# EMPREENDEDORISMO E NOVOS NEGÓCIOS

# 6. BUSINESS INNOVATION

(chapter one from

https://learning.oreilly.com/library/view/value-proposition-design/9781118968062/design-chapter01.xhtml)

"Business model innovation is about new ways of creating, delivering and capturing value."



Class contents retrieved from: Osterwalder, A., Pigneur, Y., In Clark, T., & Smith, A. (2010). Business model generation: A handbook for visionaries, game changers, and challengers.

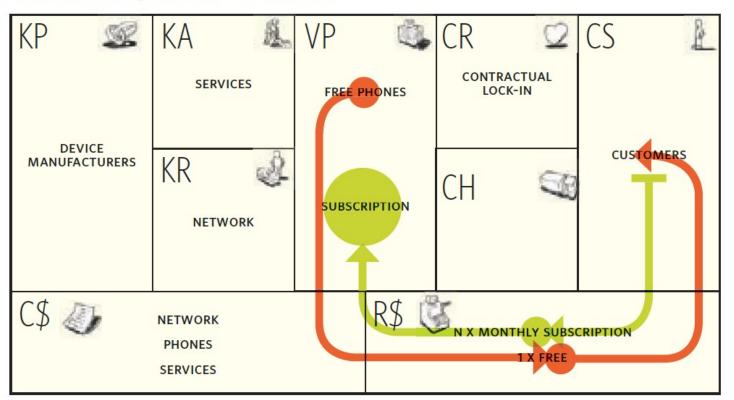
## **BUSINESS MODEL CANVAS. types**

BAIT & HOOK
RECURRING REVENUES
LONG TAIL
FREEMIUM
MULTIPLATFORM

## **BUSINESS MODEL CANVAS – BAIT & HOOK**

"Bait & hook" refers to a business model pattern characterized by an attractive, inexpensive, or free initial offer that encourages continuing future purchases of related products or services.

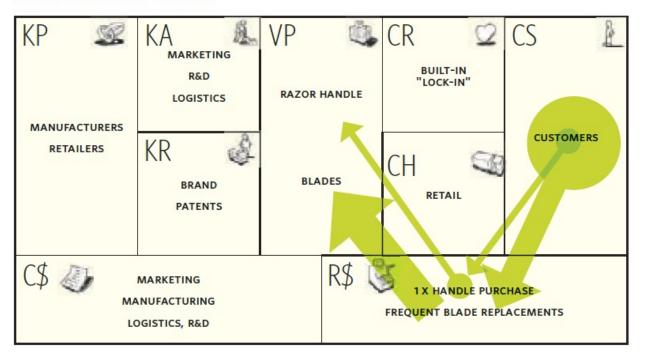
#### **Bait & Hook of Free Mobile Phones**



## **BUSINESS MODEL CANVAS – RECURRING REVENUES**

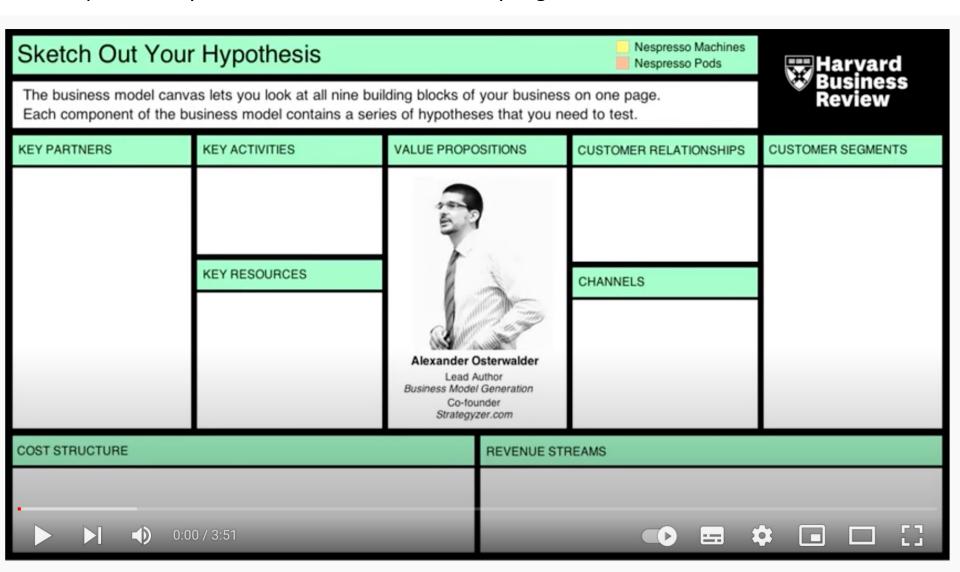
The key to this model is the close link between the inexpensive or free initial product and the follow-up item—usually disposable—on which the company earns a high margin. Controlling the "lock-in" is crucial to this pattern's success. Through blocking patents, Gillette ensured that competitors couldn't offer cheaper blades for the Gillette razor handles. In fact, today razors are among the world's most heavily patented consumer products, with more than 1,000 patents covering everything from lubricating strips to cartridge-loading systems.

