# TE 250: Week 13 Financials and Pitching

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# **Technology Entrepreneur Center**



Have questions about how to pursue your startup ideas? Want to develop an entrepreneurial mindset, but not sure where to start? Drop in and talk with our staff! LEARN MORE: go.illinois.edu/ea-ws-22



#### Fri | Dec 2 | 4pm

ENTREPRENEURSHIP HUB
1050 SIEBEL CENTER FOR DESIGN

Come celebrate a semester of innovation & entrepreneurship!
Over 60 teams showcasing their venture ideas, an awards ceremony, and FREE food.

RSVP: go.illinois.edu/dec2

44



HYEONG CHAN CHO
ISE & ILEE double major
Tesla Intern

Pursuing the ILEE degree gave me a competitive edge over other internship candidates at Tesla, as a growing number of companies are looking for engineers with a creative and entrepreneurial mindset."

**APPLY FOR ILEE BY NOV. 15**\*

go.illinois.edu/ILEE \*To be eligible for Spring 2023 admission



# Agenda

- Review rest of semester
- Startup Finances
- Pitching



## Calendar

- Class content for rest of semester
- Content:
  - Market Segmentation/Sizing
  - Venture Formation
  - Intellectual Property
  - Funding
  - Financial Projections/Statements
  - Pitching
- Final Presentations (2): 11/30 & 12/7
- Attendance mandatory for both final presentation sessions
  - Failure to attend without excused absence results in loss of participation points



## Pitch Presentations

- Presentation schedule
- Part 1 (Nov 30): We will use the following order for presentation:
- 1- Team 4 Crypto Security
- 2 Team 9 Virtual Citizen
- 3 Team 5 Famazon
- 4 Team 8 Know-Line
- Part 2 (Dec 7): We will use the following order presentation:
- 5 Team 6 DefendKnight
- 6 Team 3 Konnect
- 7 Team 2 TrashTrove
- 8 Team 7 Adrsfy
- 9 Team 1 PicHealthy Solutions



## Pitch Presentations

- Attendance is mandatory in-class peer team assessments
  - Must use university excused absence process to be excused
- Presentation structure
  - 10 minutes for presentation cut off at end of time
  - 5 minutes for audience questions
  - 3 minutes for doing peer assessment online
  - 2 minutes for transition to next team
- Detailed grading rubric on Canvas
  - Pitch is 150 pts in Final Assignment category (60% of cat, ~20% of final grade)
- 3 items of Engagement & Team Participation category (30% final grade)
  - Team peer assessment during Wk 14 & 15 class
  - Results of Team participation assessment due Dec 8
  - Class Participation did you do the required number of interviews and note taking



# Financial Projections



## What's the Point

## Financial projections demonstrate:

- Your aspirations for the business
- Your understanding of key drivers of profits and growth
- Your understanding of key drivers of ROI for investors
- Whether it fits an investor's profile



## Good vs. Bad Business Plans

Financial projections should be consistent with the rest of the business plan:

- Value Proposition and Go-to-Market Strategy
- The Revenue Model must work for the Customer
- Pricing Strategy must be reasonable



# **Go-To-Market Strategy**

Your <u>action plan</u> for delivering your product or service to your target customers

- Marketing channels to build awareness and generate demand
- Sales channels to close sales
- Distribution channels to deliver the solution to customers



# Revenue (Business) Model

Your <u>revenue model</u> describes how you will charge for the goods and services that you provide in order to generate a profit



# What Types of Business Models?

Examples?

- One Time Upfront Charge (plus maintenance)
- Subscription/Leasing
- Consumables
- Upsell High Margin Add Ons
- Advertising
- Transaction %
- Utility model (per usage)
- Freemium to Premium
- Cost Plus

- Cell Phone Plan (or PPA in energy)
- Shared Savings
- O&M (Operating and Maintenance)
- Franchise model
- Micro-transactions
- Parking meter
- Licensing
- Other



# Recurring Revenue

Monthly or annual subscriptions, memberships, SaaS, etc.

- Provides steady, predictable revenue
- Easier for new customers to make the initial purchase
- Minimizes impact of seasonality
- Low risk of sudden, steep revenue declines if the market changes suddenly



## **Two-Sided Markets**

Business models that involve bringing two (or more) customer segments together to create value

- Buyers and sellers
- Subscribers and advertisers



## **Two-Sided Markets**

- Should both sides pay?
- Should you have different revenue models for each side?
- Which customers can afford to pay the most?
- Do you have to have a very large market share on one side to attract anyone on the other?



## Freemium Models

## Types of freemium models:

- Free for a limited time
- Free for a limited number of users
- Free for certain types of users (students, etc.)
- Free for a limited set of features



# **Freemium Models**

Freemium models work best when:

- You need to acquire large numbers of users very quickly in order to create value
- The cost to add each new user is minimal



# Freemium Models

Your goal must be to convert as many free users into paying customers as you can, as quickly as possible.

- Free users are not customers, they are <u>leads</u>!
- "If you're not paying, you're the product."



