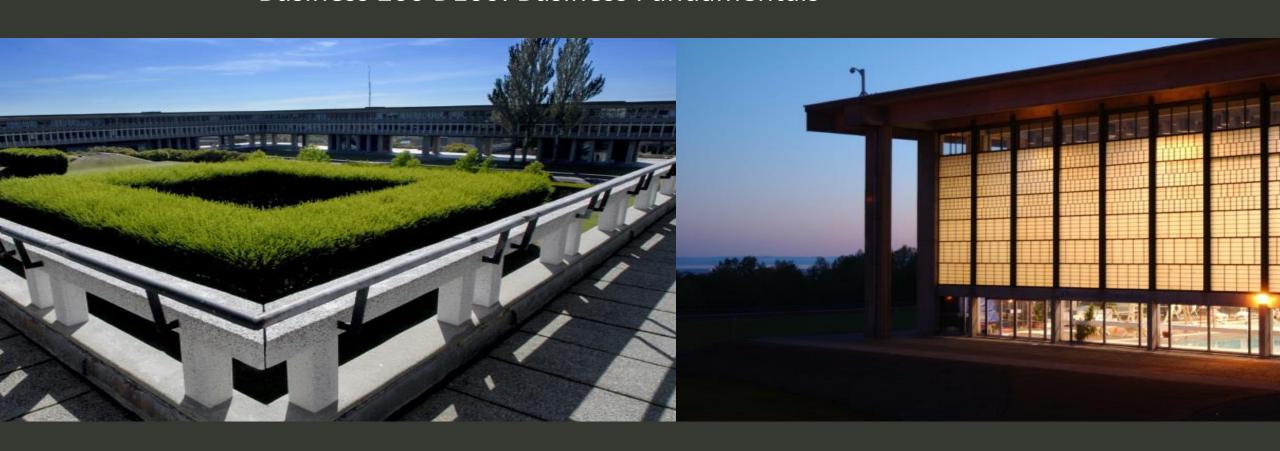
Business 200 D100: Business Fundamentals



Week 4 Business Model Canvas

Beedie School of Business 💠 Dr. Wayne Rawcliffe



The Business Canvas



Business Model

Describes the rationale of how the organization creates, delivers, and captures value

Business Model Canvas provides a shared language for describing, visualizing, assessing, and changing business models

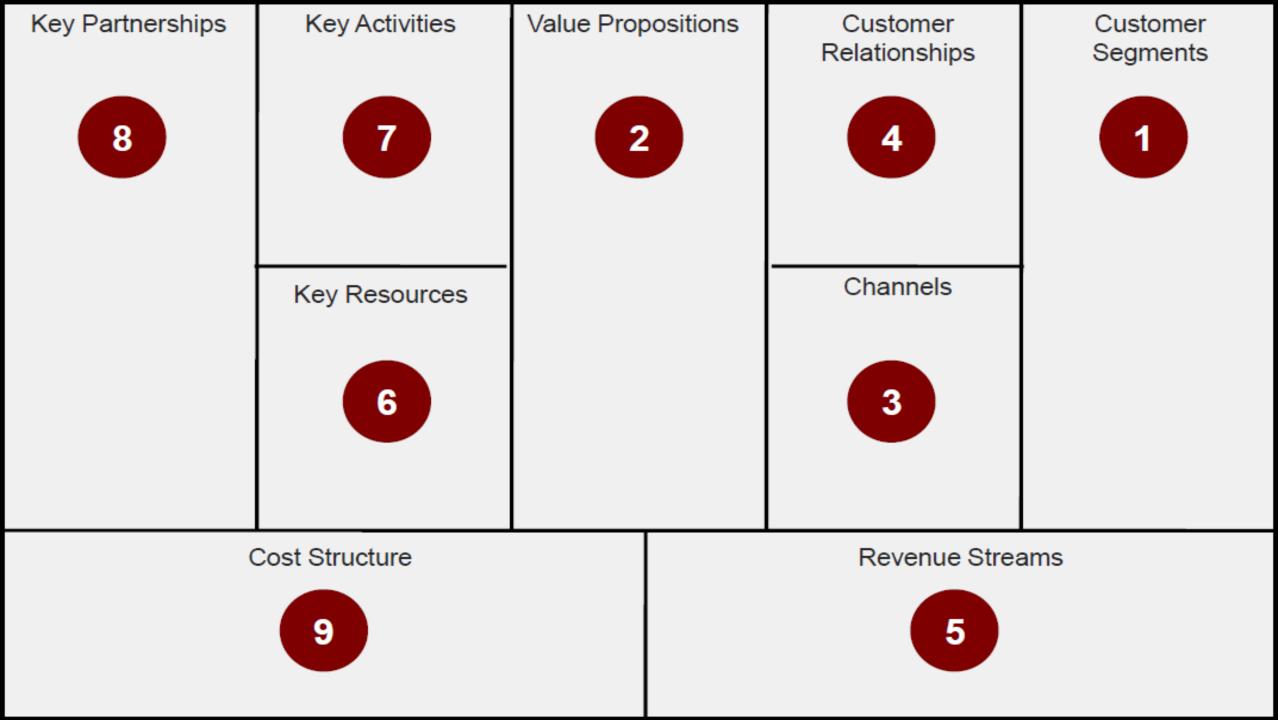


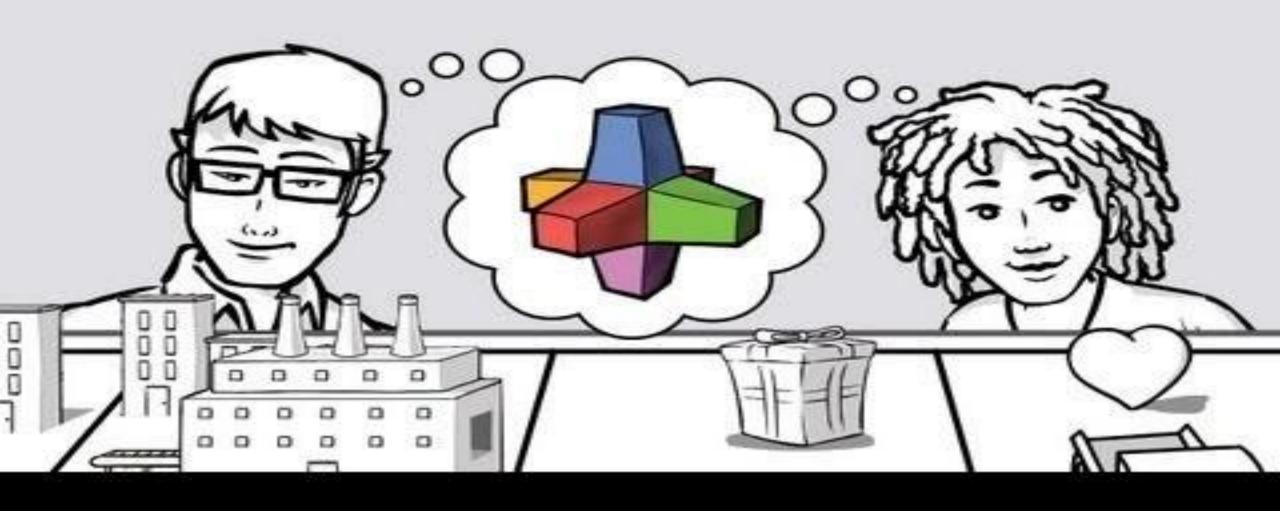
building blocks

Business Model Canvas

Key Partnerships	Key Activities	Value Pr	oposition	Customer Relationships	Customer Segments
	Key Resources			Channels	
Cost Structure			Revenue	Streams	







BUS-200-D100 Group Project

- You will use the business model canvas in your team assignment.
- Choose a real company (coffee shop, laundromat, hair salon...)
- Create a business model canvas for your chosen company
- Identify how the local company had identified and fulfilled each of the 9 elements of the business model canvas



In -class Assignment #2: Create company business model canvas

Company Name:



<< list your copmany's partners here>>



KEY ACTIVITIES

<< describe your company's key activities here>>



<< insert your company's value proposition here>>



<describe how you plan to
establish and manage the
relationship between the
customer and your brand
here>>



