

CONSTRUCTION **SUPER**CONFERENCE

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ATTORNEY

ADVISORY

GRAPHIC CONTENT

Panelists

Adrian L. Bastianelli, III,

- Partner, Peckar Abramson, PC

W. Michael Birmingham, CCP, PSP,

- Executive Director, The Rhodes Group

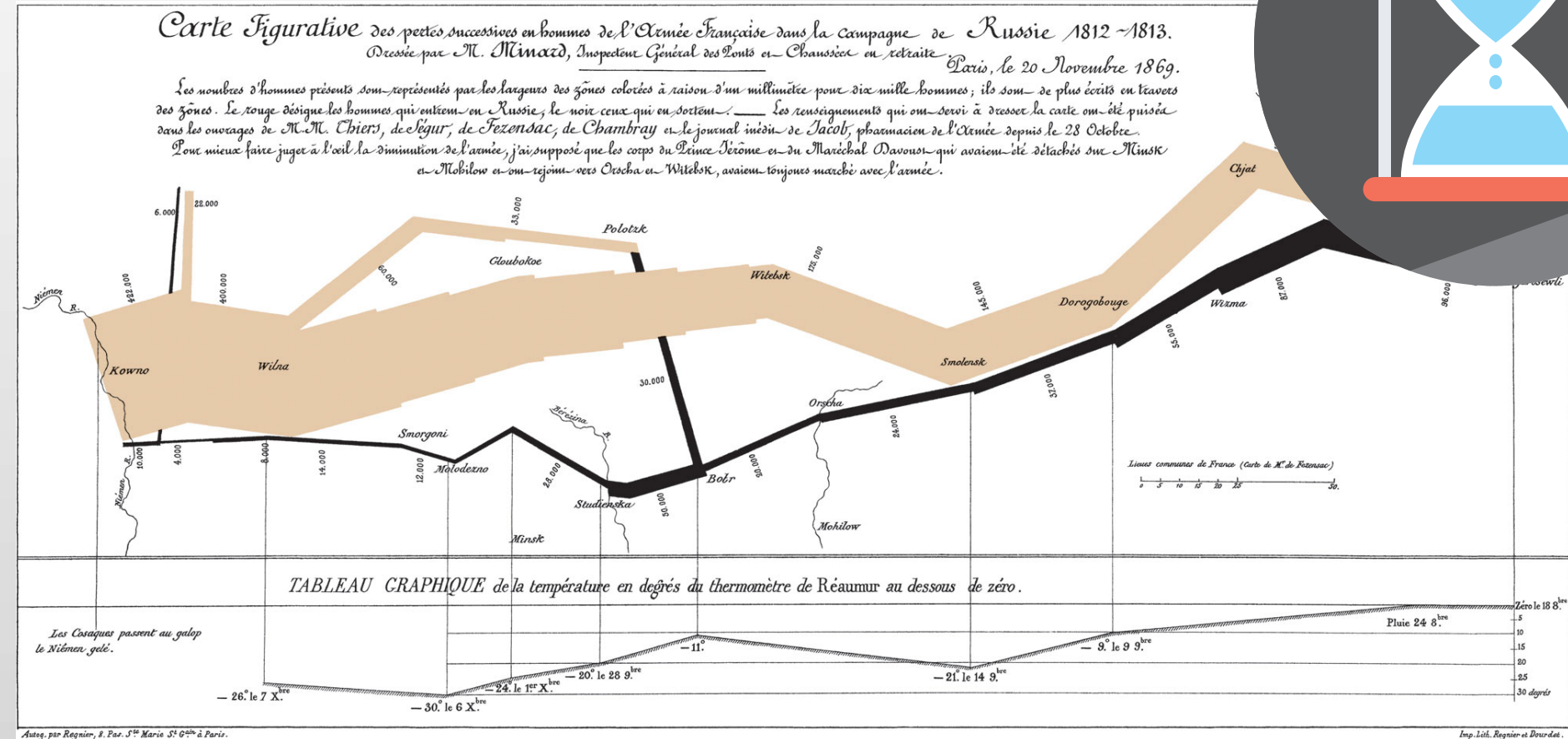
David W. Owen,

- Partner, Bradley Arant Boult Cummings LLP's

Roger J. Peters, Esq.,

- Construction Neutral

History



Charles Joseph Minard: pioneer of the use of graphics in engineering and statistics. He is most well known for his cartographic depiction of numerical data on a map of Napoleon's disastrous losses suffered during the Russian campaign of 1812

Demonstratives Can Strengthen or Undermine Case Findings



Retaining Information

- People forget about two-thirds of what they hear.
- Add a visual component and they are more likely to retain information.



Persuasion

- Graphics and animations can be very persuasive tools.
- Modern advertising is a testament to how powerful well-designed graphics and animations can be.

