A Momentum

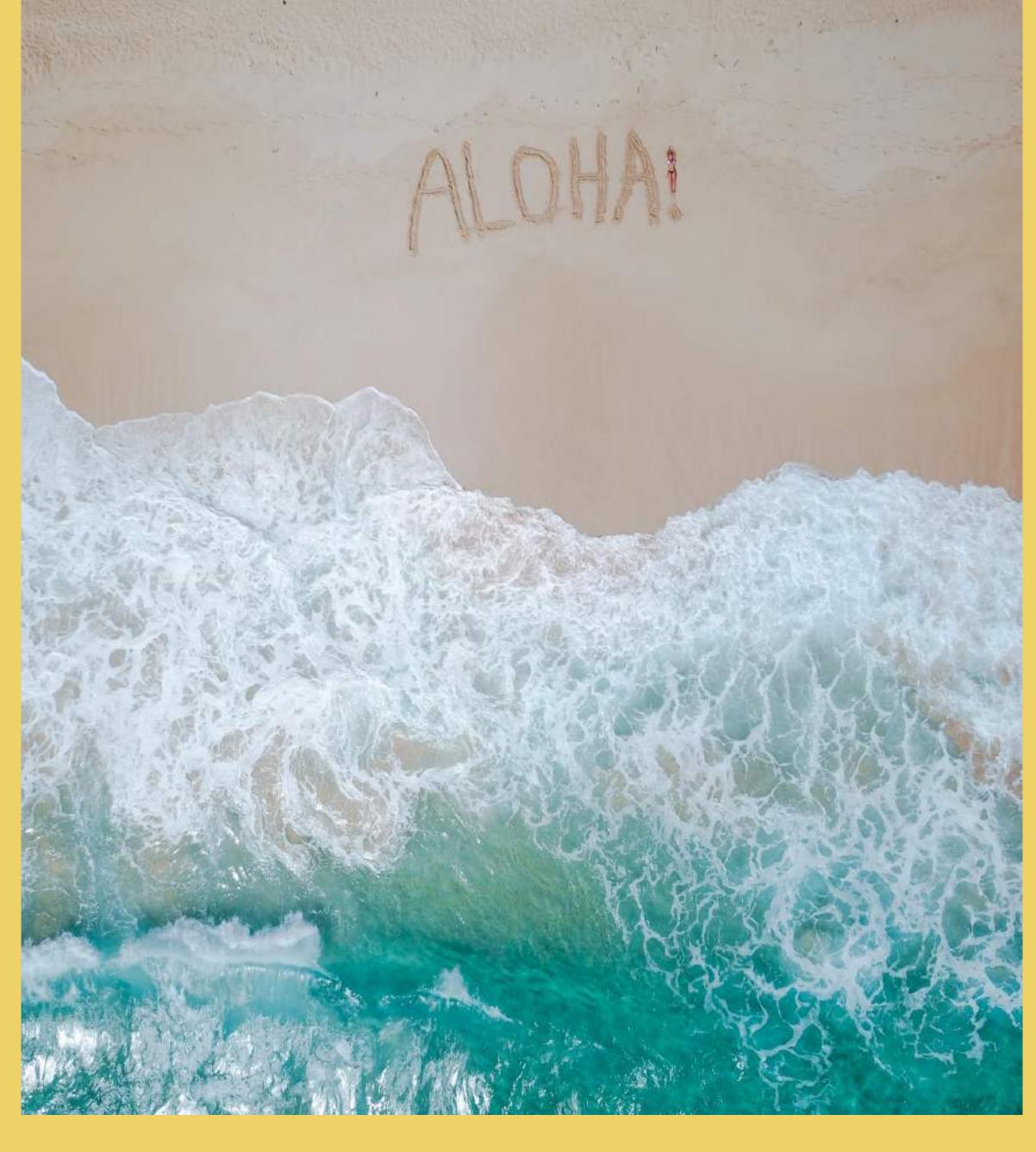
For Digital, Creative and Tech businesses in Lincolnshire, a fresh course designed and delivered by sector experts





Welcome Back!







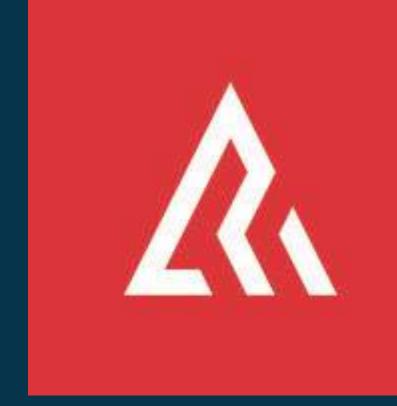
ROOTSTUDIO



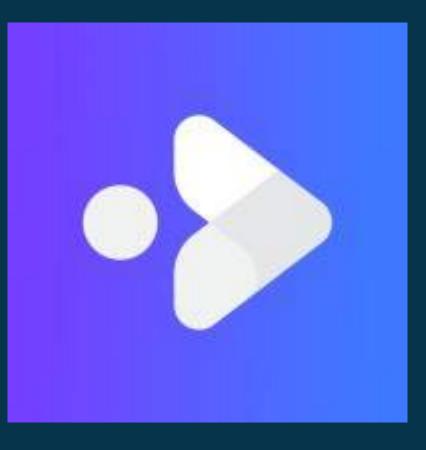




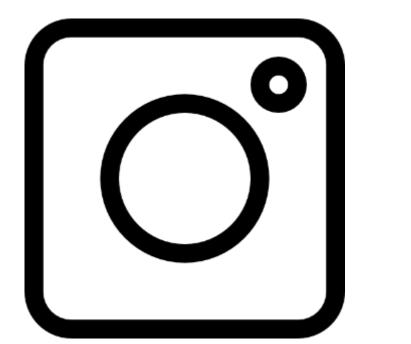
epix media







#momentumlinc





Our Aims





Our goals for the 'course'

