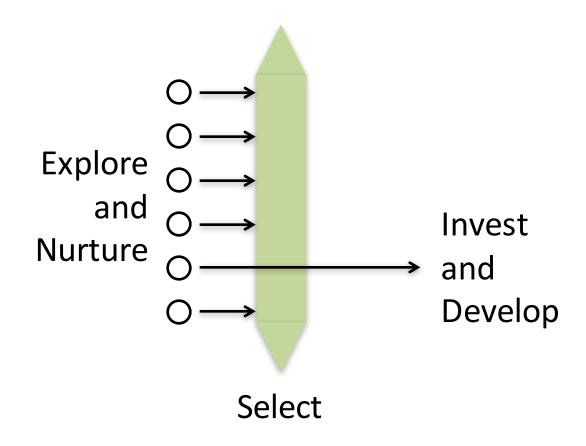
# CUSTOMERS AS SOURCES OF OPPORTUNITIES

Professor Kartik Hosanagar



### **Recollect the Tournament Approach**



#### **Case Study: Threadless**

- Website for crowd sourced shirt designs
- Early innovator, company founded in 2000
- Started by Jake Nickell after he won an online T-shirt design challenge
- Launched a website with weekly design challenges
  - Top designs are printed & sold
  - Winners receive cash and royalties





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#### **Unparalleled Volume and Diversity of Ideas**

- ~1,000 submitted designs per week on average, 10 selected for printing
- Over 500,000 designs submitted to date by roughly 300,000 contributors
  - Nearly 8,000 designs printed
- Diversity: 70% of designers from outside
   U.S. including South & S.E. Asia, Europe, S.

   America and Australia. Age ranges from 14
   year old kids to 65 year old retirees





Above: Threadless's voting interface

Below: Threadless's most popular design



#### **Crowdsourced Idea Generation Used by Many Companies**

Dell's IdeaStorm

**IdeaStorm** can help take your idea and turn it into reality.

OVER 24,274 IDEAS SUBMITTED, 748,363+ VOTES, 101,918+ COMMENTS, 549+ IDEAS IMPLEMENTED

- Dell customers post suggestions on new product & service improvements
- Over 24K ideas submitted & several product innovations implemented such as backlit keyboards

- MyStarbucks Idea
  - Over 200K ideas submitted; implemented ideas include launch of "flat white" & reintroduction of Mocha coconut Frappuccino



## **Voting on Crowd Sourcing Platforms as a Proxy for Demand**

- Votes on a crowd sourcing platform can function as a proxy for demand
  - Addresses uncertainty during the early phase of opportunity selection
  - On Threadless, ideas that end up in the top 5% in terms of votes are considered by management
- Managerial Judgment remains important
  - Voting is costless, purchases are costly
  - Voting population isn't representative of typical consumers

### **Reasons for Participation in Crowd Sourcing**

- Monetary Incentives (Threadless)
  - Lump Sum Payments
  - Revenue Sharing
- Encourage a company to address their needs
  - Dell IdeaStorm, My Starbucks Idea
- Skill Development (Threadless)
  - Practice skills and feedback

#### **Other Sources of Customer Feedback**

- Indirect Feedback customers say what they're thinking, but not directly to the company
  - Online Product Reviews & Social Media posts
- Case Study: C&A Marketing
  - Founded in 2003, now has 11 brands and a ~50,000 product portfolio
  - Uses Amazon Product Reviews to develop new products
  - Jumbl Consumer products for retail through Amazon
  - Ivation Highly successful Jumbl products are redesigned and sold as Ivation





Budget conscious consumer products sold on Amazon



Image conscious up-scaled versions sold in retail stores and on Amazon

#### **Summary**

- Customers can be a great source of ideas for new products and new features for existing products
- More powerful for corporate entrepreneurship
- But startups can use as well by reaching out to prospective customers and looking for indirect feedback
- Can help speed the process of idea generation and customer validation of ideas



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