

CardME



Team 15

Technische Universität München

Faculty of Informatics

Chair of Software Engineering for

Business Information Systems (sebis)

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Team Description



Christina Reiter, M.Sc. Information Systems



Constantin Harms, M.Sc. Information Systems



Justus Schönborn, M.Sc. Information Systems



Viola Stumpf, M.Sc. Information Systems





CardME

CardME is a subscription service to help individuals to stay in touch or remember different special occasions from acquaintances by sending physical, customisable and thoughtful cards with optional small gifts.





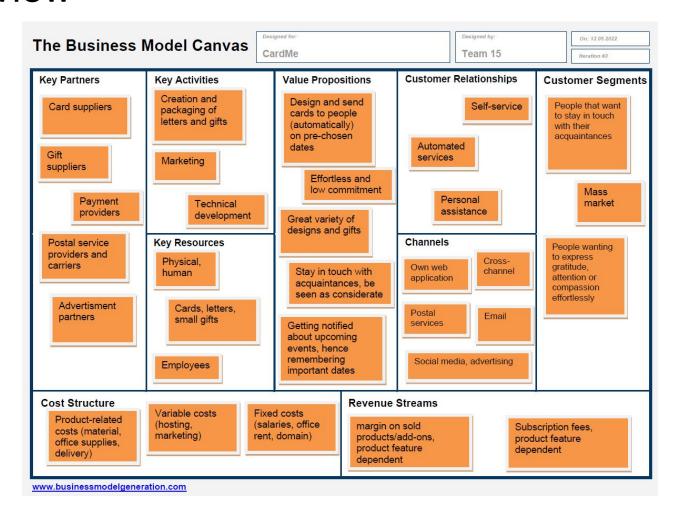


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Overview

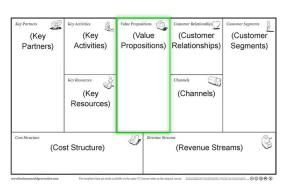






Value Proposition

- Buy and send physical cards on a pre-chosen date
- Reducing effort
- Less responsibility while still be seen as considerate
- Huge variety of different card styles
- Timely delivery



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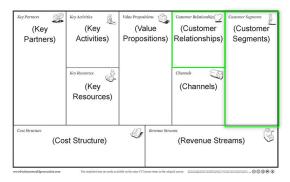


Customer Segments

- Mass market
- Stay in touch with contacts and acquaintances
- Remember important dates
- Lack of creativity
- Seem thoughtful

Customer Relationships

- Self service
- Automated service
- Personal assistance



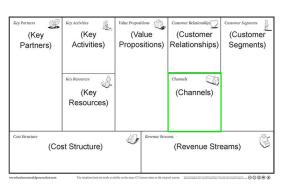
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Channels

- Awareness → cross-channel marketing (social media marketing, website advertising)
- *Evaluation* → service rating platforms
- Purchase → on the website
- Delivery → postal services
- After sales → customer support (email)



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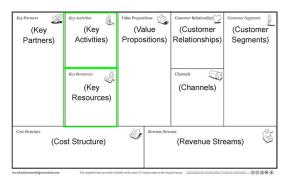


Key Activities

- Creation and packaging
- Technical development and enhancement
- Monitor and expand product line
- Marketing

Key Resources

- Cards, letters, small gifts
- Humans



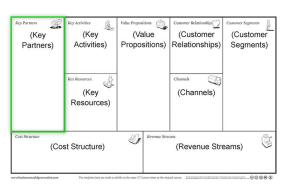
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Key Partners

- Suppliers of letters and cards, gift suppliers
- Payment providers (e.g. Paypal)
- Postal services and carriers
- Advertisement
- Social media platforms



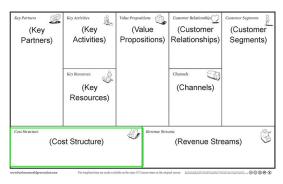
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Costs structure

- Product-related (variable) → Material of cards, office supplies, delivery
- *Fixed costs* → Salaries (development), office rent, telecommunication, printer
- *Variable costs* → Marketing, energy costs, hosting, duties to payment providers
- *Initial Investments* → IT, legal fees



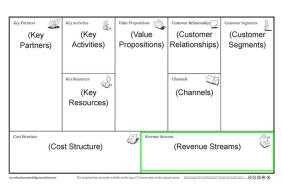
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Revenue streams

- margin on products (product feature dependent)
- subscription fees (product feature dependent)



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