<< describe your company's target customer segment here>>



<< list the key resources available to your company here>>



CHANNELS

<< describe 1) how your company plans to acquire customers, 2) how you plan to deliver your value proposition to them and 3) how you plan to communicate with your customers >>

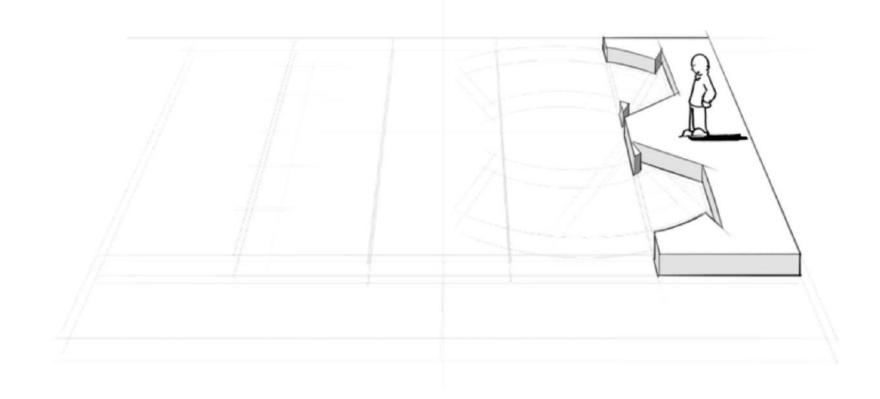


<< Describe your company's cost structure here>>

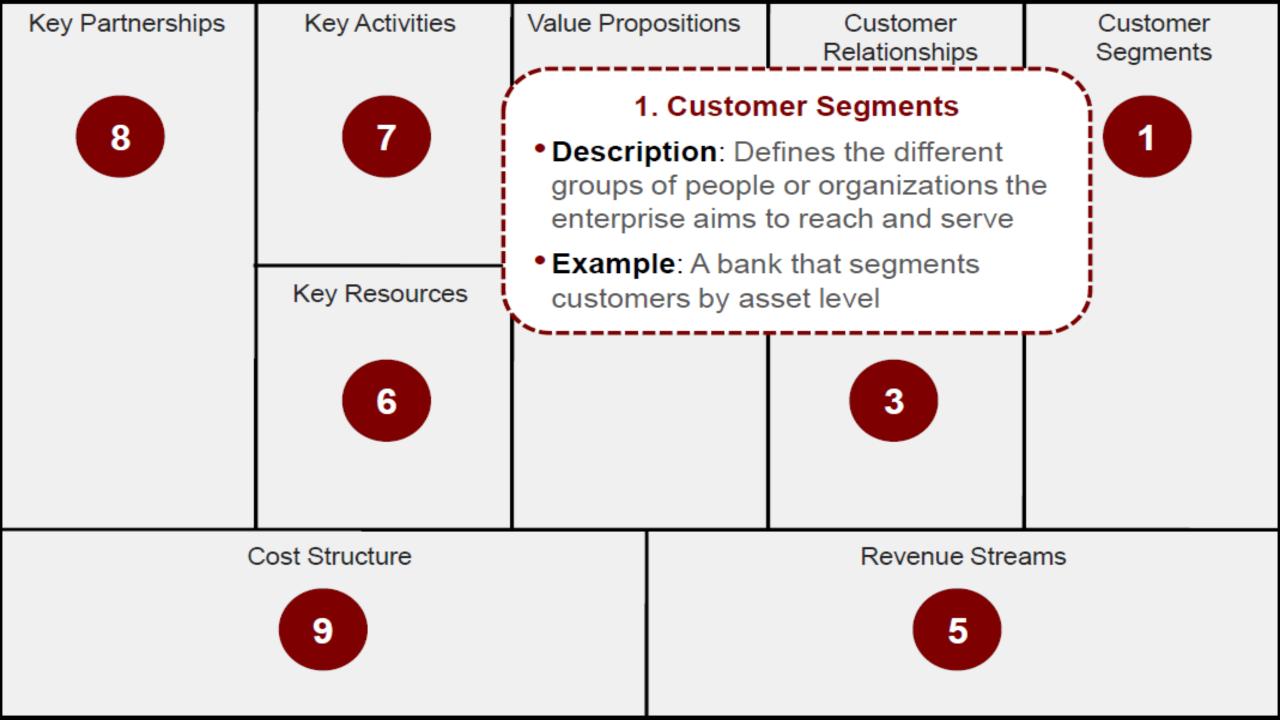


<< describe your company's reve streams here>>

CUSTORNER SEGMENTS







Customer segments

For whom are we creating value?

Who are our most important customers?

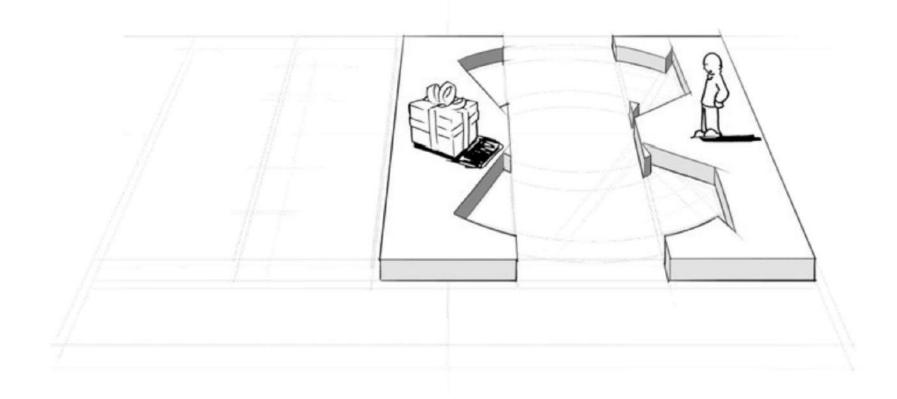
Mass market Niche market

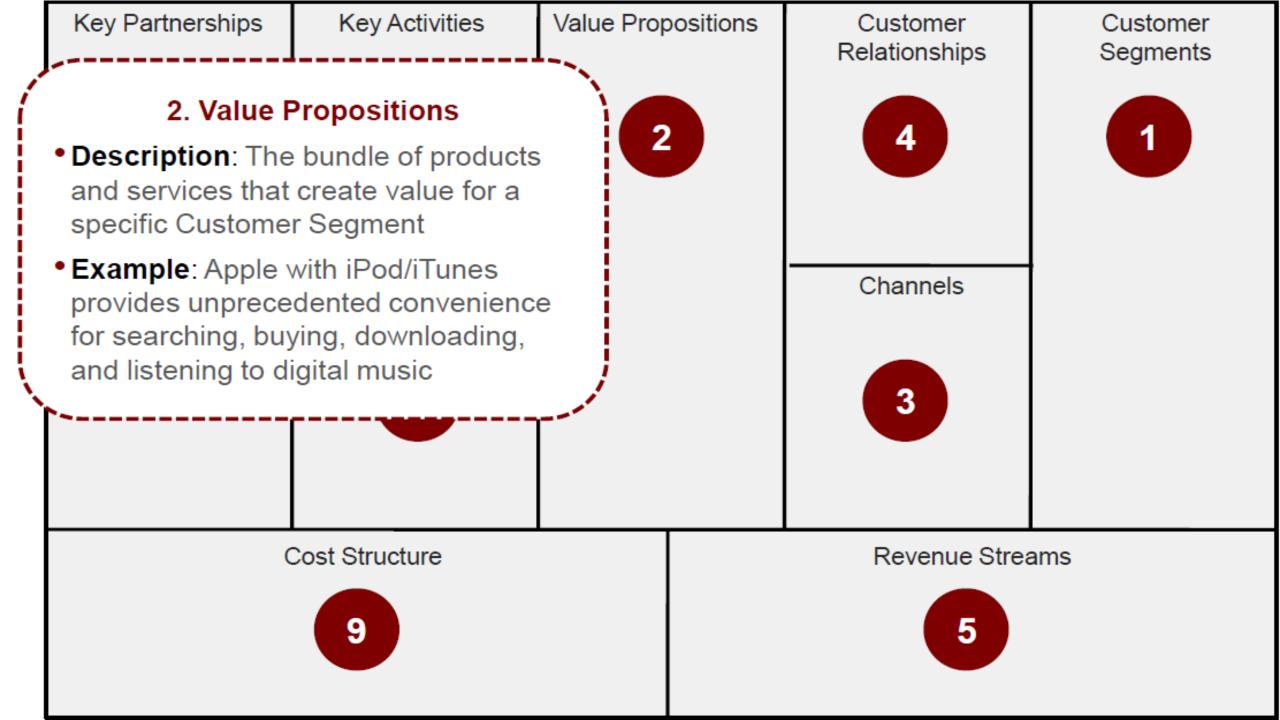
Segmented

Multi-sided



VALUE PROPOSITIONS





What value do we deliver to our customers?