Giving everyone the 'luxury' of time to reflect & connect

Offer some frames, methods and big ideas for thinking afresh





Build some confidence and hope around what's next for you



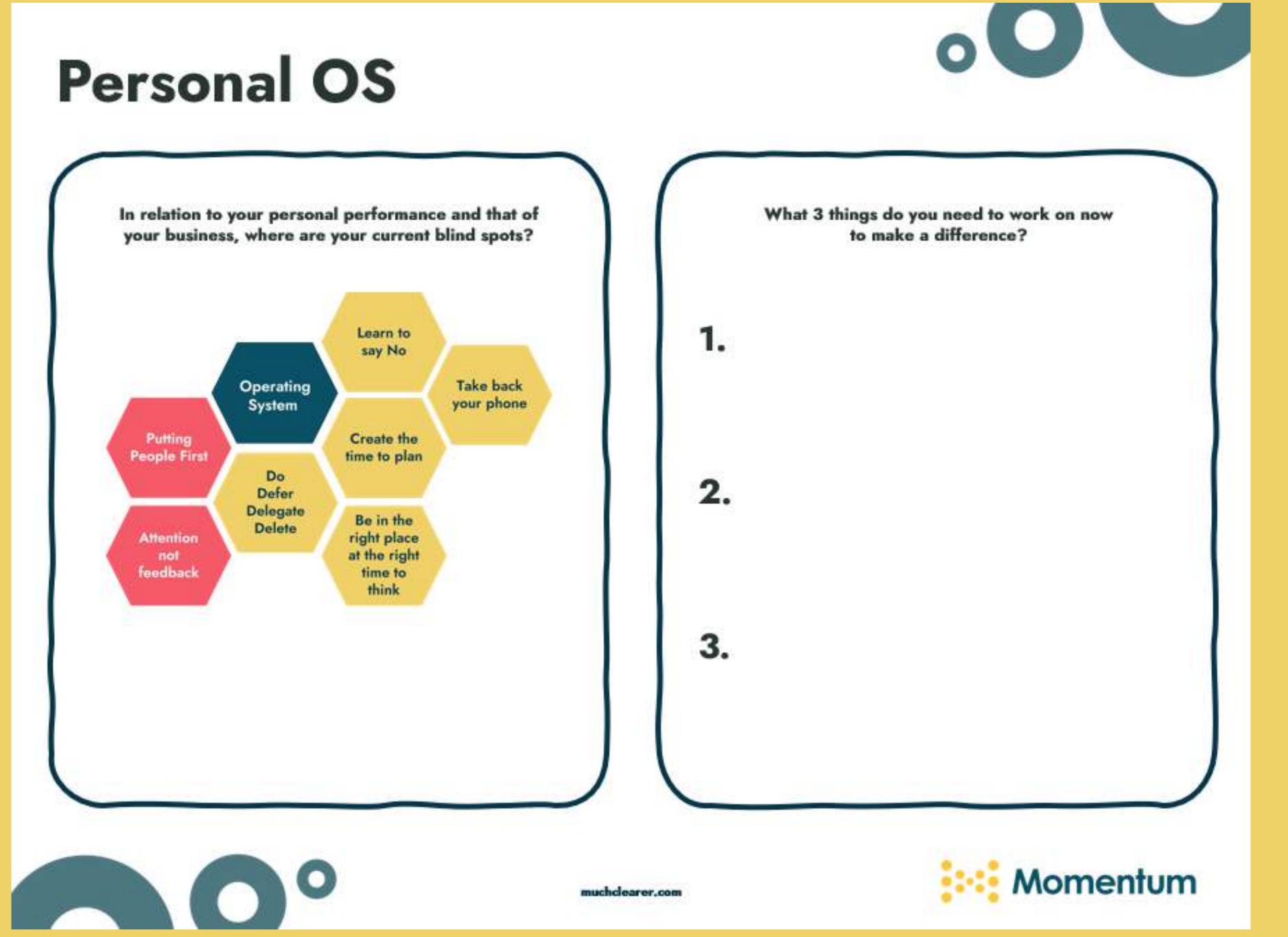


Quick Recap













A) Influence and the Amygdala

Preserves life by...

1. Avoiding danger 2. Retaining Calories



B) Narrative Processing / Ideal Identity

From 2,000 years of storytelling, we know everyone self-identifies as a hero in a story their brain is writing





Five forms of language to steal and start using

Naming The Afters

"Just to check... is what's most important to you here XX ...??"

Communicates understanding & care

Problem > Solution > Positive impact

"Often people face... so we... which..."

Quickly resonates with a buyer and sets a frame for them to draw you out!

Traps

"What you really want to watch out for is..."

Puts you firmly in the guide box. "These guys are indispensable"

Typicallys

"Typically customers come to us because we..."

Leverages social proof, establishes a norm, communicates empathy AND authority

What we finds...

"What we find is our e-commerce customers are wrestling with incorporating voice search into their platforms"

Makes you an expert. Lays the ground for you to offer insight / a compelling point of view.





Storyselling

You Sell

Website Design / Development

Their Afters might be... Remember, afters are "the thing after the thing"

IIIIIII

How we can sow empathy before demonstrating authority... Remember, empathy = understanding + care Your buyer is

Heads of Digital in Councils and Local Authorities

Some language that lifts you into the Guide box could be... Remember, refer to the 5 phrases...



muchclearer.com





Fans

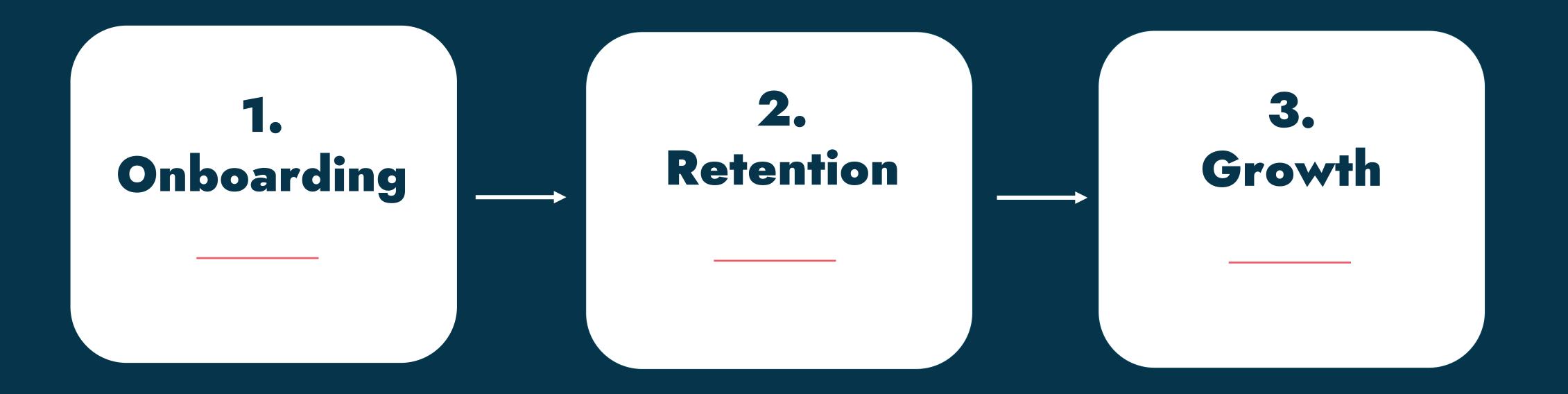
your company so much that they..." 1. Happily pay full price

