UNIT 6: PITCHING

WHAT IS PITCHING?



It is a presentation of business ideas.



A depiction of business plans to potential clients to persuade them that your company is the right choice.

HOW DO I PITCH?



Elevator Pitch



Competition Pitch



Investor Pitch

THE ELEVATOR PITCH

Long enough to cover important parts & Short enough to create an interest

20 - 30 seconds to briefly explain what the startup does

Key Components of an Elevator Pitch

Introduction

Include your name, job title, or company name.

Experience

Provide some background, like previous roles, projects, or initiatives.

Goals

State your goal or the pain point you hope to address.

Solution

Share your unique solution to the problem or your idea for achieving your goal.

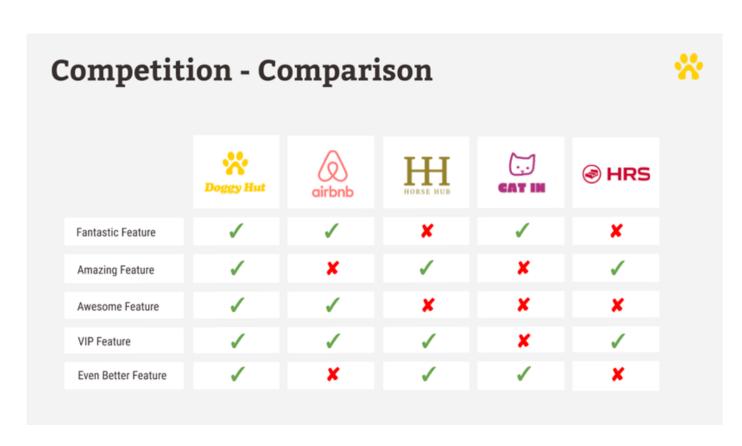
Plan

Lay out your plan or the specific reasons you will be successful.

THE COMPETITION PITCH/BUSINESS PITCH

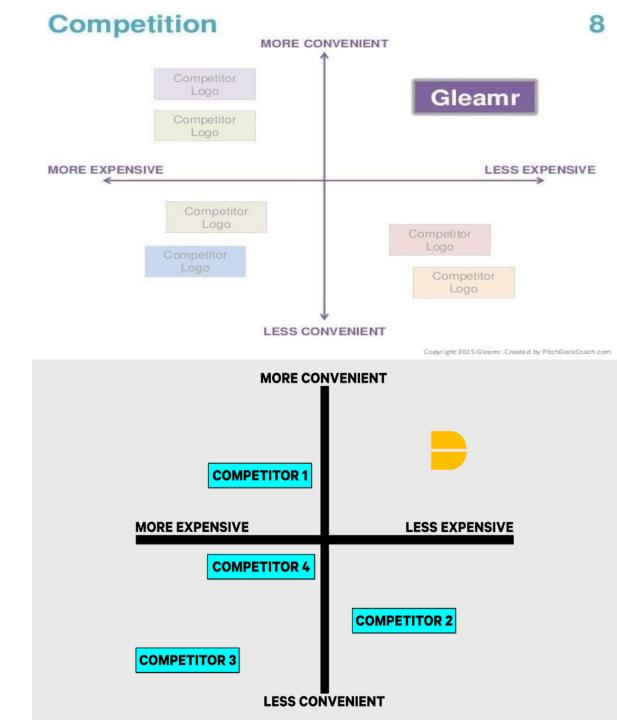
A pitch competition is a contest where entrepreneurs present their business concepts to a panel in the hope of winning a cash prize or investment capital.

>3-5 Minutes to explain what the startup does and its traction



MAGIC QUADRANT

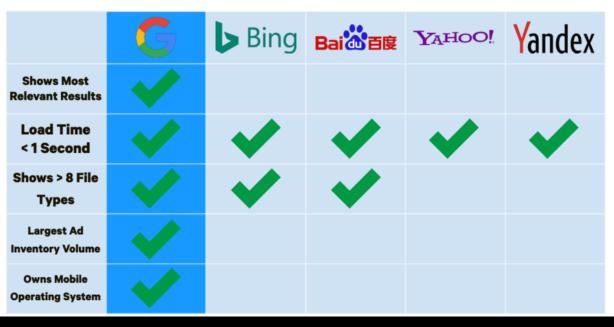
A Magic Quadrant provides a graphical competitive positioning of four types of technology providers, in markets where growth is high and provider differentiation is distinct.



