4, mode MP, dedicated No, ports 27015 SV / 27005 CL
BindOpen( d:\steam2\steamapps\common\left4dead2\media\dk2_background03.txt )
Can't use cheat_cvar_fog_start in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_end in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_color in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_colorstxtbox in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_color in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_colorstxtbox in multiplayer, unless the server has sv_cheats set to 1.
Can't use cheat_cvar_fog_colorstxtbox in multiplayer, unless the server has sv_cheats set to 1.
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Can't use cheat_cvar_fog_colorstxtbox in multiplayer, unless the server has sv_cheats set to 1.
ClSyncWavDataCache: 1 waves total 0 bytes, 0.00 % of capacity
MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid map specified for mode/survival/1
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MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid settings for game mode versus
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MissionManager: Mission file "missions/dkxmap2_missions.txt" has 1 invalid settings for game mode scavenge
```



Avoid too small font sizes



9% of male people
can't differ correctly between RED and GREEN



Keeping your audience engaged



Your slide deck is not an encyclopedia

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Reduce the number of bullet points and words to absolute minimum

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Engagement

- Text
- Statements
- Demos
- Graphs
- Pictures
- Quotes
- Examples
- Stories
- ...

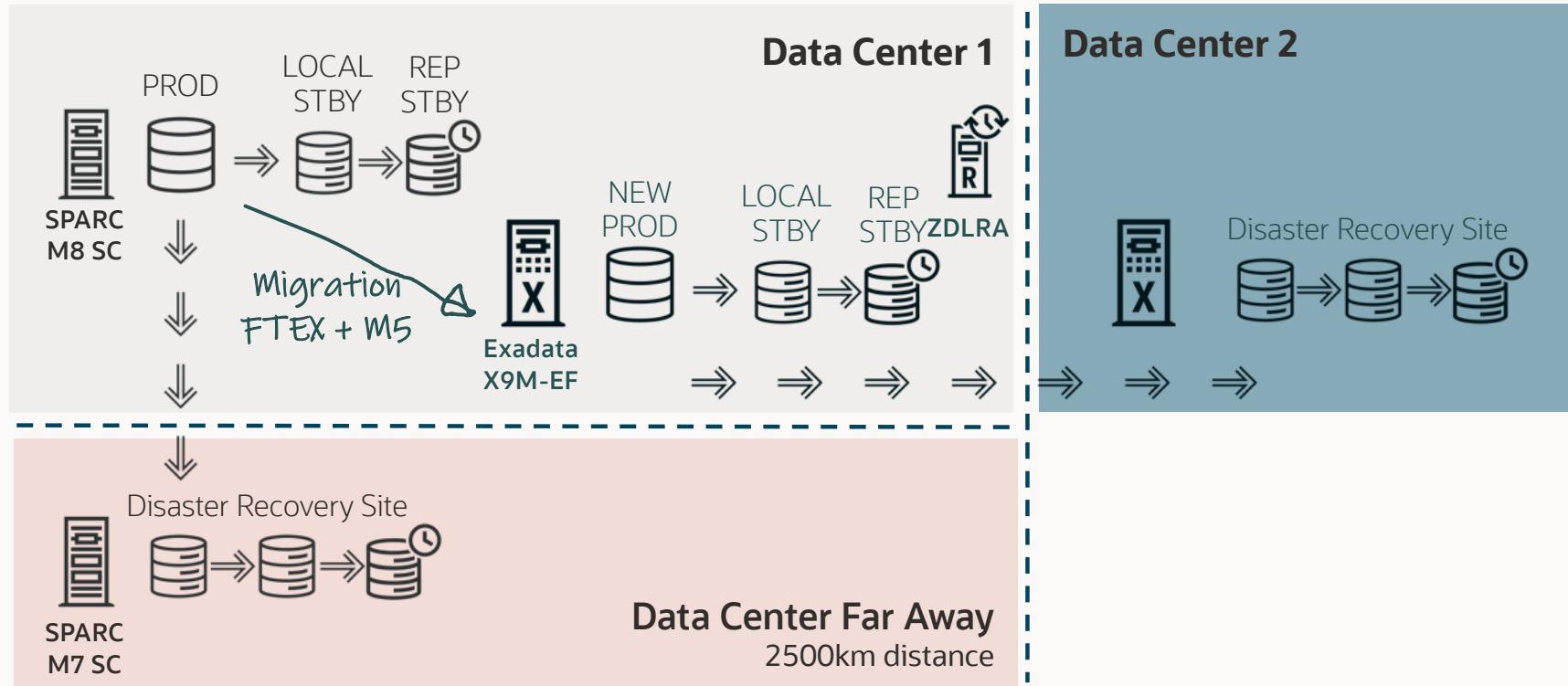


Graphics are easier to remember

