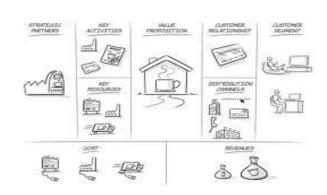


BUSINESS MODEL DEVELOPMENT

Sirje Ustav, PhD Senior Lecturer



BACKGROUND - ENTREPRENEURIAL ECOSYSTEM

"Entrepreneurship is complex and chaotic where there is no notion of linearity "

(Neck & Green, 2011)

			Corporate level	Personal level
V	\\\\\\\\\\ ?	Volatility	Agility	Personal initiative
U		Uncertainty	Information	Opportunity recognition
C		Complexity	Restructuring	Sustainable thinking
Α		Ambiguity	Experimentation	Creativity



Sources: Bennett & Lemoine (2014); Ustav (2020)

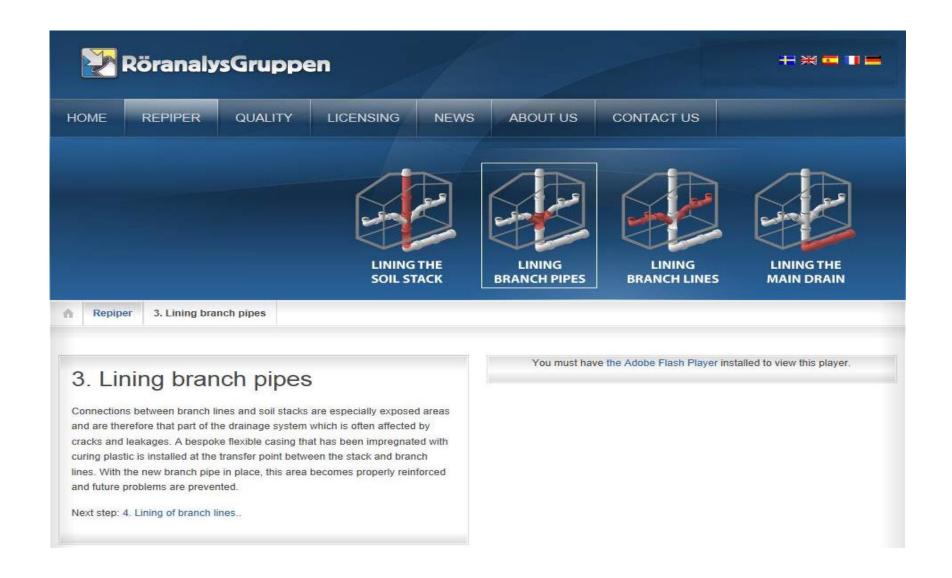
CREATIVITY

& idea development





Example: RÖRANALYSGRUPPEN





Example: Laerdal



Asmund S. Laerdal Founder



Tore Laerdal succeeded his father





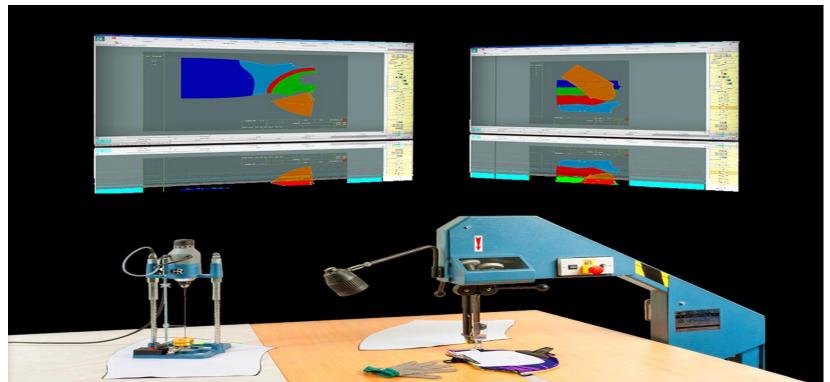


Now Available on SimStore!