2. Repeat buy often

3. Tell others about you

"Customers who love the value they get from

Great client service

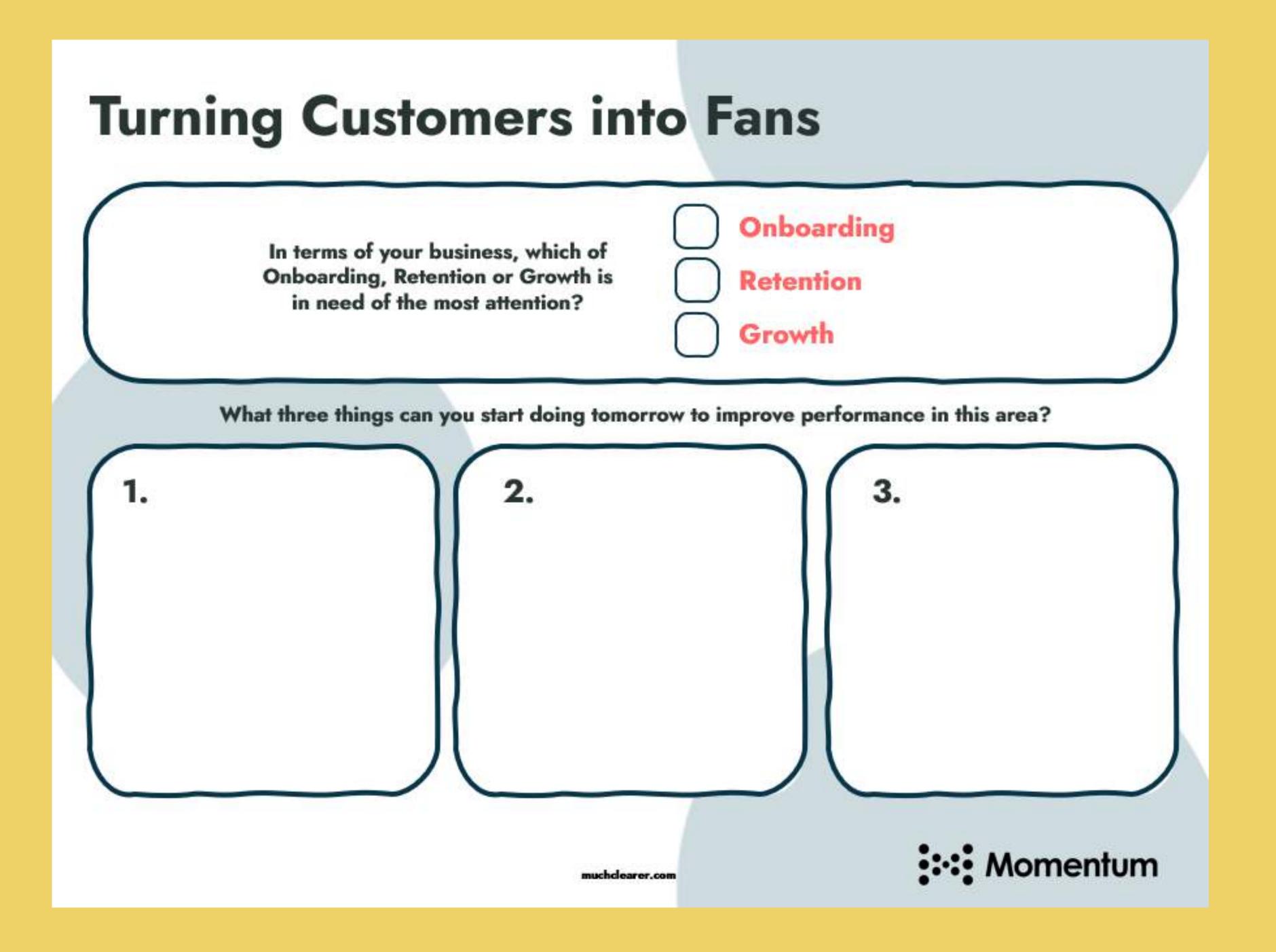




Surprise 8 Delight

AN





Let's hear back!

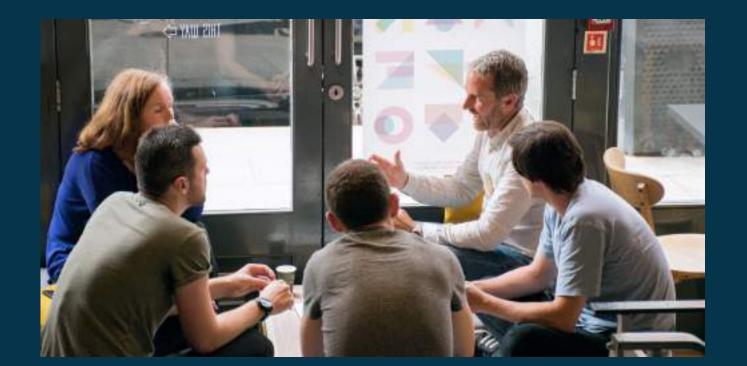




 $\frac{1}{2}$ day in person

1/6

2h group zoom









7/6

2h group zoom

Early July









1/6

2h group zoom

1	Welcom
2	StorySel
	Break
3	Your Suc
4	Check O

e / Quick Recap

lling (Pt 2)

Iccess System (Pt 2)

