

# Jouw Business Model Canvas in samenwerking met **UNIZO**

Naam: Lassouli  
Voornaam: Sabri

Naam onderneming: super awesome rocketship  
usa number one astronaut 3Dprinting business

Hulp nodig bij het invullen?  
Surf naar [unizo.be/bmc](http://unizo.be/bmc)

<p><b>Strategische partners</b> </p> <p>Belangrijkste partners? Samenwerkingsverbonden?</p> <p>an important partner would be the suppliers we would use to get our raw materials.</p>	<p><b>Kernactiviteiten</b> </p> <p>Overzicht kernactiviteiten: productie, marketing, verkoop.</p> <p>marketing to target audience printing of the products selling a product/ service</p>	<p><b>Waardepropositie</b> </p> <p>Reden waarom de klant voor jou kiest. Welke waarde? Welke problemen lost het op? Waarom bij jou en niet bij de concurrentie?</p> <p>3D printes are expensive people in need of them either for bussiness of as a hobby dont nessessarily have one at home or want to invest in one</p> <p>i dont see a way to currently improve the existing bussiness model however one way we could carve ourself a place in the market would be to bank on people's laziness.</p> <p>people don't nessessarily use the best service available, just the one they found first.</p> <p>if the website of the best bussiness in this industry is dumped on page 10 of google that show will not be successfull no matter how skilled.</p> <p>so even if we aren't special we can still succeed if we get to the customers first.</p>	<p><b>Klantenrelaties</b> </p> <p>Relatie met je klant? Hoe onderhouden? Aanbod bekendmaken? Kwaliteit garanderen?</p> <p>we would use gameification, by using our bussiness a user would accumulate points and levels the more they use it, thereby getting some benefits that others wont get, like being able to pay for a print using point instead of money, or getting priority queue.</p>	<p><b>Klantensegmenten</b></p> <p>Wie is jouw klant? Aankoopgedrag? Behoeftes van de klant? Van waar komen ze? Klachtenbehandeling? Tevredenheid meten?</p> <p>our target demographic would be:</p> <p>hobbyists: people that are interested in 3D modeling as a hobby and just want to print their work.</p> <p>students: students studying in the field wanting to print stuff for school work</p> <p>freelancers: people working in the field who don't have access to a 3D printer at home</p> <p>novelty: people that are interested in having their own personalised figurines to show off for various reasons.</p> <p>(it would be pretty nice to have a figurine of yourself for your D&amp;D campaign.)</p>
<p><b>Kostenstructuur</b></p> <p>Belangrijkste kosten?</p> <p>the biggest costs would be the printers, the matternials and the location to run everything.</p>	<p><b>Kernmiddelen</b> </p> <p>Middelen die de onderneming nodig heeft.</p> <p>3D printers Location to house the printers utilities to power the printers plastic to print with  a website for customers to contact us and sent their designs to print</p>		<p><b>Kanalen</b> </p> <p>Hoe kan je in contact met jouw klant? Via welke kanalen, communicatie, verkopen, distributie? Plaats? Naam?</p> <p>we would start a targetted add campaign. we would mostly aim for school campuses to get to the people entering that field because they wouldn't know our competitors, we would also target a bunch of related webforums. clients would upload their designs and we would then ship them out to their delivery address.</p>	
<p><b>Inkomstenstromen</b> </p> <p>Waar verdien je je geld mee? Inkomstenbronnen?</p> <p>we earn money by selling a service and a product.</p>				

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Je hebt nu de eerste bouwstenen gelegd voor je onderneming. Aan de slag met je business plan!  
Schrijf je in voor een persoonlijke begeleiding en laat je daarbij van A tot Z coachen via [unizo.be/begeleidingen](http://unizo.be/begeleidingen).

\* Dit model is een aangepaste en naar het Nederlands vertaalde versie van het oorspronkelijk model van Strategyzer AG. 'The makers of Business Model Generation and Strategyzer. De vertaling en aanpassing is gebeurd op basis van de Creative Commons licentie 'Creative Commons Attribution-Share Alike 3.0 Unported License', terug te vinden op: <http://creativecommons.org/licenses/by-sa/3.0/> of op te vragen via Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94104, USA.'

