

# LS Retail Partner Meetup

Grand Hotel, Reykjavik - May 16, 2022

Start	End	Gullteigur A	Gullteigur B	Hvammur
		Technical Discussions	Improving Sales Execution	Partner Excellence
13:00	14:00	<b>LS Central POS Behind the scenes</b> Behind the scene view on the architecture of the latest version of the LS Central POS	<b>Sales &amp; pre-sales training for partners 101:</b> How to do a professional pitch and speed up sales, methods and resources. Vertical focus and battlecards. Sales pitch for SaaS. How to sell the POS add-ons.	<b>Partner excellence 101: General Partner Update</b> Double your revenue as a LS Retail Partner. How SaaS can transform your business. Partner Satisfaction Survey.
14:00	15:00	<b>How we build LS Central</b> A detailed look at the software lifecycle management we use for LS Central. How we manage tickets, source control, build control, testing and release management.	<b>Sales &amp; pre-sales training for partners 102:</b> Get more (leads) with less (effort). Tips and tools from LS Retail sales and marketing.	<b>Partner excellence 102: Licensing Session</b> Update on license prices and discounts. Bridge to LS Central SaaS.
15:00	15:30	Coffee break and networking		
15:30	16:30	<b>Update Service 101</b> How to get started with the LS Central Update Service. What is standard, what can be customized, etc.	<b>Sales &amp; pre-sales training for partners 103</b> How to make the pre-sales process for Unified Experience more effective.	<b>Partner excellence 103: LS Retail Consulting</b> LS Retail Cloud Accelerator Program Update.
16:30	17:00	<b>Scan-Pay-Go - what to expect as a partner</b> What can partners expect when working with ScanPayGo customizations, pricing, and so on.	<b>Sales &amp; pre-sales training for partners 104:</b> Hospitality and hotels demo training.	<b>Partner excellence 104: LS Retail Academy</b> Readiness for Partners, news and update from LS Retail Academy.
17:00	18:00	<b>Microsoft Q&amp;A session &amp; Partner Panel</b>		
18:00	19:00	Networking and light refreshments		