

From business models to business plans

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The odds...



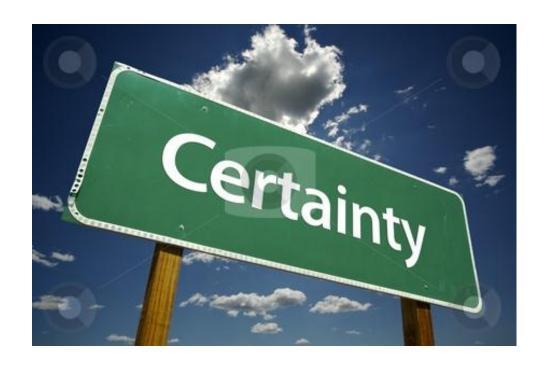
On day one, a start up is a faith-based initiative....(Steve Blank)



The odds...



How do you progress from idea to a business model?



Definition of a business model



- A business model describes the rationale of how an organization creates, delivers and captures value
- A business model needs to fulfil the following criteria
 - simple
 - ❖ relevant
 - intuitively understandable
 - = Recipe for how the company intends to make money
 - = Needs to cover four main areas of business: offer, customers, infrastructure, financial viability

The nine building blocks for a business model

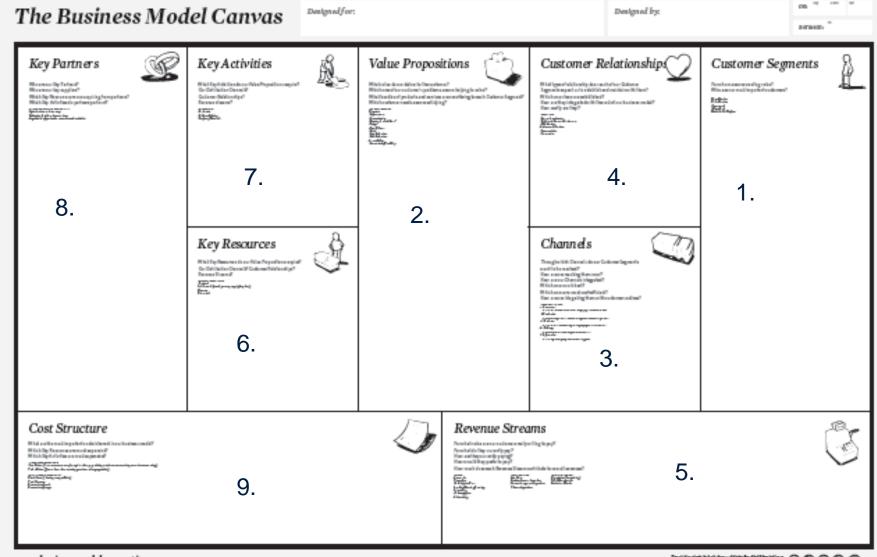


Four areas of business can be broken down into nine building blocks

- Customer segments An organisation serves one or several customer segments
- Value propositions Solving customer problems or satisfying needs
- Channels Delivery of value to customers through communication, distribution and sales
- Customer relationships How organisation maintains relationships with customers
- Revenue streams Value proposition successfully delivered to customers
- Key resources Assets required to offer all the above mentioned elements
- Key activities Activities performed to implement all these elements
- Key partnerships External/outsourced resources that these activities require
- Cost structure How much all the above costs

Introducing the business model canvas





1. Customer segments



- Definition of the different groups or organisations a company/enterprise aims to reach and serve
- Questions to ask:
 - o For whom are we creating value?
 - Who are our most important customers? B2B vs B2C
 - Owhere do they live?
 - O How old are they?
 - O How much do they earn?
 - O Where do they "hang" out?
 - O How will they interact with the products?

