# Enterprise Management and Entrepreneurship MIEIC 2021-2022



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## Entrepreneurship: from idea to business

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## Content

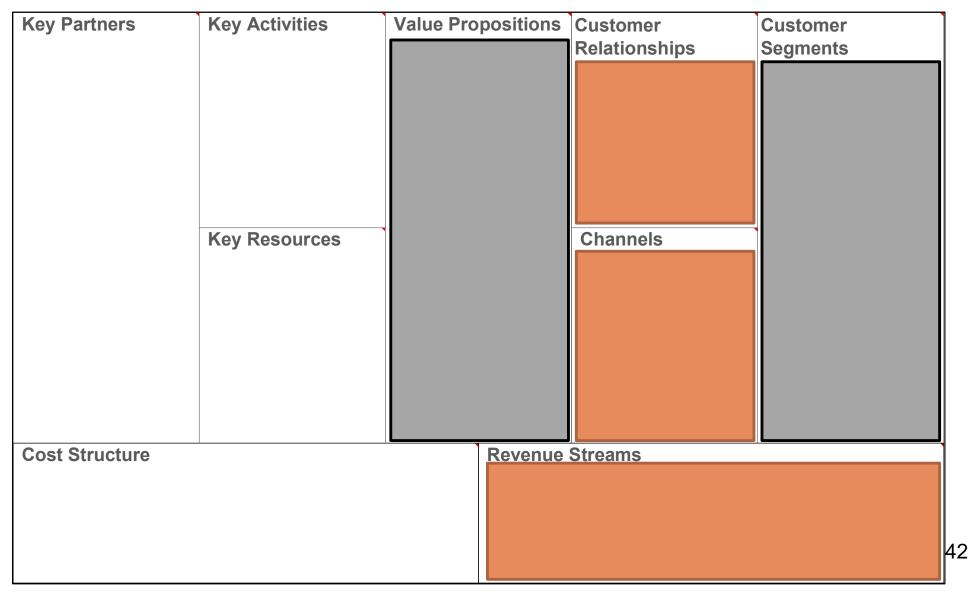
- Introduction
- Strategic Learning and Experimentation
- Business Models
  - Product-Market Fit
  - Connecting to customers
  - Operations
- Entrepreneurial Strategy An integrative logic

## Entrepreneurship

**Business Models** 

Connecting to customers

#### **Business Model Canvas**



#### **Channels**

- Types of channel used
  - Direct / Indirect (/ Licensing)
  - Virtual / Physical
- Channel partners
  - Who are your channel partners? (-> Key Partners)
  - How and why are they interested in partnering?
- Channel flow diagram
- Channel economics (-> Costs + Revenue Streams)

#### **Channels**

- Types of channel used What influences channel choice
  - Customer needs
    - Product/service, experience, complementary products and services
  - Industry channel capabilities and costs
    - Time, quality, flexibility, cost
  - Power and influence
    - Uniqueness
    - Market access and intelligence
    - Scale
    - Dependence
  - Competition

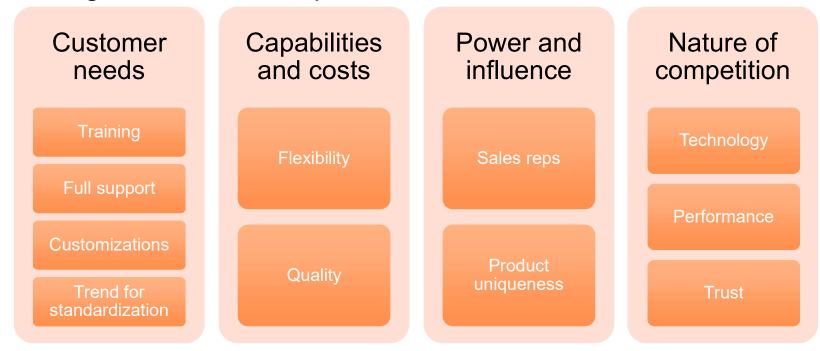
Nature of overall industry competition and of channel competition

