



Objectives of the story outline generator

To define what makes a good pitch story

How to make it easier for all of us to create a better pitch story



Do you remember the expert guy from Compaq?

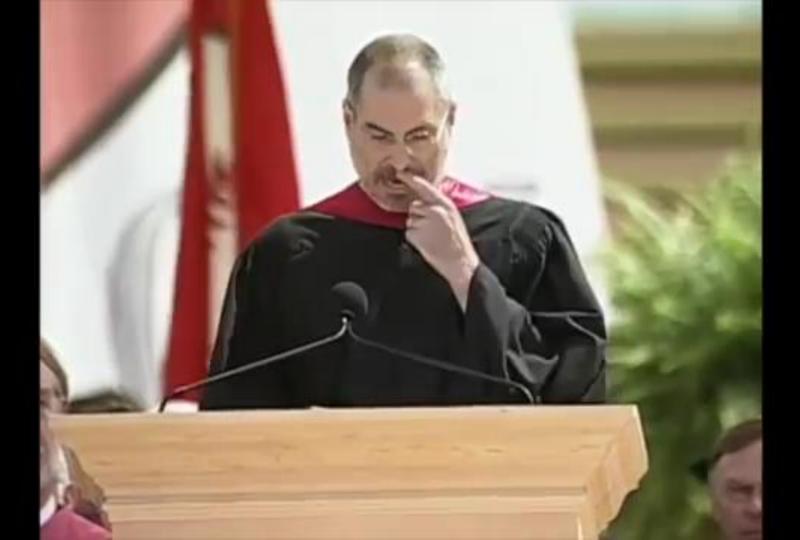
John Cleese Compaq Ads From the Mid '80s



Do you remember what he said? Do you care?



What about this one?





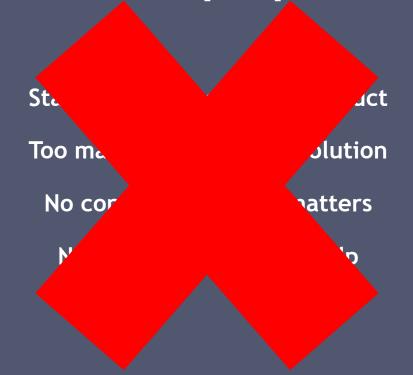
What makes Steve Jobs' story so attractive and easy to remember?

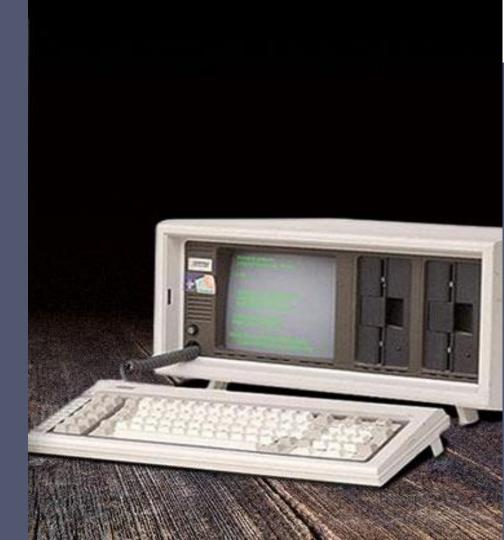


Find the right STRUCTURE for your project story

...and people will remember what you said

The Compaq Pitch







The "Steve Jobs" Pitch

A "coming of age" story for students in 1 min

Starts with a **context** description

Presents the **challenge**

Presents the gist of the **solution**

Brings **proof** that it worked out

Has a take-away message



With our story outline generator we want to make it easy to replicate this structure

Intorrod C

This is your "pitch" story outline	CENTRAL EUROPE STRIPPERS

"CONTEXT holps tasalvo

Thir challenge affects in "CHALLENGE" particular from

In fact they

To change this, cooperation is contral bocauro Thir is why we, "SOLUTION" decided to work together with

uho Tagothor we develop (ed)

"CHAMGE"

In three years of cooperation we

Wo also expect that after the

Ar a rorult,

projectendr,

"PROOF"

Wostart(od)by

We then work (ed) on

Did we succeed?



How can we improve?