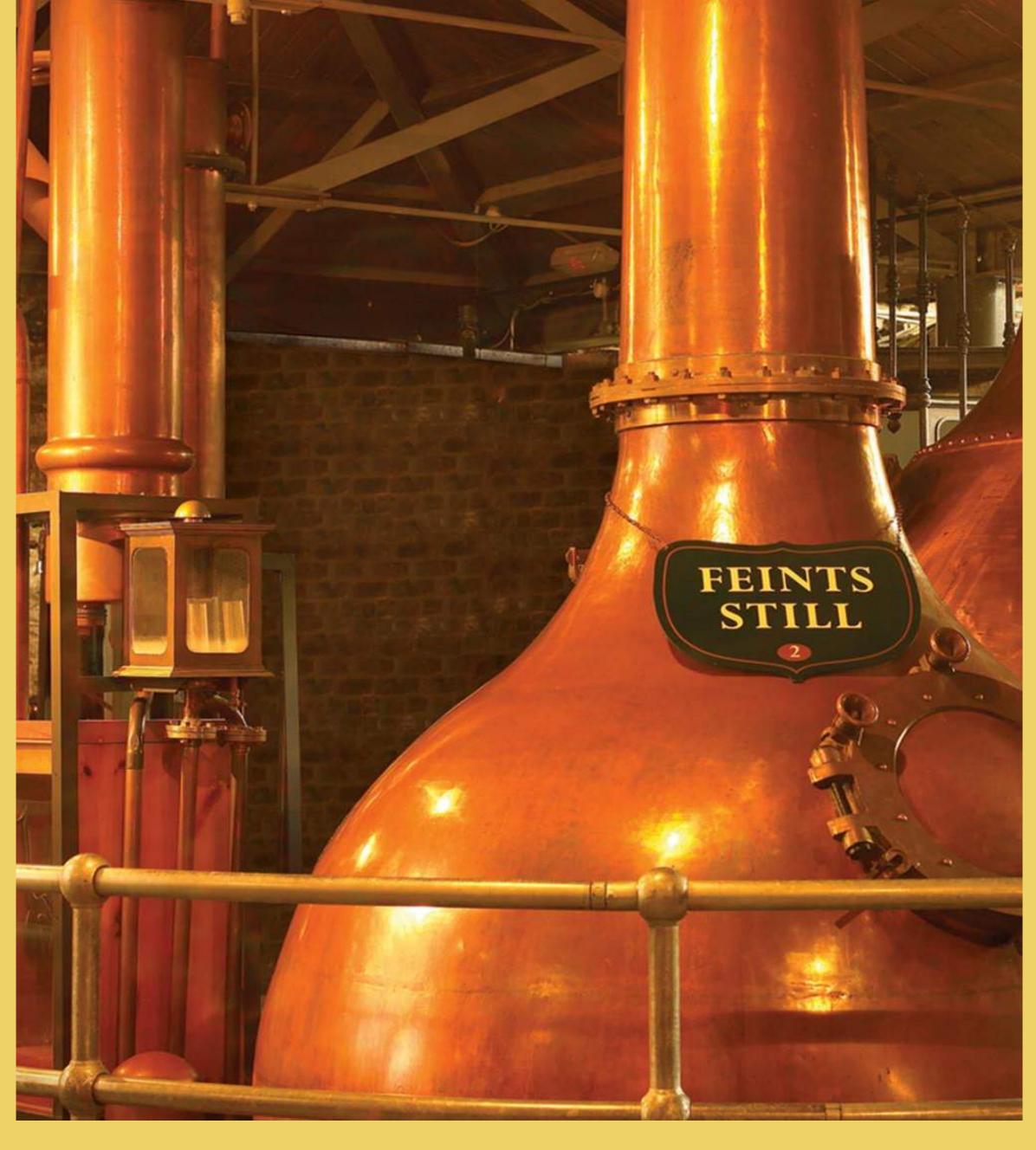
Dut / Close

11.30

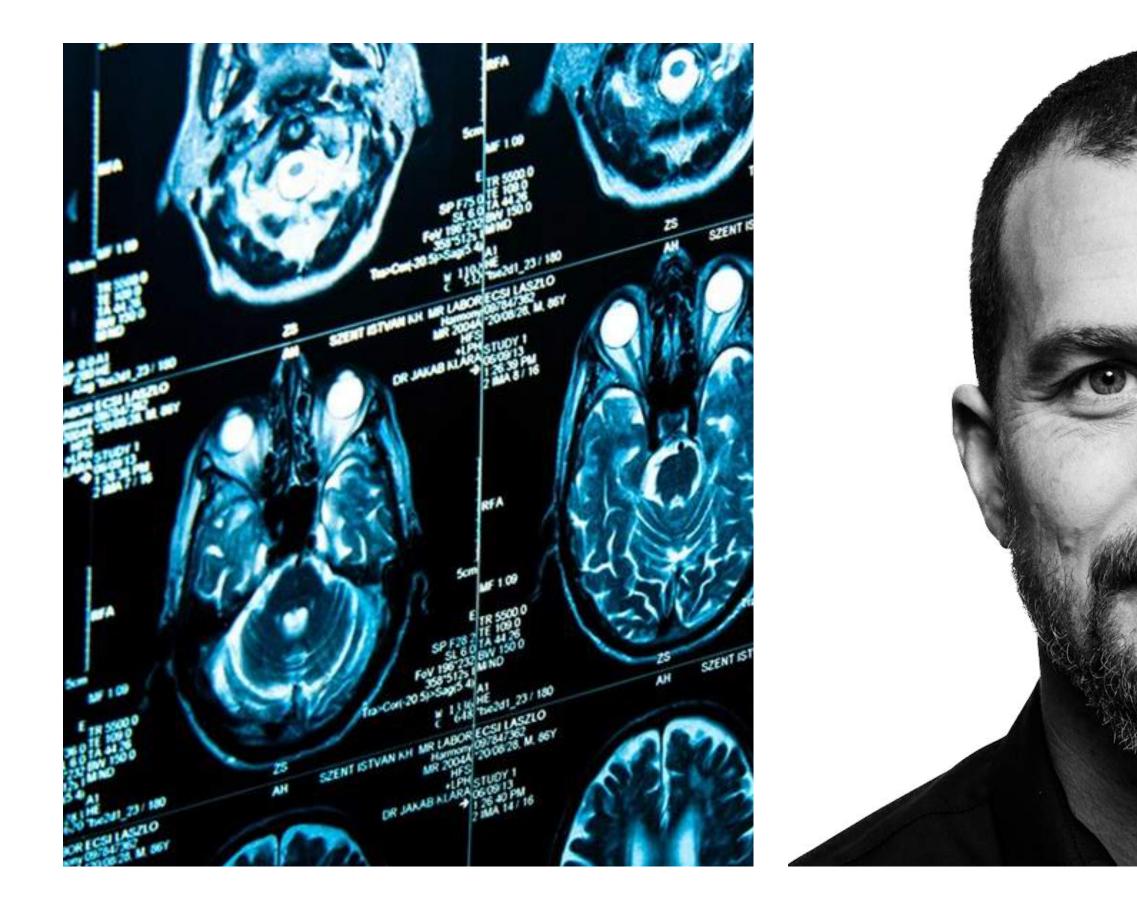
9.30

StorySelling Pt 2





We cannot waste a single customer touch point, by not leveraging what is known about the human brain





FOCUS > LEARN > INNOVATE > INSPIRE

THE LEADING BRAIN



NEUROSCIENCE HACKS TO Work Smarter, Better, Happier

FRIEDERIKE FABRITIUS, MS, AND HANS W. HAGEMANN, PHD

Selling... Delivery... Management... Relationships... Work... Life...

