MBA6262 Entrepreneurship

Stephen Daze

Dom Herrick Entrepreneur in Residence and Visiting Professor uOttawa, Telfer School of Management









@sdaze

- Pt Prof. Entrepreneurship 14 years; and, Entrepreneur in Residence, uOttawa Telfer School of Management.
- Founder: Agawa Entrepreneurship Development Corporation: & www.coachmystartup.com.
- Managing Director Entrepreneurship and Innovation: Ottawa Centre for Research and Innovation - 14 years.
- Graduate: 1) uRegina Business Degree; 2) St FX Adult Education Program; 3) Babson College Entrepreneur Educators Program; and 4) LeanLaunch Pad Educators Program, Stanford.
- Previous: Director: Ottawa Chamber of Commerce
 - Chair: Manning Innovation Awards
 - Queen Elizabeth II Diamond Jubilee Medal Recipient
 - Ottawa Innovation Centre Advisory Panel



 Not specific to technology, the course provides students with an opportunity to learn and experience first-hand, the early part of the new venture creation process. Students will work to conceive, validate and create a viable business model for a new venture within the 3 week time frame.



The Course is Not About:

- Technology businesses only.
- Business plans.
- Theoretical research.
- Me telling you what is right and you passing the course by telling me what I told you.



The course will:

 Emulate a start up experience: a bit chaotic, fast paced, urgent, learning by doing, changing rapidly, etc.

You will have to:

- Act fast: i.e. finalize business idea by EOD. (The idea is not as important as you think.)
- Talk to customers and key stakeholders.
- Iterate and re-iterate, building a viable business model.
- Embrace being wrong.
- Incorporate feedback freely and report on it.



Session 1 - Content/groups/ideas

Session 2 – Presentations/Lab

Session 3 – Lab/Next Steps

Session 4 - Final Presentations



1. Individual Blogs

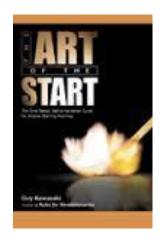
 Summary of learnings/lessons + <u>application to your</u> <u>project</u>

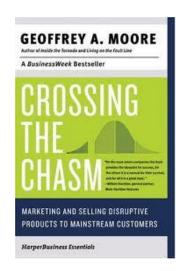
2. Presentation X2

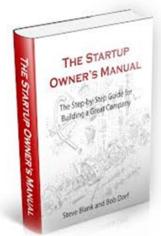
- 3. Report (Summary and final)
 - Business model
 - Description of efforts, learnings and iterations of business model
 - Next steps

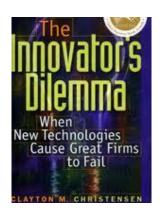












..or others.



Introductions

- 1. Name
- 2. Expertise
- 3. Have a business idea?

Summary of business idea

- Industry
- Assumptions: pain in the market; solution, etc.



Entrepreneurship

- Inclusive of:
 - Intrapreneurship
 - Social Entrepreneurship

"A start-up is a temporary organization in search of a scalable, repeatable, profitable business model. Winners recognize their startup is a series of untested hypotheses."

The Startup Owner's Manual – Blank, Dorf



Can Entrepreneurship be Taught?

- · "Entrepreneurial Thought and Action"
- (Babson College Ranked #1 Entrepreneurship School in USA)

 "Entrepreneurship is neither a science nor an art, it's a practice."
 (Peter Drucker)



Common Entrepreneur Pitfalls

- Writing a business plan as a way to start a business.
- Emphasis on building your solution instead of customers' needs and feedback (or assuming you know what the customer wants.)
- Being driven by a "need to be right", not learning, pivoting, iterating.
- Defining yourself by what you do, not the problem you solve.



NDA's?

- Unless you all agree otherwise:
 - You own anything you developed <u>prior</u> to the class.
 - Assume everything you do <u>during</u> the class is public and owned by all group members.
 - Anyone can move the class generated idea forward without permission of the other team members based on the information generated together <u>for this class</u>.



Idea Generation for Entrepreneurs

Fundamental Premise



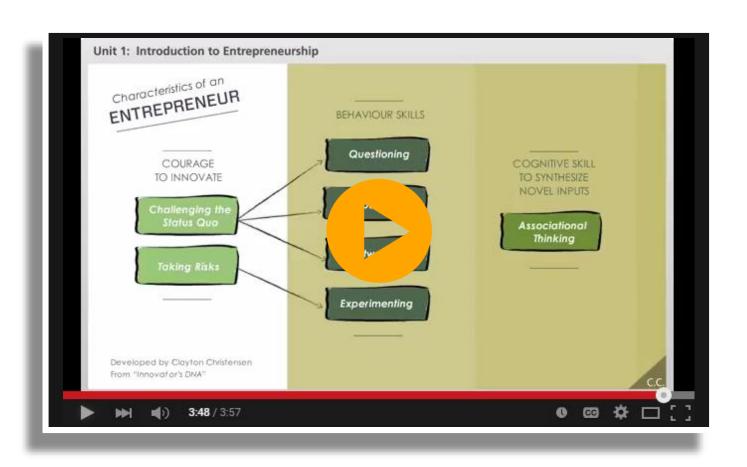
- Peter Drucker

Generating business ideas is nothing more then practice surrounded by some core principles.



Foundation Elements of Entrepreneurial Idea Seeking

Innovator's DNA:



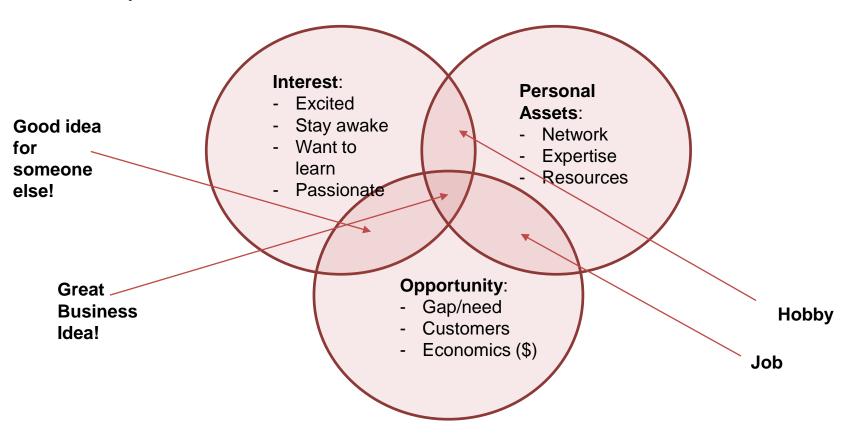


Ideas:

- Often not shared enough out of fear.
- Don't determine success executing on an idea does.
- Evolve and change, rarely staying the same over time.
- Are infrequently stolen; but could be stolen at any time.

Entrepreneurial Idea Seeking

Job/Hobby/Great Business Idea











Good Business Ideas Generate Enough Revenue.

They have a value proposition for a critical mass of addressable customers.

Value Proposition



- 1. There is enough pain for someone to pay for a solution; and,
- 2. Relative to competition.

Critical Mass



Big enough market to matter.

Addressable



I can reach them with my revenues greater than expenses.



В

Ideas evolve over time or start as mistakes

Evolve over time (eg. Facebook, Blackberry)

facebook

*** BlackBerry

Start as mistakes (eg. 3M Sticky Notes.)







- Ingvar Kamprad founded IKEA in 1943 at his Uncle Ernst's kitchen table. IKEA was basically an acronym of his name Ingvar Kamprad and Elmtaryd, his family farm and the village Agunnaryd. At first the business was typically mailorder and included only small household goods such as picture frames, wallets, nylon stockings, pens and wallets.





Nintendo: The Nintendo Corporation's domination of the gaming industry didn't start with their first video game console. They have actually established themselves 70 years before the first video game came to life, in the 19th century when they brought back the popularity of card games to Japan. A new card game, Hanafuda was invented, by Fusajiro Yamauchi (Nintendo founder) which used images instead of numbers, making it difficult for gambling.

HOW AIRBNB STARTED

BY ANNA VITAL

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















two guys in San Francisco can't pay

they think to rent out 3 air matresses on floor to people and serve breakfast they make a simple website (a blog with maps) airbedandbreakfast.com 2 men.1 woman showed up. paying \$80 each

after quests left they thought this could be a big idea

2009



co-founder to build the site

2008



Brian, I hope it's

not the only idea you are working on





realized

photos of places were not pretty











one week later











Barry Manilow's (a famous singer) drummer rents an entire house got \$20,000 in first funding from Paul Graham's Y Combinator



raised \$600,000 seed round from Sequoia

sold "Obama O's" cereal before the election. for \$40 each making

first money \$30,000

2010-2011

01010 \$10 BILLION

VALUATION

2014

raised \$7.2 million. then \$112 million from many investors

and Ashton Kutcher

made \$400 a week

started to **Grow**





Netflix: The genesis of Netflix came in 1997 when I got this late fee, about \$40, for Apollo 13. I remember the fee because I was embarrassed about it. That was back in the VHS days, and it got me thinking that there's a big market out there.

So I started to investigate the idea of how to create a movie-rental business by mail. I didn't know about DVDs, and then a friend of mine told me they were coming. I ran out to Tower Records in Santa Cruz, Calif., and mailed CDs to myself, just a disc in an envelope. It was a long 24 hours until the mail arrived back at my house, and I ripped them open and they were all in great shape. That was the big excitement point.





Ideas can come from anywhere, most often we see good business ideas starting with one (or more) of the following:

Personal Pain

I have a problem that needs solving.





120,000 customers



80 countries







Ideas can come from anywhere, most often we see good business ideas starting with one (or more) of the following:

Market Gap

A critical mass of customers are looking for a solution.







Ideas can come from anywhere, most often we see good business ideas starting with one (or more) of the following:

Interest

I love this so much, I can see myself working on it 24/7.

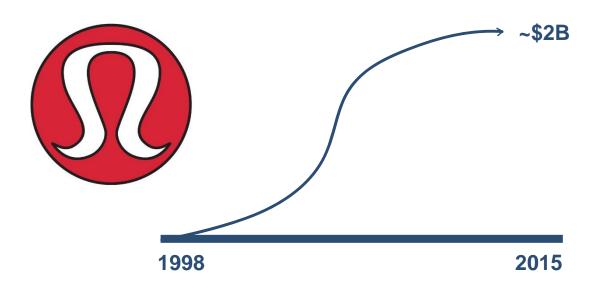




Ideas can come from anywhere, most often we see good business ideas starting with one (or more) of the following:

Insight

I understand the industry and see where it is going.







Ideas are truly innovative when you invent brand new solutions and industries rather than make an existing one a bit better.

Guy Kawasaki on Innovation (4:14 – 6:47):





The best business ideas satisfy most (or all) conditions

If your current idea doesn't, look to evolve it sufficiently such that it does.

Good Business Ideas

Necessary conditions:

 Can make money (or not loose it): has value (value proposition) to a critical mass of addressable customers.

And

- b. Evolve over time.
- c. Usually start with one or a combination of:
 - Personal pain (I have a problem that needs solving.)
 - Market gap/need (Others will pay for a solution.)
 - Interest (I can see myself doing this 24/7.)
 - Insight (I understand the industry and the trends.)
- d. Jump the innovation curve.



Exercise



1

Generate as many potential business ideas as you can. They don't have to be good.



Idea Generation Principles

The best business ideas satisfy most (or all) conditions

· If your current idea doesn't, look to evolve it sufficiently such that it does.

Good Business Ideas

Necessary conditions:

 a. Can make money (or not loose it): has value (value proposition) to a critical mass of addressable customers.

And

- b. Evolve overtime.
- c. Usually start with one or a combination of:
 - · Personal pain (I have a problem that needs solving.)
 - Market gap/need (Others will pay for a solution.)
 - Interest (I can see myself doing this 24/7.)
 - · Insight (I understand the industry and the trends.)
- d. Jump the innovation curve.
- e. Factor in unique considerations for military families.

2.



Exercise



- Generate as many potential business ideas as you can. They don't have to be good.
- 2 Look to combine ideas, eliminate and make existing ideas as good as possible.
- 3 Pick the best business idea.
- 4 Prepare to discuss why this is the best idea.



Idea Generation Principles

The best business ideas satisfy most (or all) conditions

. If your current idea doesn't, look to evolve it sufficiently such that it does.

Good Business Ideas

Necessary conditions:

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2





Other Considerations

Other Considerations

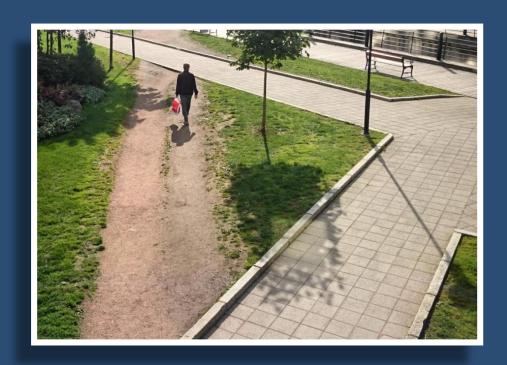
Expanded Thinking: Business Opportunities



What are the businesses associated with coffee?



User-centered Design







Concluding Thoughts?



Business Models

Business Models

A sketch/summary of what the business will do and how it will make money.

Includes strategic components of the business idea and how it operates.

Often established based on trial and error.

Forms the basis for success or failure.



Why are Business Models Important?

Uber, the world's largest taxi company, owns no vehicles.

Facebook, the world's most popular media owner, creates no content.

Alibaba, the most valuable retailer, has no inventory.

And Airbnb, the world's largest accommodation provider, owns no real estate.

Something interesting is happening.



Tom Goodwin,
Sr. Vice President of strategy
and innovation at Havas Media

Business Models vs. Business Plans

Business Plans

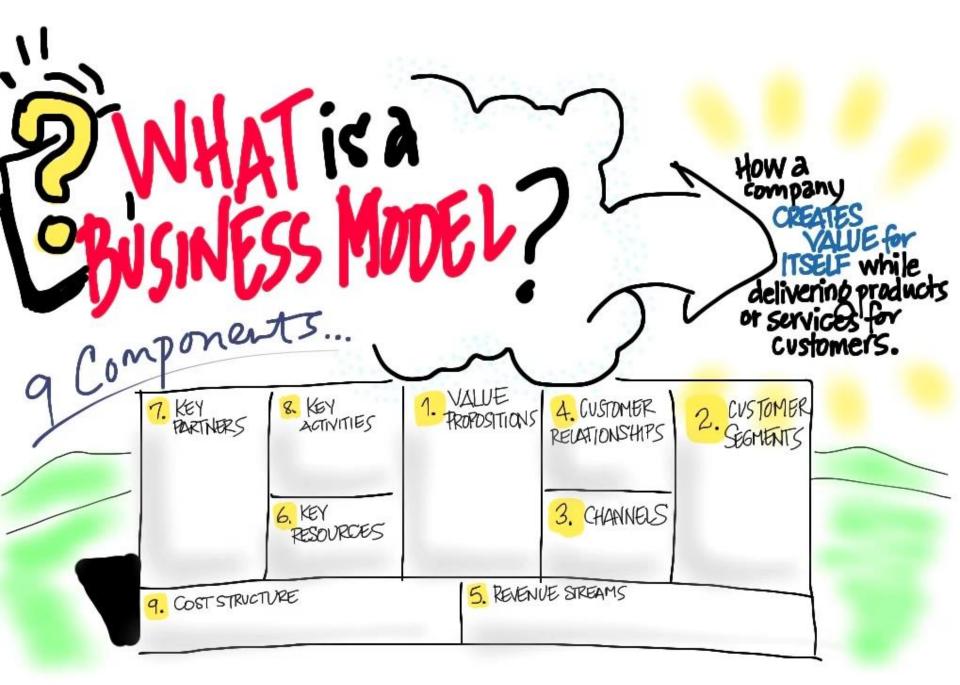
- ✓ Assume full knowledge of the market, solution and customers.
- ✓ Don't require a lot of external interaction.
- ✓ Are a useful implementation tool, focusing much on operationalizing strategies.
- ✓ Usually written too soon; often not written at all.