Nursing Obstetric Scenarios for SimMom™ >

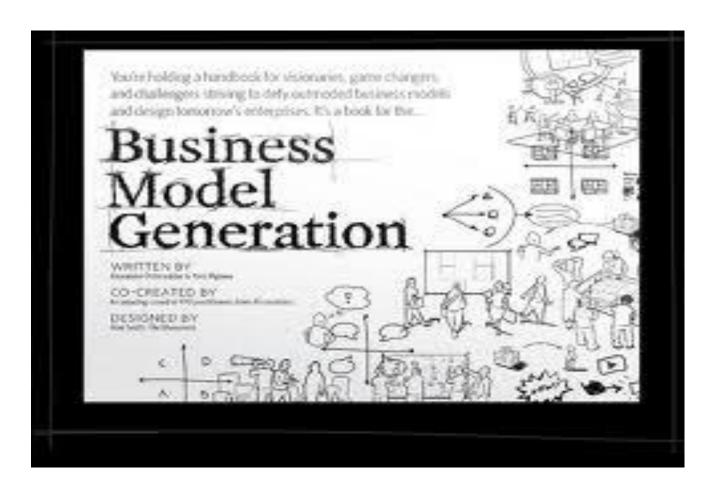
Example: Baltic Intertex







BUSINESS MODEL CANVAS CONTEMPORARY CONCEPT





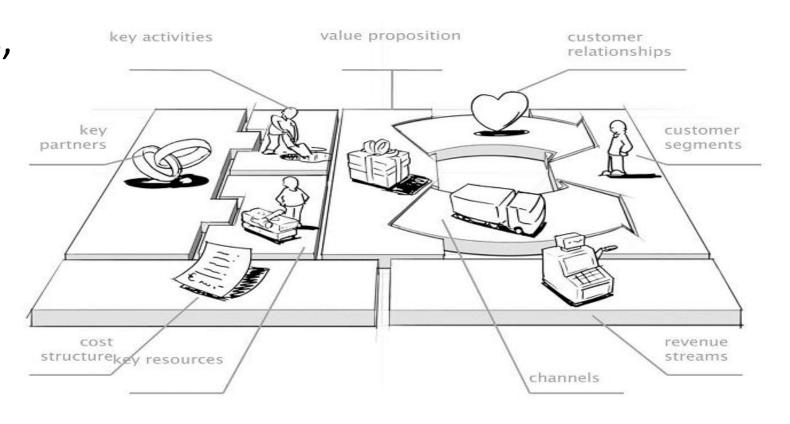
By: Alexander Osterwalder (2005)



BUSINESS MODEL DEFINITION

Describes connections, how organisation creates, delivers and achieves value

(A.Osterwalder)

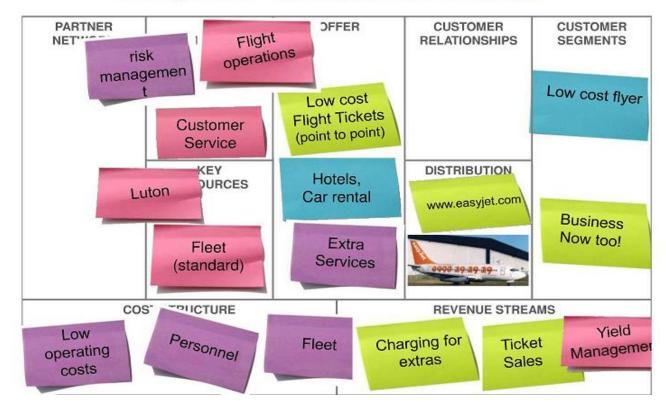




WORKING WITH THE CANVAS

- Do as many as possible (NB! Thinking patterns, filters, selectivity)
- At first stage no critics, no analysis
- Work in team
- Make it a habit

easyJet 's business model





MY EXAMPLE – USE VISUAL HELP





Expences

MANUFACTURING

- facilities

- materials

- employees

EQUIPMENT PRODUCT DEVELOPMENT

SALES & MARKETING ADMINISTRATION

Revenue

€21.86 EUR

WEBSALES





DIFFERENTIATION

1. Differentiate between customers and consumers

Customer pays for product, user needs it

2. Divide bigger segments into smaller

It is not possible to design, position and communicate a product to everyone

3. Try to sketch a businessmodel for each customer segment





Facility/Operations Manager Fred



Personal Background

- Age: 45-55
- · Married with 1 kid in College, 1 in HS
- · Education: Undergraduate

Role: Facility or Operations Manager

- Job measured: space and operations efficiency, employee productivity
- Skills required: People management, analysis, industry knowledge
- Reports to: CEO or General Manager
- Manages: Operations staff

Company information

- · Industry: Distribution, Manufacturing, 3PL
- · Yearly Revenue: \$20M
- Employees: 100

Goals and Challenges

- Success means: a raise and promotion
- Values most: Job security, family, recognition for success, church
- Biggest challenges: New systems, managing people, keeping all balls in air
- Biggest objections: Appearance, liability, suitability, not state of the art, look dumb