#### Sales conversion rate:

- What percentage of the prospects you contact will buy?
- What percentage of the visitors to your website will buy?
- What percentage of your free users will convert to paid users?



#### Churn:

- What percentage of your initial customers will buy again?
- What percentage of your subscribers will renew?

#### Viral coefficient:

 How many new customers will each existing customer bring in?



# **Customer acquisition cost (CAC)**

- How much does it cost the business to acquire a new customer?
- (Total sales and marketing expense) / (number of new customers)



## **Customer lifetime value (CLTV):**

- How much profit does an average customer generate over time?
- (Price cost per transaction) \* (average transactions during customer lifetime)
- (Subscription price monthly customer support cost) \* (average number of months before churn)



## **CLTV** and **CAC**

Customer Lifetime Value must be greater than Customer Acquisition Cost

- If <u>CLTV > CAC</u>, then the business model is probably viable
- If <u>CLTV is much higher than CAC</u>, then the business model is probably scalable



## **Revenue Growth**

Traditional Sales Model:

Revenue = Customers \* Visits \* Average Ticket Price

Subscription Sales Model:

Revenue = Paying Subscribers

Average

Months \*
before
Churn

Monthly
Subscription
Price



# **Profitability**

"If your goal is anything but profitability - if it's to be big, or to grow fast, or to become a technology leader - you'll hit problems."

-- Michael Porter



# **Profitability**

Profit = Revenue - Expenses

Profit = 
$$\left(\frac{\text{Price}}{\text{Unit}} - \frac{\text{Cost}}{\text{Unit}}\right) * \text{Units Sold - Overhead Exp.}$$

$$\left(\frac{\text{Price}}{\text{Unit}} - \frac{\text{Cost}}{\text{Unit}}\right) = \text{Contribution Margin}$$



# **Profitability**

Four ways to grow profits:

- 1. More Customers
- 2. Higher Prices
- 3. Lower Variable Costs
- 4. Lower Overhead Costs

Which of these can you control?



# **Pricing**

Rule #1

Price must be > Cost

Rule #2

Price must be ≤ the customer's willingness to pay



# Exercises

- The Love of Nines
  - Why do gas prices always end with as many 9's as possible?
- The Power of Pricing and Not Discounting
  - 1% pricing change = ?% profitability?
  - Is it more profitable to increase prices or add customers?



# **Cost-Based Pricing**

The price is based on the per-unit cost to manufacture and deliver the product or service, plus a targeted per-unit profit margin

Price = Variable Cost/Unit + Targeted Profit/Unit



# **Competitive Pricing**

The price is based on what competitors are charging for similar or comparable products or services

Price = Competitor's price (+/- something?)



# **Value Pricing**

The price is based on an estimate the total amount of value that the solution creates for the customer.

The goal is to capture as much of that value as possible.

Price = customer's willingness to pay \* ??%



# **Value Pricing**

How are you creating value for your customers?

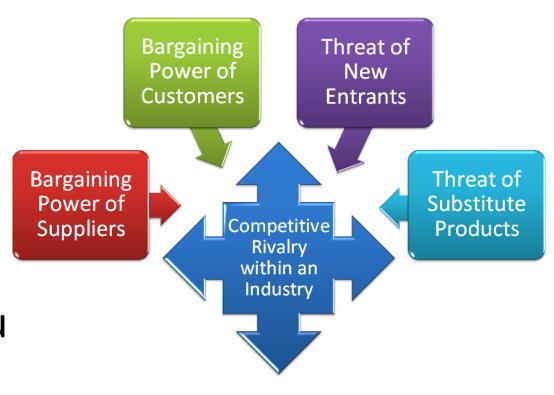
- Helping them make more money
- Helping them save money
- Helping them save time
- Helping them reduce their risk
- Providing some non-monetary benefit



# **Value Pricing**

#### Porter's "Five Forces":

- Your ability to charge a high price is limited by the options that your customers have
- Capturing all of the value that you create would leave your customers with no reason to buy





# Variable Pricing

A way to take advantage of the fact that some customers are willing to pay more than others.

Three-tiered pricing:

- Good, better, best
- Silver, gold, platinum

Some customers want the cheapest solution, others want the very best. Most are in the middle



# Variable Pricing

Peak vs. off-peak pricing:

High prices during periods of high demands

**Dynamic Pricing:** 

 Prices are constantly changing based on changes in demand or other factors



# Top Down vs. Bottom Up Forecasting

## **Top Down Forecasting:**

"It's a huge market, so we only need a 1% market share to be successful..."



# Top Down vs. Bottom Up

## **Bottom Up Forecasting**

"Our revenue projection is based on the number of customers we think we can acquire with our go-to-market strategy, and the amount that we think each customer will pay."



# **Estimating Future Revenue**

What is your Revenue Model?

What price(s) can you charge?

How many prospects can you reach in your first month, quarter, or year?

What sales conversion/closing rate can you achieve?

How fast can you grow in subsequent periods?



