Designing WINNING Proposals

Presented by:
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Principal at 24 Hour Company





Players Choice

Get to the Point with Executive Summaries

The Art of Persuasion

The "Ss" in Team (Staffing and Scheduling)

Get Graphics FAST!

Managing Maniacs (How to Work with Designers)

Picture This! (Concepting)

Get Buy In...
Graphics Matter

Low Cost Websites for Graphic Stuff

Adobe Tips and Tricks



Executive Summaries



CONCEPTING



DESIGN



DESKTOP PUBLISHING



AINING INTERACTIVE



MARKETING

Executive Summaries

Know what you want to say (one sentence)

Tell a story

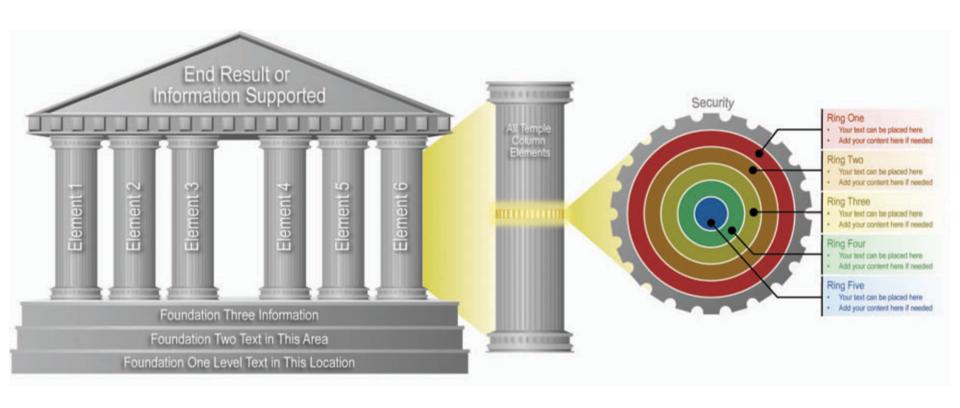
Step up your game

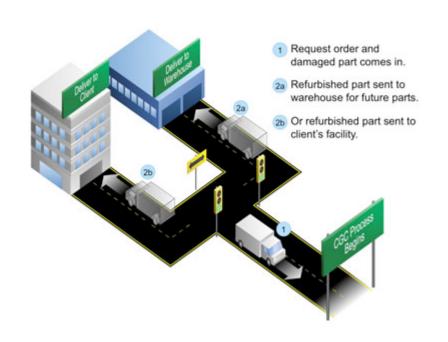
Point out benefits and discriminators

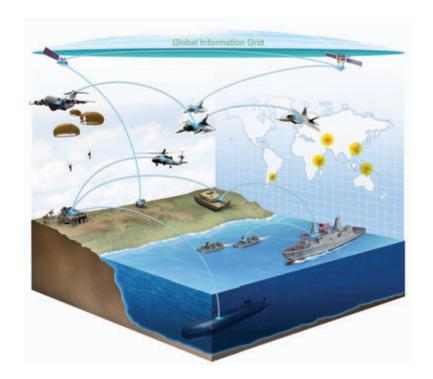
Start and end with the customer

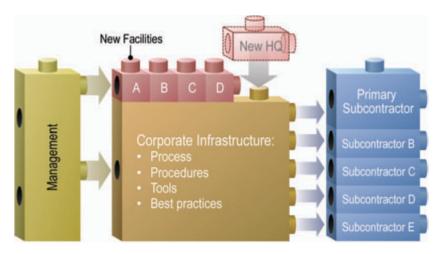
3 types of graphics (ConOps)

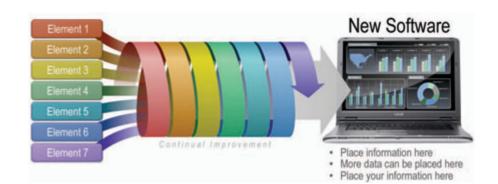












Persuasion



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Persuasion

Content

- Maslow's Hierarchy of Needs
- Fear and Greed
- Familiarity
- Positive Images
- Negative Images

Aesthetic

- Aesthetically Appealing
- Color
- Shapes and Lines
- Visual Noise
- Balance and Symmetry
- Font
- Consistency



