EXTREME ACCELERATION PLAYBOOK European Innovation Academy EUROPEAN July - August 2017 INNOVATION ACADEMY Cascais-Lisbon, Portugal (Content subject to change for 2018.) You Tube 🔊 Google **NEWS** You Tube 🗤 Google

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PRELUDE

You need to:

Find a problem worth solving.

Design a **unique user experience** that people have never dreamed of.

Get to know your **customers** and tailor an **addictive solution** that is scalable.

Create a story around your **unique value proposition**.

Find shortcuts, and copy and use all available resources to be **agile**.

Act like a guerrilla warrior - **resources** are scarce.

Use the **BEM Model** to accelerate your startup!

Engage your mentors to solve the problem.

You will survive only if you act as a **team**!

Goals are dreams with deadlines!



EIA IN NUTSHELL

IMPORTANT TO KNOW

- The address of the EIA venue in Portugal:
 - WEEK 1 & 2 Av. Amaral, 2765-192 Estoril, Portugal (Estoril Congress Center)
 - WEEK 3 Av. Marginal 8554, 2754-536 Cascais, Portugal (Hotel Cascais Miragem)
- Wear your badge throughout the EIA program it ensures you can enter the venue.
- Your main tools in the program are the EIA Playbook, the EIA Online Platform, and Slack.
- After completing each task in the EIA Playbook, update your idea's Lean Canvas.
- Every evening plan your next day according to your Teamwork & Team Roles template.
- Sign up for clinic sessions each week (follow the specific sessions in the EIA Playbook and the instructions for signing up in Slack).
- Remember to set a goal for launching your product to the market and the marketing campaign on DAY 10.

- Competences in your team:

- Business person
- Marketer
- Software Developer (max 2)
- Designer
- Other

Daily agenda*:

- 10 a.m. 12 p.m.: Keynote session
- **-** 12 1:30 p.m.: Lunch
- 1:30 2:30 p.m.: Keynote session
- 3 6 p.m.: Team Mentoring session
- 6 8 p.m.: Independent Teamwork

* Except DAY 4, 10 & 15

THE EIA PLAYBOOK

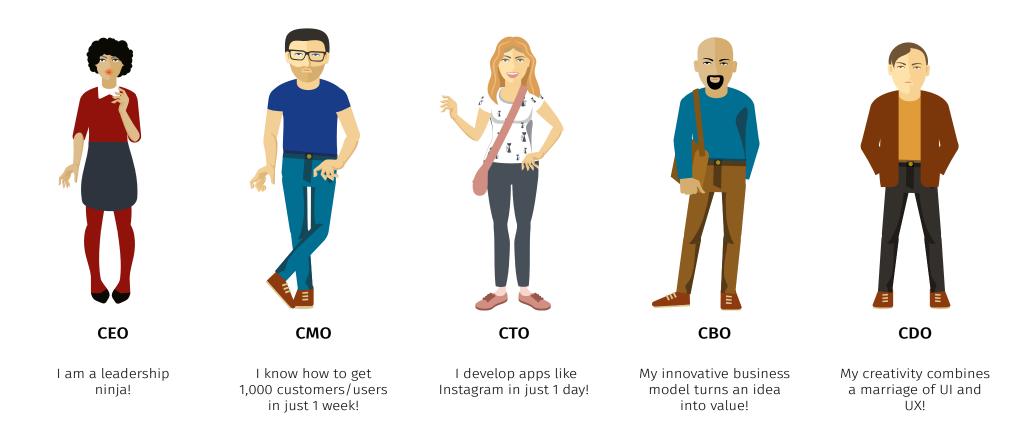
- Download the templates from the daily toolbox to your computer.
- You can edit the templates once you have downloaded them (editable PDFs).
- Use the same downloaded files during EIA (some blank templates recur in the Playbook).
- Upload completed templates daily to EIA Platform under you Idea page (File tab).

