

#### **COMP3531**

## IT Entrepreneurship Lecture 3

- □ 3D Printing Lab / W501d with Dr Lotto Lai and other PolyU instructors
- ☐ Business Models (essential) / PQ306 Walter Fung

# Business Models (essential)

# Enterprise opportunities / measurement

#### **Normally**

1. The best is : earn money \$\$ ( normally = increase revenue )



Shorter Term

Smaller, Newer firms

2. The 2<sup>nd</sup> best is: save money \$\$

3. The 3rd best is: improvement over tangible value



- 4. The 4th best is : improvement over Intangible value such as
- Benchmarking
- Reputation
- Morale
- > Team spirit

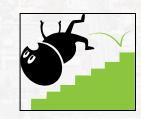


Longer

Larger, older

firms

5. What else? Jump out of the window?



http://www.youtube.com/watch?v=u6XAPnuFjJc

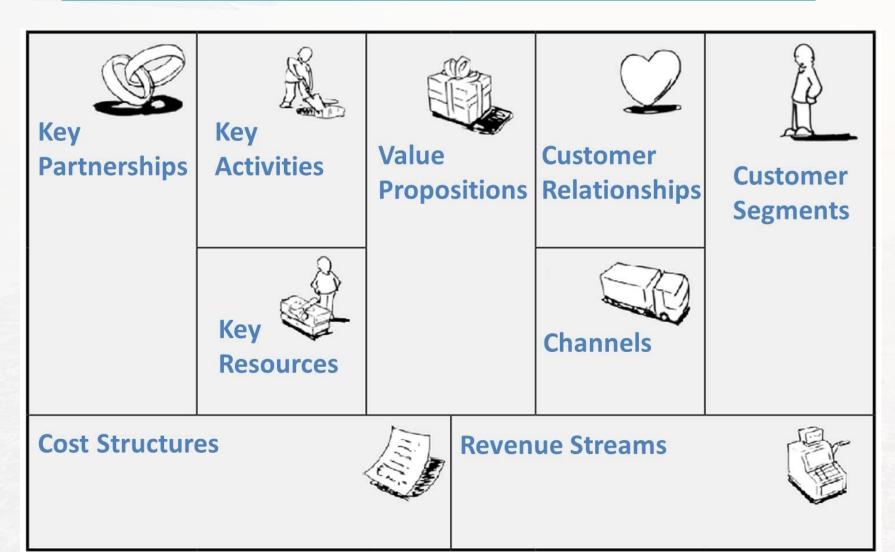
# **Autonomy**

**Mastery** 

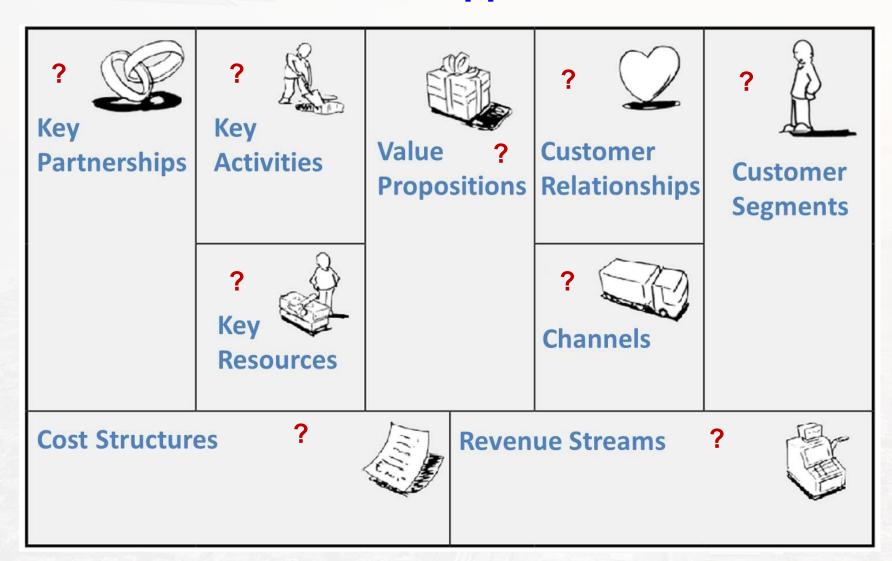
**Purpose** 

#### What can be a business model?

http://fivewhys.wordpress.com/2012/02/24/the-business-model-canvas/



# What can be a business model for Blockchain application?



#### Also take a look at HBR 12/2011

**IDEA WATCH** 

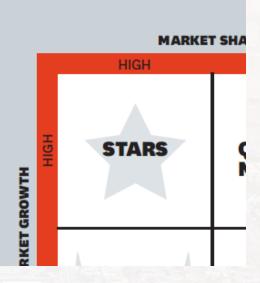
# Vision Statement

# The Charts That Changed the World

Data compiled by Andrea Ovans

This issue of HBR contains about 20 charts, graphs, and other exhibits—all aimed at visually communicating the ideas of our contributors.

