

INTRODUCTION

Business Models

Tom O'Donnell 02/23/2016

Business Model: A Definition

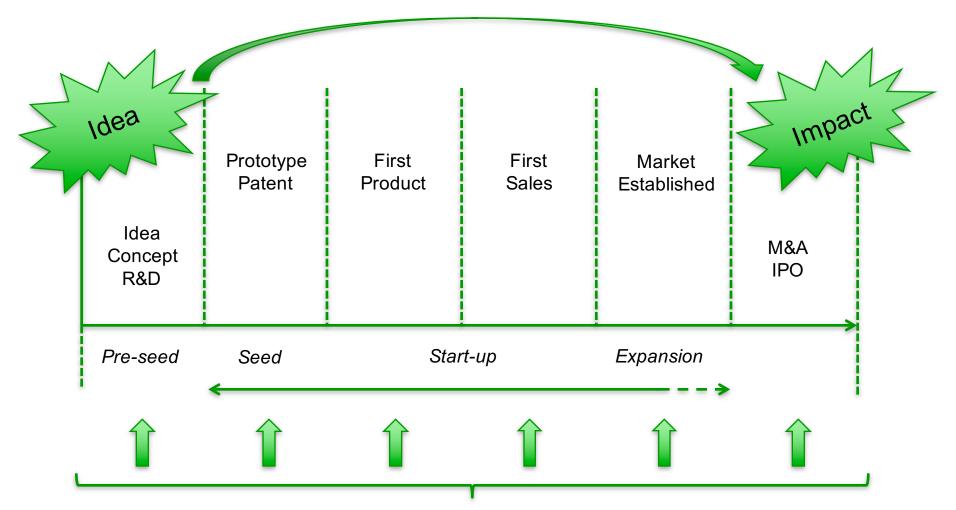
busi-ness mod-el

Noun

noun: **business model**; plural noun: **business models** a design for the <u>successful operation</u> of a business, identifying <u>revenue sources</u>, <u>customer base</u>, <u>products</u>, <u>and details of financing</u>.

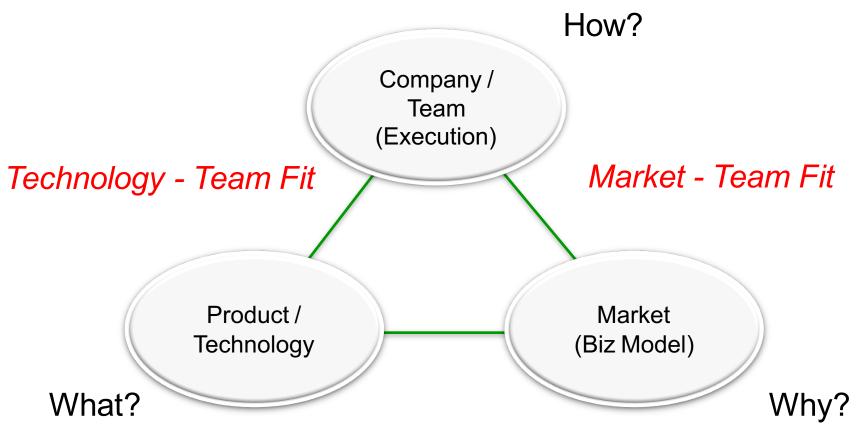
"many of the free sites have either shifted their business model or have gone out of business completely"

