

# Deep Innovation Dossier: The CUE Professional Presentation Command Unit



# Product Vision & Value Proposition

The CUE Professional Presentation Command Unit envisions a future where the technical failure of slide navigation is completely eliminated, allowing presenters to achieve flow state and connect seamlessly with their audience.

This is not merely a clicker; it is a dedicated, mission-critical tool for flawless communication in environments ranging from TED Talks to Fortune 500 boardrooms.

Unique Selling Points (USP):

**Unwavering Reliability:** Utilizes robust RF protocols and an integrated external antenna, delivering connection stability far superior to standard Bluetooth alternatives.

**Tactile Simplicity:** Large, distinct "Next" (Green, Rack Forward) and "Previous" (Red, Rack Reverse) buttons eliminate visual ambiguity, crucial for rapid, non-visual control.

**Professional Durability:** Designed with a ruggedized chassis suitable for continuous use by A/V teams and frequent travel, ensuring longevity and consistent performance.



# Consumer & Market Impact

**Primary Persona:** The Keynote Speaker (Professional Presenter): Pain point: Technical failure during a high-stakes moment can derail hours of preparation and damage reputation. Solves this by guaranteeing reliable slide advance, allowing them to focus purely on delivery.

**Secondary Persona:** The Event Production Manager (Enterprise Client): Pain point: Managing complex A/V setups across multiple simultaneous rooms; unreliable tech generates last-minute crises. Solves this with plug-and-play reliability, reducing setup time and technical stress.

**Non-Obvious Persona:** The Academic/Research Presenter (Specialized Use Case): Pain point: Presenting complex, data-heavy content where precise timing and immediate feedback are essential. The CUE's lag-free performance allows for accurate interaction with scientific diagrams and models.

**Early Adoption Sectors:** Large-scale conferences (e.g., tech, medical), Corporate Training Facilities, and Broadcast Studios where presentation quality directly impacts revenue or credibility.

**Inspirational Quotes:**

“I used to dread the moment the clicker would drop connection. With CUE, I forget the technology is even there. Pure confidence.”

“The green and red tactile cues are brilliant—I can control my slides perfectly in the dark auditorium without looking down.”

“This saves us five minutes of troubleshooting per session. In a 30-session day, that’s massive operational efficiency.”



# Feasibility Assessment

Technological Readiness Level (TRL): TRL 8 – Actual system completed and qualified through test and demonstration.

Explanation: The core components (RF transmission, tactile button mechanisms, power management) are mature, established technologies adapted for this specific reliability standard. The system shown in the image appears to be a finalized, professional-grade prototype or early production unit, having undergone thorough testing.

Next Stage: TRL 9 – Actual system proven through successful mission operations (i.e., mass deployment in target events).

Business Readiness Level (BRL): BRL 6 – Business model confirmed and first sales initiated.

Explanation: Given the professional branding (DSAN.com) and the polished nature of the device, it is highly likely that initial market entry and sales to niche professional clients have already begun, confirming the basic value proposition and pricing structure, likely targeting high-end A/V rental houses or corporate clients directly.

Next Stage: BRL 7 – Business scaling plan validated and first commercial implementation achieved in new markets or expanded volumes.



# Prototyping & Testing Roadmap

## Phase 1: MVP Refinement (3 months):

Focus on optimizing battery life and further minimizing signal latency under extreme stress conditions (e.g., environments with high electromagnetic interference).

Develop an integrated charging/carrying case accessory to enhance B2B durability and logistics.

## Phase 2: Targeted Field Trials (4 months):

Deployment with top-tier Event Production firms in three major metropolitan areas (e.g., London, New York, Singapore).

A/B testing of alternative receiver unit designs (USB-C vs. specialized I/O) based on A/V technician feedback.

Iterative refinements based on usage feedback regarding button tactile feel and chassis grip.

## Phase 3: Parallel Business Model Validation (Ongoing):

Validate a rental/subscription model specifically tailored for large conference organizers, ensuring high equipment turnover and maintenance support.

Finalize enterprise licensing agreements for corporate use (B2B SaaS component for fleet management, if applicable).



# Strategic Launch & Market Integration

**Strategic Partnerships:** Establish exclusive partnerships with leading global Audio/Visual Equipment Rental Houses (e.g., PSAV, Freeman) to make the CUE the default standard for premium events.

**Distribution Channels:** Primary focus on B2B direct sales and specialized A/V integrators. Secondary channel through high-end professional equipment marketplaces (not consumer retail).

**Pilot Programs:** Launch a "Flawless Presentation Guarantee" incentive program, offering deep discounts to the first 50 professional conferences that commit to exclusively using the CUE system across all their stages.

**Macrotrend Integration:** The CUE system aligns directly with the macrotrend of The Experience Economy and Professionalization of Digital Events. As virtual and hybrid events demand higher production quality, the need for zero-failure hardware like CUE becomes non-negotiable, positioning it as the backbone of future professional communication infrastructure.

This innovation signals a move toward ubiquitous, hyper-reliable IoT devices dedicated to critical operational tasks.

**Next Step:** Secure immediate validation trials with three major North American corporate event organizers to establish performance metrics in live, high-pressure environments, focusing on feedback regarding connectivity range and tactile response.