THE EIA PLATFORM

- Log into your EIA account

- Open your team's idea page to find your Worksheet divided by dates. The Worksheet explains your business goal and business tasks for the day.
- Click on the **'Daily materials'** link to open the day sheet of the Playbook, with goals, tasks and tools listed.
- Each day before 8 p.m., fill in the Worksheets 'Task division by team', and 'Report by team'; rate your mentors and provide feedback on your cooperation.
- Before 9 a.m. next day, mentors will fill in 'Feedback by mentor' and 'Mentor validation'. They can also add detailed comments.

WHO IS WHO IN YOUR TEAM?



WHO IS WHO AMONG YOUR MENTORS?



TEAMWORK & TEAM ROLES

Our team name:

Idea:

	Main competence						
Name	Marketing	Business	Software development	Design	Other	Main role in the EIA team	
Example: David	~			~	Pitching	СМО	

1st WEEK

CUSTOMER DEVELOPMENT

Lead questions for your Mentor this week:



How do you form a dream team?

How do you organize teamwork and roles to achieve your goals?

How do you find the right problem and the right solution for the right customer at the right market?



PRE-PROGRAM

GOAL: Get to know your potential team members

The team is the most crucial factor for success. If you have a startup idea uploaded on the EIA Online Platform, the Meet & Greet session gives you the opportunity to finally meet your potential team members, and connect around your idea. Find any missing competences, and create your team to work with throughout the EIA program.





TASK 1: My Expertise Profiling

- Take your color-coded name badge from the reception. The coloring for expertise are: green business; red - marketing; blue - IT; yellow - design; white - other.
- Go to the meeting area for the Speed Dating

TASK 2: Speed Dating

- Find the team you signed up for on the <u>EIA Online</u> <u>Platform</u>, or if you do not have a team yet, try to find your perfect team during the Speed Dating.
- Pitch your problem/solution to each other during 4 minutes to find or confirm your dream team.
- Keep in mind that a team's success is relative to the diversity of expertise in a 5-member team.

TASK 3: Dinner

- Gather the group of people that you would like to team up with, and go to dinner together.
- Don't forget to take the <u>Teambuilding Template</u> from the reception with you.



GOALS: Team of 5 is formed, problem is finalized and adjusted on the EIA Online Platform

The goal of this day is to form teams of 5 people with different competences, who share a passion to solve the same problem and work towards the same goals. If you are still missing some team members or you do not have a team yet, don't worry. Chief Mentors at today's team mentoring session will help you with matchmaking. You can also visit Team Clinic. Thoroughly discuss all the potential ideas on the table - the possible problems, and solutions. This helps you decide who you would like to work with.



Find your teamwork room by your business field on the **Room Map** presented via screens at the EIA Venue you will meet your Chief Mentor there!

Find your missing team members or get ideas of who to join with in **Team Clinic** at 3 - 6 p.m.

TOOLBOX

Board for the team's name and competences **Problem Canvas** on the EIA Online Platform **Lean Canvas** (Solution field) **Unique Value Proposition Template**





- Go to your teamwork room by your business field (see the Room Map). If you
 have already formed a team of 5 occupy a free table with your team and write
 your team's name and competences on the Board on your table.
- If you are missing team member(s), send a representative to Team Clinic to find the missing member(s).
- If you don't have a team of 5 yet, ask the Chief Mentor in your teamwork room for help.
- If you still have not found the right team, visit **Team Clinic**.



TASK 2: Ideation

- Update the Problem Canvas to describe different problems.
- Jointly choose and design the problem you wish to solve and the possible solution you wish to develop further (on the <u>Lean Canvas</u>).
- Describe your **unique value proposition** on the template.