- Types of customer segments:
 - Mass market (e.g. Consumer products)
 - Niche market (e.g. Luxury items)
 - Diversified market (e.g. Amazon)
 - Multi-sided markets (e.g. Credit cards)

2. Value propositions



- Describing the bundle of products/services that create value for a specific customer segment
- Questions to ask:
 - O What value do we deliver to customers?
 - Which one of our customer's problems are we solving?
 - What is your company's competitive advantage?
 - Which customer needs are we satisfying?
 - What bundles of products and services are we offering to each customer segment?

- Types of value propositions (quantitative or qualitative):
 - Newness
 - Performance
 - Customization
 - "Getting the job done"
 - Price
 - Risk/cost reduction
 - Design
 - Convenience/usability
 - Accessibility

3. Channels



- Describing how a company communicates with and reaches its customer segments to deliver its value propositions
- Questions to ask:
 - Through which channels do our customers want to be reached?
 - O How are we reaching them now?
 - How are these channels integrated?
 - O Which channels works best?
 - O Which ones are the most costefficient?
 - How are we integrating them with customer routines

- Types of channels:
 - Sales force
 - Web sales
 - Own stores
 - Partner stores
 - Wholesaler



4. Customer relationships



- Describing the types of relationships a company establishes with specific customers
- Questions to ask:
 - What type of relationship does each of our customer expect us to establish and maintain with them?
 - O Which ones have we established?
 - O How costly are they?
 - O How are they integrated with the rest of our business model?

- Categories of relationships:
 - Personal assistance
 - Dedicated personal assistance
 - Self-service
 - Automated service
 - Customer communities
 - Co-Creation

5. Revenue streams



- Describing the cash a company generates from each customer segment. (Revenue – costs = earnings/profits)
- Questions to ask:
 - For what value are our customers really willing to pay?
 - o For what do they currently pay?
 - o How are they currently paying?
 - o How would they prefer to pay?
 - How much does each revenue stream contribute to overall revenues?

- Types of revenue streams:
 - Asset sale
 - Usage fee
 - Subscription fees
 - Lending/renting/leasing
 - Licensing
 - Brokerage fees
 - Advertising

6. Key resources



- Describing the most important assets required to make a business model work
- Questions to ask:
 - O What key resources do our value propositions require?
 - What resources do our distribution channels requires
 - What resources co our custom er relationships
 - re an e
 - What resources do our revenue streams require?

- Categories of resources:
 - Physical a sets (e.g. facilities, machiles, etc.)
 - intellectual resources (e.g. brands, copyrights, patents, etc.)
 - Human resources
 - Financial resources and/or guarantees

7. Key activities



- Describing the most important things a company must do to make its business model work
- Questions to ask:
 - O What key activities do our value propositions require?
 - What key activities do our distribution channels require?
 - What key activities do our customer relationships require?
 - What key activities do our revenue streams require?

- Categories of key activities:
 - Production (e.g. Designing, making and delivering a product)
 - Problem solving (e.g. Coming up with new solutions)
 - Platform/Network (e.g. Service provision, interface management, platform promotion)

8. Key partnerships



- Describing the network of suppliers and partners that make a business model work
- Questions to ask:
 - Who are our key partners?
 - O Who are our key suppliers?
 - Which key resources are we acquiring from partners?
 - Which key activities do partners perform?

- Motivations for partnerships:
 - Optimization and economy of scale
 - Reduction of risk and uncertainty
 - Acquisition of particular resources and activities