POWER GRID

A Power Grid enables you to show how your startup beats out the competition in areas like its key benefits, go-to-market strategy, business model, and more.

Our Offering vs. The Competition



Our Offering vs. The Competition

	Competitor 1	Competitor 2	Competitor 3	Competitor 4
Benefit 1				
Benefit 2				
Benefit 3				
Benefit 4				
Benefit 5				

THE INVESTOR PITCH / PITCH DECK

An investor pitch deck should include your current market share, your revenue model, and a financial breakdown explaining how you would use it.

≥ 20-30 Minutes to explain everything in your startup



WHAT ARE THEIR DIFFERENCES?

	Business Plan	Pitch Deck	Elevator pitch
Length	10 - 100 pages	10 - 20 slides	10 - 30 seconds
Design	Text - based	Highly visual	Verbal
Timing	Business funding consideration	Getting a meeting	Presenting your idea
Goal	Get fundings	Get an investors attention	Spark interest
Audience	Investors / Partners	Investors	Anyone
Frequency of use	Rarely	Often	Often
Time spent on it	1h+	3-15min	10-30sec

THE 10 KEY ELEMENTS OF PITCH

- 1. TEASER
- 2. PROBLEM
- 3. SOLUTION
- 4. MARKET
- 5. BUSINESS MODEL

- 6. COMPETITION
- 7. CHANNELS
- 8. TEAM
- 9. MONEY
- 10. MILESTONES

MISTAKES TO AVOID WHILE CREATING A SUCCESSFUL PITCH

Mistake-1: Not doing your research

Mistake-2: Not knowing who your investors are

Mistake-3: Not being open-minded

Mistake-4: Delivering a boring pitch

Mistake-5: Not being progressive in your approach

Mistake-6: Creating the wrong image Mistake-7:
Missing on key
elements

Mistake-8: Failing to illustrate the profit

WHAT TO DO IN PITCH

- Relate the topic to the audience
- >State the importance of your topic
- >Startle the audience
- Arouse the curiosity of the audience
- Question the audience
- Begin with a quotation
- ➤ Tell a story

IDENTIFYING TEAM ROLES

- The Hipster (Design and User Experience)
- The Hacker (Development)
- The Hustler (Business and Marketing)

5 CRITERIA JURIES USE TO SELECT THE BEST STARTUP PITCH

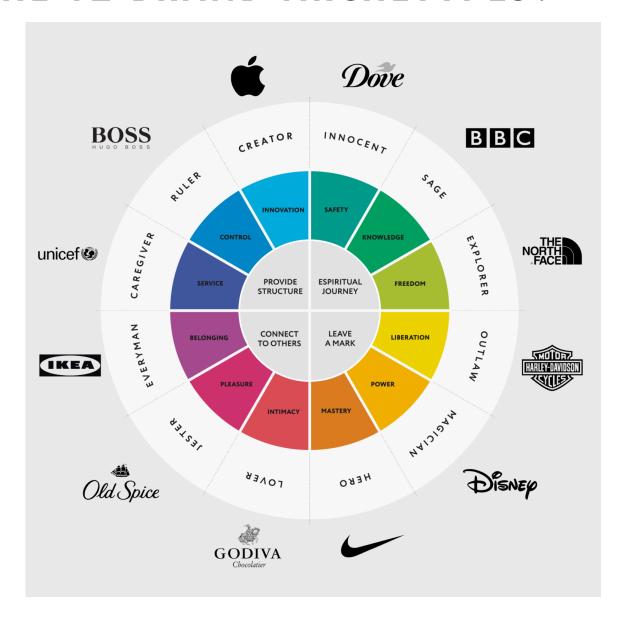
- > Team
- Market Validation
- **Product**
- Business Model
- **>** Soft Skills

BRANDING

WHAT IS BRAND ARCHETYPES

- Parand archetypes help you determine the human character traits that most accurately reflect your brand.
- This enables your brand to create deeper connections with your audience and customers based on strong emotional interactions

WHAT ARE THE 12 BRAND ARCHETYPES?



