



sturm.

DESIGNING BUSINESS IN AN EVER-CHANGING CONTEXT

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PhD+ Programme UNIPi

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HOW TO BUILD A BUSINESS AND SCALE IT ACCORDINGLY?



Ab dem 29. April 2004 überall im Handel auf DVD erhältlich.

THE ULTIMATE A TEAM



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“It is not about how smart you are. It is about **how** you are smart.”

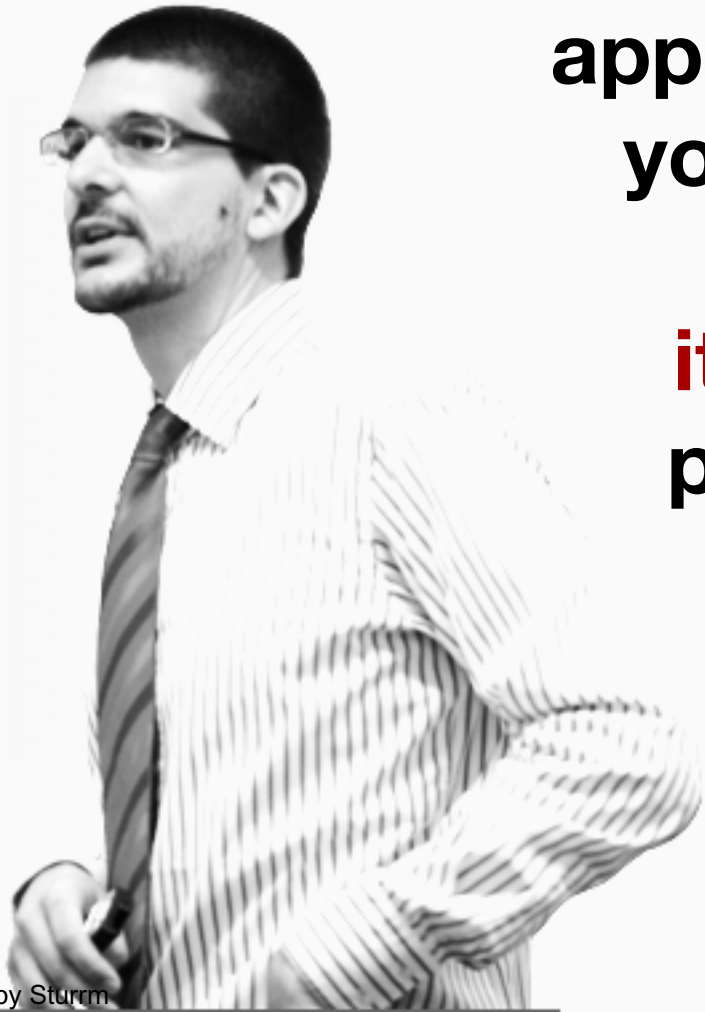
Jonathan Mooney

DIFFERENT VIEWS



**YOU NEED TO HAVE THE RIGHT
STRATEGIC CONVERSATIONS
WITH THE RIGHT PEOPLE AT
THE RIGHT MOMENT**

“We need to have **a more dynamic methodology for innovation than static business plans. An approach that **stress-tests** your business ideas with real market forces and **iterates through** plan A, plan B, plan C, until you have nailed it.”**



Alexander Osterwalder

**the past was about
choosing solutions
the future is about
generating options**

You're holding a handbook for visionaries, game changers,
and challengers striving to defy outmoded business models
and design tomorrow's enterprises. It's a book for the...

