# GETTING OUR IDEAS/PLANS APPROVED BY USING DATA





## Our clients are becoming more



Creatively savvy



Digital savvy



Brand savvy



Business savvy



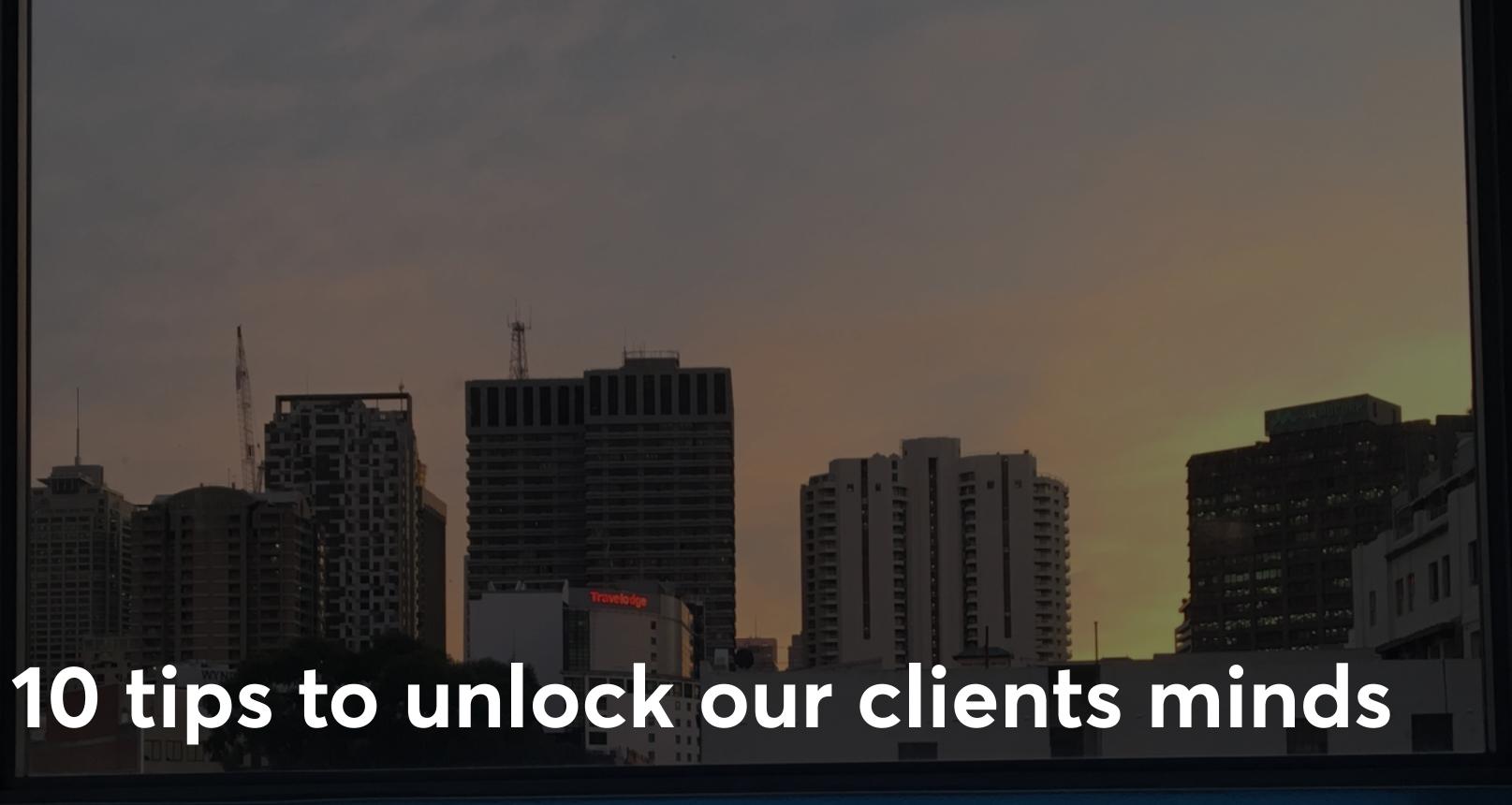
And sometimes...
just picky

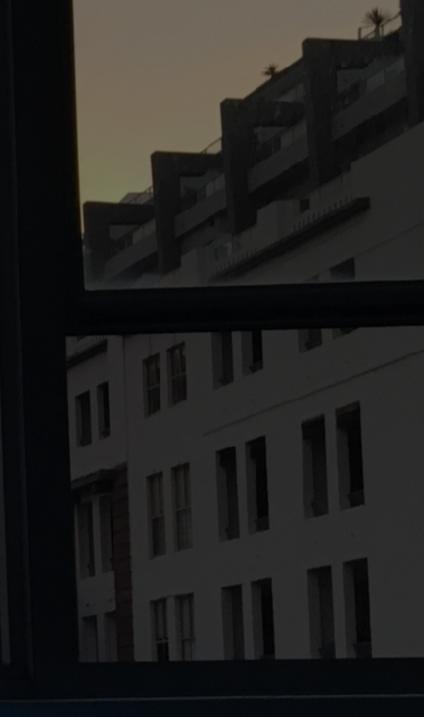
# They're facing different challenges and needs

- . Ideas that move the needle \$\$\$
- . Initiatives that teach them about their customers.
- . Business proposals.
- . Clear quantitative KPI's / Time (What, when).