The Creator



- Desire: Create the perfect product/service
- **Goal: Innovation**
- Strategy: Use creativity to solve problems
- Brand Message: "Think different"
- Traits: Innovation, Originality, Expression, Vision, individualistic
- † Fears: Stagnation, Duplication, Familiarity, Disillusion, Indifference
- Brands: Apple, Lego, Adobe, GoPro, Crayola

The Sage



- Q Desire: Find the Truth
- **Goal: Understanding**
- Strategy: Seek information and knowledge
- Brand Message: "The truth will set you free"
- Traits: Wisdom, Intelligence, Expertise, Information, Influence
- **†** Fears: Lies, Misinformation, Ignorance, Inaccuracy, Stupidity
- Brands: TED, Google, BBC, Discovery Channel, The Times

The Caregiver



- Desire: Care, protect and nurture
- **Goal: Helping Others**
- Strategy: Do things for others
- Brand Message: "Treat others as yourself"
- Traits: Compassion, Caring, Reassuring, Nurturing, Warm
- † Fears: Helplessness, Selfishness, Ingratitude, Instability, Neglect
- Brands: Unicef, Johnson & Johnson, NHS, Pampers, Volvo

The Innocent



- Desire: Love, peace, and happiness for all
- Goal: Happiness
- Strategy: Do the right thing
- Brand Message: "The glass is half full"
- Traits: Optimistic, Charming, Honest, Loyal, Simplistic
- Fears: Depravity, Deceit, Complexity, Punishment, Confusion
- Brands: Dove, McDonald's, Innocent, Coca-Cola, Volkswagen

The Jester



Desire: Enjoy life and have fun

Goal: Entertainment

Strategy: Be playful, be fun

Brand Message: "If you're not having fun you're doing it wrong"

Traits: Playful, Humorous, Positivity, Togetherness, Funny

Fears: Boredom, Negativity, Seriousness, Gloom, Misery

Brands: Paddy Power, Budweiser, Skittles, Old Spice, M&Ms

The Magician



- Desire: Turn dreams into reality
- **Goal: Magical Moments**
- Strategy: Create a unique vision and stand by it
- Brand Message: "Make the impossible, possible"
- Traits: Transformational, Charisma, Imaginative, Idealistic, Insightful
- † Fears: Repetition, Boring, Stagnation, Doubt, Ignorance
- A Brands: Disney, Dyson, TUI, Polaroid, MAC Cosmetics

The Ruler



Desire: Control

Goal: Success

Strategy: Lead and create exclusivity

Brand Message: "Laughter is the world's best medicine"

Traits: Power, Status, Success, Wealth, Loyalty

Fears: Losing power, being undermined, rule breakers, rebels, xxx

Brands: Microsoft, Rolls Royce, Rolex, Hugo Boss,

The Hero



Desire: Mastery

Goal: Improve the world through courage

Strategy: Motivate and encourage

Brand Message: "Where there's a will there's a way"

Traits: Bravery, Courage, Honor, Inspiration, Growth

Fears: Weakness, Incapability, Injustice, Cowardice, Incompetence

Brands: Nike, BMW, FedEx, Adidas, The Royal Marines

The Everyman



- Garage Desire: Connection with others
- **Goal: Belonging**
- Strategy: Down-to-earth and trustworthy
- Brand Message: "Live together in harmony"
- Traits: Dependable, Realistic, Pragmatic, Inclusive, Equality
- † Fears: Exclusion, Standing out, Hostility, Isolation, Separation
- Brands: Tesco, Lynx, Ford, Levis, Ikea

The Rebel



- Desire: Revolution
- **©** Goal: Disruption
- Strategy: Shake things up and do things differently
- Brand Message: "Rules are made to be broken"
- Traits: Disruptive, Liberator, Confrontational, Independent, Change
- † Fears: Conformity, Rules, Repetition, Rigidity, Status Quo
- Brands: Harley-Davidson, Uber, Diesel, Greenpeace, Red Bull

The Explorer



- Q Desire: Freedom of discovery
- Goal: Excitement and Fulfillment
- Strategy: Take your own path
- Brand Message: "Seek out new things and set yourself free"
- Traits: Discovery, Adventure, Independence, Exploration, Pioneering
- † Fears: Aimlessness, Conformity, Safety, Confinement, Short Sightedness
- Brands: NASA, Jeep, The North Face, Subaru, National Geographic

The Lover



Desire: Connection

Goal: Intimacy

Strategy: Be desirable

Brand Message: "Love makes the world go round"

Traits: Passionate, Committed, Romantic, Affectionate, Indulgent

Fears: Rejection, Isolation, Loneliness, Unloved, Invisible

Brands: Victoria's Secret, Godiva, Anne Summers, Alfa Romeo, Chanel