Business Model Generation

WRITTEN BY

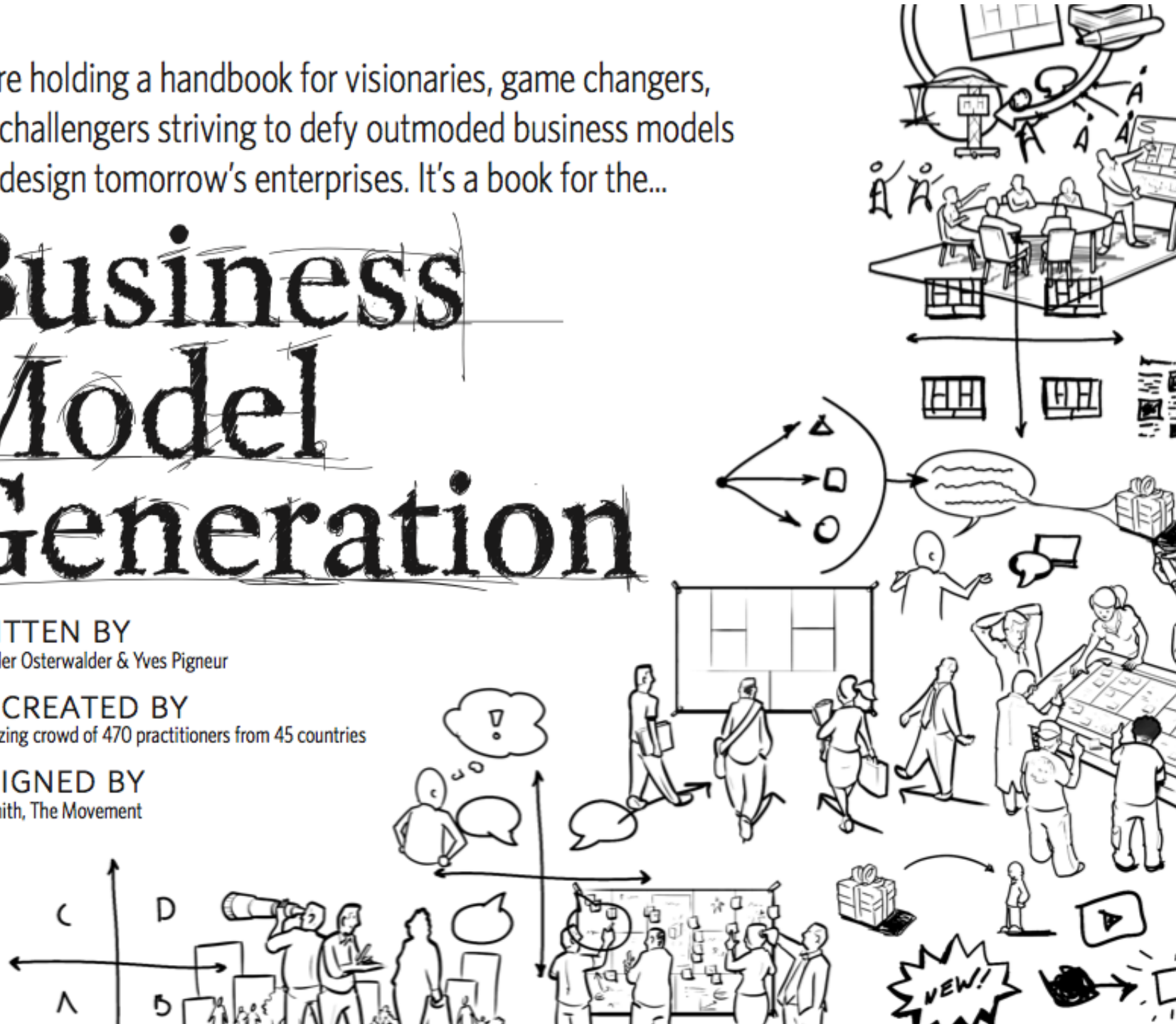
Alexander Osterwalder & Yves Pigneur

CO-CREATED BY

An amazing crowd of 470 practitioners from 45 countries

DESIGNED BY

Alan Smith, The Movement



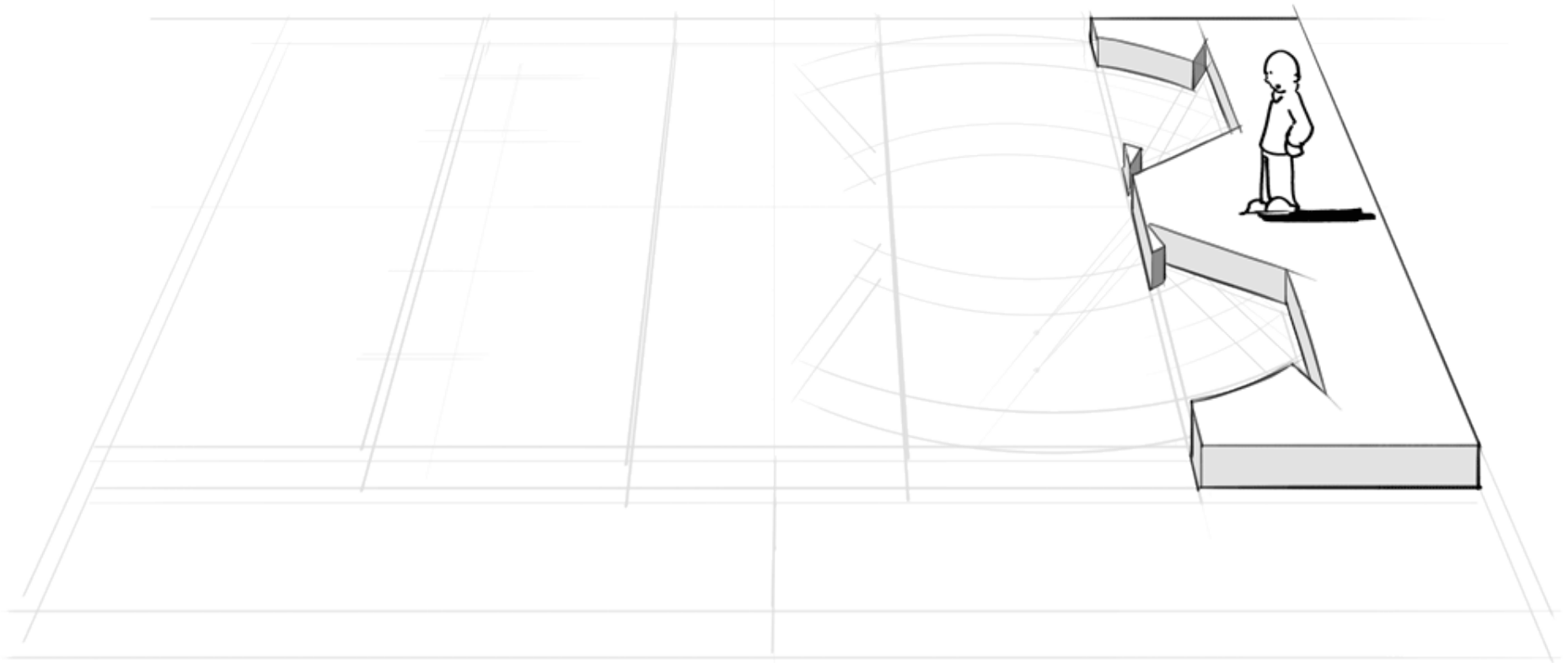


Definition “business model”

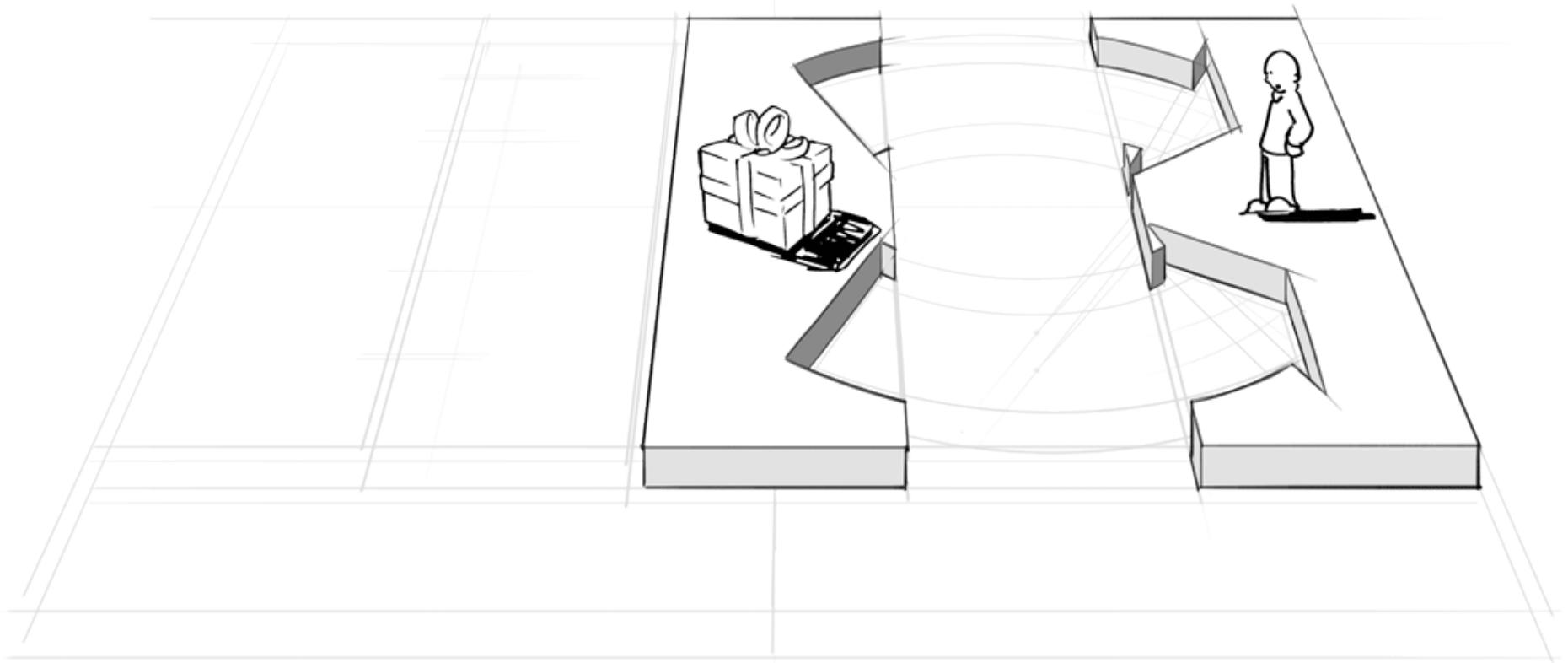
A business model describes the rationale of how an organisation creates, delivers and captures value.

9 IMPORTANT QUESTIONS

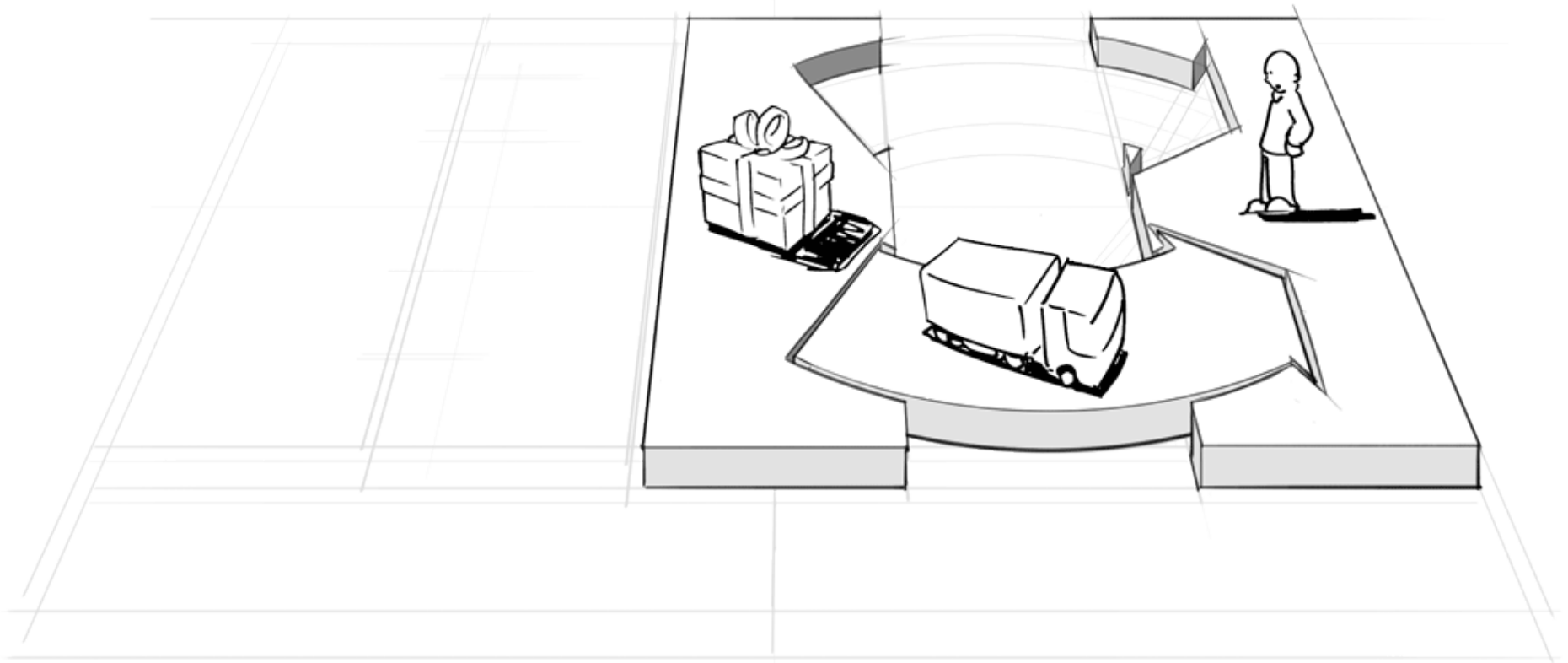
WHO ARE OUR **CUSTOMERS**?