New Venture Timeline

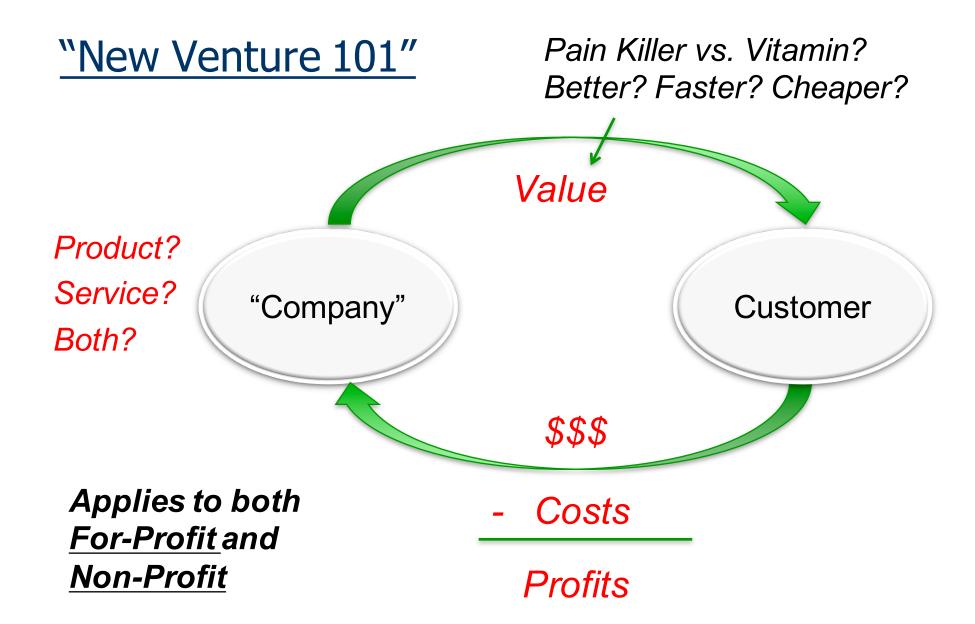


Product / Technology, Market, Team / Execution & Legal / Regulatory Risks

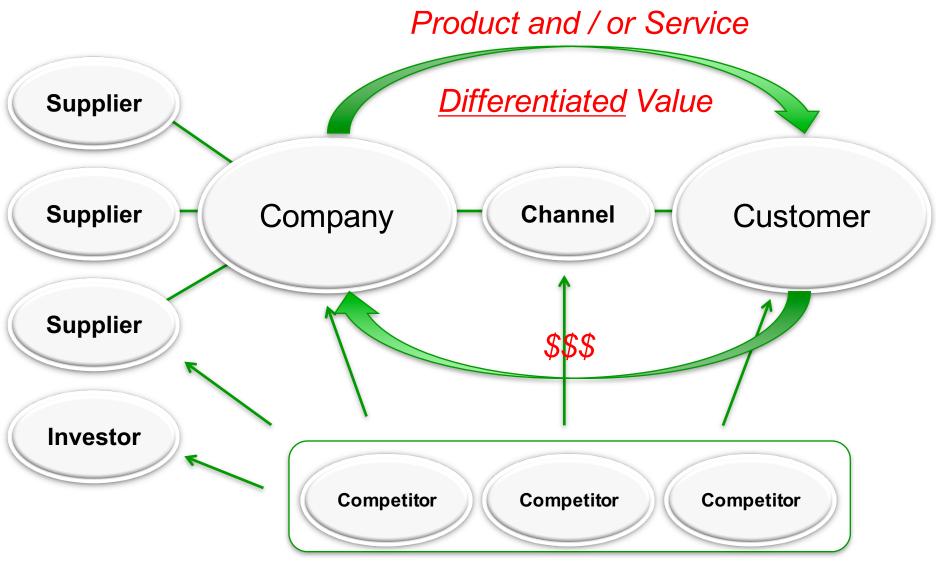
Venture Development: 3 Parallel Tracks



Product – Market Fit (Value Proposition & Value Chain Position)



A Bit More Detail...

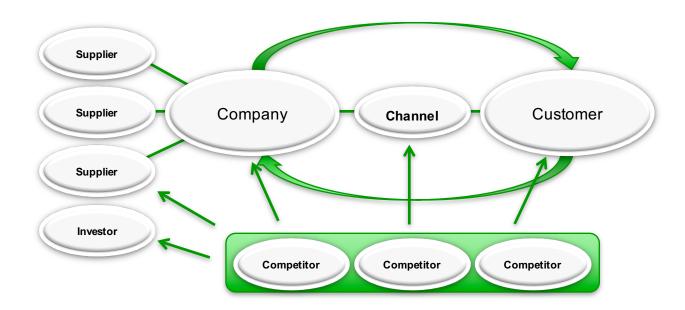


And Don't Forget @ PESTEL...