GET INSPIRED: The 7 All-time Greatest Ideation Techniques by Chuck Frey (Innovation Management)

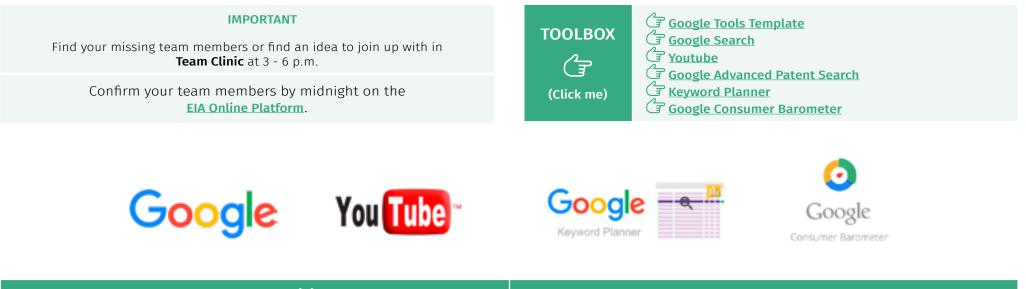


GOALS: Problem-Solution fit found, competitors mapped, industry trends defined, business idea fine-tuned

Problem-Solution fit means that you have evidence that customers care about certain problems (pains/gains) and that you have designed a solution that addresses those problems. Customer problems (pains) are anything that prevent customers from getting a job done smoothly. "Good" customer problems are:

- problems/pains/passions that **many** others have
- problems that occur often enough (toothbrush test 2 x a day)
- problems that are serious enough that customers are ready to pay to get (rid of) them.

Map your direct and alternative competitors to be sure you have a unique value proposition and competitive advantage(s). Define industry trends to get an overview of the perspectives, patterns and potential in the business field.



TASK 1: Competition	TASK 2: Demand and Trends
 Use the <u>Google Tools Template</u> to search for online evidence about your problem and solution: Find the competition and similar solutions that already exist. Identify alternative solutions that already exist. This is your first Moment of Truth - either you have found your scalable idea and should continue fine-tuning it, or you have to design a new one (pivot). In that case go back to describing idea(s), defining problem(s), and finding an UVP. 	 Find the industry trends relevant to your business field by using <u>Google Search</u>. The search is valuable to fine-tune your idea and to support your explanation of why you are developing the specific solution for the problem. Find the popularity and relevance of keywords describing your problem and solution using tools in the toolbox.

GET INSPIRED: A Market selection - How to Select a Target Market for New Product Launch by Motarme



GOALS: Product-Market fit identified, customer insights interview prepared

Product-Market fit takes place when:

- you have (online) evidence (data) that your solution (product, service) is actually creating customer value
- your product possibly scales in the market.

target group to test the idea. Use <u>Google Search</u> and contact them. Find the right people within organizations (decision makers). You can also contact them via LinkedIn, email or phone.

Basically, it means being in a good market with a product that can satisfy that market. In a great market - a market with lots of real, potential customers - the market pulls the product out of the startup. Lack of market is the #1 startup killer, and neither a stellar team nor a fantastic product will redeem a bad market. To define your market, describe your customer persona first - your target market is actually a group of customers. Be ready to go out of the building tomorrow to validate your idea among potential customers.

-				
PREPARE FOR TOMORROW	IMPORTANT Take with you from your table — Playbook DAY 4 printout	2:		he Customer Canvas on the EIA Online Platform he Market Canvas on the EIA Online Platform oogle Search oogle Consumer Barometer round Rules for Interviewing
			TAM	
TASK	1: Customer Design	TASK 2: Marke	et Selection	TASK 3: Prepare Customer Interview
Platform. Choose B2C or double-se NB! If your solu	Customer Canvas on the EIA Online se from among the versions for B2B, sided. Ition is for B2B, arrange meetings vith potential clients from your	 Continue your work on the Market Canvas to select the potential. Use Google Sear Barometer. 	e market with the biggest	

GET INSPIRED: Customer Persona - Personas for Needfinding, Design & Growth by Alexander Cowan How to Select a Target Market for New Product Launch by Motarme



GOAL: Problem validated (discovered)

Before starting a product development you have to validate the problem and the solution with your customers. As a startup, by definition you are making many assumptions. You need to validate these as early as possible to avoid spending time and money on building something nobody wants. Validation also forces you to get in touch with your users, which could save you the pain of building a product that is hard to use or understand. Customer validation will help you figure out if people will buy your product before you build it.