Which of our customer's problems are we solving?

Which customer's needs are we satisfying?

Performance

Customization

Design/ Aesthetics

Status

Price

Convenience



Empathy Map

WHAT DOES SHE **HEAR?**

What are friends, family and other influencers saying to her that impacts her thinking?

THINK AND FEEL?

What really matters to her?
What occupies her thinking?
What worries and aspirations does she have?



SAY AND DO?

What is her attitude towards others? What does she do in public? How has her behaviour changed?

WHAT DOES SHE **SEE?**

What things her environment influence her? What competitors is she seeing? What is she seeing friends do?

PAIN

What fears, frustrations or obstacles is she facing?

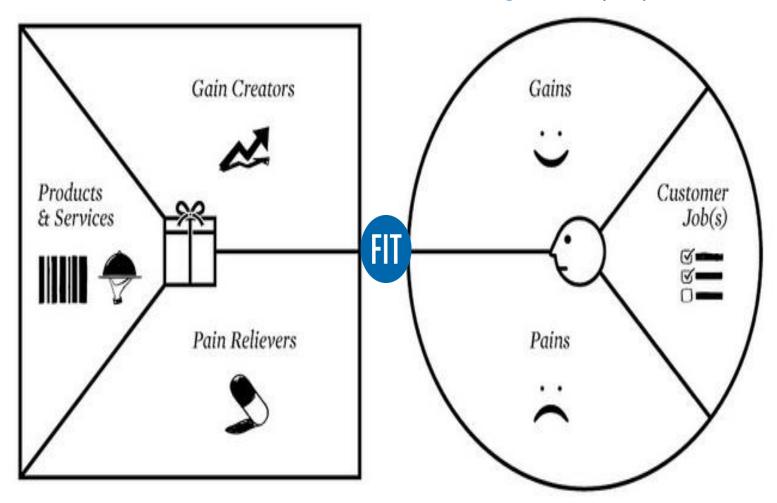
GAIN

What is she hoping to get? What does success look like?



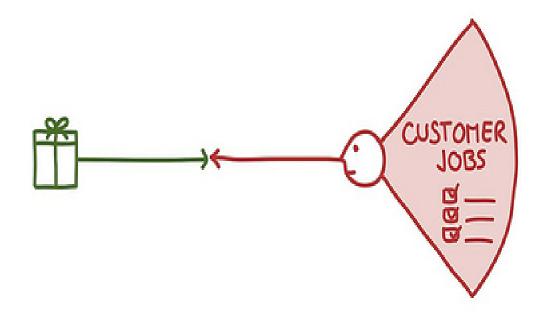
Finding Your Value Proposition

What **jobs** can you help the customer do? What **pains** can you help the customer avoid? What **gains** can you provide to the customer?