We hope they augment readers' understanding—



## **SWOT Analysis**

STRENGTHS

- Current sites do not address market needs
- Unique approach
- Easy navigation
- Better personalization
- Customer base growing
- High-value market segment
- Superior social strategy

- WEAKNESSES Limited financial resources
- No prior online experience
- No existing user base
- No media attention
- No Web design expertise
- No computer background
- Ability to address large market with unmet needs
- Potential to capture signifi-cant share of this market
- Potential to develop

- Approach could be copied by competitors
- Advertisers may not want to try a new site
- Rapid pace of technological development
- Low market entry costs

THREATS

OPPORTUNITIES

# **Boston Consulting Group Model, Are we seeing innovation?**

High share

Low share



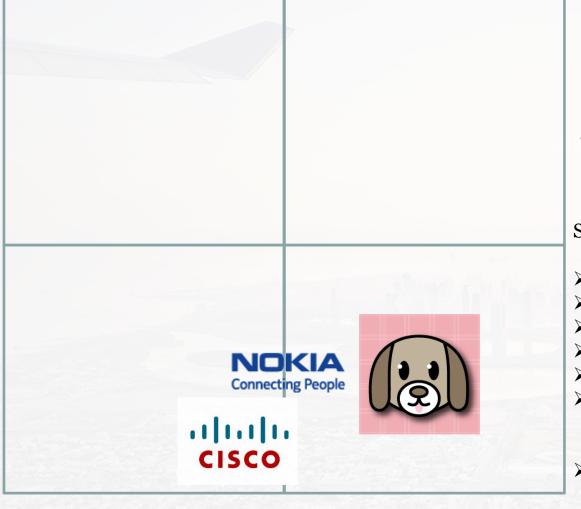




Low growth



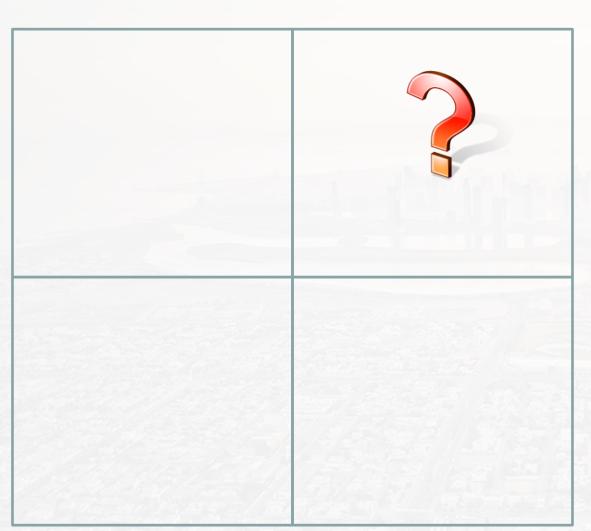




Over years, your company and the associated products or services have attained the undesired dying dog stage. As Chairman of the company, what can you do?

#### Some possibilities:

- > BPR (Radical Change)
- ➤ M&A (if you can finance)
- > Partnership (if you still have value)
- Cut cost like layoff ( too late ? )
- > Refinance (only?)
- > Exit ( to get good cash and run )
- Design new thing by disruptive innovation?



You are new set-up company, with great product or service. The market is skeptical about your future success, but as founder you are confident. What can you do?

#### Some possibilities:

- Marketing (e-marketing)
- > CRM
- Partnership
- > Exit (so early?)
- ➤ Improve features (incremental change)
- > IP protection ( Patent, Copyright )

Your product and service have widely accepted as great potential accepted by the market. You are planning to grow it further. What can you do?

#### Some possibilities:

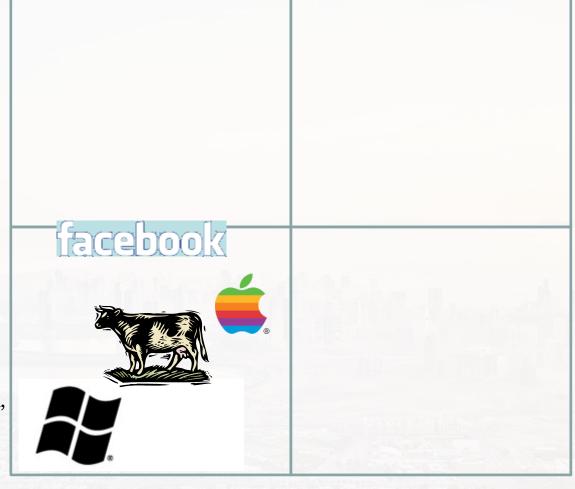
- Marketing (e-marketing)
- ➤ Aggressive Finance (IPO?)
- > SCM (find good suppliers)
- ➤ Sales ( E-commerce, international )
- Quality Management



Your product and service has been successfully making good money for your company, and you are leading in the industry. What will you do?

#### Some possibilities:

- ➤ Operational Excellence
- ➤ Reinforce Quality Management
- ➤ Enhanced Marketing (CRM?)
- ➤ More Information Systems
- Measurement
- ➤ Incremental Change (iphone 2, 3, 4, 5, 6; Windows 3, 4, 5, XP, VISTA, 8, 9, 10, etc)
- ➤ Large scale layoff like HSBC (2012)?



