

30 SECONDS OF GLORY

A MODEL FOR THE PERFECT PITCH
AT SPACE APPS*



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

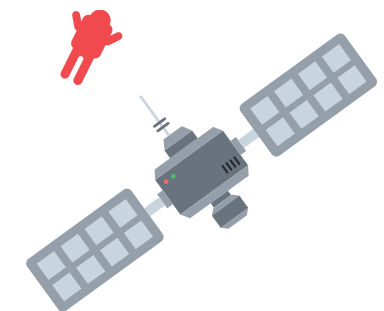
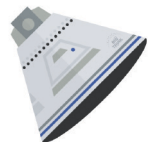
0.02 LEAD US IN What topic does your solution address, or what is your passion?

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?

0.30s

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