It's always about the story... because humans are storydriven creatures



Conversation hooks

session two **Bids / Proposals**

Website

Content / Collateral

Channel Selection

Brand Scripts

Event presentations

Pitches / Meetings

STORY NEURO-SCIENCE PERSUASION

Product Launches

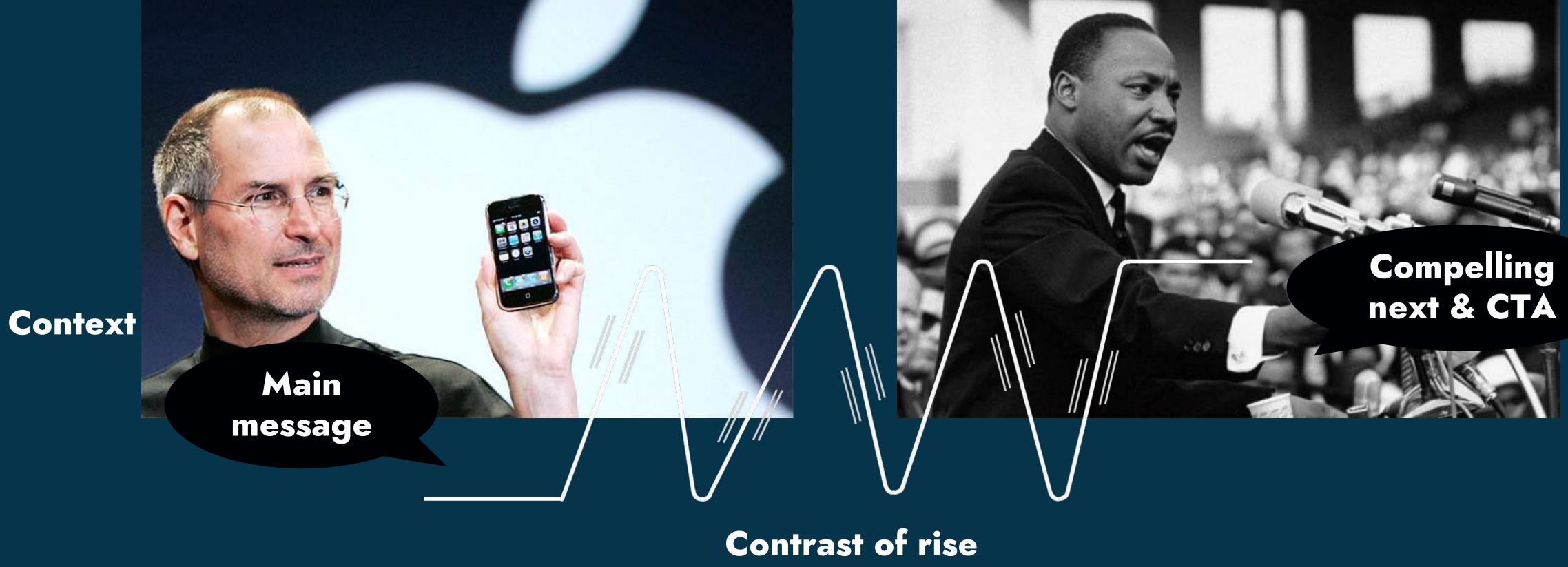
The Offer / **Proposition Dev**



Move buyers to "Yes" by making offers that have Story Arcs

Leverage the Two-Choices theory to a) be a guide and b) convert No's to "that one please"

Crafting the Offer (Most compelling of all time)



and fall



Now lets' think together...

Context + Main Message Turning Points / Tensions Beginning, Middle & End

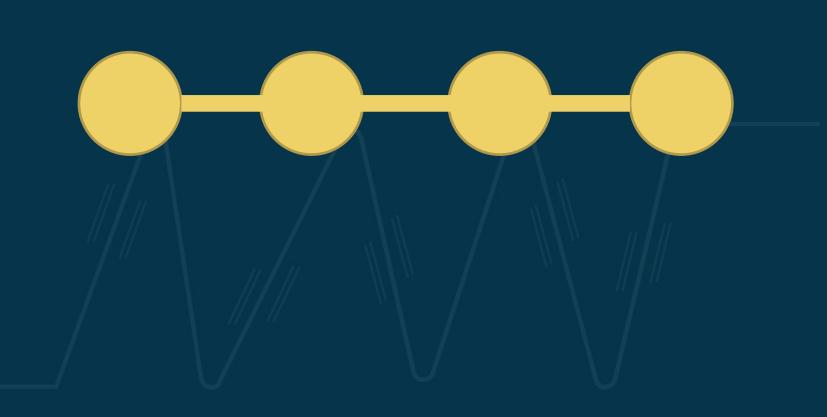


Formal presentations Pitches / Proposals Workshops Client Meetings Delivery collaboration Status updates Mailers / Campaigns

The Rise <u>should</u> come naturally







The Solution



But without 'deliberate fall' it flatlines



Creating rise through deliberately articulating falls

Villains

Competitors Internal Enemies Contextual Battles Technical Risks / Challenges

Stakeholder Risks / Challenges





Traps

Twists

Unexpected Elements Surprise & Delight

Creating rise through deliberately articulating falls

Villains

Competitors Internal Enemies Contextual Battles Being ignored



Apple business essentials

Cost-of-living crisis

Creating rise through deliberately articulating falls



Technical Risks / Challenges Not knowing the specific buyers / segments you're trying to influence with a campaign = generic

Stakeholder Risks / Challenges

Getting Product Managers on board with methods used by the design team





Creating rise through deliberately articulating falls

Twists

Unexpected Elements

One thing you might not have thought about yet is...

Surprise & Delight

London Fire Brigade / Fireman Sam



Two Choices Theory

A hero needs...





Simplicity

Reassurance

Ilcea Effect... Aviely (or Agency) More than Yes / No gives me control System One... Kahneman Two options I can put next to each other on a page \$19.95... Janiszewski Either one is genuinely fine / Precision pricing



In the last 6 months



Tech Design & Build

Film Student recruitment film





4,200 3x2m TH

3,000 6m Retainer

5,750 6m Retainer

90k 8wk experiment

200k 6 month project

7,250 - 3x2m TH, **Conference edit &** 6 social cuts





1 litmus test / 3 guidelines

That means...

2) You're happy with the price / margin for each

3) You're able to resource / deliver either

You have to be genuinely happy with a yes to either of the two

- 1) You're confident the solution for both will delight them













Individually

- 1. Think about an upcoming pitch / proposal. What are some Villains, Traps, Twists you could layer into making that offer?
- 2. Pick one of your services (maybe the same as #1). Sketch out a 'two choices' version of that offer



In breakouts

Share and

Learn





Let's hear back!





Move buyers to "Yes" by making offers that have Story Arcs

Leverage the Two-Choices theory to a) be a guide and b) convert No's to "that one please"