- . Sustainable plans over tactic ideas.











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## 1. Always start with your client challenge (#\$t)

Since we need to increase our sales in X% - Now that we want to convert X amount of prepaid customers to contracts, etc.



Increase family visits by 15% in the next 90 days.



To sell 50% of our games on the digital marketplace.



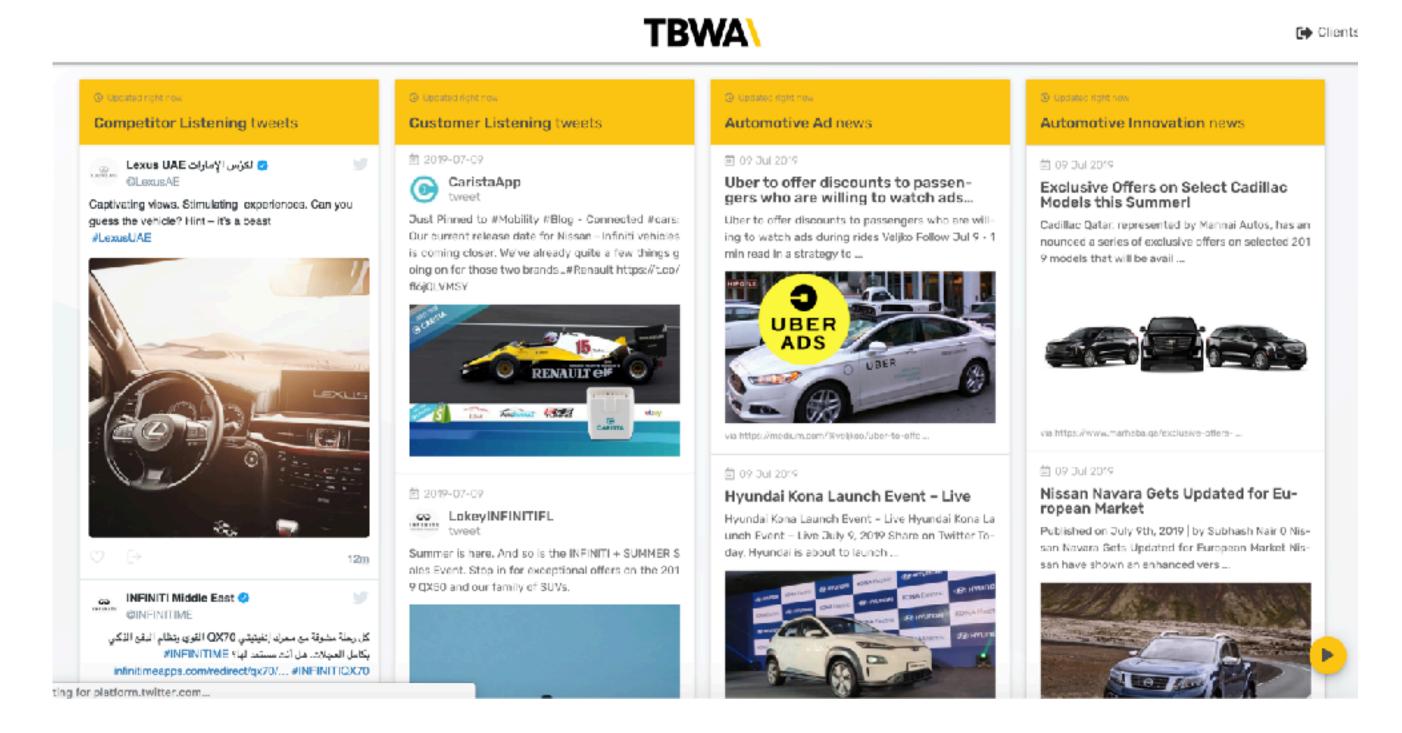
Own the digital conversation around innovation in 2020.