Q1. Act monopoly to kick out competitors (as long as legal)?

Q2. Continue to make the most money by incremental change, stay in cash-cow as long as possible?

Q3. Innovate completely <u>new products</u>, skipping the dying dog stage, jumping into? Stage earlier?

A long established company will normally have:

- Multiple products / services at different stages ( even Apple will have iPhone 4 at dying dog stage )
- > The company will be represented by the AGGREGATE of products and services :
  - too many dying dogs will kill the company, immediately
  - too many question marks or rising stars hurt the company's financial position;
  - too many cash cows jeopardize the long future of the company (though short or medium terms are fine perhaps)



#### Disruptive Technologies: Riding the Wave

- Disruptive technologies:
  - Technologies with disruptive impact on industries and businesses, rendering existing products, services and business models obsolete, e.g.:
    - ✓ Personal computers
    - ✓ World Wide Web
    - ✓ Internet music services
  - First movers vs. fast followers
    - First movers of disruptive technologies may fail to see potential, allowing second movers to reap rewards (fast followers)

Such as Netscape browser

# Types of Innovation

- Radical Innovation
  - The launching of inaugural breakthroughs.
  - These innovations take experimentation and determined vision, which are not necessarily managed but must be recognized and nurtured.
- Incremental Innovation
  - The systematic evolution of a product or service into newer or larger markets.
  - Many times the incremental innovation will take over after a radical innovation introduces a breakthrough.

# **Boston Consulting Group Model are we seeing innovation?**

High share Low share

High growth Marketing, finance, Supply Chain, Quality Low growth Market share, Operational Excellence, Reengineering (layoff?)

#### Q1. Should you do innovation everyday?

#### Q2. What is wrong with incremental innovation?

My products and services have been evolving into

JJ1, JJ1v, JJ2, JJ2v, JJ3, JJ3v .....,

Until one day a new company, product, or service disrupts you and knock you out!

#### **Disruptive Innovations: Riding the Wave**

'Despite all the attention that Internet companies get these days, it's just a transitory phase, because in five years' time there won't be any "Internet companies". They'll all be Internet company.',

Andy Grove, Intel, 1999.

**Disruptive Innovation**: A technological innovation, product, or service that eventually overturns the prevailing status quo in the market. (Christensen, 1997)

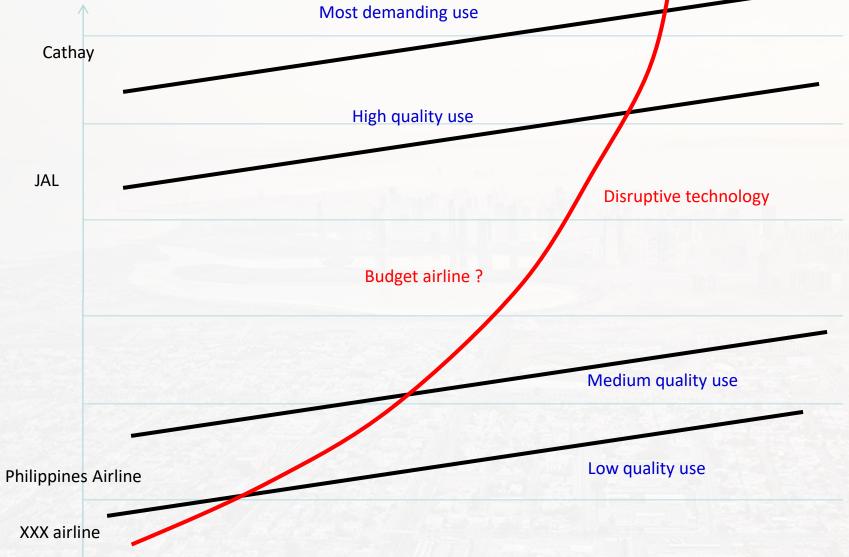
Companies engaging in disruptive innovation target customers who find existing value propositions too expensive or too complicated. They offer solutions that are 'good enough' at a lower price.

(Christensen, 2002)

