

# Business Model Canvas

Designed for:  
PortCDM system for Terminal 2

Designed by:  
Billy Corgan Project



Key Partners	Key Activities	Value Propositions	Customer Relationships	Customer Segments
<ul style="list-style-type: none"><li>* Boaty Mc Boat</li><li>* Runda Bordet</li><li>* Other consultant groups in the PortCDM project developing the software platform</li><li>* PortCDM management</li></ul>	<ul style="list-style-type: none"><li>* Software development</li><li>* Information gathering from customer</li><li>* Communication with other developers and PCDM</li></ul>	<p>A application that gives access to the software platform PortCDM which facilitates communication between actors in the port area.</p> <p>The application helps the Terminal to schedule their assets (berths etc) with their partners (vessels etc).</p> <p>The application might be a web service, a desktop program or a mobile app.</p>	<p>Close, familiar relationship</p> <p>Information exchange during development</p> <p>Current relation with Terminal 2</p>	<p>Port terminals in need of effective communications with their partners for planning of loading and unloading.</p>
	<p><b>Key Resources</b></p> <p>PortCDM with API User informtion Tutors (HB &amp; JPS) Programming knowledge</p>	<p><b>Channels</b></p> <p>Communication through:</p> <ul style="list-style-type: none"><li>* (Weekly) physical meetings.</li><li>* Digital communication</li><li>* Telephone</li></ul> <p>We may deliver through:</p> <ul style="list-style-type: none"><li>* Online content</li><li>* Downloadable software</li></ul>		
<p><b>Cost Structure</b></p> <p>600 working hours Transportation</p>			<p><b>Revenue Streams</b></p> <p>Pay for 20 hrs/week/person</p>	