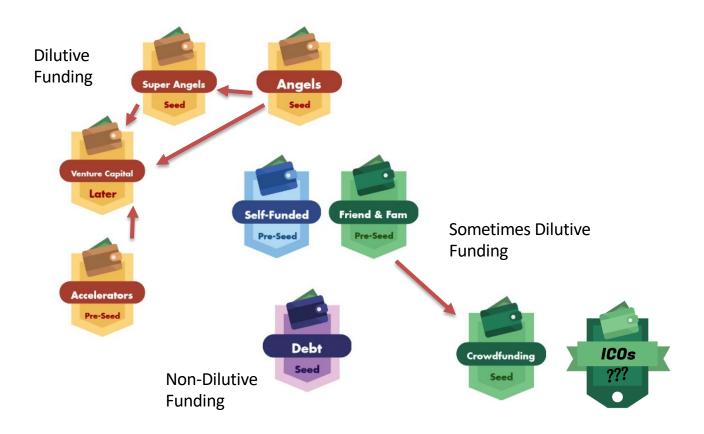
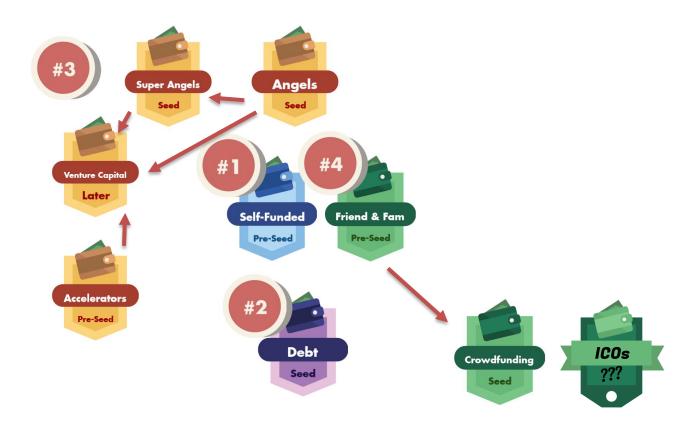
FINANCING PATHWAYS

Professor Ethan Mollick

@emollick







Things to consider

| Area | What it is |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Funding | Who provides the funding? |
| Stage of interest | Pre-seed (sometimes "friend and family round"): build MVP Seed: show traction or build prototype A round: start to scale or build final product |
| Amount of investment | Pre-seed: under \$500k, usually Seed: under \$1.5M, usually A Round: under \$5M, usually |
| Value-Add | What do investors add, if anything, to your business? |
| Fund Size | How much money can they deploy? |
| How they make money | What's their motive? |



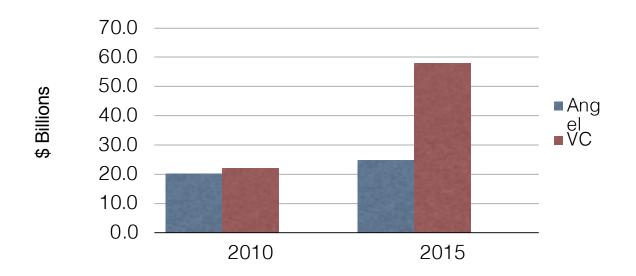
Non-dilutive funding

- Usually all pre-seed
- Differences in type
 - Self-funding and affordable loss
 - Loans
 - Friends and family convertible notes

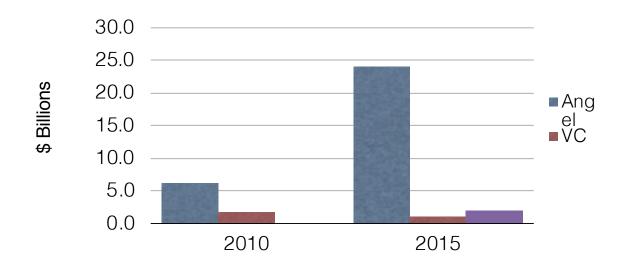




Sources of investment



Sources of investment: seed stage



VC vs. Angel vs. "Super Angel" vs. Accelerators

| | VC | Angel | "Super Angel" | Accelerators | Crowdfunding |
|---------------------------|---------------------------------------|----------------------------------|-------------------------------------------|-----------------------------|--------------------------|
| Stage of interest | Round A | Seed | Seed | Pre-seed | Pre-seed |
| Amount of investment | \$2M+ | \$25,000- \$500,000+ | Depends | \$20,000- \$100,000 | \$100- \$1M |
| Value-Add | Networks, governance, guidance | Sometimes | Networks, governance, guidance | Initial mentoring, networks | Indirect |
| Fund Size | \$100M+ | N/A | \$10M- \$70M | \$10M- \$30M | N/A |
| How they make money | Fees and carry leading to large exits | Equity leading to any exit | Equity leading to any exit, fees | 5%-10% equity | They don't/ They will |

Conclusions

- Many ways to get funding
- Each approach has pros and cons not always substitutes
- Early choices impact later ones



ONLINE