

New Product Development Fall 2019

Final Project: Presentation

eznect: Easy to Connect

## Summary Report Overview

 $\begin{array}{c} 1 \\ \hline 1 \\ \hline \end{array}$ 

- 1 Business Case
- 1.1 Problem Statement
- 1.2 Product Aims to Solve
- 1.3 NPC & Goals
- 1.4 Industry & Market
- 1.5. Segmentation Goals
- 2 Opportunity Identification
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- 3 Concept Generation
- 3.1 Concept Generation
- Product strategy
- 3.2 Product Design
- Concept Design
- SolidWorks 3D Model
- Technical
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- Design for the ease of use
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- 5 Development
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  - 6 Launch

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- SWOT Analysis
- Risk Analysis- other factors

eznect

## 1. Problem Statement

"In the world of advancements where Internet of Things has connected everything and everybody, we still carry 2 to 3 devices for our daily work".

> Deloitte. Insights

#### Problem Statement

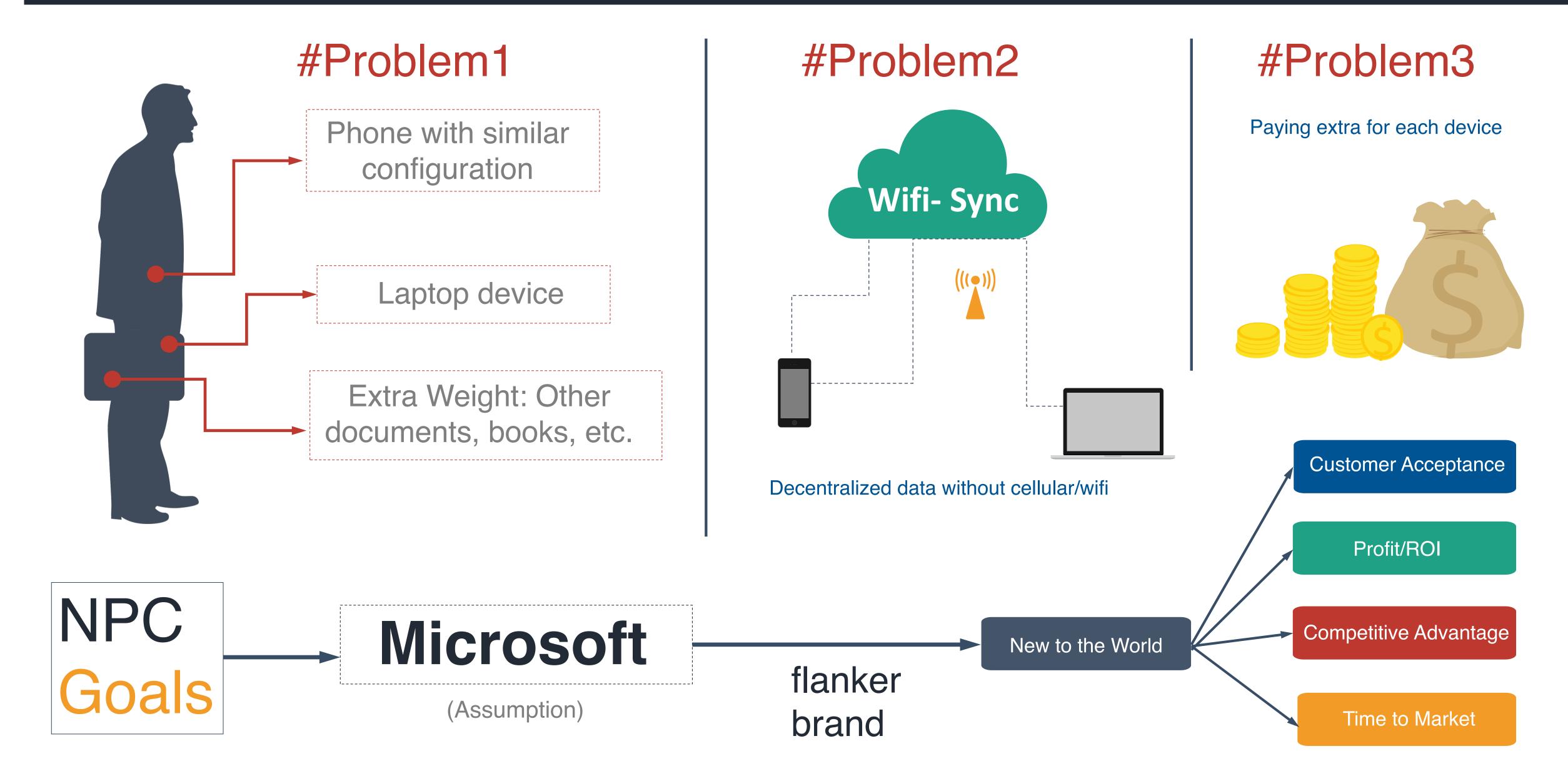
- Similar configuration but different devices
- Extra cost for each products
- Decentralized data without internet
- Lack of affordability to niche market