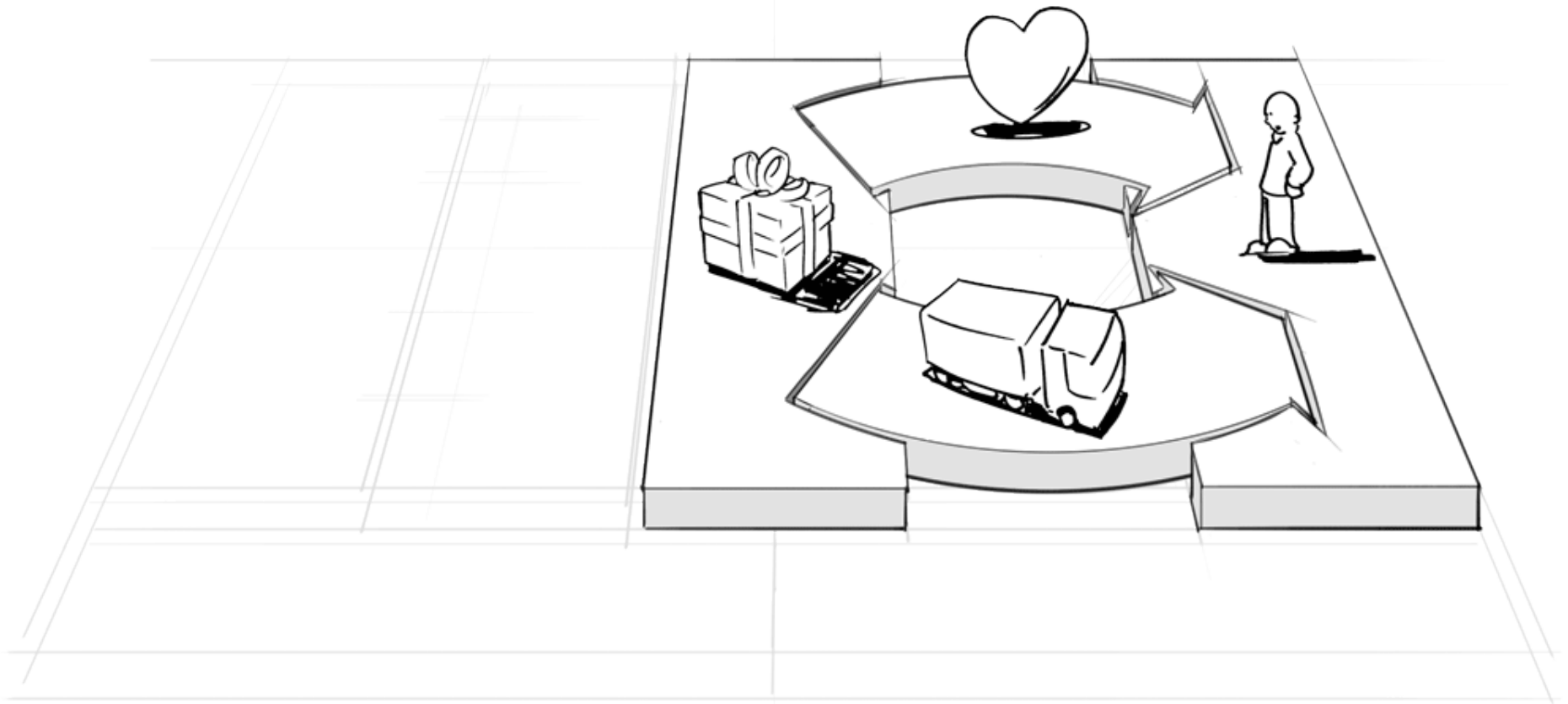
WHAT IS OUR **VALUE PROPOSITION**?



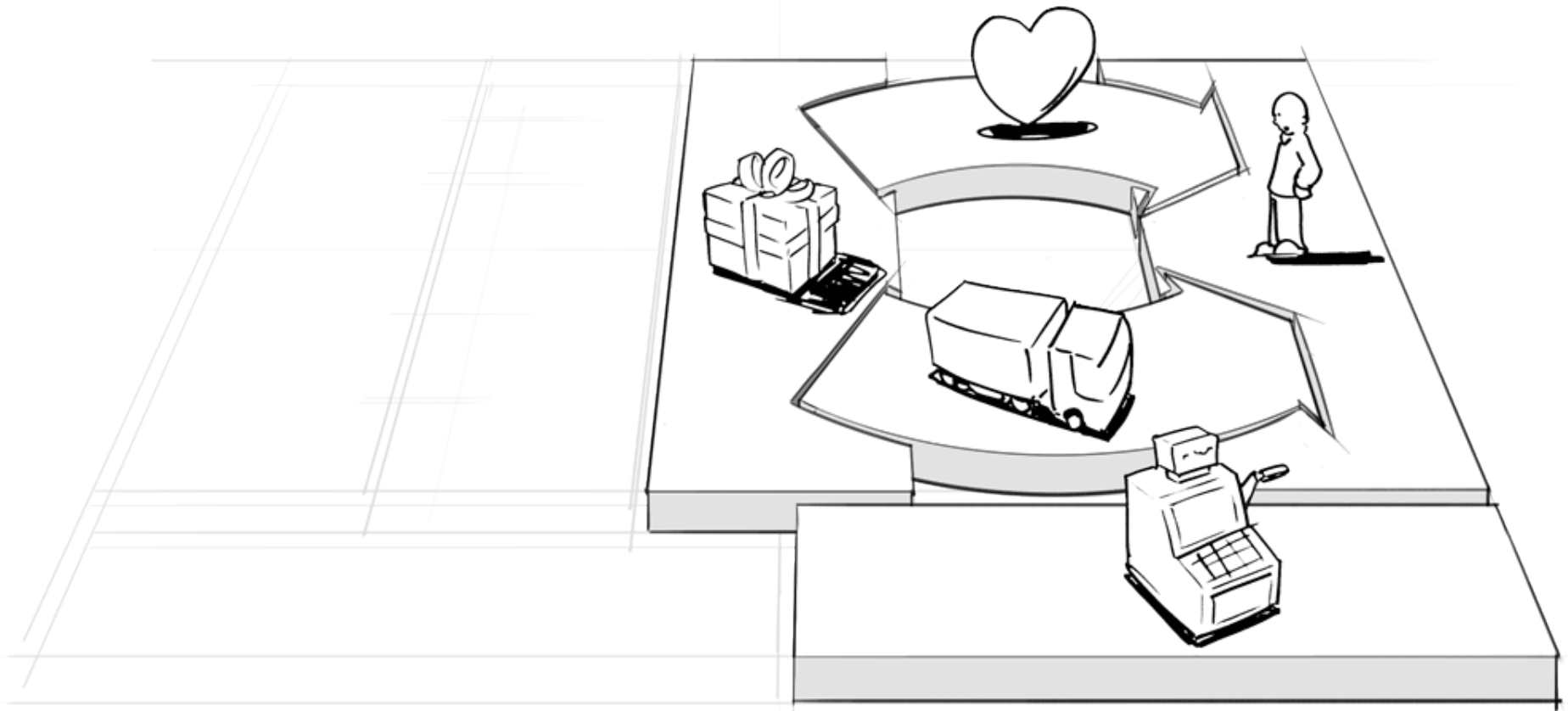
WHAT **CHANNELS** DO WE USE TO REACH OUR CUSTOMERS?