To increase online bookings in 10% by 2019 through our website and mobile app.

## 2. Bring in a couple of industry insights that pre-validate your ideas.

In the last year 70% of car manufacturers focused on safety and innovation, 45% of car buyers

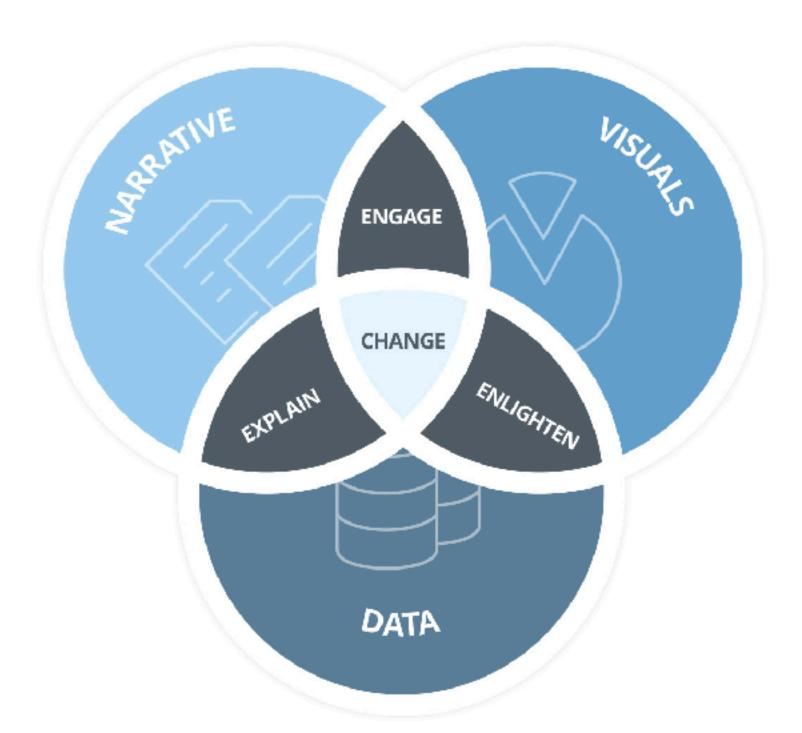


The amount of interaction, eye-ball adherence, and amount of ads consumed will determine the discount of the ride. According to the company, some rides will be discounted by as much as 50%. This is a pilot program being tested in San Fransisco, New York, and Boston. Are you willing to watch mind-numbing advertisements to save up to 50% on your commute?

"In South Africa, Co-creation is more than just a buzzword, 40 percent of millennials want to have a say or play an active role in co-creating the products they spend their money on.

