

- ❑ Sign up for a marketing email service such as Mailchimp or CampaignMonitor.

AFTER THE APP IS DESIGNED

- ❑ Update your teaser website with screen shots, logos, and your app icon.
- ❑ Start sharing your designs on social networks. You don't have to reveal the entire screen. Just a section will ignite curiosity.
- ❑ Tell people the time frame of the launch and give them a reason to mark it on their calendar.
- ❑ Send an email to your subscribers sharing your designs. Offer them a freebie download or an exclusive look that is available only to subscribers.
- ❑ Update all your social media sites with your logo and icon. Use your app icon or your logo as your image and get it in front of people so they start to recognize your brand.

AFTER THE APP IS DEVELOPED

- ❑ Create a viral video. Show your app in action in the video. If it's good, it can also be your demo video for the press.
- ❑ Publish your launch date. Put it on your website and social media sites, and email your distribution list. Let people know the date to expect your app.
- ❑ Write all your promotion copy. Compose your product description for iTunes, the content for your website, and other marketing materials. Proofread it multiple times and get someone else to read it, too.
- ❑ Create screen shot "mini-ads" of your app. Capture five screens of your app and put together mini-ads of each one to be posted on iTunes.
- ❑ Put together your press kit. Create a zip file that has high-resolution copies of your icon, app screens, and logo. Also include a reviewers' guide to really make the press happy.