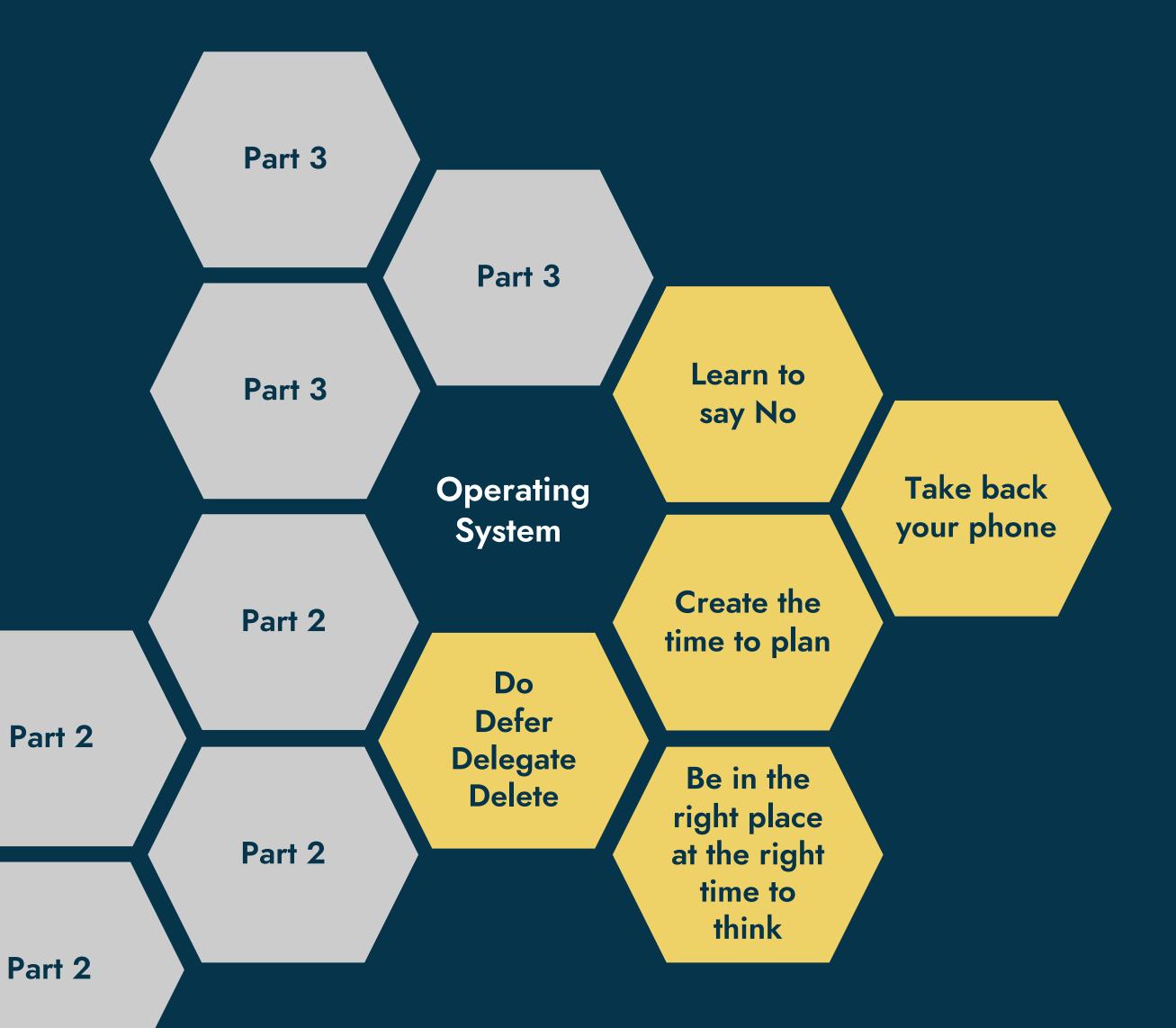
Your Success System Pt II





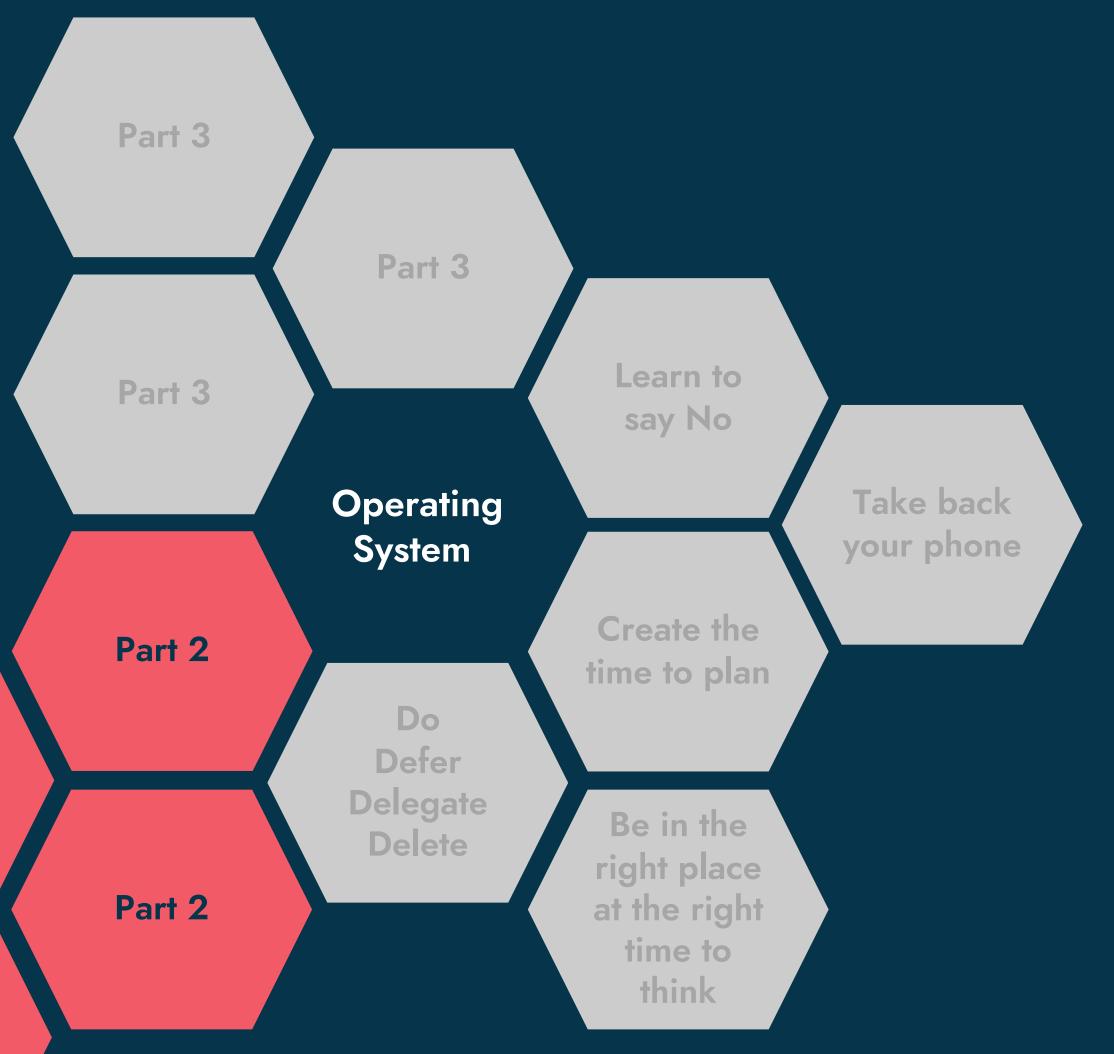
Business Performance Personal Performance Leadership

Part 2





Part 2 Part 2



Leadership is about

Putting People First



The Battle for Talent





Why Does it Matter?