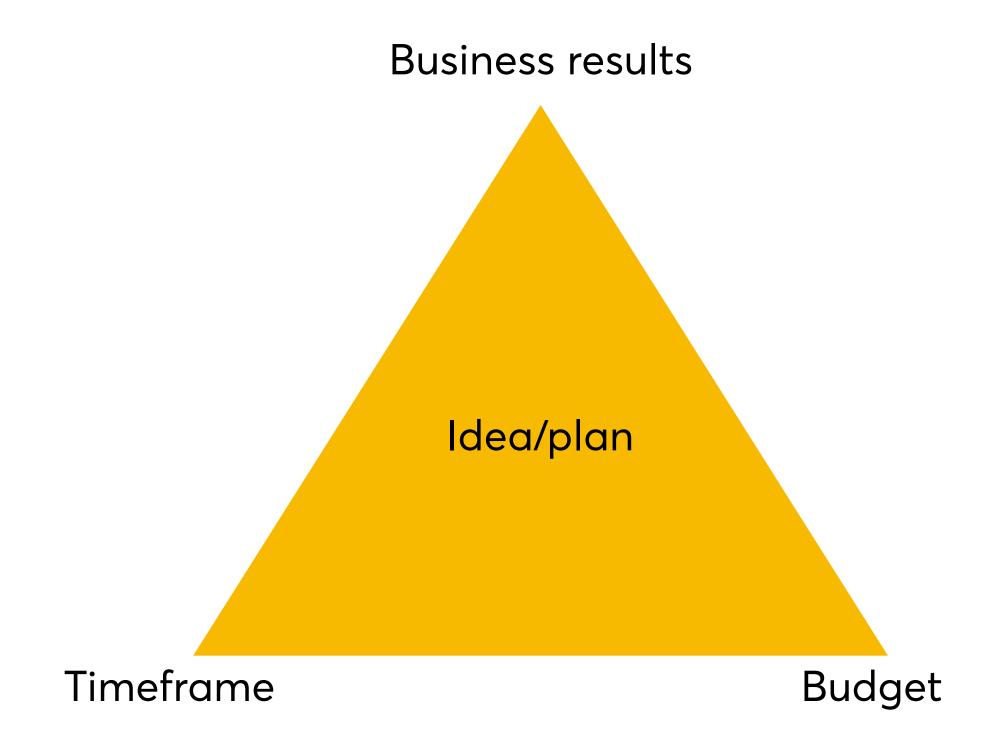
## 3. Data story-telling

Avoid: We feel that, we believe that, we want to... And add validation metrics, numerical examples, case studies that prove that what you're presenting makes sense.



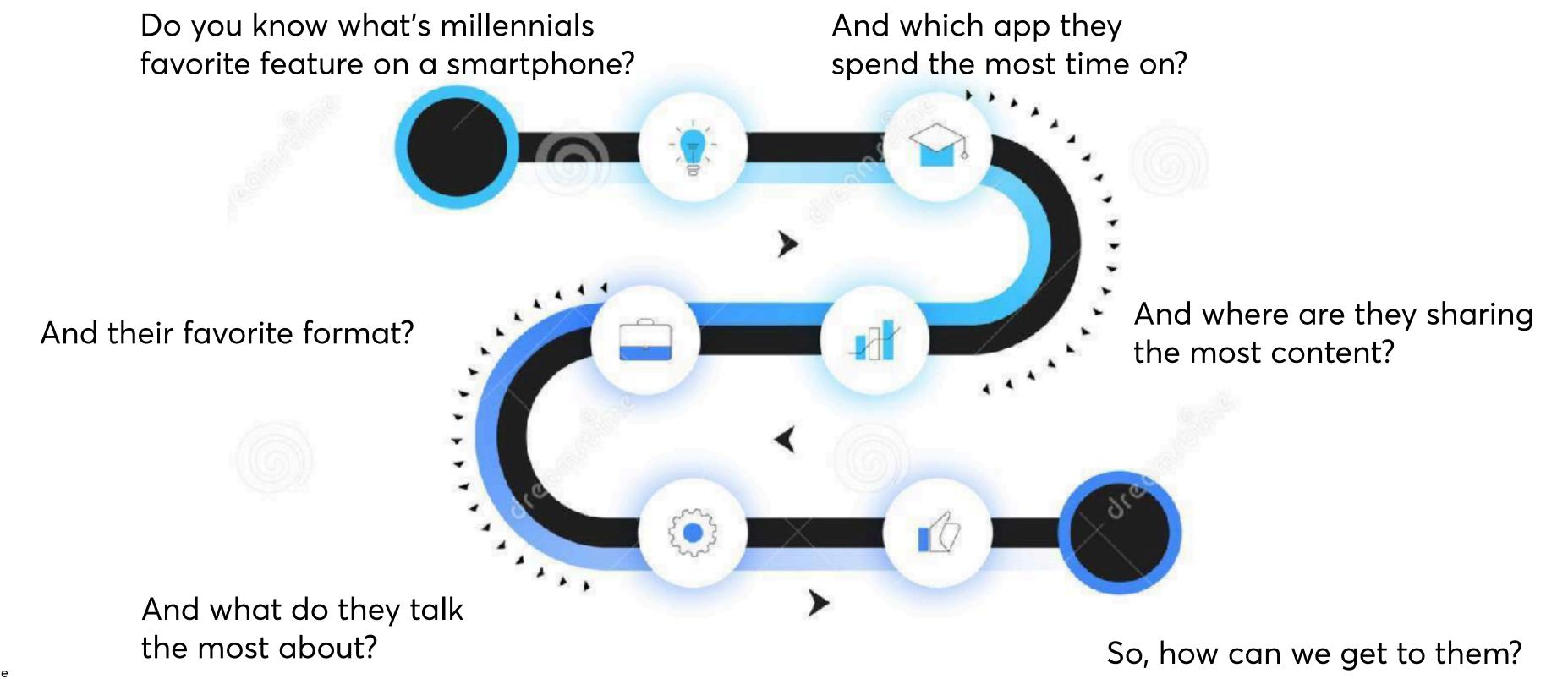
## 4. Remember this triangle

Always gravitate your sales pitch around:



## 5. Use the Columbus principle (Marcus Sheridan - The sales lion)

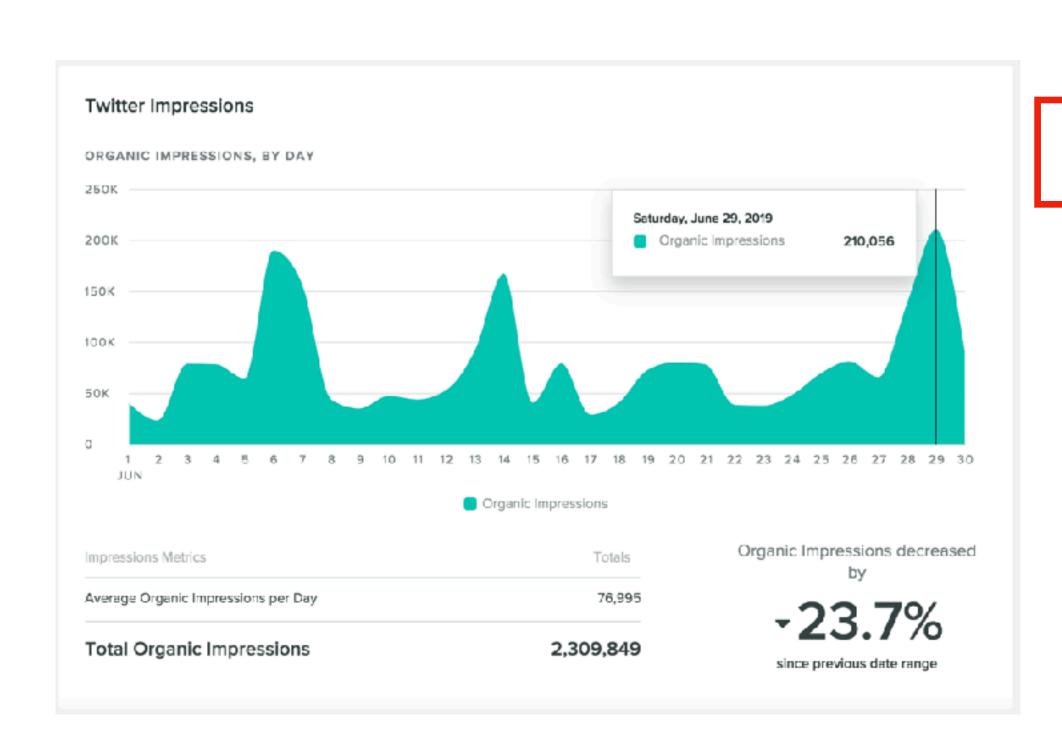
Guide your client with questions and make them feel they found the answer (with your idea)