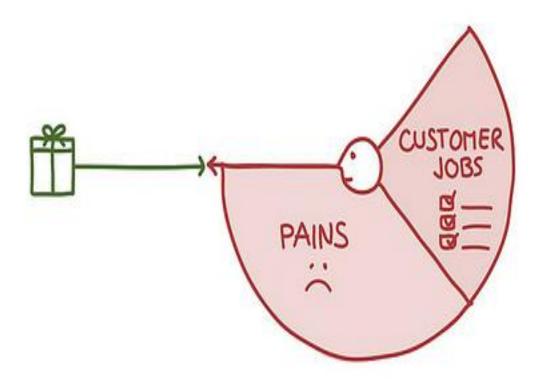




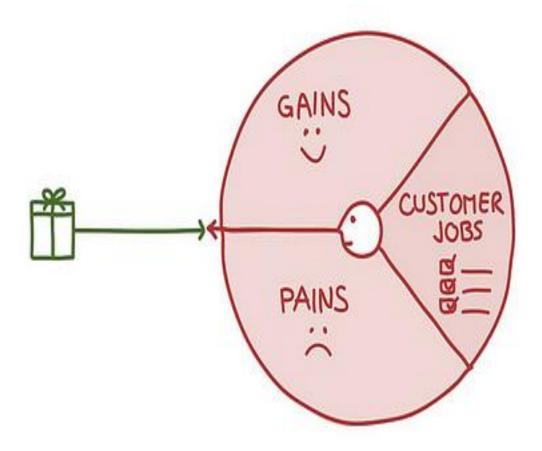




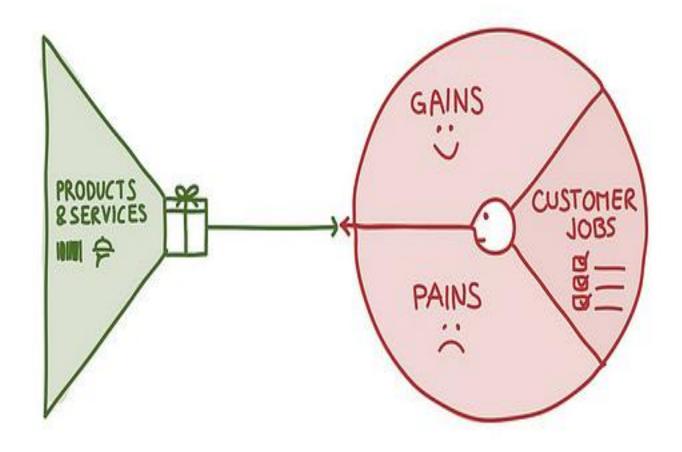




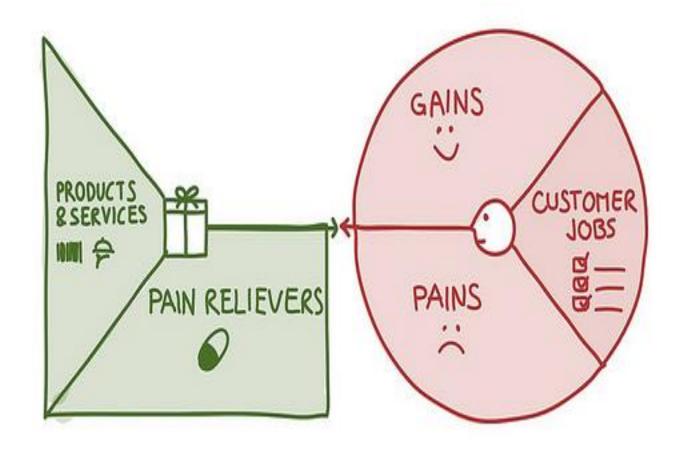




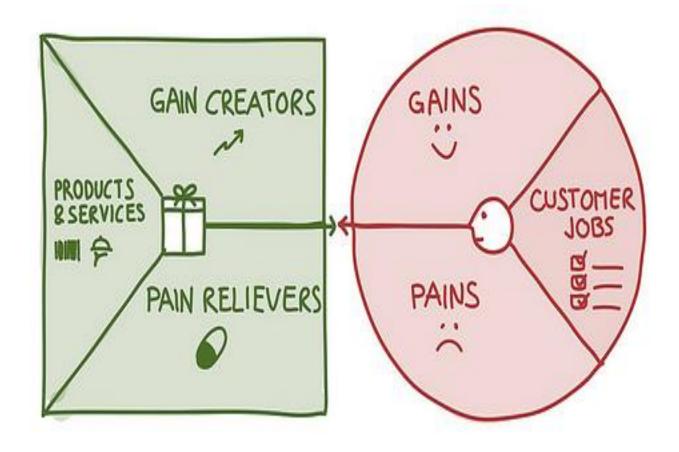




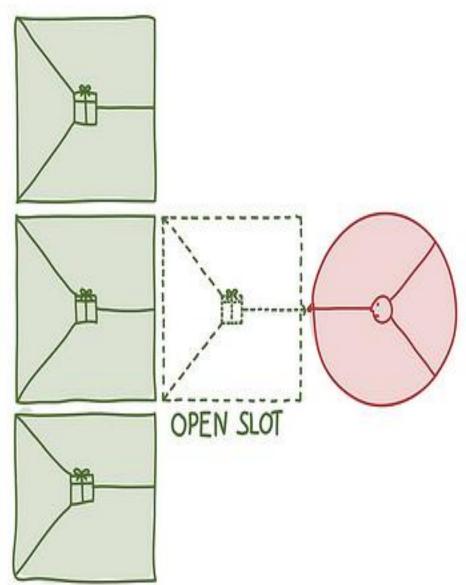








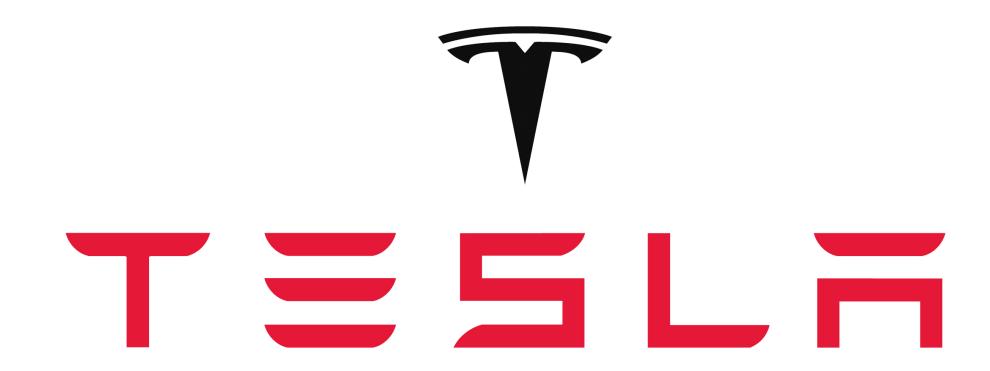






BARBER & C9.









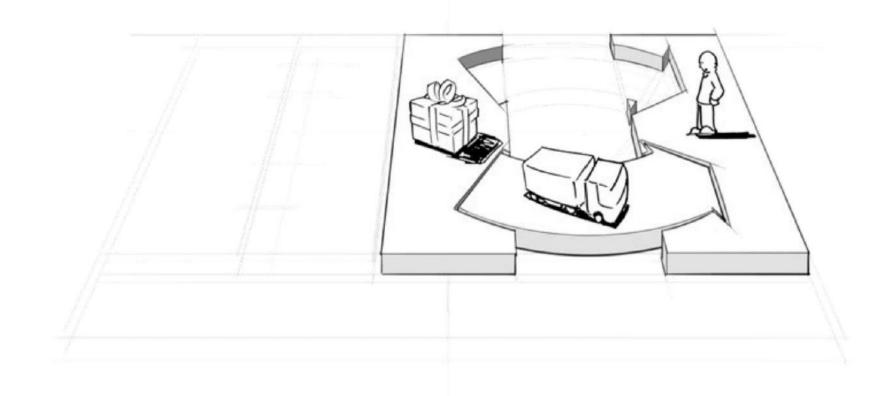
BEEDIE SCHOOL OF BUSINESS SIMON FRASER UNIVERSITY

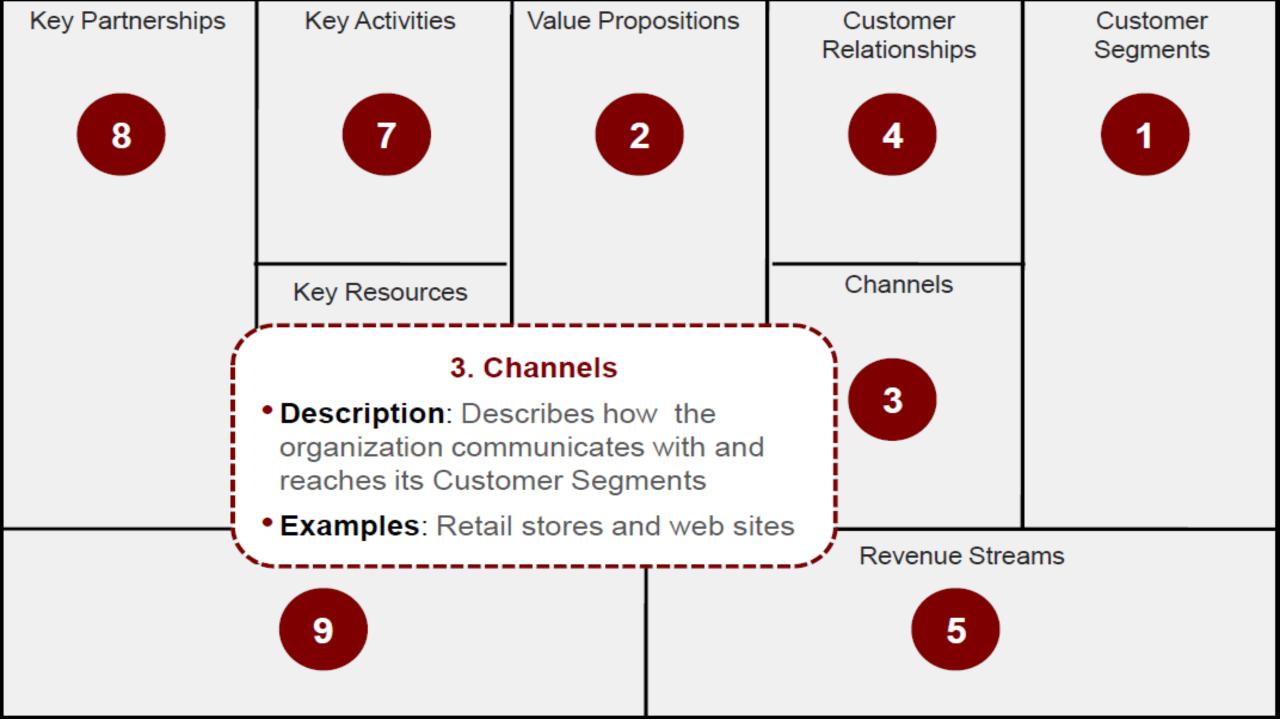






CHANNELS





Channels

Through which channels do our customers want to be reached?

How are we reaching them now?

How are our channels integrated?

