Persuasive Communications

How to share your ideas, be confident & get people to listen to you



The right comms, for the right person, at the right time...
...to achieve an outcome



Debs Jenkins, TheAssetPath.com for Jane Frankland's The Source, Jane-Frankland.com

Seth Godin: "When we get really attached to how others will react to our work, we stop focusing on our work and begin to focus on controlling the outcome instead."

Communications paradoxes

You need to stand out and fit in

Say something 'difficult' without people switching off

Deliver challenging messages without alienating allies

Explain your ideas and get buy-in

Communicate in written, verbal, visual so that everyone understands you

Be confident without being a pushy jerk

You need to share your successes without being an armhole

AND: You can't NOT communicate

It's made more complicated because

You have a lot to say (you're smart) but sometimes you don't say anything...

If only you had a quick model, a simple way of creating the right communication - how, when, who, why, what - that could help you...

If only it was easy to get your message across, be creative & innovative, know what to say & how to say it, not overcomplicate nor undersimplify...

I have a simple framework to share, that helps you communicate confidently, in any format, so that you are listened to and understood, and you get the result you want - quickly and easily



I'm Debbie Jenkins

I was an electronics engineer (in spite of a careers advisor)

I've been in your shoes (maybe)

I've been running my own businesses for the last 25 years

I am a creation coach, author & publisher

I like making things up

The Thought Leadership Canvas™

Use the TLC to create Persuasive Communications



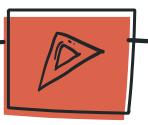
Creating buy in & leading change

Consulting, getting buy-in to ideas, selling, training, leading



Testing ideas

Get it out of your head! Brain / World barrier breaker



Creating all comms

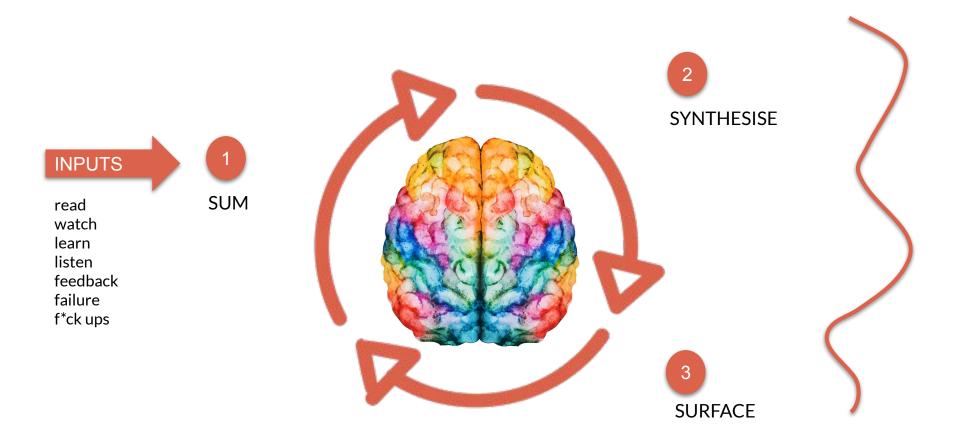
If you want to be heard, understood and influential