Political

Legal / Regulatory / Policy

Environmental

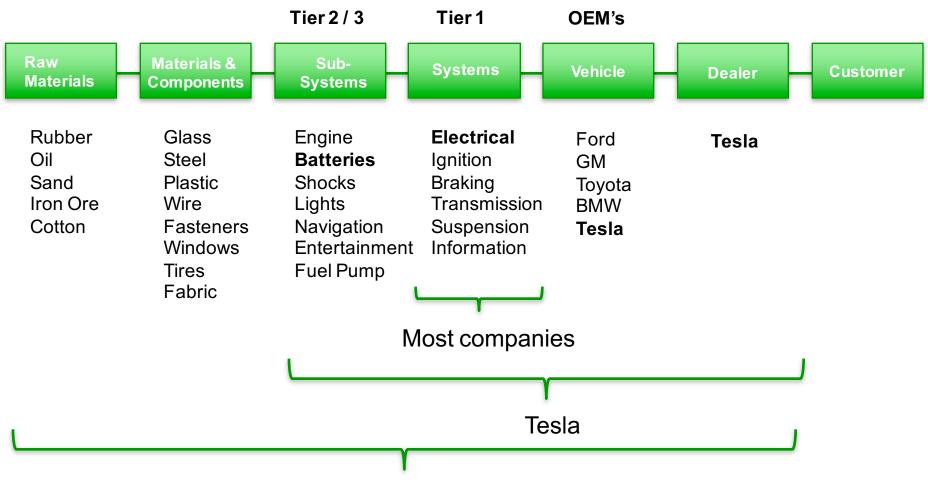


Economic

Social

Technological

Value Chain: Automotive Industry



Ford (circa 1920's)

Value Chain Positioning

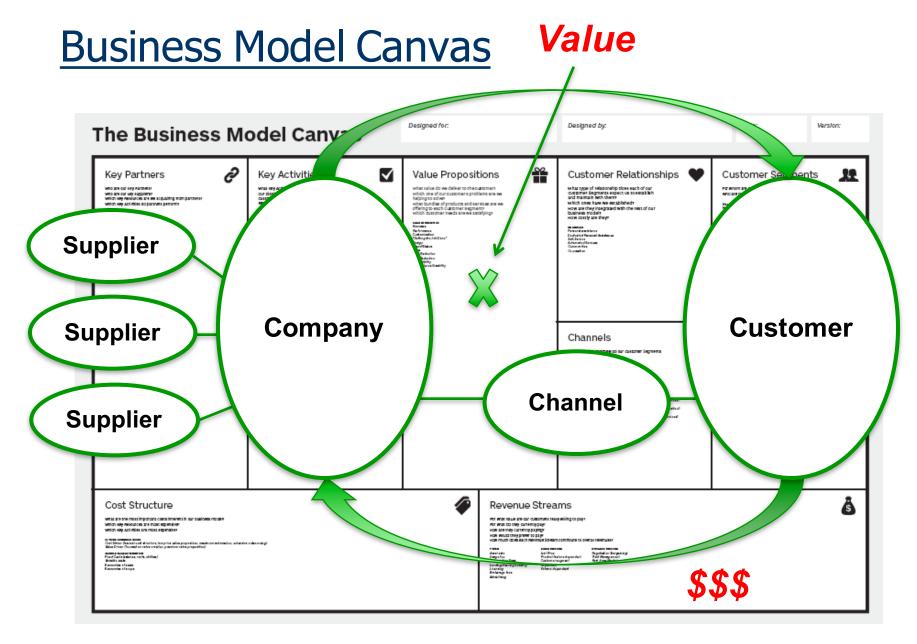


Exercise #1: Industry Value Chain

- Sketch out your industry value chain
- Where is the most value created in the value chain?
- Identify your proposed position(s) in the value chain

Business Model & Market Positioning

- Who are your customers? End users?
- What differentiated product / service are you delivering to them and how?
- What are your proposed price and cost structures? Revenue generation model?
- Who are your suppliers? Strategic partners?
- What is your position(s) in the industry value chain?
- How do you capture the optimum value from the value chain?