1 2
Awareness Evaluation

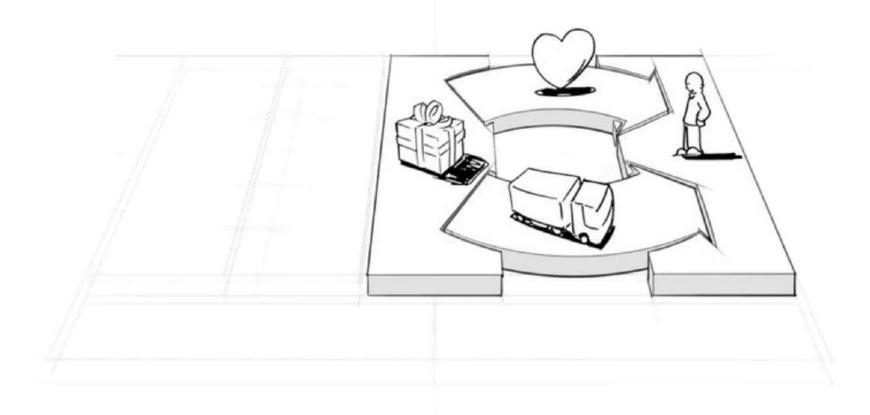
3 Purchase 4 Delivery

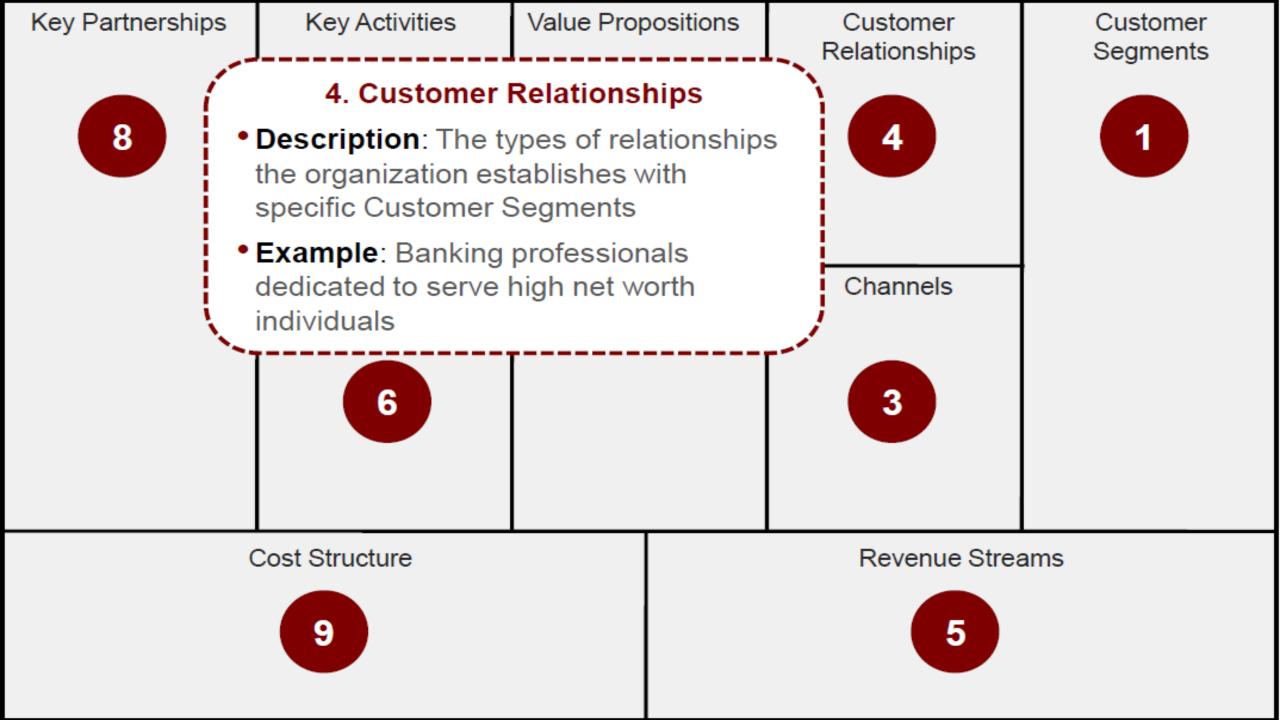
After sales

5



CUSTOMER RELATIONSHIPS





Customer relationships

What types of relationships does each of our customer segments want?

Which ones have we established?

How costly are they?

Dedicated Personal Assistance

Personal assistance

Self-service

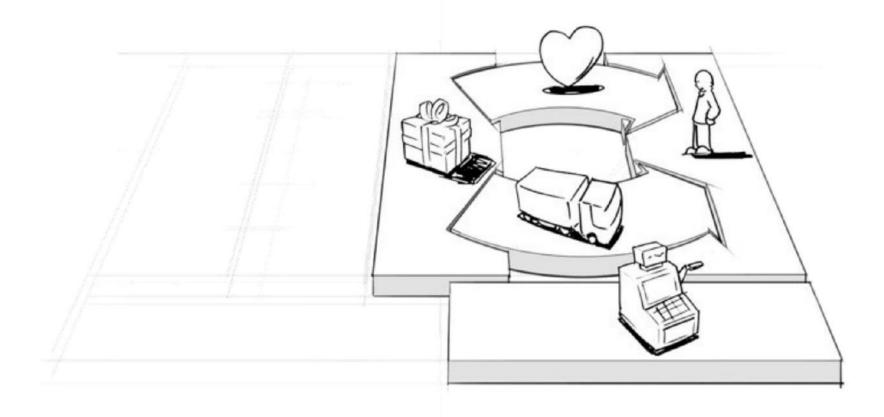
Automated services

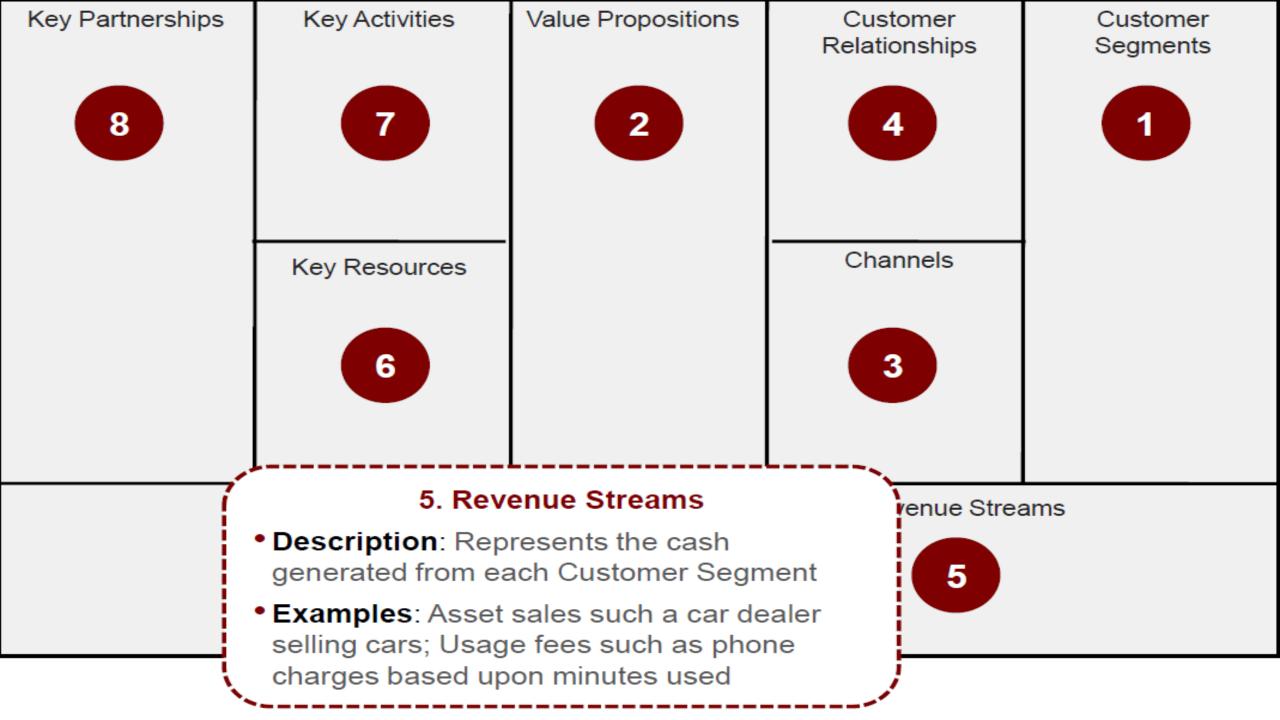
Community

Co-creation



REVENUE STREAMS





Revenue streams

For what value are customers really willing to pay?

For what do they currently pay?

Lending/renting/leasing (zipcar, apartments).
How would they prefer to pay?