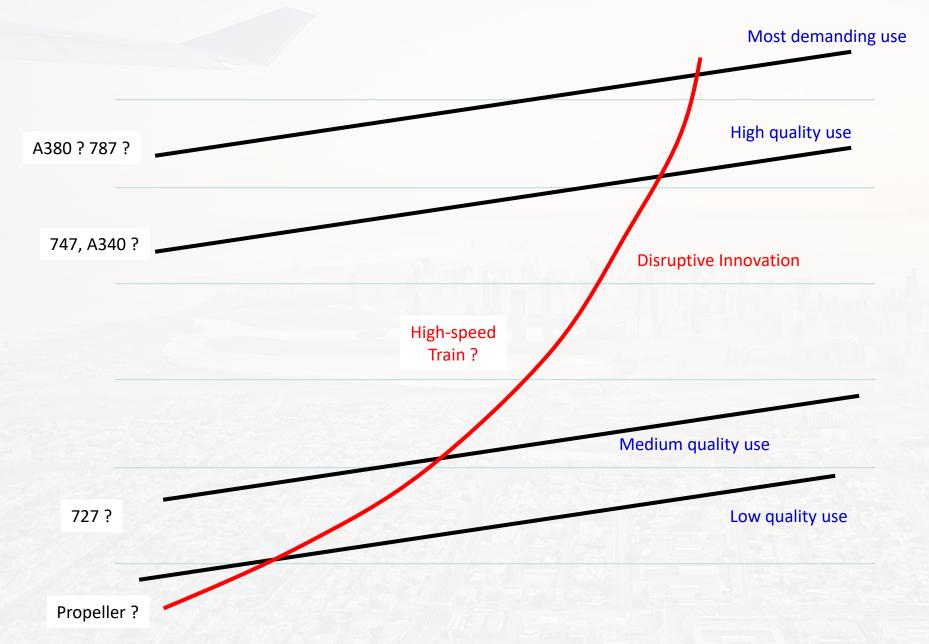
#### Christensen, 2006:

"I started off thinking it was a technological problem, that disruptions occurred when a new company with deeper expertise entered the market. I've come to recognize that the technology is simply the enabler, while the disruption is caused by the strategy or new business model deployed. The best disruptions are brought about when an entirely new business model is introduced to an industry. This makes it difficult to copy.





#### **Disruptive Innovation: Riding the Wave**



#### **Disruptive Innovation : Riding the Wave**

Most demanding use (Luxury car)



High quality use Hybrid / 4 Reel

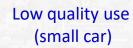


Disruptive Innovation High End Electric





Medium quality use (family sedan)







https://aito.auto/content/dam/aito/cn/model/m7/assets/images/hero/aito-wenjie-m7-id-video.mp4

AITO 首页 问界 M5 系列 ~ 问界 M5 纯电版系列 ~ 问界 M7 系列 ~ 门店 服务 **↑ I T ○** | 问界 M7 行 无 界 智 千 里 观看视频 🖸 预约试驾

#### **Disruptive Innovation: Riding the Wave**

Most demanding use (Open Reel Player)



High quality use Vinyl Player



Disruptive Innovation A&K SP3000

Running Qobus or High Resolution

Disruptive Innovation
Spotify on
Smart Phone



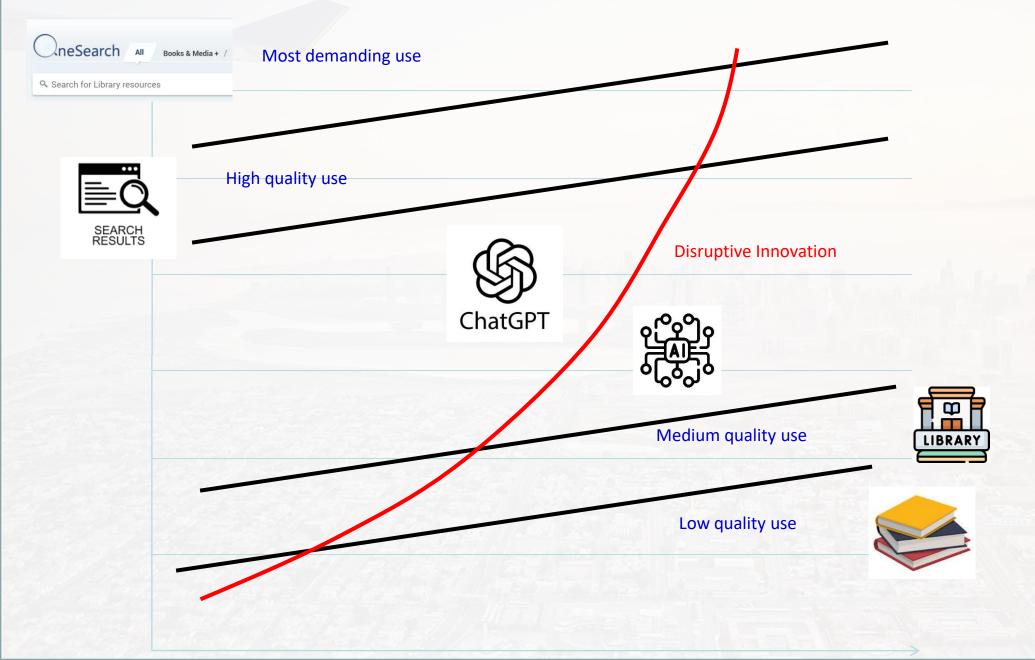
Medium quality use (CD Player)

Low quality use (Portable Cassette Player)