# **Estimating Future Revenue**

Number of Customers per period

- \* Average Price per transaction
- \* Number of Repeat Purchases per Customer
- Projected Revenue per Period



# Revenue Forecasting Mistakes

Assuming rapid adoption by new customers

Underestimating the length of the sales cycle



# **Estimating Future Expenses**

What will it cost to produce your product or service? – Cost of Goods Sold

Gross Profit = Revenue - Cost of Goods Sold!

How much will spend on customer acquisition? – *Marketing and Sales* 

What will it cost to support the product or service and to operate the company? - General and Administrative



# **Getting Cost Information**

Some costs are easy to forecast based on information you have; other costs will be harder to predict:

## Industry Comparables

Comparable publicly-traded companies

## Industry Averages

Common size statements for companies in your industry;
 from library research, SBDC's, paid databases



# **Expense Forecasting Mistakes**

Underestimating General and Administrative (overhead) expenses

Underestimating selling expenses; the cost of maintaining a sales force, in particular



## Resources

SCORE (free templates)

 https://www.score.org/resource/businessplanning-financial-statements-template-gallery

Foresight (Paid – templates plus tutorials)

https://foresight.is/



# Pitching your startup: Presenting a Case versus Telling a Story



# Make It Compelling. . . Dramatic. . . Personal

- Chapter 1
- Chapter 2
- Chapter 3
- Chapter 4
- Chapter 5

- Feeling the pain
- We can take the pain away
- Why is it worth it?
- Why US???
- How will we all make \$\$\$?

The ASK!!!



## Context Matters

- What do you want?
  - Money?
  - Advisors?
  - Tech talent?
  - Introductions to customers?
- Do you need investors, particularly VCs?
- How much do you need?
- Why?

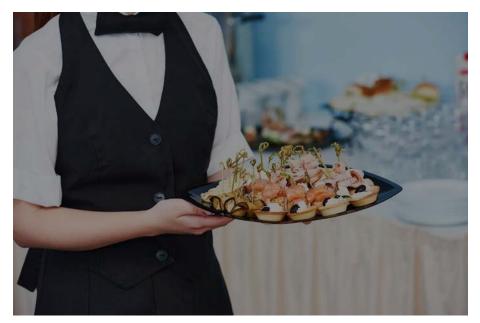


## Context Matters

#### • Should your strategy be:

"Raise as much money as you can at the highest possible valuation in order to grow your business."

"Raise as much money as you can that enables you to safely achieve the key milestones you will need for the next fund-raising."



Source: Secrets of Sand Hill Road, Kupor



# These things are different

- Your business plan
- Your elevator pitch
- Your pitch deck
- Your other pitch deck



## These things are different

- Your business plan
- Your elevator pitch
- Your pitch deck

The version that can be sent to potential investors and does not require you to give an in-person or phone presentation alongside it.

Your other pitch deck

Used only with you presenting alongside, and largely dependent on illustrations/graphics with significantly less text than the version above.



# First things first



Do your research and know who you are pitching to.



## What do VCs want?

- To produce outsized returns\* for their Limited Partners (LPs)
  - LPs invest their capital for ~10 years with a VC (GP) to give the firm time to realize a return

\*10X to 25X

Source: Secrets of Sand Hill Road, Kupor



## But ...

Your 10 minute pitch presentation is not likely to generate immediate investment.

Your goal should be to generate a second conversation.



## The Pitch: Two Critical Components

- Semantics What you want to say
  - Content
- Syntax How you say it effectively
  - Structure
  - Slides
  - Delivery



## You Want to Convey. . .

Big pain point (s) and compelling solution (s)

Credible team

Unit economic model that works

Market likes what you're doing

Progress has been made

Capital efficient

Understanding of risks and plan to address

Commitment to next steps

Right attitude!



## Content, not necessarily in this order

- Company purpose / elevator pitch
- Problem
- Solution
- Why now
- Market size
- Product Plan
- Go-to-Market Plan
- Team
- Business model
- Competition
- Financials
- Ask



# Content, not necessarily in this order

- Company purpose / elevator pitch
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- Business model
- Competition
- Financials
- Ask

#### Communicated with:

- Passion
- Authenticity
- Clarity
- Memorable qualities
- Surprises-something the listener is learning from you



## Being Selective

What is your goal?

To attract support for your new venture by showing you have a viable idea that would make for a good investment

What are your key takeaways?

We solve an important problem – problem/solution

We have traction – beta users/MVP

We are a good investment – team/market size



# How to say this effectively

- "Sandwich technique"
- Purpose-Benefit-Check

 Every transition should be considered – possibly scripted, so you know how the presentation flows together.



## Semantics: How to say it

How to develop "stage presence" "star power" "X-factor" "it".

