30 SECONDS OF GLORY







0.00 INTRODUCE YOURSELF What is your name and your team's name?

0.02 LEAD US IN What topic does your solution address, or what is your passion?



0.05 NAME YOUR SOLUTION Provide a title and tagline to catch your audience's attention

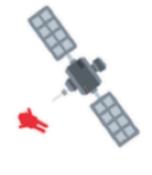
- What do people gain? Where is the opportunity?
- What problem does it solve?
- 0.10 DESCRIBE YOUR IDEA How does it work?

Display images or a prototype Describe a user's experience Include how data and technology make your solution possible









0.20 LOOK INTO THE FUTURE Paint a picture

- What will your idea change?
- Tantalize your audience with what it could be
- What can your solution do for people, the world and beyond?

GREATNESS AND OBSCURITY. DESIGNED TO ENSURE YOUR THE DIFFERENCE BETWEEN ATTENTION IT DESERVES A GREAT PITCH CAN BE GOOD WORK GETS THE THIS ROUGH GUIDE IS