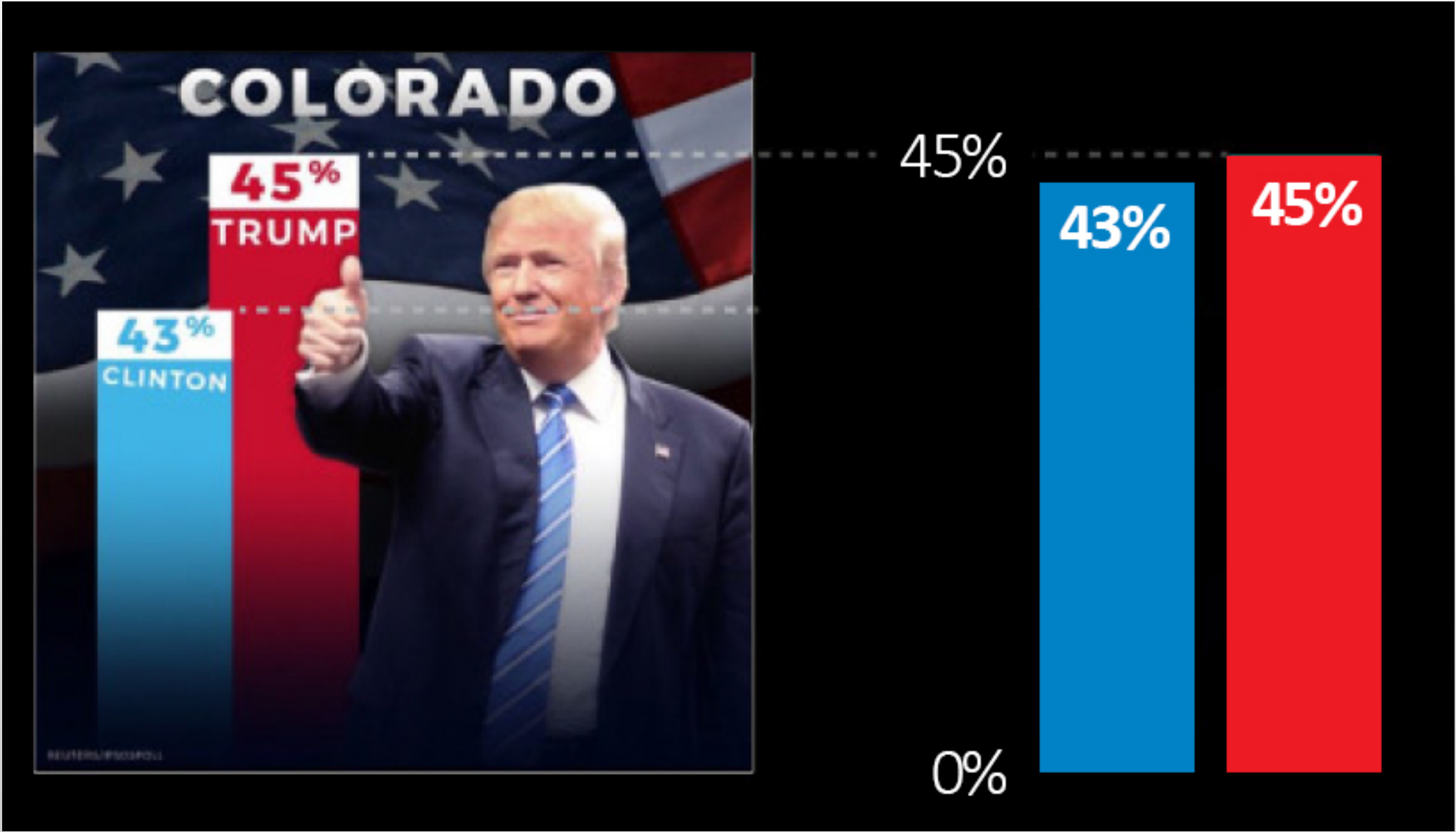


Distraction

- Presentation bells and whistles are distracting (but easy to add).
- If your audience is trying to digest a confusing chart or is staring at text flying in, they are less likely to be listening to you.



