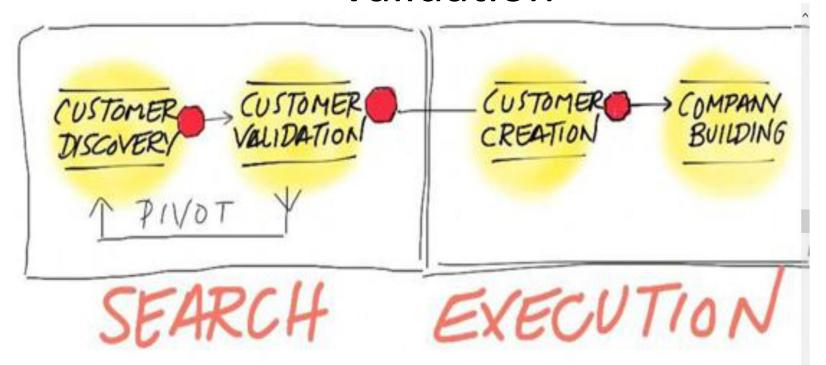
Customer Development

- Discovery
- Validation

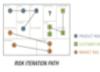


Customer Development Process (Figure 2.1)

"The Search for a Business Model:" Steps, Iteration and Pivots

SOLUTION UNIQUE VALUE PROPOSITION **UNFAIR ADVANTAGE CUSTOMER SEGMENTS PROBLEM** List your top 1-3 problems. Outline a possible solution for each Something that cannot easily be List your target customers and Single, clear, compelling message problem. that states why you are different bought or copied. users. and worth paying attention. **KEY METRICS CHANNELS** List the key numbers that tell you List your path to customers (inbound how your business is doing. or outbound). **EXISTING ALTERNATIVES** HIGH-LEVEL CONCEPT EARLY ADOPTERS List how these problems are solved List your X for Y analogy e.g. List the characteristics of your ideal YouTube = Flickr for videos. customers. **COST STRUCTURE REVENUE STREAMS** List your fixed and variable costs. List your sources of revenue.







PROBLE

- Here you describe the top one-three problems that your customers maybe facing.
- The best approach to use is the customer jobs to be done approach by Clayton Christensen.

When people need to get a job done, they hire a product or service to do it for them (Clayton Christensen, 2010).

- List existing alternatives:
 - For Slack, that would be email
 - When is an existing solution sufficiently painful to allow a switch?

"It's better to build something a small number of users love than something a lot of users like" —Paul Buchheit YC





CUSTOMER SEGMENTS

- Here we define the different groups of people that a company aims to reach and serve.
 - Mass Market
 - Niche Market
 - Segmented Market
 - Diversified Market
 - Multisided Market
- Distinguish between customers and users.
 - In search, the customer is advertisers and users are the people doing searches.
- Identify your early adopters
 - They will help your company to cross the chasm.



UNIQUE VALUE PROPOSITION

- The value propositions section how your product creates value for your customer segments.
- Why are you different worth buying from or getting attention.
 - Performance, Price, Design, Brand/Status,
 Convenience/Usability, Risk Reduction
- ❖ Be different, but make sure your difference matters to customers.



- In this section, you provide a brief description of the solution you will provide to customers.
- List the possible products/features/solutions you may provide customers.
- Don't get carried away too much in the early stages, as this piece mostly makes sense after the problem hypothesis has been validated.