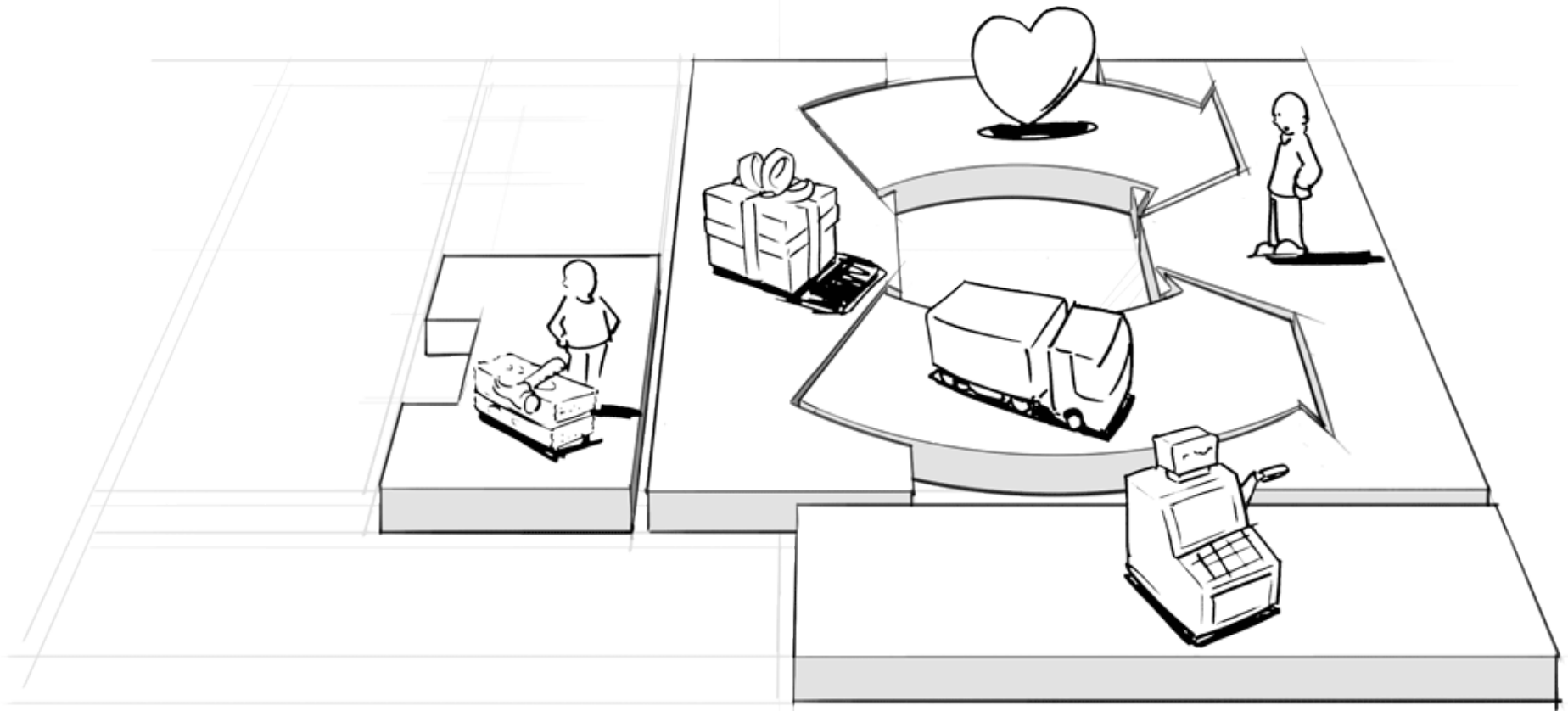
HOW DO WE BUILD A **RELATIONSHIP** WITH OUR CUSTOMERS?



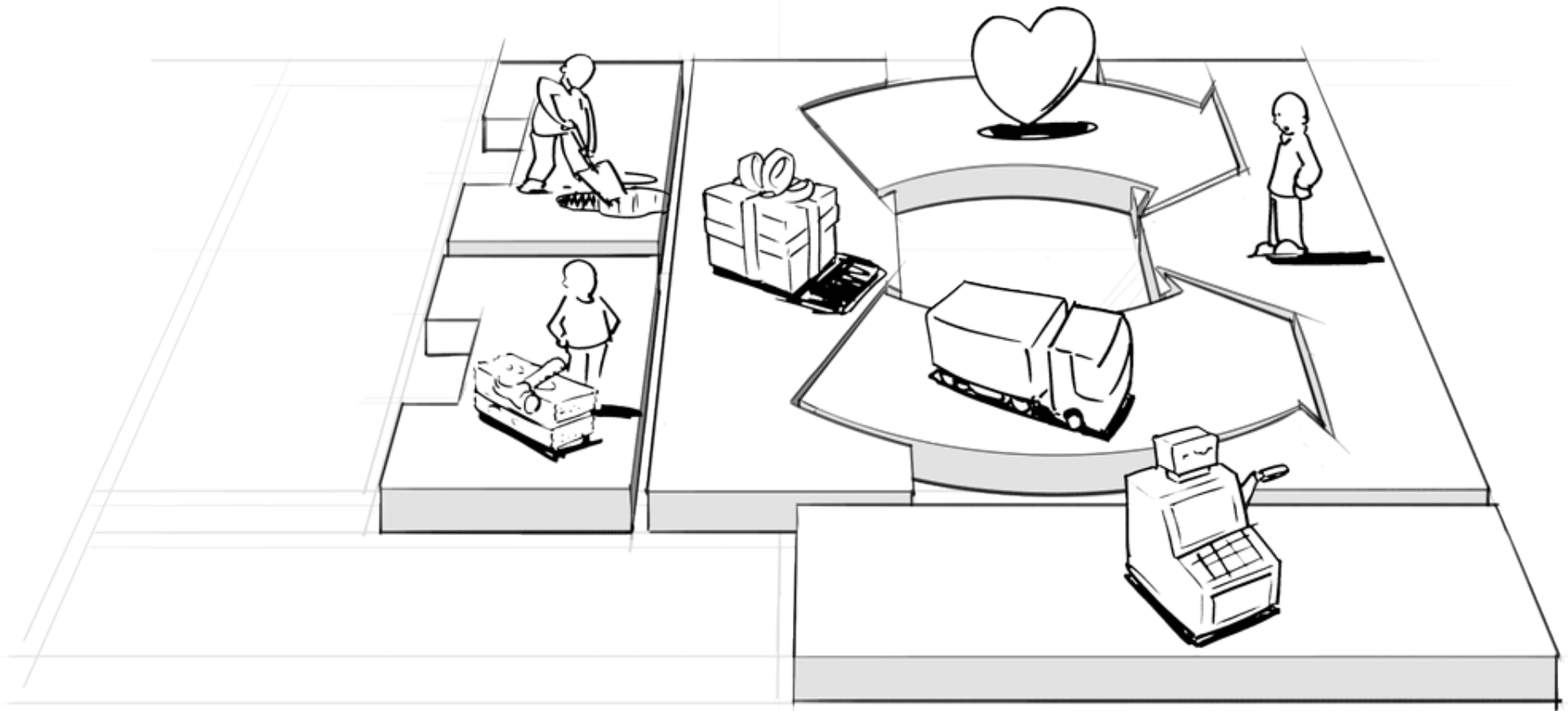
WHAT REVENUE STREAMS DO WE GENERATE?



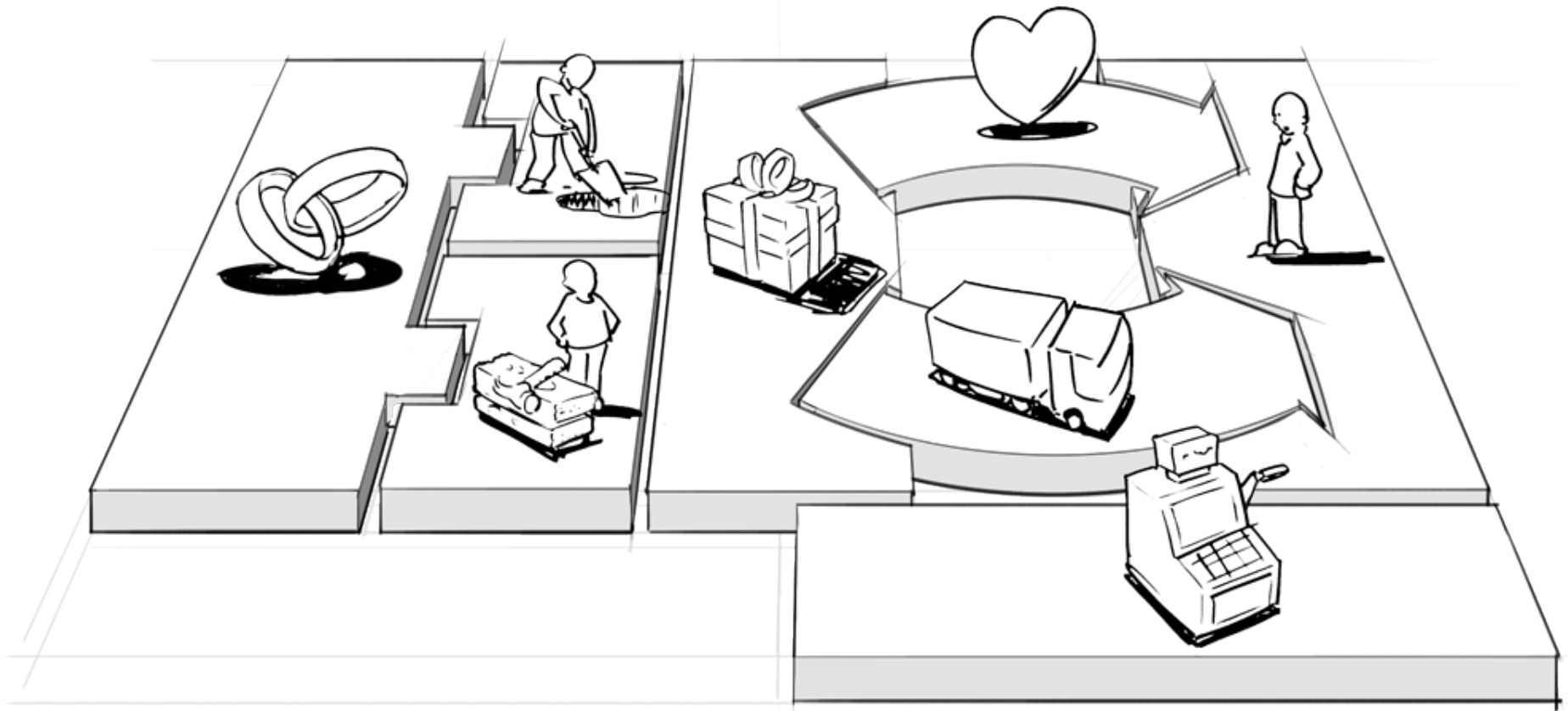
WHAT KEY RESOURCES DO WE NEED?



