THE PLATFORM DESIGN CANVAS PLATFORM DESIGN TOOLKIT 2.1

notes



PLATFORM OWNERS

ne "owners" of the set of players ne realization of



Enabling Services (Platform to Partners)

services targeted to helping partners generate value from their professional capabilities, gain market, opportunities and visibility to gain decisive improvement as professionals.



Core Value Proposition

Ancillary Value

Propositions

The core value proposition is the primary value that the platform seeks to create for its **core target** (the target of the Core Value Proposition).



Transactions

These transactions happen between two entities in the ecosystem and consist of exchanging or transferring ownership of a currency or other stores of value (assets, money, token, credits), providing element of intangible value (such as reputation, trus kudos, likes, etc...), providing labour/work or enabling access to resources.



PARTNERS

Partners are essentially professional entities that seek to create additional professional value and to *collaborate* with platform owners at a stronger stage of relationship. Typically, partners are professional value creators that tend to specialize in a niche product/service and become better and better within time. Partners sometimes also facilitate, cater enhance the value production by acting a broker, facilitators, connectors.



PLATFORM STAKEHOLDERS

Are the entities that have a specific interest in platform success or failure, in controlling platform externalities and outcomes, in regulating it or in exercising rights in the platform governance.



Empowering Services (Platform to Peer Producers)

Other Services

Peer Consumers)

(Platform to

ervices targeted to helping peer producer one capabilities, get better and generate ore opportunities from the platform.



Infrastructures and Core Components

Controlled and owned by the platform owners and governed according to the platform governance. Typically we talk about digital and physical assets, tangible components, that ensure the platform works: these components need effort and energy to be run smoothly and in coordination



Channels & Contexts

transactions happen better thanks to controlled and designed contexts that evolve into what we call channels. A context is defined more broadly than a channel and the latter can be often considered an evolution of the first. A refined and optimized channel should be available to make transactions easier. When complex transactions are broken into several sub-transactions a channel must exist for every phase to happen smoothly.



PEERS (producers)

Entities interested in *providing value* on the supply side of the ecosystem/marketplace, seeking for opportunities to improve thei professionality and honing their capabilities towards better performance.



PEERS (consumers)

Intities interested in consuming, utilizing, accessing the value that the s created through and on the platform.









