Enchantment

The Art of Changing Hearts, Minds, and Actions



Achieve Likability



"Pan Am" smile

Zygomatic major muscle



Make a Duchenne smile





Under-dressing:

"I don't respect you"



Over-dressing:

"lam better than you"



Equal-dressing:

"We're peers"



Shake it

PH =
$$\sqrt{(e^2 + ve^2)(d^2) + (cg + dr)^2 + \pi\{(4 < s > 2)(4 2)\}^2}$$

+ $(vi + t + te)^2 + \{(4 < c > 2)(4 < du > 2)\}^2$

- Eye contact throughout
- Appropriate verbal greeting
- Duchenne smile
- Grip and firm squeeze
- Cool, dry, and moderately smooth hand
- Mid-point position between the two of you
- Medium level of vigor
- Two or three seconds

Achieve Trustworthiness









NORDSTROM

Bake, don't eat



Default to "yes"



Get Ready



Do something DICEE

```
Deep
Intelligent
Complete
Empowering
Elegant
```

Make it short, sweet, and swallowable



IF YOU SEE SOMETHING, SAY SOMETHING.

BE SUSPICIOUS OF ANYTHING.

Tell a cop, an MTA employee or call 1-888-NYC-SAFE.











Conduct a premortem





Tell a story



Plant many seeds



Use salient points

Miles/gallon

VS.

Yearly costs

Degrees

VS.

Heating costs

Gigabytes

VS.