In the knowledge economy talent is everything





Digital Servis 3 contract designation

making

government contracts that meet user needs



Meaning there's limited supply



Attracting and Retaining Talent has never been harder





Abraham Maslow's hierarchy of needs

Hierarchy of employment needs

Highly engaged am aligned with my company's mission and inspire others to build company culture and success

Engaged I know what is expected of me and have the support I need to do my job well

Almost engaged I'm good at my job but don't understand how I impact greater company goals

Disengaged I feel isolated and not happy with my job or the work that I do

Security

Importance

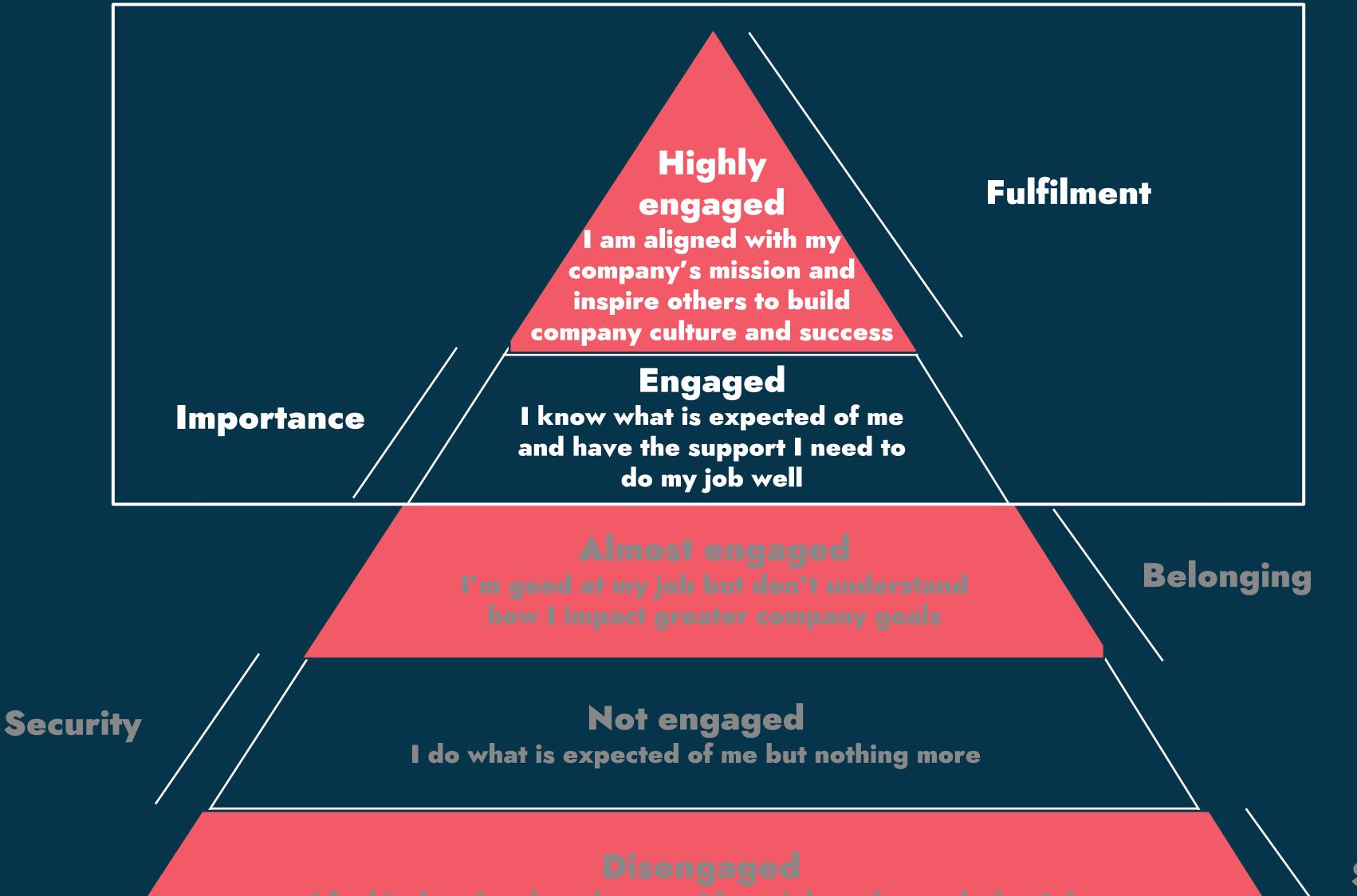
Belonging

Fulfilment

Not engaged I do what is expected of me but nothing more

Survival

Hierarchy of employment needs



I feel isolated and not happy

Survival



The Four Enablers of Employee Engagement

People Proposition



2. Level 5 Leadership

4. Business Integrity

1. People proposition:

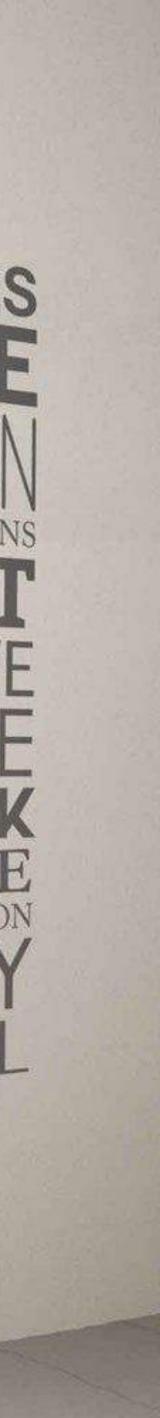
The reasons why someone might agree to give you part of their life



It MUST go beyond values on the wall



OUR VALUES ESPECT **JPPORTIVE** CF



\equiv RocketMill

We're an award winning employer because we put our people first.

Dooplo Finat It'a our





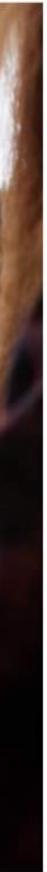


We look after our people

- Flexible hours, long lunch breaks and early Friday finishes
- Gym membership or medical plan
- Regular massages
- Cycle to work scheme
- Regular company events
- Breakfasts and afternoon drinks on Fridays
- A personal development plan
 & budget, plus regular Lunch
 & Learn sessions

- Quarterly profit share
- 24 days holiday (rising to 30) + bank holidays and sabbaticals
- A pension, contributed to by us
- Enhanced Maternity,
 Paternity or Adoption Pay
- Confidential session with our resident coach
- Full transparency on all areas of our business, including finances









Leadership is about

Putting People First





Level 5 Leaders

Thank individuals for their work

Make sure the successes of individuals and teams are fully acknowledged

Create a culture of praise and acknowledgement

Are approachable and available when needed

Take time to get to know their team

Discuss professional development with individuals and support them in achieving their goals

Look out for their welfare

Are discreet and can be trusted







People don't want FEEDBACK







How was last week?

What does this week look like?