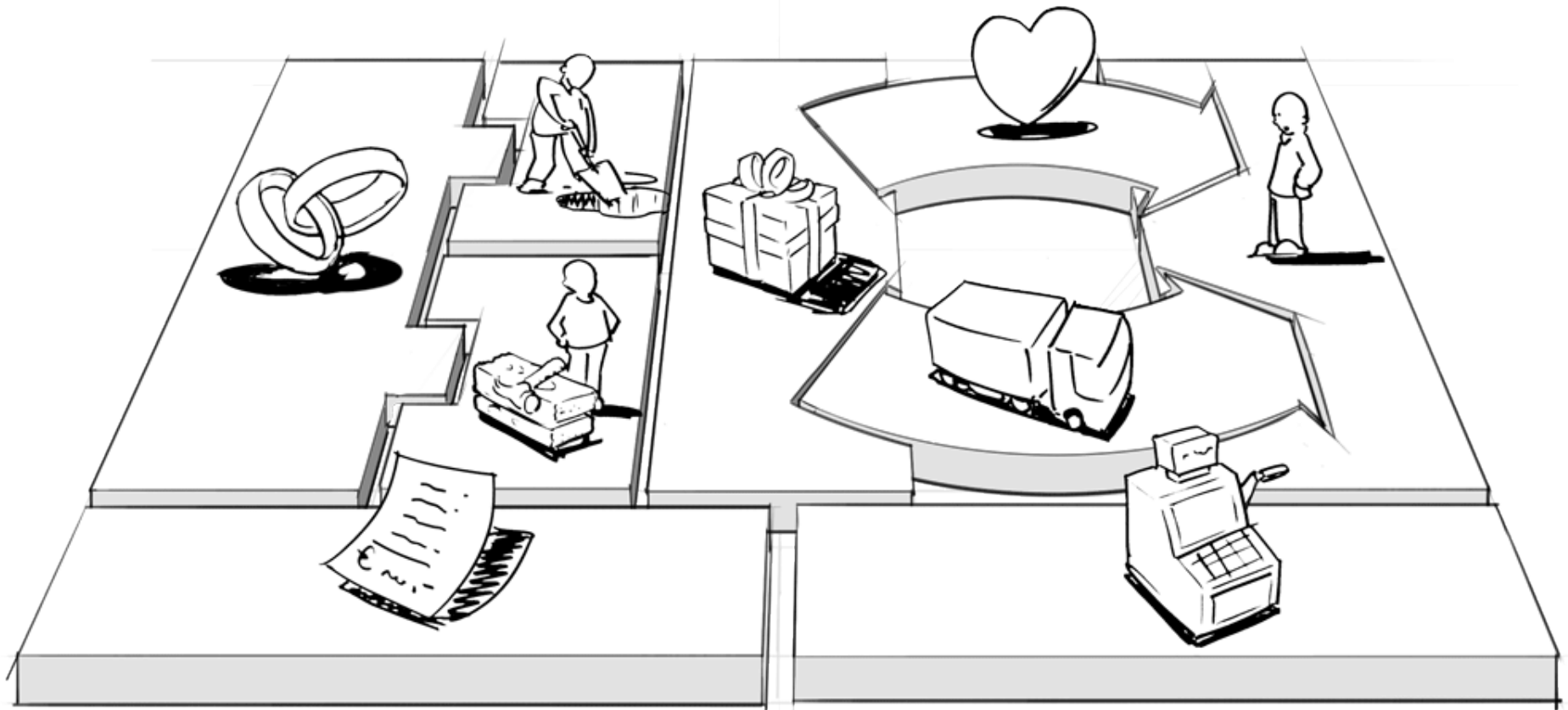
WHAT KEY ACTIVITIES DO WE NEED TO PERFORM?

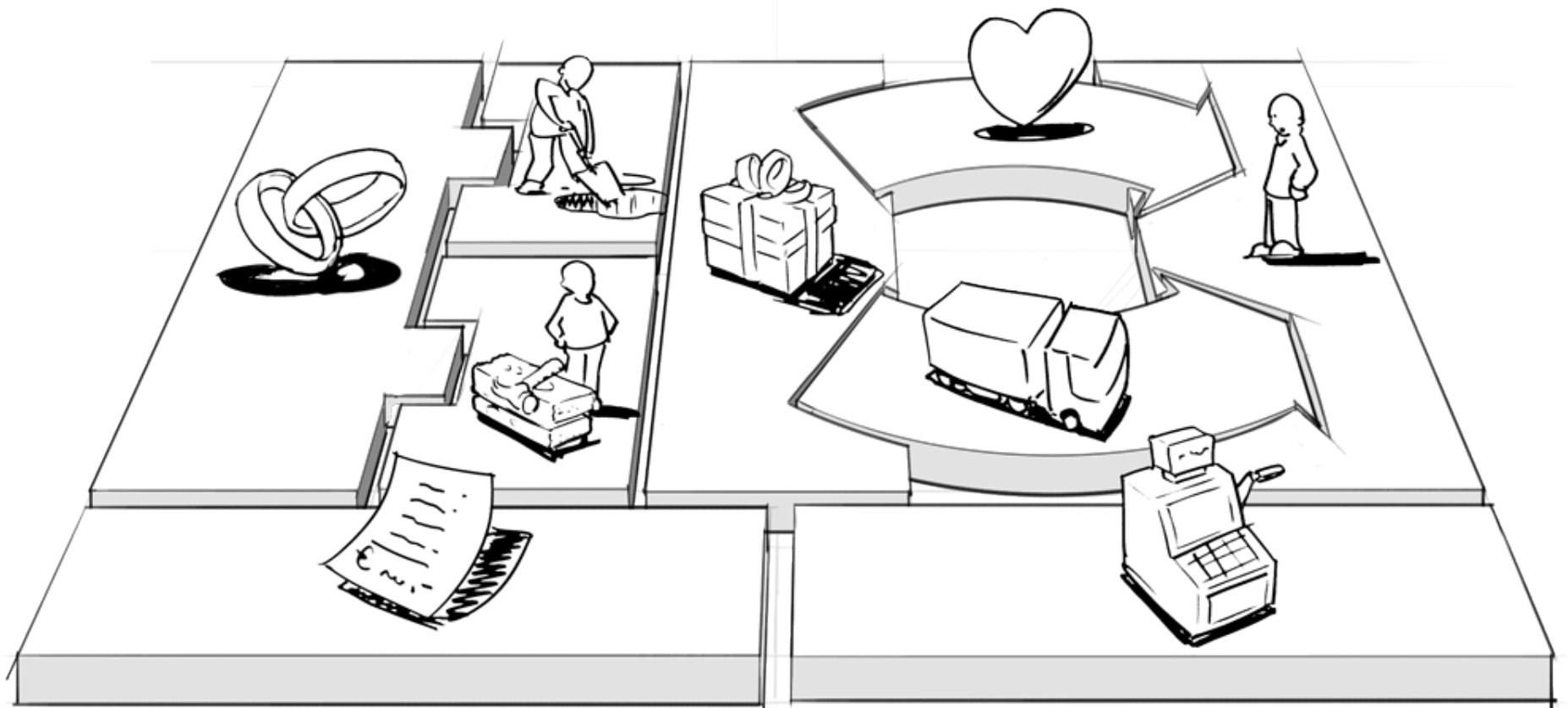


WHO ARE OUR **KEY PARTNERS**?