Business Models

- ✓ Assumes evolution: discovery and iteration.
- ✓ Forces "getting out of the building" to talk with clients.
- ✓ Forms foundation for success or failure.

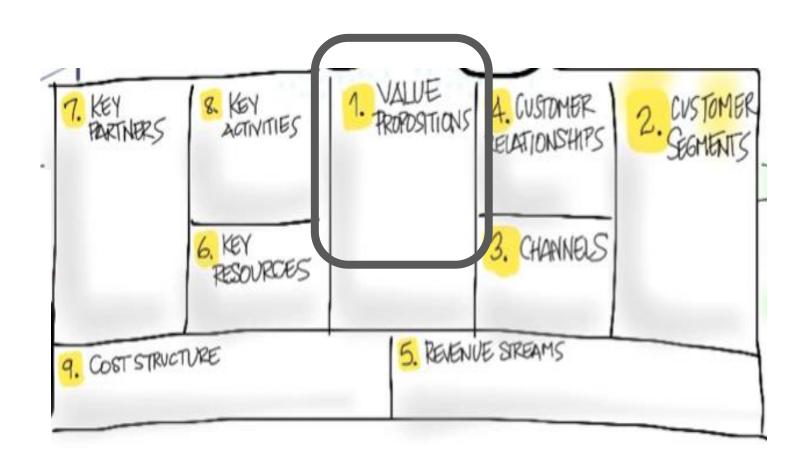




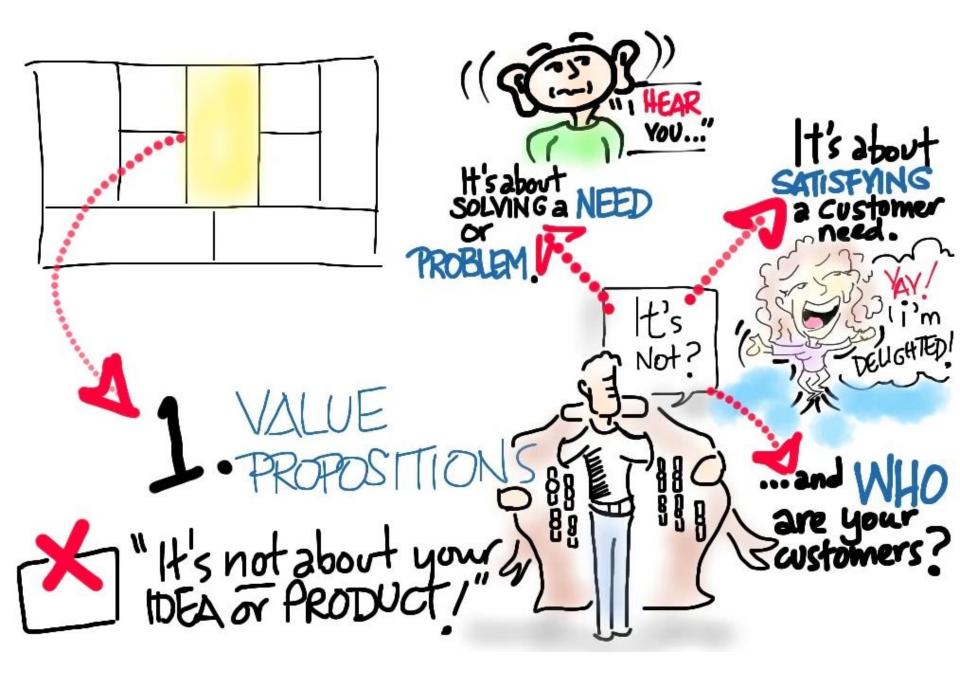


The following slides thanks to Steve Blank and the Lean LaunchPad Educators Program



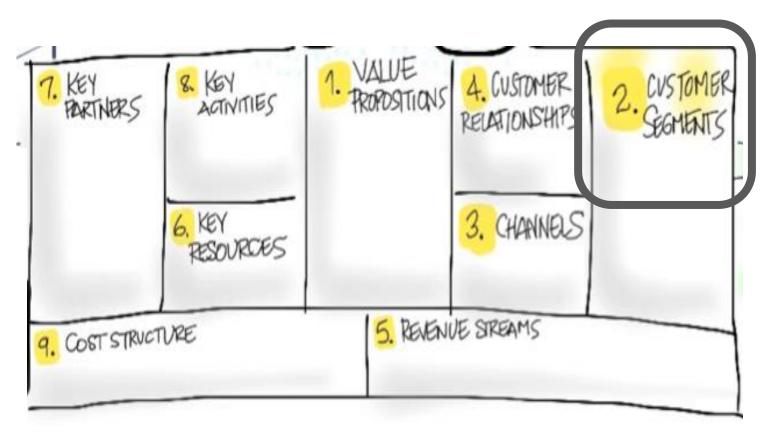


What Are You Building and For Who?

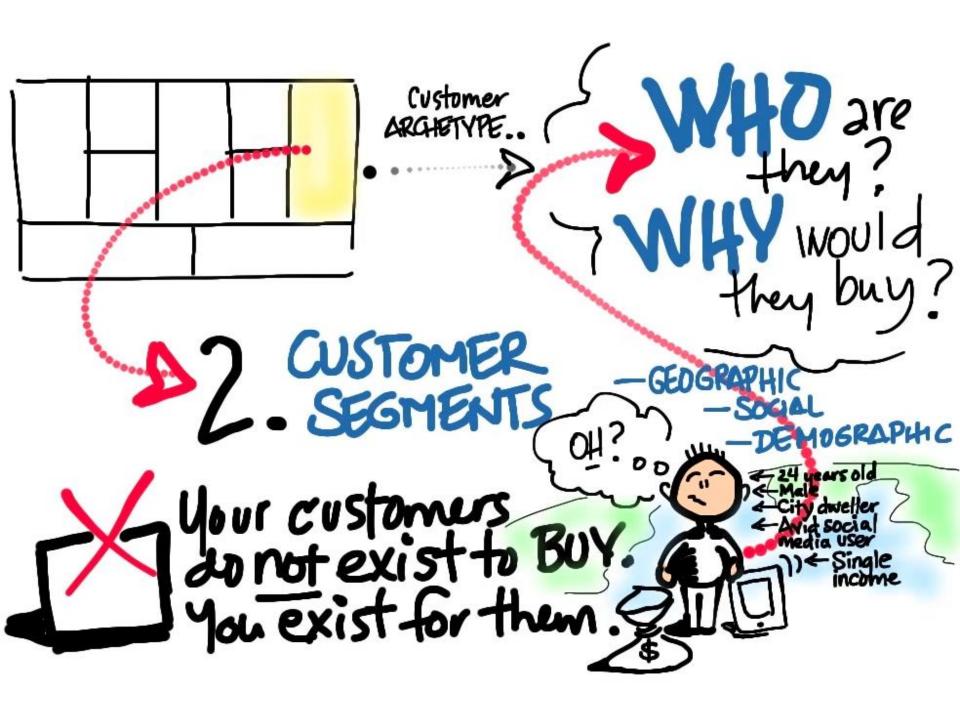




Customer Segments

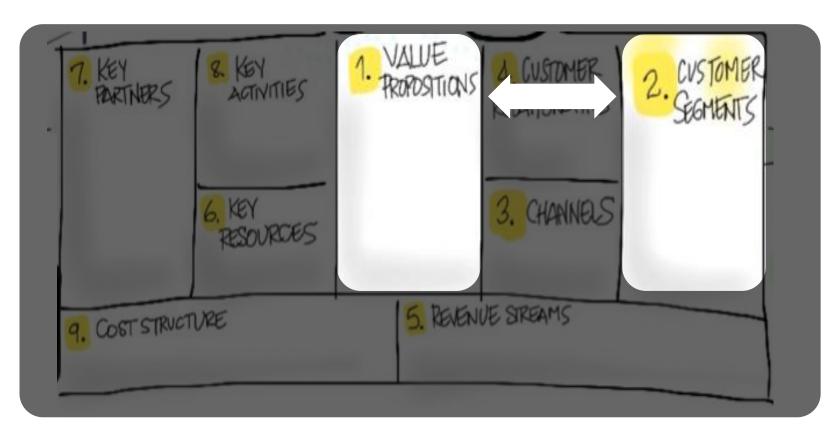


Who Are They?
Why Would They Buy?

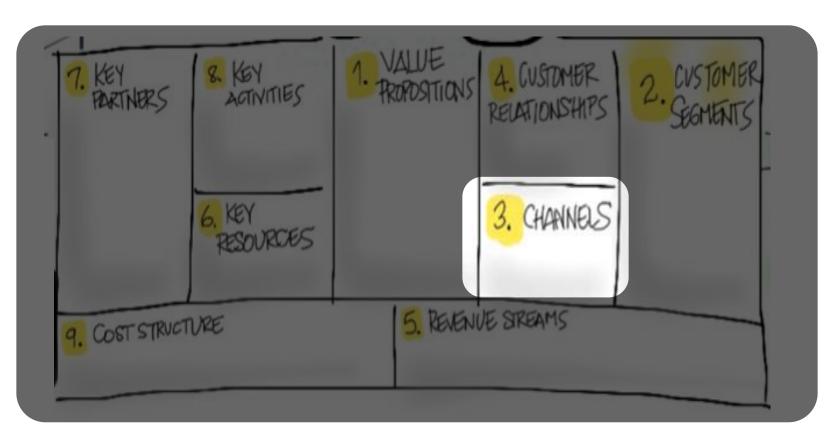


Multiple Customer Segments

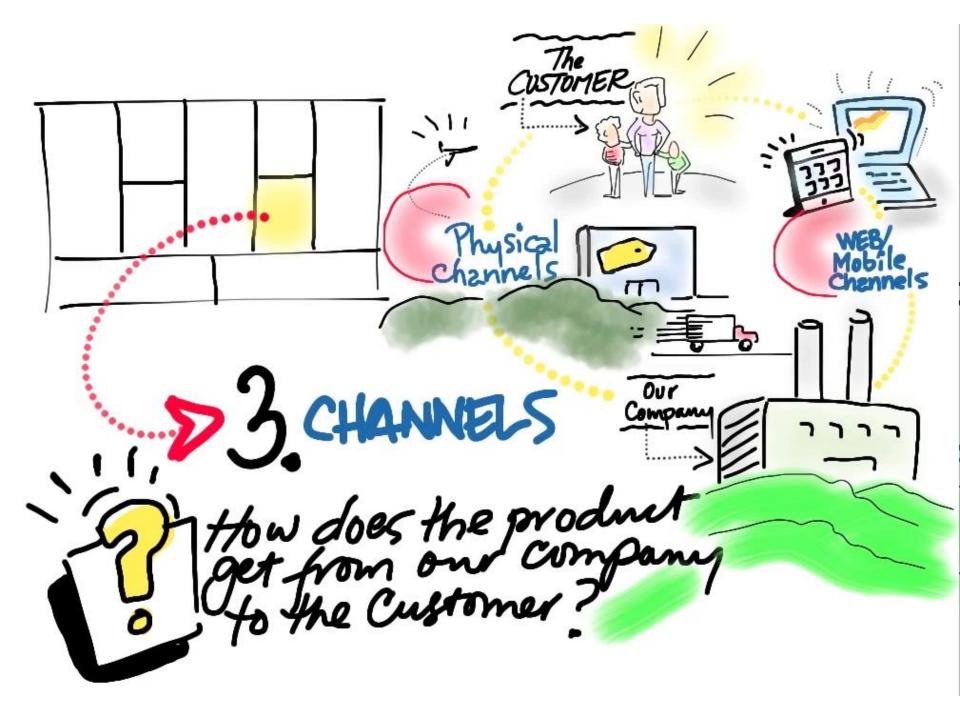
- ✓ Might have multiple segments of users
- ✓ Might have users and payers
- ✓ Might have 5 or 6 different customers
 - Medical devices have doctors, hospitals, patient, insurance company, FDA, etc.
- ✓ For every customer segment you need:
 - Value proposition
 - Revenue model
 - And may have unique channels, customer relationships, etc.



Does the Value Proposition MVP Match the Customer Segment Archetype?

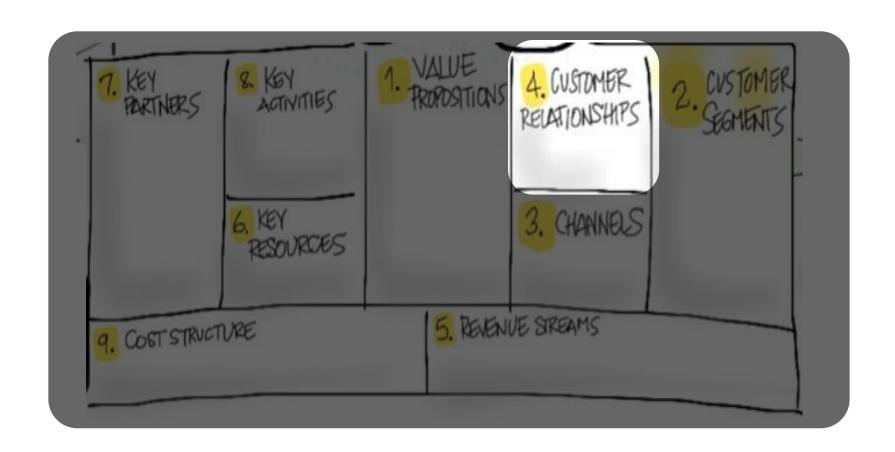


How Does Your Product Get to Customers?