Misleading or Inconsistent

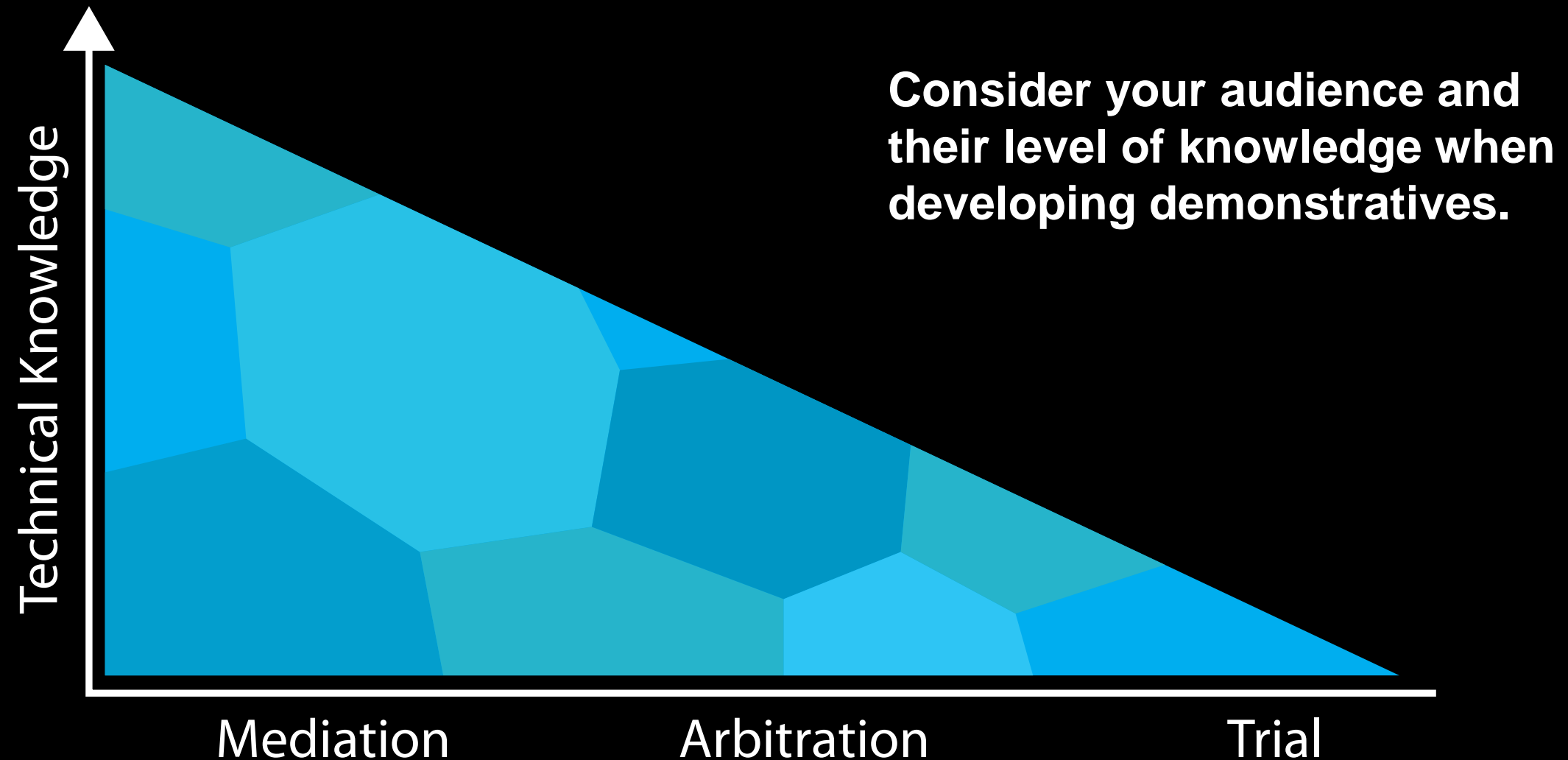


What Happens if the Technology Doesn't Work?

- Better graphics, means new technology to present it.
- It seems as soon as the technology becomes reliable, something new is introduced.
- Have you experienced something going wrong?
- Did the issue affect the results?



Which Demonstratives are Best for the Various Dispute Resolution Forums?



Mediation

- Considerations:
- Both sides should have a general understanding of the issues.
- Graphics can be more complex, but be careful not to talk over the Mediator's head.

Mediation

- What to Show:
 - Timeline
 - Photographs and overview of the project
 - Highlighted contract terms
 - Highlighted key letters
 - Summary of damages

Mediation

- Your Goal:
 - Educate the Mediator
 - Shake the decision maker's convictions.

Arbitration

- Typically arbitrators understand construction and claims.
- Therefore, graphics can have some technical knowledge requirements.

Arbitration

- Graphics still should be simple.
- Trying to show too much generally adds to the confusion.
- Simplified presentations are normally better even for experienced arbitrators.

Trial

- Judge:
 - Understands the law, but may know little about construction.
 - Graphics need to educate the judge on both construction and the issues in the case.

Trial

- Jury:
 - No understanding of construction, the law or claims. Wants to be entertained.
 - Graphics should be highly refined and simplified so that any audience can understand.
 - Break issues out into several graphics, charts, tables or animations.
 - Make it entertaining!

Selecting the Appropriate Demonstrative Tool

- Presentations
- Timelines
- Charts
- Videos, Animations
- Physical Media



Presentations

- Presentations are a great way to collect the content of your case and allow you to build the story in a way you can control.
- Avoid the temptation of adding exciting animations and sound effects.
- Stick to a single slide theme.



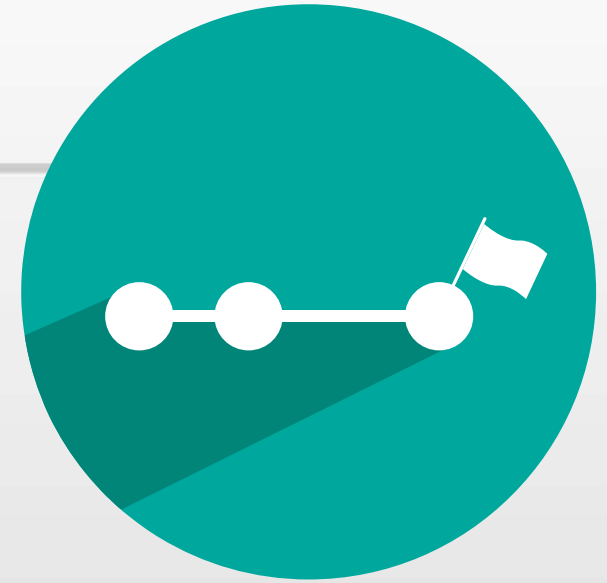
Presentations

- Avoid long lists of text.
- Make sure the print is big enough to read.
- Break information out into separate slides.
- Do not simply reread your slides for your audience.

