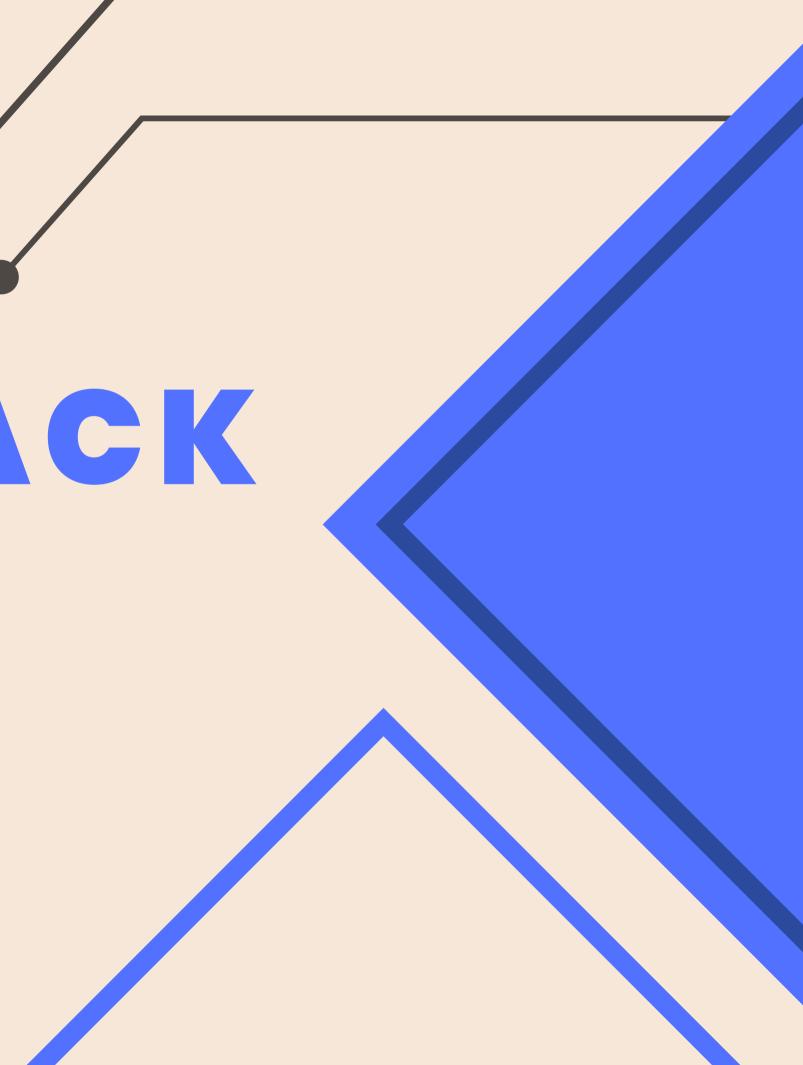
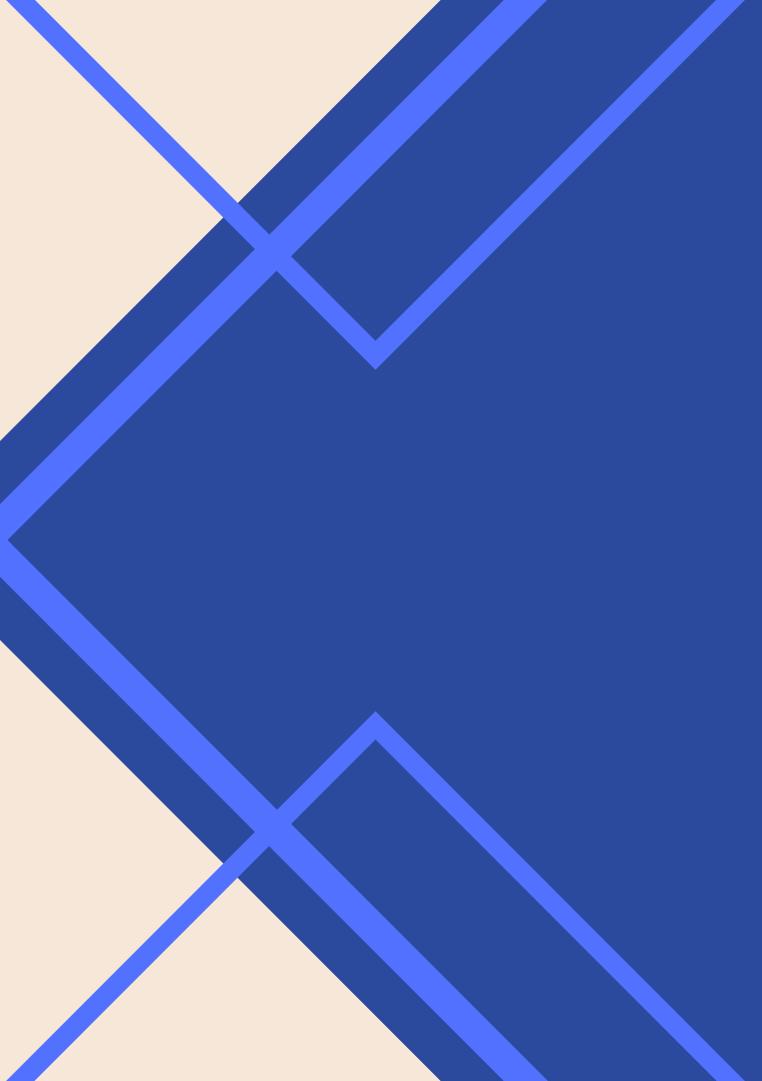
# WELCOME BACK TO DECA