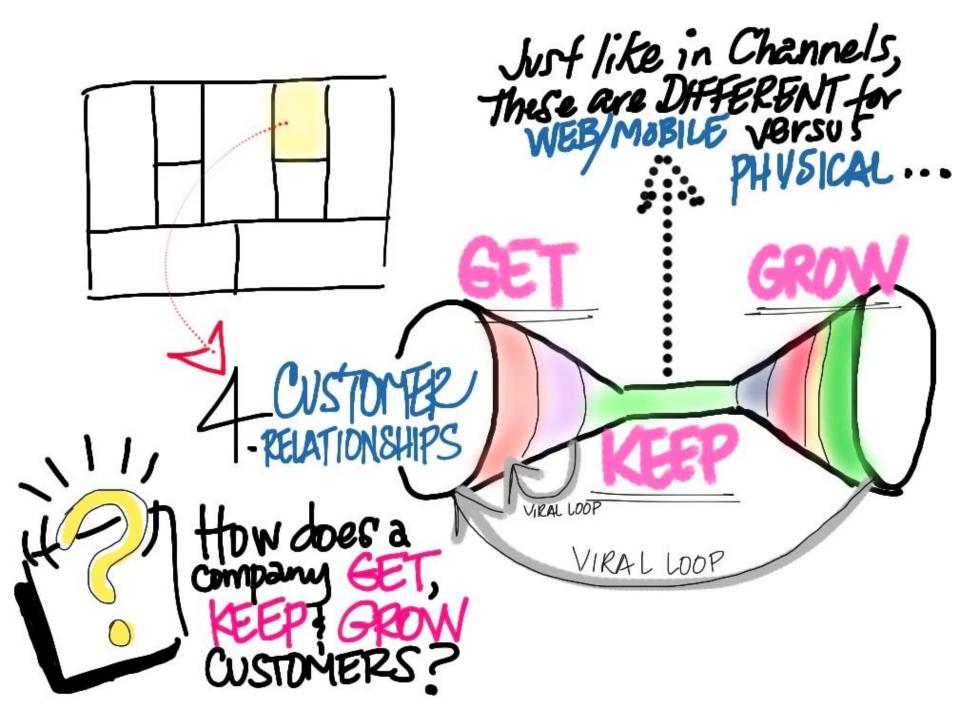




Customer Relationships

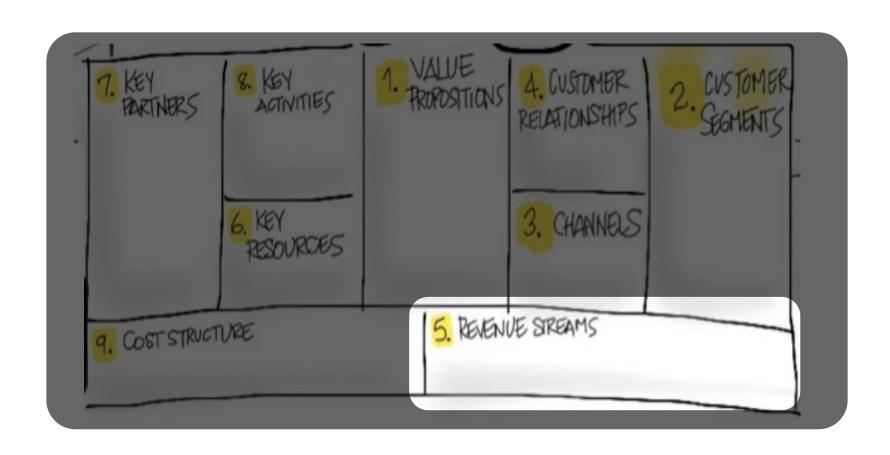


How Do You Get, Keep and Grow Customers?

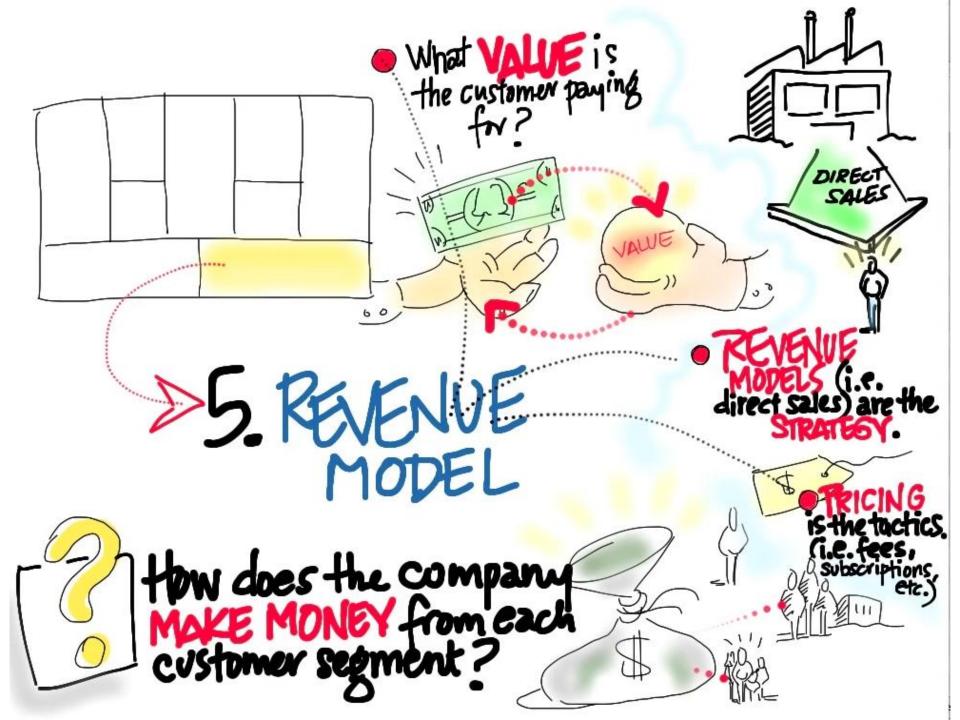






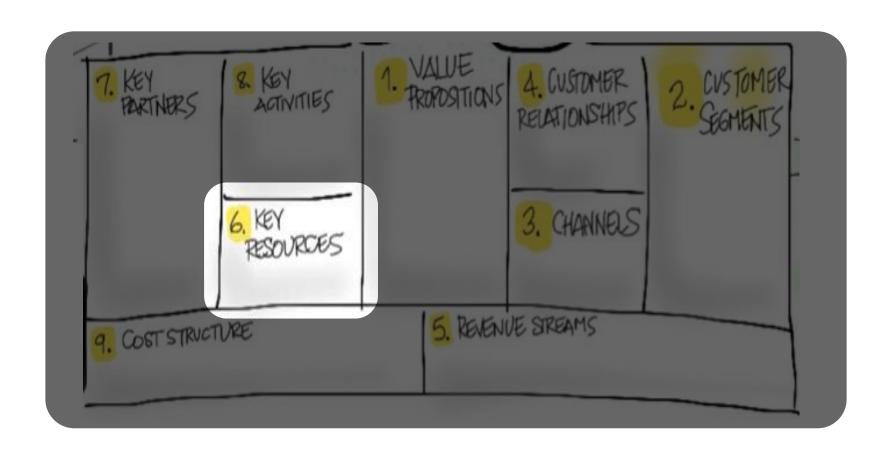


How Do You Make Money?

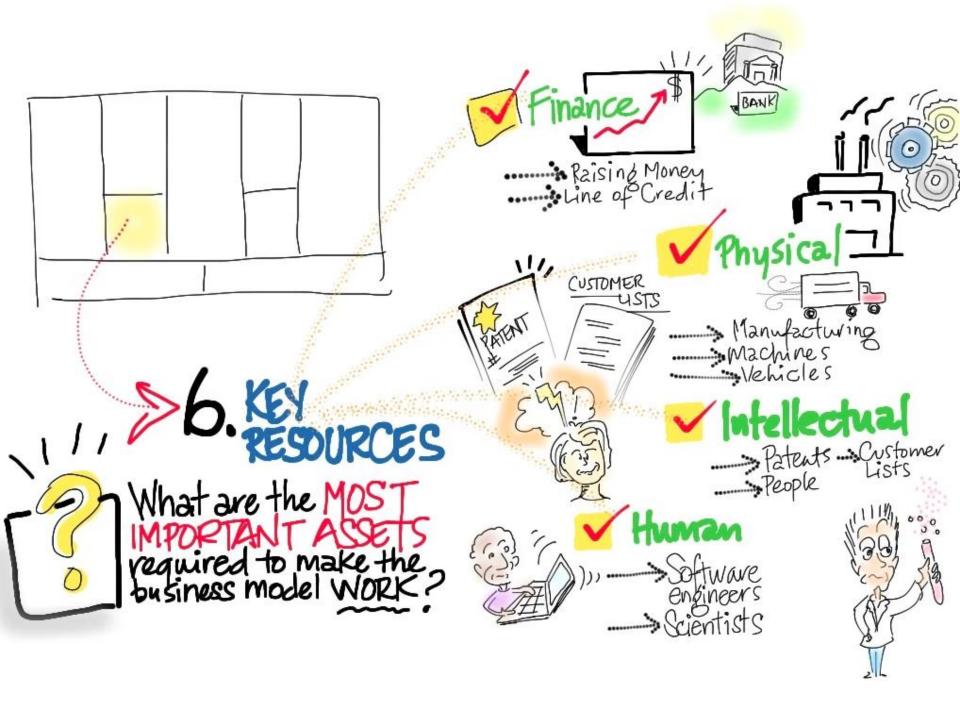




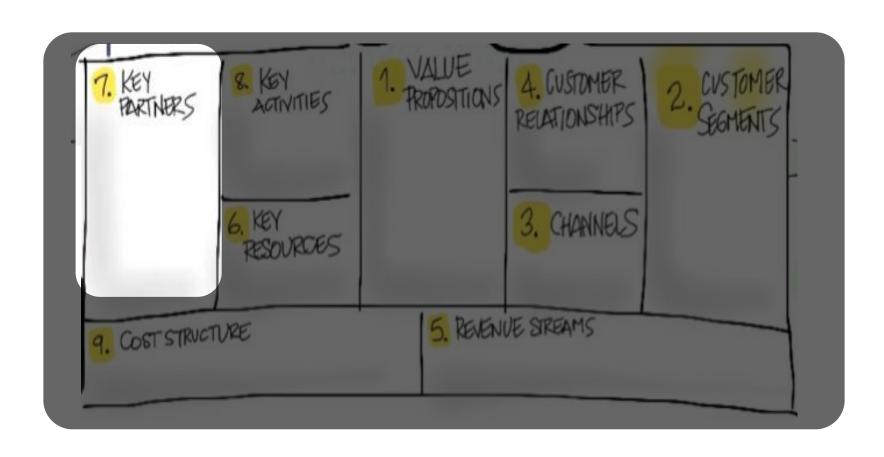




What Are Your Most Important Assets?



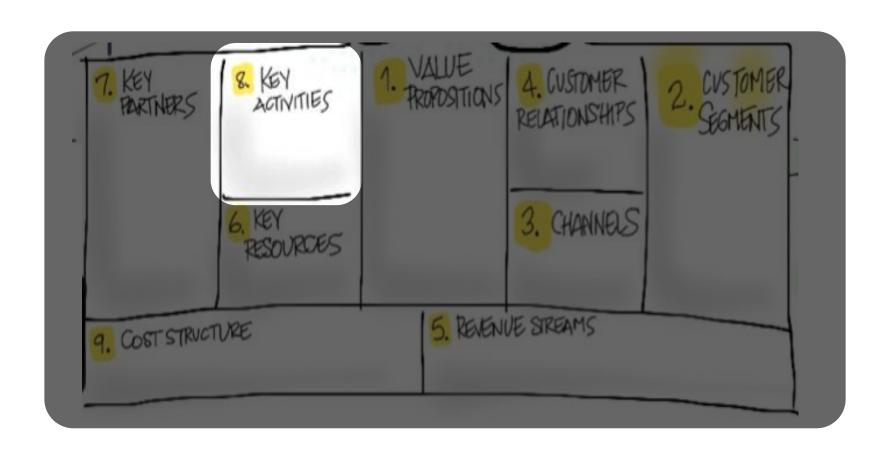




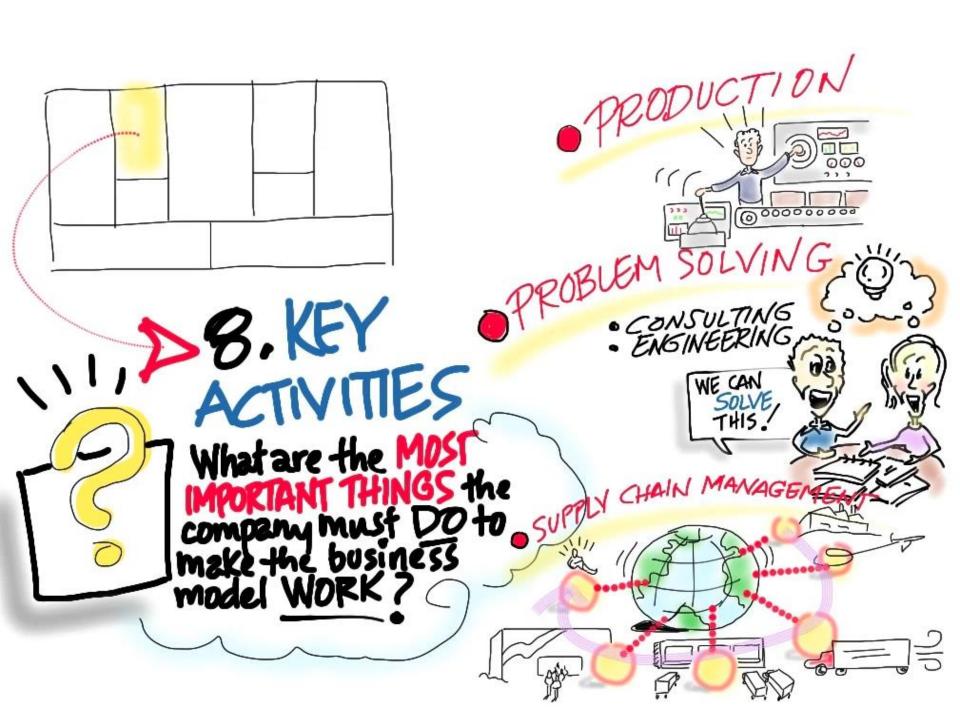
Who Are Your Partners and Suppliers?



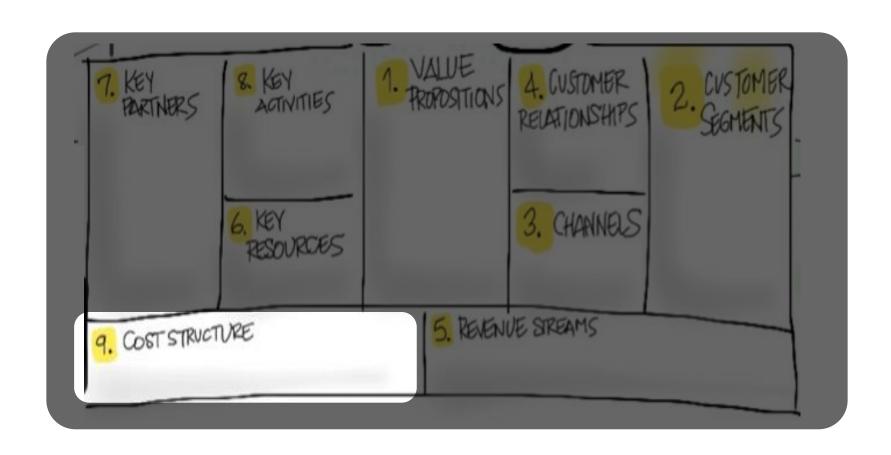




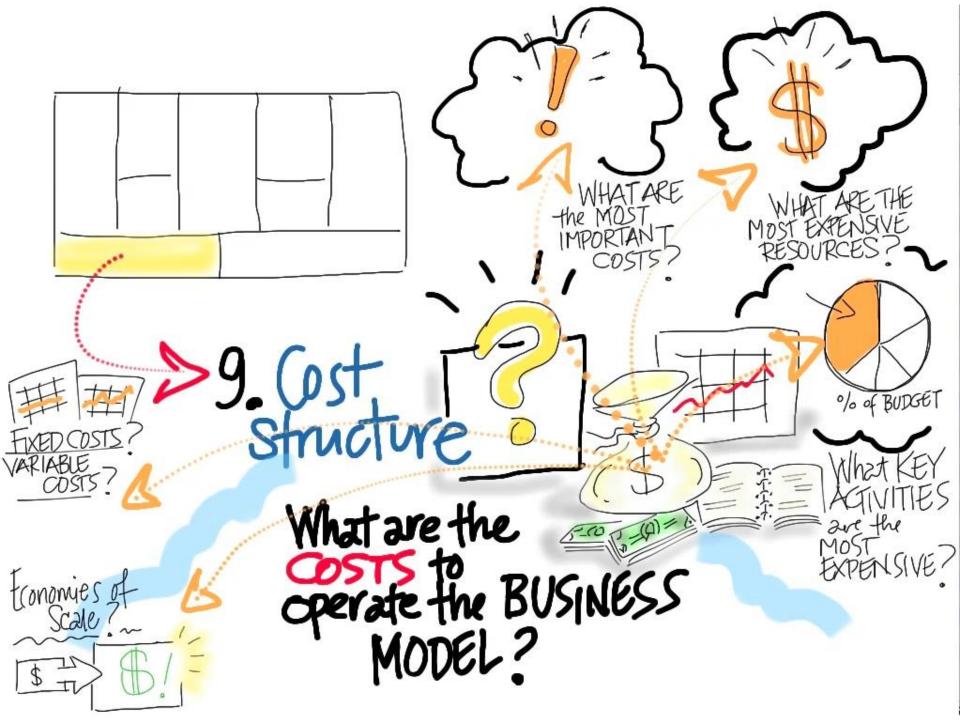
What's Most Important for the Business?