#### **Channels**

- Types of channel used Designing channels
  - Structure Direct / Indirect
    - Size and distribution of customers
    - Level of education required and breadth of applications
    - Individual or bundled purchase
    - Credibility and specific knowledge requirement
    - Comparative size
    - Strategy working capital, scale, learning, etc.
  - Coverage
    - Intensive well known and branded products, or commodities
    - Selective significant sales effort or strategic partnership required avoid channel conflicts due to, e.g., free riding

#### **Channels**

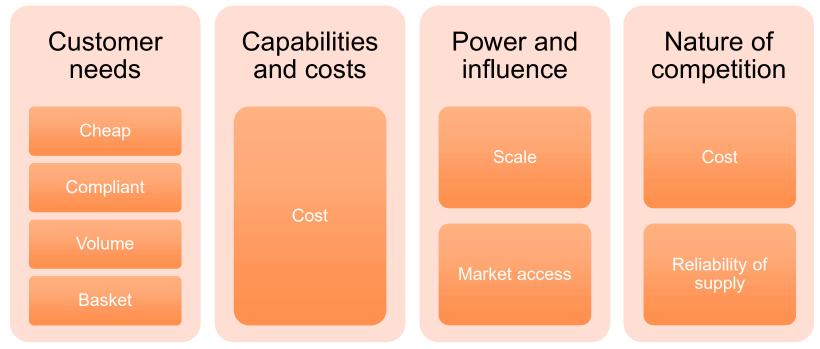
- Types of channel used Examples in medical devices
  - High value medical products for medical doctors



Direct and selective sales

#### **Channels**

- Types of channel used Examples in medical devices
  - Commodity medical products for administrative purchasers



Indirect and intensive sales

#### **Channels**

Types of channel used – Web (Virtual) vs. Physical

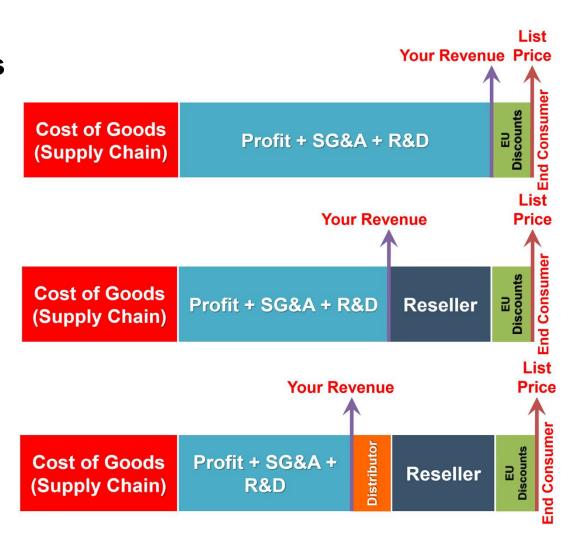
Channel

#### Virtual **Physical** Insurance Google Enterprise Virtual Facebook software Stocks and **Twiter Bonds Product** Consumer Food electronics **Physical** Household Movies goods (Streaming) **Automobiles Books Planes** (Amazon)

#### **Channels**

- Channel economics
  - Direct sales

Indirect sales

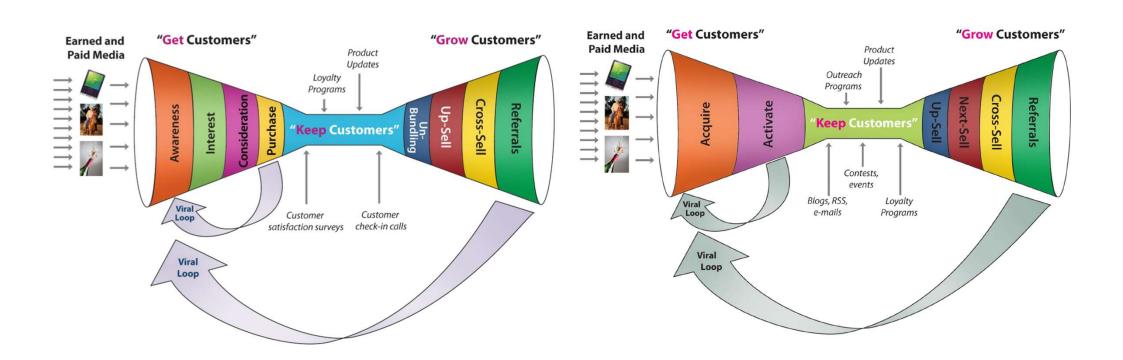


#### **Customer Relationships**

- Strategy for Get / Keep / Grow customers
  - How to get / keep / grow customer?
  - What key metrics / indicators to use?
- Customer Acquisition Cost (CAC) (-> Costs)
- Customer Lifetime Value (LTV) (-> Revenue Streams)