#### Solution:

 Combine & Minimalize technology for the ease of people & lower cost

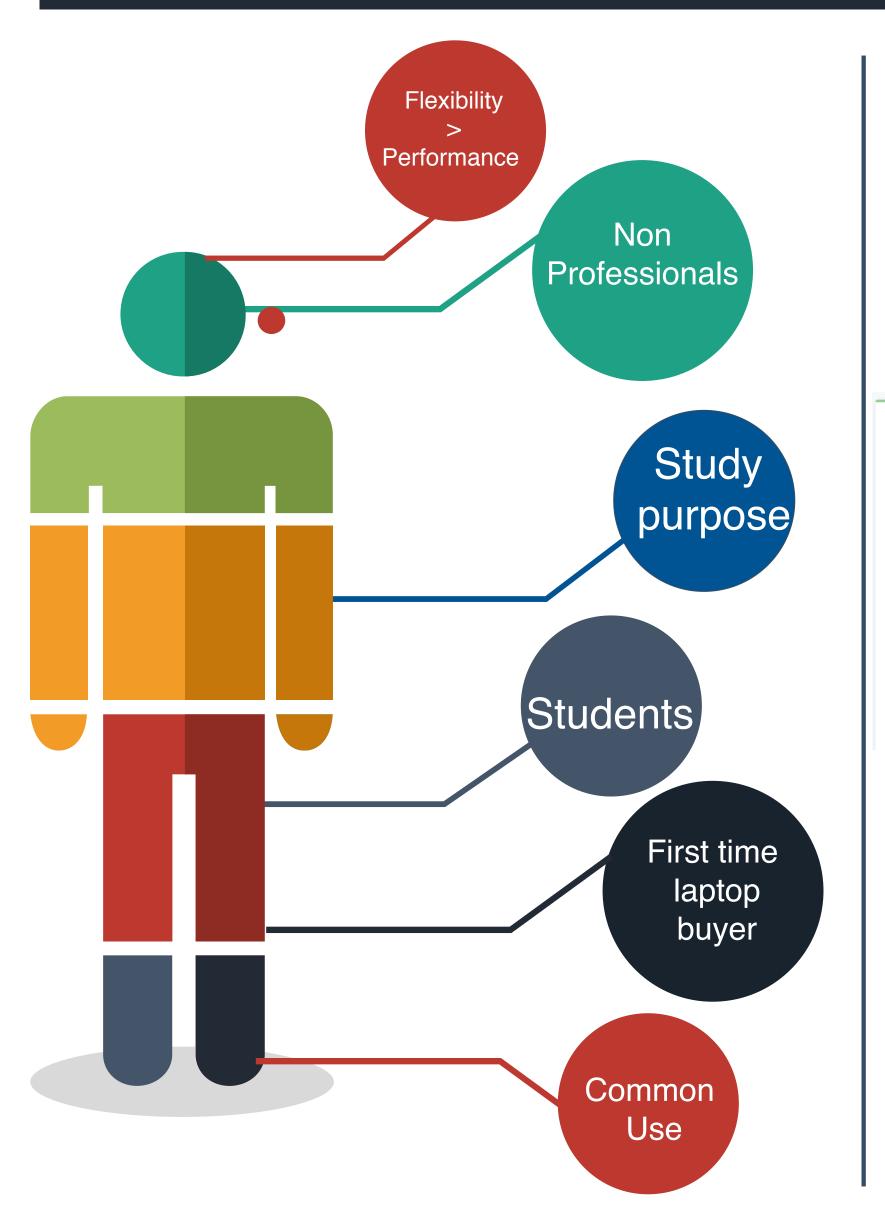


## 2. Opportunity Identification



#### eznect

## Segmentation