Persuasion: Maslow

- 1. Safety and Survival
- 2. Security
- 3. Love and Belonging
- 4. Esteem
- 5. Self-actualization
- 6. Truth
- 7. Beauty

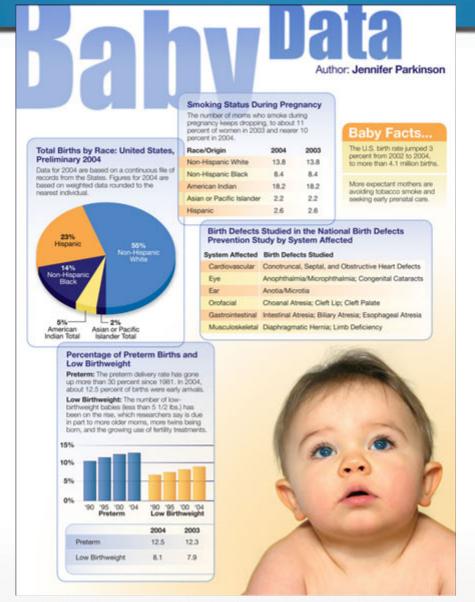




SLOW BURN IS A WARNING SIGN

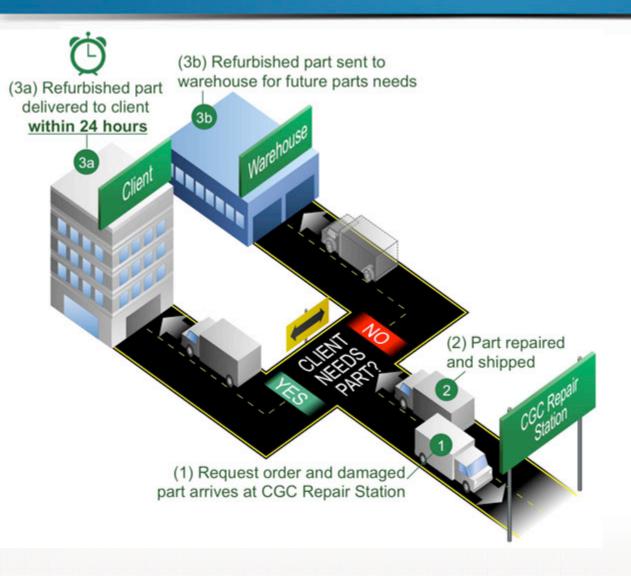
USE SUNBLOCK SPF 15+

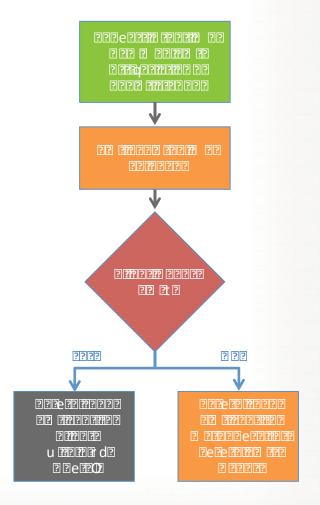
Persuasion: Positive Images





