

# Course Projects

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**COSS A02**

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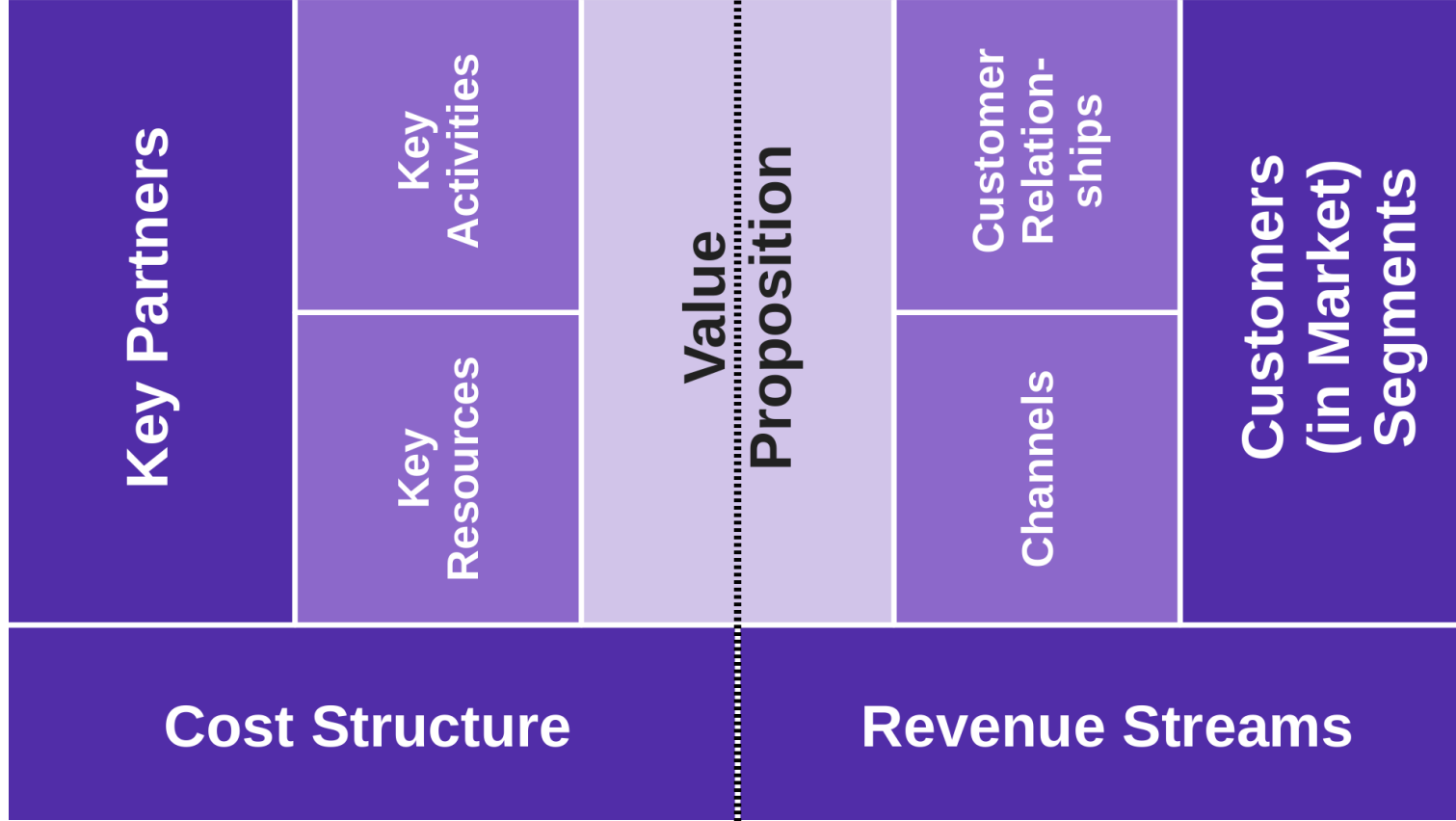
# Business Model [1]

- A business model is
  - A model (description) of how an organization creates, delivers, and captures value

[1] Adapted from [OP10]