CHANNELS

- The channels section describes how a company reaches its target segments to deliver the value proposition.
 - Free vs. Paid
 - Inbound vs. Automated
 - Direct vs. Automated

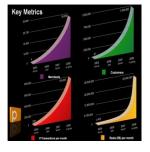
Channel Types		nnel Types	Channel Phases					
		Sales force	1. Awareness How do we raise awareness about our company's products and services?	2. Evaluation How do we help customers evaluate our organization's Value Proposition?	3. Purchase How do we allow customers to purchase specific products and services?	4. Delivery How do we deliver a Value Proposition to customers?		
Own	Direct	Web sales						
		Own stores						
ner	Indirect	Partner stores						
Partner		Wholesaler				http://www.businessmodelgeneration.co		



- The revenue section describes how the company generates money from its customer segments.
 - Asset Sale, Usage Fee, Subscription Fees, Lending/Renting/Leasing,
 Licensing, Brokerage Fees, Advertising
- Charge from day-one:
 - Remember price is part of the product
 - Price defines your customers
 - Getting paid is the ultimate form of validation

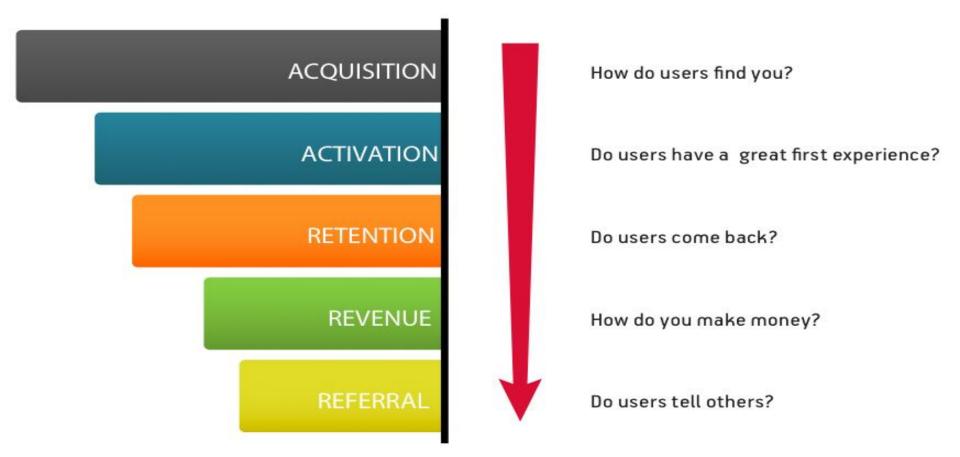


- The cost structure describes all the costs that are incurred to operate a business model.
 - Cost Driven
 - Value Driven
 - Fixed and Variable Costs
 - Economies of Scale and Scope



KEY METRICS

Find one key metric that is critical for success.





UNFAIR ADVANTAGE

- This is the most difficult part of the canvas to complete.
 - Most things that people call unfair advantage are just not an unfair advantage (e.g. first-mover).

"A real unfair advantage is something that cannot be easily copied or bought"