9. Cost structure



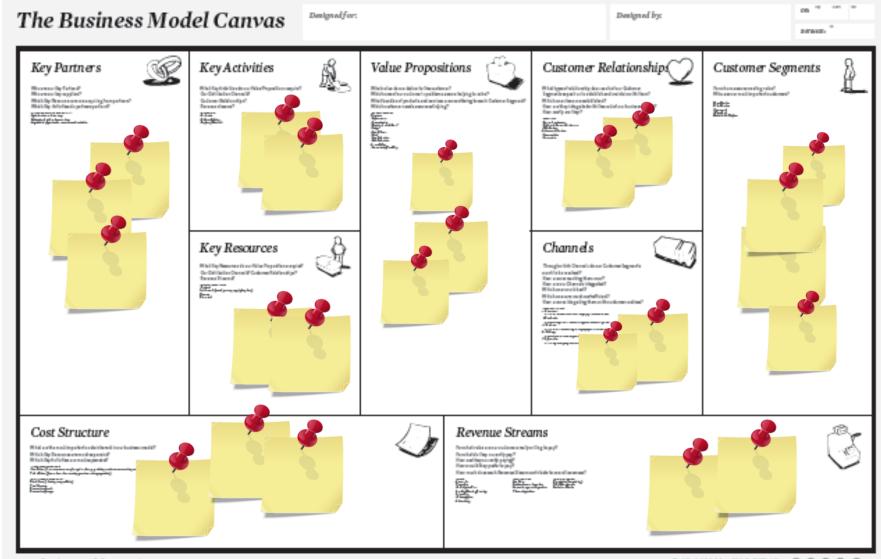
- Describing all the costs incurred to operate a business model
- Questions to ask:
 - What are the most important costs inherent in our business model?
 - Which key resources are the most expensive?
 - Which key activities are the most expensive?



- Categories of cost structures:
 - Cost-driven (= minimizing costs)
 - Value-driven (= focus on value creation)
 - Characteristics:
 - Fixed costs
 - Variable costs
 - o Economies of scale
 - Economies of scope

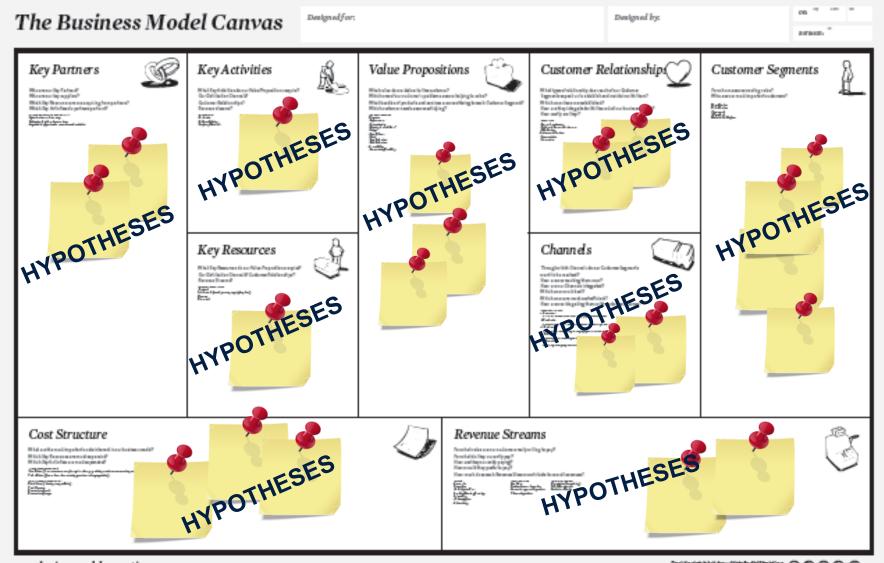
The business model canvas - filled





The business model canvas - filled





II. Customer development - Introduction





- Customer discovery: Business model development and testing of hypotheses
- Customer validation: Testing whether the business model is repeatable and scalable





- Customer creation: Building enduser demand and ramping up sales
- Company creation: Transitioning from a start-up to a company focused on executing a validated model



Steve Blank & Bob Dorf, The Start-up Owner's Manual, 2012

A few words on customer discovery...





- Drawing the canvas is easy...testing & validating your hypotheses is really, really hard!
- No business model survives the first contact with customers ...Failure is an integral part of the search for a business model.
- The facts/insights are not inside this building...get outside!
- Learning that a hypothesis is wrong is not a crisis. A pivot is not a failure, it's a normal part of the process...
- If possible, build a minimally viable product (MVP). Great way to get customer feed-back!