#### **Physical Tools**

- Body movement, or lack thereof
- Position in the room
- Gestures
- Eye Contact



#### **Vocal Tools**

- Volume
- Pace
- Silence

#### **Team Work**

- Positions (physically)
- Introductions
- Transitions



# Party on Demand

https://www.youtube.com/watch?v=VCVRgpSPSVQ



## Visually Reinforce Key Points

- Intro and Thank You slides
- Audience specific content
  - Investors care about numbers, MVP, customers
- Less is more
  - 1-2 minutes per slide minimum
  - Speak to the slide, don't skip over content
- High information to ink ratio
  - Informative titles
  - Clean 1-2 line bullets
  - Graphics require time and explanation
- \* Be **EXTREMELY** careful about incorporating a live demo.



# Delivery

## Three options:

- 1. Use Notes
- 2. Memorize a script
- 3. Remember key bullet points, and use visual cues on slides



# Delivery

## Three ONE options:

- 1. Use Notes NO (The audience knows they are just watching you read.)
- 2. Memorize a script
- 3. Remember key bullet points, and use visual cues on slides



## Delivery

## Three ONE options:

- 1. Use Notes NO (The audience knows they are just watching you read.)
- 2. Memorize a script NO (You may get stuck in "the valley of awkwardness". Your words sound recited or worse, you forget your lines.)
- 3. Remember key bullet points, and use visual cues on slides YES, THIS.

## Useful Practice Techniques

- Divide up the presentation and practice sections
- Practice in front of the mirror
- Recruit at least two test audiences
- Use tools
  - PowerPoint's timer
  - Tape recorder
  - Video



## Dealing with Q&A

- Know who is in the audience. What is their basis of knowledge?
- Listen
- Anticipate objections and how to handle "talkers"
- In a pitch situation, plan as a team.
  - Let the person who presented the content answer first
  - Give a direct, two-sentence answer
  - OPTIONAL one team member can add a short comment
  - Appendix slides are useful if you get to them smoothly
- Use specific data to win points



## Most Common Overall Problems

- Spending way too much time on the "problem"
- Running out of time, not preparing for the 10-min time limit
- Talking too much in Q&A; not listening or making time for investors' questions
- Not taking feedback well
- Reading from the slides/screens
- Not presenting a big enough opportunity



### **Notes on Slides**

Less is more. Don't make your audience work

#### Bullets are useful...

But don't write out your whole bullet. Always have more Make sure you use large fonts. A rule of thumb is 16pt mi PREZI OR ANY "ZOOM-Y" minimum for a large room. Use sans serif fonts (fonts wh letters – exp. Arial not Times New Roman).

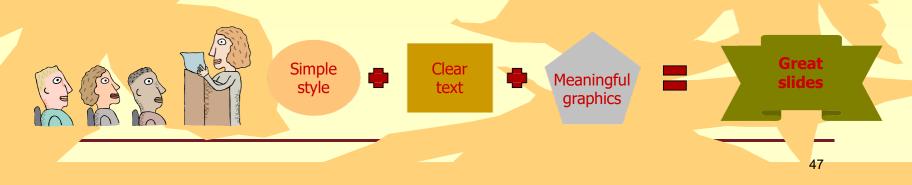
#### Style is important...

But don't choose complex backgrounds that make it hard either light text on a dark background or dark text on a lig bad colors for text. Always, always, always double check an spenning makes you look less professional than spelling and grammatical errors.

**SLIDES/TRANSITIONS** 

#### Graphics add variety...

And can make many points better than text. Keep graphics simple and always build them as you make the point of the graphic. Animation, while fun, is distracting to the audience. They stop listening to you and start trying to figure out what is going on. Avoid clipart that doesn't help you make your point. Decorations are pure distraction



# More tips on slide design

A slide should have one main point, not more.

Most of your pitch should be graphics-heavy with minimal text. High information-to-ink ratio.

Be sure to include details in your financials.



## **Financial Projections**

Phase I: Delhi	Phase II: 5 Pilot	Phase III: 8
Rollout	Cities	Core Cities

56,788	688,879	1,147,770	1,905,881	3,544,620
Yr 1	Yr 2	Yr 3	Yr 4	Yr 5
-				0
242,342	4,631,300	7,577,376	12,444,450	22,965,156
0	690,349	1,156,795	1,961,299	3,884,889
0	497,853	829,493	1,377,380	2,561,697
242,342	5,819,503	9,563,665	15,783,129	29,411,742
25.012	242427	F21 712	000 200	1 611 101
				1,611,191
238,700	1,145,996	1,892,761	3,076,894	5,636,526
12839	104444	197388	130294	212231
200000	1,016,000	1,232,000	1,432,000	1,632,000
477,352	2,579,567	3,843,863	5,505,497	9,091,948
(235,010)	3,239,936	5,719,802	10,277,631	20,319,794
(97%)	56%	60%	65%	69%
	Yr 1  242,342 0 0 242,342  25,813 238,700 12839 200000 477,352 (235,010)	Yr 1       Yr 2         242,342       4,631,300         0       690,349         0       497,853         242,342       5,819,503         25,813       313,127         238,700       1,145,996         12839       104444         200000       1,016,000         477,352       2,579,567         (235,010)       3,239,936	Yr 1         Yr 2         Yr 3           242,342         4,631,300         7,577,376           0         690,349         1,156,795           0         497,853         829,493           242,342         5,819,503         9,563,665           25,813         313,127         521,713           238,700         1,145,996         1,892,761           12839         104444         197388           200000         1,016,000         1,232,000           477,352         2,579,567         3,843,863           (235,010)         3,239,936         5,719,802	Yr 1         Yr 2         Yr 3         Yr 4           242,342         4,631,300         7,577,376         12,444,450           0         690,349         1,156,795         1,961,299           0         497,853         829,493         1,377,380           242,342         5,819,503         9,563,665         15,783,129           25,813         313,127         521,713         866,309           238,700         1,145,996         1,892,761         3,076,894           12839         104444         197388         130294           200000         1,016,000         1,232,000         1,432,000           477,352         2,579,567         3,843,863         5,505,497           (235,010)         3,239,936         5,719,802         10,277,631





