#### 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)