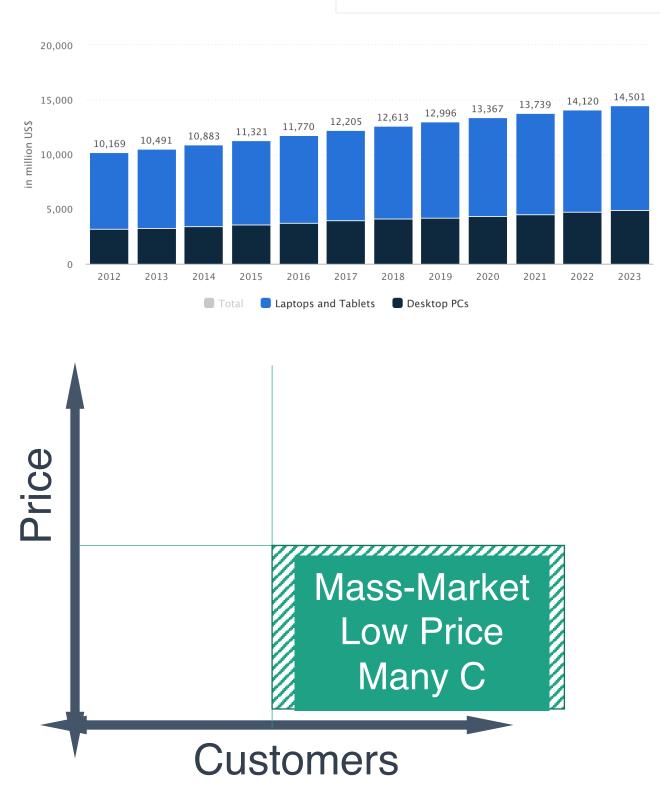


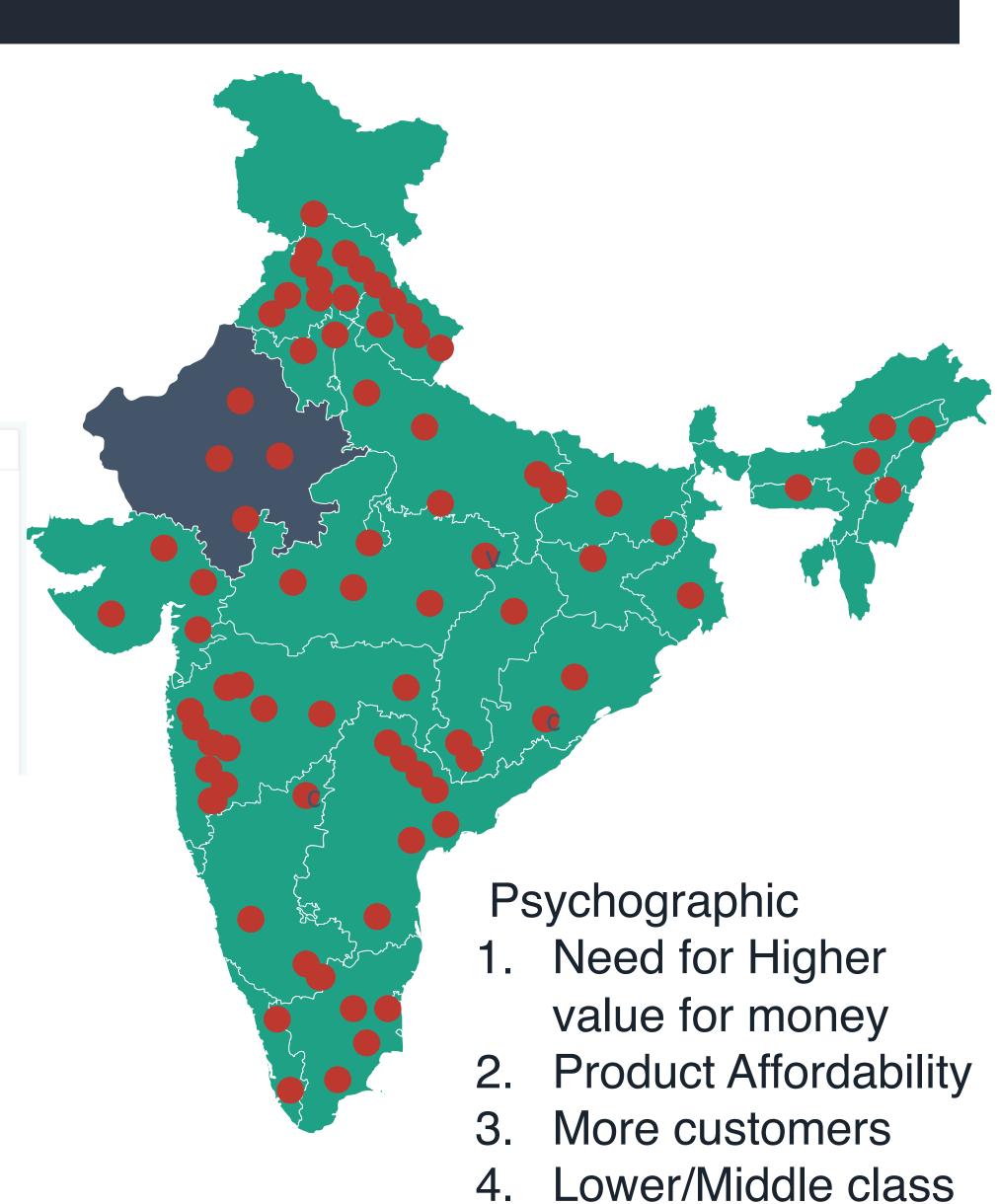
Different Segmentation

- 1. End use segmentation
- 2. Behavioral segmentation

Revenue Growth

- 3. Demographic Segment