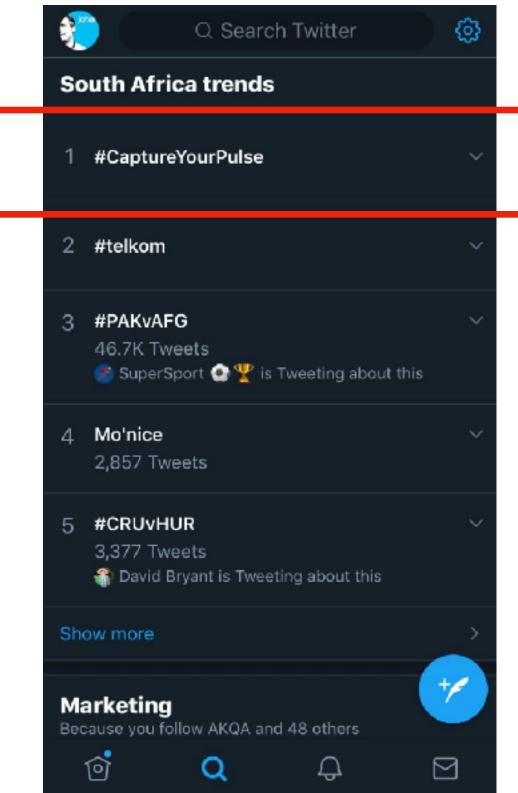




## Example







## 6. Understand, believe and sell

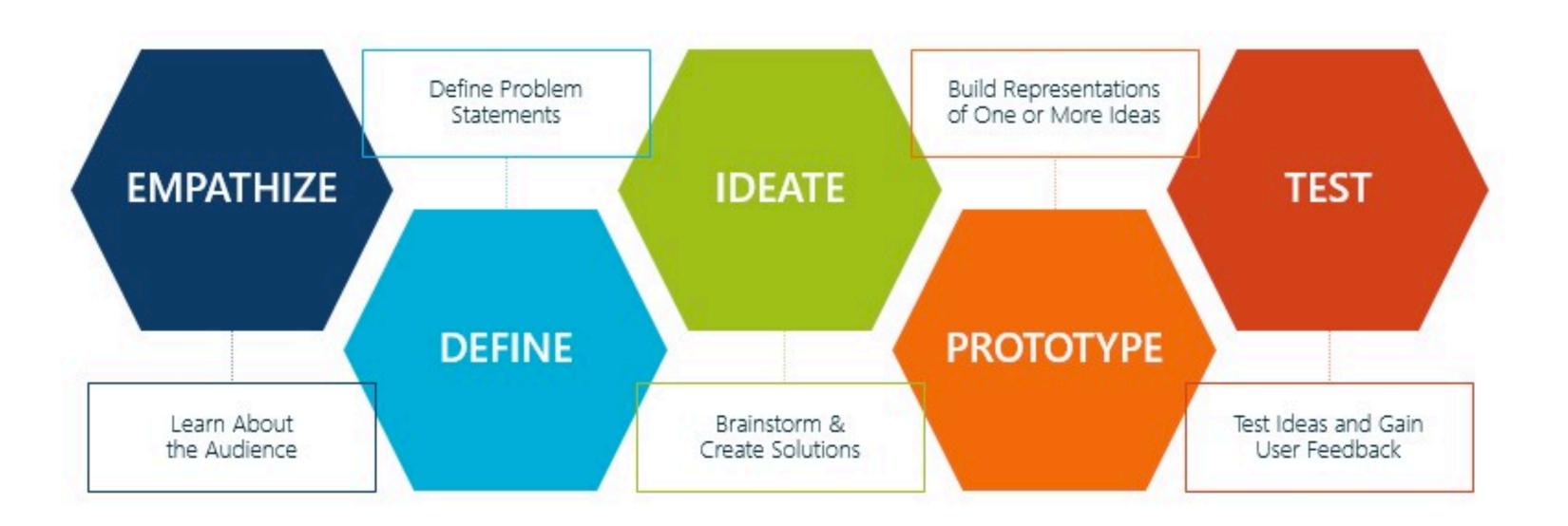
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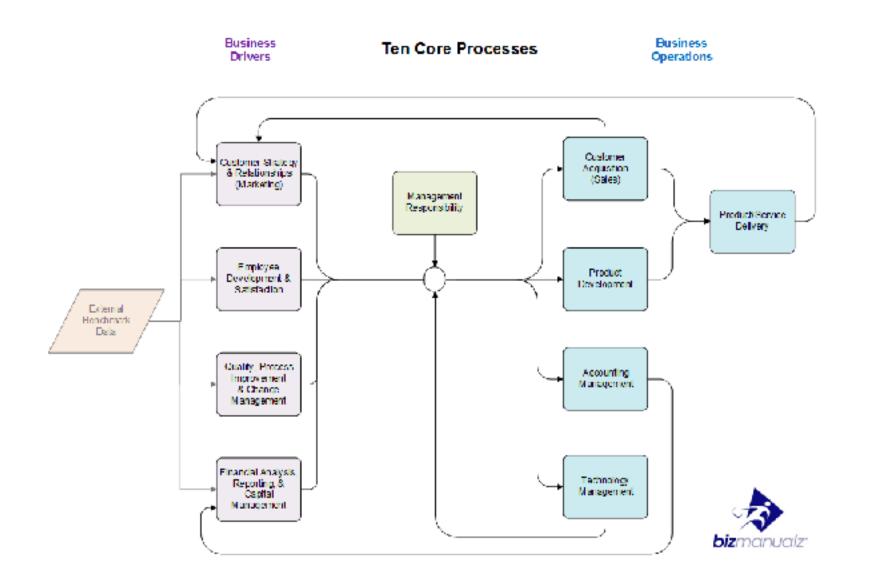
These principles don't work without each other.