#### Razor & Blades: Gillette



## **BUSINESS MODEL CANVAS – Nespresso Case**

https://www.youtube.com/watch?v=dhQh-tryXOg



Recurring Revenues: Attractive, inexpensive or free initial offers, which encourages further continued acquisitions of products or services related to the original offer;

This model is also known as model "leader in losses" or "machine razor & blade";

Initial offer subsidized or even losing money with the intention of generating further sales profits.

#### Why choose this model?

When after the initial sale there is a need to purchase consumables

#### What are the benefits?

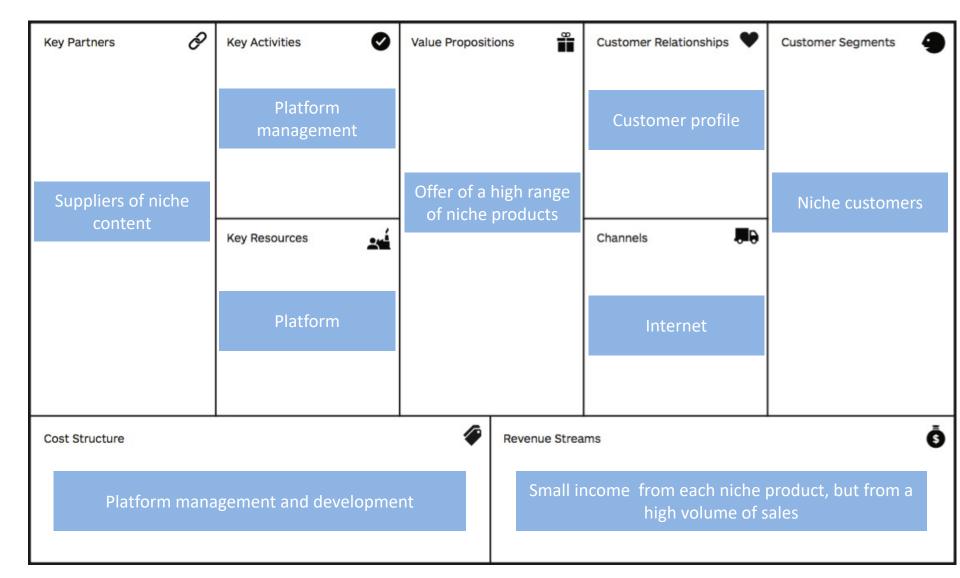
Possibility to generate recurring income

#### What are the constraints?

Need to control the level of "imprisonment"

## **BUSINESS MODEL CANVAS – LONG TAIL**





Long tail: focus on providing a large number of niche products, each of which is sold infrequently;

Aggregated sales can be as profitable as the traditional model;

It is necessary to lower inventory costs and create a platform that makes the content available.

#### Why choose this model?

- Unusual products
- Exhibition platform of the product

#### What are the benefits?

- Number of users
- High number of products
- Time

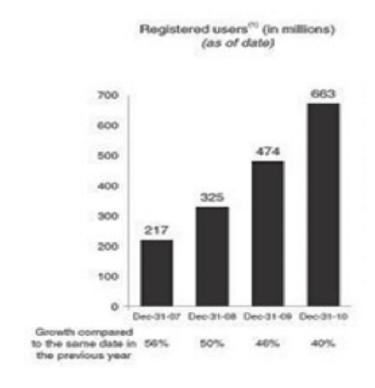
#### What are the constraints?