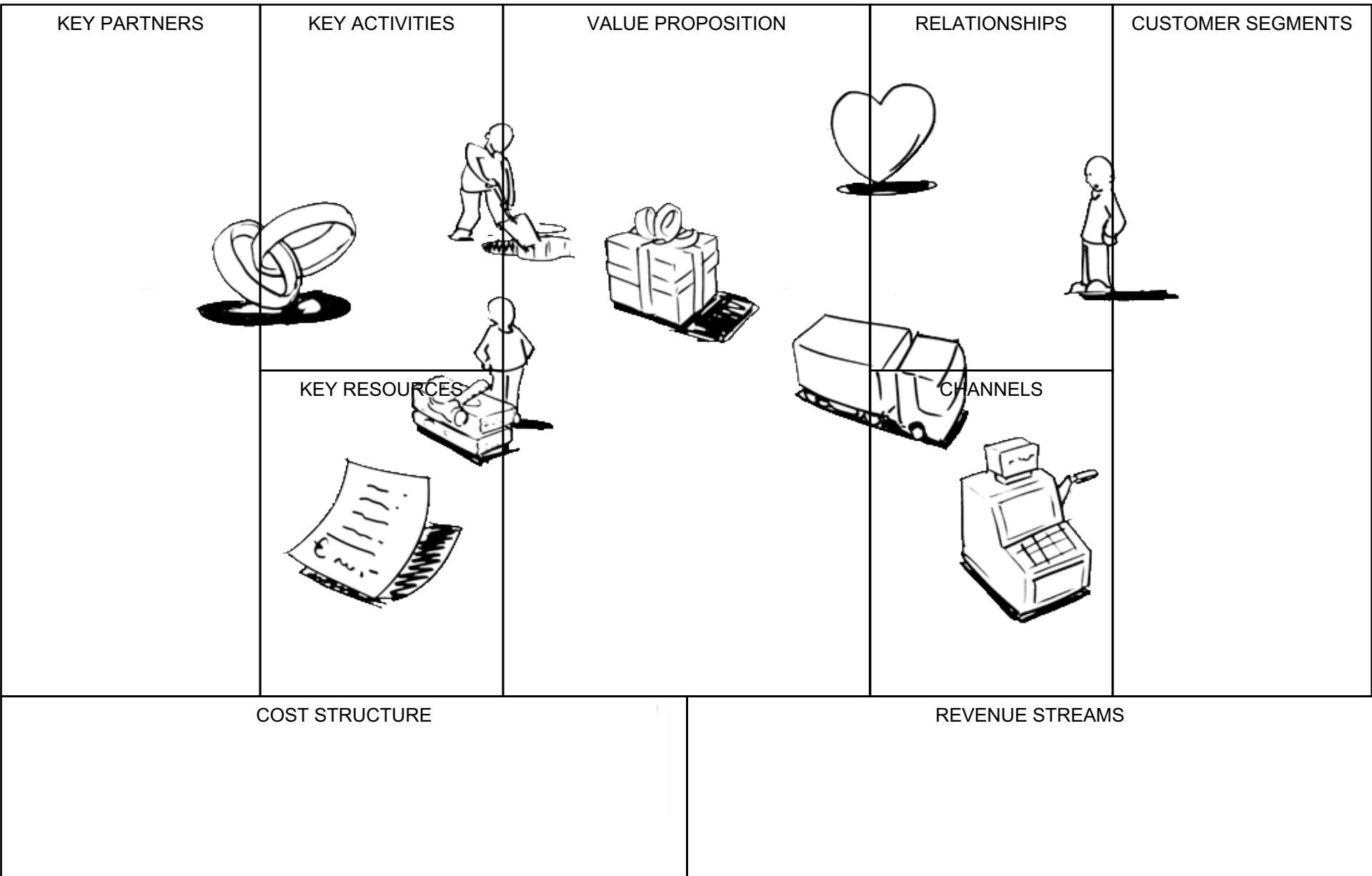


WHAT DOES THE **COST STRUCTURE** LOOK LIKE?

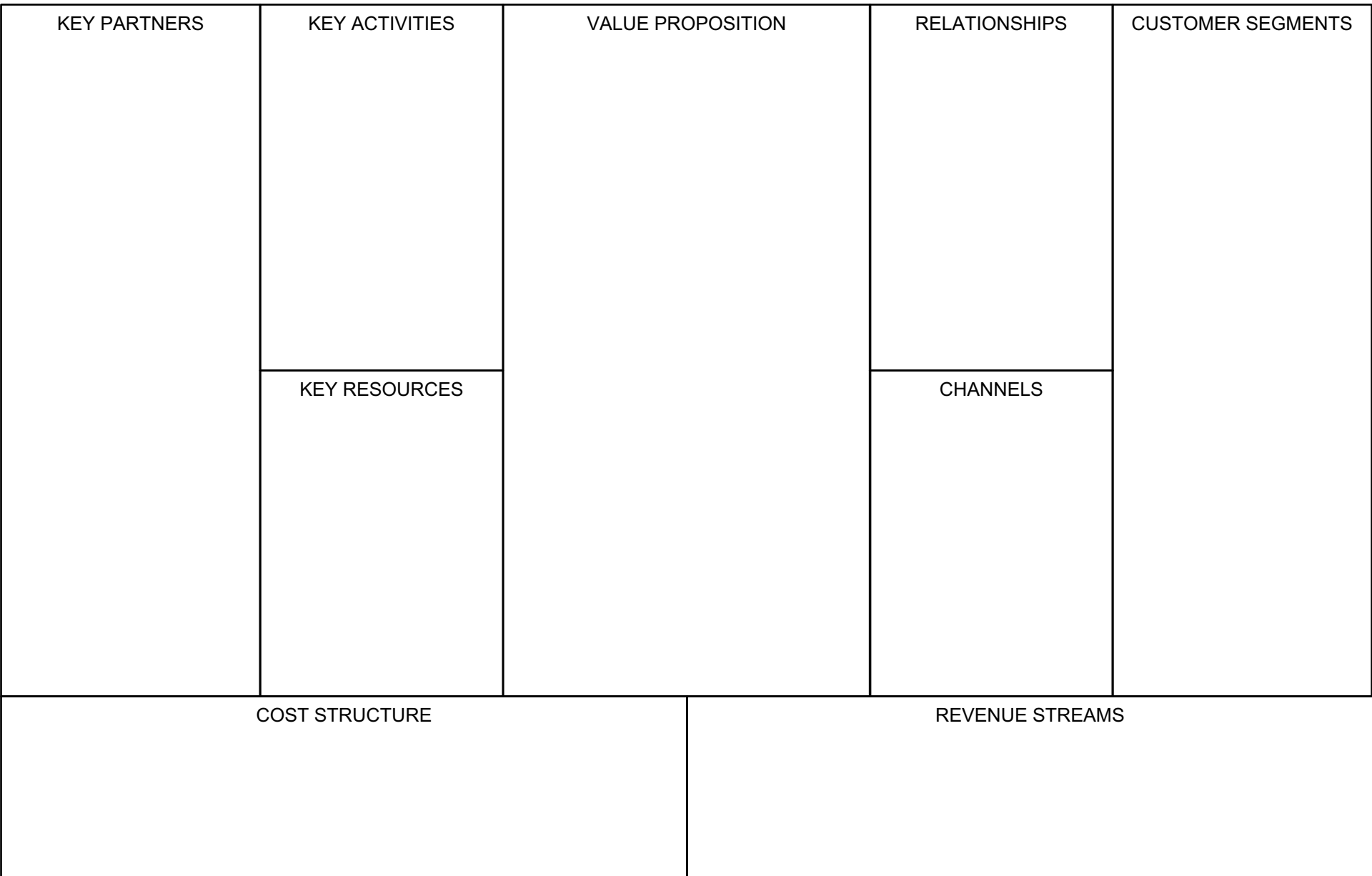




BUSINESS MODEL CANVAS



BUSINESS MODEL CANVAS



BUSINESS MODEL CANVAS

<p>KEY PARTNERS</p> <p>Who are our key partners?</p> <p>What is our motivation to work with partners?</p> <p>What key resources do we acquire through partners?</p> <p>What key activities do our partners perform?</p>	<p>KEY ACTIVITIES</p> <p>What type of key activities do we perform?</p> <p>What key activities does the value proposition require?</p>	<p>VALUE PROPOSITION</p> <p>What is the job that we get done?</p> <p>What customer needs do we satisfy?</p> <p>What problem do we help our customers solve?</p> <p>What advantages do our products and services provide our customers with?</p> <p>What products and services do we deliver to our customers?</p>	<p>RELATIONSHIPS</p> <p>What kind of relationship do we maintain with our customers?</p> <p>Personal contact?</p> <p>Automatic? Self-service?</p>	<p>CUSTOMER SEGMENTS</p> <p>Who is the customer?</p> <p>For whom do we create value?</p> <p>Can we distinguish different customer segments?</p> <p>Can we describe and quantify each customer segment?</p>
	<p>KEY RESOURCES</p> <p>What key resources does our proposition require?</p> <p>Physical?</p> <p>Intellectual?</p> <p>Human?</p> <p>Financial?</p>		<p>CHANNELS</p> <p>Through what channels do we deliver our products and services?</p>	
<p>COST STRUCTURE</p> <p>What are the inherent costs in our current business model? What is the size of each cost?</p>			<p>REVENUE STREAMS</p> <p>What revenue streams do we generate? What is the size of each revenue stream?</p>	

“The greatest danger in times of turbulence is not the turbulence itself, it is to act with yesterday’s logic.”

