



Neon Dev Bootcamp

Learn by building:
Launch on Solana with EVM tools

Go-To-Market Strategy in Web3

Week 10

In this module



1. What is a GTM strategy?
2. GTM framework
3. From framework to moves
4. Don't guess. Measure.



What is a GTM strategy?

What's GTM anyway?



GTM is a plan for how you engage with users to get them to try, use, and stick with your product.
It's about **getting your product in front of the right people.**

PERIODT.

PMF gives you clarity. GTM gives you reach.



GTM framework

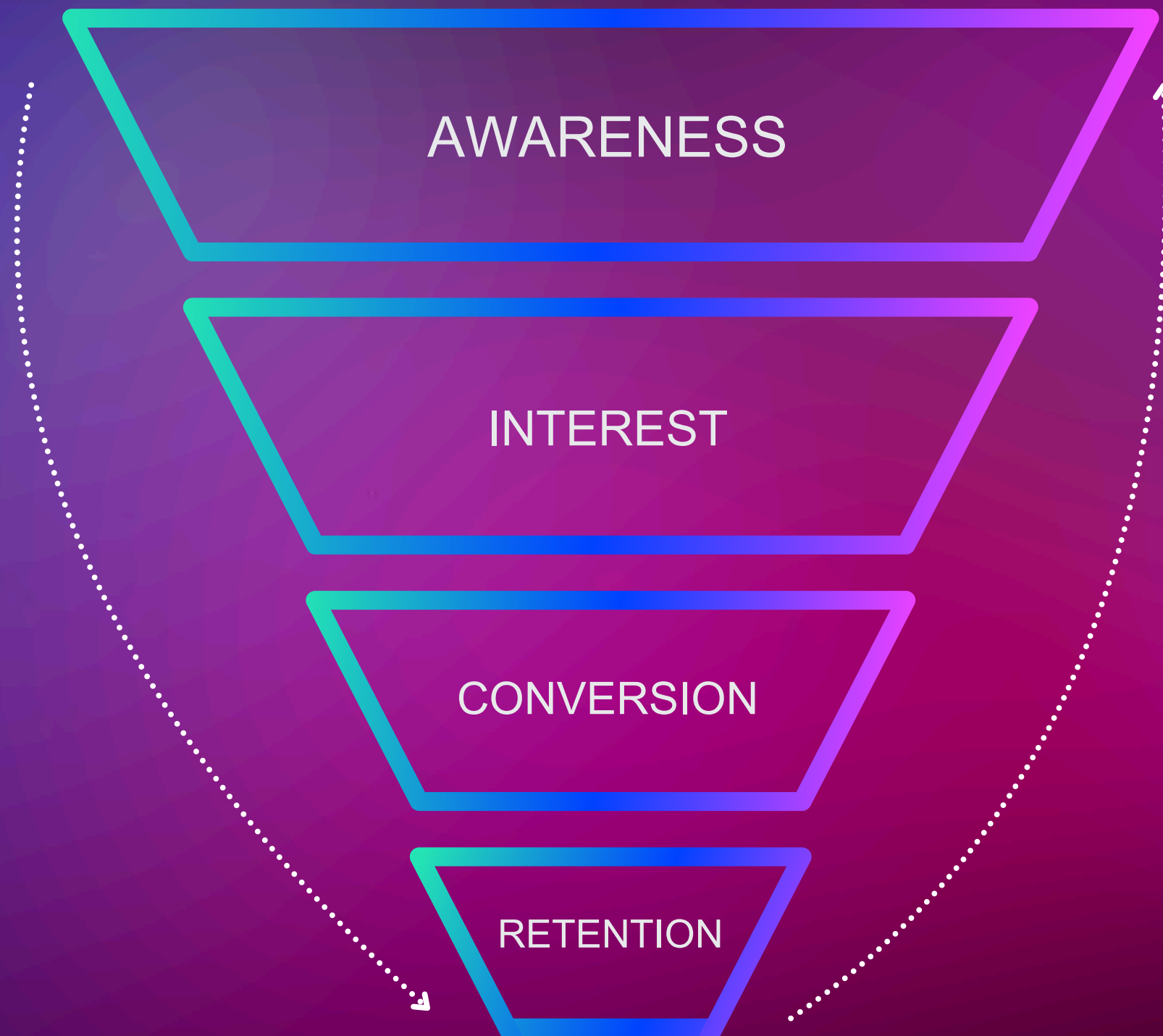
If it's not cross-functional, it's not GTM