Shopping and Industry News Preferences

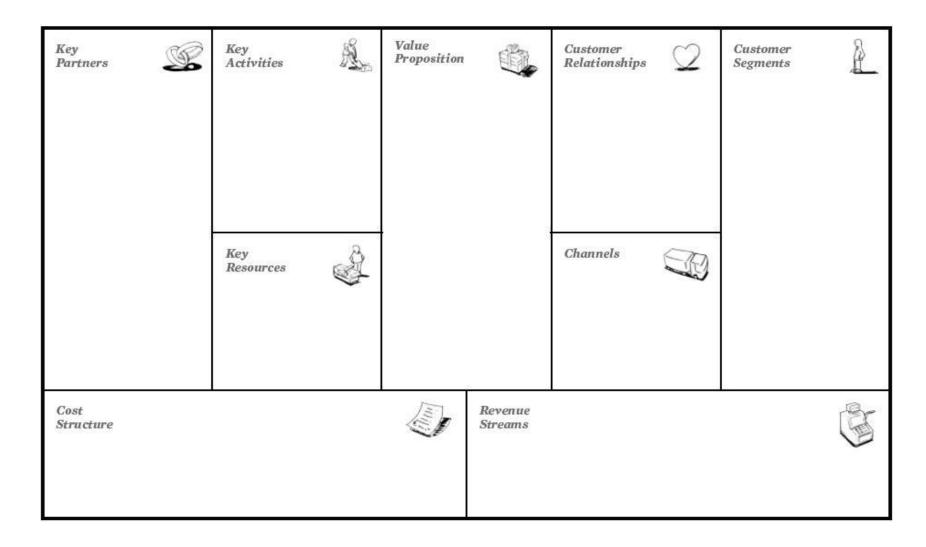
- · Preferred communication: Email, phone
- · Use internet for buying research: Much
- Gets updated industry news: Specific industry publication
- · Industry publications: Trade magazines
- · Industry associations: Industry trade groups
- Social networking sites: LinkedIn?

Geographic – region, size, density, climate

Demographic – age gender, income, occupation, education, ethnicity, religion, etc

Psychographic – activities, interests, opinions, attitudes, values **Behavioural** – benefits sought, usage rate, brand loyalty, user status, readiness to buy, occasions

THE CANVAS

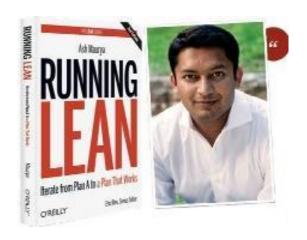




All canvas sections are in tight connection to each other – if you change something in one section, see what changes it might cause in others!

For more: www.businessmodelgeneration.com

LEAN CANVAS



A customer (problem) - centric approach

Write your canvas with a "getting things done" attitude.
Based on your current stage and what you know right now, what are the next set of hypotheses you need to test to move your product forward?



LEAN CANVAS

Problem	Solution	Unique		Unfair	Customer
Top 3 problems	Top 3 features	Proposition		Advantage	Segments
	3	Single, c compelli message states w	ng e that hy you	Can't be easily copied or bought	Target customers
1	Key Metrics	are different and worth buying		Channels	1 1
	Key activities you measure	2)	Path to customers	-
	6	_	•	4	
Cost Structure			Revenue Streams		
Customer Acquisition Costs Distribution Costs Hosting People, etc.			Revenue Model Life Time Value Revenue Gross Margin		



NOTE

The boxes on the Canvases are intentionally small because it forces you to be concise!

You may find it easier to free-form your answers first and then fill out the canvas.

The important thing is sharing it with at least one other person when you are done to be sure the idea can be understood right and quick.



MAIN MISTAKES IN BUSINESS MODEL CANVAS

- immediate understanding of the idea hard to catch
- readability and overall logic is poor
- Overgeneralisation (mass market ...)
- abstract values (cheap, fast, best)
- using full sentences and streching the boxes long reading is not the aim
- Not fitting on one page





Typical in IT Business Models



IT Business Model areas











Box Products Applications Software as a Service Platform Content

Customers:

- B2C to consumer: eclectic, nonpredictable market, endusers' behaviour change quickly
- B2B to SME's: stable, crowded market, opportunity rich (digitalisation of SME-s)
- B2B to Corporation: taylor made solutions, loyal customers, most difficult to reach



Value – revenue streams ?