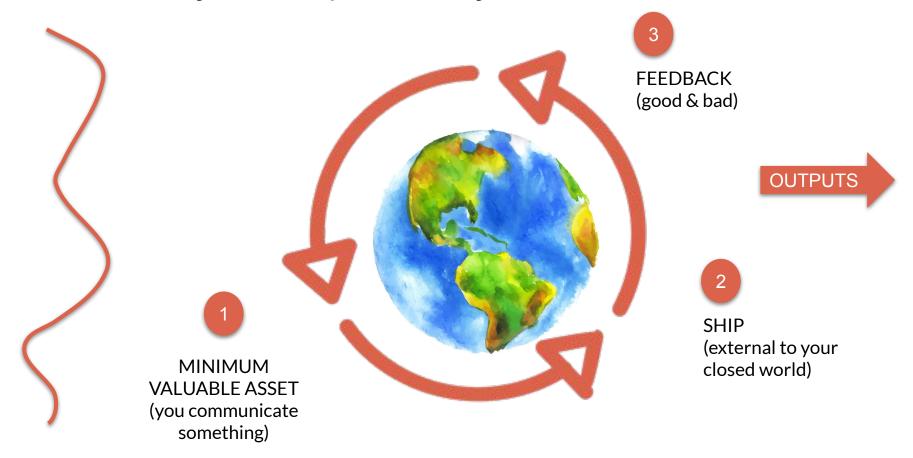
Creating books, apps, products & assets

Making any business assets

Chaos is a feature not a bug



Creation is your responsibility



The Thought Leadership Canvas

Helps you:

Capture thoughts

Organise ideas

Create more

So you can persuade people to do the things that are good for them...

...and for you!

Thought Leadership Canvas from TheAssetPath.com

Who

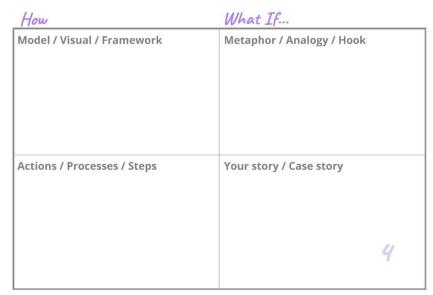
NAME: one real person

GAIN: health, wealth, relationships, self

PAIN: problem, visible, invisible

Value Proposition:	I/We help	(who)
	do/have/improve	(gain)
	without	(pain)
	(by) 2

Why & What 3 A → B Transformations: Their need to move - use "so what?" From A (Do, Be, Have) To B (Do, Be, Have)



Why Not

Constraints & Objections → **Resolutions**

When & What Now!

Timed next step: Most Wanted Response & Call To Action

Thought Leadership Canvas

Who them

Who you

Why & What





1...





..

..









Why not

When & what now!

I am very special, so are you



Debs Jenkins, TheAssetPath.com for Jane Frankland's The Source, Jane-Frankland.com

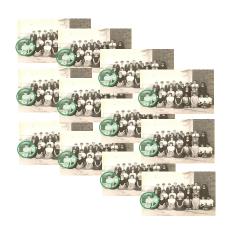
Ah, there I am...

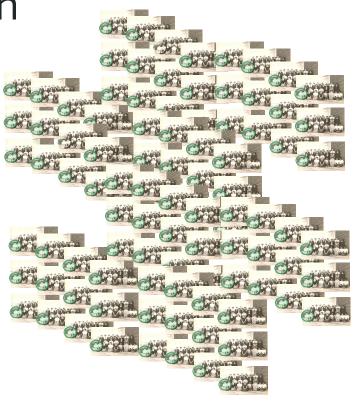






One Person





The ONE real person 'rules'



ONE real person

What problem or pain do they need resolving? (probably: health, wealth, relationships or self)

Their Most Important Problem (Richard Hamming)

Bleeding neck or weeping wound?

Look for 'invisible' problems - what they're not telling you - the '4am Dave Brain' problems.

Write down as many as possible...

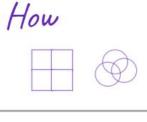
These pains turn into...

Thought Leadership Canvas

Who them

Who you













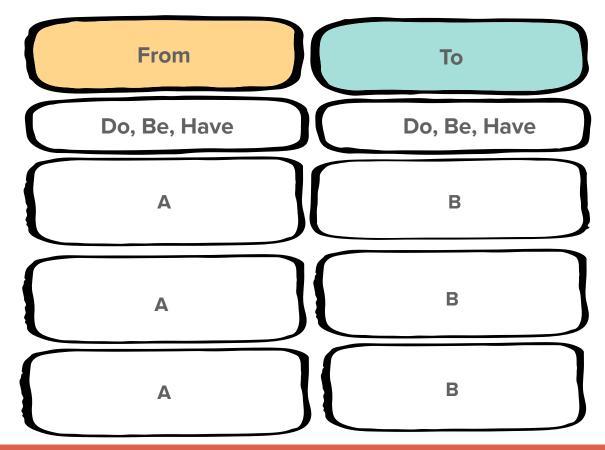




Why not

When & what now!