Loop, not checklist



USER ACQUISITION FUNNEL



PROJECT/PRODUCT LIFE-CYCLE

👁️ PRE-LAUNCH

Craft your USP; tell your story; build credibility.

🚀 LAUNCH

Run campaigns; activate users; drive momentum.

👤 POST-LAUNCH

Track what worked; retain; refine; repeat.



From framework to moves

1.1 Position, or be positioned



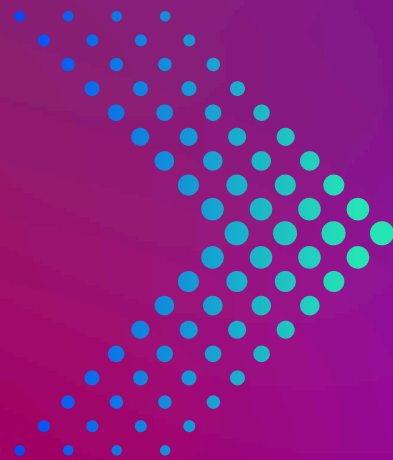
Positioning is not marketing fluff. If you don't define who you are, the market will do it for you.

Why does your project exist?

Why does it matter?

Why you?

Why now?



Define your USP

Assess PMF

Run a competitor analysis

Analyze trends. Ride momentum.

1.2 Different paths: choose wisely



RED OCEAN

You're entering an existing, crowded market.

- **Goal:** rearrange the ladder to lead
- **How:** tell a story the market hasn't heard yet
- **Example:** Solana reframed the L1 race

Compete on your own terms.

Rewrite the rules or bend existing ones in your favor.

BLUE OCEAN

You're creating a whole new category.

- **Goal:** make it feel inevitable
- **How:** educate on the shift
- **Example:** Celestia's modularity

Own the frame, own the outcome.