Migration Case | Text

- Source database on Oracle 19c on Sun SPARC SuperCluster
- 180TB size, 15TB redo per day
- 2 local standbys, 3 remote standby
- Disaster recovery data center 2500km away
- Setup an ZDLRA and the new Exadata systems in Ireland in 2 data centers
- Create a new container database on the Exadata
- Start migrating with Level 0 backups to the new Exadata
- Restore the backups to the 2 local standbys as well
- Run and merge incremental backups 3 times to production and standby
- Start the Full Transportable Export Import migration

Migration Case | Graphical

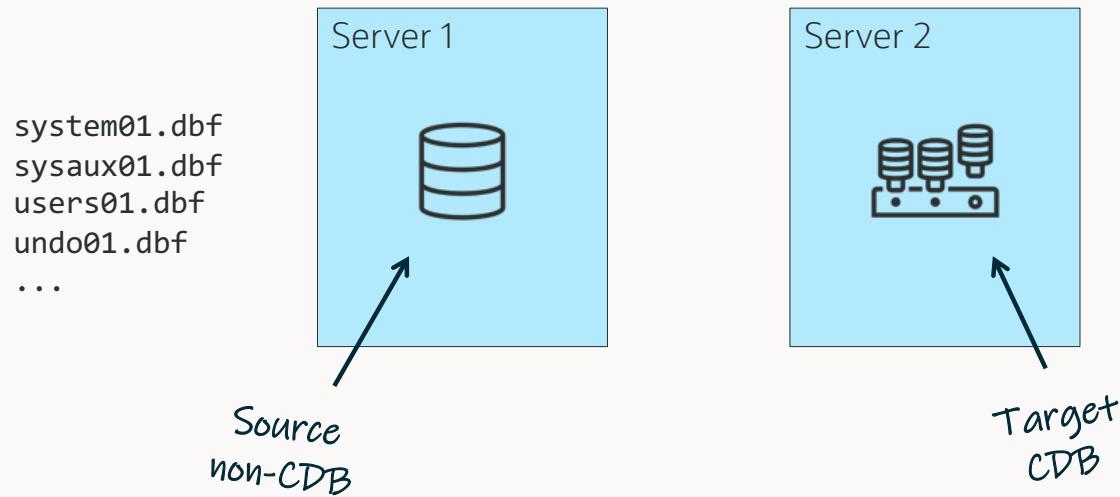




Use animations to explain complex topics

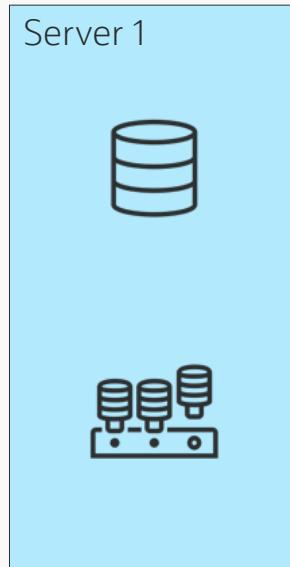
- This usually works much better than text

Refreshable Clone



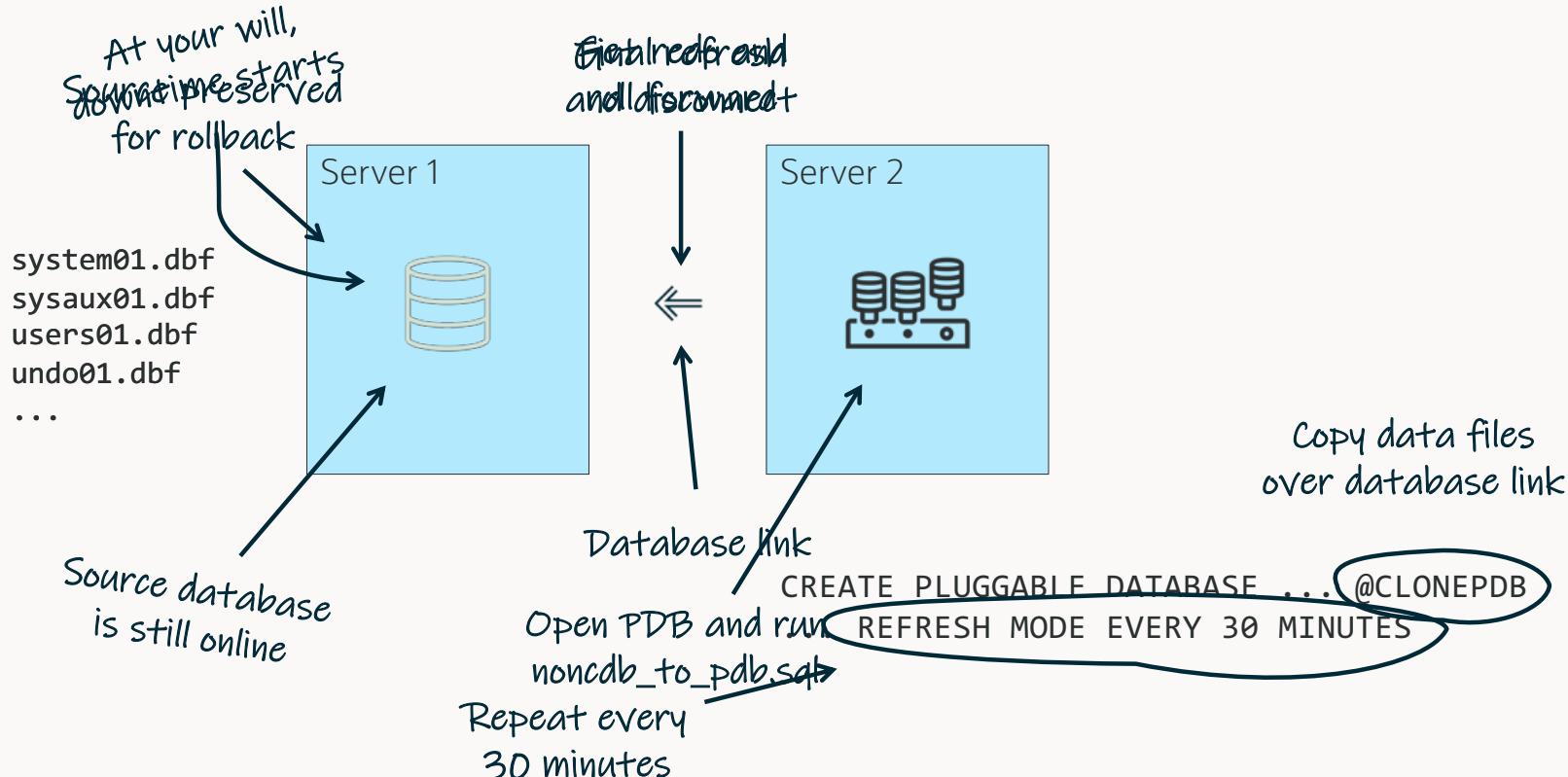
Refreshable Clone

system01.dbf
sysaux01.dbf
users01.dbf
undo01.dbf
...