#### EXPERIENCE THE DIFFERENCE



### AGENDA





### TIMELINE

**DROP DEADLINE** September 25th

September

REGISTRATION WRITTEN/ROLEPLAY October

WRITTEN/ROLEPLAY

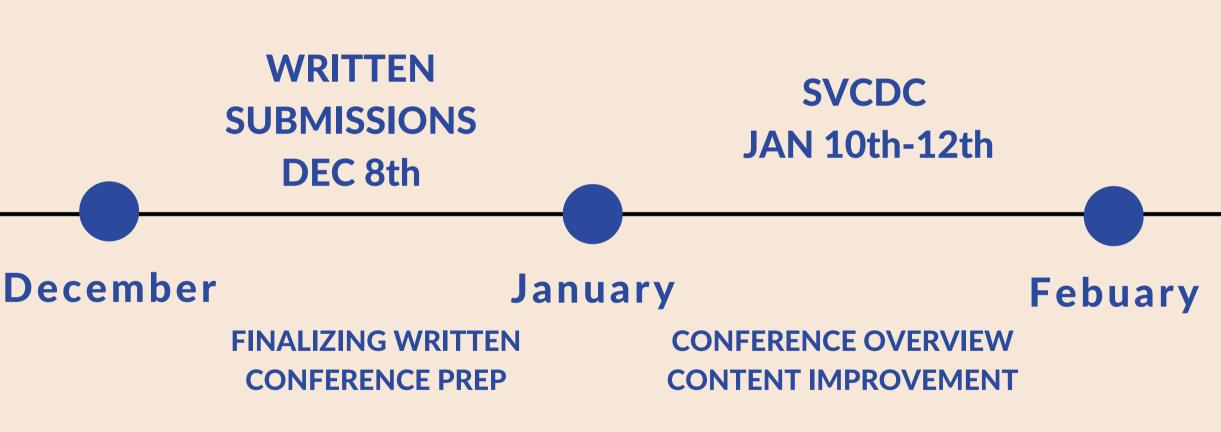


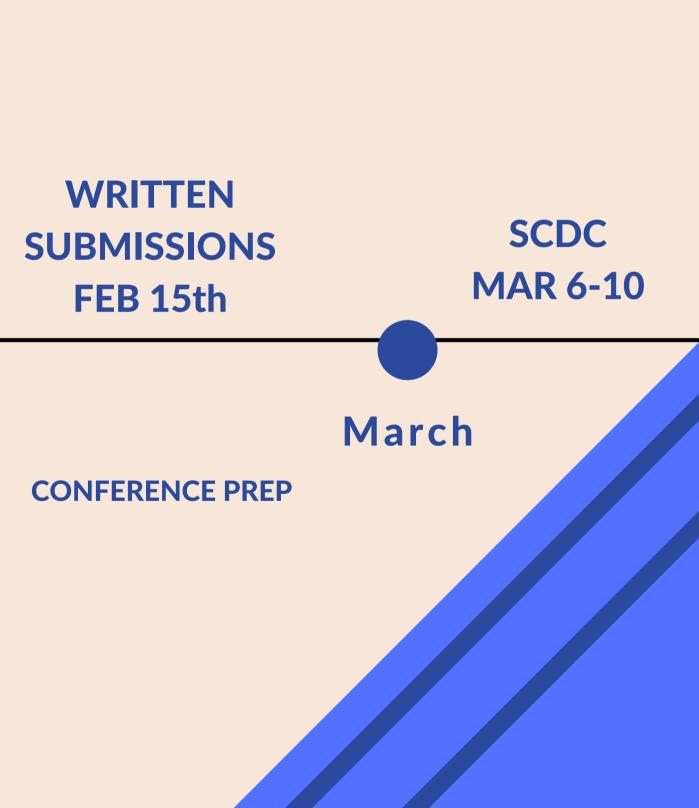
#### **MOCK CONFERENCE October 26th**



#### **MOCK PREPERATION**











### WRITTENS

### SAME OPTIONS AS BEFORE BUT WE ENCOURAGE THOSE TO EXPLORE!

• Strengthen your team • Set goals to meet • Peer Review & assistance from anyone Covering all bases

2. Introduction

Description of the business or the organization

- i. Origin & founder of the company
- ii. Reason for Existence (Core values, vision for the

future/philosophy, and what the business provides)

- iii. Current Status of business
- Description of the target market
  - i. Demographics and Psychographics (maybe Geographics)
    - A. Charts and/or statistics
    - B. Cited information
    - C. The reasoning for target market

Overview of the business or organization's current process for

recruiting, hiring, onboarding, and retaining employees

- 3. Research Methods Used In Study
  - Description and rationale of research methodologies selected to

conduct the research study

- i. Primary and Secondary Research Methods; include their descriptions
- ii. Rationale of research methods
- □ Process used to conduct the selected research methods
  - i. Timeline of when the research was conducted