IMPORTANT

Remember to take your prepared **Customer Insights Interview** with you for validation.

TOOLBOX

Customer Insights Interview

Google Tools Template (in case of pivot)



TASK 1: Problem and Customer Validation

- Talk to your potential customers to discover if they actually have the problem, using your prepared customer insights interview.
- Make sure you only take into account answers from your selected customers (target group geographical, cultural, gender, age, income etc.), not everybody you meet on the street.
- Make notes in order to use them in Feedback Analysis.
- Your aim is not to get a specic number of tests but a consistency that allow you to draw conclusions.

TASK 2: Feedback Analysis

- Summarize and analyze the results from your interviews.
- Read each answer carefully, but identify patterns and trends rather than drawing conclusions based on individual comments.
- This is your second Moment of Truth: no problem validation = search for a new problem to solve! If your assumptions are not confirmed you have to pivot (= change direction) - either you have chosen a bad problem, proposed a weak solution, or targeted the wrong customer. Remember that you are looking for a global scale idea!

TASK 3: If You Need To Pivot

- If you need to pivot, search jointly for a new problem to be solved, or change your target customer.
- Search for evidence for your new problem/solution/ market, using the <u>Google Tools Template</u>.

GET INSPIRED: Juidate or Die: Using Validation to Build the Right Product by Kunal Punjabi (Mind The Product)



GOALS: Minimum Viable Product (MVP) prototype is ready for product development, and initial solution validation will be done during the weekend

Paper prototyping is mostly known for prototyping user interfaces, but it can also be used to make customer journeys, visualize ideas or just to have some fun. Prototyping on paper is cheap, allows rapid iteration, increased creativity, and engages all team members in making their idea tangible. Digitize your prototype to get initial feedback about your product online. Start planning your product sprint, and keep the BEM model in mind.

IMPORTANT

EIA Startup Expo will take place on DAY 10. You will present your prototype canvas there. Start preparing for it today (see also DAY 7 and DAY 10).



	Crazy Eights Template Storyboarding Instructions MVP Checklist Template
TOOLBOX	Paper Prototype Examples
्रिज्ञ	Proto.io
	Marvel App
(Click me)	Tinvision App
	Product Sprint Template
	EIA Online Platform
	BEM Model

TASK 1: Sketch a Storyboard	TASK 2: Build a Paper Prototype	TASK 3: Upload Your Prototype	TASK 4: Plan Product Sprint
 Take into account all the important information you gathered yesterday, start brainstorming with the <u>Crazy</u>. <u>Eights Template</u> and its technique, and then continue with storyboard. Use the <u>Storyboarding Instructions</u> to draw a storyboard for your service or product. 	 Use the <u>MVP Checklist Template</u> to make sure that your product will be the most minimalistic version of your solution, but still delivering great value to your customer. Based on the storyboard, develop the prototype on paper. Use all the stationery on your table, provided by EIA. For hardware, use sketching and/or paper modelling. 	 Digitize and share your paper prototype using Proto.io, Marvel App or InVision App. For hardware, use 2D modeling and visualization e.g. Photoshop. Collect initial feedback during the weekend with the suggested applications. 	 Plan Product Sprint using the <u>Product</u>. <u>Sprint Template</u>. Define your sprint track based on what you will be able to deliver - Mobile App, Web App, hardware prototype (or Prototype Only - if you do not have IT competence in your team). Check for recommendations from your IT Mentor in the comments under your <u>Lean Canvas on the EIA platform</u>. Use <u>BEM Model</u>

2nd WEEK

MARKETING CAMPAIGN PRODUCT SPRINT

Lead questions for your Mentors this week:



Chief Mentor

How do you validate and scale your business model?



Marketing Mentor

How do you launch a kick-ass marketing campaign in just 3 days?



IT Mentor

How do you develop in a lean mode, to launch the MVP on Friday?



Design Mentor

How do you design a unique user experience?