- 4. Geographic Segment





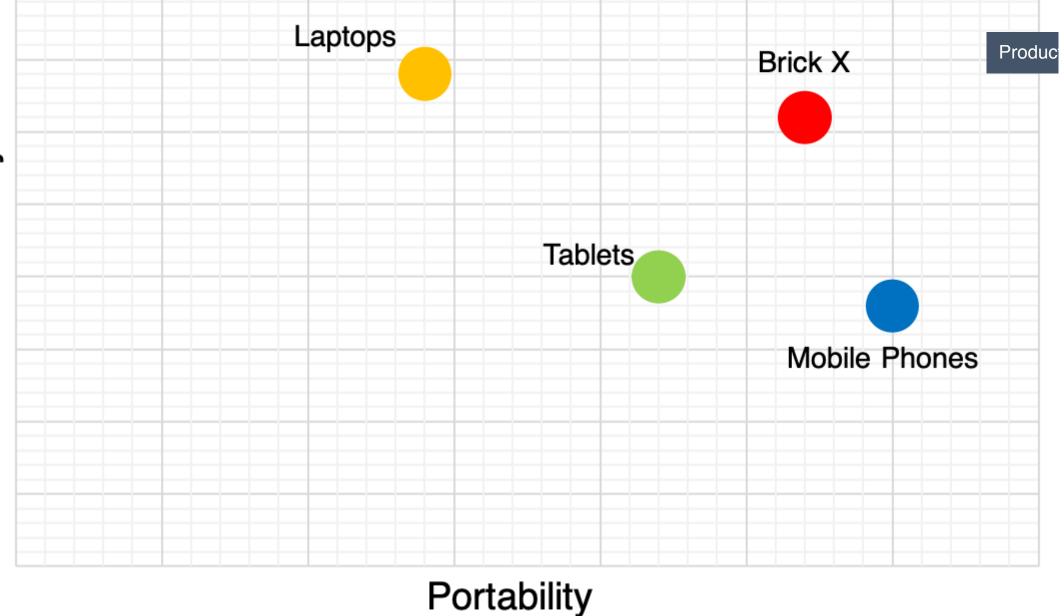


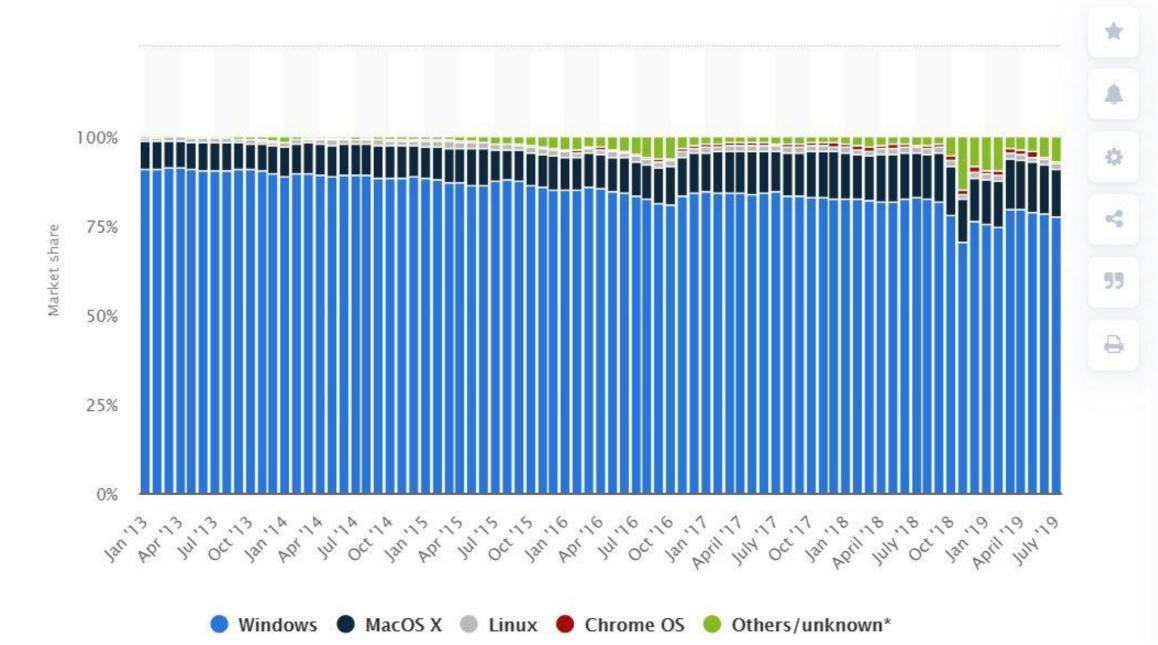
## 2. Opportunity Selection

Single Core Processor Electronic Device (Laptop/Mobile) Multi Core Processor 706 2426 Samsung S10 2.2 Cellphone Iphone 11 Pro 1326 2334 Similar Macbook Pro 905 3895 Performance HP Spectre 1197 3408 Score 761 1534 Macbook Air Google Pixel 4 631 2535 Laptop 826 Pixel Book 1283