3. Employee Voice





'The ability of employees to express their views, opinions, concerns and suggestions, <u>and for these to influence</u> <u>decisions at work</u>'



The cheapest and best alarm you can install

IMPR TODAY

JETSUITE



KEEP CALM

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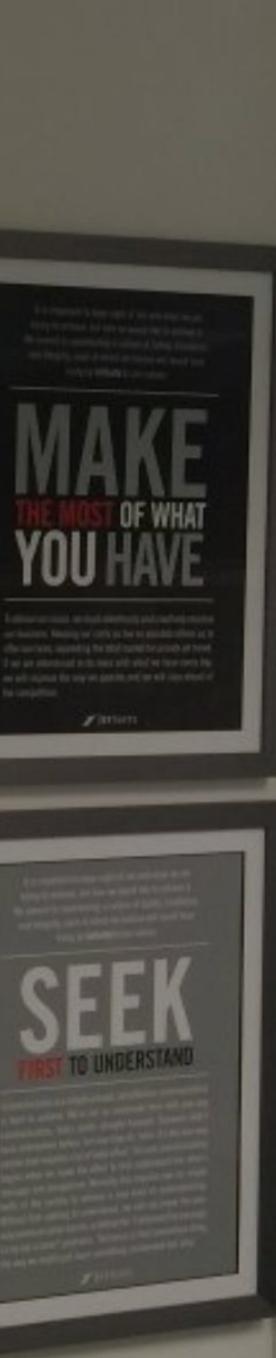
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IETSUITE

having strong moral principles

KFEP CALM

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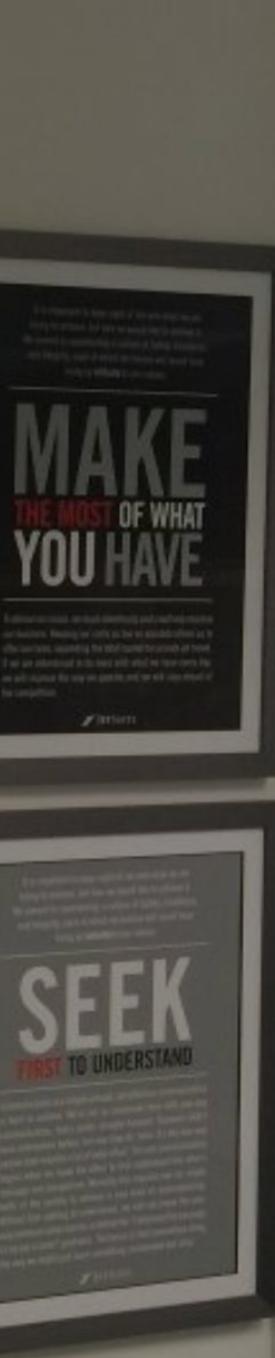
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The Four Enablers of Employee Engagement

People Proposition



2. Level 5 Leadership

4. Business Integrity













Individually

or **** culture, leadership, listening or integrity?

you are today?



1. What's your earliest recollection of either great

2. How has that affected you in terms of the person

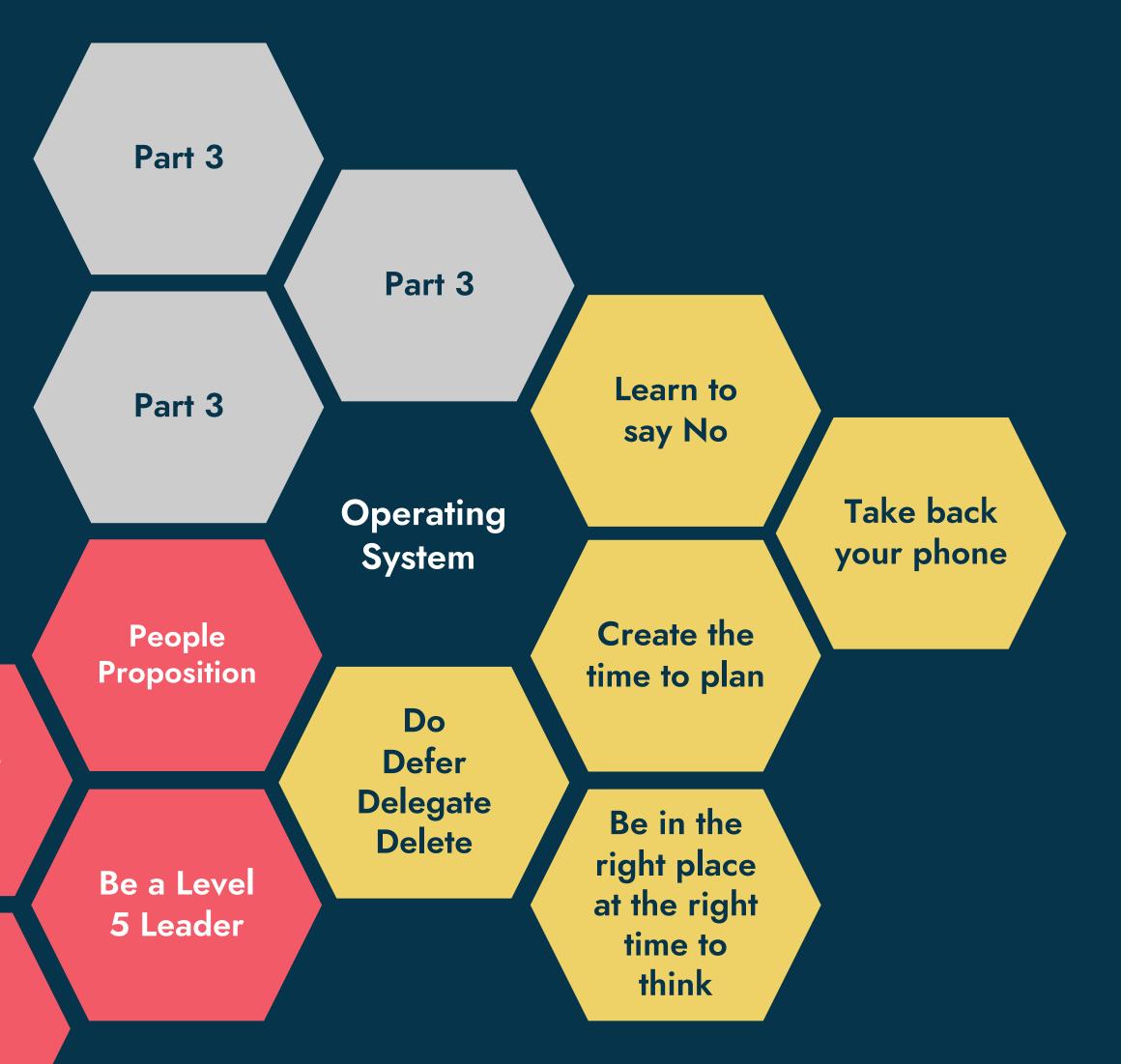
Let's hear back!



Business Performance Personal Performance Leadership

Employee Voice

Business Integrity





Be clear on your people proposition Leadership = putting people first

Give people a voice

Recap & Wrap



Our goals for the 'course'

Giving everyone the 'luxury' of time to reflect & connect

Offer some frames, methods and big ideas for thinking afresh





Build some confidence and hope around what's next for you







1/6

2h group zoom

1	Welcom
2	StorySel
	Break
3	Your Suc
4	Check O

e / Quick Recap

lling (Pt 2)

Iccess System (Pt 2)

Dut / Close

11.30

9.30



7/6

2h group zoom

1	Welcom
2	Your Su
	Break
3	Creating
4	Check O

Our Journey Together



ccess System (Pt 3)

g Growth Cycles (Pt 2)

Dut / Close

11.30

9.30





End-Mar / April

1-1 with David or Sean

60-90 minutes of whatever matters most to you!



Home





DOCUMENTS

Day One Slides





Day Two Slides

Day Three Slides

All the Handouts



david@

sean@

1.90%

muchclearer.com