Customer Segments



For whom are we creating value? Who are our most important customers?

TIPS

- Be specific: Segment = unique need & behavior
- People buy, not entities
- OK to brainstorm first segments to bring in first \$10M
- Prioritize
 - Who is *desperate* for your solution to their problems?
 - Which segment will be easiest, even if smaller?

Value Propositions

What value do we deliver to the customer?
Which one of our customer's problems are we helping to solve?
What bundles of products and services are we offering to each Customer Segment?
Which customer needs are we satisfying?

TIPS

- •Put "Product/Service" in title or top line of Value Proposition
- •Each Value Proposition connects directly to a Customer Segment
- •Value to the customer ...not you ...not society in general
- Benefits, not features
- Prioritize
 - Nice to have = Vitamin
 - Need to have = Pain-Killer

Channels

Through which Channels do our Customer Segments want to be reached?

How are we reaching them now?

How are our Channels integrated?

Which ones work best?

Which ones are most cost-efficient?

How are we integrating them with customer routines?

Awareness \rightarrow Evaluation \rightarrow Purchase \rightarrow Delivery \rightarrow After-sales

TIPS

- AKA Sales & Distribution
- You will always sell the first few, but how will it scale up?
- Consider Value Chain
 - How many hands it will pass through
 - Economics of downstream players

Customer Relationships

What type of relationship does each of our Customer Segments expect us to establish and maintain with them? Which ones have we established? How are they integrated with the rest of our business model? How costly are they?

Dedicated Personal Assistance / Automation / Self-Service / Communities

TIPS

- AKA Marketing & Customer Cultivation
- •"Get, Keep, Grow"
- Each customer segment will have unique expectations

Revenue Streams

For what value are our customers really willing to pay?
For what do they currently pay?
How are they currently paying?
How would they prefer to pay?
How much does each Revenue Stream contribute to overall revenues?



Transactional vs. Recurring

Pricing: Dynamic, Fixed, Volume-based, Lowest, Luxury etc.

TIPS

- Propose prices for each revenue stream- hypotheses
- CAUTION: Licensing
 - Tempting to jump straight to YOUR model- easy!
 - Also have to validate model you expect licensee to buy, 2x work
- Pricing strategies can change over time
- Ask about sales cycle timing

Key Resources

What Key Resources do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue Streams?



Human / Financial / Physical / Intellectual

TIPS

- AKA Assets (but not always)
- •Stick to top "do or die" resources, shift as BMC evolves
- Differentiate what would be yours vs. contracted
- •Be specific: type of HR skill, type & amount of \$, amount of data, size of factory, types of IP, etc.
- •Will shift as Right side of BMC evolves

Key Activities



What Key Activities do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue streams?

Production / Problem Solving / Platform

TIP

- •Time & resources are limited. Can't do it all (yet)
- •You can't be everything to everyone:

Who are you?

What is your core business?

Who does your customer need you to be?

Key Partners



Who are our Key Partners? Who are our key suppliers? Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?

Spreading risk, economizing, optimizing Non-Competitive Alliance / Coopetition / Joint Venture / Vendor-Supplier

TIPS

- •You won't need all of them today... prioritize.
- •Woah there, Cowboy:
 - What benefit would they bring to you, and vice versa?
 - How do you fit into their strategy?
- Can be time & money intensive

Cost Structure

What are the most important costs inherent in our business model? Which Key Resources are most expensive? Which Key Activities are most expensive?