24 July, Monday: Revenue Model DAY 6

2nd WEEK

BUSINESS

GOAL: Revenue model designed

A revenue model describes how you make money. A strong revenue model is particularly important for early stage startups, as their potential investors are usually very conscious about monetization. They want to estimate the business potential: cash flow, frequency of purchases, and recurring revenue through customer life cycle (CLC).

PRODUCT

GOALS: Minimum viable product concept ready development accounts created

Heroku

3. Github.com

While building your solution, use as many existing components as possible from the web. Use the **BEM Model**.

TOOLBOX िङ्ग (Click me)

Revenue Model Decision Tree G Monetisation Cards Marketing Strategy Template Letter of Intent Sample (B2B) Gr Why Scaling is Important?

TOOLBOX (Click me)

- 1. lonic / XCode / 1. Brackets 2. Firebase /
- **Android Studio** 2. Firebase
- 3. Fabric
- 4. Github.com
- 5. Sinch.com
- 6. Google Manual

1. Sketch (for Mac 1. Launchrock /Proto.io

Invision App

only) / Adobe Xd 2. Landing Page Tutorial 2. Marvel App /

TASK 2: TASK 1: Design a Revenue Model Prepare a Marketing Strategy - Use the Revenue Model Decision Tree - Marketing Strategy Template allows you to draft a marketing strategy. Discuss to define the best revenue model for it with your Marketing Mentor on your startup. Wednesday. - Use Monetisation Cards to study different revenue models with examples, Focus on key activities, channels, and write down your revenue model. teamwork etc. to get 1,000 users/ customers/subscribers by the end of the EIA program. Read more about Why Scaling is Important? - For a B2B solution, try to get **letters** of intent from potential customers, to

TASKS								
Mobile App	Web App	Prototype Only (no coding)	Physical Product					
 Make an account for App Store / <u>Google Play</u>. Build screens with navigation (coding). Share the app with your team using <u>Fabric</u>. 	 Set up a server. Build pages with navigation. Upload the website for your team. 	 Build pages for prototype. Share prototype with your team. 	 Build landing page for your product. Create visuals for your product. 					

GET INSPIRED: 3 6 Drivers That Determine Your Revenue Model by George Deeb (The Next Web) 15 Early Traction Growth Hacking Strategies For Startups by Stuart McKeown (Gleam)

reach 1.000 users.



BUSINESS

GOAL: Business model completed

Business model fit takes place when a value proposition is embedded in a profitable and scalable business. Some business models are better than others by design, and produce better financial results. They are more difficult to copy, and more likely to support growth.

PRODUCT

GOAL: 40% of product functionality completed

The fastest way to get back on track after pivoting is to use existing components from the web. Don't spend time building something that already exists!

				RTANT				
	The EIA team will collect your canvases tonight for the EIA Startup Expo. You have to assemble your canvases yourself on DAY 10.							
Bus C Mar	n Canvas on the EIA platforn iness Model Assessment Te keting Strategy Template o Expo Canvases (printou	<u>mplate</u>		1. <u>Ionic / XCode /</u> Android Studio 2. <u>Firebase</u> 3. <u>Fabric</u> 4. <u>Github.com</u> 5. <u>Sinch.com</u>	TOOLE 1. <u>Brackets</u> 2. <u>Firebase</u> / <u>Heroku</u> 3. <u>Github.com</u>	OX (Click me) 1. <u>Sketch</u> (for Mac only) / <u>Adobe Xd</u> / <u>Proto.io</u> 2. <u>Marvel App</u> / <u>Invision App</u> 3. Mobincube.com	1. <u>Launchrock</u> 2. <u>Landing Page</u> <u>Tutorial</u>	
TASK 1: Finalize Your Business Model	TASK 2: Define Marketing Strategy	TASK 3: Prepare for EIA Startup Expo		Mobile App	TA: Web App	SKS Prototype Only (no coding)	Physical Product	
 Re-visit and finalize your business model Lean Canvas on the EIA platform. Your business model must be designed for fast growth and global scalability. Assess your business model and its scalability by using the Business Model Assessment Template. 	 Based on the Marketing Strategy Template prepared on Monday, discuss your strategy with your Marketing Mentor to define the best strategy for your business. 	 Using paper templates, create an idea/industry trends canvas and technical solution canvas for EIA Startup Expo (DAY 10). 		 Continue building and testing the app. Add back-end support if needed. 	 Continue building and testing the site. Add back-end support if needed. 	 Continue building and testing the prototype. Make views navigable. Consider using appmakers (Mobincube). 	 Continue building a landing page for your product. Create visuals for your product. 	