  - ii. How the research was conducted
- 4. Findings and Conclusions Of The Study

Findings of the research study (have 3-6 findings/points)

i. Highlight important info from findings (Statistics, quotes, etc.)

1

## WRITTEN CHECKLIST

STOP PROCRASTINATING AND DO IT ON TIME!

• In-depth checklist • Provided in mentor pods Deadlines & suggested points to cover • Created to keep mentees on track!

### Professional Selling POPULARI Business Operations

20.2%

#### **Project Management** 7.1%

**Integrated Marketing** 

22.4%



Entrepreneurship 30.8%

### **EVENT POPULARITY-ENTREPRENEURSHIP**



EBG 4.5%

> EIP 29.9%

ESB 31.6%

### **EVENT POPULARITY-BUSINESS OPERATIONS BMOR** 14.2% BOR 22.6% **SEOR** 16.8%

- 1. Hospitality & Tourism Operations Research
- 2. Business Operations/ Finance Operations Research
- 3. Sports & Entertainment Operations Research
- **4. Business and Merchandising Operations** Research

Analytics Takeaway (SCDC 2023)

- Popularity of event shouldn't be the deciding factor
- Choose to your strengths, not to others

**HTOR** 23.9%

FOR 22.6%

### **EVENT POPULARITY-INTEGRATED MARKETING**

IMCE 24.7%

- Integrated Marketing Campaign -Service
   Integtated Marketing Campaign -Product
- 3. Integrated Marketing Campaign- Event

Analytics Takeaway (SCDC 2023)

- Popularity of event shouldn't be the deciding factor
- Choose to your strengths, not to others

