## Framework: Design for Ventures

| Phase        | Strategic Foresight<br>& Visioning  | Customer Ecosystem Study   | Value Proposition Design   | Business Model<br>Design  | Value Offering Design   |   |
|--------------|---|--|--|---|---|---|
|              |   |  |  |   | Service Design  | Digital Products &<br>Platforms Design  |
| Objective    | • Developing vision and mission in order to serve as a guiding light for the startup.   | <ul> <li>Identifying Customer Segments</li> <li>Customer needs &amp; motivations</li> </ul>  | Crafting unique Value Propositions by converting customer needs, pains & gains into value offerings for every customer segment.                          | <ul> <li>Discovering uncontested market spaces and designing a viable business model to capture and lead it.</li> <li>Powering new growth engines.</li> </ul> | • End to end value chain study & design to synchronize front of house, back of house & support functions for amazing customer experience.   | <ul> <li>Designing products &amp; platforms<br/>that offer memorable experiences<br/>and are thoroughly tested and vali-<br/>dated by the end user.</li> </ul>      |
| Activities   | <ul> <li>Defining Vision &amp; Mission</li> <li>Trend Mapping &amp; evaluation using<br/>Trend Impact Matrix</li> <li>Developing future scenarios using<br/>Back Casting</li> </ul> | <ul> <li>Customer Segment identification</li> <li>In-depth contextual interviews</li> <li>Observational studies</li> </ul>   | <ul> <li>Ideation sessions for creating:         <ul> <li>Pain Relievers</li> <li>Gain Enhancers</li> <li>Value Offering features</li> </ul> </li> </ul> | <ul> <li>Competitive Analysis</li> <li>Business Model Design</li> <li>Testing &amp; Validation</li> </ul>   | <ul> <li>Customer Journey/ Process Mapping</li> <li>Service Blueprinting of As-Is scenario</li> <li>Identification of Problematic &amp; opportunity areas</li> <li>Design of Ideal Service Blueprint</li> </ul> | <ul> <li>Low-Mid-High Fidelity Prototyping</li> <li>MVP testing &amp; validation</li> <li>Product/platform iteration</li> <li>Guidelines for development</li> </ul> |
| Deliverables | <ul> <li>Vision &amp; Mission Statement</li> <li>Strategic Roadmap</li> </ul>   | <ul> <li>Personas</li> <li>Stakeholder Map</li> <li>Key Jobs to be Done for each customer segment</li> <li>Customer pain points</li> <li>Potential gains for the customer</li> </ul> | Value Proposition for each customer segment.   | <ul> <li>Comprehensive Business Model that has been tested and validated.</li> <li>Implementation Roadmap</li> </ul>  | <ul> <li>Customer Journey Map/ Process         Map</li> <li>Ideal Service Blueprint</li> </ul>  | • High fidelity click-able prototype  |
| Time*        | 2 Days  | 5 Days   | 1 Day  | 2 Days (excluding testing)  | 20 Days   | 20 Days   |

<sup>\*</sup> the actual amount of time involved would vary on project requirements.

