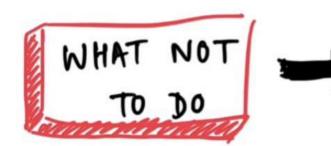
STRATEGY + GTM
SKIUS TESTED

- -> CXO THINKING SKILLS
- -S HOW WELL YOU BREAK DOWN AN AMBIGIOUS & VAGUE PROBLEM

SHOULD X ENTER MARKET

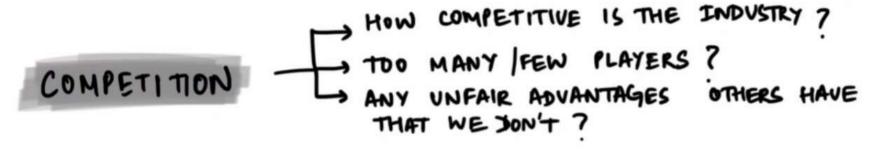


DO NOT JUMP

TO CONCLUSIONS

(DONT SAY YES OR NO WITHOUT)
AN APPROACH (FRAMENORE

SHOULD X ENTER Y MARKET ?

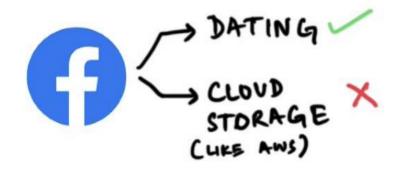


EXISTING CUSTOMERS SYNERGIES CUSTOMERS

IN NEW MARKET

COMPANY

COLLABORATORS



CUMATE

SHOULD X ENTER Y MARKET ?

+ HOW COMPETITIVE IS THE INDUSTRY ? - TOO MANY FEW PLAYERS ? COMPETITION ANY UNFAIR ADVANTAGES OTHERS HAVE THAT WE DON'T ? - EXISTING CUSTOMERS SYNERGIES ! CUSTOMERS IN NEW MARKET STRENGTHS J DO WE HAVE WHAT IT WEAKNESSES J TAKES FROM A SKILLSET COMPANY STANDPOINT 7 COLLABORATORS - DO WE NEED TO PARTNER WITH ANYONE TO ENTER THIS MARKET ? → POLITICAL CUMATE

WHERE & HOW TO ENTER ?

WHERE -> LOOK AT CUSTOMER JOURNEY/

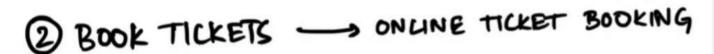
HOW - THINK ABOUT BUSINESS MODEL

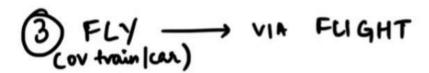
WHERE & HOW TO ENTER ?

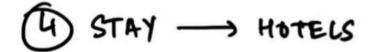
FACEBOOK WANTS TO ENTER THE TRAVEL INDUSTRY











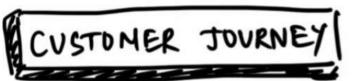


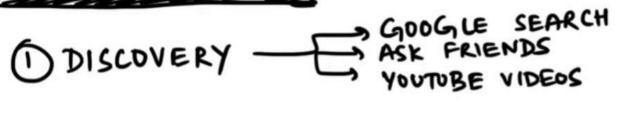














2 BOOK TICKETS - ONLINE TICKET BOOKING

3 FLY --- VIA FLIGHT



(4) STAY -> HOTELS











CUSTOMER JOURNEY

PULLY

AGGREGATOR MODEL

DESIGN AN MUP (DESIGN AN FB PRODUCT THAT HELPS VSERS DISCOVER GREAT PLACES TO VISIT)

- . TARGET SEGMENT
- . PAIN PTS
- · CEATURES
- . PRIORITIZE
- · METRICS

LAUNCH 1

- . PRODUCT, USER, AND THE PROBLEM IT SOLVES
- . GOAL OF THE LAUNCH (MUP)
- · BIG BANG OR LIMITED ROLLOUT ?
- · GENERATING AWARENESS [TOP-OF-THE-FUNNEL]
- . DISTRIBUTION CHANNELS ?
- . PARTNERSHIPS