

# 30 Seconds of Glory



A MODEL FOR THE PERFECT PITCH  
AT SPACE APPS

0.00

**INTRODUCE YOURSELF** What is your name and your team's name?

0.02

**LEAD US IN** What topic does your solution address, or what is your passion?

0.05

**NAME YOUR SOLUTION** Provide a title and tagline to catch your audience's attention

- What do people gain? Where is the opportunity?
- What problem does it solve?

0.10

**DESCRIBE YOUR IDEA** How does it work?

- Display images or a prototype
- Describe a user's experience
- Include how data and technology make your solution possible

0.20

**LOOK INTO THE FUTURE** Paint a picture

- What will your idea change?
- Tantalize your audience with what it could be
- What can your solution do for people, the world and beyond?

0.30s