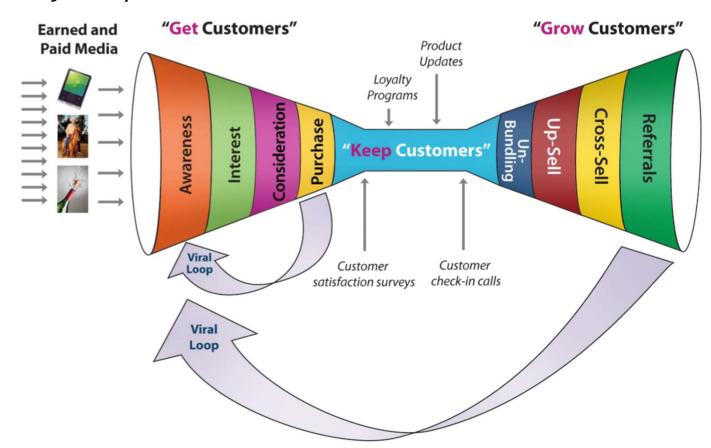
#### **Customer Relationships**

Strategy for Get / Keep / Grow customers



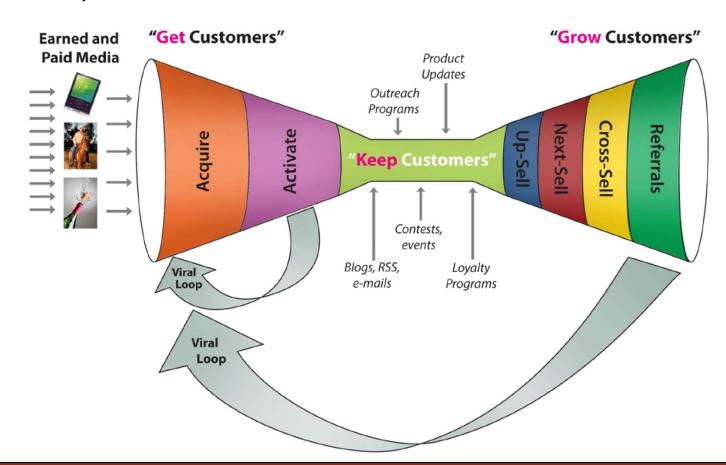
#### **Customer Relationships**

- Strategy for Get / Keep / Grow customers
  - Physical products



#### **Customer Relationships**

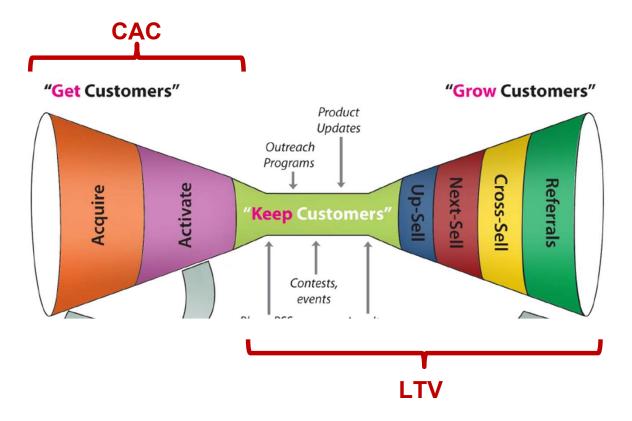
- Strategy for Get / Keep / Grow customers
  - Virtual products