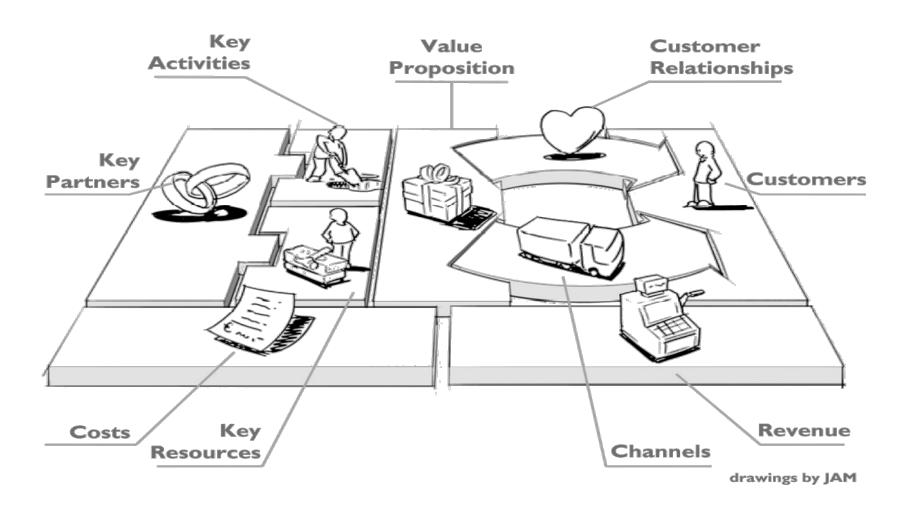


Cost vs. Value Driven Fixed vs. Variable Costs

TIPS

- •Validate costs in tandem with rest of business model: get quotes, get creative, get out of the building
- •Watch margins closely: what is sector norm?
- •Clichés are real:
 - Development & unit production costs
 - Channel/Relationship costs
- •Can't rely on Net 30 or Net 60

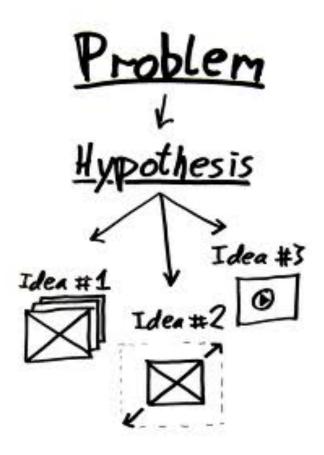
Putting the Pieces Together



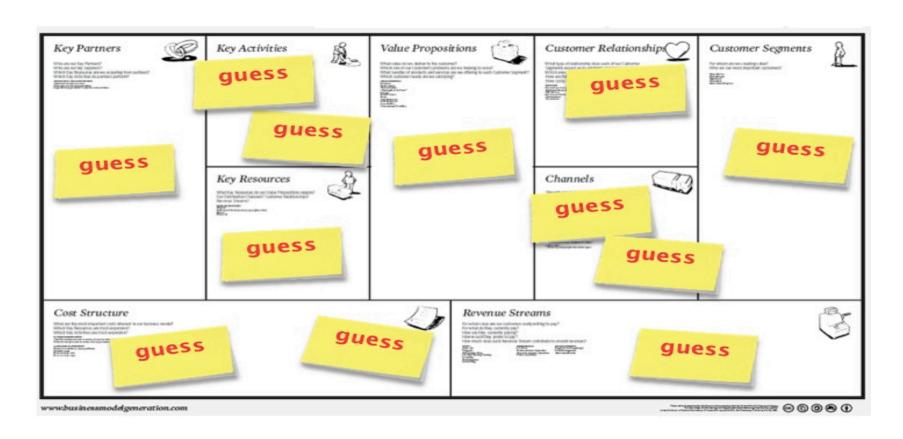
Right now, it's a hypothesis

It's an hypothesis that you will have to test in the marketplace!