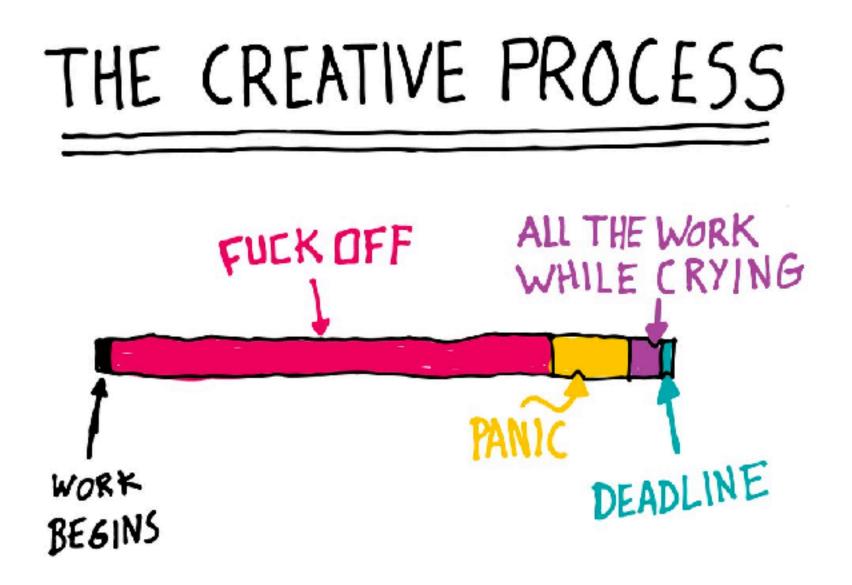
## 5 Stages of Design Thinking



## 7. Biz people need to speak the creative language and vice-versa.

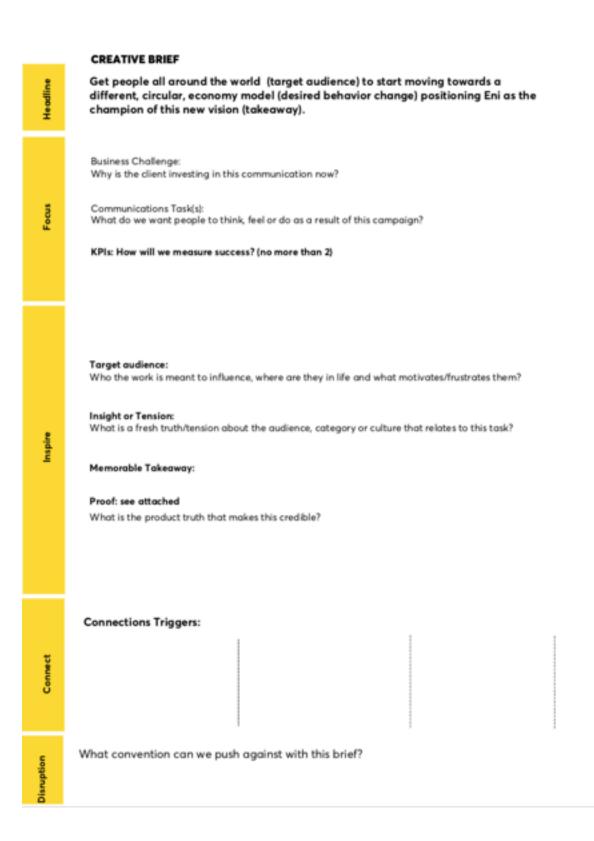
Do we know the meaning of an insight, a rational, a KPI, attribution, market share, etc?





### 8. Sell the suit, not the buttons.

If the principle is correct, details will be discussed later. Don't lose your client's attention.



If you had to explain your idea/plan in 30 seconds or less, would it make sense?

#### 9. Remember the rule of 3

Read the room and anticipate possible questions, this will help the flow of the presentation.