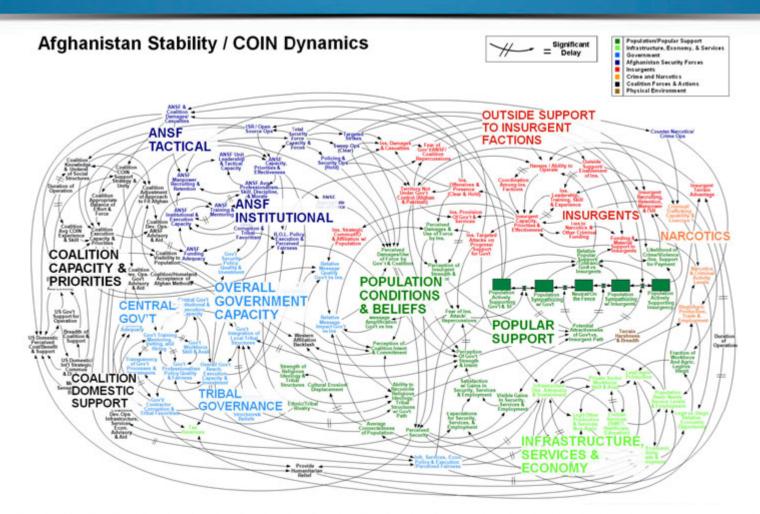
Persuasion: Aesthetically Appealing







Persuasion: Visual Noise

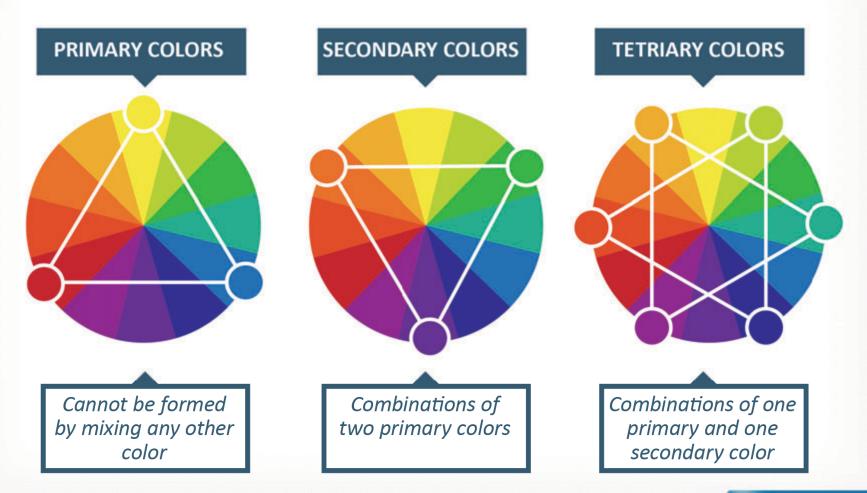


"When we understand that slide, we'll have won the war."
—Gen. Stanley A. McChrystal





Persuasion: Color

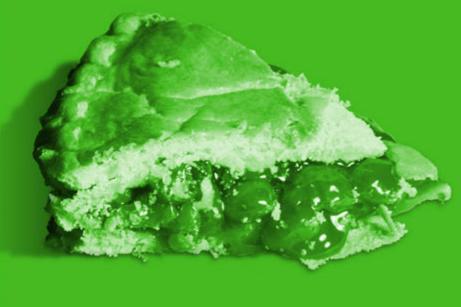




Persuasion: Color (2)

Which piece of pie would you eat?