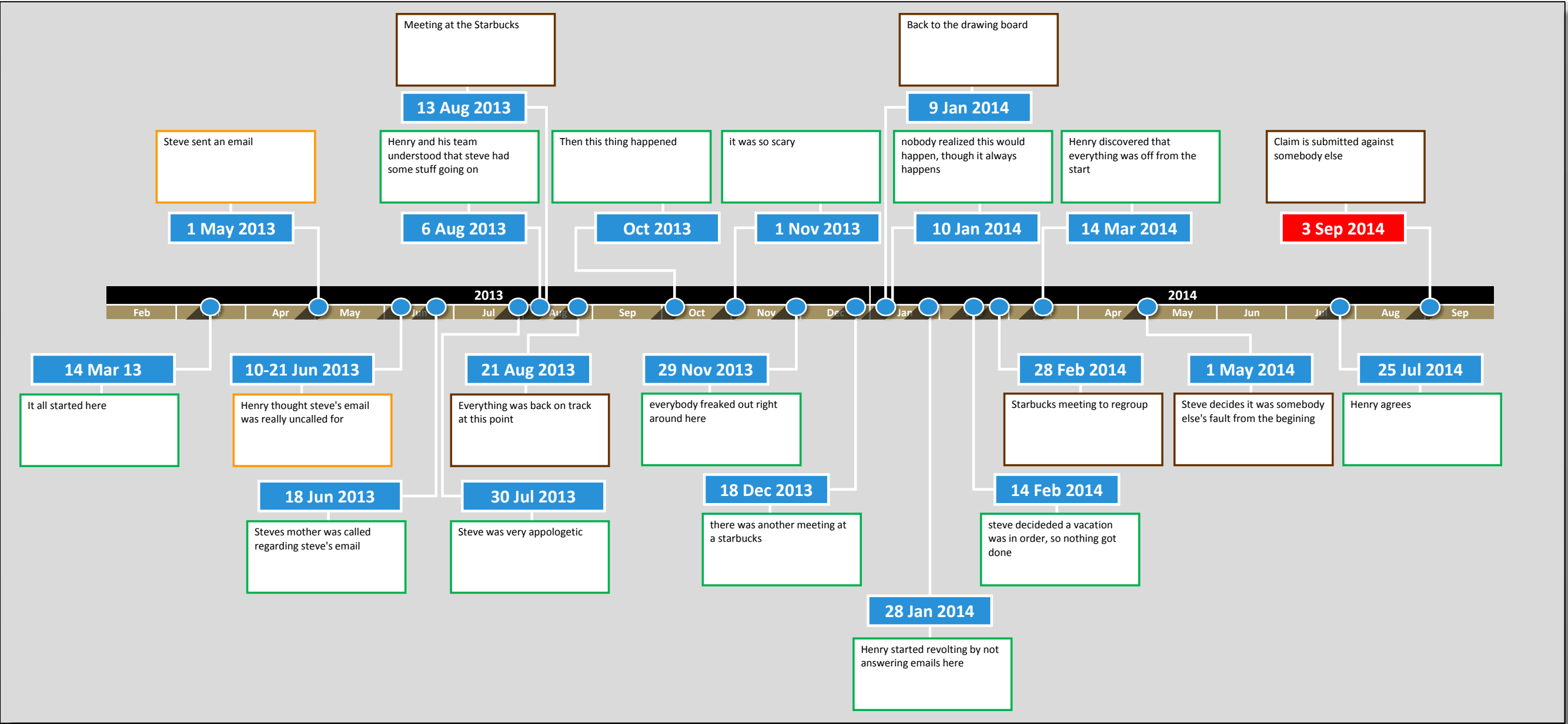


Timelines

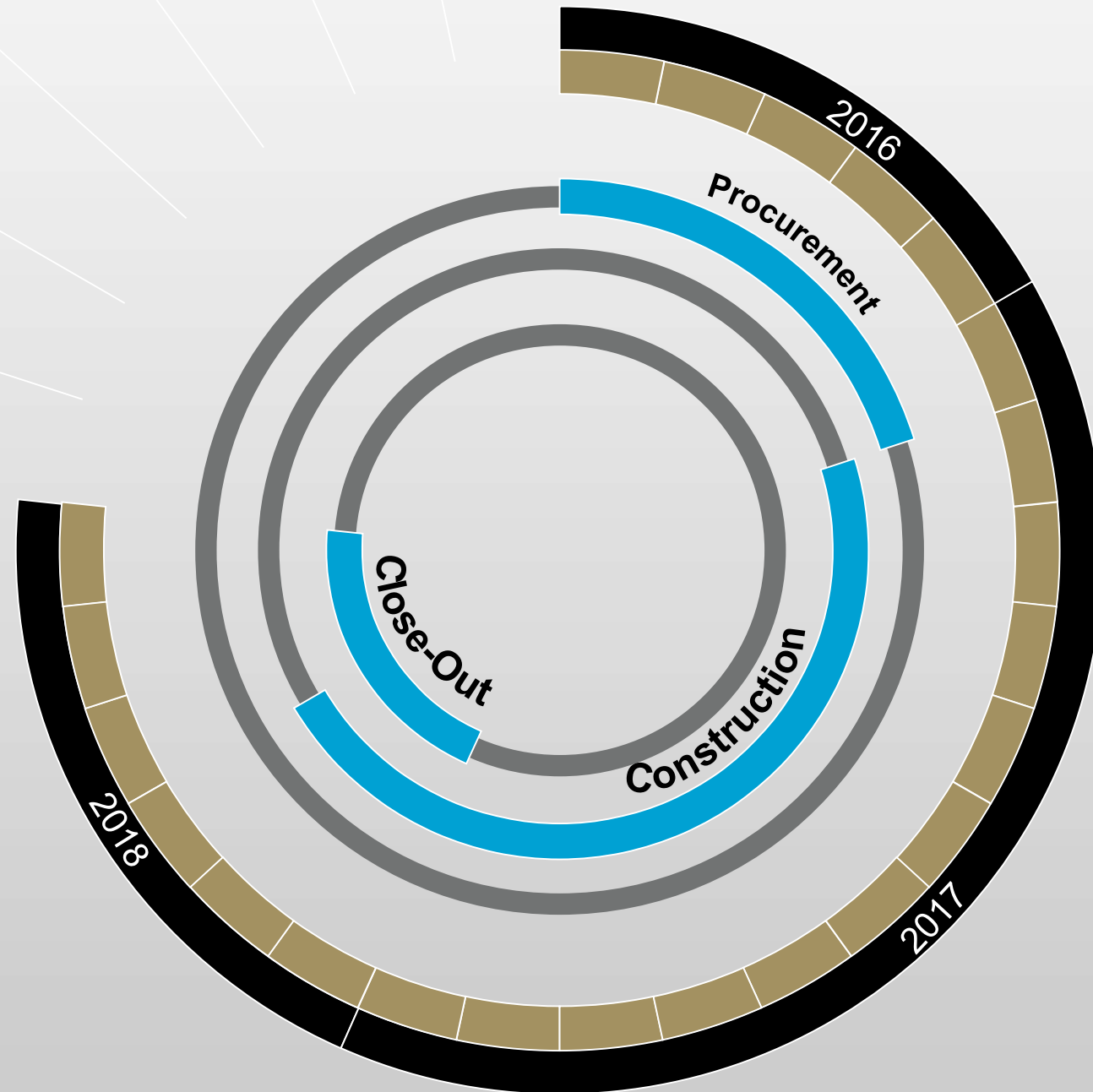
- Timelines help show how different events occurred relative to each other.
- Restrict your audience's view to show one or two events at a time.
- Include only the key events.
- A timeline with too much information doesn't help.



