# **Course Introduction**

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COSS A01

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## **Course Learning Goals**

- Understand ...
  - The software industry and its players
  - Commercial open source startups
  - How to spin-out from a university
- Learn how to ...
  - Analyze and design a business model
  - Get an open source project off the ground
  - Turn a research project into a startup

# **Skills Required for Course**

- Required ...
  - Basic business understanding
- Familiar with ...
  - N/A
- Expected of student
  - Self-study where necessary
  - Team work for project

#### **Course Content**

#### 1. The software industry

- The software industry
- Software products
- Software vendors
- Business models

#### 2. Commercial open source

- Open source software
- Open source projects
- Commercial open source
- Product strategies

#### 3. University spin-offs

- Software startups
- Research vs. startup
- The university spin-off
- The funding ecosystem

#### **Practitioner Literature Base of the Course**

Business Model
Canvas [1]

Customer
Development [3]

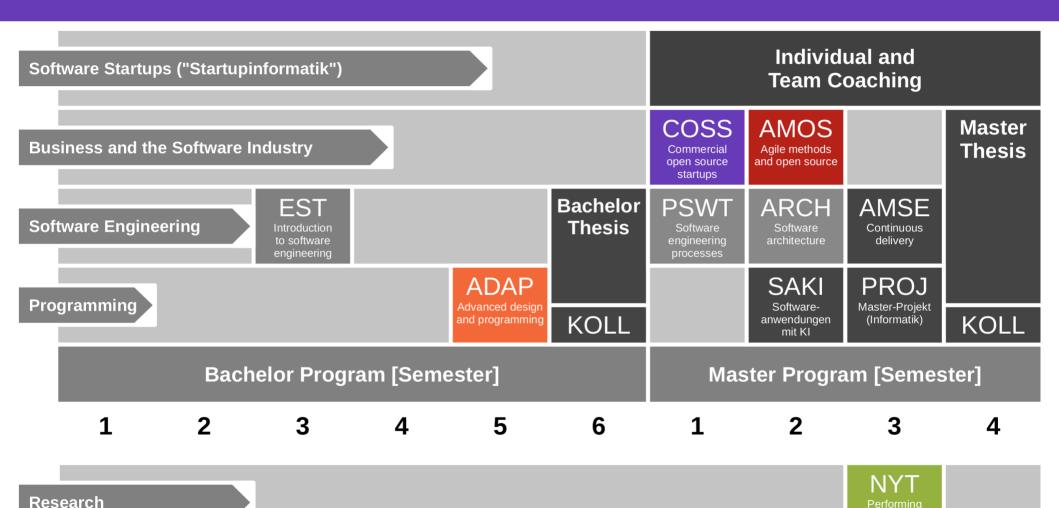
The Lean
Startup [2]

Agile
Development

# With cleaned-up terminology, and as applied to commercial open source

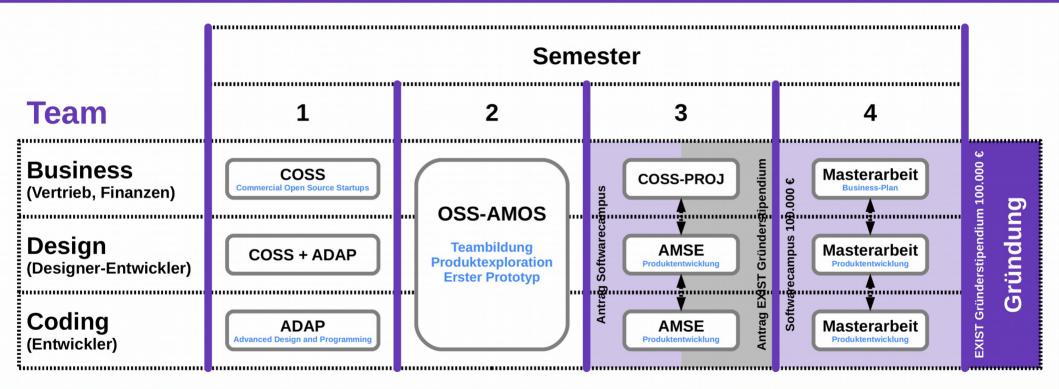
- [1] Osterwalder, A. & Pigneur, Y. (2010). Business Model Generation.
- [2] Ries, E. (2011). The Lean Startup.
- [3] Blank, S., & Dorf, B. (2012). The Startup Owner's Manual.

#### **Course Position in Curriculum**



# Startupinformatik

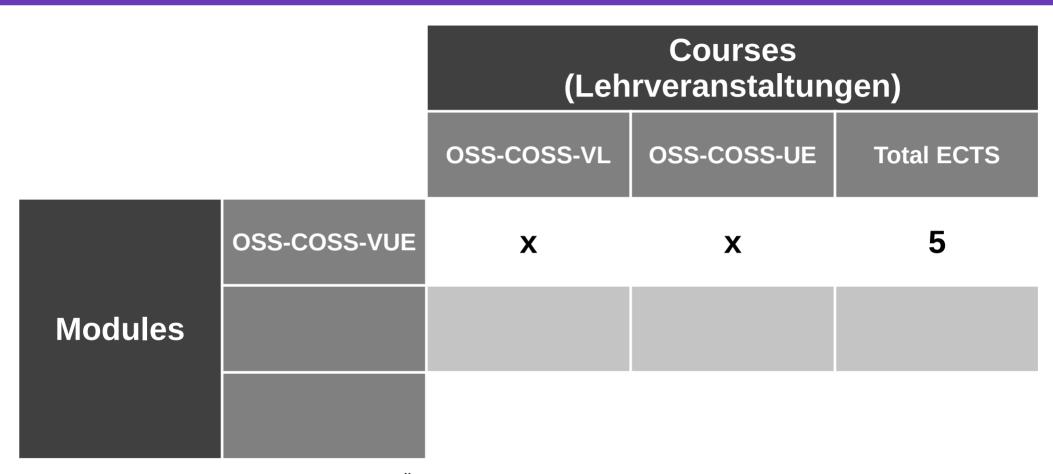
Dein Weg zur Startup im Masterstudium, seit 2010!