A to B(e) Transformations - all comms is about transformation



A - B(e) Transformation 'rules'

Be descriptive (make it real)

Use all senses (see, hear, touch, smell, taste)

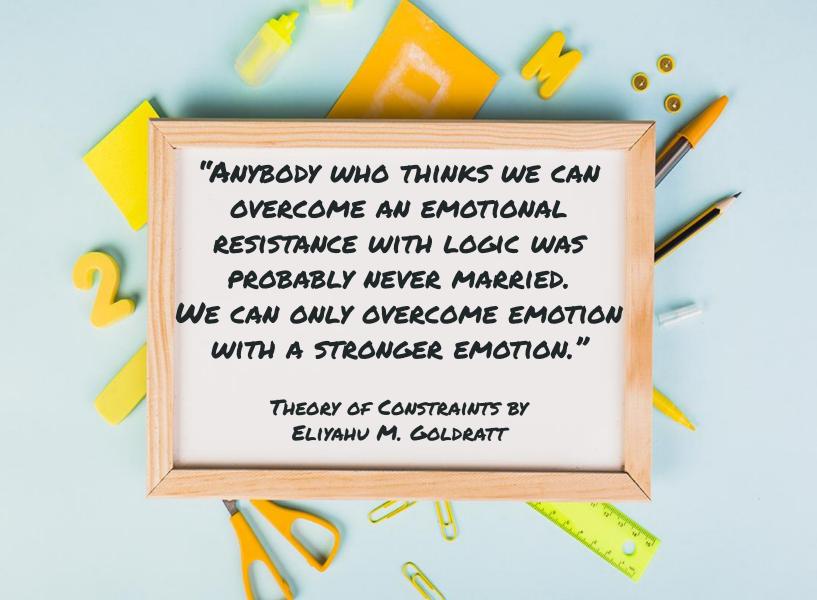
Be relatable (feel, felt, found)

Use their words (and connect to your lexicon/words)

Not magic (believable)

Agitate the pain (only if you have a solution)

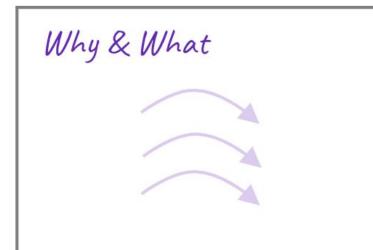
Create a lot of transformations - then select 3

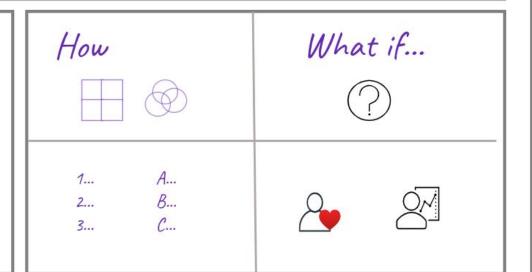


Thought Leadership Canvas

Who them

Who you





Why not

When & what now!

Thought Leadership Canvas 'rules'

- 1. Create as many canvases as you want
- 2. You don't have to be correct be creative
- 3. You are making assumptions that's OK
- 4. You can have as many 'thoughts' as you want (one thought per canvas)
- 5. You can have one canvas for each business model, idea, asset, article, app...
- 6. You must have one canvas for each PERSON they are special

'Thoughts' = your way of making a transformation for one real person

Use post it notes to move ideas around

You are only constrained by your imagination

Interview your ONE real person to fill in some of the gaps

Thought Leadership Canvas

NAME:

Andy person

GAIN:

wealth + Relationships

PAIN:

turing to do everyting turnself cas he's

unconferable hiring

Value Proposition: I/We help Smat Regole (who)

do/notwing dever thanks into Villings)

without dainy everything hamelies

Why & What 3 A - B Transformations: Their need to move - use "so what? From A (Do, Be, Have) To B (Do, Be, Have) . Busy doing low paid Spend line talking to Lark - windst - high value properts + new having hime to convert into exp to do consulting/selling 2 Aproved of me to him 2-3 people duing tasks so you con tous on being brillia Go muy us get it more + scord of firing 3 Ocesn't know how to he manage people delegate + manage you specify task Deople

How	What If
Model / Visual / Framework Cons TAP Che Hye-D	Metaphor/Analogy/Hook Govillas Want Banana
Actions / Processes / Steps	Now, small team : Next, agency?

Why Not

Constraints & Objections Resolutions

I can do it myself - D butshald you?

Always done it like this -> cours to time for change

When & What Now!

Timed next step: Most Wanted Response & Call To Action

MWR = Retrick outsering to open wind

CTA = (TAP Agency) interested?

Hought Leader Carries by Debter lenking is beensed under CC By NC ND 4 Q inspired by Pink Sheets from Thought Leaders & StoryBrand by Donald Miller-

Thought Leadership Canvas from TheAssetPath.com

Who

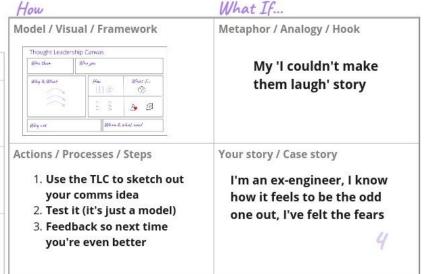
NAME: Jodyeal person

GAIN: Confidently share her ideas and s, self know she'll be listened to he New in her role, sometimes gets spoken over, uncertain

Value Proposition:

I/W your communications - written or spoken - do/that will make sure you are listened to, ____ (gain) wit understood and get the result you're looking pain) (by for - without shouting ;-)





Why Not

Constraints & Objections → Resolutions

I don't have time to learn another framework - once you've learnt it, all your comms are faster & easier - it's super simple

When & What Now!

Timed next step: Most Wanted Response & Call To Action

MWR: Try the TLC next time you have a presentation, email, article, whitepaper, event, book to write CTA: If you want to go into more detail join me on the Persuasive Comms Sprint in September



Communication is about experimentation

You can't make people laugh (or do the thing you want them to do)

Do the only thing you have control over (the 'you' bit) BUT don't measure your success by the things you don't have control over (them)

You can't make an impact, change the world, get people to buy your product, get a promotion with your ideas stuck in your head

Use the TLC to get out of the chaos of ideas in your brain, to create communications, products, books, apps, articles, emails, memberships - whatever you want - in the world

Use The Thought Leadership Canvas

- 1. Make it easy for you to communicate (**minimum** effort)
- 2. Get and keep the <u>attention</u> of the people that matter
- 3. Influence people to help you get things done

You now have a tool for creating communications - written & spoken - quickly and easily.

Use the Thought Leadership Canvas to create different types of communications for different reasons for different people - **so you can be more you!**

Nobody buys pre-mixed plasticine





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The Persuasive Communications Sprint

- 1. Make it easy for you to communicate (minimum effort)
- 2. Get and keep the <u>attention</u> of the people that matter
- 3. Influence people to give you their <u>information</u> so you can make better offers/products
- 4. Make money from the interactions so you both gain (value for you and for them)
- 5. Create things that you can reuse, recycle, & upcycle (assets)

At the end you will have prototyped at least one asset for your business.

You will have tools & techniques for making assets quickly and easily.

You will have a framework to use to create different types of asset for different reasons.

Join us: https://janefrankland--debsjenkins.thrivecart.com/persuasive-communications-sprint/

Use code: JANEFRANKLAND to get \$100 off

Keep in touch:

<u>LinkedIn</u>

The Asset Path. com

DebbieJenkins.com