DAY 8 26 July, Wednesday: Marketing Strategy

BUSINESS

GOALS: Marketing strategy and marketing campaign designed

Your marketing strategy and go-to-market plan must focus on four aspects:



- What will you sell? (solution & unique value proposition)
- Who will you sell to? (customer segment)
- How will you reach your target market? (distribution channels, partners, etc.)
- Where will you promote your product? (marketing channels)

TOOLBOX

Marketing Strategy Template
 Marketing Campaign Template

Launchrock

Sales Messaging Cheat Sheet

Landing Page Tutorial

PRODUCT

GOALS: 80% of functionality completed; landing page in progress

The landing page is important to gather leads for the launch. Most of your solution should be ready by tomorrow.

lawnchrock

TOOLBOX (Click me)							
1. <u>Launchrock</u> 2. <u>Landing Page</u> <u>Tutorial</u>	1. <u>Launchrock</u> 2. <u>Landing Page</u> <u>Tutorial</u>	 Launchrock Landing Page Tutorial 	1. <u>Launchrock</u> 2. <u>Landing Page</u> <u>Tutorial</u>				

	Finalize	TASK 2: Design	TASK 3: Build Your
	g Strategy	Marketing Campaign	Landing page
Strategy Te	your <u>Marketing</u> emplate to uilding your	 Based on the strategy, define your <u>marketing</u> <u>campaign</u> using the template. 	 Create a landing page with a clear unique value proposition on <u>Launchrock</u>. Follow instructions on the <u>Sales</u>. <u>Messaging Cheat Sheet</u> to write compelling sales messages.

TASKS								
Web App	Prototype Only (no coding)	Physical Product						
 Continue building and testing the site. Build a landing nage 	 Continue building and testing the prototype. Build a landing nage 	1. Continue building a landing page for your product.						
	Web App 1. Continue building and testing the site.	Web AppPrototype Only (no coding)1. Continue building and testing the site.1. Continue building and testing the prototype.2. Build a landing2. Build a landing						

GET INSPIRED: A Step-by-Step Guide to Running Successful Marketing Campaigns by Amanda Durepos (Unbounce) ASP 43: How to Create Kick Ass Landing Pages by Authority Pub **2nd WEEK**



CUSTOMER

GOALS: Marketing campaign and content ready to launch tomorrow

To stand out you need to create attractive content and design for your marketing channels. You will launch your campaign tomorrow, so be ready to stand out from the countless messages and images.

PRODUCT

GOALS: Solution ready for uploading by the evening; bug fixing

Publishing an Android app might take a few hours, but publishing an iOS app may take a few days or even a week. Use Expedited App Review for time-sensitive events, to shorten the review and publishing process. Use Fabric to avoid waiting for the App Store's review cycle, and send the app link directly for testing.

	C Content Plan	TOOLBOX (Click me)			
TOOLBOX	Google Analytics Marketing Campaign Template Canva Mailchimp Thunderclap.it	 ITunesConnect Fabric / Test Flight Expedited App Review 	1. <u>Firebase</u> / <u>Heroku</u>	1. <u>Adobe Xd</u> / <u>Proto.io</u> 2. <u>Marvel App</u> / <u>Invision App</u>	1. <u>Launchrock</u>

TASK 1: Create Content	TASK 2: Prepare Marketing Tools	TASKS			
 Build a marketing campaign for social 	 Complete other tasks, according to your 	Mobile App	Web App	Prototype Only (no coding)	Physical Product
 media channels, according to your <u>Content Plan</u>. Use <u>Canva</u> to design your visual messages. 	 marketing campaign. Set up marketing tools (incl. newsletters, using <u>Mailchimp</u>, e-mail templates, <u>Thunderclap.it</u> etc.) 	 Finalize the app. Publish it to the App Store via Expedited App Review. Send for limited testing to collected emails using Fabric. 	 Finalize the website. Publish it for limited testing. 	 Finalize the prototype. Publish it for limited testing. 	 Landing page uploaded. Publish it for limited testing.