What Are the Costs and Expenses?





BUT...

They Are All Guesses

The Business Model Canvas

Designed for:

Designed by:

Iteration:

Key Partners

Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?

Guess

Key Activities

What Key Activities do our Value Propositions require? Our Distribution Channels?

Guess

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?

Customer Relationships

What type of relationship does each of our Customer

Guess

Customer Segments

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

Guess

Key Resources

Our Distribution Channels? Customer Relationships? Revenue Streams?

Guess

Guess

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?

How are we integrating them with customer routines?

Guess

Cost Structure

What are the most important costs inherent in our business model?

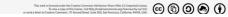
Guess

Revenue Streams

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

Guess



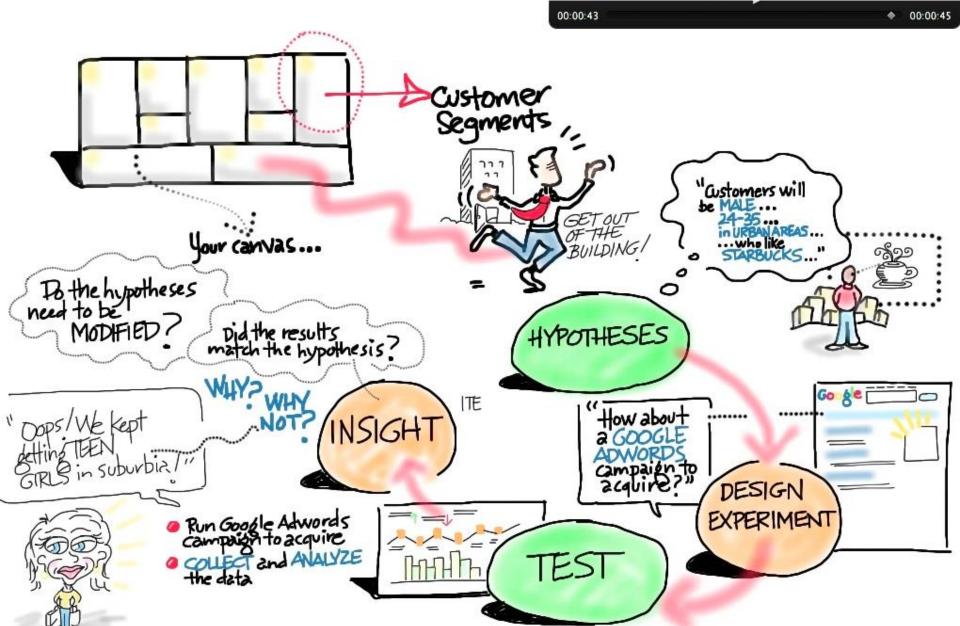






We have to Validate (test) our Assumptions

Test the Problem, then the solution.





Business Model Examples



Lemonade Stand in City Park

The Business Model Canvas

Designed for:

Designed by:



Key Partners



Key Activities

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



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?

Customer Relationships

What type of relationship does each of our Custome Final type or resourcing oces 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?

Customer Segments

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

Key Resources

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



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?

Channels

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?



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?





The Business Model Canvas

Designed for:

Designed by:

Iteration:

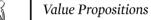
Key Partners

Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?

Who are our Key Partners? Who are our key suppliers?



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



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?

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?

Customer Segments

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



Key Resources

What Key Resources do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue Streams? TYPES OF RESOURCES
Physical
Intellecteal (brand patents, copyrights, data)
Haman
Natural



want to be reached?

Which ones work best? Which ones are most cost-efficient? How are we integrating them with customer routines?

Channels

Through which Channels do our Customer Segments

How are we reaching them now? How are our Channels integrated?

Cost Structure

What are the most important costs inherent in our business model?



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?



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Amazon Business Model Canvas

The Business Model Canvas

Designed for:

Designed by:

Iteration:

Key Partners



Key Activities

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

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Cost Structure

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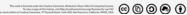
Revenue Streams

For what value are our customers really willing to pay?









facebook

The Business Model Canvas

Designed for:

Designed by:

Iteration:

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?



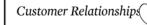
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For whom are we creating value? Who are our most important customers?

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trans or associates
Physical
Intellectual (bund potents, copyrights, date)
Homor



Channels

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How are we integrating them with customer routines?

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?



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?



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In groups:

- ✓ Consider your assigned business idea.
- √ Sketch out the key components of their business model.
- ✓ Determine which component is most important or unique.
- ✓ Be prepared to present:

Which component(s) of the Business Model Canvas is **most important or unique** for this business, and why?





(2) Luxe Box (Loose Button)



(3) Nespresso



4) Upwork



5 Hilti Fleet Management



The Business Model Canvas

Designed for:

Designed by:

Iteration:

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?

Key Activities

Revenue streams?





What value do we deliver to the customer?
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Key Resources





Channels



How are we reaching them now? How are our Channels integrated? Which ones work best?

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Cost Structure

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



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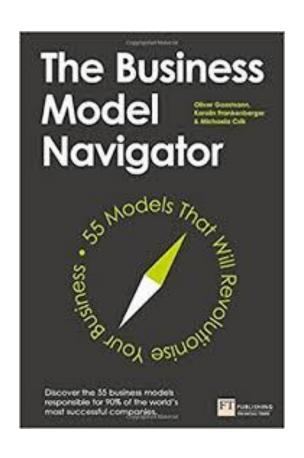
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or senda letter to Creative Commons. This Cood Sherfs Sackson (200, Sac Francisco, Casterine 340905, USA.

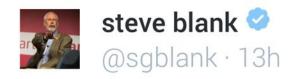


| Revenue Sharing | Comparing | Comparing

The Study of Business Models



- 80% of business can be categorized into 55 models



The Odds of Getting the Business Model Right is Inversely Proportional to How Smart the Founder Thinks They Are







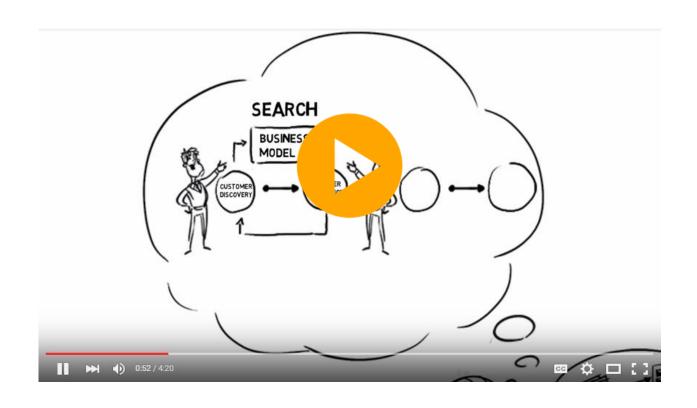
Concluding Thoughts?



Validating Your Idea



TELFER CUSTOMER DISCOVERY





Recommended Start up Process*

- Generate idea
- 2. Assess market size and competition
- 3. Conceive business model hypotheses
- 4. Build validation tests and key metrics
- 5. Run validation tests and measure
- 6. Learn
- 7. Reiterate model and hypotheses
- 8. Repeat until new iterations not required
- 1. Establish resource requirements
- 2. Determine financial viability
- 3. Start venture or go back to step 1

Idea Validation

Cust. Discovery

Business Planning

*Not distinct or linear.

What Do Tests Look Like?

- Customer conversations (f2f) lots of them
- Industry expert conversations
- Surveys in person and/or online
- Test ads looking for currency*: Facebook, LinkedIn, Google Adwords
- Test webpage looking for currency
- Letters to clients to gauge follow up
- Minimum viable product

^{*} Currency = cash, orders, email addresses, sign ups, click throughs, downloads etc.



A minimum viable product has just those core features that allow the product to be deployed, and no more. The product is typically deployed to a subset of possible customers, such as early adopters that are thought to be more forgiving, more likely to give feedback, and able to grasp a product vision from an early prototype or marketing information.

- Twitter MVP = status update
- Google = just search
- Zappos = web site + manual purchase
- Virgin Airlines = one plane, one route



Minimum Viable Product This Emotional **Emotional** design design Usable Usable Not this Reliable Reliable Functional Functional @jopas September 2014 | With compliments to Aarron Walter

HOW TO BUILD A MINIMUM VIABLE PRODUCT

NOT LIKE THIS

















LIKE THIS























TELFER Customer Discovery Process

Validation Checklist

Pre Validation

- 1. What do you think the problem/gap is?
 - 1. What pain exists in the market or for the customer?
- 2. Who do think are your typical (first) clients?
 - 1. What is the size of the market?
 - 2. What is the profile (demographics etc) of you most likely customer?
- 3. What is your <u>v1</u> solution? Is it reasonable?
- 4. Who do you need to talk to? How can you access them?
- 5. What are the most critical business model hypotheses you are trying to validate? What questions can you ask?
- 6. What are the tests? What metrics/thresholds are you looking for?

TELFER

Typical Questions

- 1. Is there a problem or gap in the marketplace?
- 2. Who are the customers and do they recognize they have a problem?
- 3. How is the customer currently dealing with this task/problem? (What solution/process are they using?)
- 4. What do they like about their current solution/process?
- 5. What do they wish they could do that currently isn't possible or practical?
- 6. Are customers willing to pay money for a different solution? (Duct tap test; desire, willingness, ability)
- 7. Would they buy a different/new solution? How? How much?
- 8. Are there competitors? What do they do well/poorly?
- 9. Is there some other solution/process they've tried in the past that was better or worse?
- 10. Who is involved with the buying process? How long does it take? Is there a budget?



Tips for Customer Interviews

- Know your goals and plan your questions before leaving the building!
- Do one-on-one interviews.
- Validate the problem first, not the solution.
- Listen, don't pitch.
- Be prepared for answers you don't like.
- Write your notes from the meeting immediately.
- · Focus on discovery. Don't worry about features!
- Never ask a yes and no question, always ask open ended ones.
- Have behavior-focused interviews.
- Ask to be able to follow up and for intros to others.



TELFER Validation Strategies methods

(In addition to customer conversations.)



- 1. Google Trends
- 2. Pinterest
- 3. Google Adwords
- 4. Unbounce.com
- 5. QuickMVP
- 6. Godaddy/Wix/Weebly
- 7. LinkedIn/Twitter/Facebook/etc.
- 8. eLance/Fiveer/oDesk
- 9. Survey Monkey



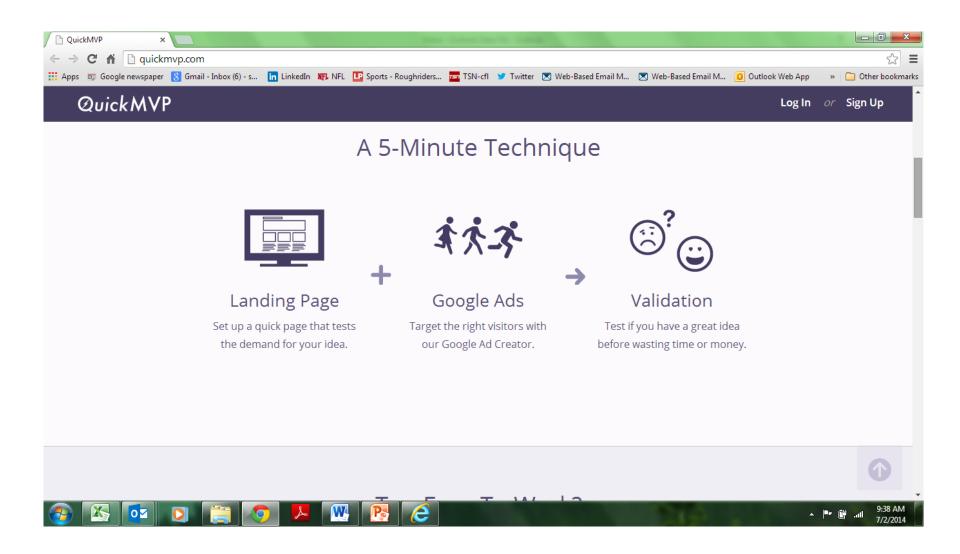
Seeking to determine customer interest:

- Sign ups
- Pre-orders



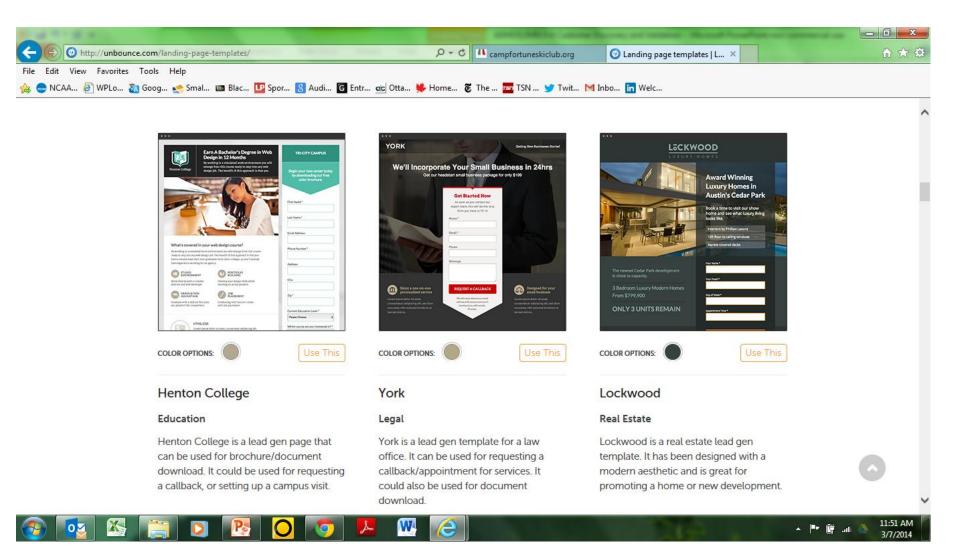


www.quickmvp.com

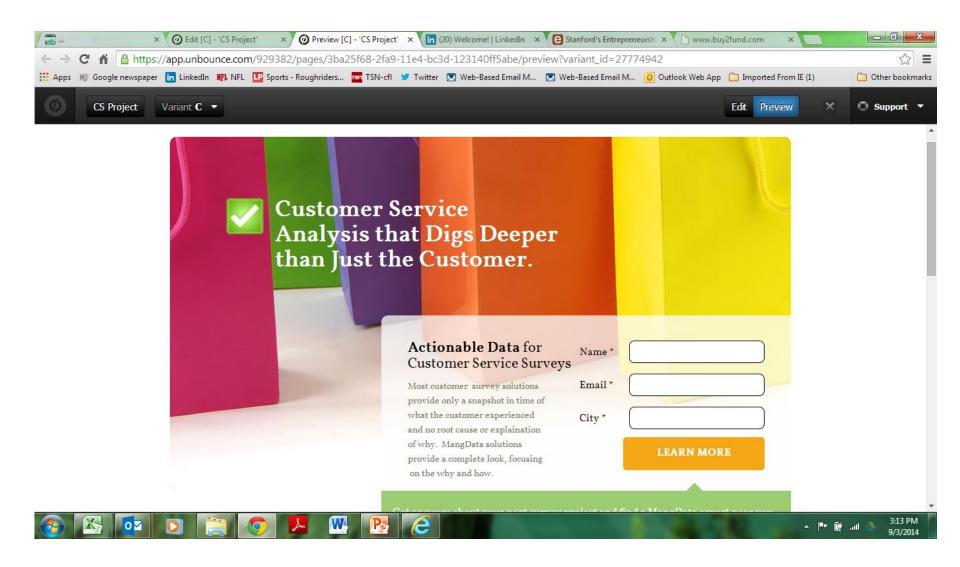




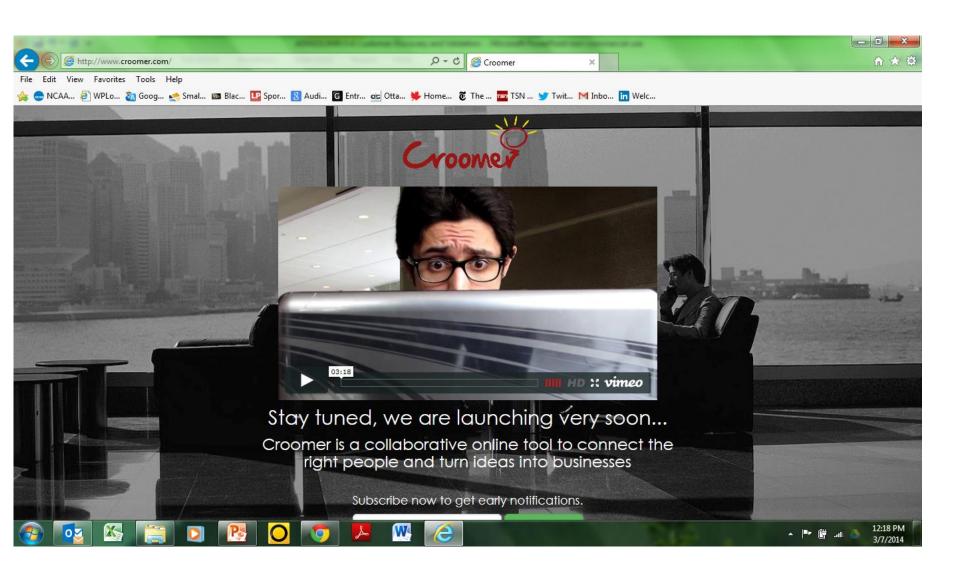
http://unbounce.com/



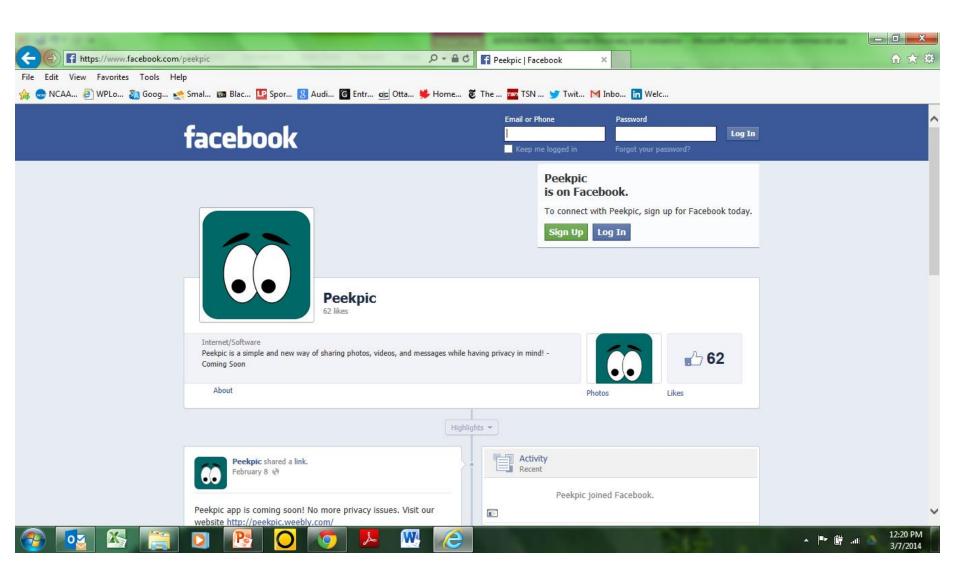




TELFER





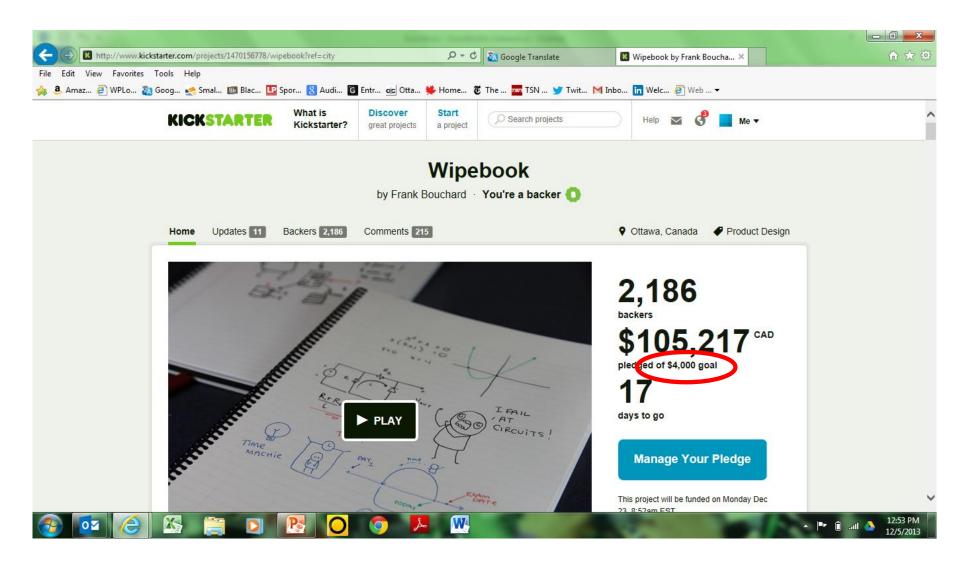




Crowd Funding Campaigns

- http://www.indiegogo.com/Pub
- http://www.indiegogo.com/projects/help-bring-victoire-to-toronto
- https://www.kickstarter.com/projects/1470156778/wipebook







Case Study

TELFER

Birth of an Idea

From: Jamie Barresi

Sent: Tuesday, June 24, 2014 5:51 PM

To: Daze, Stephen

Cc: Luc Gelineau; Colin Timm
Subject: GUEST COACH REQUEST

Professor Daze

Coach Barresi here from The University of Ottawa Gee-Gees football program.

I am writing to ask if you would be interested in being a guest coach for us for one of our home games this fall.

lan Stewart, who is a member of our team, suggested that you would be interested in helping to coach the Gee-Gees for a game.

Your coaching role would involve your attendance at our Friday meeting (3:00 PM) followed by our walk through practice (4 – 5 PM).

At the meeting you would be introduced to the team and you may address the team if you wish.

The following day would be the game.

You can come early and be part of the warm-up.

You may want to give a short pre-game speech if you wish.

We would welcome you to come out with the team and be on the sideline for the game equipped with game plan and coaching hat.

I have enclosed our home schedule below.

If you think you are interested please choose a game and let me know.

We would be delighted to have you.



I'd like to help











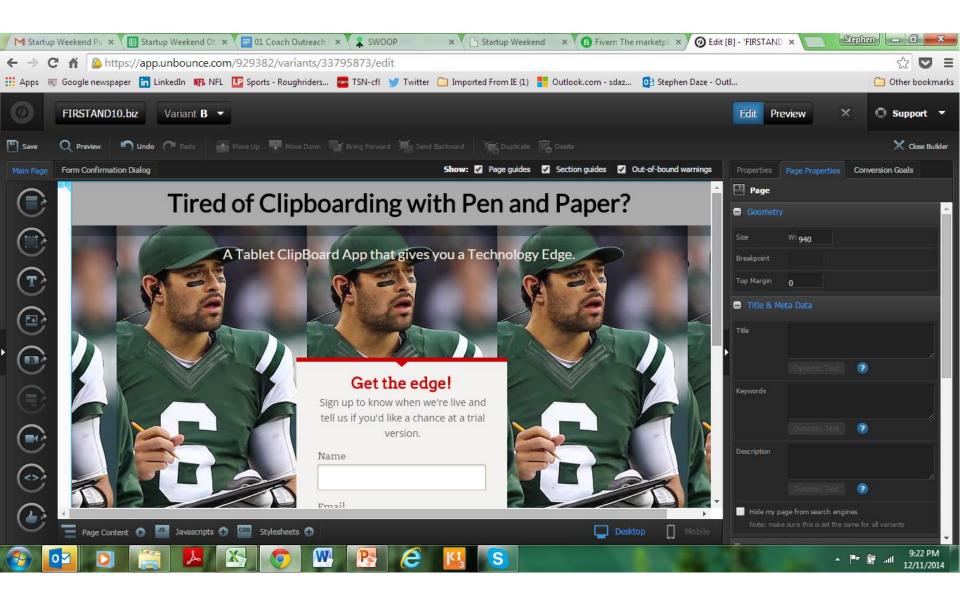


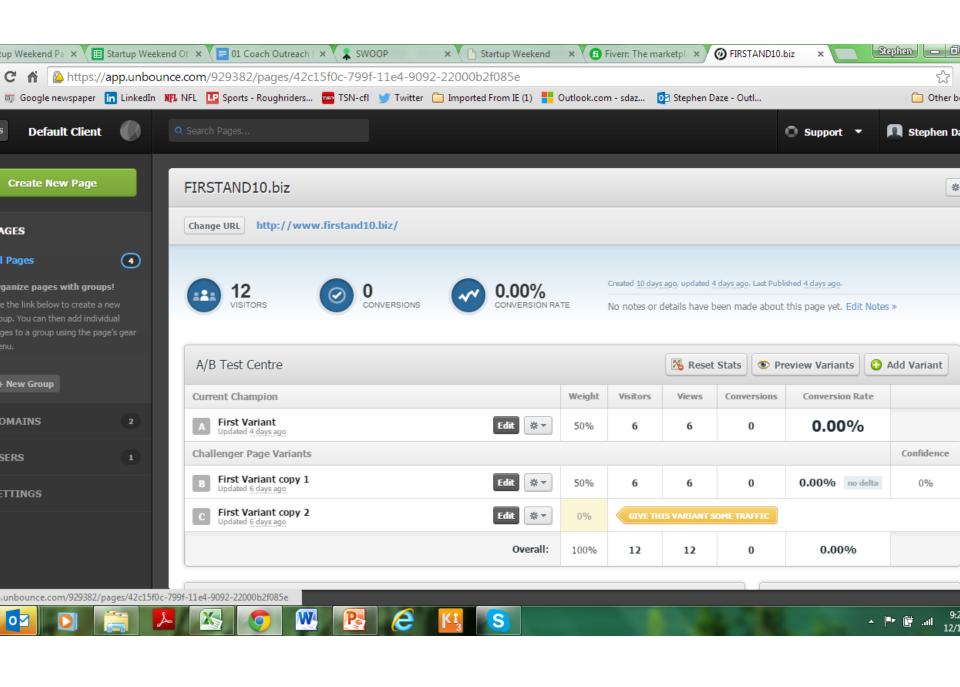




www.unbounce.com

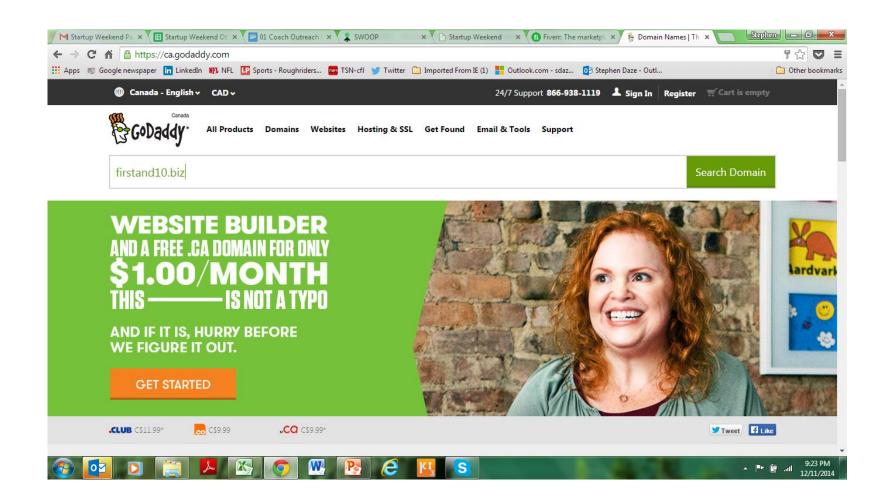
\$54 (1 month free trial)





