JUNE 2014 SCHEDULE (PAGE 1)

WEEK ONE: DESIGN SUN MON TUE WED THU FRI SAT 1 2 3 4 5 6 7 OPPORTUNITY HYPOTHESIS MAKING THE CASE MOVE IN DAY WELCOME PROTOTYPING FEEDBACK FULL CIRCLE Dorms at IIIT-Delhi Coming full circle; Pick up your Innovate Learn how successful Learn from designers, Learn how to test your Learn how to close the open for Innovate Delhi Delhi toolkit; startups come up with professors, and Entrepreneurs are opportunity hypothesis loop by polishing your skilled in both taking Participants. their ideas; startups on how to by getting rapid product prototype and Meet your Innovate develop a killer feedback. making a convincing and giving feedback. **WEEK TWO: BUILD** Move in. Delhi classmates: Develop a market prototype; case for your idea. Get feedback on your analysis; Learn to evaluate Get setup for the week Take your startup prototype from peers Learn how to craft a others' work; others' ahead; Assess growth vision, turn it into a and entrepreneurs. successful proposal for effort; your team; and potential; tangible prototype; getting outside support your own progress. Learn the Innovate Learn to evaluate for your product. Delhi Software Brainstorm startup others' ideas; Celebrate a great Iterate, improve, and Platform. ideas with your team; adapt; Taking it all in: learning week! Give constructive to succeed and learning Participate in rapid Filter, update, combine Ouickly move from idea feedback: to build on your Enjoy a movie. design thinking ideas, and propose a to minimum viable setbacks. activities; startup vision. product. Go back to your team and iterate on your Learn to generate 20 prototype with your days of ideas in 20 new insights. minutes.

PITCH DAY

WEEK THREE: VENTURE

JUNE 2014 SCHEDULE (PAGE 2)

WEEK ONE: DESIGN

WEEK TWO: BUILD											
SUN	MON	TUE	WED	THU	FRI	SAT					
8	9	10	11	12	13	14					
RELAX	THETEAM	DESIGN DAY	BM CANVAS	SELL YOUR IDEA	GET BACKING	FULL CIRCLE					
Relax; take a day off; sleep.	Learn from startups about what makes a great team, how to nurture talent, and keep the momentum going. Interview your peers; Choose your new team for this week; Learn about your team; divide tasks; pick roles; What makes your team distinctive? Choose an identity and build a culture.	Learn from young startups and entrepreneurs about their products and vision. Using what you learned in week one, brainstorm, assess and choose a product idea; Prototype and iterate. Get feedback and refine your product idea.	Learn how to take an idea and turn it into a viable venture; Use the business model canvas to articulate your venture strategy. Articulate your value proposition and pinpoint your customer segments; Enumerate your key activities; Develop a financial model; Assess your market, your competitors and your strategic partners.	Learn the art of the elevator pitch; Make the case for your startup in less than one minute; Build your pitch deck; Get feedback form investors, angels, and mentors. Perfect and make your pitch using the latest technology;	Learn from startups and investors about how to fund your vision; Learn about how to find mentors and supporters. Take it all in; Create a venture plan, deck, and pitch to request support from external backers.	Coming full circle; Entrepreneurs are skilled in both taking and giving feedback. Evaluate others' work; others' effort; your team; and your own progress. Celebrate a great week! Enjoy a movie.					

PITCH DAY

WEEK THREE: VENTURE

JUNE 2014 SCHEDULE (PAGE 3)

WEEK ONE: DESIGN

	WEEK THREE: VENTURE									
	SUN	MON	TUE	WED	THU	FRI	SAT			
	15	16	17	18	19	20	21			
	RELAX	YOURTEAM	DESIGN	BUILD	PIVOT OR ITERATE	PIVOT OR ITERATE	FULL CIRCLE			
WEEK TWO: BUILD	Relax; take a day off; sleep.	Interview your peers; Choose your startup team; Learn about your team; divide tasks; pick roles. Ready. Set. Brainstorm. Submit update.	Build on your brainstorming and begin developing a product prototype. Get external feedback and refine your ideas. Refine and update your prototype; Submit update.	Develop the venture plan; Articulate your revenue streams; your customer segments; and your key activities. Get feedback; refine your strategy. Submit update.	Begin creating a pitch packet; Listen to your feedback. Do you need to revise your business model or change your product? Submit update.	Get ready for Pitch Day; Make last minute tweaks to your pitch packet; Polish your pitch. Submit your final venture proposal and your packet.	Coming full circle; Entrepreneurs are skilled in both taking and giving feedback. Evaluate others' work; others' effort; your team; and your own progress. Celebrate a great week! Enjoy a movie; Prepare for Pitch Day.			

PITCH DAY

JUNE 2014 SCHEDULE (PAGE 4)