Box products







- Standard products
- Standard price
- One time purchase
- Mass market orientation



App focus









- Nish market
- Convinience products
- Hygiene factor support for main service
- Free or small fees



Software as a Service







P Publisher

Per PowerPoint I I InfoPath











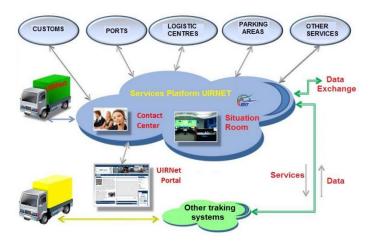


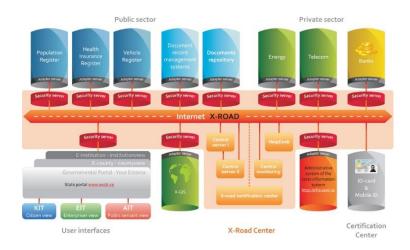


- Owner gives access for (periodical) fee
- Main use in business management, HRM, logistics, finance, etc.
- 80-90% SME market



Platform





- A set of interrelated IT components that support the company's strategy
- Technology infrastructure
- Highly concentrated market
- Subcontractors market

TAXIFY PLATFORM

Increase efficiency. Get more customers.







Content



On account of this, A Luxury Travel Blog has grown to be one the most popular travel blogs in the world - if not

the most popular - serving more than 150,000 unique visitors per month, and with more than 630,000 followers

on Twitter and over 280,000 on Facebook (figures updated August 2016).

- Content is a value for the customer
- Webs, blogs,
- Referrals
- Main income source advertisers

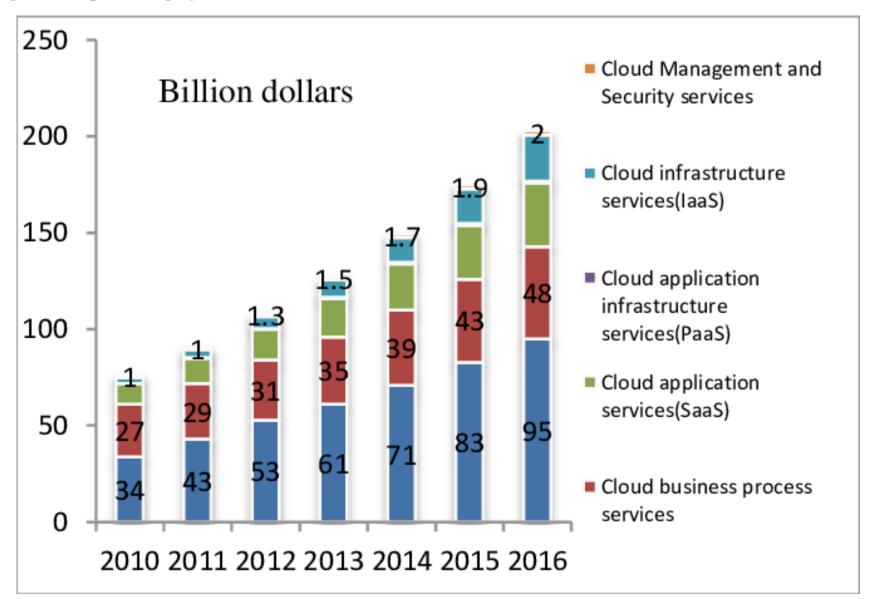








IT Service market





BUSINESS MODEL INNOVATION

BUSINESS MODEL TRANSFORMATION

Business model updates



START-UP

Creating new business models

BUSINESS MODEL

New business models around old





BUSINESS MODEL ACQUISITION

Finding additional business models, acquisition and integration

BUSINESS MODEL INNOVATION

New technology is not enough

The symbiosis of different categories of innovation is more difficult to copy

Developing distinctive competencies - develop strengths where you can add the most value

Ecosystem - crises remain - adaptation

Bottom up (B.Feld)

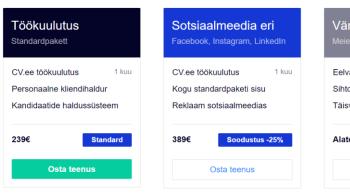
Triple Helix?