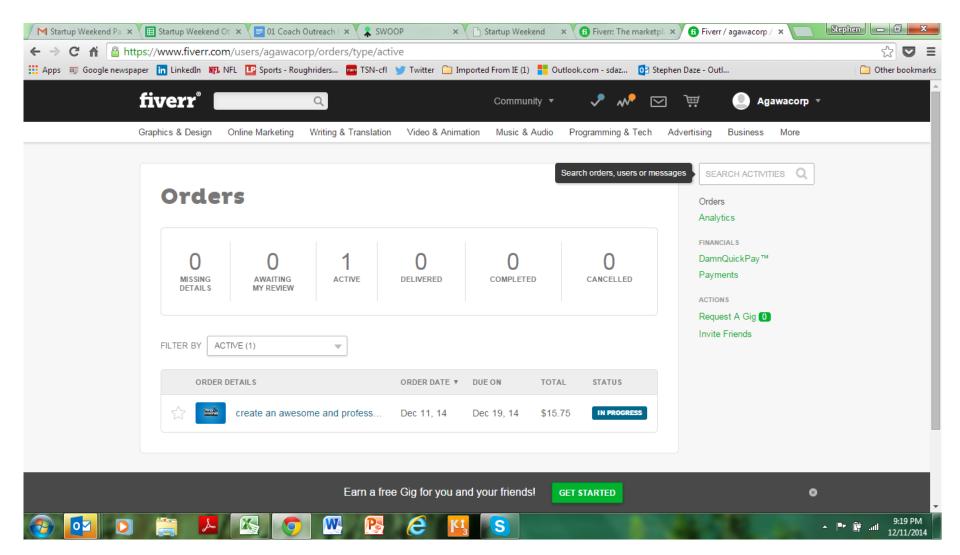


\$16



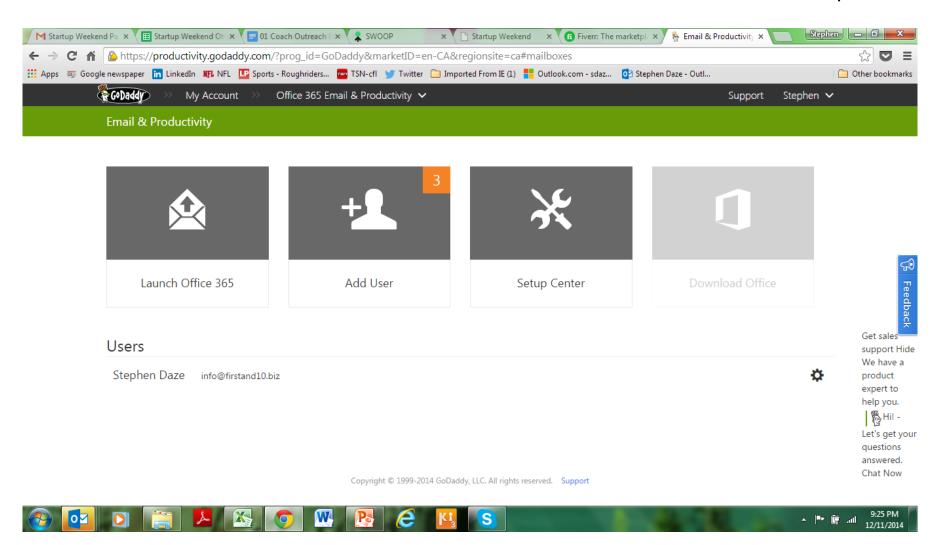
www.fiveer.com

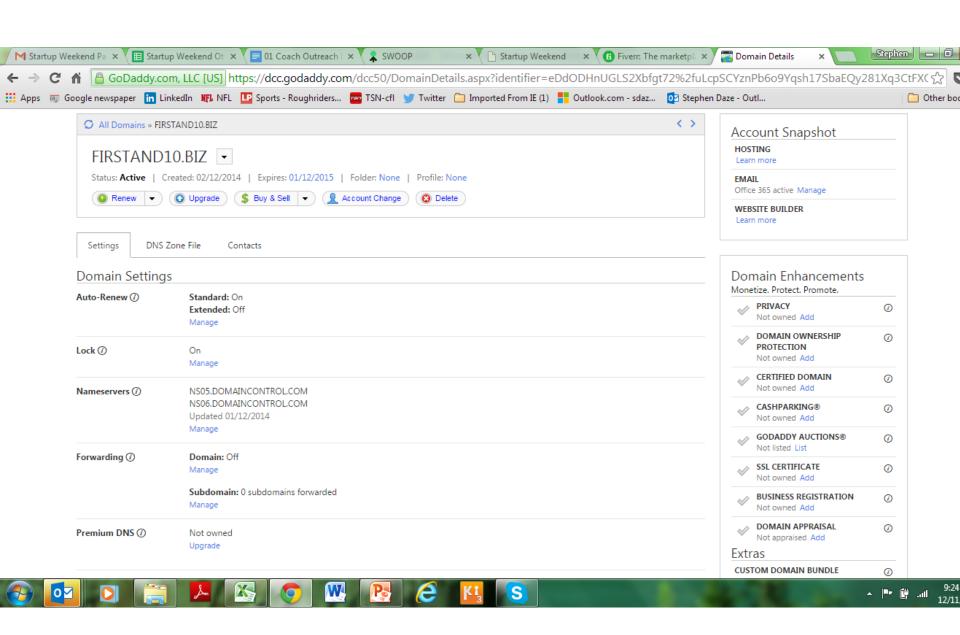




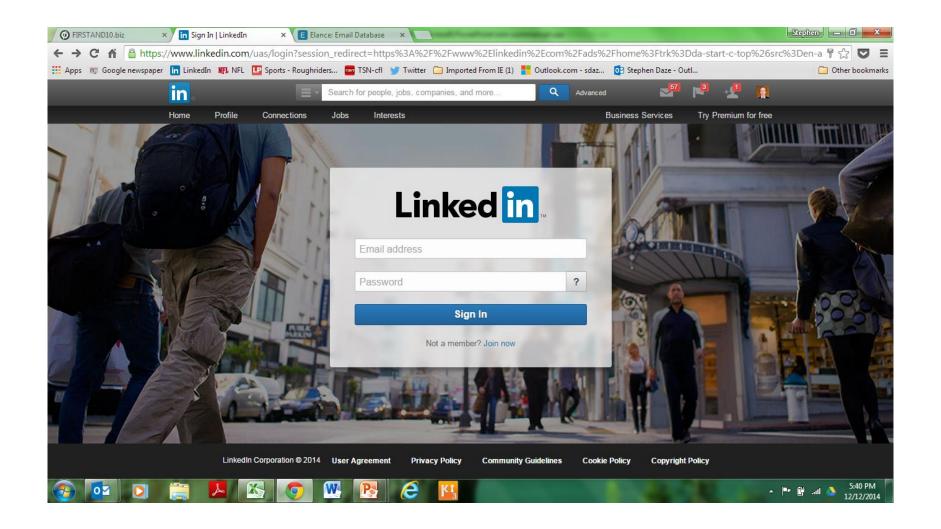


\$5/month

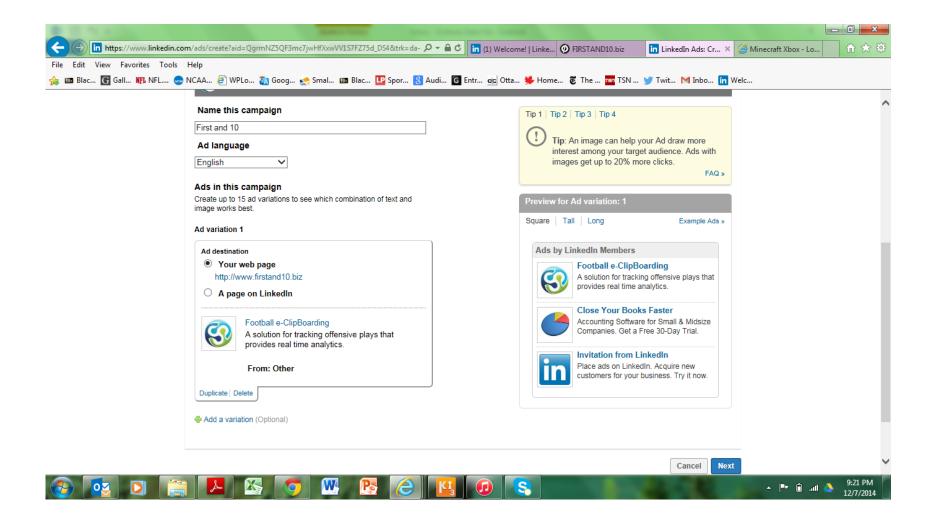




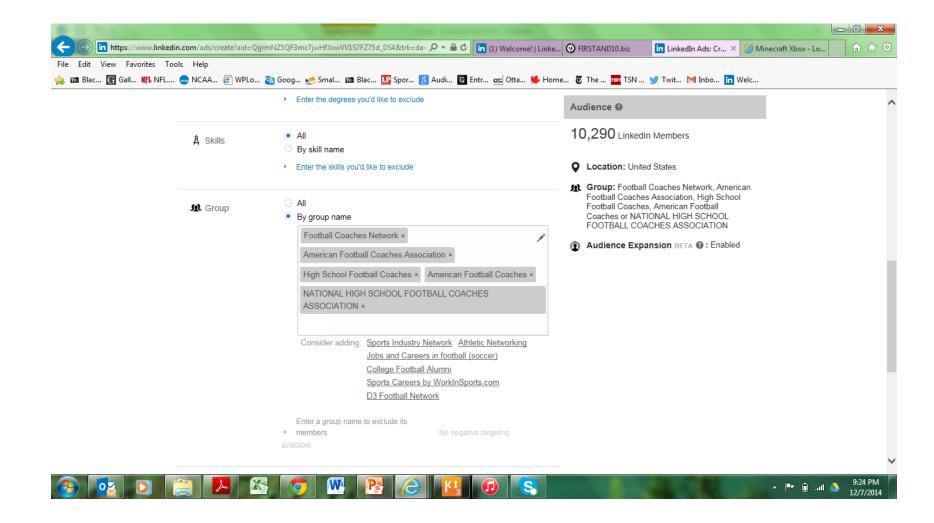








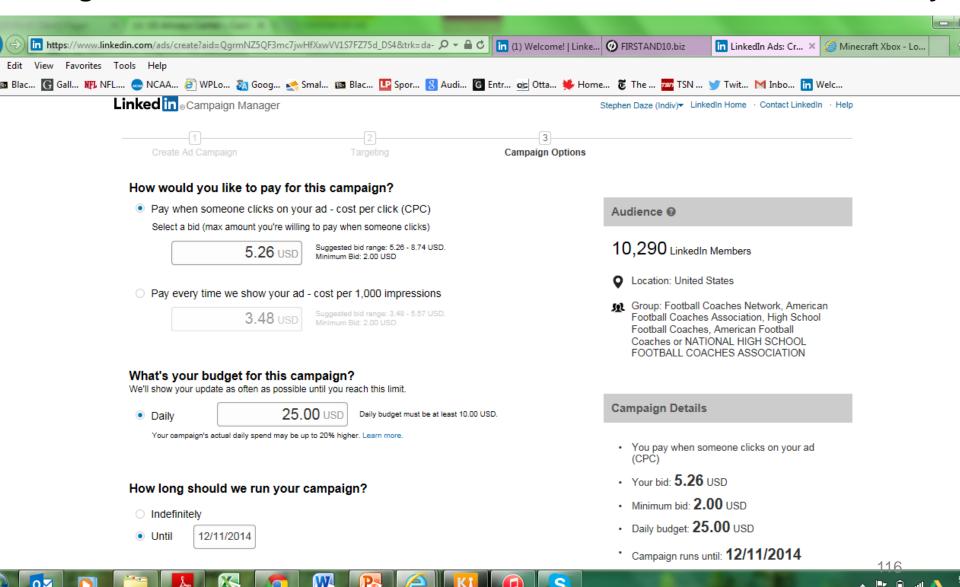


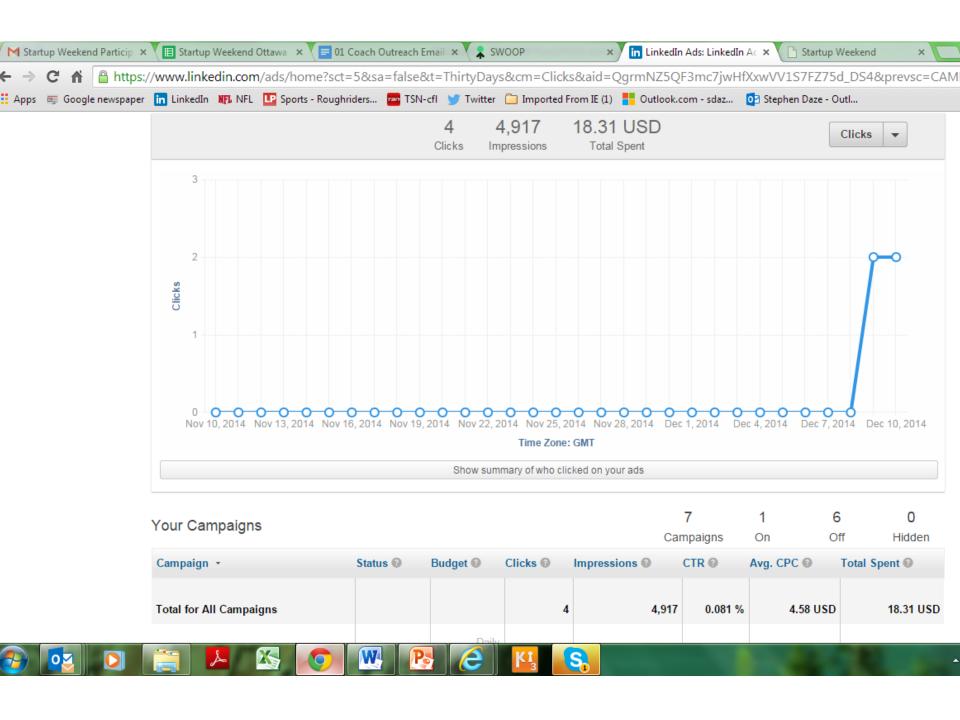




Google Adwords

max. \$25/day





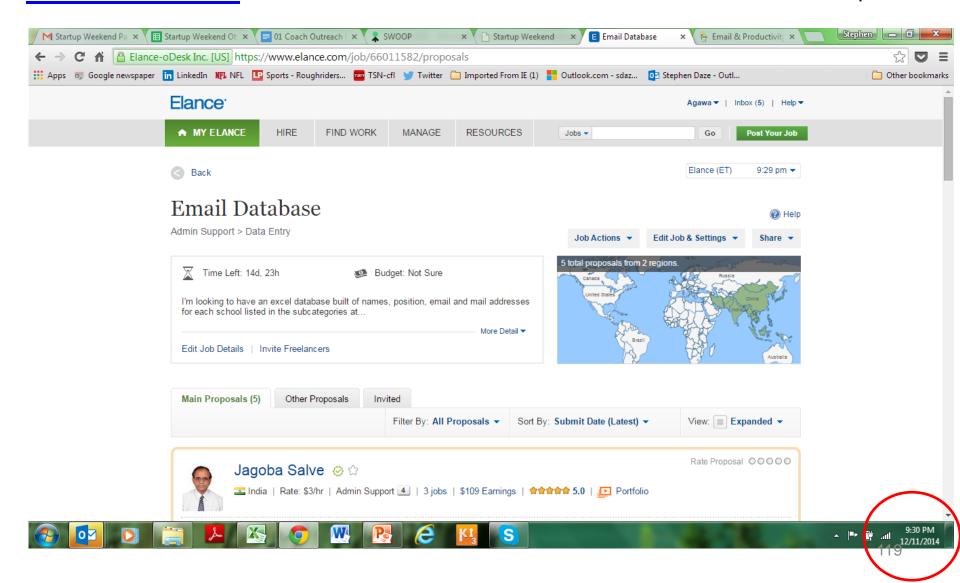




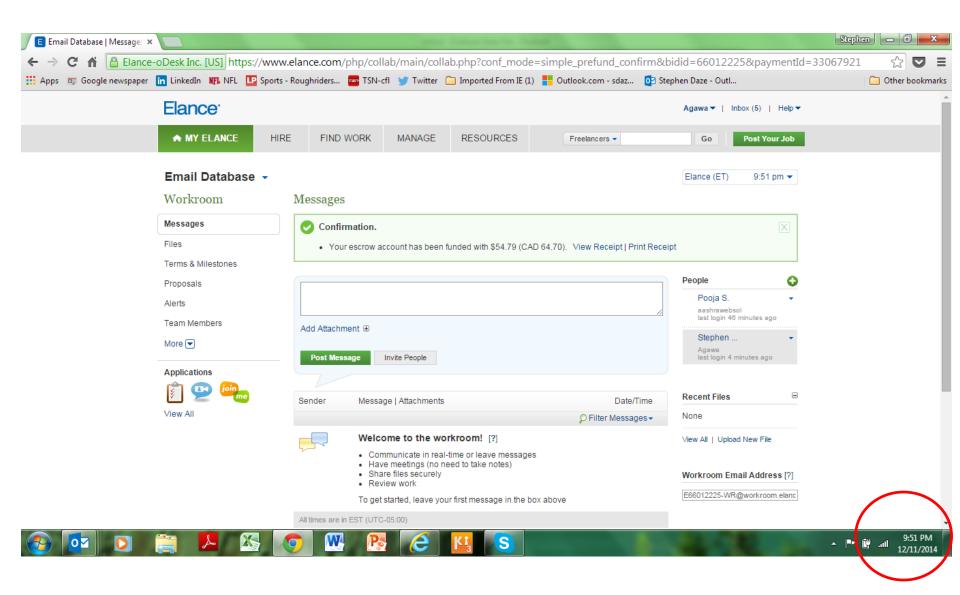


www.elance.com

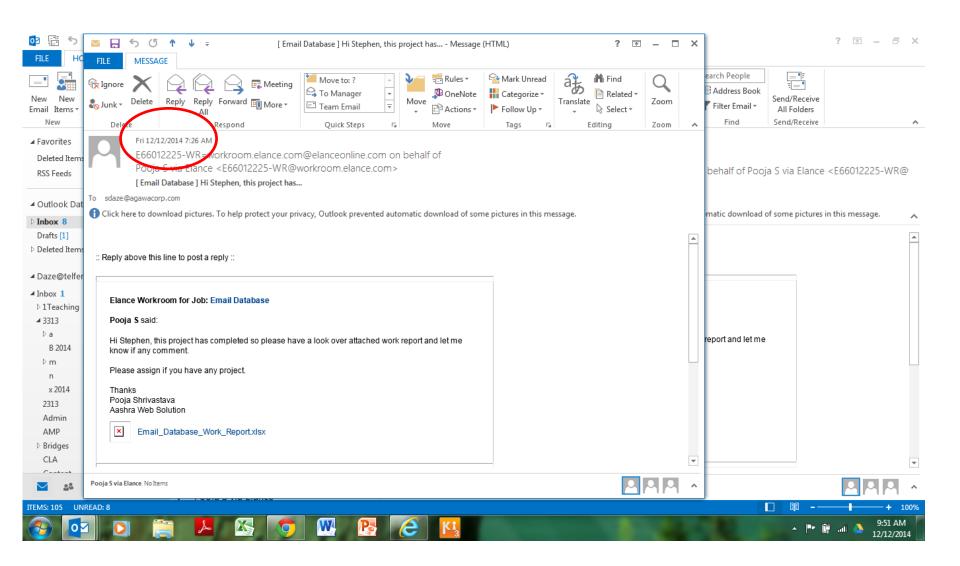
\$54.79













Next (logical) steps

- Build out of a demo version
- Launch of actual website (more validation; sign ups; early sales?)
- Pre sales
- Finalize development



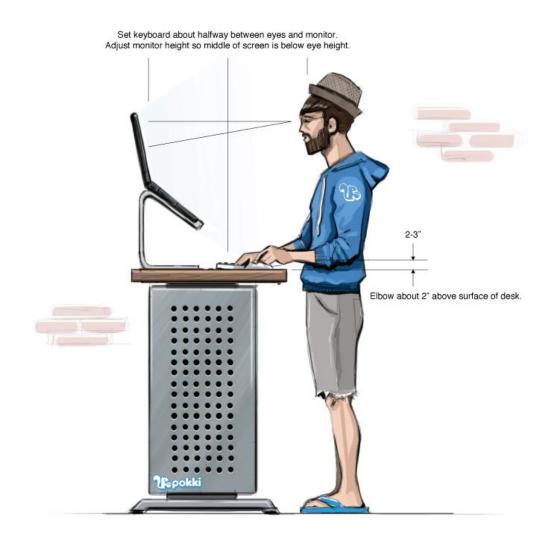
Tools and Resources

- <u>www.businessmodelgeneration.com/canvas</u> and related https://canvanizer.com/ to organize your validation.
- www.unbounce.com, www.quickmvp.com and www.launchrock.com build landing pages to gauge clicks and interest/ collect email addresses/ combine with Google Adwords and other advertising mediums/ test variants of your message.
- http://buzzsumo.com/ look for key influencers in your industry.
- <u>www.indegogo.com</u> and <u>www.kickstarter.com</u> build awareness, raise funds and pre-sell your product online.
- http://proto.io/ or others create a mockup of your app or website in minutes.
- http://startupstash.com/mockups-wireframing/
 Mockup and Wireframes
- http://startupstash.com/mvp/ A curated directory of resources & tools to help you build your Startup
- https://www.zoho.com/crm/?src=zoho Customer Relationship Management to track your validation contacts and early leads

Other validation tools and resources:

- Customer Discovery Tips and Templates -http://leanstartup.pbworks.com/w/page/54918676/Customer%20Interview%20Templates%20and%20Resources
- Validation tools http://leanstartup.pbworks.com/w/page/62585258/Validation%20Tools
- Another similar list http://www.squirrly.co/startup-tools-list-the-amazing-free-services-that-will-improve-your-work#.VNETZp3F_5G











Pitching Your Validation results







REPORT/PRESENTATION 1

What problem in what industry?

How big is the market? Other uses?

What was your v1 BMC?

What validation tests did you run? (real numbers)

What did you learn?

How did this influence your thinking (i.e. v2 BMC)

What are your next steps?

PITCH TEMPLATE

VALIDATION EFFORTS TO DATE:

Number of Customer Interviews (f2f) - XX

Number of Surveys Completed - XX

Number of Industry Experts Consulted - XX

Other Tests/Validation Methods -

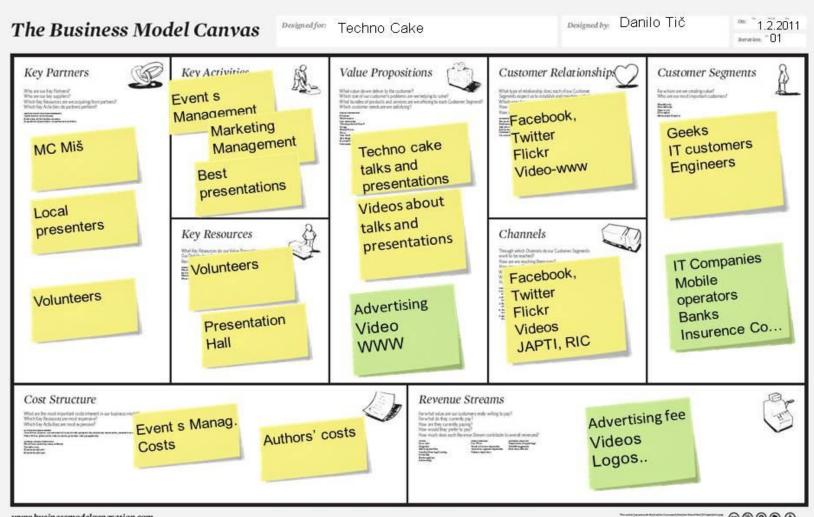
BUSINESS PREMISE

- 1. Industry description
- Size
- Significance
- Other possible markets/opportunities

BUSINESS PREMISE CON'T.

- 2. Problem hypothesis or gap anticipated.
- 3. Possible solution.
- 4. How do you think you'll make money (revenue model).

BUSINESS MODEL CANVAS V.1



SUMMARY OF VALIDATION TESTS

What did you actually do?

Strategies, techniques, numbers and results

KEY LEARNINGS

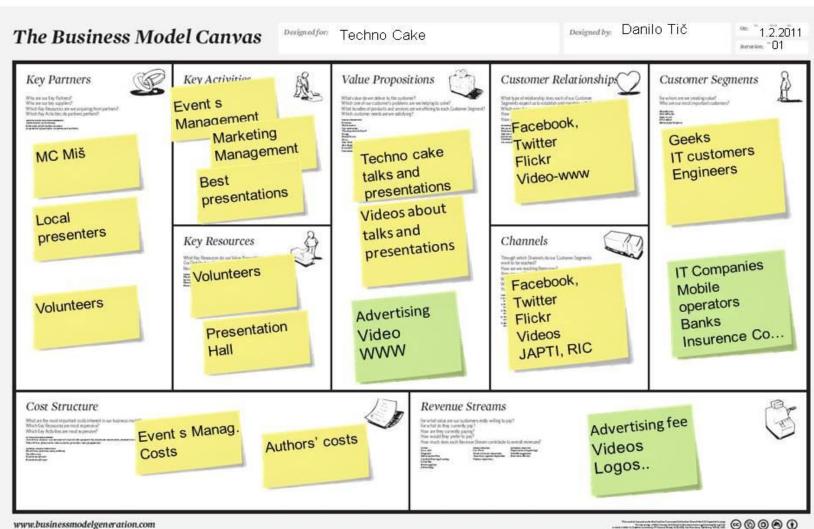
About this Industry/business/client group etc.

About our business model and key elements

About the likelihood of moving forward

About what the next steps for this idea would be.

BUSINESS MODEL CANVAS V.2..ETC



NEXT STEPS

What and how are we continuing with the validation process? (What is the plan of action?)

Action plans:

ACTION PLANS: NOT GOOD

CAMPAIGN TYPE

Public Relations

Public Events / Conferences

University/ Colleges Open Houses

Ambassodor / Testimonials

Content Marketing

Landing Page

Personal Social Media

Twitter

Facebook

Instagram

Online

Web Advertisements (Google Ads)

ACTION PLANS: BETTER

CAMPAIGN TYPE	PROJECT GOALS								
Public Relations									
Public Events / Conferences	Attend at least two education events per year, specifically University fairs								
University/ Colleges Open Houses	Set up booth at uOttawa, Carelton and Algonquin's University Campus Tour for potential incoming students								
Ambassodor / Testimonials	Hire at least 2 student ambassodors from each partnering school to promote our services and provide success testimonials (after first round of students have used our platform)								
Content Marketing									
Landing Page	Continously add content to our landing page (eg. Progress of business) to keep our future users informed until we have a working website prototype								
Personal Social Media									
Twitter	Prepare and schedule at least 2 tweets a day throughout the year								
Facebook	Keep a constant schedule of posting at least 3 posts per week								