## The Rule of Three

Breaking your slides into 3 concepts helps to:

- Give a compelling structure to your presentation
- 2 Keep it simple
- 3 Keep your audience engaged



## 10. Create a winning structure - Short and sharp.



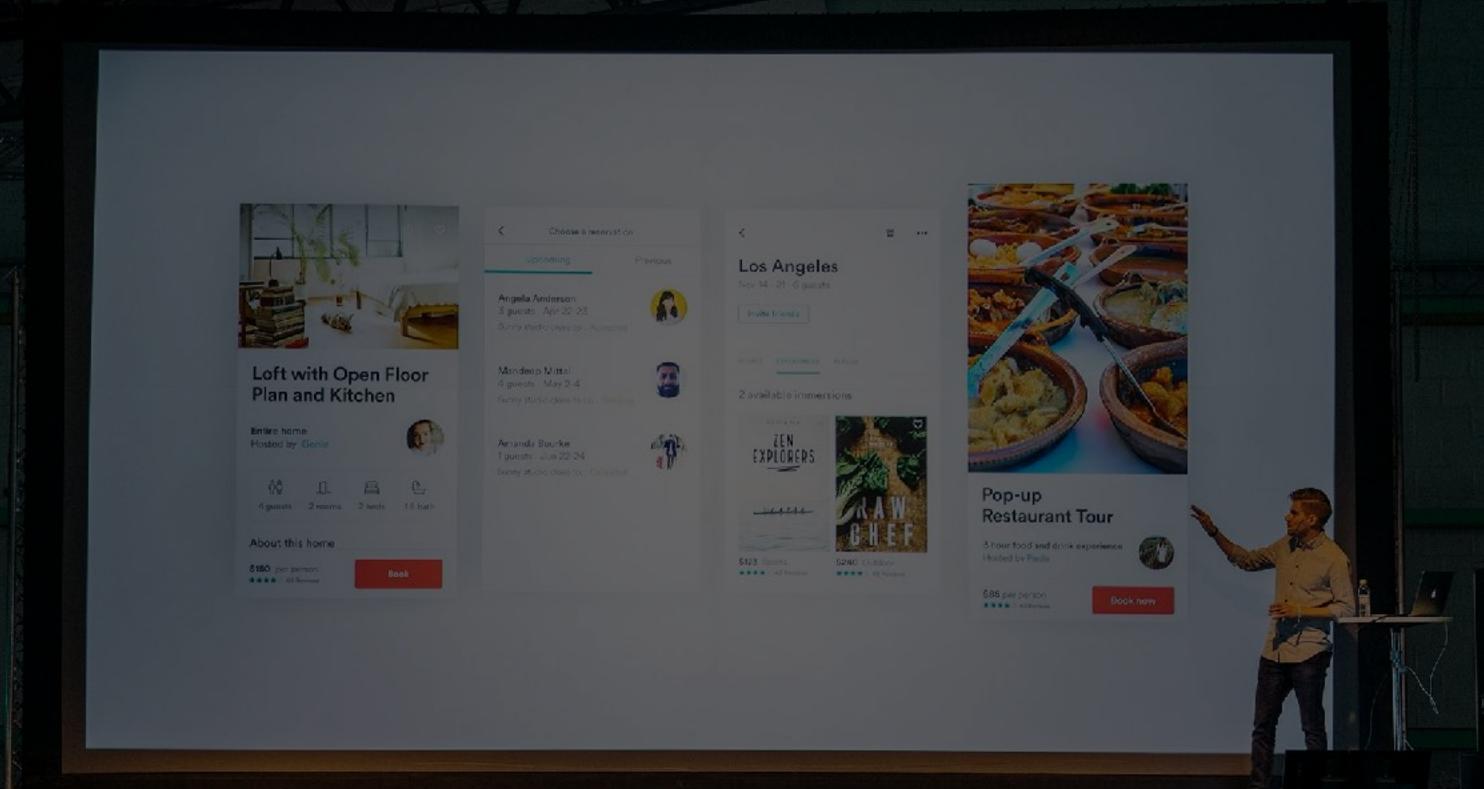
## An extra one... The time-constraint pattern.

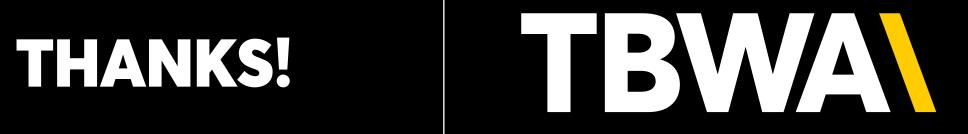
"In the vast majority of cases, they don't [feel at ease] because they don't know how long they're going to be stuck listening to you" Oren Klaff - **Pitch Anything** 



"Guys, let's get started. I've only got about 20 minutes to give you the big idea, which will leave us some time to talk it over before I have to get out of here."

# And remember "DO THE BRAVE THING!" c.g





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