#### **Customer Relationships**

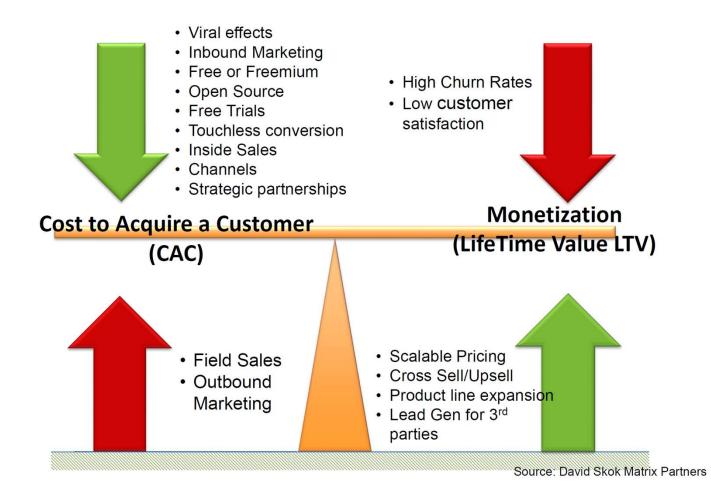
Customer Acquisition Cost (CAC) vs. Customer Lifetime Value (LTV)

- LTV > 3 x CAC
- < 12 months to recover CAC</p>



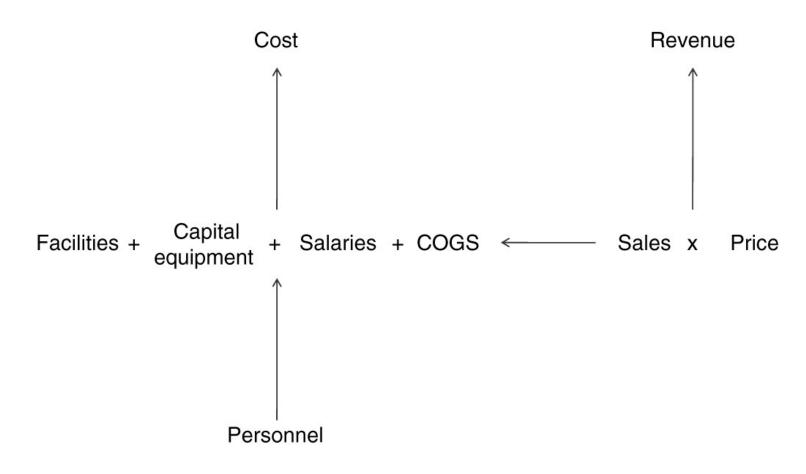
#### **Customer Relationships**

Customer Acquisition Cost (CAC) vs. Customer Lifetime Value (LTV)



- Revenue model / Pricing model
  - Direct sales; Licensing; Subscriptions; "Razor-blade" model; Leasing; ...
- Payment flow
- Define and Size Target Market
- Sales Projections (Market model)
  - Top-down vs. Bottom-up approaches
  - How many must we sell? At what price?

- Revenue model (Examples)
  - Direct sales / asset sale: Continente; Ford...
  - Usage fee: Amazon web services; CTT...
  - Subscription fee: Netflix; Disney+...
  - Renting: Europcar; Sixt…
  - Licensing: Microsoft...
  - Intermediation fee: Airbnb...
  - Advertising: Google, Facebook…



- Sales Projections (Market model)
  - Top-down approach
    - "Back of the envelope" market estimates (based on statistics)
    - Forecasts are projected as yearly revenues
    - Outline segments of addressable market (How many customers? Will there be growth? ...)
    - Quick estimation of how attractive the market is

#### **Revenue Streams**

- Sales Projections (Market model)
  - Bottom-up approach

Focus on individual sales first

- 1. Define fundamental unit of the business (what drives the business in the market?)
- 2. Consider sales cycle (time and cost of selling 1 unit)
- 3. Consider adoption curve (rate of adoption)

Focus on building/growing the business

- 4. Build the commercial effort (how many sales reps to hire)
- Consider market development factors (external environment)
- 6. Consider product evolution (new releases in the future)
- 7. Consider other factors (seasonality, trends...)