Instagram	Upload at least one post every 2 days on a constant basis								
Online									
Web Advertisements (Google Ads)	Max budget spending of \$10 per day on Google Ads (Approx 40 clicks per day) to increase traffic to our landing page and then eventually our website								
Facebook Ads / Instagram Ads	Cost is around \$0.50 per click. Therefore aim to post one Facebook Ad and Instagram Ad per day and set the max spednign at \$15 per day. That should result to a total of 60 clicks per day.								
Email Newsletter	Send out email advertisements to incoming students planning on living in residence first year (eg. In admission email under next steps section)								
Web / Market Research									
Site Development, Management and Analysis	Run monthly analytics to configure stats and progress of our platform and users								
App Development	Once app is in development and prototype stage start running analytics								

ACTION PLANS: BEST!

		Q1			Q2			Q3			Q4		
CAMPAIGN TYPE	PROJECT GOALS	Jul-18	Aug-18	Sep-18	Oct-18	Nov-18	Dec-18	Jan-19	Feb-19	Mar-19	Apr-19	May-19	Jun-19
Public Relations													
Public Events / Conferences	Attend at least two education events per year, specifically University fairs			2 Sales	2 Sales	1							
University/ Colleges Open Houses	Set up booth at uOttawa, Carelton and Algonquin's University Campus Tours for potential incoming students				2 Sales					2 Sales			
Ambassodor / Testimonials	Hire at least 2 student ambassodors from each partnering school to promote our services and provide success testimonials (after first round of students have used our platform)												
Content Marketing													
Landing Page	Continously add content to our landing page (eg. Progress of business) to keep our future users informed until we have a working website prototype	1 employee											
Personal Social Media													
Twitter	Prepare and schedule at least 2 tweets a day throughout the year	1 employee	1 employee	1 employee	1 employee	1 employee							
Facebook	Keep a constant schedule of posting at least 3 posts per week												
Instagram	Upload at least one post every 2 days on a constant basis												
Online													
Web Advertisements (Google Ads)	Max budget spending of \$10 per day on Google Ads (Approx 40 clicks per day) to increase traffic to our landing page and then eventually our website	\$310	\$310	\$300					\$280	\$310	\$300		
Facebook Ads / Instagram Ads	Cost is around \$0.50 per click. Therefore aim to post one Facebook Ad and I Instagram Ad per day and set the max spednign at \$15 per day. That should result to a total of 60 clicks per day.	\$930	\$930	\$900				\$ 930	\$840	\$930	\$900		
Email Newsletter	Send out email advertisements to incoming students planning on living in residence first year (eg. In admission email under next steps section)							1 employee	1 employee	1 employee	1 employee	1 employee	1 employee
Web / Market Research													
Site Development, Management and Analysis	Run monthly analytics to configure stats and progress of our platform and users	Free (Google Analytics)	\$400	\$600	\$600	\$600							
App Development	Once app is in development and prototype stage start running analylitics										\$400	\$400	\$400
Market Research													
Surveys	Create new surveys intended for first time users of our platform to get feedback on ways to improve					1				1 Employee	1 employee	1 employee	1 employee
Impact Studies	Schedule face to face interviews with users to understand their likes and dislikes with our platform												
Sales Campaigns													
Campaign A	Start selling our platform to Universities/ Colleges in the Ottawa region	1 Sales employee											
Campaign B	Partner with Student Federation Groups starting with uOttawa's SFUO								1 Sales Employee	1 Sales Employee			
Campaign C	Start exploring new partnership opportunties outside the Ottawa region								7			1 Sales Employee	1 Sales Employee

EXAMPLE

Model and Validation for PeekPic

Last two weeks validation (Adults Segment)

Number of Customer Interviews - 64

Number of Surveys Completed - 39

Number of Industry Experts Consulted – 1

Other Tests/Validation Methods:

Peekpic Website – <u>www.peekpic.weebly.com</u>

Facebook Page - <u>www.facebook.com/peekpic</u>

Last two weeks interviews/surveys: 103

Total interviews/survey for the term: 282

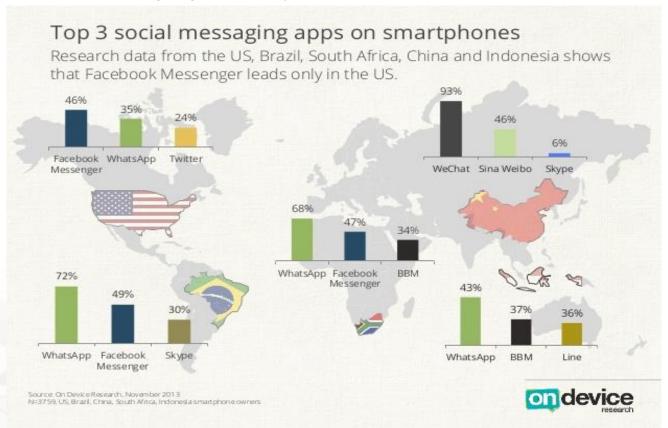




Peekpic App Peekpic App Industry description and Size

1

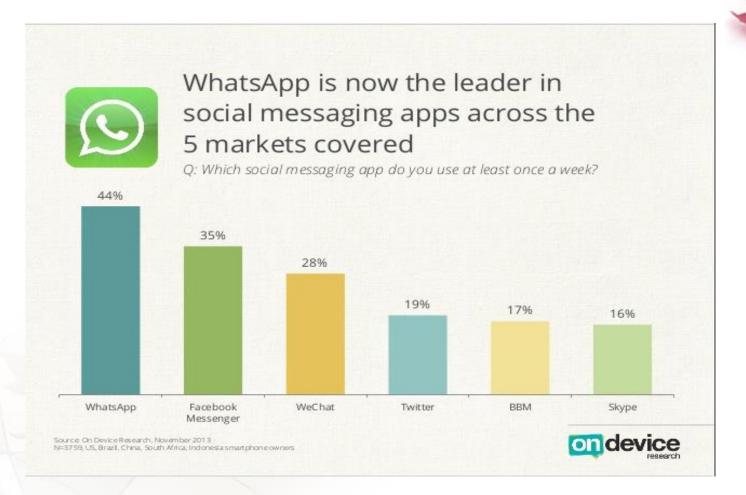
Instant Messaging Industry (IM)



http://finance.yahoo.com/news/radicati-group-releases-instant-messaging-110000818.html