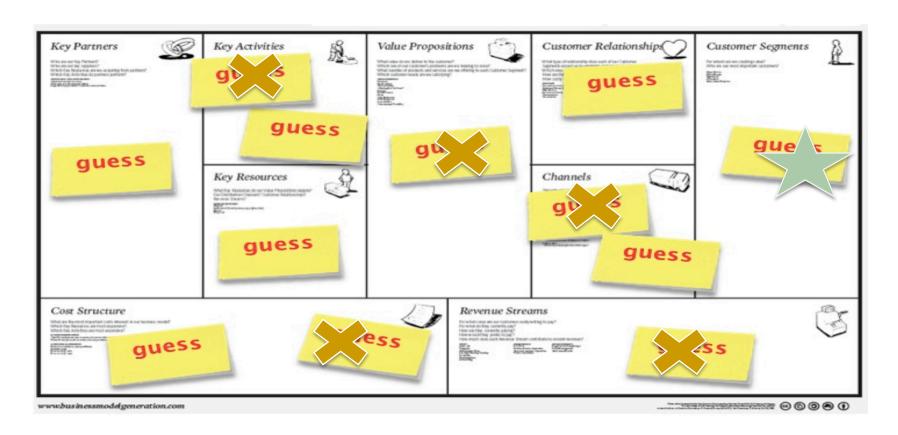
BUT you need a starting point



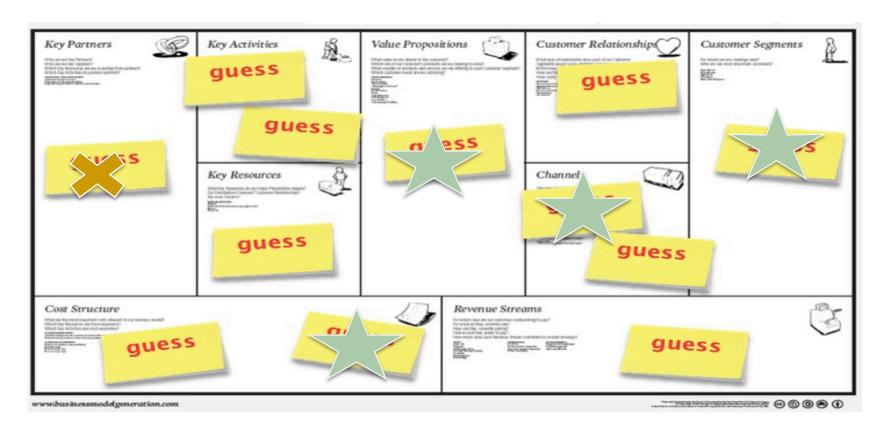
Just a set of hypotheses...



Until they've been validated or invalidated

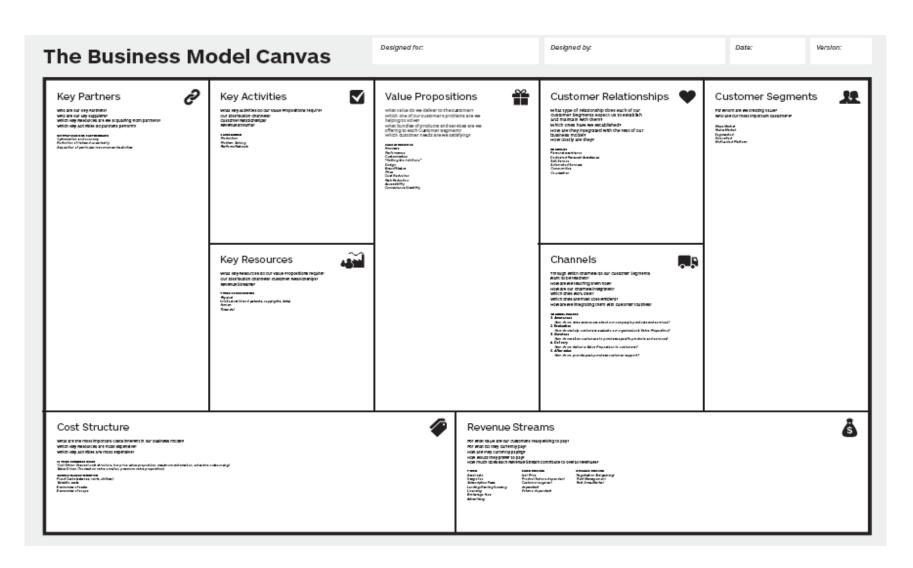


...and iterated upon...



...with a note on *PIVOTS*

Exercise #2: Business Model Canvas



END