Writing a business plan



What is it?

- A business plan is a communication tool
- A snapshot of your business at one point in time constantly evolving!!!

What is it used for?

- Raise funding
- Part of a broader communication strategy towards investors & other stakeholders

Defining your objectives



Are you:

- raising Angel funding?
- applying for a grant?
- applying for a loan?
- raising Venture Capital?





Tailor the business plan and its message to your audience!

Picture taken from Vector stock

What are investors looking for?



Investors are looking for...

- **▶** Product leadership
- ► A big future market share





"Nigel Grierson, MD, Doughty Hanson & Co Ltd"

Understanding your audience



Investors are...

- Time constrained
- Under pressure; all competing for the next



- Usually not experts on the technology
- Unforgiving

What can you do...



...to maximize your chances?

- ► Get the main message across in the first two paragraphs
- State clearly potential rewards for the investor
- Explain business case in plain English
- Use your chance to make a great first impression

Structure – what to include



Guy Kawasaki (2004), The Art of the Start, Portfolio

- 1. Executive Summary
- 2. Problem What is the problem?
- 3. Solution What are you doing to solve it?
- 4. Business Model How are you going to make money?
- 5. 'Underlying Magic' = technology Competitive advantage
- 6. Marketing and sales How are you reaching your customers?
- 7. Competition Who is your competition?
- 8. Management team Describe your team
- 9. Financial projections and key metrics BS, P&L and cash flow
- 10. Current status, accomplishments to date, timeline and use of funds

Executive Summary



- ► Should be maximum 2 pages
- Your written equivalent to an elevator pitch
- Probably the only part that will be read, thus:



The most important part of the business plan!

Executive summary structure



One paragraph to cover each:

- The Problem
- 2. The Solution
- 3. The Size of the Opportunity
- 4. The Business Model
- 5. Your 'Underlying Magic' = technology
- 6. The Management Team
- 7. Financial rewards
- 8. Funding required

Communicating your vision



- ► The business plan tells a story
- Excite your reader
- Use action words
- Write in a formal manner; avoid jargon
- Be precise and focused

Practical tips



George Orwell's 5 rules for effective writing:

- Never use a metaphor or other figure of speech which you are used to seeing in writing.
- 2. Never use a long word where a short one will do.
- 3. If it is possible to cut a word out, always cut it out.
- 4. Never use the passive where you can use the active.
- 5. Never use a foreign phrase, a scientific word, or a jargon word if you can think of an everyday English equivalent.

George Orwell, Politics and the English language, 1946

Polish your document



- Well designed cover page
- Short paragraphs
- Big enough fonts; at least 12pt
- Headings numbered and properly formatted
- Diagrams clearly labelled
- Symbols and abbreviations well explained
- Spelling mistakes

Summary



- Phrase your business proposition around the customer's problem
- Devise a plan of how to test your assumptions
- ► Gather as much evidence as you can for your business model:

Use the business model canvas

- Expect to change your business model along the way revisit often
- Think about your business plan as a communication tool
- Understand the investor's mindset
- Use effective writing to get your message across

Resources



Books, Tools & Resources:

- Guy Kawasaki, The Art of the Start, 2004
- Steve Blank & Bob Dorf, The Start-up Owner's Manual, 2012
- Steven Gary Blank, The Four Steps to the Epiphany, 2007
- Steve Blank's library of useful tools: <u>www.steveblank.com</u>
- LivePlan, <u>www.liveplan.com</u>
- Business model canvas download: <u>www.businessmodelgeneration.com</u>
- Alexander Osterwalder and Yves Pigneur: Business model generation, 2010
- Paul Graham's Essays: http://paulgraham.com/index.html
- Y-Combinator Start-up Library: http://ycombinator.com/lib.html
- Hacker News: http://news.ycombinator.com/