Timelines



Timelines



Charts

- Use charts to display quantitative data in a simple to understand way.
- Avoid the use of "Chart Junk".
- Consider if a table would be easier to understand.

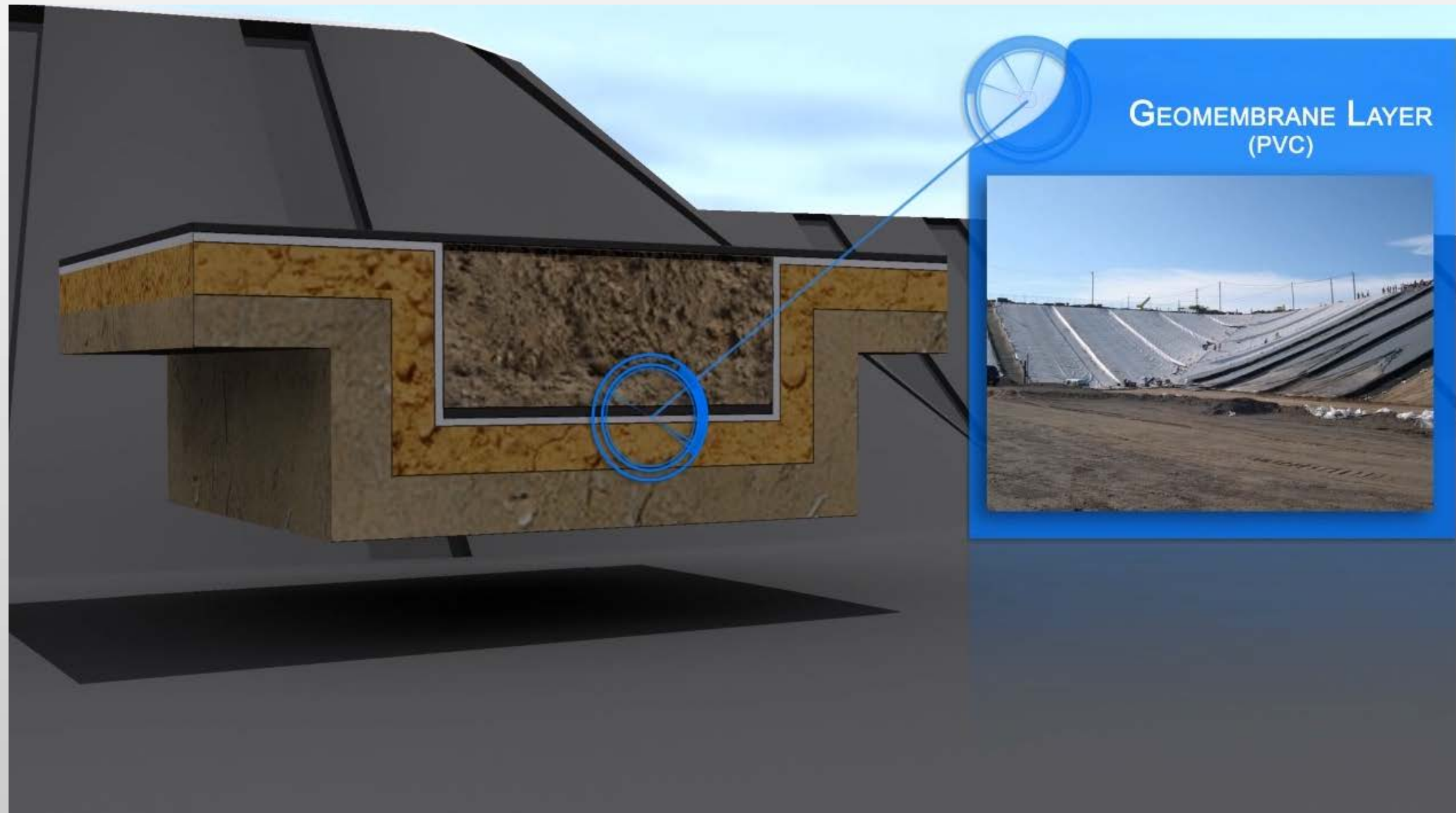


Videos and Photos

- A picture is worth a thousand words.
- Great for grabbing your audience's attention.
- Videos can be long sometimes its easy to miss the point.