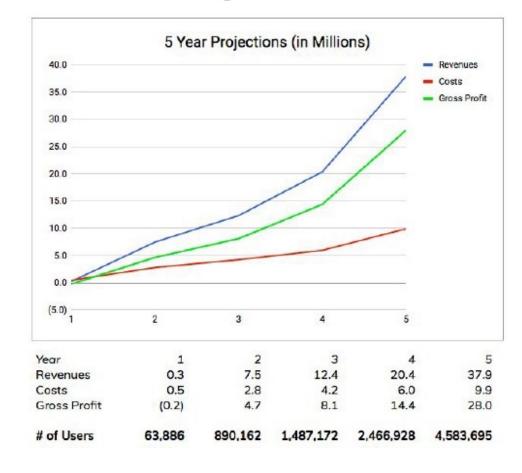
### Financial Projections

Phase I: Delhi Phase II: 5 Pilot Phase III: 8 Core Cities Rollout Cities # Monthly Users 56,788 688,879 1,147,770 1,905,881 3,544,620 Appendix Marketing 25,813 313,127 521,713 866,309 1,611,191 Technology Developer/Designer Costs 238,700 3,076,894 1,145,996 1,892,761 5,636,526 Other Technology Costs 12839 104444 197388 130294 212231 Other SG&A 200000 1,016,000 1,232,000 1,432,000 1,632,000 477.352 5,505,497 9.091.948 **Total Expenses** 2,579,567 3,843,863 **Gross Profit** (235,010)3.239.936 5,719,802 10,277,631 20,319,794 Gross Margin (97%)56% 60% 65% 69%





### **Financial Projections**



We aim to generate \$28mm in profit in the next 5 years in India, and later expand worldwide.



### **Nutritional Prowess:**

Power Chips:

### Beanitos:

Kale Joy:

Nutritio Serving Size: (27g) Servings Per Contain	n Facts
Amount Per Serving	1
Calories 130	Calories from Fat 40
	% Daily Value*
Total Fat 4.5g	7%
Saturated Fat 1.5	g <b>8</b> %
Trans Fat 0g	
Cholesterol 185m	ng <b>62</b> %
Sodium 260mg	11%
Total Carbohydr	ate 2g 1%
Dietary Fiber 0g	0%
Sugars 2g	
Protein 20g	

Amount Per Servi	ng	
Calories 160	Calories from	m Fat 90
	% Dail	y Value
Total Fat 10g		16%
Saturated Fat	1.5g	8%
Trans Fat 0g		
Cholesterol Or	mg	0%
Sodium 170mg		7%
Potassium 350	)mg	10%
<b>Total Carbohy</b>	drate 15g	5%
Dietary Fiber 1	lg	5%
Sugars less th	an 1g	

Serving size 1oz, about 12 chips (28g)			
Serving size 102, about 12 Servings per container 6	criips (20g)		
Gervings per container o			
Amount Per Serving			
Calories 140	Calories from Fat 60		
	%Daily Value*		
Total Fat 7g	11%		
Saturated Fat .5g	3%		
Trans Fat 0g			
Cholesterol 0mg	0%		
Sodium 55mg	2%		
Potassium 260mg	7%		
Total Carbohydrate 15g	5%		
Dietary Fiber 5g	20%		
Sugars Og			

Amount Per Serving	and the second
Calories 130	Calories from Fat 80
	% Daily Values*
Total Fat 9g	14%
Saturated Fat 1.5g	8%
Trans Fat 0g	
Polyunsaturated Fat 1.5g	
Monounsaturated Fat 4.5g	
Cholesterol 0mg	0%
Potassium 360mg	10%
Sodium 490mg	20%
Total Carbohydrate 12g	4%
Dietary Fiber 2g	8%
Sugars 1g	
Protein 5g	10%

### **Nutritional Prowess:**

Power Chips: Lays: Beanitos: Kale Joy:

# Way too many words



## Summary: Keep it simple, and practice a lot

#### Content

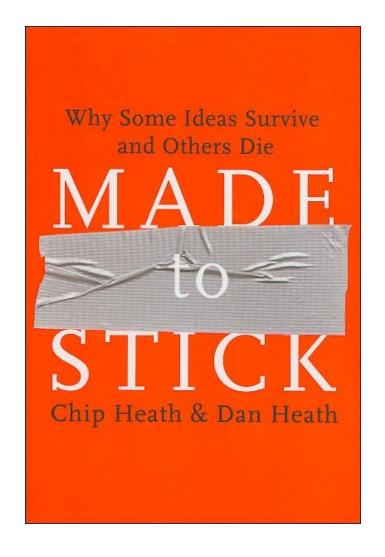
- What is the purpose of your presentation?
- Who is the audience?
- Plan for your time
- Stick to the theme

#### Structure

- Work on transitions, story, and arc
- Slides
  - 7-10 maximum for a 10 minute presentation
  - Not too much text
  - Graphics to illustrate key points

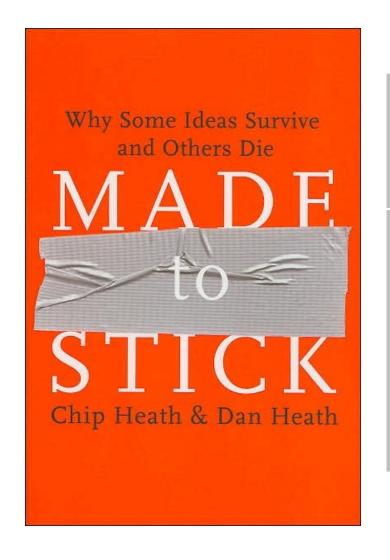
### Delivery

- Match style to situation
- Practice until you can present without notes, and not from memorizing a script



- 1. Simple
- 2. Unexpected
- 3. Concrete
- 4. Credible
- 5. Emotional
- 6. Stories





3. Concrete

1. Simple

2. Unexpected

4. Credible

5. Emotional

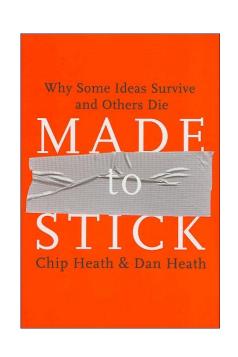
6. Stories

For me

For our

listener



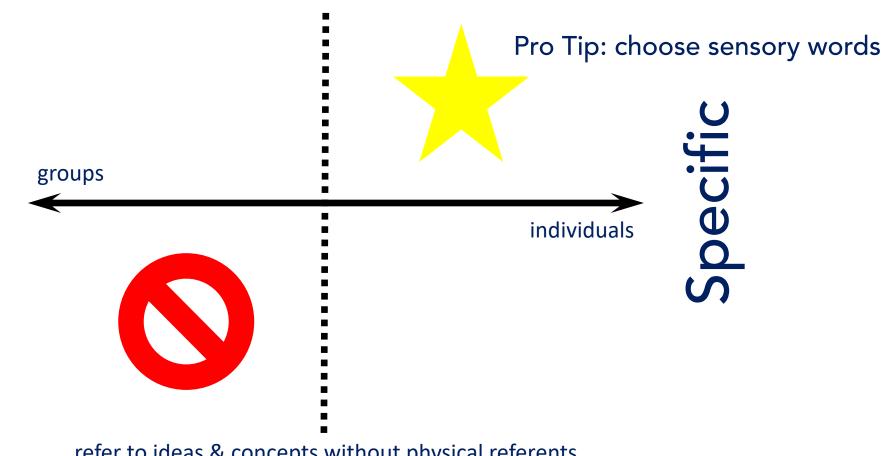


- 3. Concrete Helps us to see the forest for the trees
- 1. Simple Helps us define what matters most
- 2. Unexpected Gets your listener's attention
- 4. Credible Makes them believe
- 5. Emotional Makes them care
- 6. Stories Informs action



### Concrete

refer to objects that are available to the senses definitions are fixed



refer to ideas & concepts without physical referents definitions are dynamic/mutable/relative

**Abstract** 





### Concrete Business Thesis Statement

We're building a platform that enables simulationbased learning using our proprietary algorithm that tracks group behaviors and generates predictive modeling outcomes for a broad array of applications.

-or-

We help public health officials predict the spread of disease using cell phone GPS data so they can make sure critical supplies are in place before they're needed.





### Concrete Business Thesis Statement



Litmus Test:

If you had to explain
to your grandmother
what you do,
would she understand?



# Simple ≠ dumbed down Simple = Core





SIMPLE

Weed out superfluous infoPrioritize ruthlessly

PRINCIPLE I



"With this knowledge, any employee can be CEO."
-Herb Kelleher ILLINOIS

# 1. Capture Attention

Break a pattern = Surprise

Pro Tip: avoid gimmickry

PRINCIPLE 2



# 2. Keep Attention

PRINCIPLE 2



# Create a Knowledge Gap (Mystery):

Tell your listener only as much as they need to know

The smaller the knowledge gap, the greater the curiosity.