GET INSPIRED: How to Create a Profitable Google AdWords Campaign (from Scratch) by Phil Frost (KISS Metrics) A Cheat-Sheet for Creating the Best Social Media Campaigns EVER! by Scott Ayres (Post Planner)



DAY 10 28 July, Friday: Launch

BUSINESS & CUSTOMER

GOALS: Marketing campaign launched! First customers/users

PRODUCT

GOALS: Solution uploaded; bug testing

acquired

Your solution and campaign launch feels like the Super Final, but it's really only the start of the season - of building a successful business. Your first MVP is highly unlikely to be the final version, and there is a lot of build-measure-learn iteration that goes into making the next Uber, Airbnb, or Google, so heads up!

IMPORTANT								
Find the canvases you prepared on DAY 7 in the EIA Venue. Assemble them to your booth.								
Ĵ	Product Hunt Launch Checklist Mailchimp Influencers List				TOOLBOX	Demo tools by EIA		
TASK 1: Submit Your Solution	TASK 2: Launch Your Campaign	TASK 3: Request Influencers' Tweets	TASK 4: Attend EIA Startup Expo		Mobile App	TA: Web App	SKS Prototype Only (no coding)	Physical Product
 Submit your solution to <u>Product Hunt</u> to gain visibility. 	 Launch the campaign today. Use the Launch Checklist to keep track of what to do. Run mass mailing with Mailchimp to promote your solution. 	 Create an influencers list, and contact them to generate tweets for your solution to get maximum impact. Ask your Mentors for contacts! 	 Be ready to present your idea, industry trends, and technical solutions to your mentors and EIA co-participants. Use the canvases you prepared on DAY 7. 		 Test and fix bugs, make last minute changes and improvements. Upload updated product - new submission to AppStore, if needed. 	 Test and fix bugs, make last minute changes and improvements. Upload updated website. 	 Test and fix bugs, make last minute changes and improvements. Update live prototype. 	 Landing page launched. Physical prototype MVP finalized.

2nd WEEK

FUNDING & PITCHING

Lead questions for your Mentors this week:



IP Lawyer

How do you protect a solution and business from competitors?



Pitch Coach

How do you pitch like a boss?



Investor

How do you deliver a perfect pitch and get funding?



GOAL: Intellectual Property (IP) plan designed

Why and how do you protect your IP in the early stages of company development? In addition to patenting everything, startups need to think about their employees, contractors, suppliers, customers, and possible partners as part of their IP strategy. Integrate your IP strategy into your pitch to secure funding and scale your business profitably.



TASK 1: Design IP Protection Plan

- Use the IP Protection Plan template to draft a plan to protect your intellectual property. Review it with the IP Lawyers in the IP Clinic.
- Conduct a patentability search (Google Advanced Patents) to learn if your solution has already been patented. In Europe, software and mobile apps are not patentable. Search for trademarks and copyrights instead.

TASK 2: Marketing Campaign Improvement

- Measure and analyze your marketing campaign results using **analytics** tools (e.g. Google), and update your Marketing Campaign Template.
- Improve the campaign messages, selected marketing tools, and channels to get more customer leads.
- For B2B solutions, contact your potential clients and make demo calls in order to get letters of intent and confirm their interest/willingness to buy from you.
- Extend reach to more leads, possible customers or users.

