How do we create a more strategic + inspirational story?

Articulate our impact.

What is the impact of a review?

People want to

feel heard feel connected feel accomplished feel confident in their decisions feel like they're making a difference

Businesses want to

feel heard feel connected feel accomplished feel confident in their decisions feel like they're making a difference We all want to feel the impact of our work and become the best version of ourselves.

We get by (and get there) with a little help from our friends



What is the impact of software?

Software (like any business solution) is a tool to achieve a goal.

The tool itself is irrelevant. The impact it delivers is all that matters.

"It has never been about the software."

Marketing Sales Finance Designer IT

- \rightarrow hit my lead gen goals
- \rightarrow see my reps close \$ from phone
- \rightarrow close *my* month faster
- \rightarrow create award-worthy designs
- \rightarrow answer employees Qs faster

Software automates processes that slow progress so that people and businesses can:

address their weaknesses focus on what *really* matters do more of what they love (and less of what they don't) achieve their goals and become the best version of themselves. We all want to feel the impact of our work and become the best version of ourselves

We get by (and get there) with a little help from our tools

G CROWD

Buying software requires big decisions with serious implications.

Building software requires big decisions with serious implications.

Let's call out the status quo:

You must play the game by their rules in order to win.

The Game Today

Why the status quo doesn't work for anyone

Unequal Access

- Vendors need \$20M in revenue to play, and more to spin their stats
- Users need to pay to see the full results and put the stats in context

Unfair Rules

• Vendors can pay for more time on the clock resulting in a better position on the field

Biased Referees

• Analysts are not vendors or users, they make money by hosting the game and make more money when certain players win

The Results

How the status quo restricts us from reaching our potential

Misinformation

- Innovative solutions never get the connections, information, or feedback they need to make an impact
- Buyers only have a limited view of their solution options
- Reports are static, and the market is dynamic snapshots in time are immediately outdated in today's technology ecosystem

Restricted Access

- Innovative solutions never get the connections, information, or feedback they need to make an impact
- Buyers don't have accurate representations of

Distrust

- Buyers already don't trust vendors they're wary of information they receive in the sales process
- When reports don't provide accurate information, they don't set proper expectations

Let's talk about how we've changed the game

The players have changed

Everyone deserves a seat at the table and a fair shot at success The refs are the people using your tools – not the people you pay

The rules have changed

Everyone deserves a shot at success

Every player deserves a fair shot Spectators have a right to watch the game in action Everyone deserves context around the stats to decide the winner for themselves.

Transparent Referees

The refs are not players or spectators, they make money by hosting the game and make more money when certain players win

The game has changed

The game never ends

The players that win learn from each other, learn from their users and evolve constantly

When you play this game and play by these rules

Everybody wins.

The Results

Level playing field

Equal access + equal representation

Accurate, contextualized, nuanced, emotionally-informed information

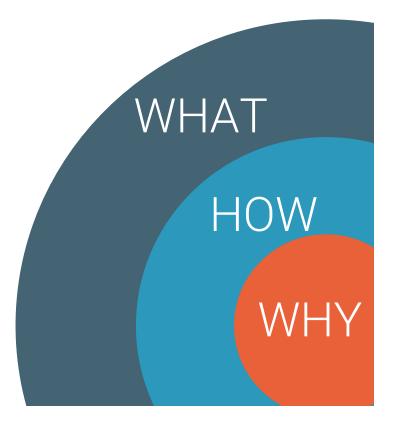
The Approach



WHY = The Purpose What is your cause? What do you believe? Apple: We believe in challenging the status quo and thinking differently

HOW = The Process Specific actions taken to realize the Why Apple: Our products are beautifully designed and easy to use.

WHAT = The Result What do you do? The Result of the Why. Proof. Apple: We make computers



MISSION What we do

INDUSTRY MESSAGE Why every company should care

COMPANY MESSAGE What your company should do

ROLE-LEVEL MESSAGE Who should care

PRODUCT-LEVEL MESSAGE How to do get there

DEFINE A MOVEMENT	THE VISCERAL NEED
	MARKET CONDITIONS
	UNDENIABLE SHIFT
NAME AN ENEMY	BLOCKS FULFILLING NEED
	DENIES SHIFT
TEASE THE PROMISED LAND	
INTRODUCE YOUR HERO	

PROVE YOU CAN DO IT

BRAND APPLICATIONS



Business Impact



Clear North Star

Make the narratives and value props of our competitors seem irrelevant

Market Differentiation

Make the narratives and value props of our competitors seem irrelevant

Recruiting + Retention

more inspirational message to motivate employees, excite candidates, and better retain people.

Growth / IPO Story

tell a more inspiring story for why we're an important business for people to invest \$ into.

Vendors

more cohesive story around outcomes vs. features, to help sales drive more \$, help vendors create better tools so that the world benefits.

Users

More cohesive story around community and impact

Reviews

could see us asking questions in the review process that are more emotional / impact-focused (eg. "were you able to achieve your company goals with the software?")