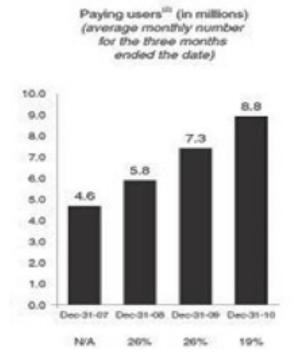
Storage and distribution costs

## **BUSINESS MODEL CANVAS - FREEMIUM**



## **BUSINESS MODEL CANVAS - SKYPE**



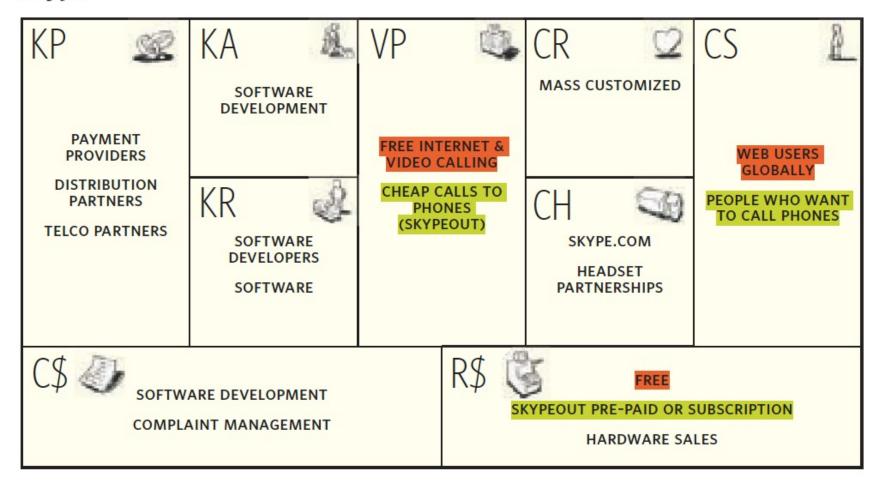


Free users

Paying users

## **BUSINESS MODEL CANVAS - SKYPE**

#### Skype



Freemium model: at least a substantial segment of customers can continuously benefit from a free offer. Customers who do not pay are funded by another part of the business model or other customer segment;

Most customers never become a paying customer, usually less than 10% of users pay for the service (low-cost acquisition of new customers).

#### Why choose this model?

- Marketing
- Network effect

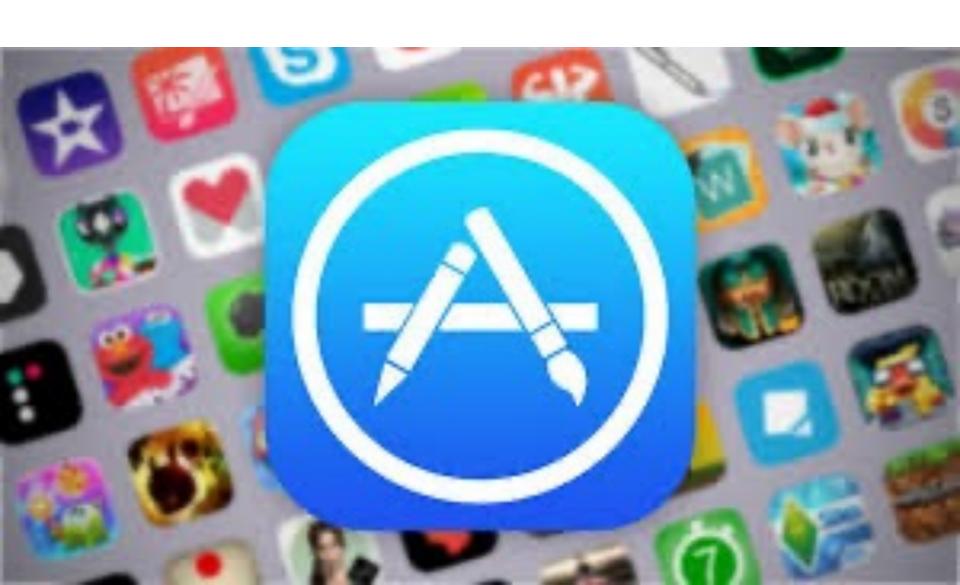
#### What are the benefits?