# The Business Model Canvas (BMC)

**Value creation**



**Value capture**

# This Semester's Class Projects

1. Slack-like communication
2. Intercompany workflow engine
3. Open-source-compliance as a service

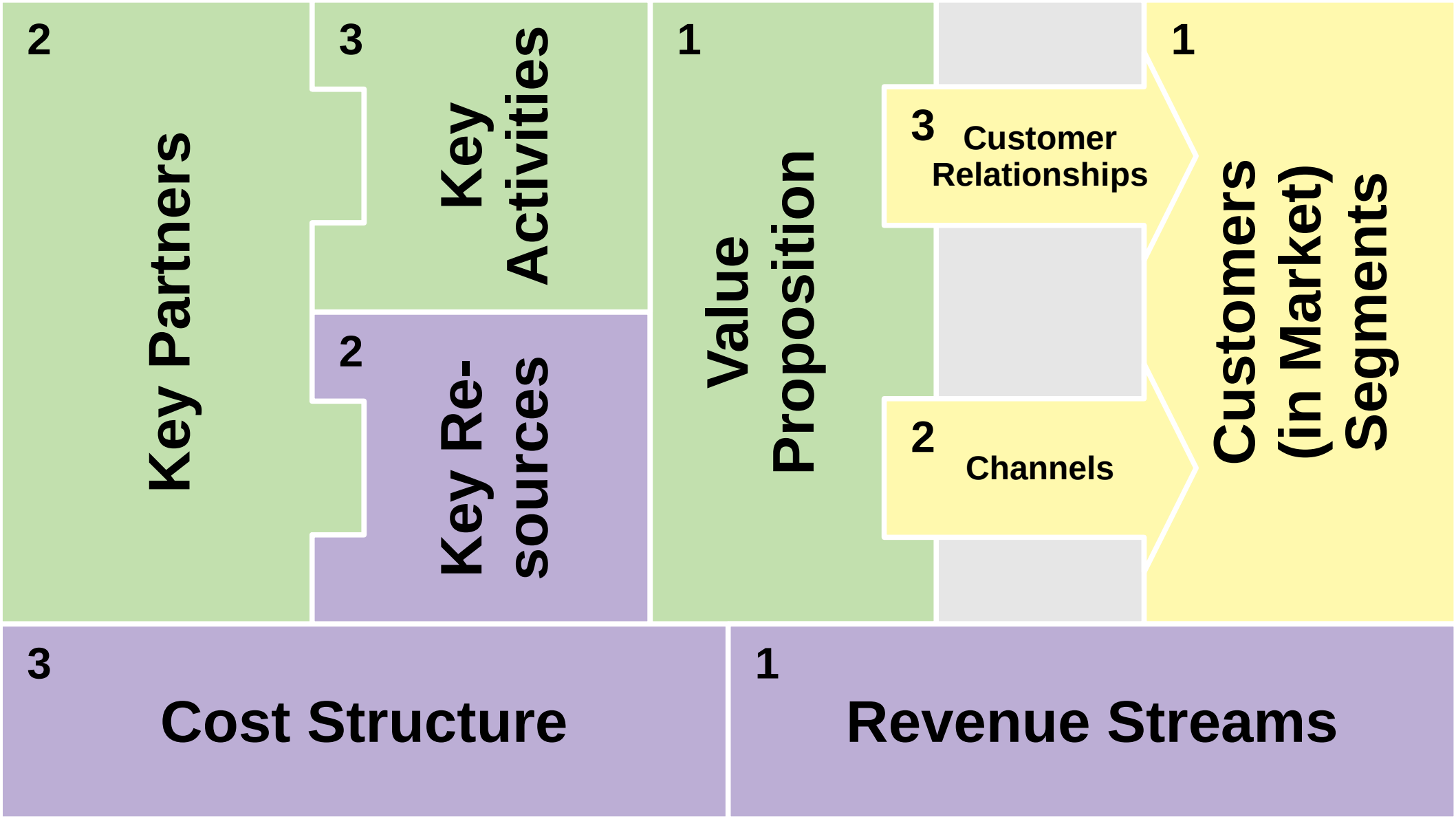
# Thank you! Questions?

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# Components of the Business Model Canvas

## 1.a Customers (in market) segments

- Those the organization serves by solving their problems and fulfilling their needs and wants

## 1.b Value proposition (to customers)

- The problems solved and the wants and needs satisfied

## 1.c Revenue streams (from value proposition to customers)

- The income generated by successfully delivering the value propositions to customers



# Components of the Business Model Canvas

## 2.a Channels

- How the value proposition is delivered to its customers

## 2.b Key partners

- The providers of key resources and key activities not owned or performed by the organization itself

## 2.c Key resources

- The means (resources) necessary to instantiate and run the business model

# Components of the Business Model Canvas

## 3.a Customer relationships

- The relationship to establish and maintain with customers in market segments

## 3.b Key activities

- The activities (processes and practices) necessary to operate the business model

## 3.c Cost structure

- The costs and their relationships resulting from the operation of the business model