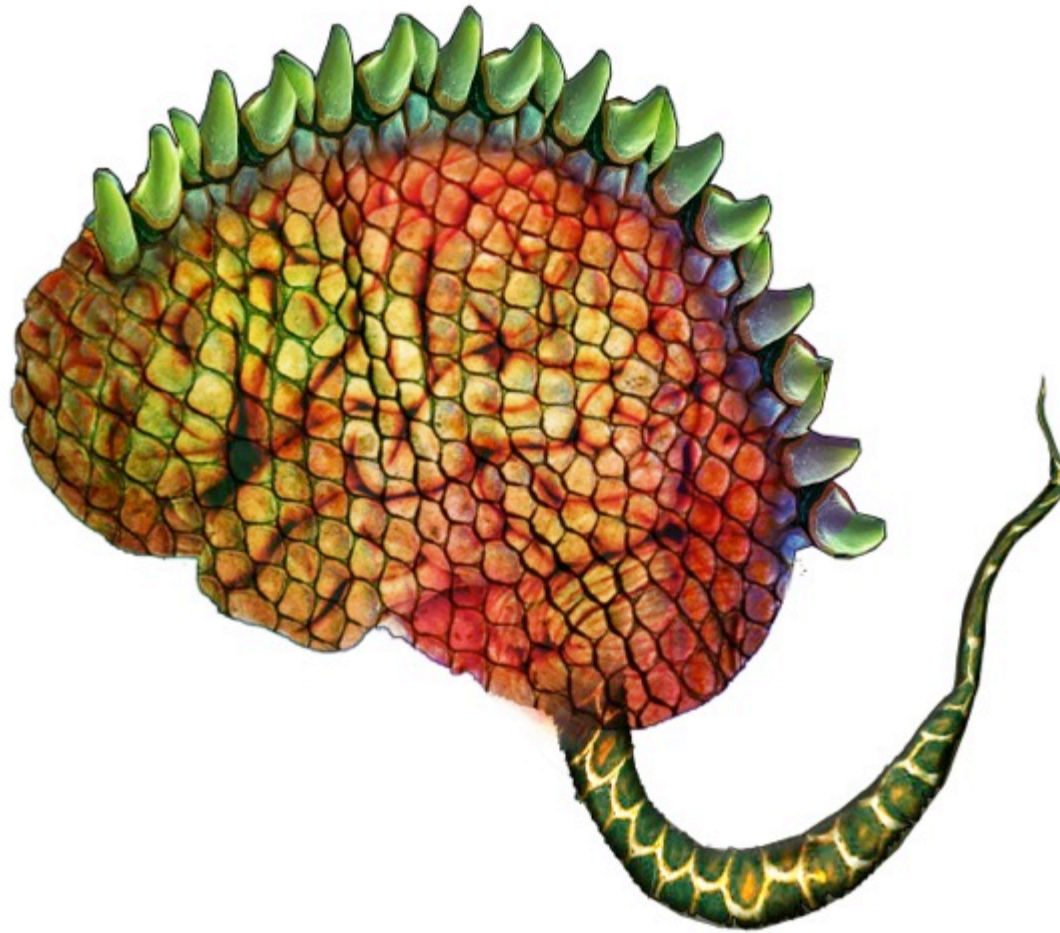
Peter Drucker

“Want to know why so many companies can't keep up with Apple? It is because they compromise, have meetings, work to fit in, fear the critics and generally work to appease the lizard.”



