How to Monetize Creativity and Solo-Preneurship — Sahil Lavingia

on Below the Line, Hosted By James
Beshara

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Intro

- Sahil Lavingia (@shl) is the founder and CEO
 of Gumroad, a platform that enables creators
 to sell their content & earn a living
- Sahil was employee #2 at Pinterest
- Sahil's viral blog post, Reflecting on My Failure to Build a Billion-Dollar Company, is read by ~10k people every month

Formula for Creative Success (Part I)

"I believe virtually anyone can make a living doing what they love."

- GET SPECIFIC: Have a specific goal in mind
- GET COMMITTED: You have to be willing to do the work—nothing worthwhile happens overnight
- GET REALISTIC: You're probably more average than you think
- GET PUBLIC: Share your work early and often
- GET STARTED... NOW: Being prolific > perfect

Formula for Creative Success (Part II)

- "If you're diligent about skill and audience-building, people will start asking you to give you money"
- SKILLS: Be REALLY good at your craft
- AUDIENCE: You need fans interested in your work
- MONEY: Lastly, monetize the audience

Talk to Those Who've Come B4 You

- "The number one thing you can do...
 - if you want to make a movie: talk to someone who's made a movie before.
 - Want to start a podcast? Talk to someone who started a podcast.
 - They'll show you the holes—where not to step."

Train; Don't Exercise

- "A lot of people exercise; very few people train"
- Exercise = doing something for the immediate, short-term calorie burn
- Training = doing something with a goal in mind
- "With an end goal, you can reverse engineer your way there"

Learn in Public

"Share your work early and often—it's the best way to learn"

- If you're writing a book, post...
 - Snippets of your work
 - Shorter versions of the story
 - As often as possible for feedback
- By sharing your work, you're more likely to discover the most substantial step you could take at any given time

Just Start

"Start early & create often"

- Build up a library of content
- It's SUPER long journey; earlier you start, the better

When & What to Monetize?

- Wait until your audience starts asking about, 'How to pay you?'
- Rank-order, in terms of monetization potential
 - People typically pay more for education-based, self-help, fitness, and language-learning-type products
 - Selling physical products (e.g., pottery & oil paintings) can also be effective

Wrapping Up

- Business: Building for other people;
- Art: Building for yourself & what u care about
- "It's putting in the work,
 - sharing it publically,
 - continuing to do it for YEARS,
 - getting better,
 - getting feedback,
 - getting better again,
 - sharing your work,
 - and eventually, you'll be able to make a living doing what you love" – Sahil Lavingia

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