2.1 Know your audience



WHO

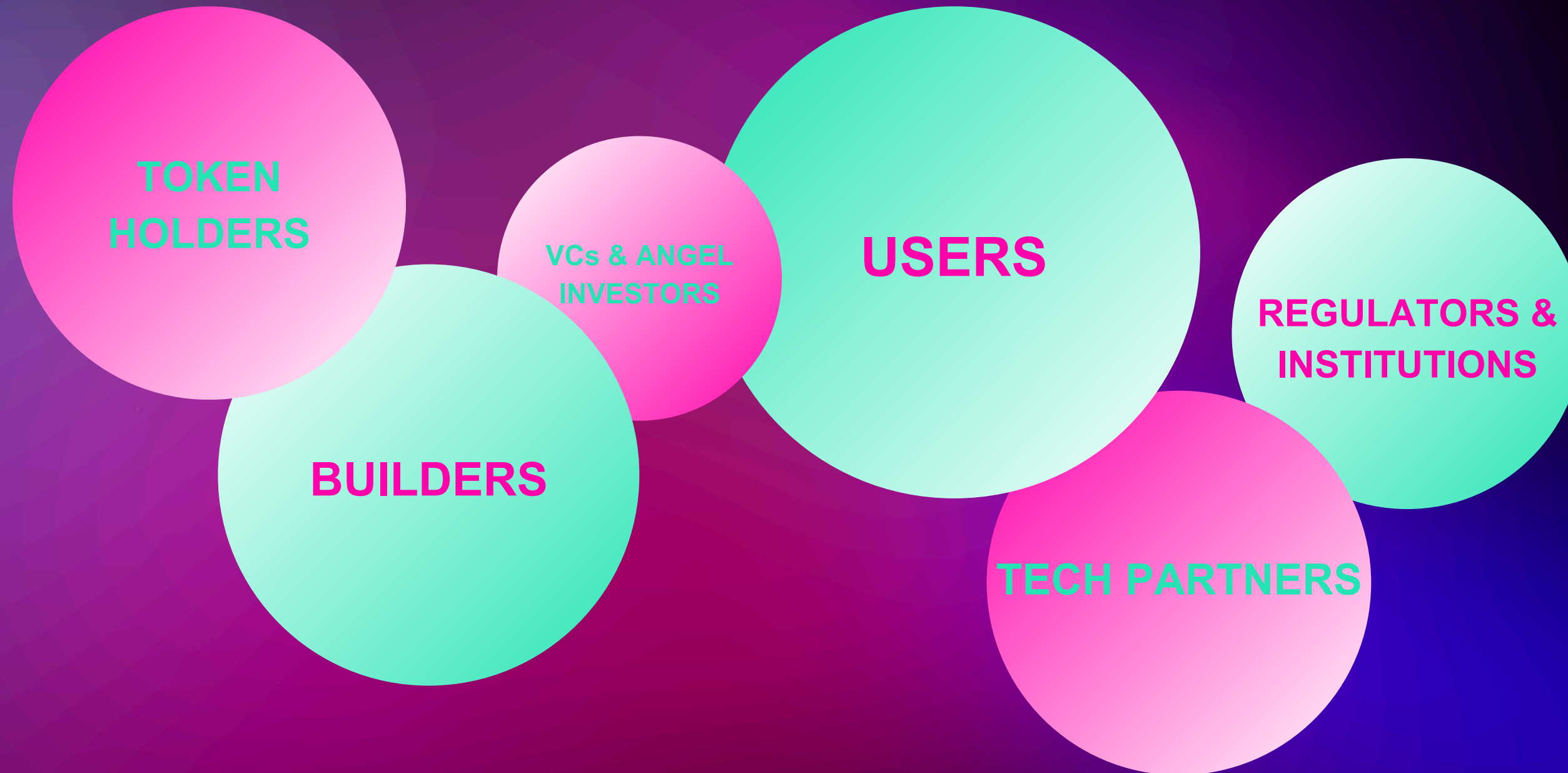
Everyone is not your customer

- Seth Godin -

2.2 Community > users



A Web3 community is *not* a userbase. You're talking to different stakeholders.



Each one needs a reason to care.

3.1 From positioning to branding



Positioning is rational. Branding is emotional.
You need both.

In the **WHY**, you shaped your **Unique Selling Proposition**.

Now it's time to turn that into a **story people care about**.