Overall Performance Comparison: Source Geekbench 1

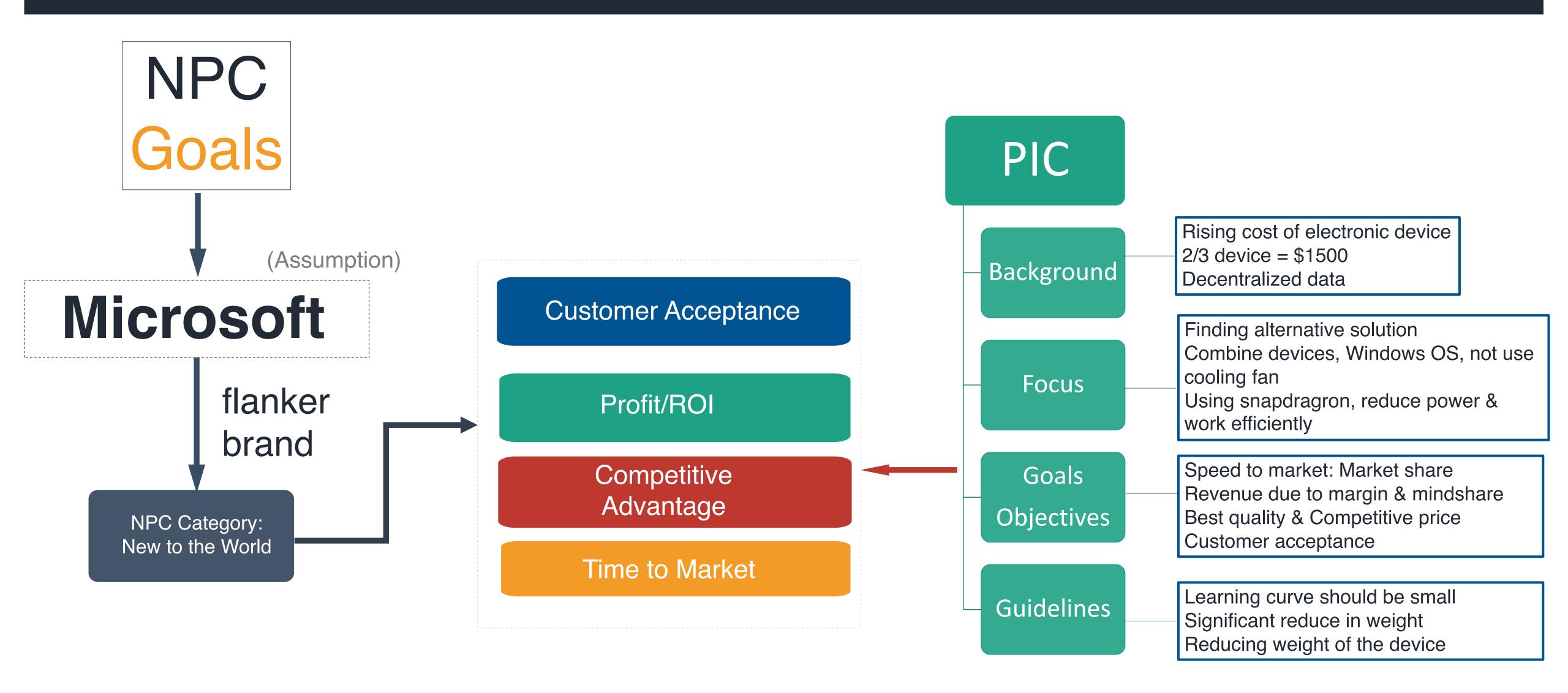




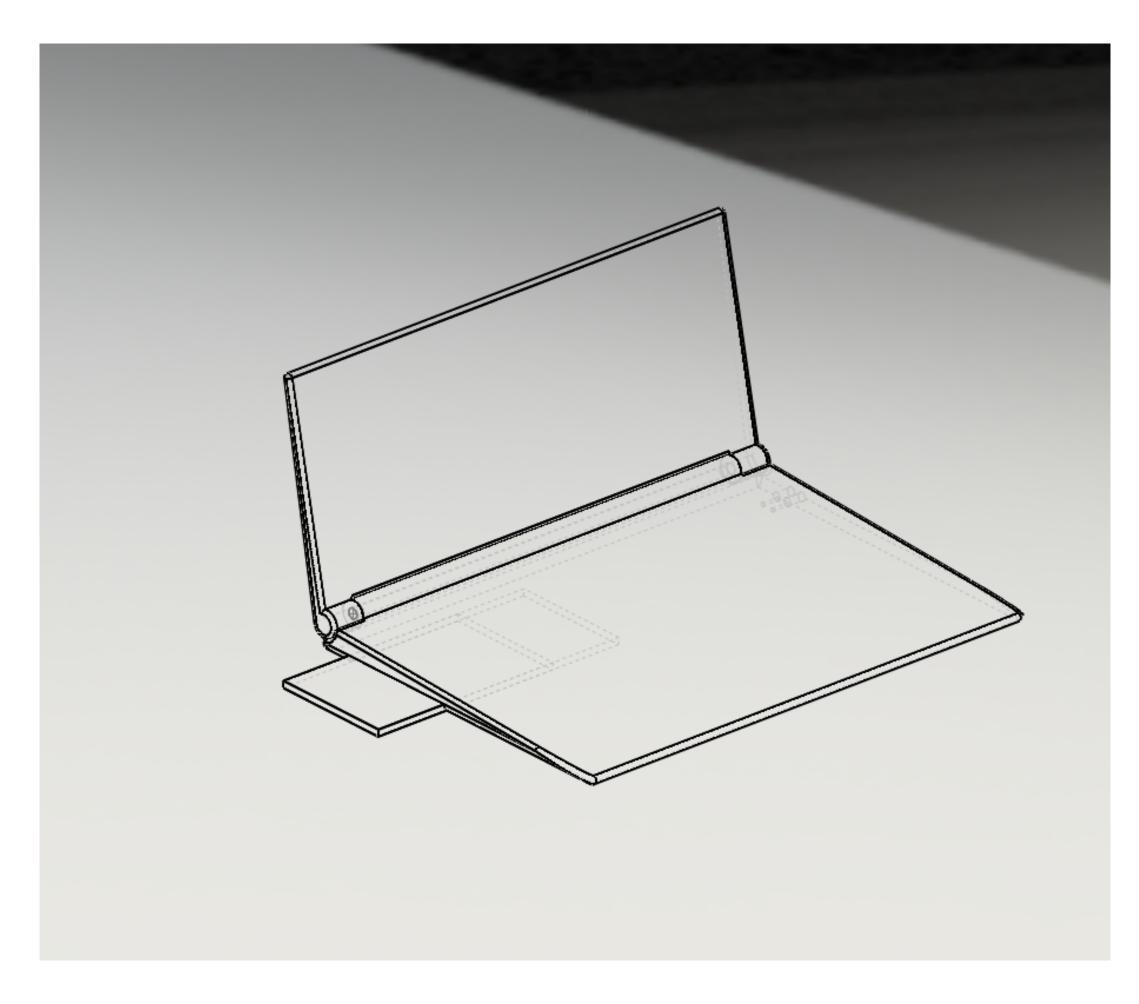




## Product Innovation Charter



## 3. Concept Generation



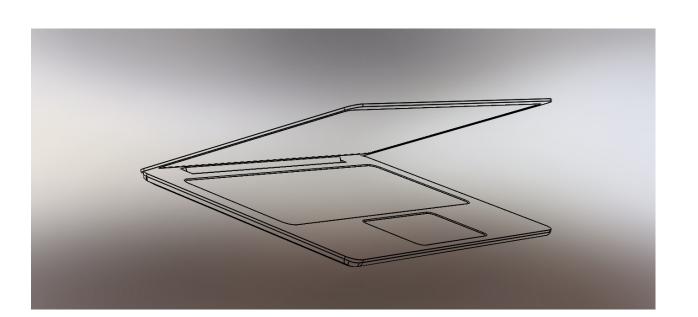
Created in SolidWorks CAD: 3D Modeling

### Designed for Ease of Use

- Centralizing data