70% = passing

99% = maddening

If there's a knowledge abyss, provide enough context to make a listener care and reduce it to a gap.

### Credible

### 1. External sources:

- Authorities
- Spokesperson
- Anti-Authorities



- Speaker
- Listener





**I** ILLINOIS





CREDIBLE

# **Supporting Credibility**

A. Details

B. Statistics

C. References

PRINCIPLE 4

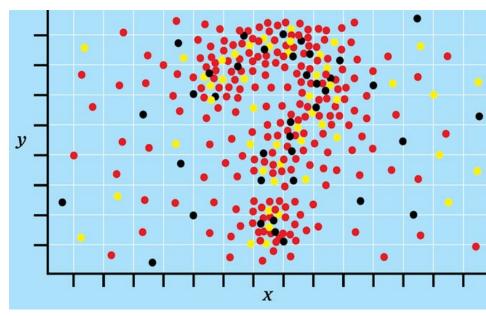


**CREDIBLE** 



### It's NOT about the Numbers

- Stats are rarely meaningful in and of themselves.
- Stats should illustrate a <u>relationship</u>
  - It's more important for people to remember the relationship than the number
- Make them human scale
- Don't lie: use stats
   as input, not output



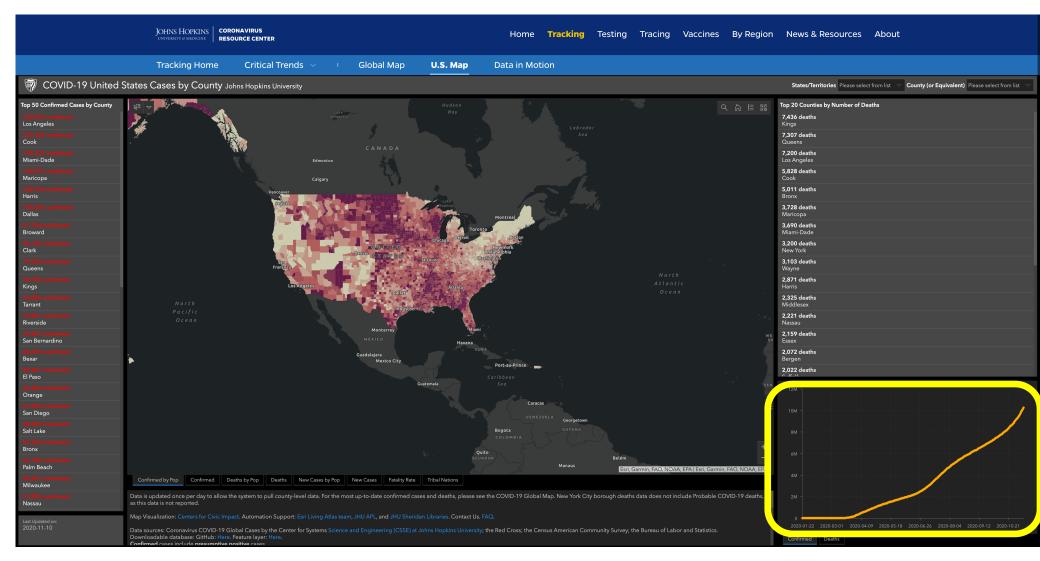






CREDIBLE

# COVID-19 Map as of November 11, 2020





Source: Johns Hopkins CSSE https://coronavirus.jhu.edu



# Emotional Appeal to Self-Interest Why Should They Care

### WIIFY - What's In It For You

- should be a central aspect of every message
  - people matter most to themselves
  - Say "you" not "someone"
- Emphasize benefits, not features
- Ask "Why?" 3X (What you can do for them)



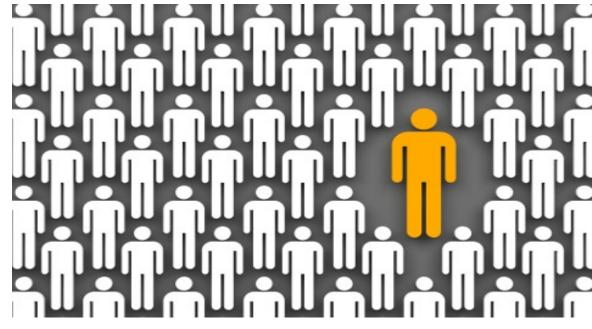




# **Emotional Appeal to Identity**

James March Identity Decision Model:

- People ask themselves: "Who am I?"
- What kind of situation is this?
- What do people like me do in this situation?







# Why are Stories so important?





- 1. Simulation: how to act
- 2. Inspiration: motivation to act



PRINCIPLE 6





# Stories carry facts better





You are 22 times more likely to remember facts if they are woven into a narrative

Many
ways to
frame a
story

Problem-Solution

PRINCIPLE 6



Character Focused

Use Case



### Customer Based: "The tale of Betsey Farber"

Betsey loved to cook.

But it hurt.

So Sam Asked...

Why do ordinary kitchen tools have to hurt your hands? Why can't there be wonderfully comfortable tools that are easy to use?