3.2 Messaging & narrative



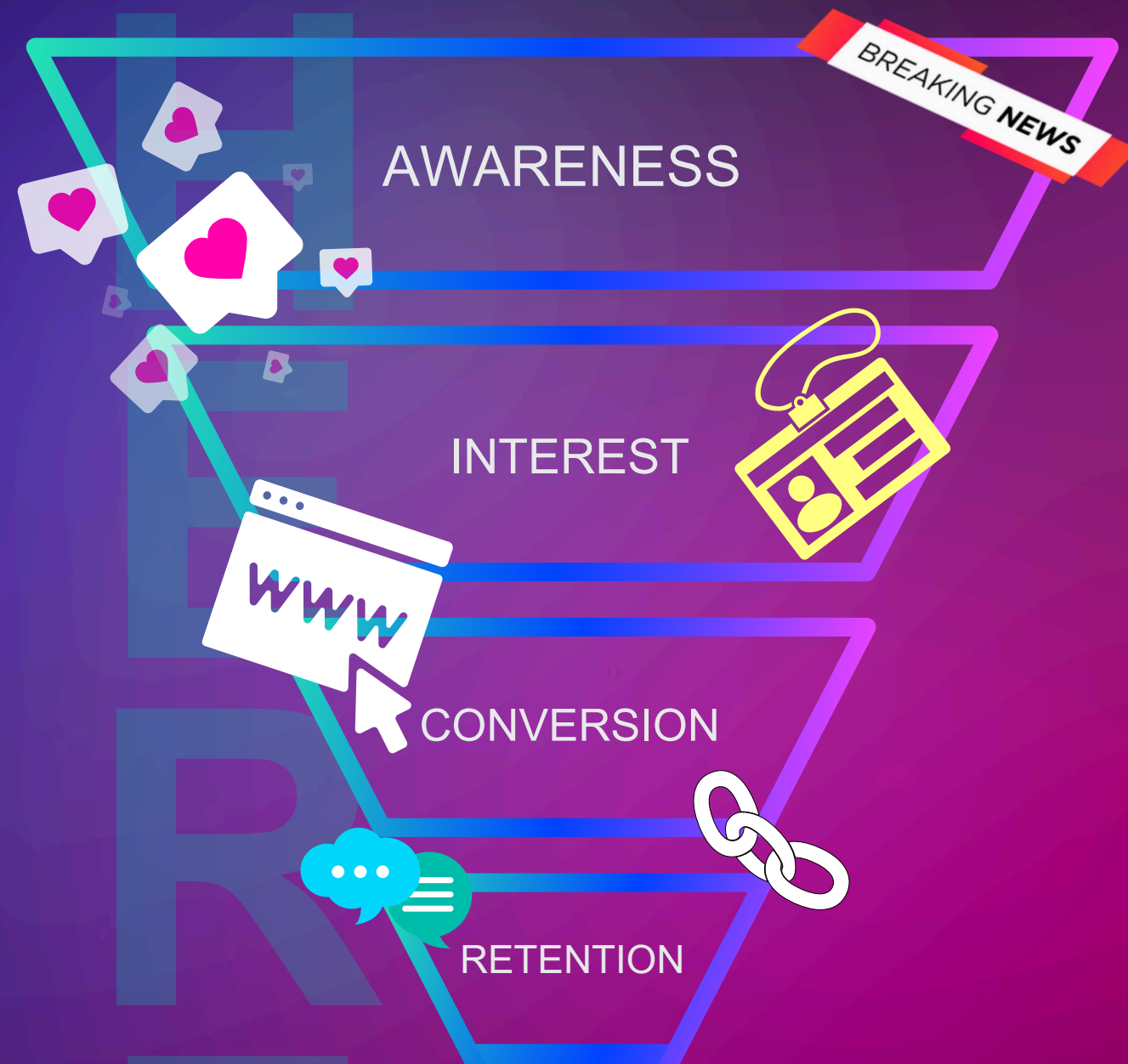
Craft a message that:

- Clearly delivers your **value proposition**
- Makes your difference **impossible to ignore**
- Hits where your target audience **feels it**
- Stays consistent and **authentic**



- ✗ not “5GB of storage”
- ✗ not “MP3 support”

4. If no one sees it, it doesn't exist



Content is king. Distribution is the kingdom.

You don't need to be everywhere - but you do need to show up where it matters.

Find where your audience is, activate the right channels and **tailor the content to match your funnel stage.**



don't forget to look onchain

5. Strategy maps it. Execution moves it.



Your GTM plan comes to life through what you actually put in front of people. That's where **campaigns** and **tactics** come in.

AWARENESS

- Social media
- PR & earned media
- SEO
- KOL collabs

INTEREST

- Product demos / tutorials
- Whitelist campaigns
- AMAs
- Strategic partnerships

CONVERSION

- Onboarding quests
- In-App notifications
- Incentive campaigns
- Ambassador Programs

RETENTION

- Referral programs
- Community challenges
- Ambassador Programs

! These are just examples.
There's not a one-size-fits-all.

6. Timing is everything



Even the perfect GTM flops if the timing's off.



- What trends are shaping the market right now?
- Why GTM now (and not later)?
- Is your team and product actually ready?

