

Doug Henston, November 18, 2016

# Process for "Start-up" Thinking



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# or...."How Do I Determine How to Create Something of Value?"

### What's the Goal for Today's Presentation?



"My team has created a very innovative solution, but we're still looking for a problem to go with it."

### Limitations



VS.



### Tension





### Some axioms

- Some of the attributes on which we need clarity to "monetize" our idea
- How to tie it together with market information

## Axioms



### 1. Market will <u>ALWAYS</u> Pay for Value



# 2. But the Market is Always the Ultimate Judge of Value



### 3. Speed is Fairly Important

# **b**antrenate embarrassed, by your first Version, you've releasents of te. 'qreadhenatch'

## 4. Cash is King!!



### 4a. You Have to....

# Live to fight another day

### 5. Progress is Rarely a Straight Line



what people think it looks like



what it really looks like

### 6. "Holy Semiconductor, Batman!!!"

# Your technology **ISN'T** the business; it only enables the business

### Let's Get to the Process....



### Solution in Search of a Problem



### **Problem in Search of a Solution**



### Solution in Search of a Problem



### Minimum Viable Product (MVP)





**MVP** 

not MVP

### **Business Model Canvas** is Your Process Tool



What are the most important costs inherent to our business model? Which key resources are most expensive? Which key activities are most expensive?

For what value are our customers really willing to pay? For what do they currently pay? What is the revenue model? What are the pricing tactics?

### What is the Value Proposition?

### It is the <u>benefit</u> your <u>customer derives</u> from your product or service.

It is <u>NOT</u> your product or service

### **Important Predictor of Success**



A strong and direct value proposition for a well-defined customer segment is the single biggest indicator of start-up **SUCCESS** 

### **Attributes of a Great Value Proposition**

- **Specific, Quantitative, Concise**
- Customers understand it immediately
- Is a direct benefit to the customer

> VP > switching or adoption costs

### Think in Terms of:

<u>Element</u>	<u>Pain or Gain</u>	<u>Magnitude</u>
Money	Does it represent a PAIN or a GAIN?	In \$ and is it significant enough to overcome adoption costs?
Time		
Emotion		
Risk		

### Don't Confuse a Feature List with a Value Proposition

- オ Aerodynamic
- Sleek looking
- **7** 0-60 in 3 secs
- Gets me telephone numbers

- Cuts my fuel consumption (costs) in half
- Gets me to work in ½ the time
- I don't have to spend as much \$ on eHarmony



### Context



What are the most important costs inherent to our business model? Which key resources are most expensive? Which key activities are most expensive? For what value are our customers really willing to pay? For what do they currently pay? What is the revenue model? What are the pricing tactics?

### **Customer Segments**



"Have you heard of market segmentation?"



### Identifying the Customer Segment(s) with the largest pain/gain, lowest barriers to entry, fastest time to adoption, etc. is critical to commercialization success.

### Who are your customers? Why would they buy?

- What task/job is the customer trying to accomplish?
- What problem are they trying to solve?
- What need are they trying to satisfy?

## **Example: Efficiency**

You have a technology capable of boosting fuel efficiency by as much as 12% in large displacement gasoline engines.

### **Market Segmentation**



### What Makes a Good Customer Segment?

- They <u>immediately</u> grasp the value
- Obvious who they are
- There are very few people that fit the description that won't buy your product
- Willingness and ability to pay

### **Markets Size**



### **Adoption vs Performance**

### aka "Where do I Go First?



### Channels



### **Actual Delivery**

# How does the product get from your company to the customer?
#### How Do You Want Your Product to Get to Your Customer?

- Yourself
  - Through someone else
  - Retail
- Wholesale
- Bundled with other goods or services

### Physical vs. Virtual Channels



# **Distribution Complexity**

**Systems Integrators** WANs **Mainframes** HigherVolume **Direct Sales** Minis LANs Higher Value Added **VARs PC Servers Desktop PCs** Retail **Printers Keyboards** Web, Telesales Toner

#### Channel *Economics*: e.g. Resellers



#### Is this compelling for a business?

Channel power



# **Industry Partners**



How do you leverage other people's resources? How do they leverage yours?

# Why Partner?

# Fulfill a capability that you don't have or don't want to/can't develop

# Partners

#### Why have Partners?

- Faster time to market
- Unique knowledge or expertise
- Innovation/differentiation
- Enable focus
- Capital efficiency
- Broader/more complete offering
- Customer/supplier access
- Access new markets
- Expand sources of revenue
- Reduce other risks

#### **Other Areas of BMC**



Which key resources are most expensive?

Which key activities are most expensive?

#### What is the revenue model? What are the pricing tactics?

#### Tying it Together



#### How do You Source the Required Info?

#### **Well** it's a 4-letter word.....

# 7 Interview

# Get Out of the Office/Lab



#### Be Willing to Get a Little Messy



#### We want to know if "it" is Real





Generate hypotheses regarding your beliefs



Rework your BMC accordingly



Ask questions to validate/invalidate your hypotheses

# Interview

- You are NOT selling
- **First 3 Rules of Getting Market Intel:** 
  - 1. Listen
  - 2. Listen
  - 3. Listen
- Mostly art vs. science
- This is the most difficult part
  - Structuring partial data from disparate sources

# Important Things I Didn't Cover

# Value ChainEcosystem

# Questions

# **Information Assimilation**



# **One Last Bit of Fatherhood**