Could be same
server as well

Refreshable Clone





Your slide deck is not an encyclopedia

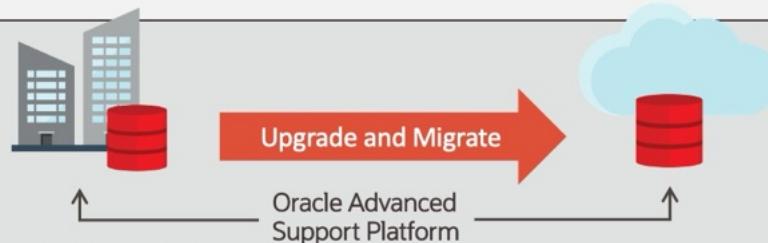


The audience can either **read or listen**

ACS Transition Service for Database

Transition Service Characteristics

- Transition Support from 9i, 10g, 11g, and 12c to 19c
- Technically: Full reorganized database, Oracle version jumping, cross-platform transition / directly to PDB ... CHAR set conversion
- Simplified enablement of new features during transition e.g. ACO (Compression), ASO(TDE), ...Oracle Database In-Memory
- Parallelized transition (**scaled up/down** based on available hardware resources)
- Resilient in event of failure (ability to **restart** at point of failure)
- Progress and monitoring via GUI
- Reproducibility / traceability
- Documentation / reports and history of all steps and parameters



Oracle Cloud Database Transition Components:

1. **Solution Governance**: Single point of contact for engagement. Provides oversight and project management
2. **Transition Readiness**: Automated database configuration analysis and perform pretransition analysis (analyze objects, data, invalid objects, options, etc.)
3. **Configure Transition Plan**: Prepare and configure Advanced Customer Services unique transition tool to perform test cycles based on desired time objectives (transition methods, parallelism, database features, object and data transition, etc.)
4. **Optimize Transition Plan**: Perform test cycles to optimize transition timing and validate objects and data
5. **Final Transition**: Perform final transition

Final State:

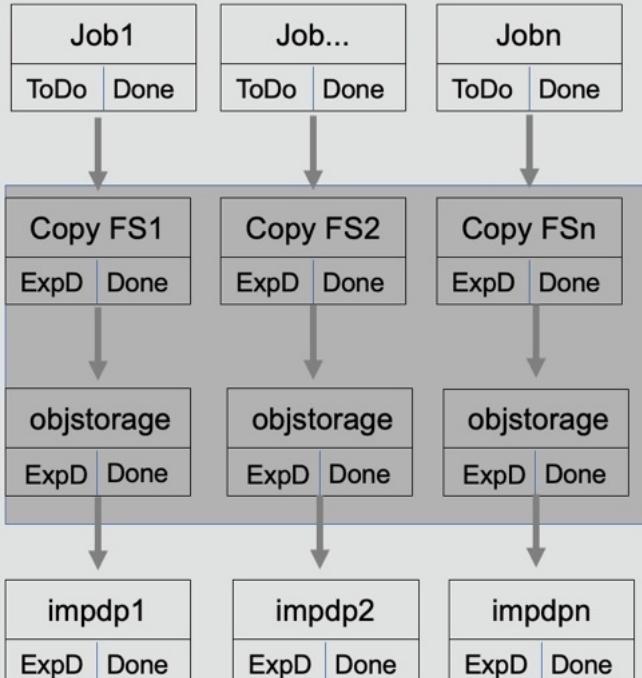
Assets seamlessly transitioned to Oracle
Optimized transition to achieve lowest downtime
Simplified platform transition (any OS to any Oracle supported OS)
Simplified enablement of new features during transition e.g., compression, PDB



Reduce the number of bullet points and words to absolute minimum

START →

mcpqr_Tab1	
ToDo	TabD



Nobody can catch this information
while I am talking



MCP: Migrating very large tables

- Very often you can find in customer systems a few very large tables
- These tables are typically the challenge within a migration, because they take most of the time to unload/ load the data
- Especially tables with LOB/ Long Raw data are a challenge
- In O2O we can split the single table into multiple parts, which can run in parallel in all steps of the migration process: unload, copy and load
- A typically MCP split will create 300 – 500 pieces of a table, each having a size between 10 GB – 30 GB
- The MCP scripts are stored in a separate directory (MCP_OUT).