#### **Revenue Streams**

- Sales Projections (example)
  - Top-down approach10% of a million-person market = 100 000 customers

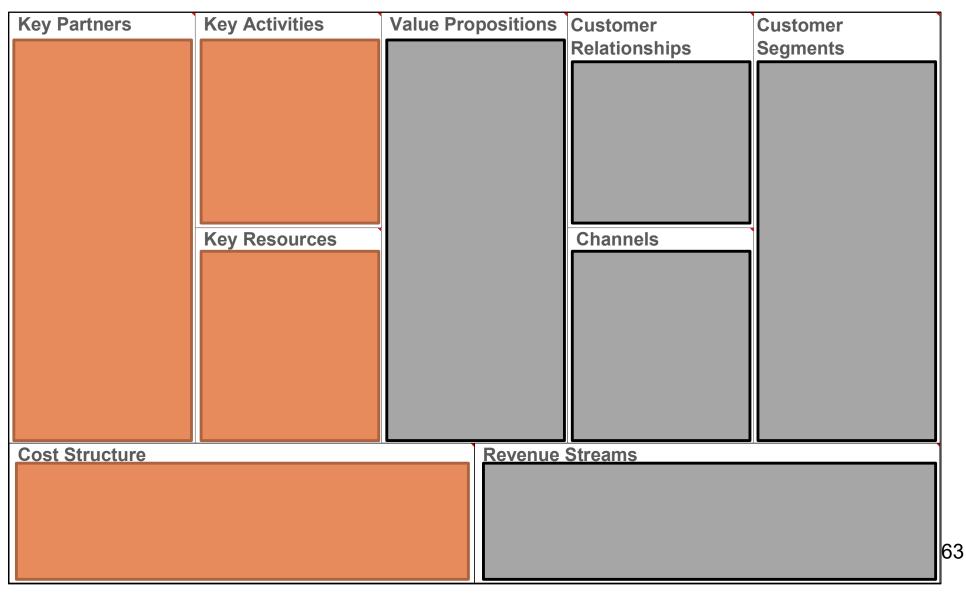
– Bottom-up approach
1000 customers/month 1st year => 3000/month 3rd year

## Entrepreneurship

**Business Models** 

**Operations** 

#### **Business Model Canvas**



#### **Key Partners**

#### Partners

- What partners will you need?
- What type of partnerships will you have?

#### Reasons for partnering

- Why will you need them?
- Why will they partner with you?

#### Risks and Costs

- What are the risks and impediments for you and for them?
- What costs might be associated with the partnership?

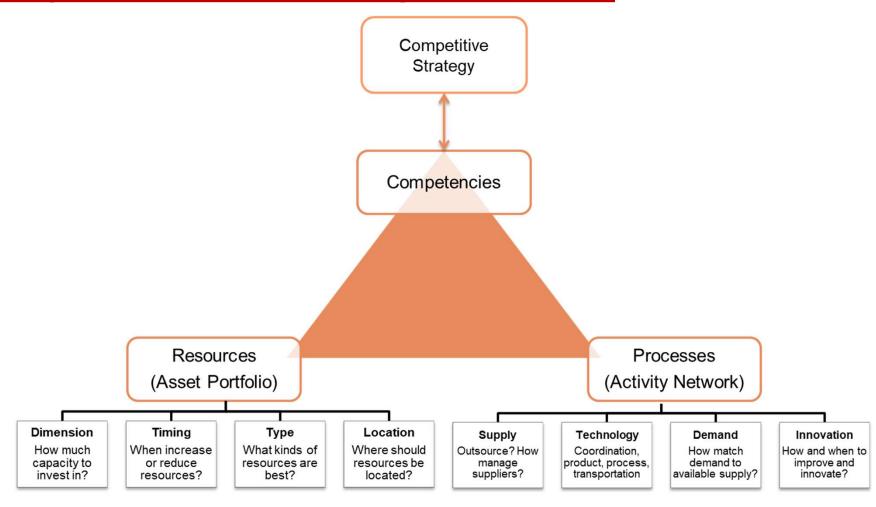
#### **Key Partners**

- Partners What type of partnerships will you have?
  - Strategic alliances
  - Joint ventures
  - Coopetition
  - Key suppliers

#### **Key Resources & Key Activities**

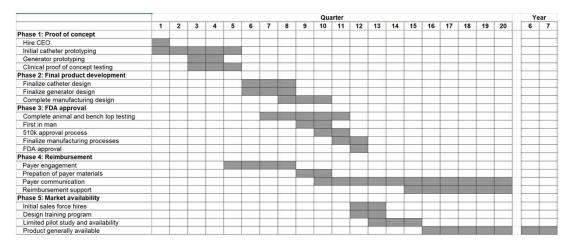
- Most important Resources to make the business work
  - Physical
  - Intellectual: Trademarks; Copyrights; Secrets; NDAs; Patents...
  - Human
  - Financial
- Most importante Activities to make the business work
- Alignment among Resources and Activities, and with Value Propositions and Customer Segments