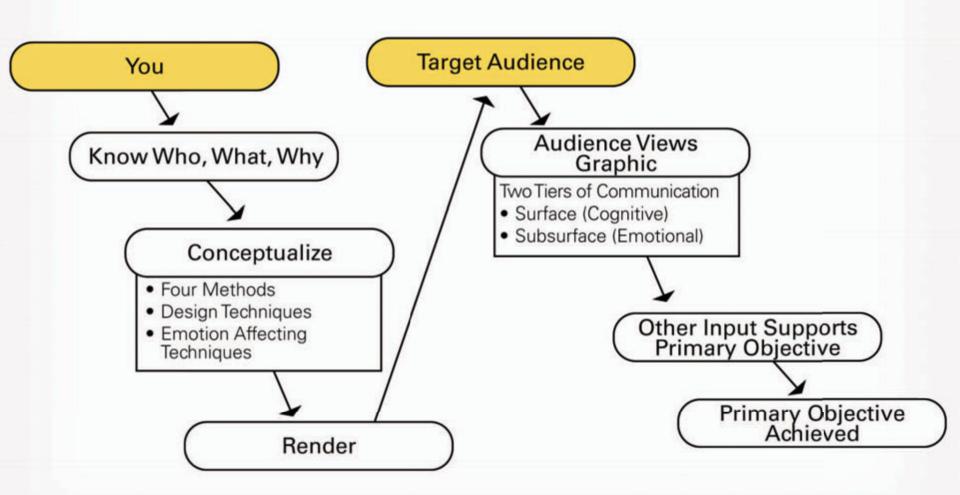


Persuasion: Shapes and Lines



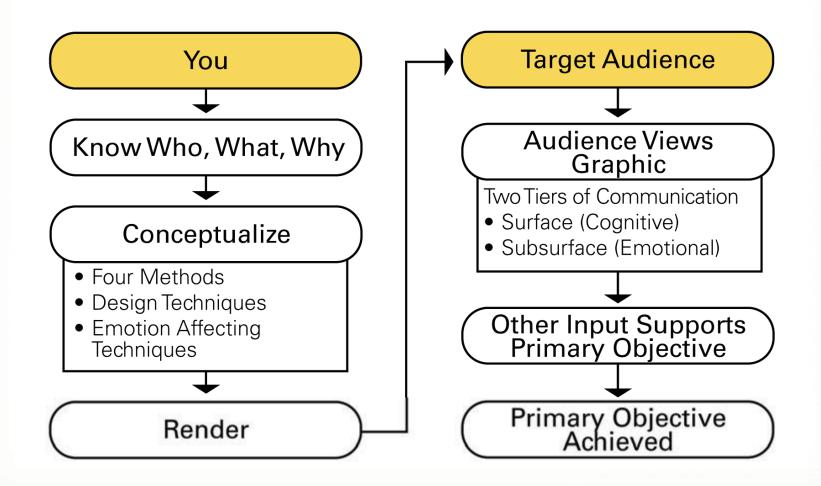


Persuasion: Shapes and Lines (2a)



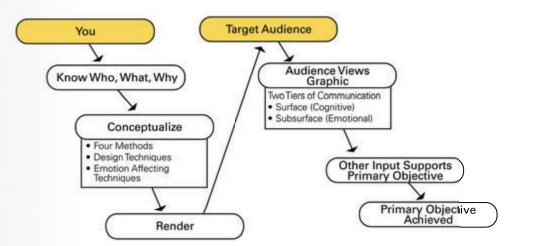


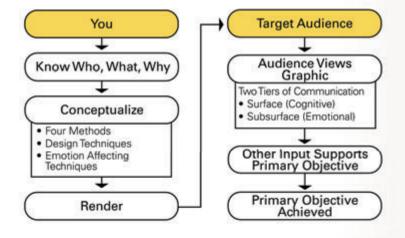
Persuasion: Shapes and Lines (2b)





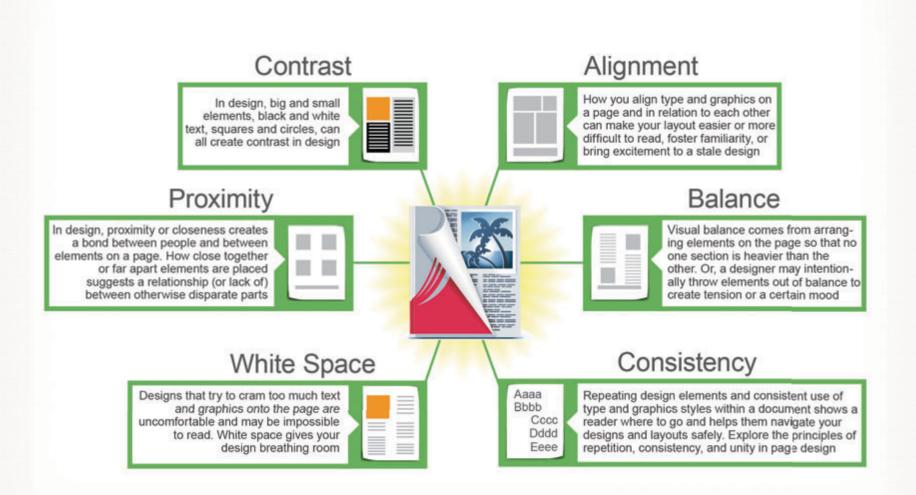
Persuasion: Shapes and Lines (2c)







Persuasion: More Stuff





Winning Graphic Checklist

Content

Primary objective communicated?











Aesthetics





Look and feel professional?

Elicits right emotions?

V Legible?

Uses grid?

Checklist Handout!

Staffing and Scheduling



CONCEPTING



DESIGN



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80

INTERACTIVE



MARKETING

Staffing and Scheduling

Rendering = 4 hours per graphic (includes edits)

