





# Supportive Selling with Dan Williams

### Summary

#### Learn next generation selling techniques

- Structure your sales calls for success
- Discover clear, practical techniques to draw out buyers' needs
- Build knowledge in interactive educational material
- · Practice talking with the simulated buyer Dan Williams to build selling skills
- · Accelerate skill-building with the help of an on-screen coach and detailed after-action reviews
- Challenge yourself with gaming elements like virtual commissions, achievements, and a global leaderboard

#### Scenario

#### Practice sales calls using the next generation simulation technology

- You are a Senior Vice President for Sales for John Bear Training
- Your buyer is Dan Williams, the Director of Training at Oliver Fulton Communities Inc., a network of 20 senior-living communities scattered around the United States
- Dan has vague notions about what he needs, which you can help him build into pressing needs
- As you discuss each of his needs, Dan will form an opinion of his specific need for your training course, which will determine his interest in your specific product
- Throughout the entire conversation, Dan will form an opinion of you that will ultimately affect his decision to drop you from consideration or become your champion within Oliver Fulton
- Dan's needs and personality vary every time, so no two calls play the same way



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# **Learning Objectives**

After achieving mastery through practice sales calls with feedback, the user will be able to apply the Supportive Selling model to:

- Set a proper tone
- · Get statements of potential needs and development them in to statements of pressing needs
- Present solutions with maximum impact
- Develop a follow-up plan

# Seat Time

- Interactive Educational Materials will require 2-3 hours
- Each simulated conversation will last 20-40 minutes
- Average user will require 6-12 hours to achieve mastery, but can learn the basics in a few hours.

NOTE: Figure does not account for longer-term "refresher" sessions, which will vary by user.