#### **Key Resources & Key Activities**



#### **Costs**

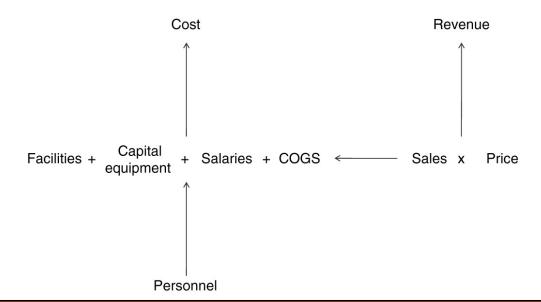
Operating plan to build the business



Costs associated to the operating plan

#### **Costs**

- Underlying questions
  - How much does R&D cost? How long does it take?
  - How much does it cost to take it to the market?
  - How many people do we need?
  - Where will we do it (R&D and/or production)?
  - How many must we sell? At what price?

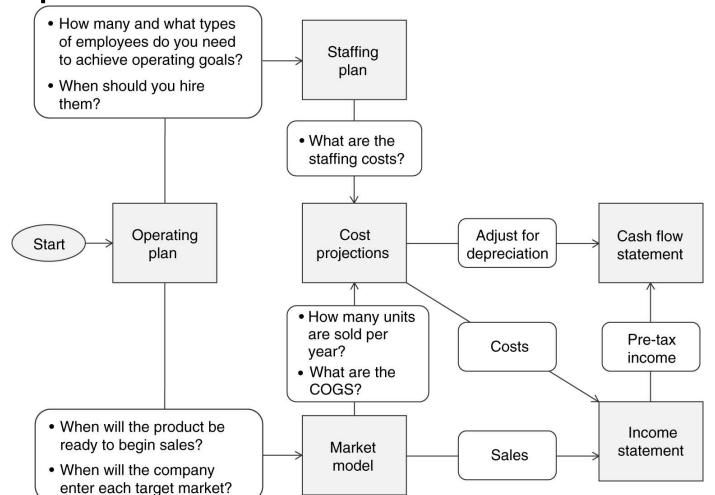


#### **Costs**

- Six steps
  - 1. Operating plan
  - 2. Market model (<- Revenue Streams)
  - 3. Staffing plan
  - 4. Cost projections
  - 5. Income statement
  - 6. Cashflow statement

#### **Costs**

Six steps



## Entrepreneurship

Entrepreneurial Strategy – An integrative logic

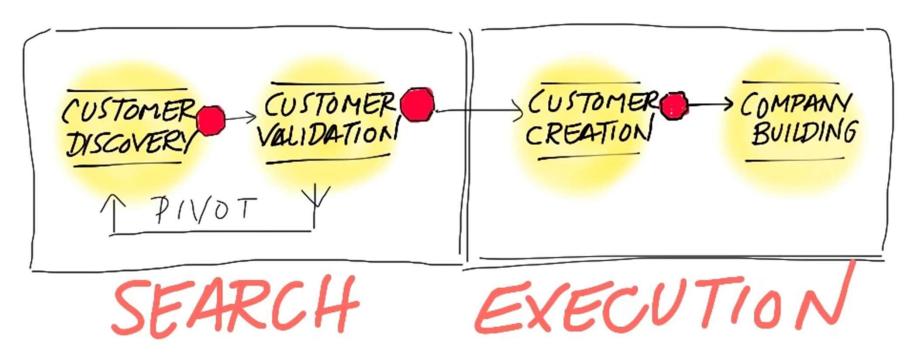
 Entrepreneurship begins with the Search for a Business Model