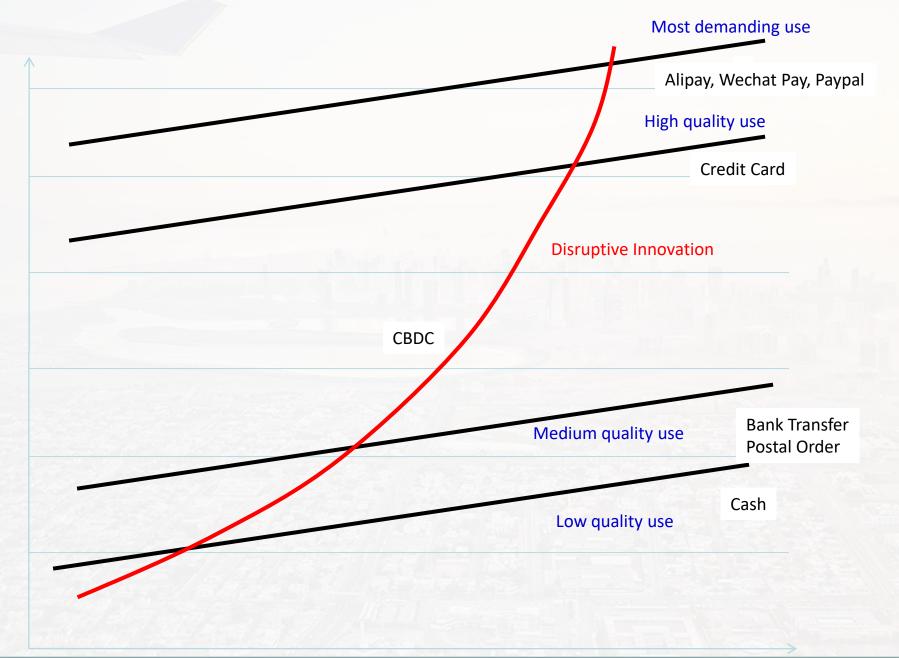




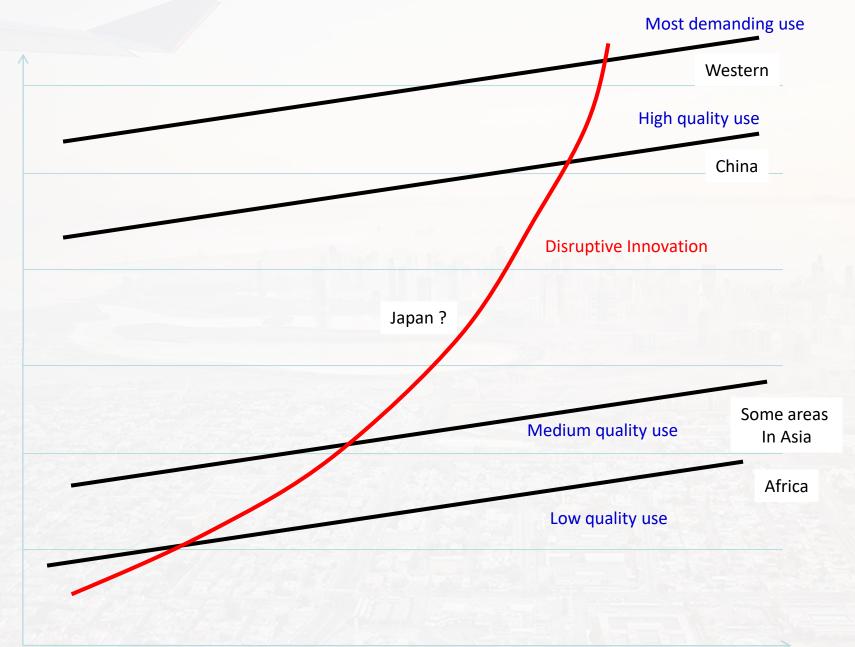
# **Disruptive Innovation : Information Retrieval**



#### Disruptive Innovation : Communicationn Software / Social Media

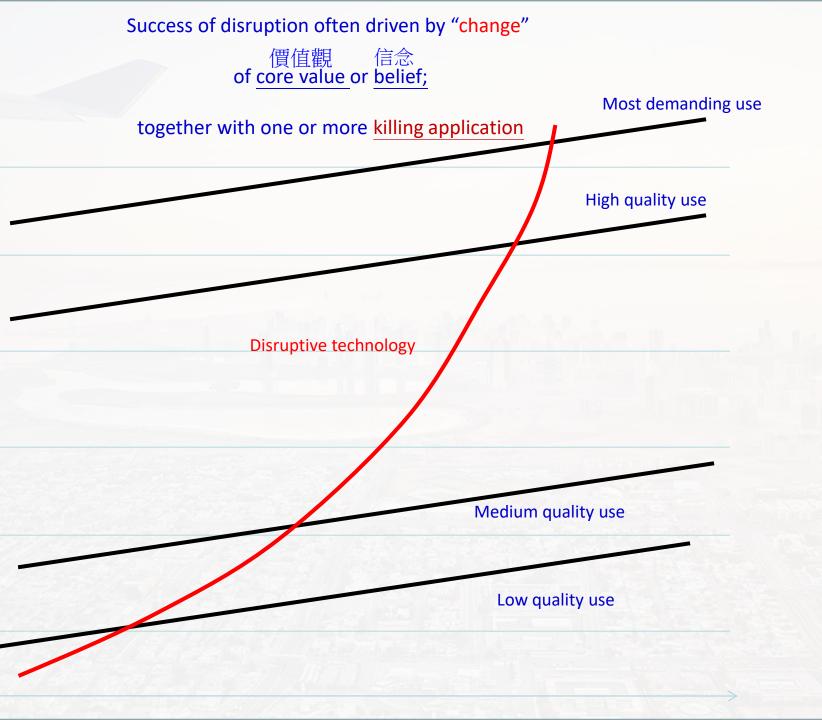


#### Disruptive Innovation : The World in late 19<sup>th</sup> century



## Next 3 pages

may have something new for you.