Videos and Photos

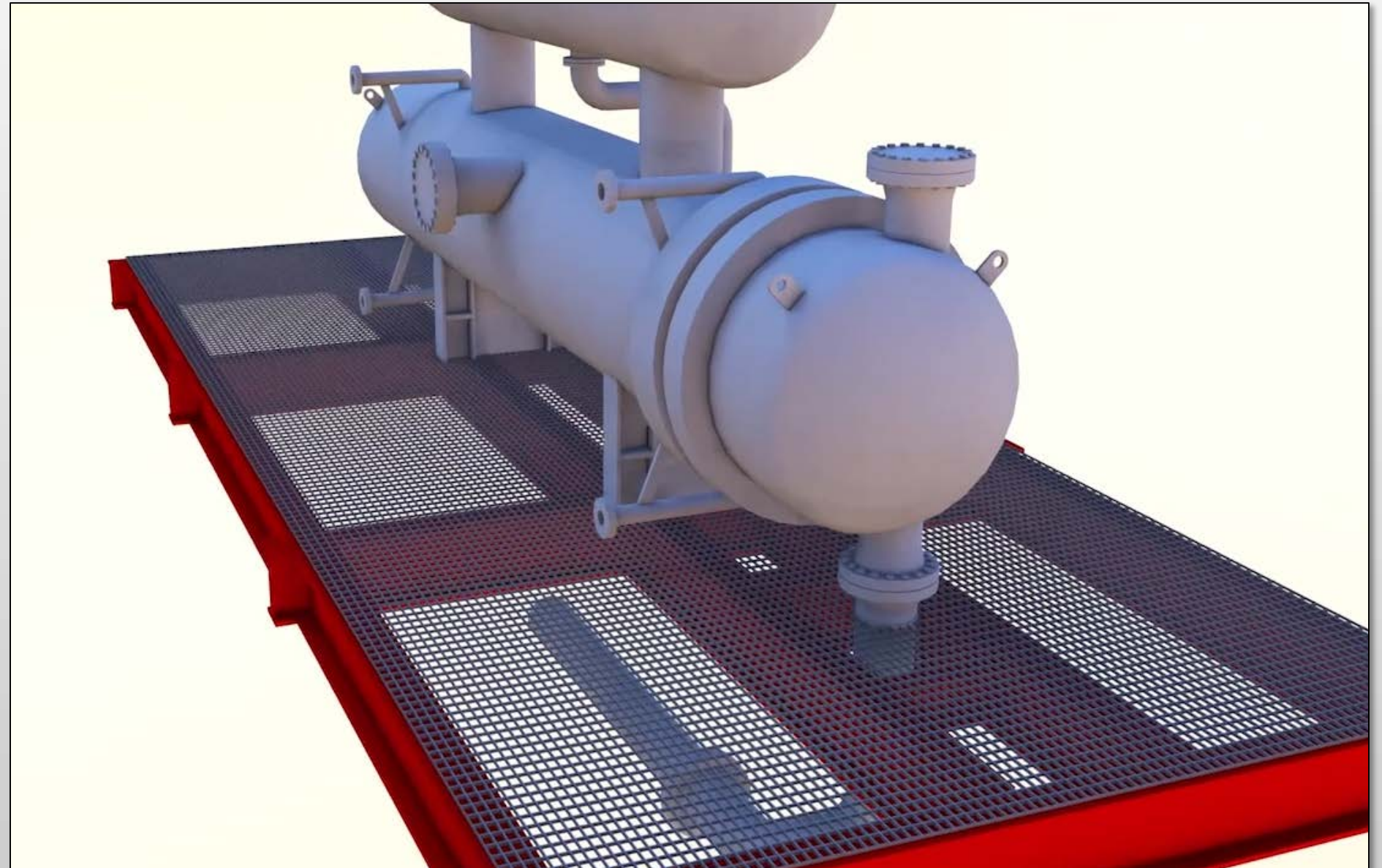
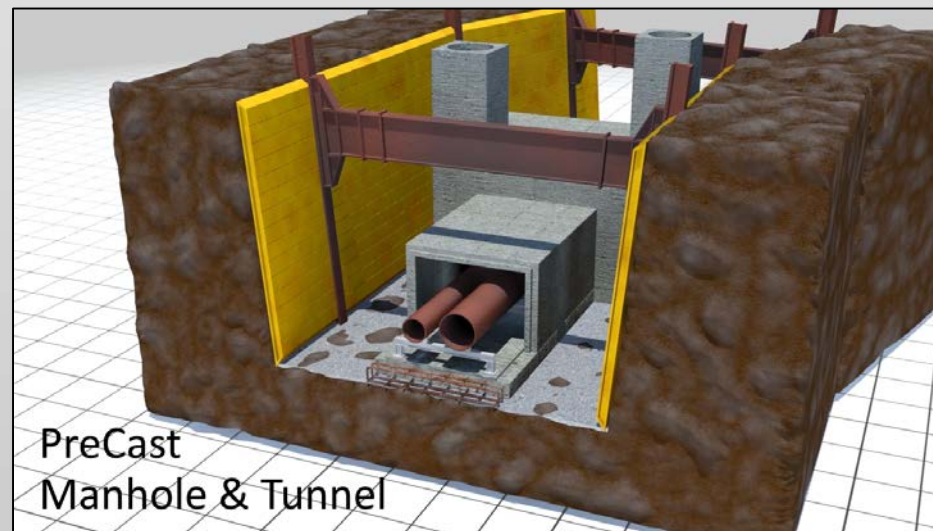
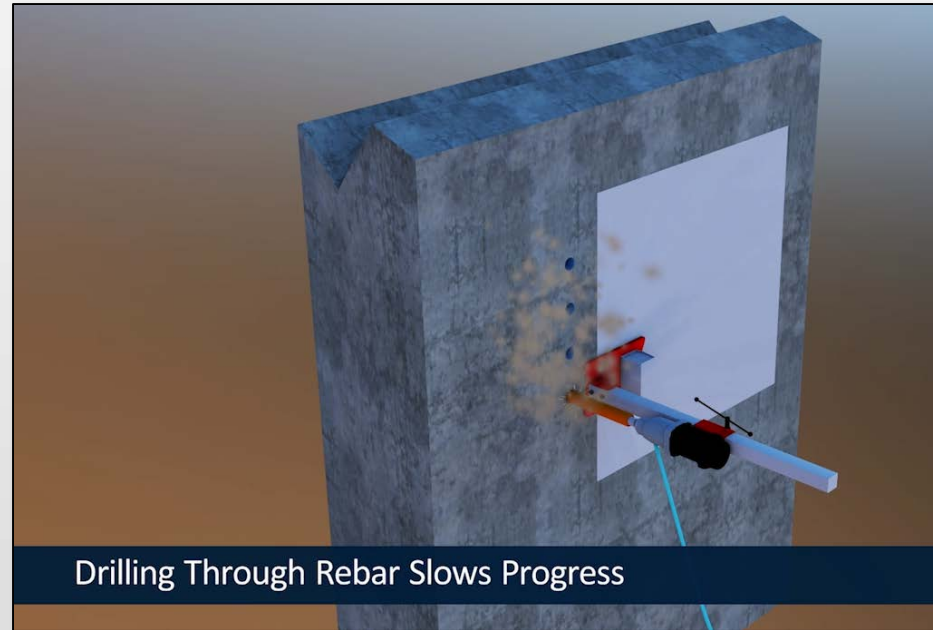


Animation/Interactive

- When you didn't catch an issue with a video or photo often animation is a perfect solution
- Be cautious of the speed