GET INSPIRED: Does Your Mobile App Need a Patent? by Rahul Varshneya (The Next Web) 7 Ways To Legally Protect Your Mobile App by Adeline Weber-Bain



GOAL: Startup financial indicators set

Corporate financials focus on planning and budgeting. A startup's financials focus on monitoring and validating. Therefore, you need metrics to evaluate whether your business model is worth scaling into a company. One of the most important slides in your pitch will be about startup financials. Be prepared to impress with numbers!

IMPORTANT Visit the IP Clinic to meet experts and finaliz 12 - 6 p.m. (pre-register). Visit Pitch Clinic to meet expert 3 - 6 p.m. (Tue – Thu, pre-register)	S	CF (
			TASK 3: Marketing Campaign
TASK 1: Calculate Financial KPIs	TASK 2: Prepare	e Your Pitch	Improvement
 Calculate the listed Financial KPIs, integrate the most relevant KPIs into your pitch, and be ready to answer the investors' questions about the rest. 	 Prepare your pitch (using the template sample pro Remember that you can o pitch for 3 minutes. 	vided, <u>Canva</u> etc).	

GET INSPIRED: A Counting For Startups by Steve Blank How To Fix A Broken Marketing Campaigns by WorkFront



GOALS: Funding strategy for your startup is defined and pitch finalized

Every startup needs capital, whether for funding product development, for initial launch efforts, acquiring inventory, or paying that first employee. The most successful entrepreneurs are the ones who think creatively, not only about their product offering but also about how to get cash. A study of the perfect pitch shows that investors take an average of 3 minutes to make an investment decision. The most important slides are those on funding, financials, team, and competition. Keep your pitch and slides simple and captivating.





GOALS: Action plan for your team's future is designed and the pitch for tomorrow is fine-tuned

If you have found a great business opportunity with your international team, make sure you do not lose momentum when you return home. It is vital to agree on the future plans and goals you will achieve together.





TASK 1: Plan Your Future	TASK 2: Measure Campaign Results	TASK 3: Fine-tune Your Pitch
Design a <u>100 Days Action Plan</u> for your team's immediate future - what happens after EIA?	 Measure your marketing campaign final results, update your <u>Marketing Campaign Template</u>, and use the data in your pitch. Upload proof of your market traction (screenshots of web analytics, mobile downloads, e-mails etc.) to the <u>EIA platform</u> by 8 p.m. 	 Fine-tune your pitch, and upload it to the EIA platform by 8 p.m. Based on your uploaded pitch, EIA mentors and investors will decide on the Top 10 teams who will present their pitch on the final demo day. Be ready to jump on the stage - presenters will be announced during the demo day. Your pitch slides will be taken from the EIA platform.



3rd WEEK

GOAL: Funding acquired!

Making an impression on the investors within the first few seconds of your appearance and pitch will be crucial, and can mean everything for your future business success - or failure! When you are able to pitch like a boss, it means that you are able to talk and sell your ideas to anyone, at anytime, and anywhere, be it Warren Buffett himself. Often, how you pitch may become even more important than what you pitch. So - go up there, rock the stage, pitch like a boss, and raise the money!

DAY AGENDA

10 - 10:10 a.m. - **Welcome and Day Overview** 10:10 a.m. - 12 p.m. - **Pitching Carousel** 12 - 1:30 p.m. - Lunch 1:30 - 3:00 p.m. - **EIA Grand Pitching: Top 10** 3 - 6 p.m. - **EIA Graduation Gala + Awards**

Carousel format:

 3+3+3 min (3 min pitch + 3 min questions from investor to team + 3 min questions from team to investor)

Grand pitching format:

- 3+4 min (3 min pitch + 4 min questions from investors)

Assessment Criteria:

- Opportunity (proof of problem / solution fit)
- Traction (proof of product / market fit)
- Scalability (proof of business model fit)
- Team and execution
- Presentation





You have made it at EIA! Now go and make it happen outside! Use the startup capital wisely for **scaling** and leveling up your business. Leverage your **early customers** to move from MVP to the next level. Keep and grow your **network** of mentors, advisors, and supporters. Use the expertise of your investors.

And remember – it still remains mainly about the **team**!

You dreamt big – now dream even bigger!



THANK YOU!



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