# Success of disruption often driven by "change" of <u>core value</u> or <u>belief;</u> Together with one or more <u>killing applications</u>

Status Quo	Disruption	Change of core value, or belief	Killing Applications
Mainframe Computer	PC	X ?????????? ✓ ??????????	
Aviation	High Speed Train		
Capitalist In 19 <sup>th</sup> century	Socialist		
Traditional Airlines	Budget airline		
1860 – 1920 the development of countries	Japan		
Old Smartphone dominated by Nokia	Iphone		
PC, Notebook, Netbook	Tablet		

# Success of disruption often driven by "change" of <u>core value</u> or <u>belief;</u> Together with one or more <u>killing applications</u>

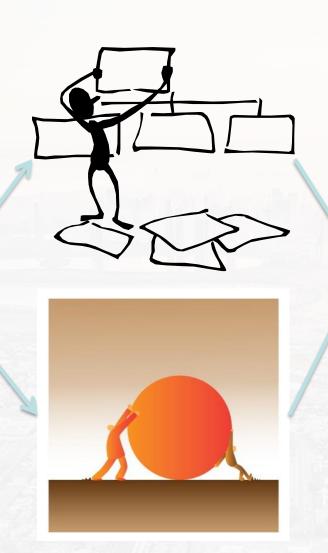
Status Quo	Disruption	Change of core value, or belief	Killing Applications
Mainframe Computer	PC	<ul><li>X Only big enterprise can use computer.</li><li>✓ Computer can be a home commodity.</li></ul>	<ul><li>??????????</li><li>??????????</li></ul>
Aviation	High Speed Train	<ul><li>X You want fast, get on a plane.</li><li>✓ Ground transportation can be cheap and clean</li></ul>	
Capitalist In 19 <sup>th</sup> century	Socialist	<ul><li>X An Inquiry into the Nature and Causes of the Wealth of Nations ( Adam Smith)</li><li>✓ "Capital" (Karl Marx)</li></ul>	
Traditional Airlines	Budget airline	<ul><li>X Quality airline provides good service</li><li>✓ Who care, I just want to be there cheap</li></ul>	
1860 – 1920 the development of countries	Japan	X Chinese culture as core  ✓ 脫亞入歐 ( leave Asia, join Europe)	
Old Smartphone dominated by Nokia	Iphone	<ul><li>X Our understanding or smartphone</li><li>✓ The new smartphone defined by Apple</li></ul>	
PC, Notebook, Netbook	Tablet	<ul> <li>X No one will carry the 3<sup>rd</sup> devices out</li> <li>✓ Netbook can be replaced by tablet</li> </ul>	

# Success of disruption often driven by "change" of <u>core value</u> or <u>belief;</u> Together with one or more <u>killing applications</u>

Status Quo	Disruption	Change of core value, or belief	Killing Applications
Mainframe Computer	PC	<ul><li>X Only big enterprise can use computer.</li><li>✓ Computer can be a home commodity.</li></ul>	<ul><li>Word processors</li><li>Open hardware platform / DOS</li></ul>
Aviation	High Speed Train	<ul><li>X You want fast, get on a plane.</li><li>✓ Ground transportation can be cheap and clean</li></ul>	High speed train being constructed everywhere
Capitalist In 19 <sup>th</sup> century	Socialist	<ul><li>X An Inquiry into the Nature and Causes of the Wealth of Nations ( Adam Smith)</li><li>✓ "Capital" (Karl Marx)</li></ul>	<ul><li>Russia Revolution (1917)</li><li>PRC (1949)</li></ul>
Traditional Airlines	Budget airline	<ul><li>X Quality airline provides good service</li><li>✓ Who care, I just want to be there cheap</li></ul>	Budget airline
1860 – 1920 the development of countries	Japan	X Chinese culture as core  ✓ 脫亞入歐 ( leave Asia, join Europe)	<ul> <li>Meiji Restoration (明治維新)</li> <li>Defeat the China Navy (1894)</li> <li>Defeat the Russia Navy (1904-5)</li> </ul>
Old Smartphone dominated by Nokia	Iphone	<ul><li>X Our understanding or smartphone</li><li>✓ The new smartphone defined by Apple</li></ul>	APPS Store
PC, Notebook, Netbook	Tablet	<ul> <li>X No one will carry the 3<sup>rd</sup> devices out</li> <li>✓ Netbook can be replaced by tablet</li> </ul>	<ul><li>Ipad</li><li>Samsung Pad</li></ul>