Animation/Interactive

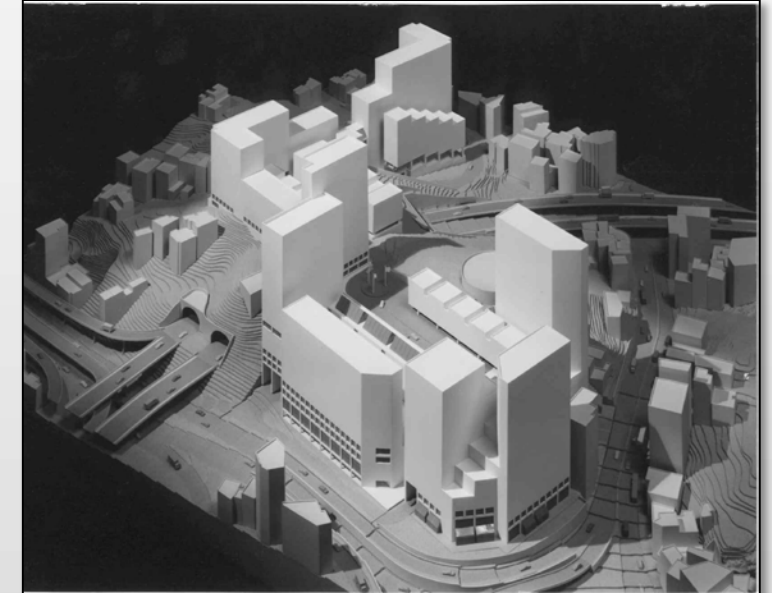


Physical Media

- Don't underestimate "tried and true" methods
 - Posters
 - Maps
 - Scale Models (3D Prints)



Physical Media



Physical Media

- Pros: Physical media doesn't rely on technology.
- Cons: Static – A printed poster can't be changed last minute.
 - Has the tendency to be boring



Admissibility



Accuracy

Admissibility

- Is the information being portrayed accurately and factually?
 - Supported by documentation
- Admissibility Across Forums
 - Mediation
 - Arbitration
 - Trial



Admissibility Across Forums

- Cross examination of person(s) involved in the creation of the graphic.
- Inaccurate or misleading graphics are discovered on cross examination.



The Intent of the Graphic

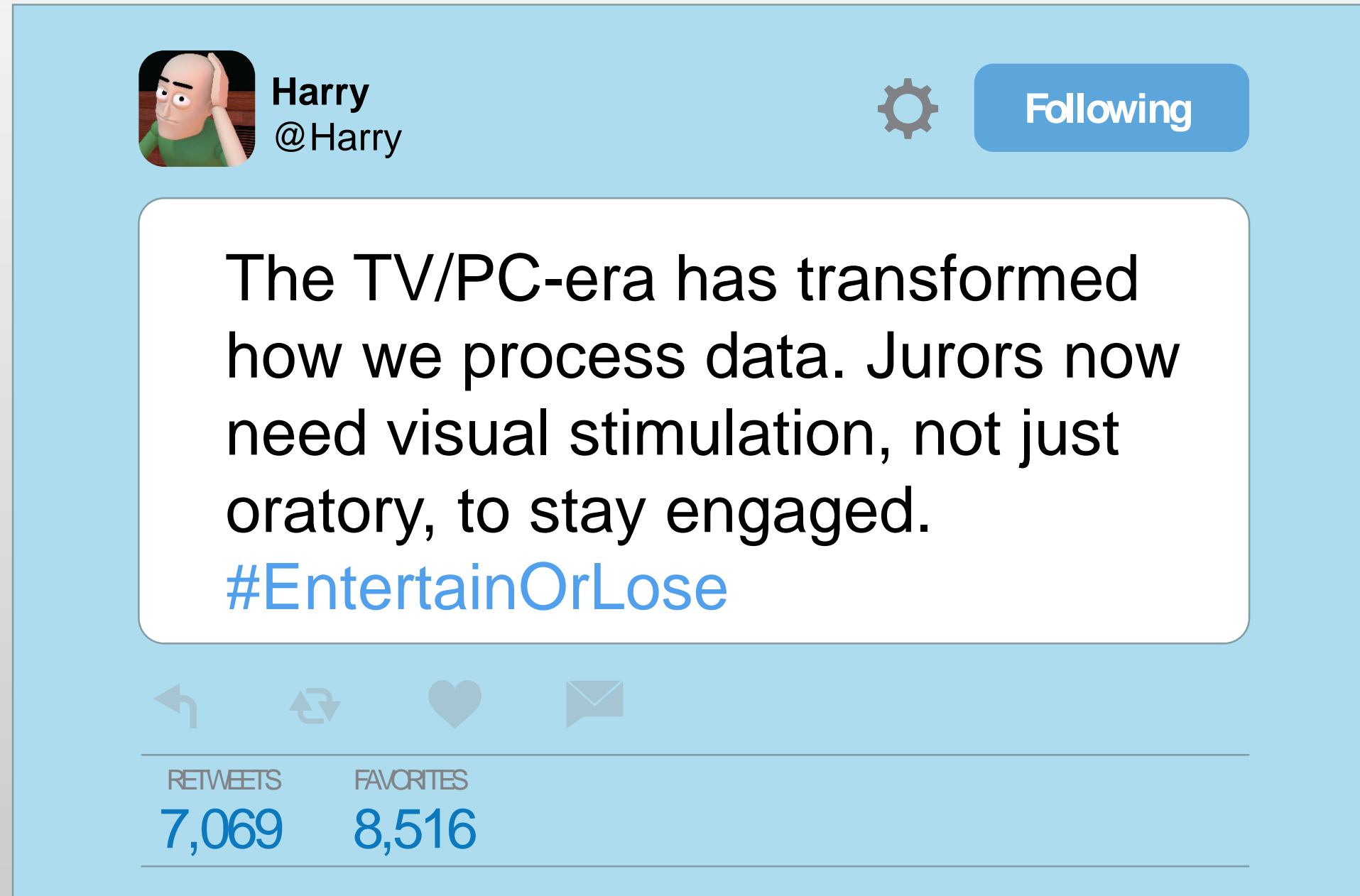
- The scale of accuracy can be judged on the intent of the graphic.
 - A process graphic can be illustrative but not necessarily perfect in every nut and bolt.
 - Issue graphics must have a higher standard and must be supported by documentation.
- Testimony



What Makes a Compelling Graphic



What Makes a Compelling Graphic



What Makes a Compelling Graphic

- Content or Story is King
- Simplification
- Use of Color



Content or Story is King

- Without supporting information and/or a compelling idea a graphic will be dull and uninteresting.