IMCP 36%

IMCS 39.3%

### ROLEPLAYS



#### INDIVIDUAL

 10-MINUTE PREP & 10-MINUTE PRESENTATION
 2 ROLEPLAYS
 14 EVENTS



### TEAM (2 PEOPLE) 30-MINUTE PREP & 15-MINUTE PRESENTATION 1 ROLEPLAY 8 EVENTS

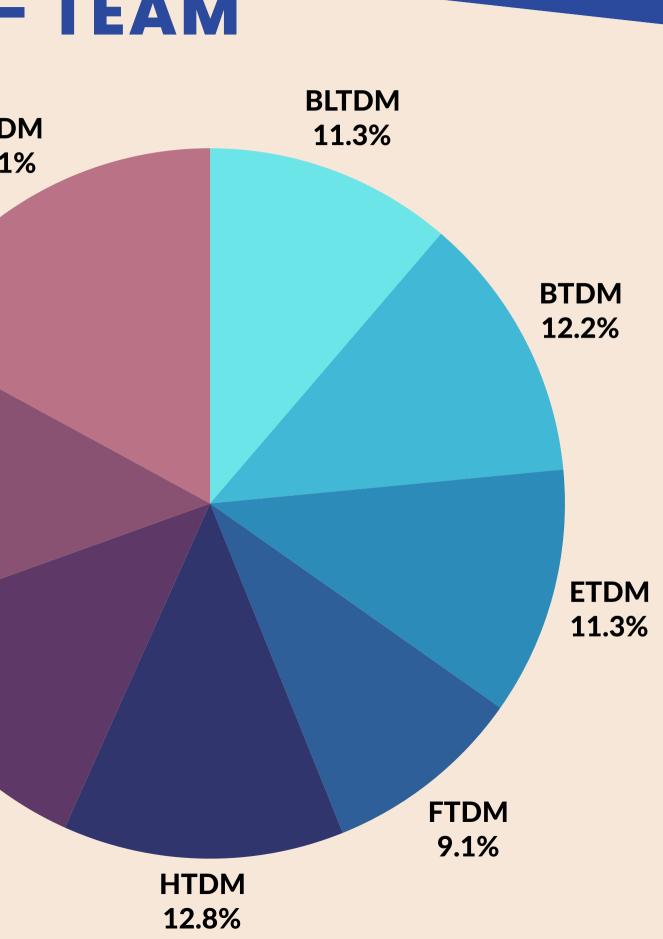
### **EVENT POPULARITY**

Individual 72.7%

Team 27.3%

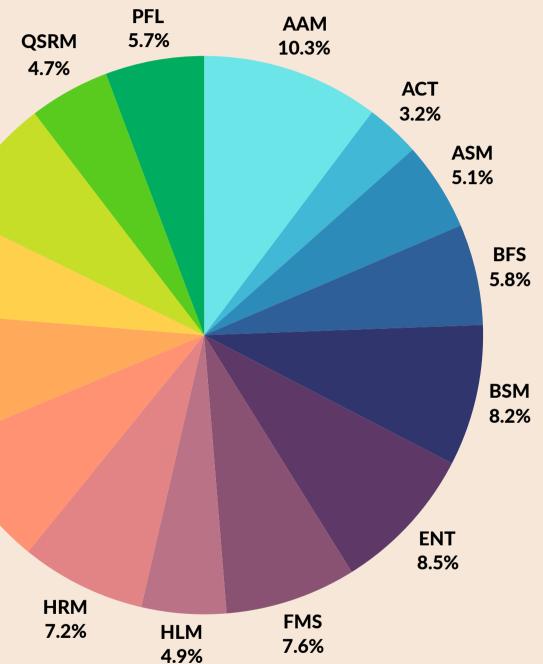
### **EVENT POPULARITY - TEAM**

1. Marketing TDM	MTE 17.1
2. Sports TDM	
3. Travel & Tourism/ Hospitality TDM	
4. Business TDM	
5. Business Law &	
Ethics/Entrepreneurship TDM	STDM 13.4%
6. Finance TDM	
Analytics Takeaway (SCDC 2023)	
<ul> <li>Popularity of event shouldn't be the</li> </ul>	TTDM
deciding factor	12.8%
<ul> <li>Choose to your strengths, not to others</li> </ul>	



### **EVENT POPULARITY - INDIVIDUAL**

1. Apparel and Accessories Marketing Series	
2. Entrepreneurship Series	RFSM
3. Business Services Marketing Series	7.4%
4. Marketing Communication Series	
5. Sports and Entertainment Marketing Series	RMS 6%
6. Food Marketing Series	
7. Restaurant and Food Service Management Series	SEM
8. Human Resources Management	7.6%
9. Retail Merchandising Series	
10. Business Finance Series	MCS
11. Personal Financial Literacy	7.8%
12. Automative Service Marketing Series	
13. Hotel and Lodging Management Series	
14. Quick Serve Restaurant Series	
15. Accounting Applications Series	Analytics
	• Popu
	• Cho



#### s Takeaway (SCDC 2023) larity of event shouldn't be the deciding factor **Choose to your strengths, not to others**

## **ONLINE EVENTS**

## STOCK MARKET GAME

- Team Event (Up to 3)
- 10-page written, portfolio & 15minute presentation
- Trading stocks, bonds, & mutual funds on a daily basis
- Based on the real-world market & interest and transaction fees exist
- Top 25 from region qualify for ICDC



Team Event (Up to 3) 2 VBC Rounds and no written required Simulations of running a business 8 different categories and topics ICDC qualifiers are based on cumulative ranking



#### **DEADLINE IS SEPTEMBER 8**

### THE LINK WILL BE ON VCS.NET/DECA, AND YOUR BUSINESS CLASS'S MOODLE PAGE