Desktop Publishing = 8 pages per hour

Covers = 10-40 hours

Concepting = 6-12 hours



Graphics Fast



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DESIGN



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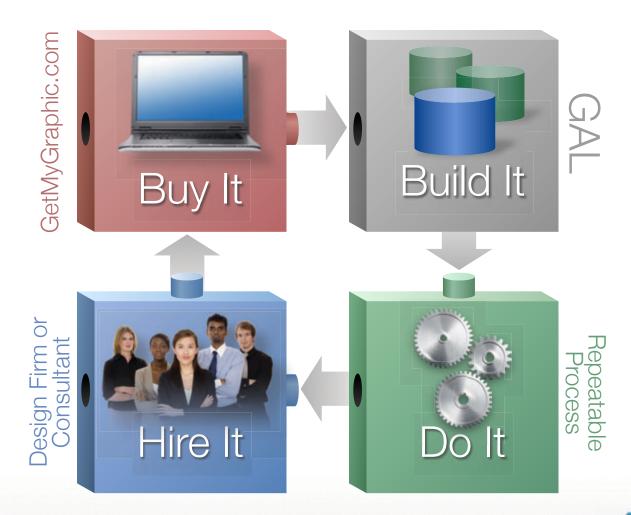


AINING INTERACTIVE



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Graphics Fast





How to Work with (Crazy) Designers







DESIGN



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MARKETING

How Work with (Crazy) Designers



Mastery

Purpose

Process, Process, Process

Accountability

Value their contribution



Concepting



CONCEPTING



DESIGN



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TRAINING

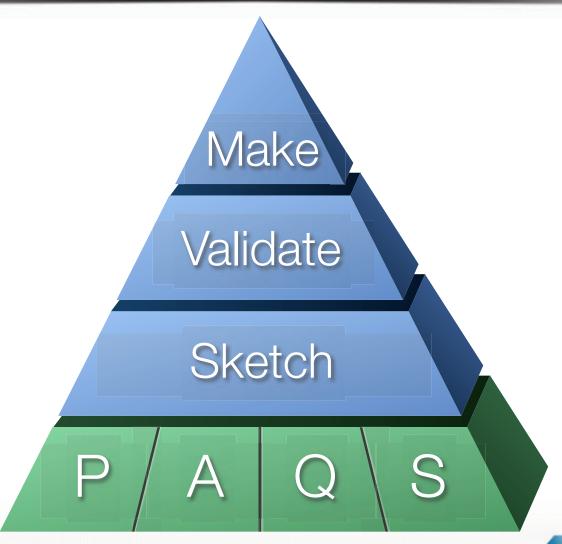


INTERACTIVE



MARKETING

Concepting





P.A.Q.S.

Primary Objective: Quickly staff qualified personnel

Audience:

Hendleburg Company

Questions:

How quickly can you staff?

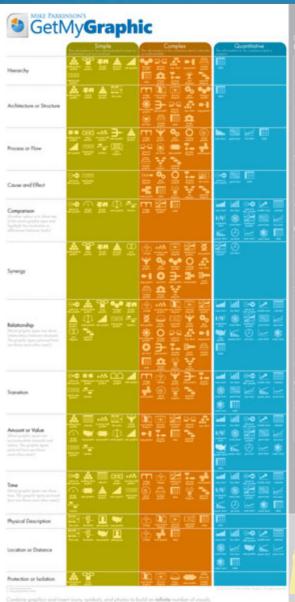
Where do you recruit your staff?

Is your staff cleared?

How do you qualify your staff?

Do you train your staff?

Graphics Cheat Sheet





Handout!



magnifying glass highlighting person you're looking for Person C computer with someone overshald Phase III Phase II Training / clearances bost condidate for Werify employment experience reducation as needed position - Studding Firms - Pertormance Assessments - Employee referrals - Job Fairs - Background V



Get Buy In



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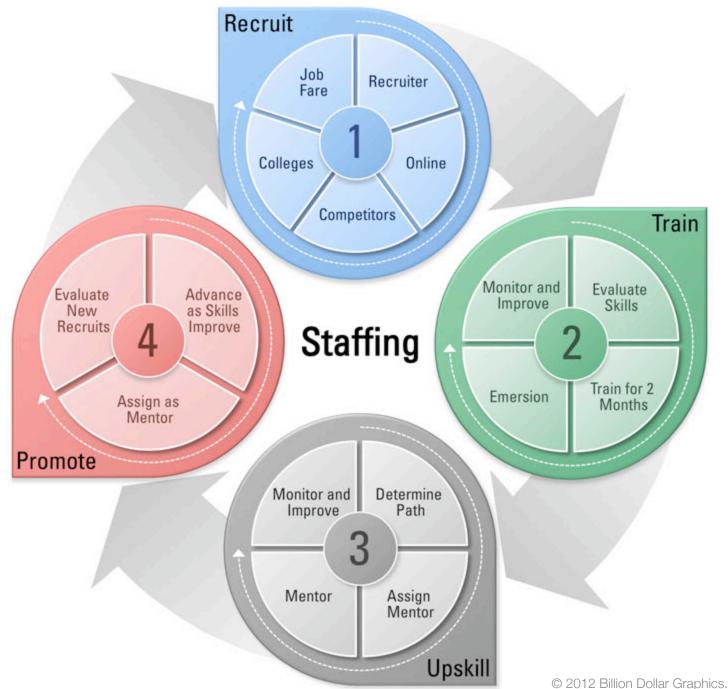
MARKETING