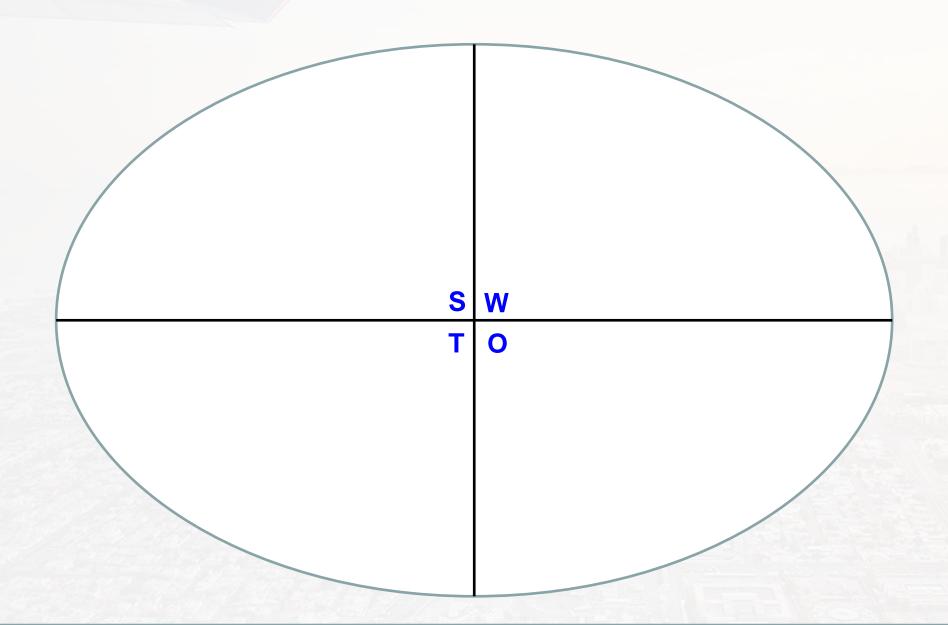
# A transformation process is needed

Success of disruption often driven by "change" of core value or belief

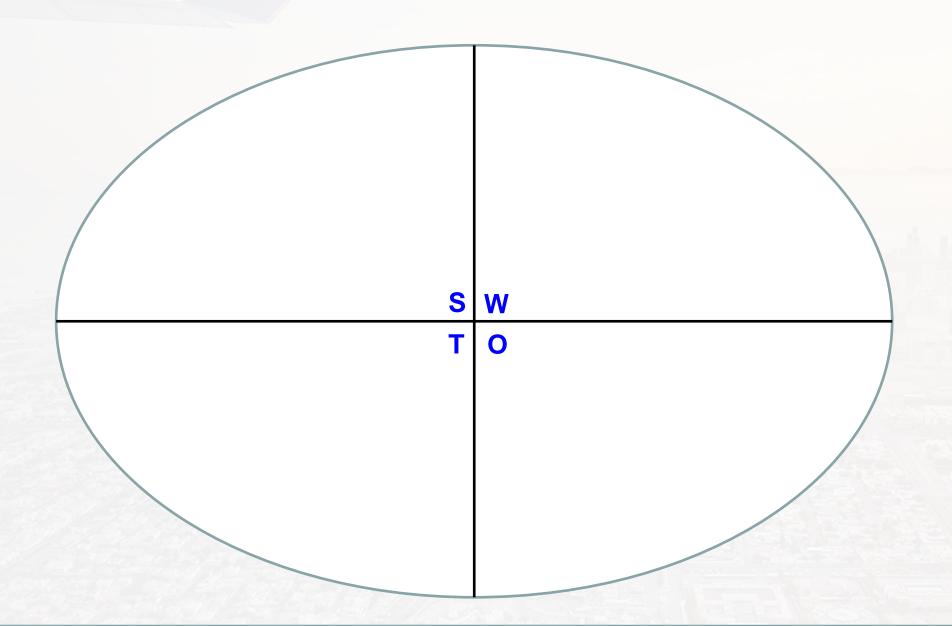


Together with one or more killing applications

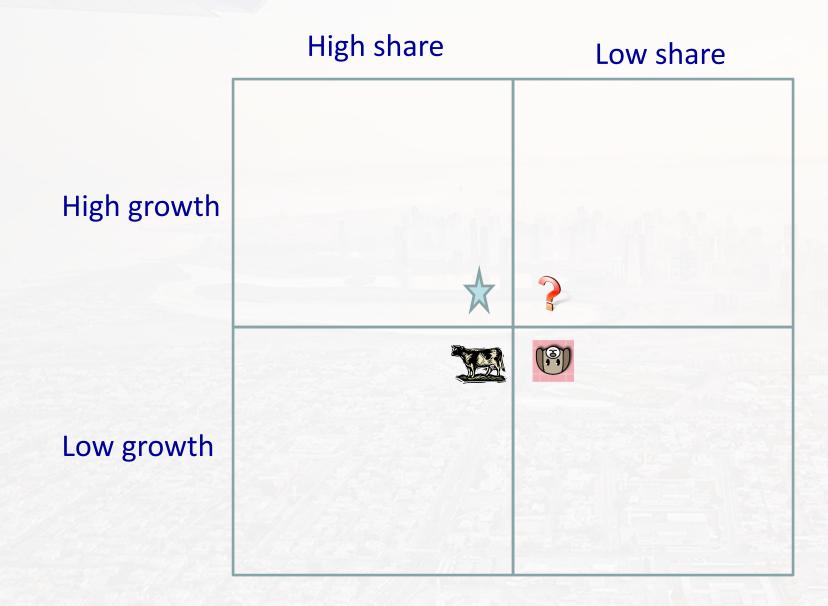
## **Activity 1 : SWOT Analysis for Facebook / TikTok**



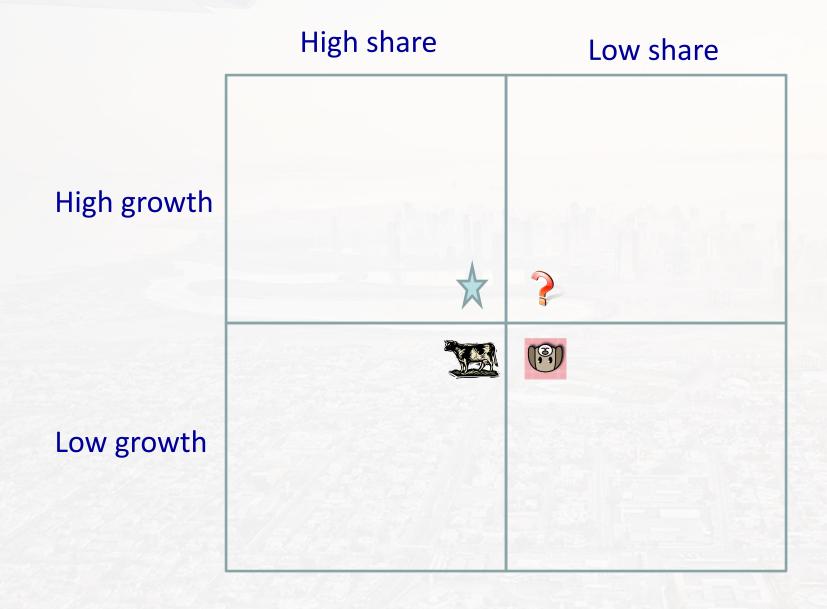
### **Activity 2 : SWOT Analysis for <u>Amazon / Alibaba</u>**



#### Activity 3: Boston Consulting Group Model Meta / Twitter / TikTok as corporate

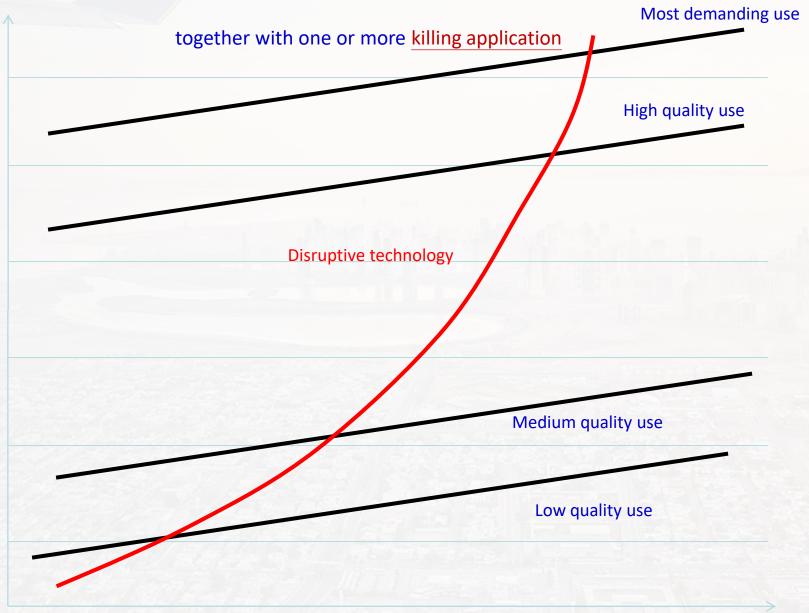


#### Activity 4: Boston Consulting Group Model Alibaba / Tencent / Amazon / Meta's <u>product and service</u>



Success of disruption often driven by "change"

價值觀 信念 of <u>core value</u> or <u>belief;</u>



#### **Activity 5: Disruptive Innovation**

- Propose a disruptive national strategy for China or USA or Japan a.

What change of core value / belief is there? b. Most demanding use What can be the killing applications? High quality use Disruptive technology Medium quality use Low quality use

#### **Activity 6 : Disruptive Innovation**

- a. Propose a disruptive product / service for <u>Metaverse / NFT</u>
- b. What change of core value / belief is there?

Most demanding use

c. What can be the killing applications?