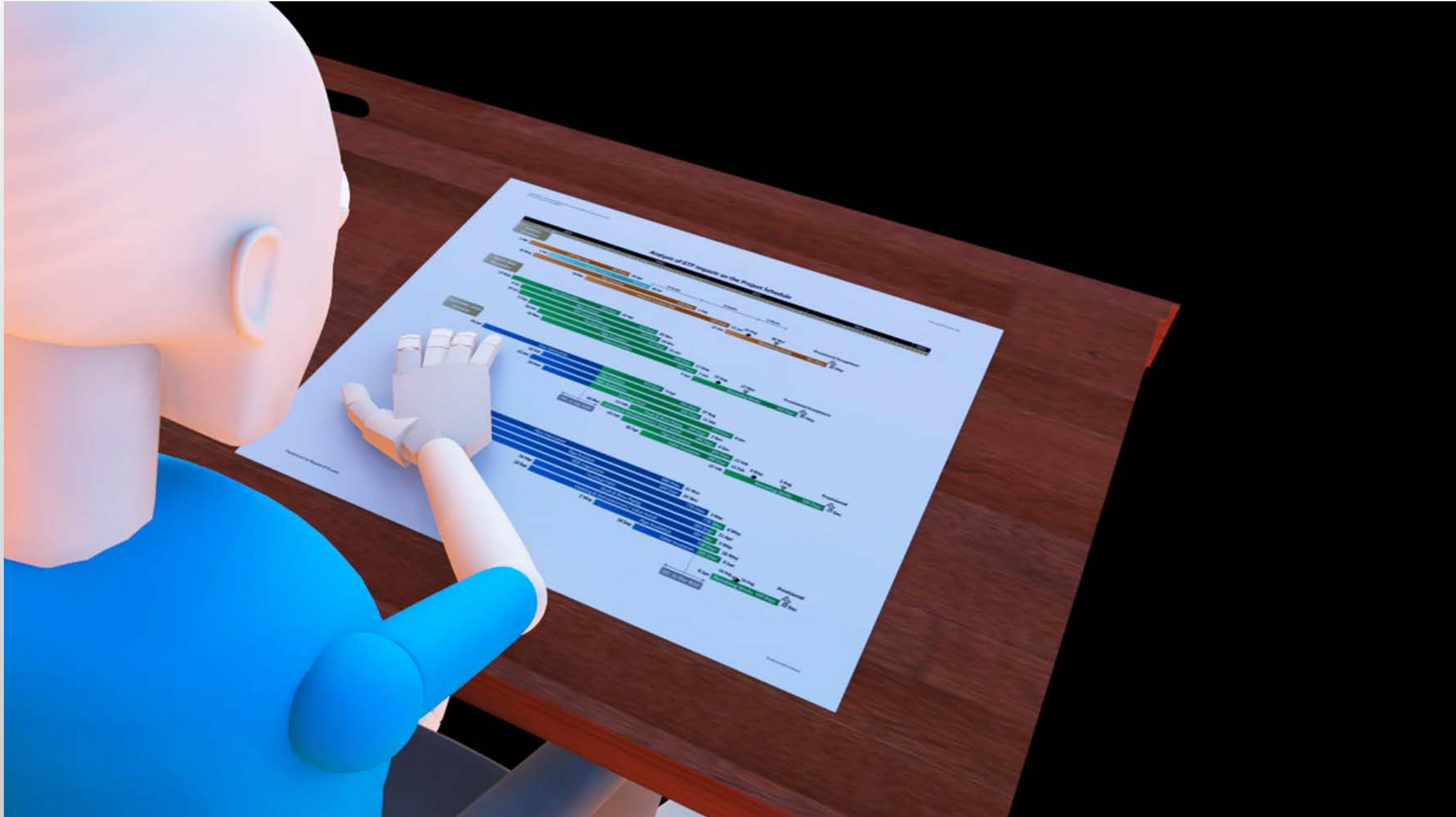


Use of Color

- Color can influence viewers in various ways.
- It is possible to overdo the use of color.
- There are regional considerations - colors have different connotations from place to place.
- Examples of colors that have negative and positive implications.



Simplification



Simplification

- Simplification is a double-edged sword.
- An overly complicated graphic will quickly lose your audience.
- A graphic that is so simple that you lose the information that you are trying to explain is a waste of a graphic.

Simplification Techniques

- Some good techniques for simplifying a graphic are:
 - Reducing Chart Junk
 - An attempt to make graphics more compelling by using extra lines, textures and colors can simply confuse and distract the audience.
 - Maximizing data ink
 - The information presented should not be overwhelmed by grids or axis lines.
 - Consider the ratio between how much ink is used for the necessary information and the ink used for information that isn't essential.

Cost



Cost Drivers

- Quality of source data
- Turn Around time
- Understanding of issues



How Technology has Affected Costs

- What used to take hours now takes seconds
- Hardware improvements due to improvements from other industries
- Software designed specifically for construction



Costs Compared to the Past

- Costs have gone down by nearly 40% in the past 10 years
- Attributed to faster processing speeds, lower render times and increased efficiency.



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