

Hardware by the Numbers

What it takes to launch hardware products

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Class summary

“Hardware is hard” is a common phrase, but what does it actually mean? How does a team with a great idea for a new hardware product navigate the challenges of prototyping, sourcing, testing, validation, contract manufacturing, production scaling, distribution, logistics and retail.

Key learning objectives

At the end of this class, you will be able to:

- Understand the steps to build a hardware startup.
- Quantify the time, money and effort it takes to build hardware products.
- Understand how you can scale from prototype to production.

HARDWARE

By The

NUMBERS

Please visit Bolt's blog for the [full story](https://bolt.io) and other musings on the intersection of hardware and startups

<https://bolt.io>

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Session Feedback

- Via the Survey Stations, email or mobile device
- AU 2015 passes given out each day!
- Best to do it right after the session
- Instructors see results in real-time



