Bussiness Model

Project Anomaly

Business Model Canvas

Key Partners	Key Activities	Value Propositions Advertiser Subscription based plan. Newsletter and promotion. Audience Entertainment content.		Customer Relationships Advertiser Feedback from audience. Audience Add suggestions for contents. Channels Advertiser Adevertisement agencies.	Customer Segments Advertiser • Social Media based Ads. • Online shop based Ads. Audience • Indonesians • Global audience.
Advertiser	Create content for consumption. Edit content that have been posted. Discoverable through search engine. Development using feedback from audience.				
Advertisement agencies. Content maker Journalist, News aggregator. Social media Instagram, Facebook, Twitter.					
	Key Resources Human Resources Aggregator of contents.				
	Intellectual Property Copyright for content creator.			Audience Social media integration.	
Cost Structure			Revenue Streams		
Salary Per month for workers.			Digital Advertisement Advertisement on-site.		
IT Infrastructure Infrastructure cost. Promotion and Marketing Social media and subscription plan.			Partnership Content aggregator.		

Inspired by: https://www.researchgate.net/publication/333754705_BUSINESS_MODEL_FORMULATION_FOR_E-NEWSPAPER_IN_INDONESIA_CASE_STUDY_PIKIRAN_RAKYAT

Figure 1: Business Model Canvas

Business Model

Digitization

By digitazing news, it's easier for people to access actual and factual based news.

• Hidden Revenue

Advertisement (High-end, not low end), or minimum amount of non-intrusive ads will help income from sponsored articles.

• Leverage Customer Data

Data gathered anonymously for demographic and light targeted ads, hence advertisement will be build as non-intrusive as possible.

Subscription

Regular fee by subscription will help audience to get vip contents like tutorial or user-made contents.

• Open Business Model

Collaboration with collaborators will help ensure a good amount of content produced, this will help with traffics.