Number of songs

Overcome



Provide social proof



Find a bright spot



Enchant all the influencers



Endure



"Loving Memory of Jerry Garcia" by Stephen Dorian Miner

Don't use money



Invoke reciprocation





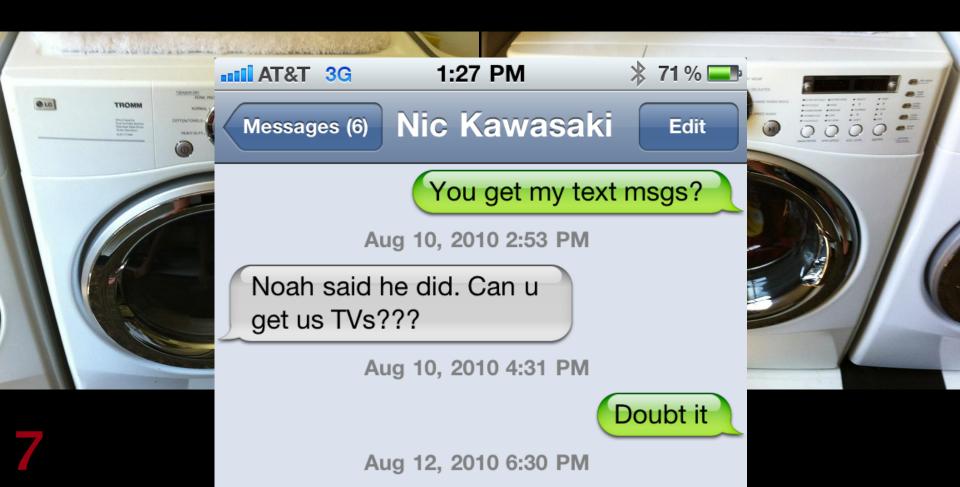
Build an ecosystem



Present



Customize the introduction







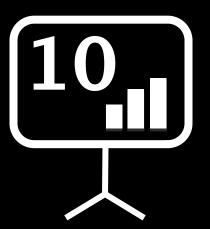


Sell your dream



iPhone \neq \$188 of parts + AT&T

10 slides 10



20 minutes /



30-point font This is 30
This is 20

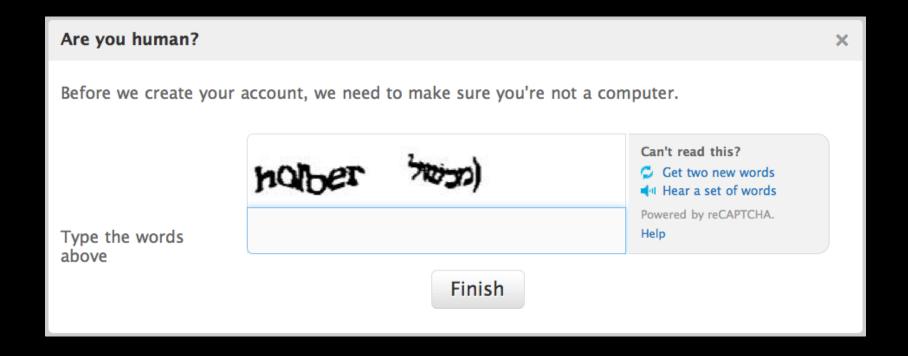
This is 10



Use Technology



Remove the speed bumps



Provide value



Information



Assistance

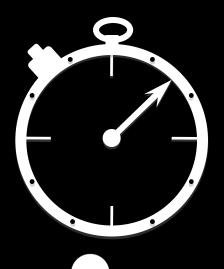




Fast

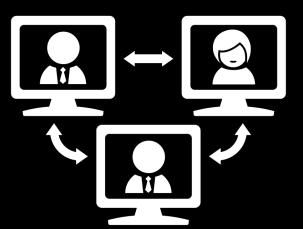


Often



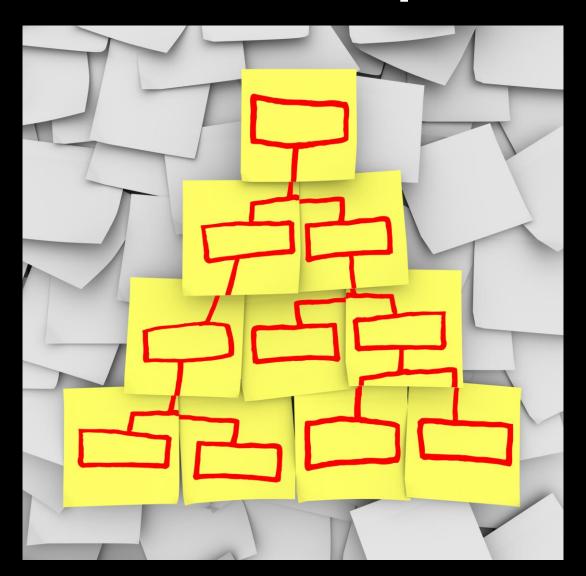








Enchant Up



Drop everything else





Prototype fast

Enchantment

The Art of Changing Hearts, Minds, and Actions

1. Achieve Likability

Zygomatic major muscle—"Pan Am" smile



Orbicularis oculi muscle-Duchenne smile



· Dress for a tie



Over-dressing: "I'm better than you"