Asset sale (cars)

Usage fee (traditional long distance charges)

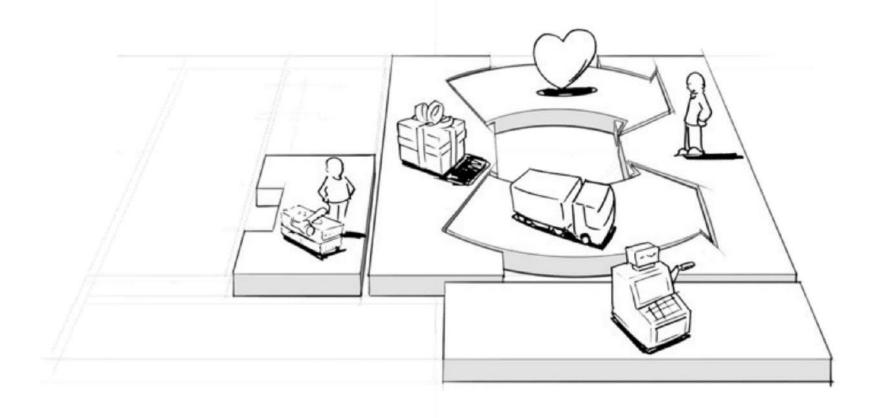
Subscription fees (gym)

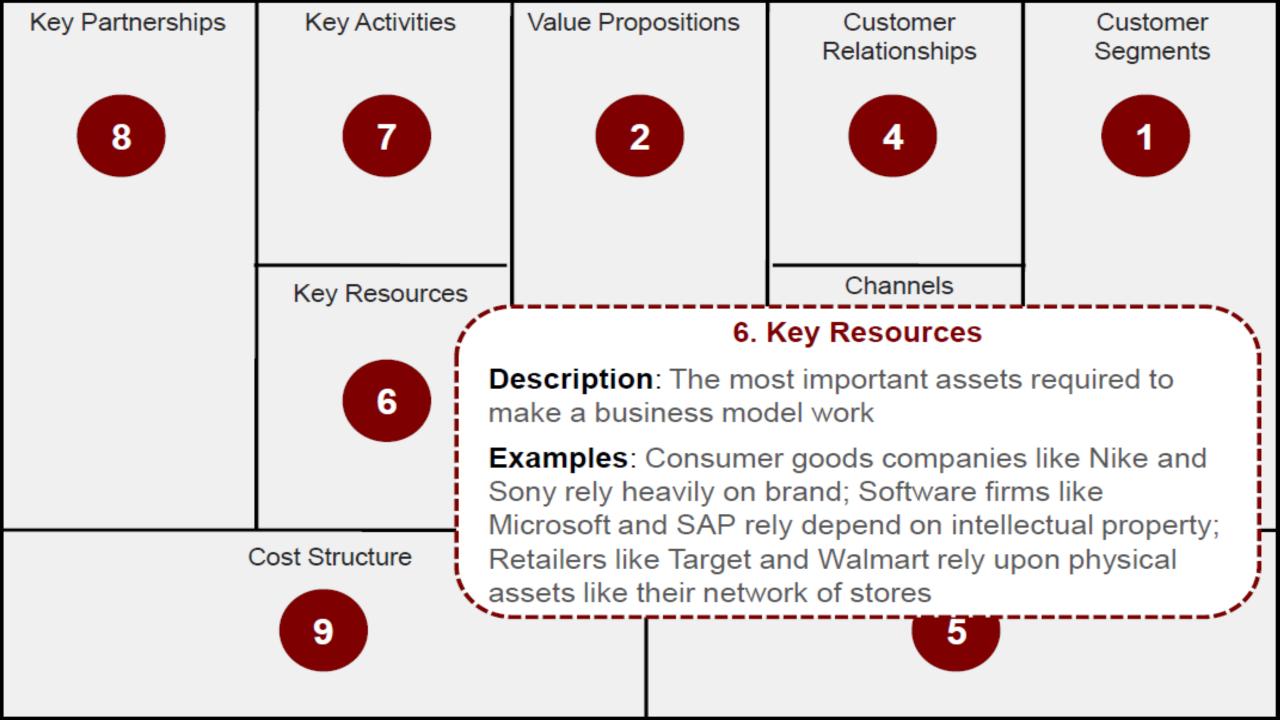
Licensing (inventions)

Advertising



KEY RESOURCES





Key resources

What key resources do our value propositions require?

Our distribution channels?

Our customer relationships?

Physical

Financial

Intellectual

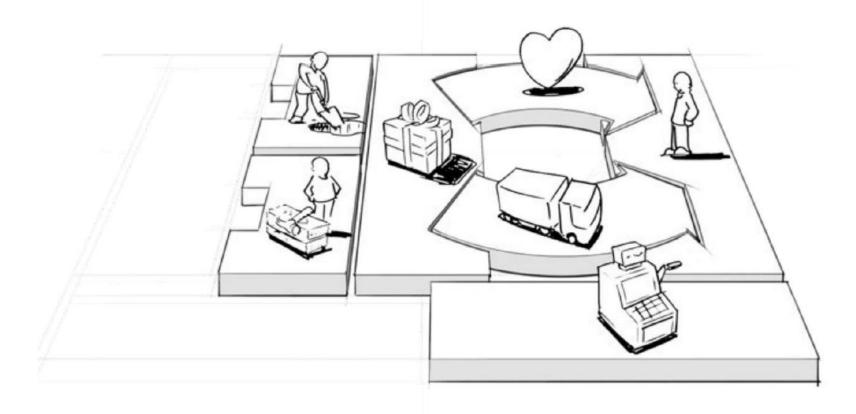
Human

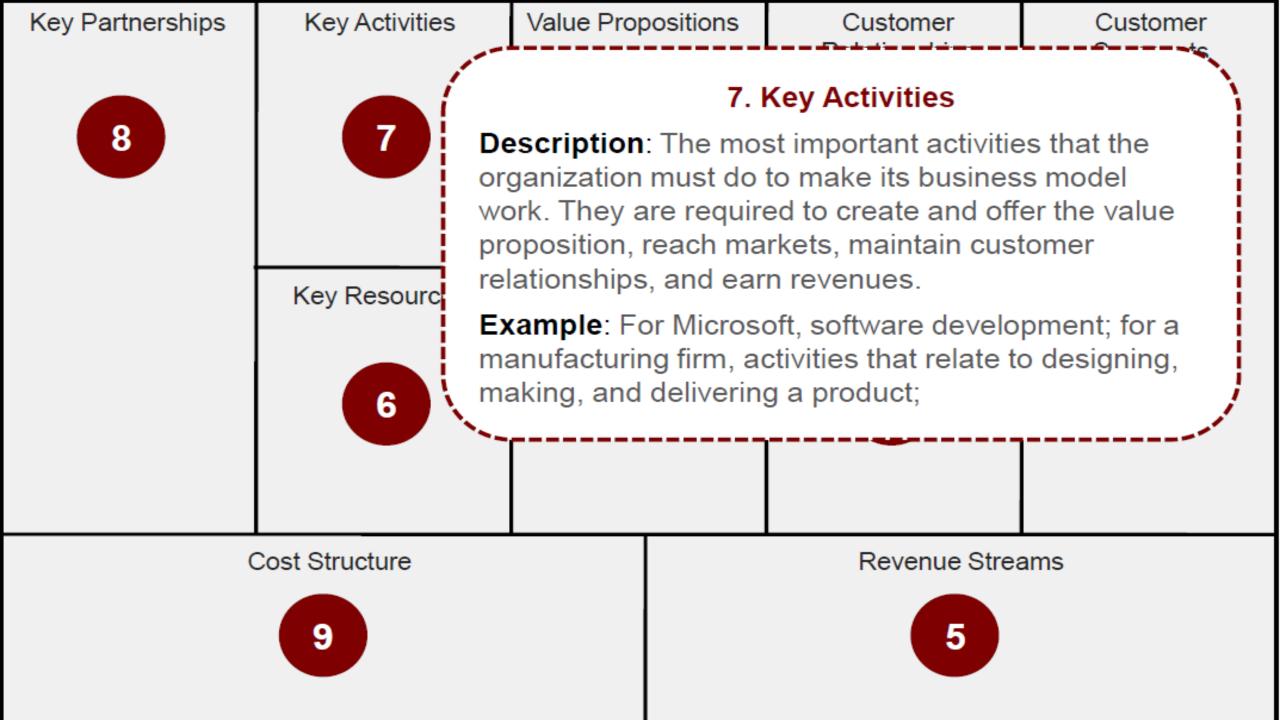
Technological

Cultural



KEY ACTIVITIES





Key activities

What key activities do our value propositions require?

Our distribution channels?

Our customer relationships?