WHEN



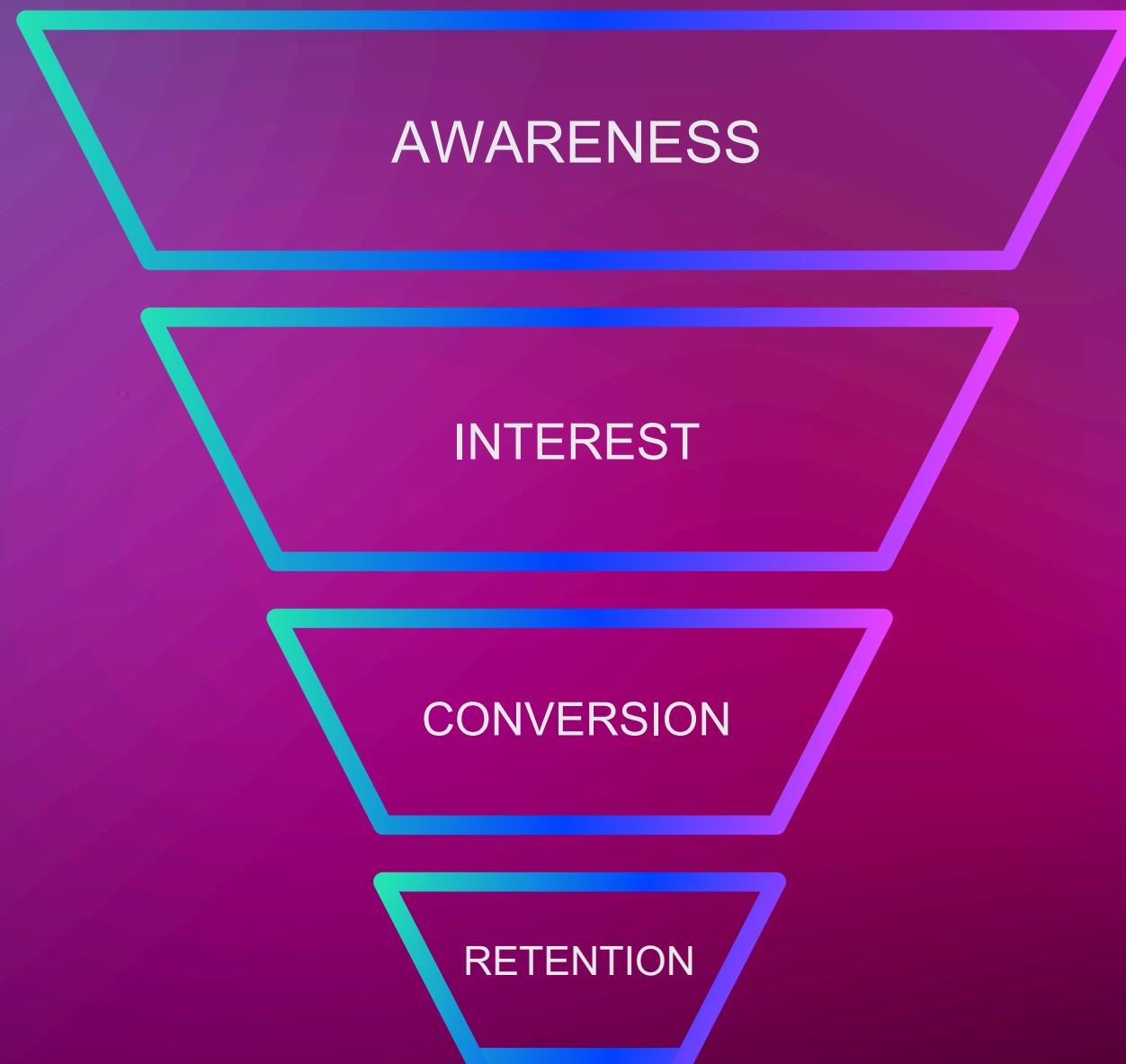
Don't guess. Measure.

Make KPIs Great Again



What you measure is what you improve. What you improve is what you scale.

USER ACQUISITION FUNNEL



KPIs

Mindshare

Community & Social
Growth / Website traffic

Signups / txns /
deposits / mints

Referred users / Churn
rate / Retention rate



**Done with the strategy.
Now ship it like you mean it.**

See you in our Discord!