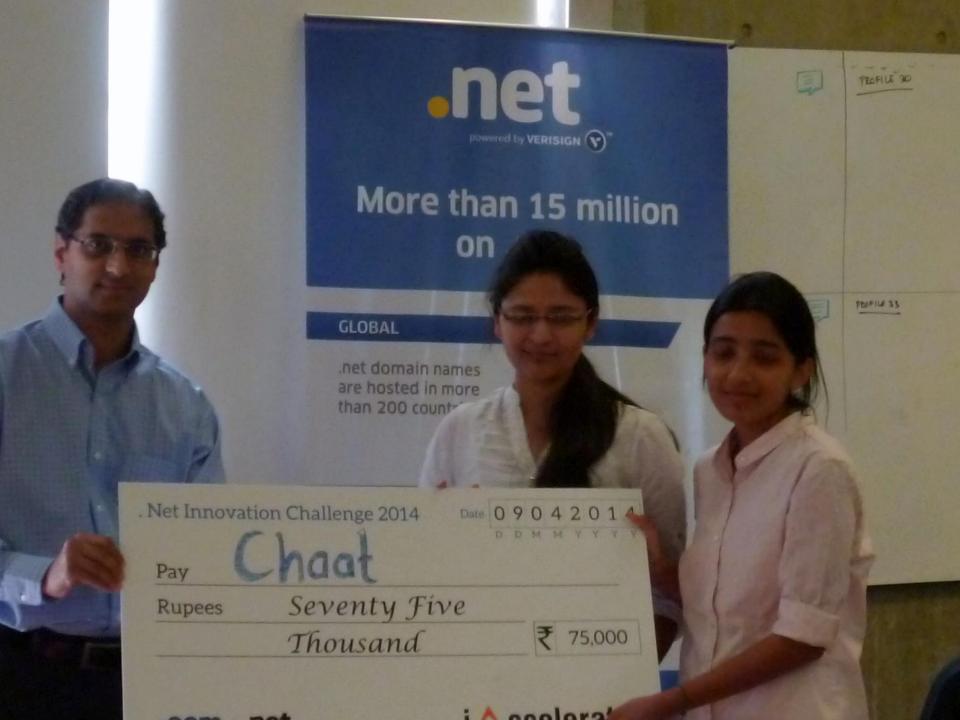
Jason Cohen, A Smart Bear

- Insider information
- A dream team
- Large network effects
- Community
- Expertise and reputation

First: A Validated Business Model

A business model describes the flow between key components of the company:

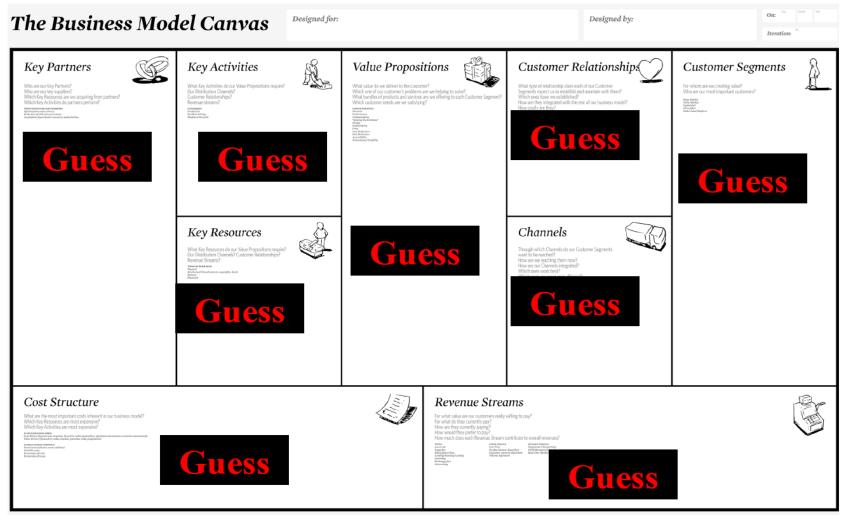
- value proposition, which the company offers (product/service, benefits)
- customer segments, such as users, and payers, or moms or teens
- distribution channels to reach customers and offer them the value proposition
- customer relationships to create demand
- revenue streams generated by the value proposition(s)
- resources needed to make the business model possible
- activities necessary to implement the business model
- partners who participate in the business and their motivations for



Sample BMC: Locate (CHAAT)

KP Key Partners • End Users	Customer Development Software and Database Development KR Key Resources Software Platform Cloud Storage	Empower the search services with crowd wisdom. Central Platform for one locate places based on custom searches using experience of the crowd. Efficiency increases in terms of time and mone spent and quality of decision.	Word of Mouth Learning customer preferences to give better search results	People aged between 15-45 years of age residing in Urban areas of Tier I & II cities Smartphone user base in India (~ 63m) Population with access to Internet services (~ 24 m) Most important customers would be youth and working population.
C\$ Cost Structure Server Domain name One time fixed setup costs	•	R\$ Revenue \$ • Adv	Streams ertising Revenue- Targeted Advertising	•

Identify your key assumptions – Your "Best Guesses"



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+Canvas Rules

- You don't write on the canvas (use post-its).
- Everyone writes (no team boss).
- One idea per post-it note (no lists!).
- Be concise and think in the present.
- Quantity over quality (no self-censoring).
- For double sided market use different colour post-its.