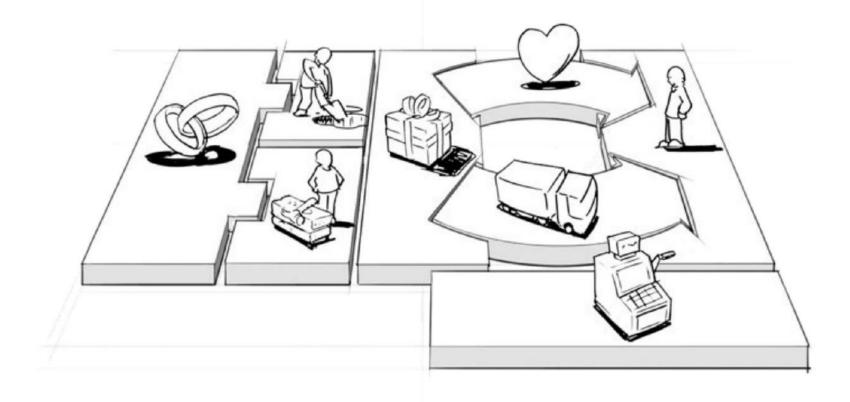
Production

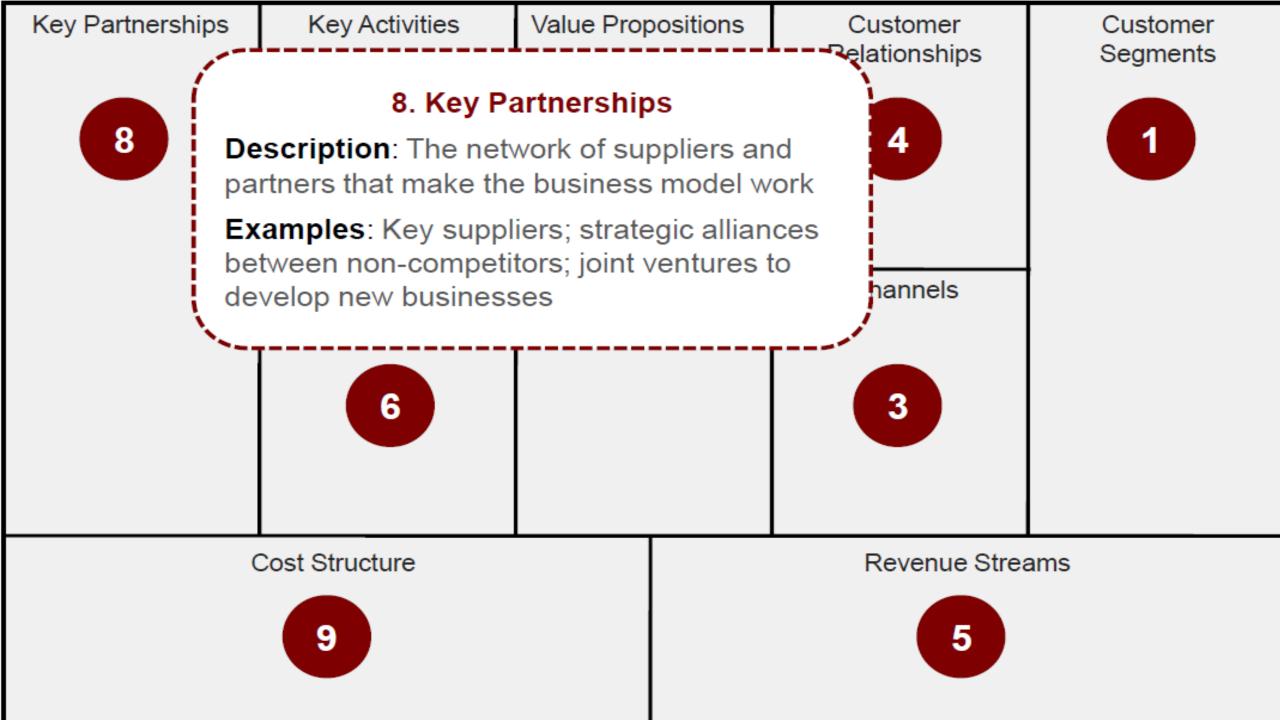
Problem solving

Platform/network



KEY PARTNERS





Key partnerships

Which key resources do we acquire from partners?

Which key activities do partners perform?

Strategic alliances between non-competitors

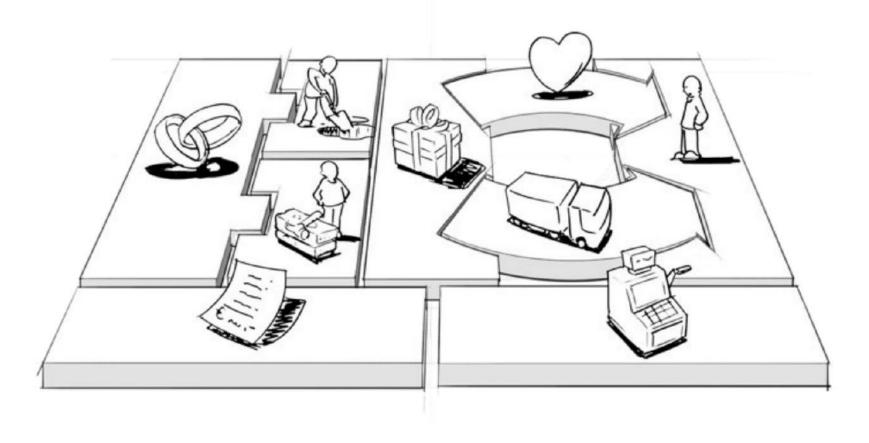
Coopetition:
strategic
partnerships
between
competitors

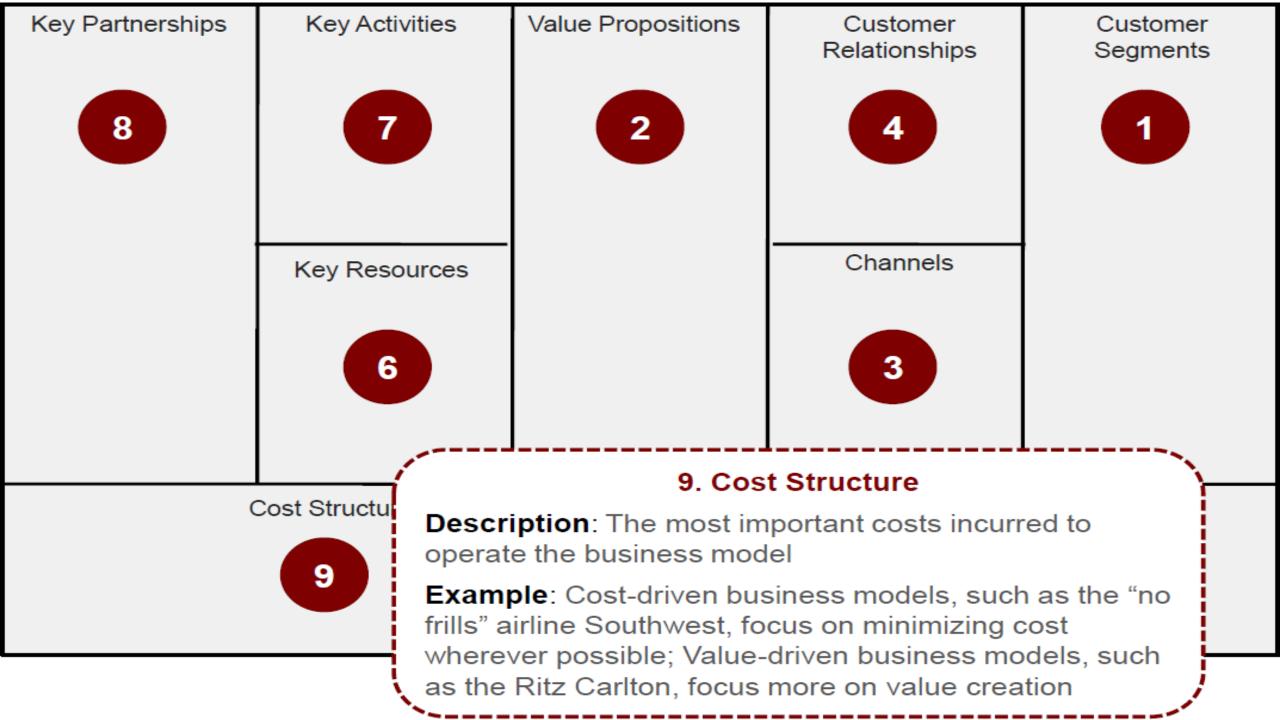
Joint ventures to develop new businesses

Buyer-supplier relationships



COST STRUCTURE





Cost structure

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

Which key resources and activities are most expensive?