- Flexibility to carry
- Lighter weight
- Simplification of technology
- Ease of Use

#### Design Considerations for Better Ergonomics

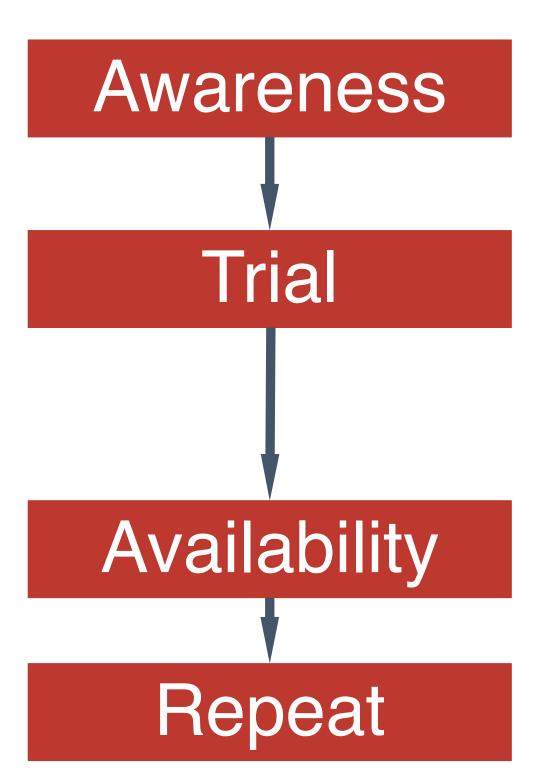
- Screen detachable: *ideal viewing*
- Weight of laptop: shoulder neck strain
- Multiple sizes: flexibility based on use