Peekpic App Industry description and Size



http://finance.yahoo.com/news/radicati-group-releases-instant-messaging-110000818.html





Peekpic App

-

Industry description and size:

- Instant Messaging Industry (IM)
- Main players: Whatsapp, Viber, Snapchat etc.
- Current Market Value: \$3.4 billion by 2013
- Forecasted: \$4.4 billion by 2017¹
- Our targeted market share over next 3 years (0.25%) =~ \$8
 millions



Peekpic App



Problem hypothesis or gap anticipated:

- a) Lack of privacy and security based communication application
- b) Not perfect user experience
- c) Convenience with peace of mind

Possible Solution:

- a) Develop a mobile communication App that doesn't store user data
- b) Enhance user experience by having a better Software design



Designed for: Designed by: The Business Model Canvas V1 PeekPic MBA6262 **Key Activities** Value Propositions **Customer Relationships Key Partners** Customer Segments -Online customer -Online -Privacy -Development of service Application -Youth (age Application Stores group: 16-24) -Best in class user -Feedback and app experience -Spread awareness store reviews -Awareness of secure communication Channels **Key Resources** -Developers and -Online application Programmers store -Software (SDK) -Hardware **Revenue Streams** Cost Structure -Yearly subscription -Data storage

hardware

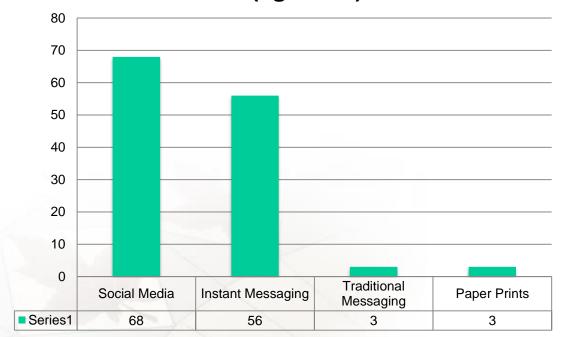
-Development

Summary of Validation Tests

- Information gathered (for adult segment)
 - 1. Current applications used for sharing pictures and messages with friends
 - 2. Reasons for choosing current applications
 - Opinion about the fact that personal data is being saved forever
 - 4. Willingness to switch to a secure platform
 - 5. Reasons for using our competitor's platform



Current methods of sharing personal data (age: 25+)



Social Media,

Facebook, Twitter, Tumbler, Reddit, Weibo, Renren etc.

IM

Whatapp, Viber, QQ, We chat , i Message

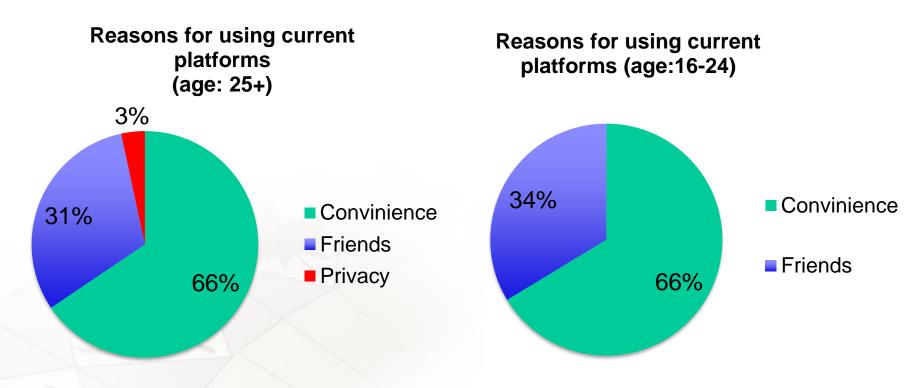
Traditonal Ways

SMS,MMS,Email

Total number of customer Interviews/Surveys (Adults) - 103



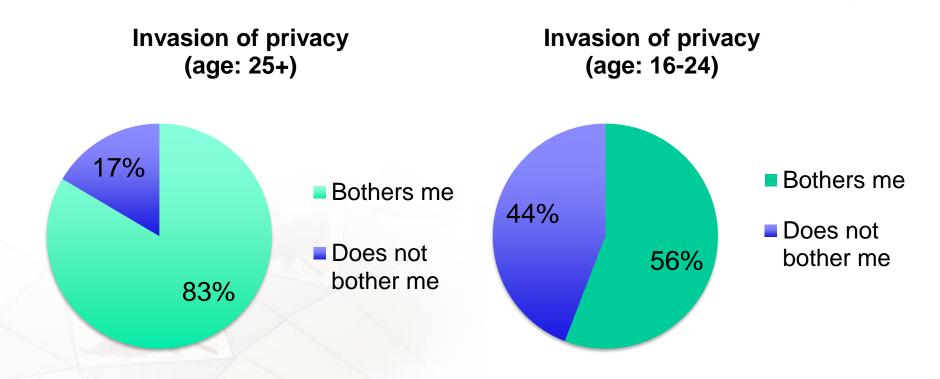






What we Learned (Opinion about data being saved forever)



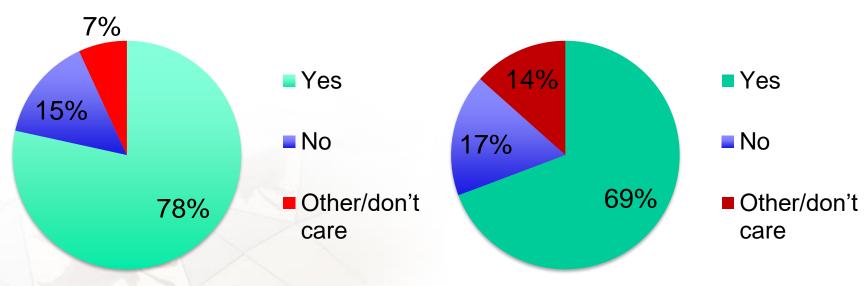






Willingness to switch to a secure platform (age: 25+)



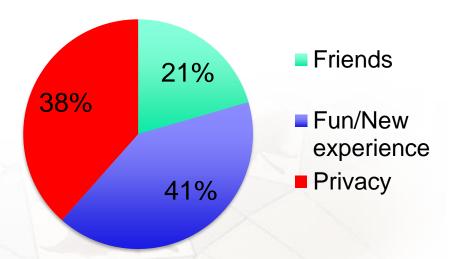


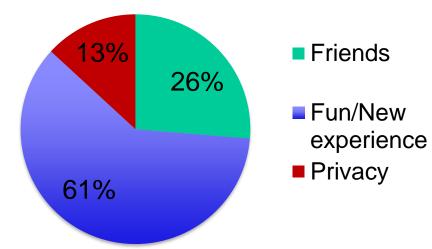




Reasons for using Snapchat: main competitor (age: 25+)

Reasons for using Snapchat: main competitor (age: 16-24)



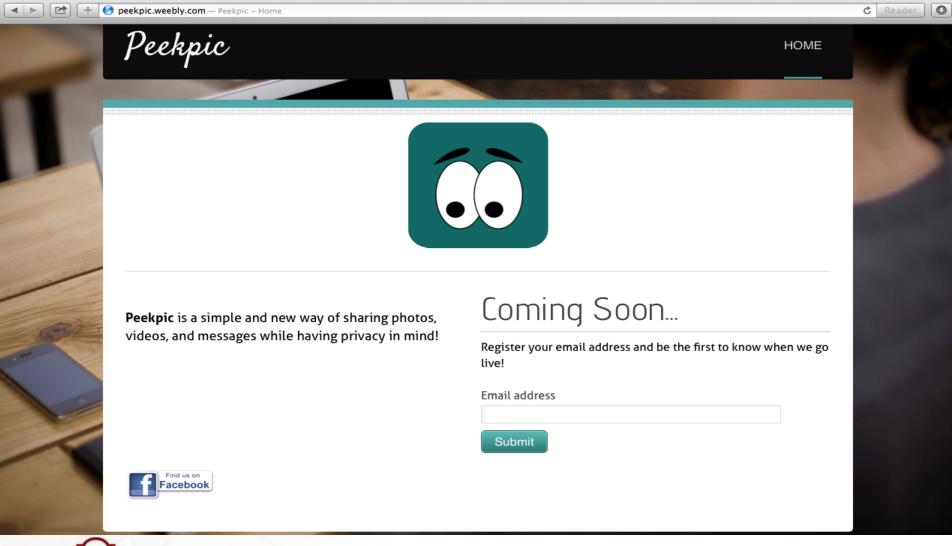




Designed for: Designed by: The Business Model Canvas V2 MBA6262 PeekPic **Customer Relationships Key Partners Key Activities Value Propositions Customer Segments** -Online customer -Online -Privacy -Development of service -Youth (age Application Application group: 16-24) Stores -Best in class user -Feedback and app experience -Spread awareness store reviews -Awareness of secure -Trust communication -Adults (age group: 25+) Channels **Key Resources** -Convenience -Online application -Developers and -Fun **Programmers** store -Software (SDK) -Hardware Cost Structure **Revenue Streams** -Yearly subscription -Data storage -Free hardware -Development

Peekpic Website www.peekpic.weebly.com

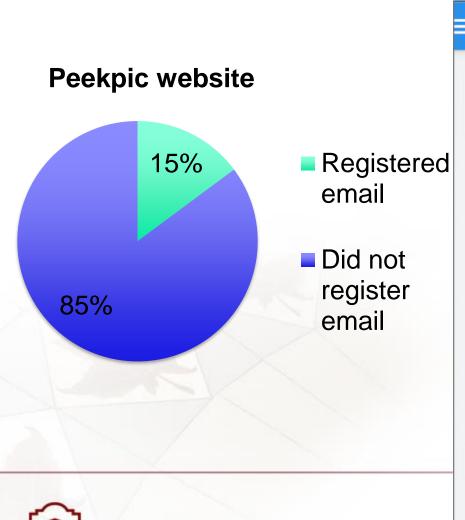






Peekpic website stats ~6 days



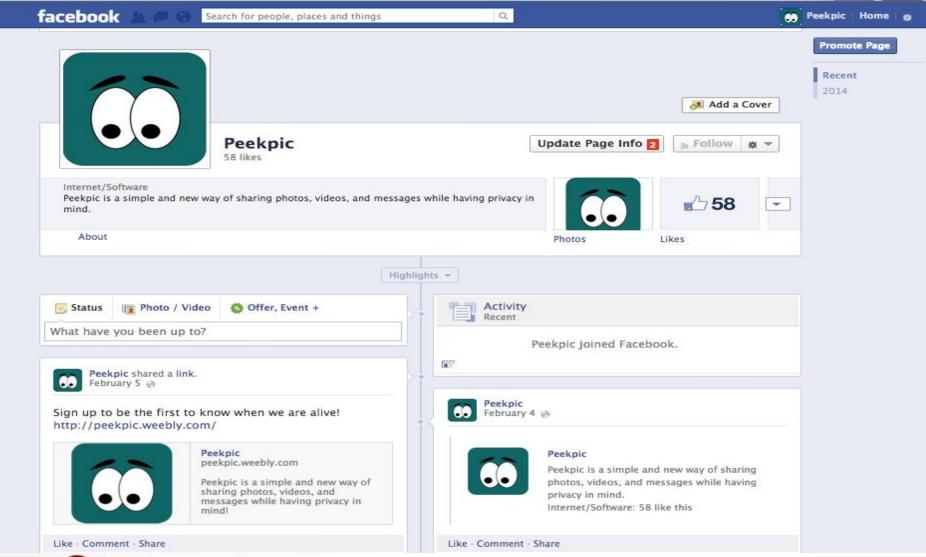






Peekpic Facebook Page



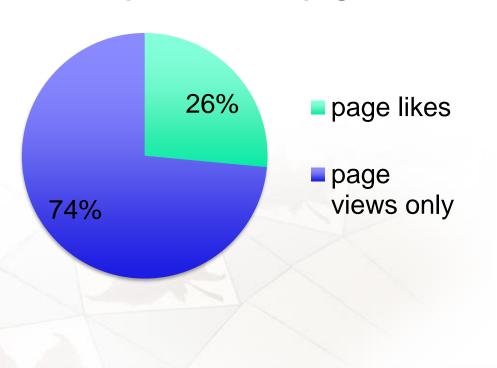




Peekpic Facebook stats ~ 9 days







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=	1¢2 📁	⊗ ¹	
Page Insights			
02/02/2014 -	02/08/2014		
58 Total Page Lik	es		▲ 93.3% >
29 New Page Like	es		▲ 100% >
219 Total Reach			▲ 100% >
80 Post Reach			1 00% >
61 People Engage	ed		▲ 100% >
Grow the right matter to you.	audience by rea	ching the p	eople who



The Business Model Canvas V3

Designed for: MBA6262

PeekPic

Key Partners

- -Online Application Stores
- -Cloud Service Providers

Key Activities

-Development of Application

Key Resources

-Developers and

-Software (SDK)

Programmers

-Hardware

-Spread awareness

Value Propositions

- -Convenience
- -Best in class user experience
- -Awareness of secure communication

-Fun

-Privacy

Customer Relationships

Designed by:

- -Online customer service
- -Feedback and app store reviews
- -Trust
- -Transparency

Channels

- -Online application store
- -Peekpic website

Customer Segments

-Youth (age group: 16-24)

-Adults (age group: 25+)

Cost Structure

- -Data storage hardware
- -Application Development
- -Cloud Service Fees and Support

Revenue Streams

- -Yearly subscription
- -Free

Short-term:

- -Pro version
- -Online merchandise
- Long-term:
- -Advertisement
- -Coupons

Next Steps in Validation



- 1. Continue validating business model canvas version3
- 2. Analyze the potential competitors and their customers
- 3. Launch Minimum Viable Product (MVP)
- 4. Decide on the cloud service provider
- 5. Select a mentor to guide for validation



Next Steps in Starting (long term focus)



- Develop Go-To-Market strategy
- 2. Develop the complete Peekpic Business Plan
- 3. Expand the revenue model
- 4. Develop the application software

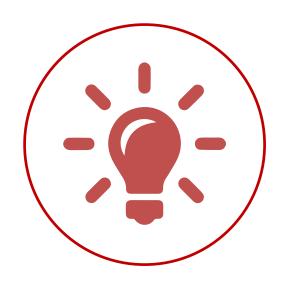


GROUP WORK

- Finalize idea
- List all hypotheses and underling assumptions
- Design a Version1 Business Model
- Develop test methodologies for each hypotheses and assumption
- Determine what pass/fail looks like
- Establish plan of action for tests

*** Pick ideas for which you can access potential customers and validate the market.





Concluding Thoughts?