eCommerce – Chapter 02

Business plan

Roadmap for the development and operation of a business

- 1. Executive summary
- 2. Business description
- 3. Operational plan
- 4. Financial plan
- 5. Business model

Business Model:

Is the method of doing business by which a company can sustain itself. It spells out how a company makes money by specifying its position in the value chain.

A set of planned activities designed to result in a profit in a marketplace

a. Value proposition

Purpose of the value proposition is to answer to "why" question for the business idea

b. Revenue model

A revenue model outlines how the organization or the eCommerce project will generate revenues

- 6. Market analysis
- 7. Competitor analysis

Business Case

Business plan for a new initiative or a large new project inside an existing organization Audience is the company's board of directors, not an external funding agency.

Business Model Examples

- Online Direct Marketing
- Transaction Brokers
- Information portals
- Community portals and social networks
- Find the Best Price Engine model
- Online Auctions
- Product and Service Customization
- Negotiations
- Value-chain Service Providers

Value Proposition Examples

- Lowest Cost
- Reduction in product search
- Superior customer service

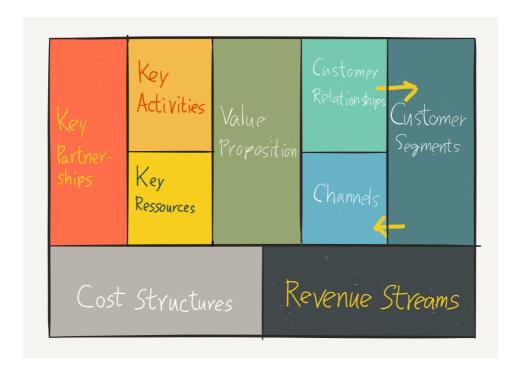
- Product customization
- Provision of niche products
- Price discovery

Revenue Models Examples

- Sales
- Transaction fees
- Subscription fees

- Advertising fees
- Affiliate fees
- Other revenue sources

Business Model Canvas



1. Customers Segments

- Mass market
- Niche market
- Segmented
- 2. Value Proposition
 - Newness
 - Performance
 - Customization
 - "Getting the job done"
 - Design
 - Brand/Status

- Diversified
- Multi-sided platforms
- Price
- Cost reduction
- Risk reduction
- Accessibility
- Convenience/Usability

3. Channels

Chanel Types:

- Direct:
 - Sales force
 - Web sales
- Indirect:
 - Own stores
 - Partner stores
 - Wholesaler

Channel Phase:

- 1. Awareness
- 2. Evaluation
- 3. Purchase
- 4. Delivery
- 5. After sales

4. Customer Relationships

- Can range from personal to automated
- Motivations: Customer acquisition/retention and boosting sales
- Types:
 - Personal assistance
 - Dedicated personal assistance
 - Self-service
 - Automated services
 - Communities
 - Co-creation

5. Revenue Streams

- Types: Transaction (one-tome payment) and Recurring
- Asset sale: Physical Product
- Usage fee
- Subscription fee
- Lending/Renting/Leasing
- Pricing:

Fixed

- List price
- Product feature dependent
- Customer segment dependent
- Volume dependent

Licensing

Advertising

• Brokerage fees

Dynamic

- Negotiation
- Yield management
- Real-time market
- Auctions

6. Key Resources

- Physical
- Intellectual
- Human
- Financial

7. Key Activities

- Production
- Problem solving
- Platform/Network

8. Key Partnerships

• Types:

- Strategic alliances
- Cooperation
- Joint ventures
- Buyer-supplier relationships

• Motivations:

- Optimization and economy of scale
- Reduction of risk and uncertainty
- Acquisition of particular resources and activities

9. Cost Structures

- Cost-driven: Focus on minimizing cost
- Value-driven: Focus on value creation
- Characteristics:
 - Fixed Costs
 - Variable Costs
 - Economics of scale: Cost advantages a business enjoys as its output expands
 - Economics of scope: Cost advantages a business enjoys due to a larger scope of operation

Business Model Patterns

Business models with similar characteristics, similar arrangements of business model building blocks, or similar behaviours.

1. Unbundling business models

- Unbundled corporation holds that there are three different types of business:
 - Product innovation businesses
 - Customer relationship businesses
 - Infrastructure businesses
- Each type has different imperatives:
 - o Economic
 - Competitive
 - Cultural

2. Long Tail business models

- Niche strategy of selling a large number of unique items in relatively small quantities, usually in addition to selling fewer popular items in large quantities.
- Examples: Spotify, Netflix, Amazon
- Forces:
 - Democratize the tools of production -> more stuff, lengthens the Tail
 - o Democratize the tools of distribution -> more access, fattens the Tail
 - Connect supply and demand -> drives business from hits to niches
- Filters: Help to find quality in the Long Tail and present user with choices for them

3. Multi-sided Platforms business models

- Bring together 2 or more distinct but independent groups of customers
- Act as an intermediary: create value by facilitation interactions between different groups
- Generate value only if the other group exists (chicken and egg dilemma)
- Example: Google with AdWords (Advertisers) and Search (Customers)

4. FREE business models

- At least one substantial customer segment is able to continuously benefit from free-of-charge offer
- Non-paying customers are financed by another part of the business model or another business segment
- Sub-Patterns:
 - FREE offer based on multi-sided platforms (advertising)
 - FREE basic services with optional premium services (freemium model)
 - Bait & Hook model:
 - A free or inexpensive initial offer lures customers in repeat purchases

5. Open Business Models