https://oss.cs.fau.de/startups



#### **Courses and Modules**



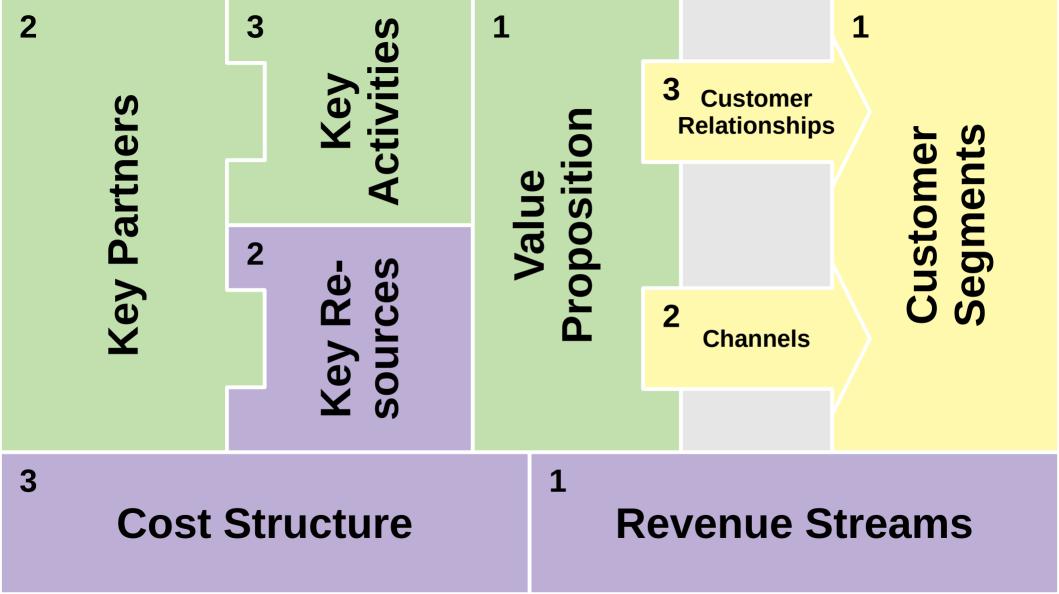
VUE = Lecture + exercise (Vorlesung + Übung) PROJ = Project

## **Course Grading [1]**

- Class quizzes = 10%, graded [0..10]
  - Administered for each video lecture
- Homework = 10%, graded using [0|1]
  - Three homework submissions during course of semester
- Participation = 10%, graded using [0|1|2|3]
  - For nine exercises, present your homework in class
- Final report = 20%, graded using [0..10]
  - Three sections (out of nine) for each of the three roles
- Oral exam = 50%, graded using regular grades
  - If you and we agree, the oral exam can be dropped

# **Course Work (Homework) [1]**

- Student teams design a business model as course work; consists of
  - Three homework submissions during semester
  - Graded explanation of homework in exercises
  - Compilation and presentation in final report
- Student teams consist of three people, each playing one role
  - "Hustler" (sales and marketing)
  - "Designer" (user experience)
  - "Coder" (software engineering)
- Student teams choose one of (most likely) three projects to work on
  - Students pitch a project idea (optional)
  - Students prioritize available projects
  - We decide, if necessary, with backup



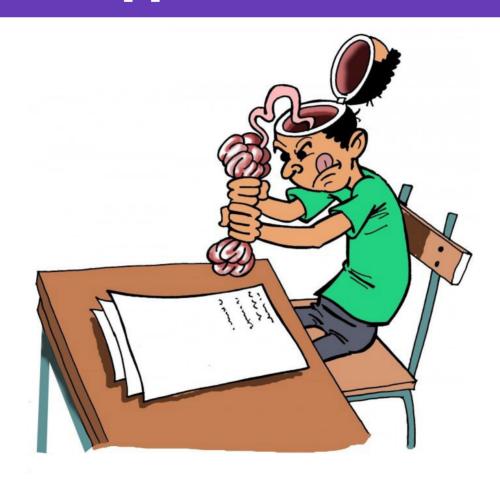
#### **Homework Schedule Overview**

- Homework bundle 1 (week 6)
  - Customer segments
  - Value proposition
  - Revenue sources
- Homework bundle 2 (week 9)
  - Channels
  - Key partners
  - Key resources
- Homework bundle 3 (week 12)
  - Customer relationships
  - Key activities
  - Cost structure
- Final report (week 15)

## **Receiving a Grade for the Course**

- If you want to receive a grade
  - You must register through the course management system
- If you cannot register through the course management system
  - Please follow these instructions: https://wp.me/PDU66-2bx
- Otherwise: No grade

# No Oral or Written Exam [1]



## **Course Language [1]**

- Class
  - Lecturer: English
  - Student: Choice of German or English
- Homework
  - Instructor: English
  - Submissions: Choice of German or English

#### **Course Communication**

- Announcements by email (through StudOn)
- Questions and answers using FSI Forum for course
- If you must send email, use the teaching team alias from course index



#### **Course Information**

- Course overview
  - https://oss.cs.fau.de/oss-coss-course

# Thank you! Questions?

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#### **Credits and License**

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- Contributions
  - None yet