PRINCIPLE 6



**STORIES** 





GOOD GRIPS®









### Problem/Solution: Lots of clothes, nothing to wear!

### RENTTHERUNWAY

PRINCIPLE 6



**STORIES** 

Co-founders Jennifer Hyman (Jenn)



met as sectionmates at Harvard Business School,



where over frequent girls nights, they became fast friends. During a trip home to New York City, Jenn watched her sister Becky

struggle with a 'closet full of clothes but nothing to wear' moment. Becky had an upcoming wedding



something gorgeous-Hervé Léger maybe, or Proenza-but her modest salary meant that everything high-end was out of reach. What if,

Jenn thought, the Beckys of this world could have access to their dream closet - 1 a new dress for every



occasion? And what if designers were able to get their pieces into the hands of young, fashionable women and build an

addiction for designer fashion?



### Use Case: A trip without a man-purse!

PRINCIPLE 6

SeV/SCOTTEVEST®



**STORIES** 

# **About SeV**

### SCOTTEVEST: The Trip of My Life

About ten years ago, I created SCOTTEVEST®/SeV to solve a very common problem: I needed a way to carry and organize all my gadgets and gear without a "man-purse." Now with inspiration from our loyal customers, I find myself RE-inventing SCOTTEVEST as the world's best travel clothing company. It turns out that it's not really much of a stretch; our customers have been wearing SeV for travel from the very beginning.

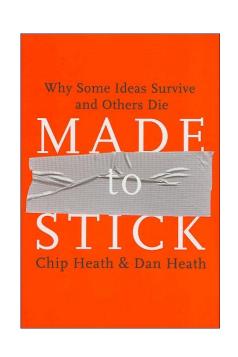
Our re-invention started when we asked our customers to submit photos of themselves wearing our products for the new catalog. I was amazed by the thousands of photos we received, showing you wearing our clothes all over the

safely and securely stowed in SeV's multitude of hidden pockets. Even with your

You also told us that SeV made your travels easier by simplifying airport checkin/security, saving extra baggage fees, and having an easy and secure way to organize and carry all of your necessities. Women reported that they left their purses







- 3. Concrete Helps us to see the forest for the trees
- 1. Simple Helps us define what matters most
- 2. Unexpected Gets your listener's attention
- 4. Credible Makes them believe
- 5. Emotional Makes them care
- 6. Stories Informs action



# The Pitch in Six Steps

- 1. Problem Why is it an issue?
- 2. Solution What do you do to solve it?
- 3. Market Who cares? How many are there?
- 4. Competition/Competitive Advantage What makes your solution unique? How do you differentiate?
- 5. Team What makes you uniquely qualified?
- 6. Request What do you need?



# Additional Tips

- 1. Don't forget to introduce yourself!
- 2. Value Prop is critical:
  - We help [Who] solve [Why] by [What]
- 3. What you do matters, not how you do it.
- 4. How you make money matters to investors.
- 5. Adjust to suit your story:
  - Change order
  - Delete irrelevant topics
  - Add unique points:
    - Traction
    - Partnerships
    - Prior Investment
    - Intellectual Property
    - Regulatory



# Why do some pitches work?

- Attention Span
- "Anchor & Twist"
  - Similies, analogies, metaphors, examples
- Don't wing it, script it
- Why > What
- Storytime
- See the Dropbox "Magic Pocket" pitch



### Dropbox Magic Pocket Video

https://www.youtube.com/watch?v=xy9nSnalvPc



# Why do some pitches work?

- Use question time to your advantage
- Be wary of Adjectives and Adverbs
- Analogies can be Helpful BUT...use judgement
- Don't Exaggerate...you will get caught
- Steer Into Risks ... Avoiding them is suicide
- Try to Have Fun



# Getting ready for Week 14



### Pitch Presentations

- Presentation schedule
- Part 1 (Nov 30): We will use the following order for presentation:
- 1- Team 4 Crypto Security
- 2 Team 9 Virtual Citizen
- 3 Team 5 Famazon
- 4 Team 8 Know-Line
- Part 2 (Dec 7): We will use the following order presentation:
- 5 Team 6 DefendKnight
- 6 Team 3 Konnect
- 7 Team 2 TrashTrove
- 8 Team 7 Adrsfy
- 9 Team 1 PicHealthy Solutions



### Pitch Presentations

- Attendance is mandatory in-class peer team assessments
  - Must use university excused absence process to be excused
- Presentation structure
  - 10 minutes for presentation cut off at end of time
  - 5 minutes for audience questions
  - 3 minutes for doing peer assessment online
  - 2 minutes for transition to next team
- Detailed grading rubric on Canvas
  - Pitch is 150 pts in Final Assignment category (60% of cat, ~20% of final grade)
- 3 items of Engagement & Team Participation category (30% final grade)
  - Team peer assessment during Wk 14 & 15 class
  - Results of Team participation assessment due Dec 8
  - Class Participation did you do the required number of interviews and note taking