- For the MCP script an own migration manager instance is used, which acts independently from the main scheduler in the OUTPUT directory
- You can run the MCP jobs on a different node, to balance the load between RAC nodes

How many bullet points did you count?

You saw 8 bullet points – and 147 words

Net Services Security: SQLNET.ORA

- Databases connections are made using the network transport layer
- For secure communications you need to secure transport ... LDAP, MFA, and userid/pwd alone, are dinosaurs limping toward extinction

- ACCEPT_MD_CERTS
- ACCEPT_SHA_CERTS
- ADD_SSLV_TO_DEFAULT
- DISABLE_OOB
- DISABLE_OOB_AUTO
- HTTPS_SSL_VERSION
- IPC.KEYPATH
- NAMES.DEFAULT_DOMAIN
- NAMES DIRECTORY PATH
- NAMES.LDAP_AUTHENTICATE_BIND
- NAMES.LDAP_CONN_TIMEOUT
- NAMES.LDAP_PERSISTENT_SESSION
- NAMES.NISMETA_MAP
- SEC_USER_AUDIT_ACTION_BANNER
- SEC_USER_UNAUTHORIZED_ACCESS_BANNER
- SQLNET.ALLOWED_LOGON_VERSION_CLIENT

- SQLNET.ALLOWED_LOGON_VERSION_SERVER
- SQLNET.AUTHENTICATION_SERVICES
- SQLNET.CLIENT_REGISTRATION
- SQLNET.CLOUD_USER
- SQLNET.CRYPTO_CHECKSUM_CLIENT
- SQLNET.CRYPTO_CHECKSUM_SERVER
- SQLNET.CRYPTO_CHECKSUM_TYPES_CLIENT
- SQLNET.CRYPTO_CHECKSUM_TYPES_SERVER
- SQLNET.DBFW_PUBLIC_KEY
- SQLNET.DOWN_HOSTS_TIMEOUT
- SQLNET.ENCRYPTION_CLIENT
- SQLNET.ENCRYPTION_SERVER
- SQLNET.ENCRYPTION_TYPES_CLIENT
- SQLNET.ENCRYPTION_TYPES_SERVER
- SQLNET.EXPIRE_TIME
- SQLNET.IGNORE_ANO_ENCRYPTION_FOR_TCPS

More Information

- Create a hand-out
- Refer elsewhere for details
- Use hidden slides for details
- QR code



Deal with nerves

Prepare

- Arrive early
- Setup and test
- Greet people
- Start to talk







Do demos

Do you do live demos?

Yes - of course, I'm brave.

79%

No - Murphy's Law, you know.

21%



Live Demos

- Nobody enjoys watching you type
- You'll feel under pressure
- Typing and talking at the same time is hard
- Live demos fail



Recorded Demos

- They always work
- Highlight important parts
- Speed up or skip boring parts
- You can connect with the audience



Have fun

A large, glowing neon sign spelling "LAUGH" in red letters with yellow outlines, mounted on a dark wooden board against a brick wall. The sign is illuminated, casting a warm glow. The background is a dark, textured brick wall.

LAUGH



Photo by [Paul on Unsplash](#)



Love your stuff



Find a good balance



Use your body







Photo by [Usman Yousaf](#) on [Unsplash](#)





Finish on time





Finish with a short summary

Key Learnings



- 1 Tell a good story
- 2 Less is more
- 3 Have fun



Feedback means a lot

ai
oug



MULTICLOUD AI WORLD
HYDERABAD & BENGALURU

CONFERENCE SESSION:
PUBLIC SPEAKING 101

YOUR VOICE MATTERS
LET ME KNOW
HOW I DID



DANIEL OVERBY HANSEN
DISTINGUISHED PRODUCT MANAGER
ORACLE DENMARK

ORACLE