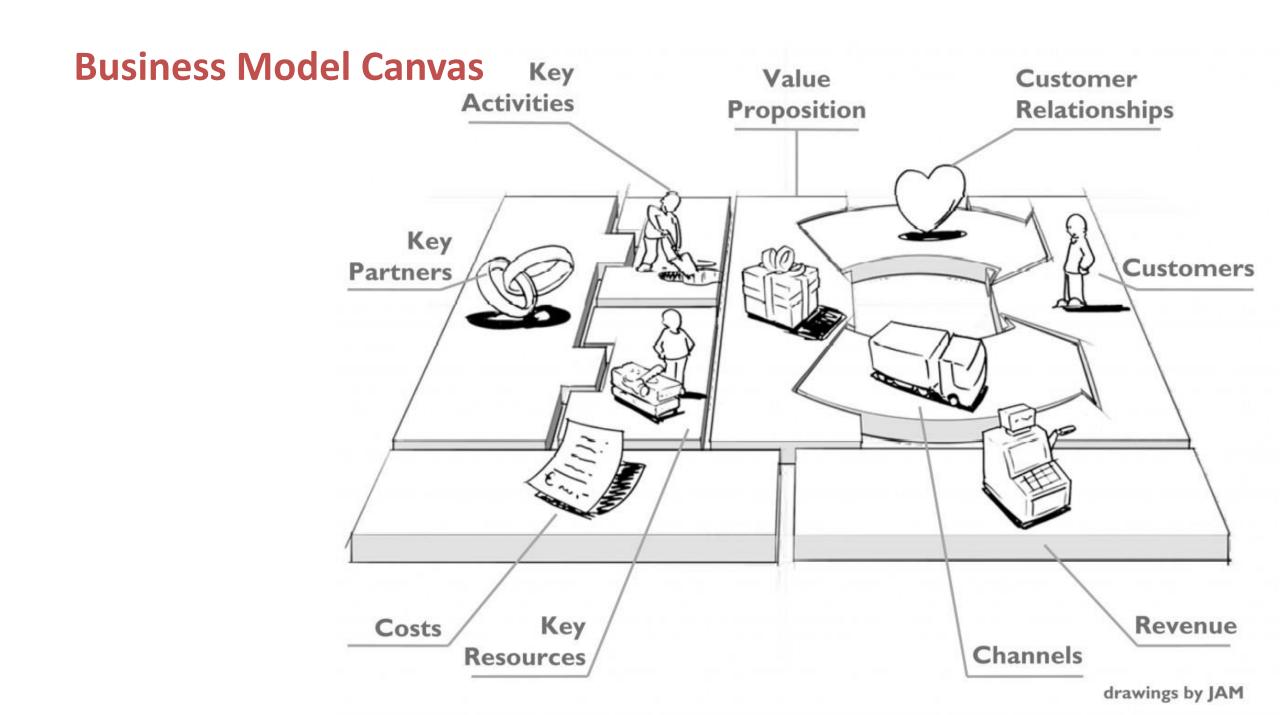
Fixed

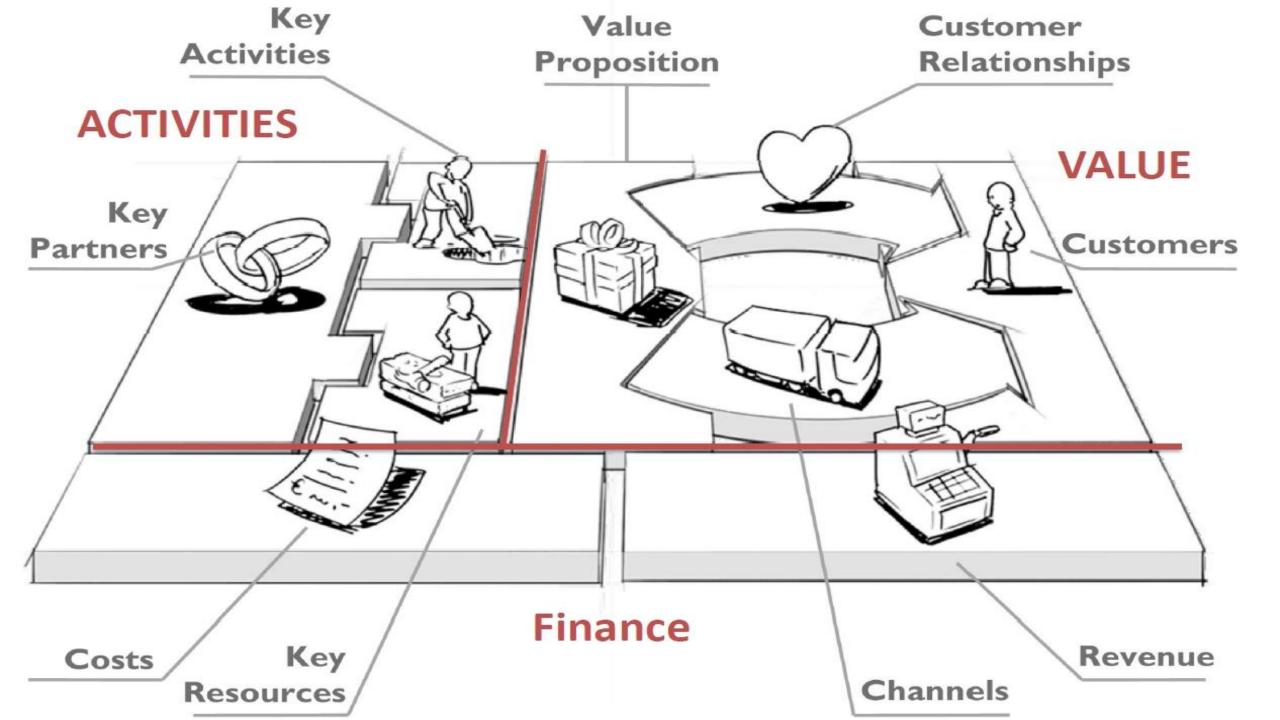
Variable

Economies of scale

Economies of scope







Summary of how the 9 building blocks work together

- 1. An organization serves one or more **Customer Segments**.
- 2. Solves customer problems and satisfy customer needs with Value Propositions.
- 3. Value props delivered through communication, distribution, and sales **Channels**.
- 4. Customer Relationships are established and maintained with each customer segment.
- **5. Revenue Streams** result from value propositions successfully offered to customers.
- **6. Key Resources** are assets required to offer & deliver 1-5....
- 7.by performing a number of **Key Activities**.
- 8. Key Partnerships are established for critical inputs and/or to carry out key activities.
- 9. The business model elements result in the **Cost Structure**.

These 9 building blocks show the logic of how a company intends to make money



FREE as a Business Model

- At least one substantial customer segment is able to continuously benefit from a free-ofcharge offer
- Non-paying customers are financed by another part of the business model or by another customer segment
- Three patterns
 - Free based on a multi-sided platform (advertising-based)
 - Freemium (free basic services with optional paid premium services)
 - Bait & hook (free or inexpensive initial offer lures customers into repeat purchases)



VISA – Leader in Global Payments Industry

Key Partners Value Propositions **Customer Segments Key Activities** Relationships Payments Network Management Payment Product Financial Platforms for card Transaction Institutions programs and Processing (Issuers) cashless **Financial** payments Value-added Technology Institutions Services Alliances (Acquirers) Convenience, Key Resources Channels Security, Rewards Commercial associated with Card Holders **Partners Payment Products** Sponsorships card payments Platform (FIFA World cup, Olympics) Improved Sales, Merchants VISA Brand Customer TV ads. Tradeshows. Convenience Conferences **Cost Structure** Revenue Streams Network, EDP, & Brand **Data Processing** Services International Personnel Communications Promotion Revenues Revenues Revenues Litigations Provision