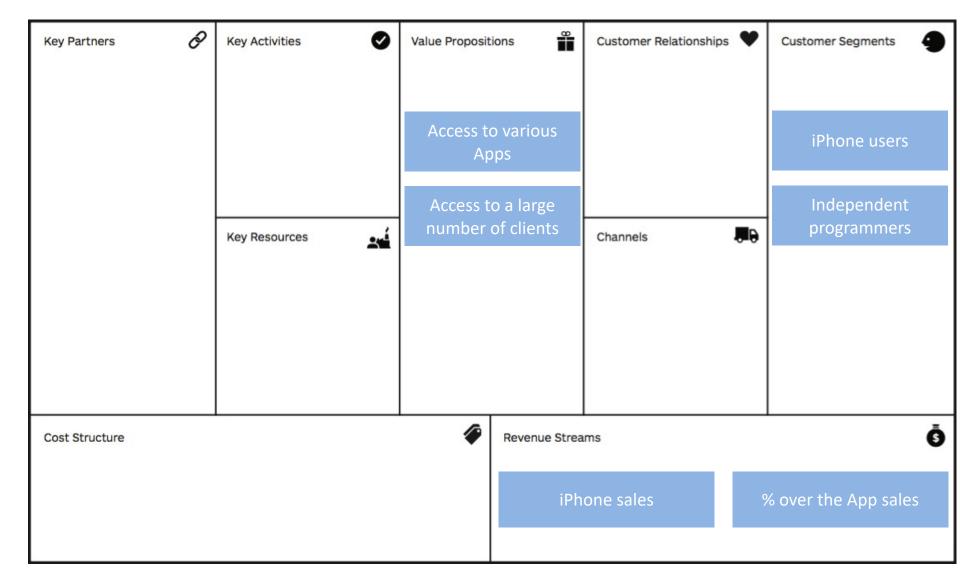
- Amount of users
- Time

#### What are the constraints?

- Amount of users
- Increase of the value of the product / service
- Low cost

## **BUSINESS MODEL CANVAS – MULTIPLATFORM**





Multilateral Platform: joins two or more groups of distinct but interdependent customers, while creating value for all;

Sometimes there is the subsidization of a segment with a free value proposition;

Why choose this model?

Network effect

What are the benefits?

Interaction promotes loyalty

What are the constraints?

It is only valuable for one of the segments when the other is present.

#### **The Business Model Canvas**

Designed for:

Designed by:

Date:

Version:

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**Key Partners** 

**Key Activities** 

Value Propositions

Customer Relationships

What type of relationship does each of our Customer Segments expect us to establish and maintain with them?

Which ones have we established? How are they integrated with the rest of our business model?

For whom are we creating value? Who are our most important customers?

**Customer Segments** 

Who are our Key Partners? Who are our key suppliers? Which Key Resources are we acquairing from partners? Which Key Activities do partners perform?

MOTIVATIONS FOR PARTHERSHIPS
Optimization and economy
Reduction of risk and uncertainty
Acquisition of particular resources and activities

What Key Activities do our Value Propositions require? Our Distribution Channels? Customer Relationships?

**Key Resources** 

Revenue Streams?

TYPES OF RESOURCES Physical Intellectual (brand patents, copyrights, data)

Our Distribution Channels? Customer Relationships?

What value do we deliver to the customer? Which one of our customer's problems are we helping to solve?

What bundles of products and services are we offering to each Customer Segment? Which customer needs are we satisfying?

"Getting the Job Done" Design Brand/Status

How costly are they?

Channels

Through which Channels do our Customer Segments want to be reached? How are we reaching them now?

How are our Channels integrated? Which ones are most cost-efficient?

How are we integrating them with customer routines?

CHANNEL PHASES

1. Awareness

How do we raise awareness about our company's products and services?

2. Evaluation

How do we allow customers to purchase specific products and services?

Delivery
 How do we deliver a Value Proposition to customers?
 After sales
 How do we provide post-purchase customer support?

Cost Structure

What are the most important costs inherent in our business model? Which Key Resources are most expensive?

Revenue Streams

For what value are our customers really willing to pay? For what do they currently pay?

How would they prefer to pay? How much does each Revenue Stream contribute to overall revenues?