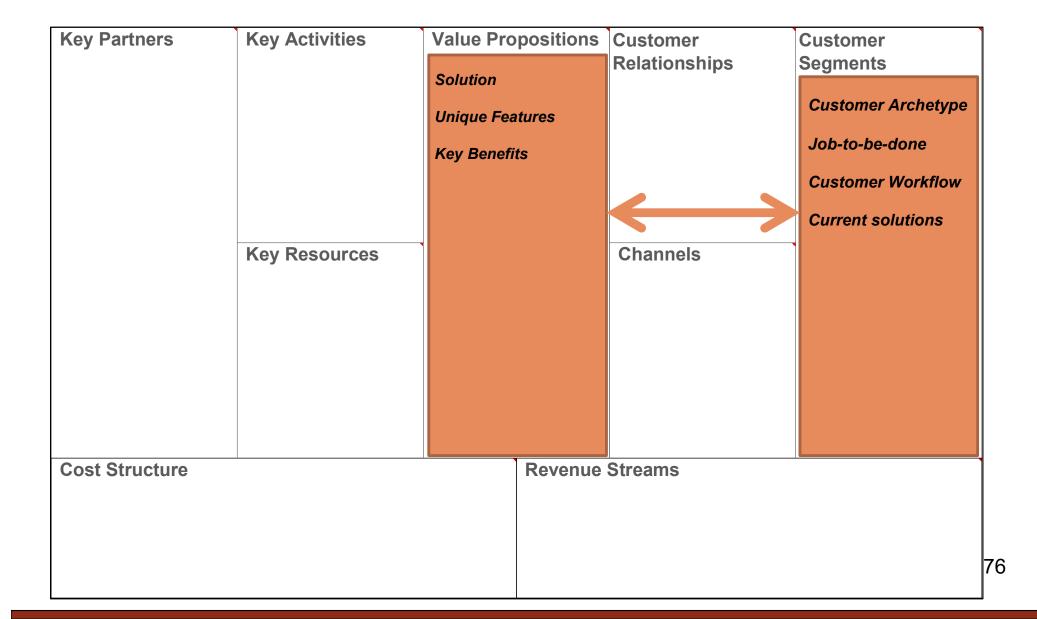
 Experiential learning to validate hypothesis about business model (and identify patterns)

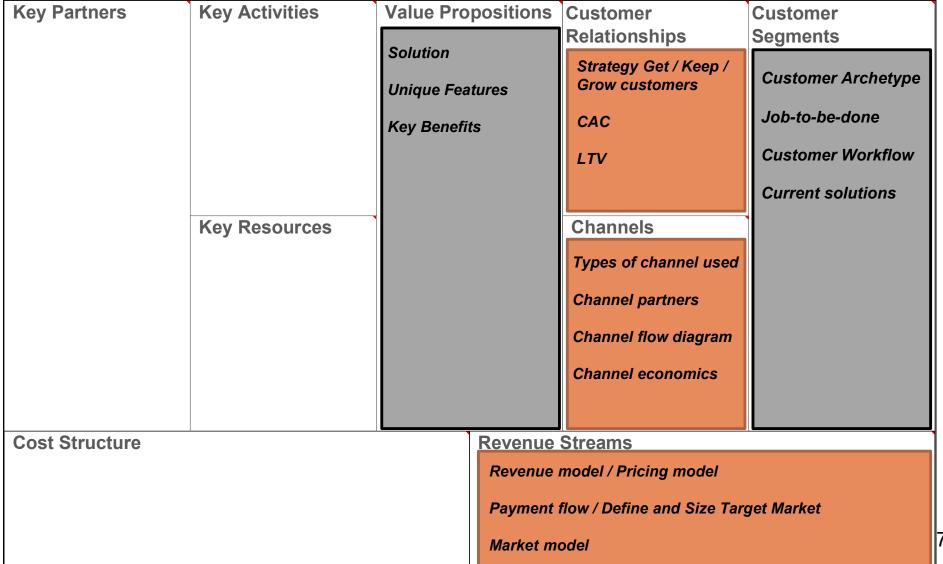
#### How do we create, deliver and capture value?

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Key Partners	Key Activities  What are the	Value Propositions	Customer Relationships	Customer Segments
Who are the key partners and suppliers needed to make the business model work?	most important activities to make the business model work?	What are we building and for whom?	How do we get, keep and grow customers?	Who are our customers?  Why would they buy?
	What are the most important assets to make the business model work?		How does the product get to customers?	
Cost Structure		Revenue	Revenue Streams	
What are the busine	he costs to operates	mo.	How does the company make money from each customer seament?	