Measures: You get what you can measure



FOR BUSINESS MODEL INNOVATION - THERE IS ALWAYS ROOM





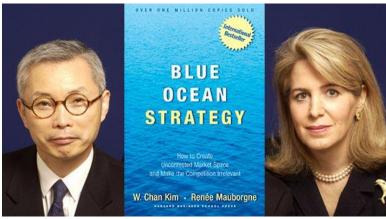


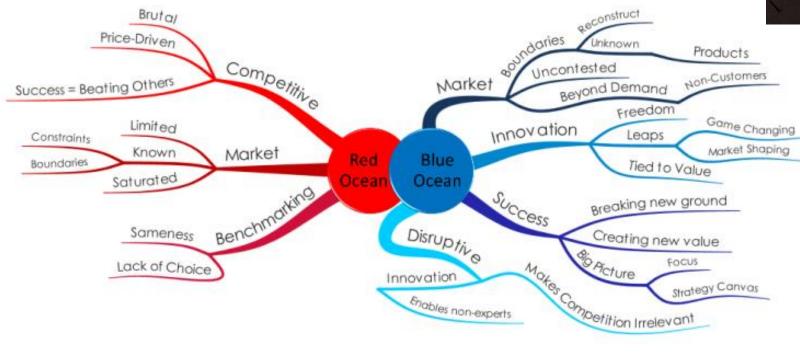






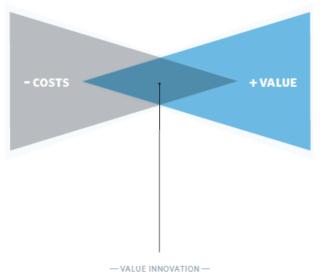
BLUE OCEAN STRATEGY







BLUE OCEAN STRATEGY & BUSINESS MODEL



WHICH FACTORS CAN YOU
ELIMINATE THAT YOUR INDUSTRY HAS LONG COMPETED ON?

REDUCE

WHICH FACTORS SHOULD BE REDUCED WELL BELOW THE INDUSTRY'S STANDARD?

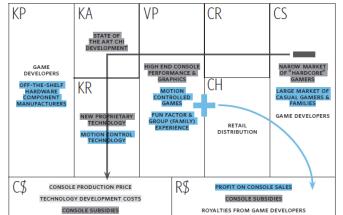
WHICH FACTORS SHOULD BE CREATE

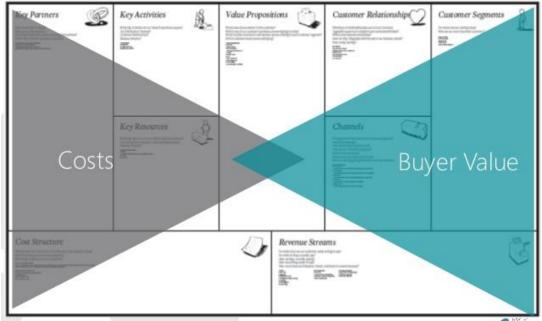
WHICH FACTORS SHOULD BE CREATED THAT THE INDUSTRY HAS NEVER OFFERED?

NNOVATION — — FOUR ACTIONS FRAMEWORK —

NINTENDO'S WII











Main resons start-up developments fail

42% Poor product – market fit. No paying customers

29% Cash runs out. No finance

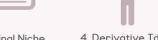
23% Team. Lack of cooperation and self-drive

18 Mistakes That Kill Startups











3. Marginal Niche 4. Derivative Idea





6. Hiring Bad **Programmers**



7. Choosing the Wrong Platform



8. Slowness in Launching



9. Launching Too Early



10. Having No Specific User in Mind



11. Raising Too Little Money



12. Spending Too Much



13. Raising Too Much



14. Poor Investor Management



15. Sacrificing Users to (Supposed) Profit



16. Not Wanting to Get Your Hands Dirtu



17. Fights Between Founders



18. A Half-Hearted Effort





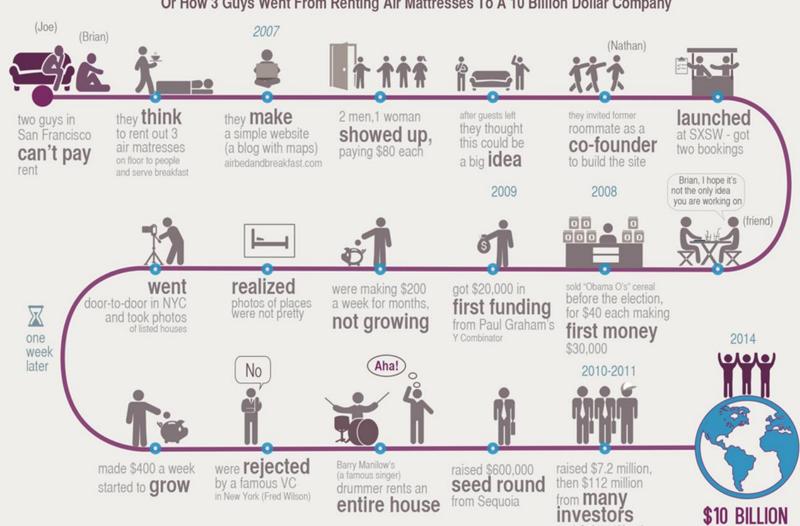


Case for study:

BY ANNA VITAL

VALUATION

Or How 3 Guys Went From Renting Air Mattresses To A 10 Billion Dollar Company





and Ashton Kutcher



THANK YOU!

ANY Q-S?