## 4. Concept Evaluation



Considering product as a flanker brand of Microsoft, approximation based on Microsoft laptop (source: Statista), awareness comes out to be 60 million for our geographic segment: India. For our primary target audience, assuming population 1/3<sup>rd</sup> of total, **Awareness: 20,000,000** 

(Success rate of trial is far better for instore than online: nearly 2.5) So, to maximize trial, primary platform is Microsoft stores across major Indian cities & secondary online. Considering prospect conversion, daily density to various stores in December month and internet traffic reach, **Best case trial: 10% and worst-case trial: 5 %, Trial: 1,000,000** 

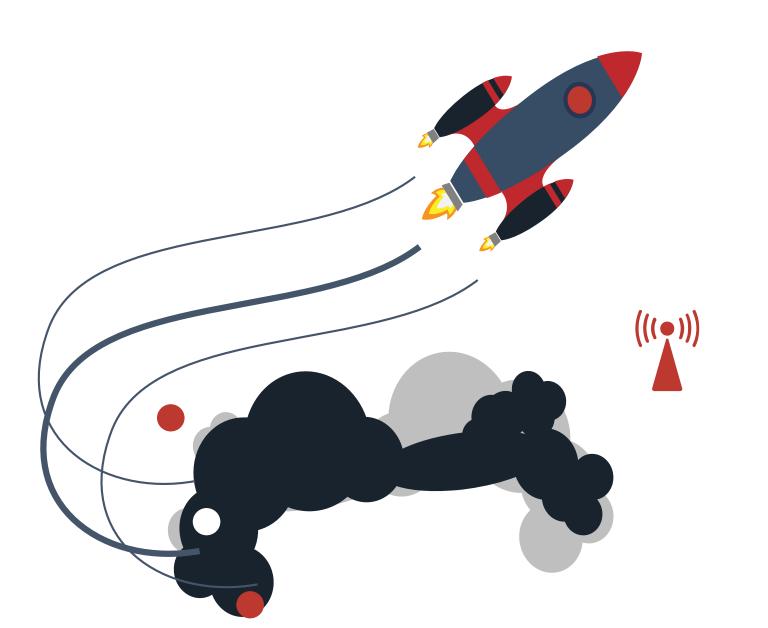
Due to strong distribution channels-retailers, stores and online availability, the product can be readily available to more than 80% of any Indian location. **Availability: 800,000 <** 

Considering the **product's life cycle by 4**, it can be assumed that 400,000 per every year. From that we are assuming the repeat of **Repeat: 400,000** 

**Profit Estimation:** Avg. margins for Microsoft products is 21%, we are assuming 21% profit even for eznect product combo: \$140 profit per piece for price of \$800. Based on that assumption, profit can be approximated to \$112 million, considering product under flanker brand of Microsoft

However, actual formula for Profit forecast is: Economy\*Profit = (Revenue – Cost)\*Margin The value for Economy is assumed to be constant= 1

## 5. Development & Launch



- 1. Development
- Technical
- Marketing
- 2. Launch

- Launch by lay endorsers
- Market testing in Major states market (1. Marketed concept) > Launch in country(2. Successful concept)
- YouTube tech reviews
- Social media: Facebook, Instagram, Twitter
- Tv advertisements, Magazines, newspapers
- Promotion through official website

## 6. SWOT Analysis

### Internal Origin

### S Strength

- Core competencies in hardware and software since Microsoft is a flanker brand.
- Acceptance won't be a hurdle since our strategic partnership with world recognized brand.

## O Opportunities

## External Origin

- Device can be brought with better specifications with R&D.
- Patent-for time being competitive advantage

#### W Weakness

- Gain time to get traction to market due to lesser known brand.
- Initial performance lack (technology/audience)

#### T Threats

- Fast imitation in the electronic industry leaves the product vulnerable to other companies.
- Trying to bring cost lowest, might degrade quality from outsourced manufacture's end.

# Thank You Questions?



# ezmect

Easy to Use II Improved Connectivity II Centralized