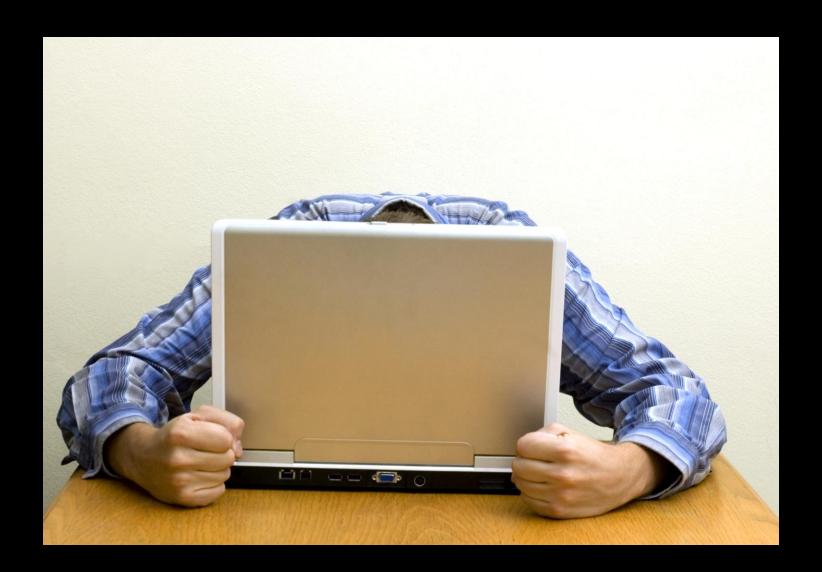


Equal-dre



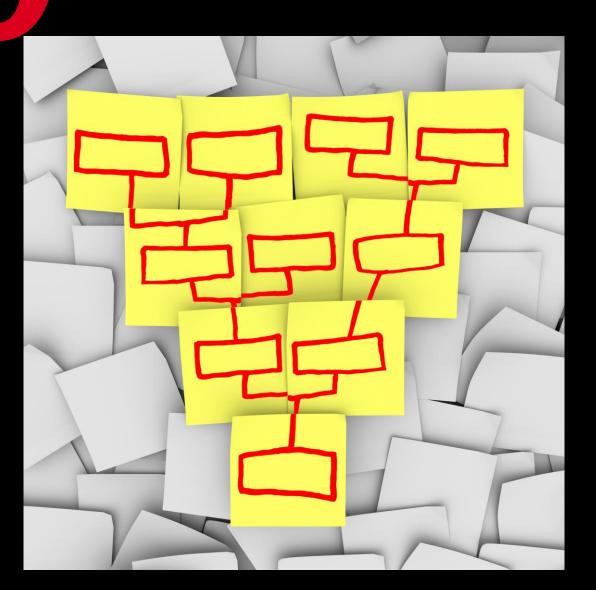
- Shake it
- $\begin{array}{lll} & PH = V \; (e2 + ve2)(d2) + (cg + dr)2 + \pi \{(4 < s > 2)(4 2)\}2 + \{vi + t + te)2 + \{(4 < c > 2)(4 < du > 2)\}2 \end{array}$
- Make eye contact throughout
- Utter an appropriate verbal greeting
- Flash the Duchenne smile
- Grip the person's hand and give it a firm squeeze
 Take up a mid-point position between the two of you
- Make sure you hand is cool, dry, and moderately smooth hand
- Use a medium level of vigor
- Hold the handshake no longer than two to three seconds

Deliver bad news early





Enchant Down



Provide a MAP

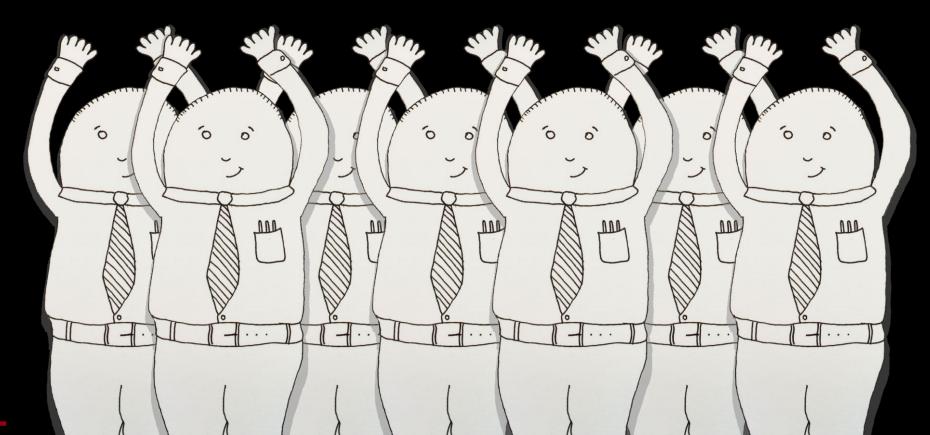
Mastery

Autonomy

Purpose



Empower action



Suck it up



Business/psychology

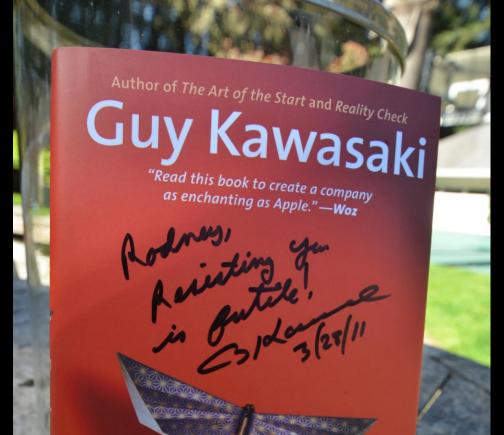
Enchantment



Guy Kawasaki

Author of The Art of the Start and Reality Check





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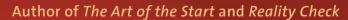
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Slides by AnaFxFz.com

Copies from Gina@garage.com





Guy Kawasaki

"Read this book to create a company as enchanting as Apple."—Woz



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