Seth Godin

PUT OUT THE LIZARD BRAIN

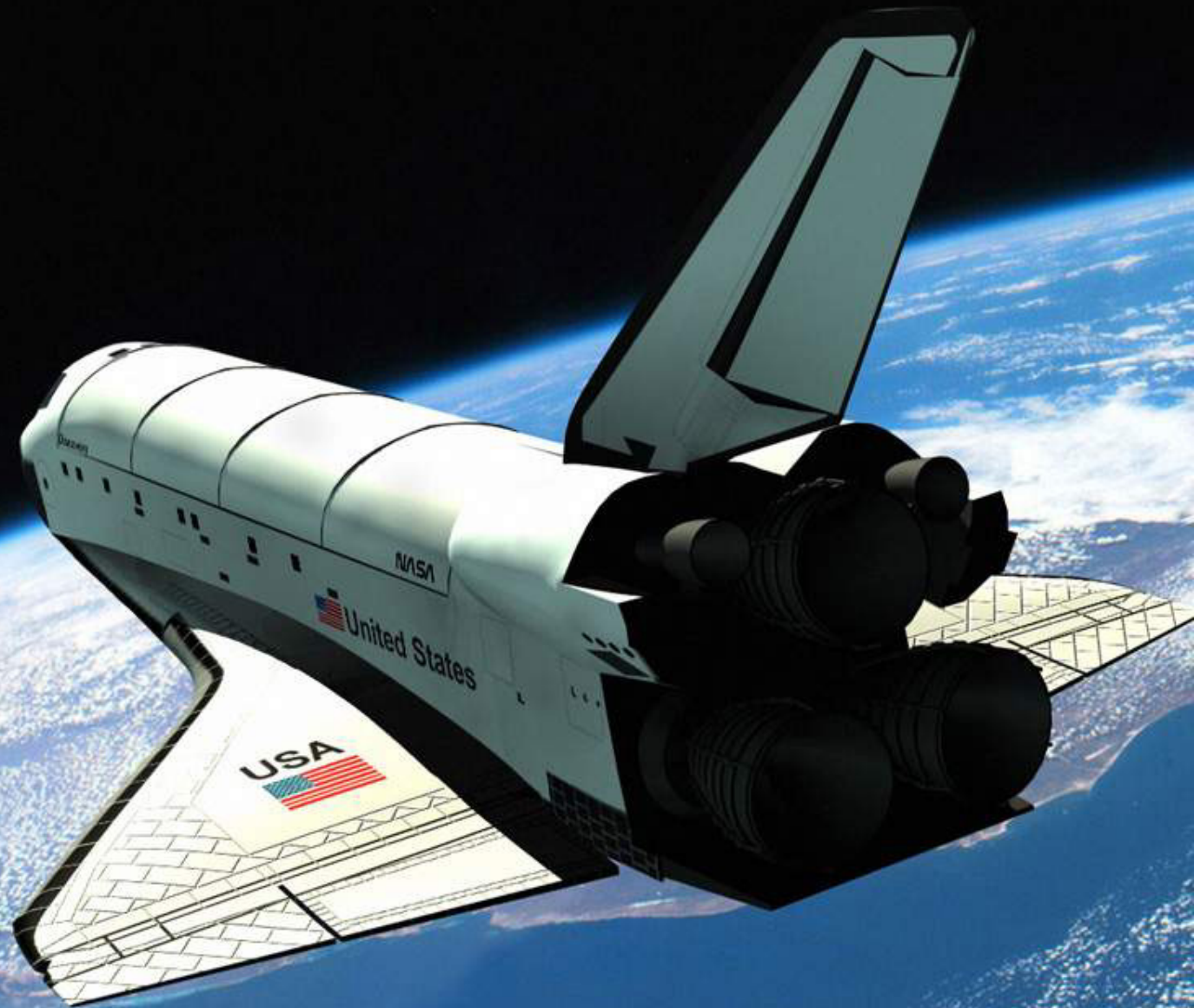


JUST DO IT

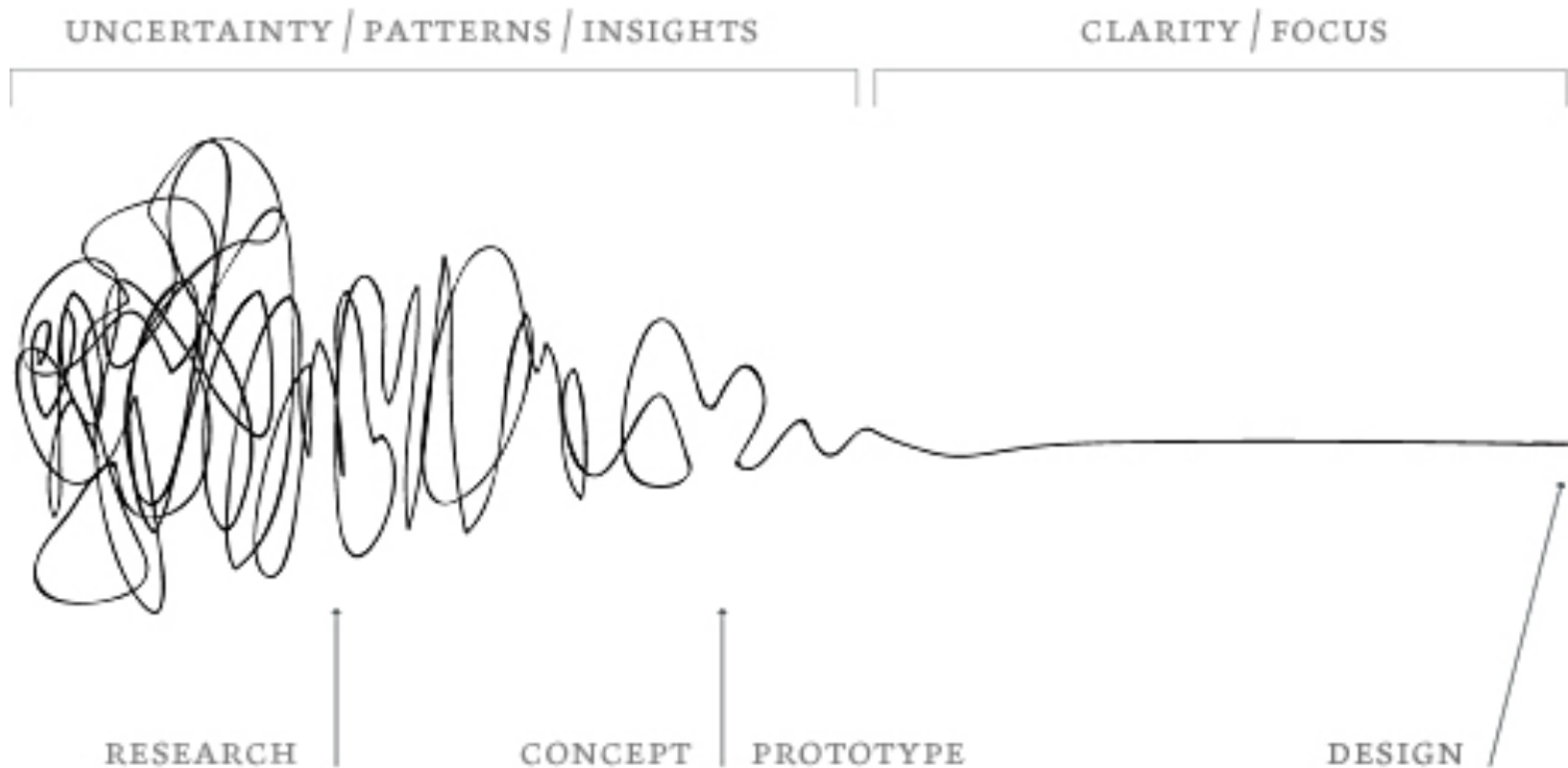
RUN 



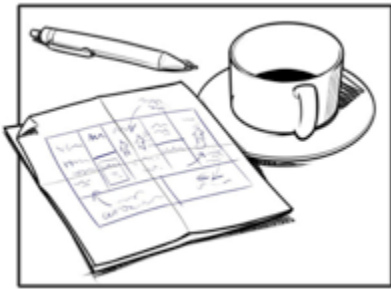
STRATEGY BY DISCOVERY



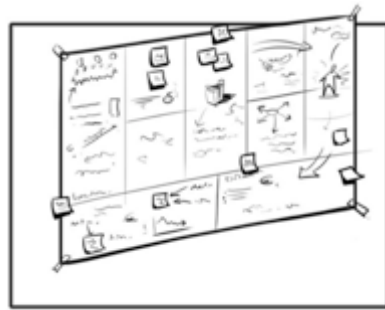
INVEST YOUR TIME IN THE RIGHT ACTIVITIES



Business Model **DESIGN**



Napkin sketch



Canvas

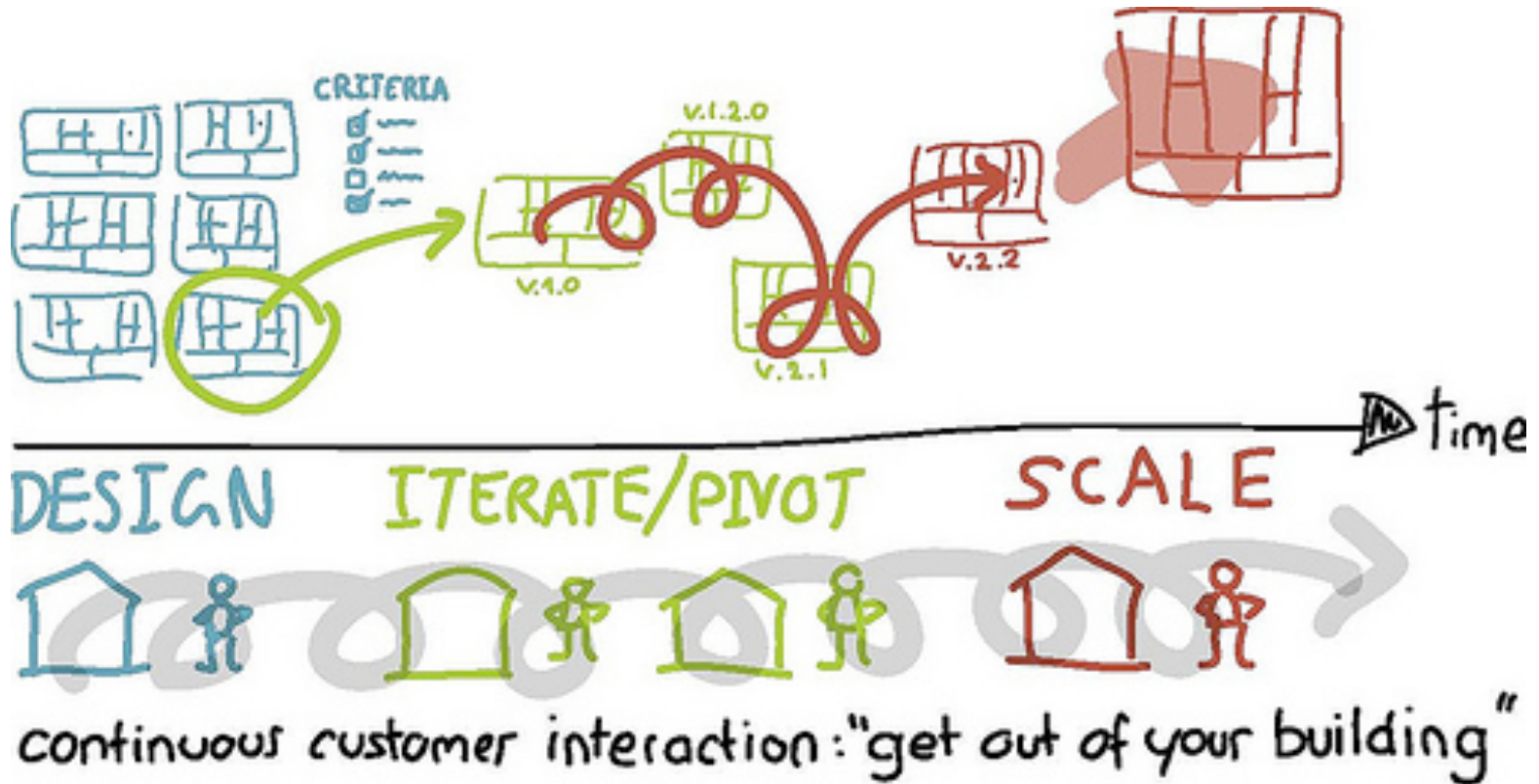


Field test



Business case

CONTINUOUS CUSTOMER INTERACTION



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