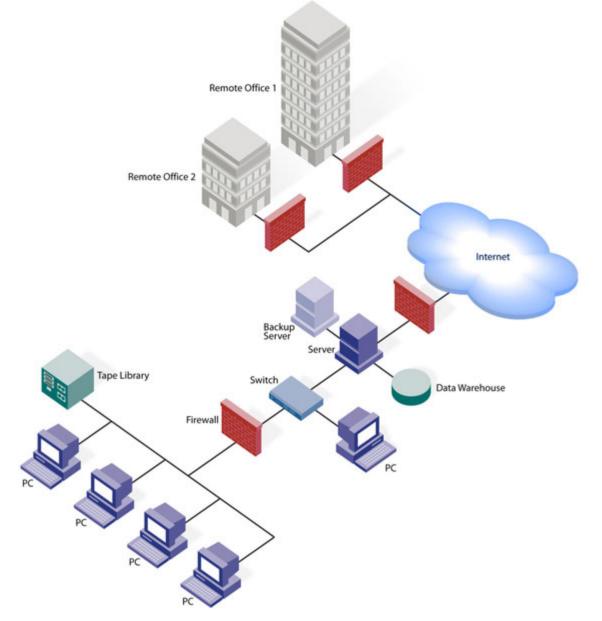
Get Buy In

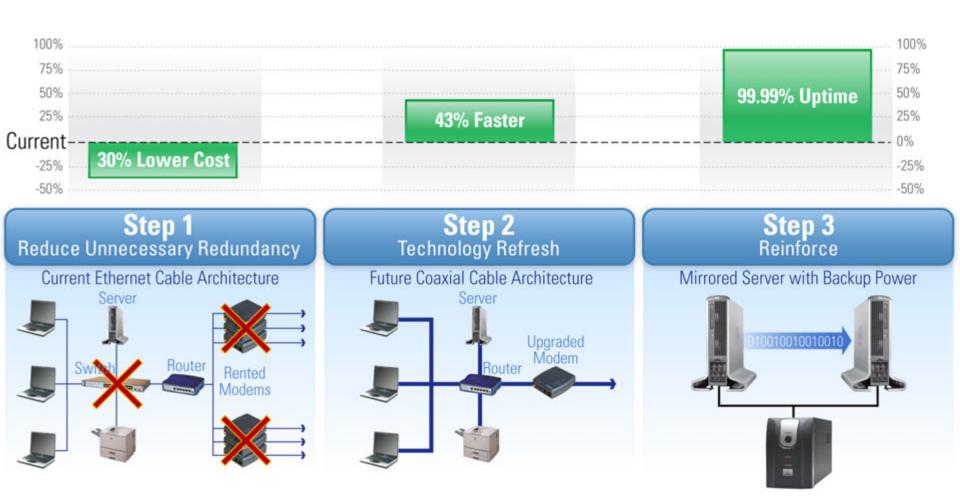
Facts and examples



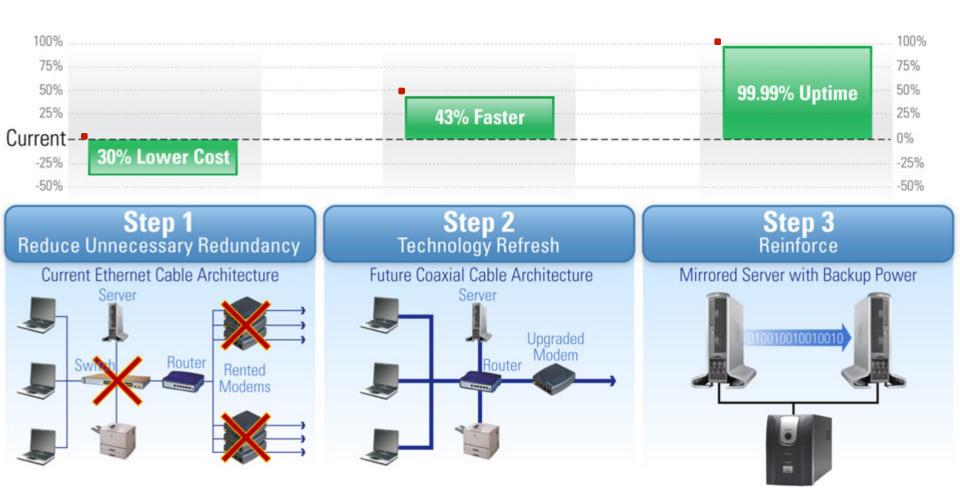




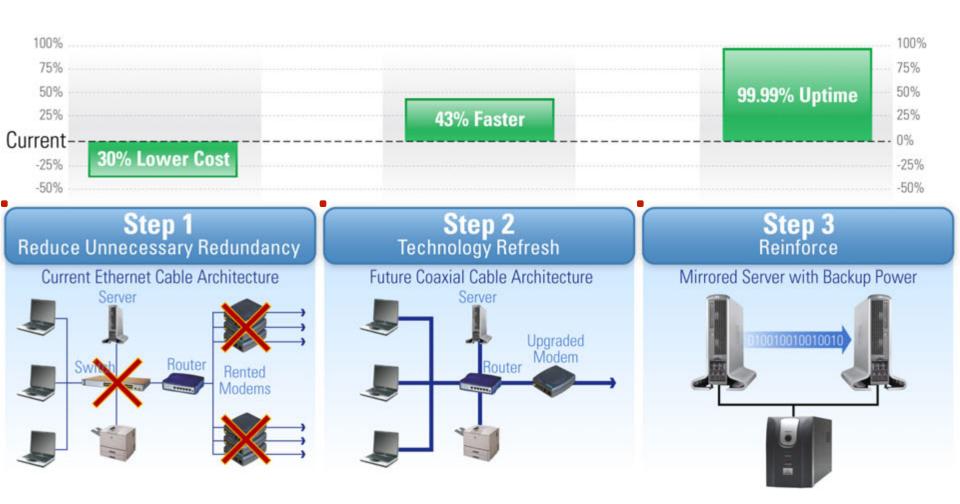




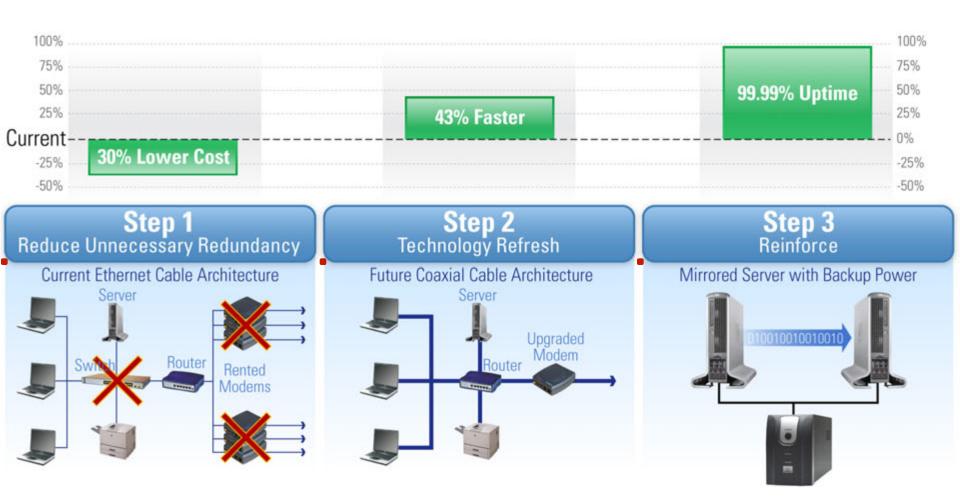
How much?



What are the three steps?



What do you do in each step?



Low Cost Websites to Get Graphic Stuff



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MARKETING

Graphic Resources

- 1. GetMyGraphic.com
- 2. iStockPhoto.com
- 3. BrandsOf The World.com

Top 12 Handout!

Adobe Tips and Tricks



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Questions



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