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| **Business Model Canvas** | |  | | |  | |  |  |  |  |  |
|  |  |  | | | | |  | |  | | |
| **Key Partners** | **Key Activities** | | **Value Propositions** | | | **Customer Relationships** | | | **Customer Segments** | | |
| Who are our Key Partners? Who are our key suppliers? Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?  MOTIVATIONS FOR PARTNERSHIPS: 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? Revenue streams?  CATEGORIES:  Production, Problem Solving, Platform/Network | | 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?  CHARACTERISTICS: Newness, Performance, Customization, “Getting the Job Done”, Design, Brand/Status, Price, Cost Reduction, Risk Reduction, Accessibility, Convenience/Usability | | | | 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? How costly are they? | | For whom are we creating value? Who are our most important customers? Is our customer base a Mass Market, Niche Market, Segmented, Diversified, Multi-sided Platform | | |
| **Key Resources** | | **Channels** | |
| What Key Resources do our Value Propositions require? Our Distribution Channels? Customer Relationships Revenue Streams?  TYPES OF RESOURCES: Physical, Intellectual (brand patents, copyrights, data), Human, Financial | | Through which Channels do our Customer Segments want to be reached? How are we reaching them now? How are our Channels integrated? Which ones work best? Which ones are most cost-efficient? How are we integrating them with customer routines? | |
| **Cost Structure** | | | | **Revenue Streams** | | | | | | | |
| What are the most important costs inherent in our business model? Which Key Resources are most expensive? Which Key Activities are most expensive?  IS YOUR BUSINESS MORE: Cost Driven (leanest cost structure, low price value proposition, maximum automation, extensive outsourcing), Value Driven (focused on value creation, premium value proposition).  SAMPLE CHARACTERISTICS: Fixed Costs (salaries, rents, utilities), Variable costs, Economies of scale, Economies of scope | | | | For what value are our customers really willing to pay? For what do they currently pay? How are they currently paying? How would they prefer to pay? How much does each Revenue Stream contribute to overall revenues?  TYPES: Asset sale, Usage fee, Subscription Fees, Lending/Renting/Leasing, Licensing, Brokerage fees, Advertising FIXED PRICING: List Price, Product feature dependent, Customer segment dependent, Volume dependent DYNAMIC PRICING: Negotiation (bargaining), Yield Management, Real-time-Market | | | | | | | |

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| **Business Model** | | Team 3 | | |  | | Team 3 |  | 21/02/2022 |  | 1.0 |
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| **KEY PARTNERS** | **KEY ACTIVITIES** | | **SERVICES** | | | **RELATIONSHIPS** | | | **CLIENTS** | | |
| * Payment systems * Testers * Consultancy agency * Financial partners * Modeling software companies (e.g: Microsoft, Siemens, Project Management software...) * Investors * Lock company * Other construction companies | * Inventory, resource tracking * Heat map to indicate danger zones and detect clashes using drones. * Map to track employee and machine traffic | | * Provide an overview of inventory for a more efficient construction flow. * Security to minimize work accidents and employee down-time. * Improve efficiency and reduced downtime | | | | * Excellent customer and maintenance services * Customer service forum/email for quick inquiries and maintenance questions * Company website to provide information and documentation. * Social media pages for marketing and company updates | | * Construction companies * Governement facilities * Civil engineering sector | | |
| **KEY RESOURCES** | | **CHANNELS** | |
| * Hardware and servers * Drones * Machine learning * Employees (Software developpers, infrastructure engineers, construction employees …) | | * On-site employees * Software as a service | |
| **COST CENTRES** | | | | **REVENUE STREAMS** | | | | | | | |
| * Innovation * Marketing & Sales expenses * Team * Research and development * Software licenses * Hardware * Employee training * Advertising | | | | * Subscription using lincenses * Personalized offers based on data of customer spending | | | | | | | |