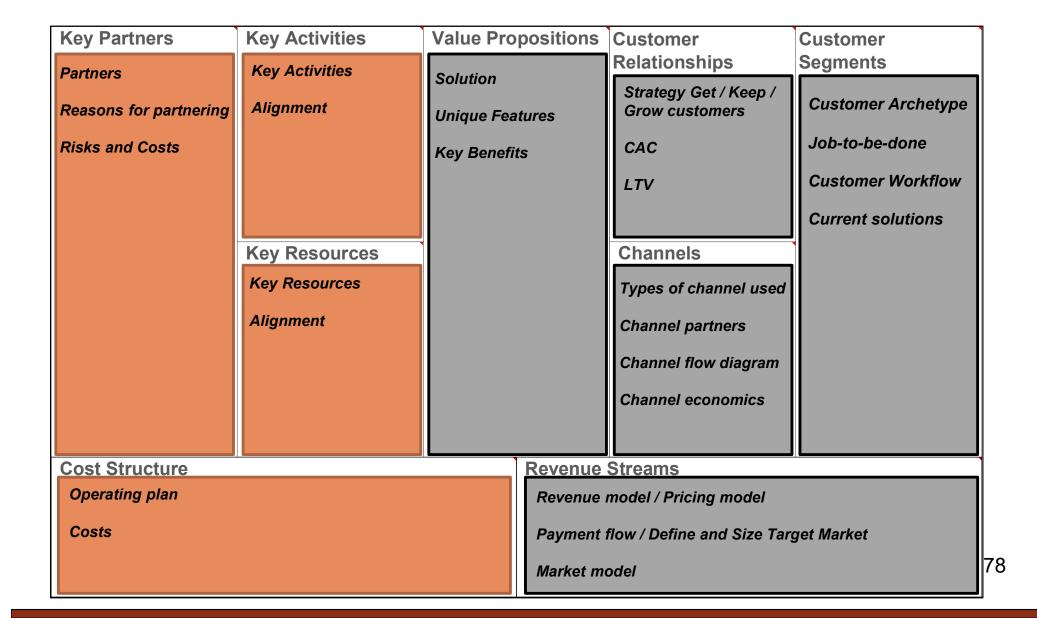
- Changing hypothesis into facts
- The customer development process

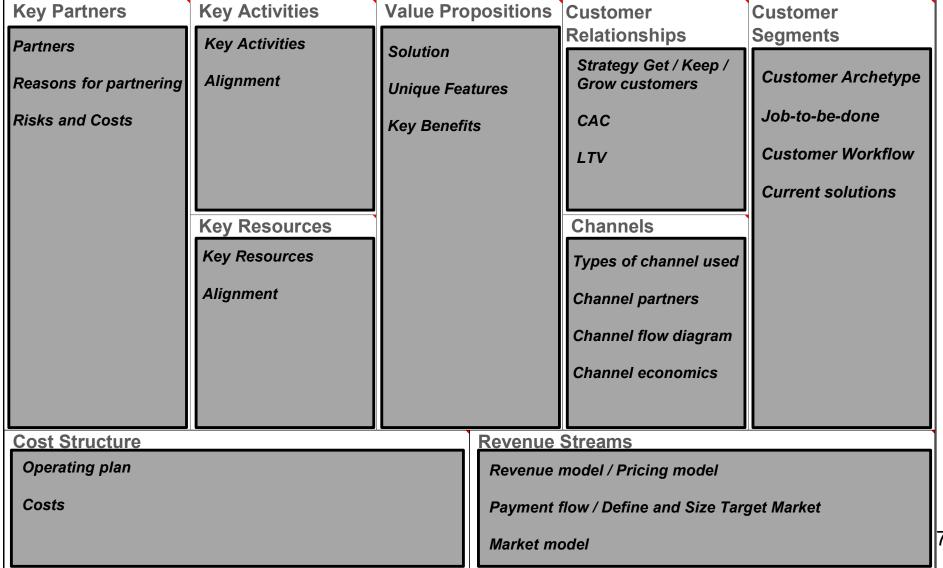






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