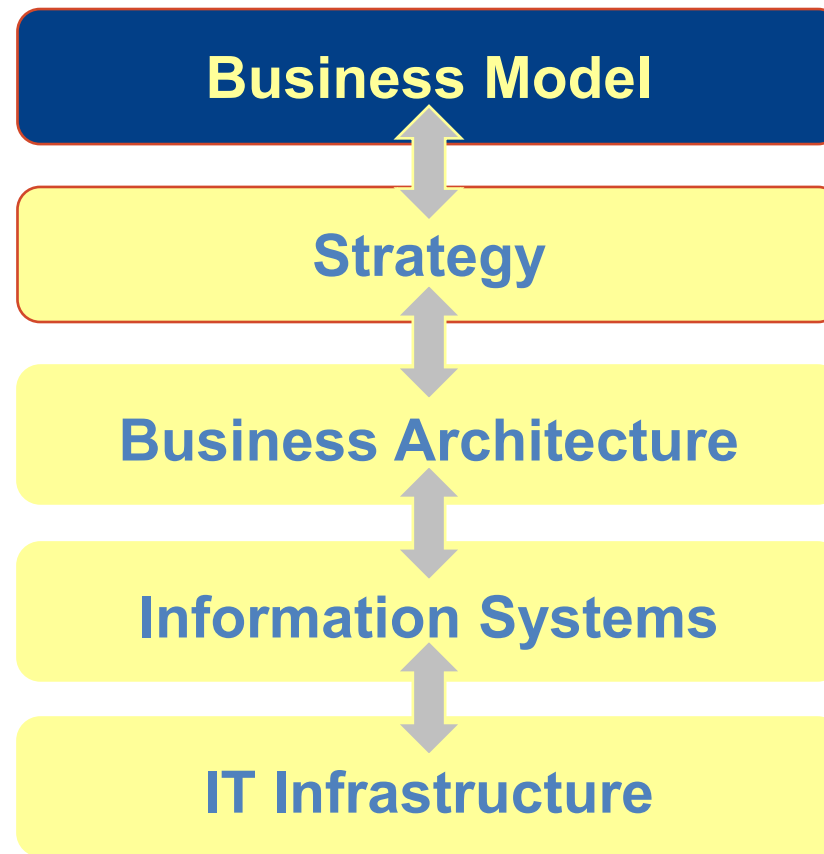


# *Business Model and Business-IT Alignment*

*Prof. Dr. Knut Hinkelmann*



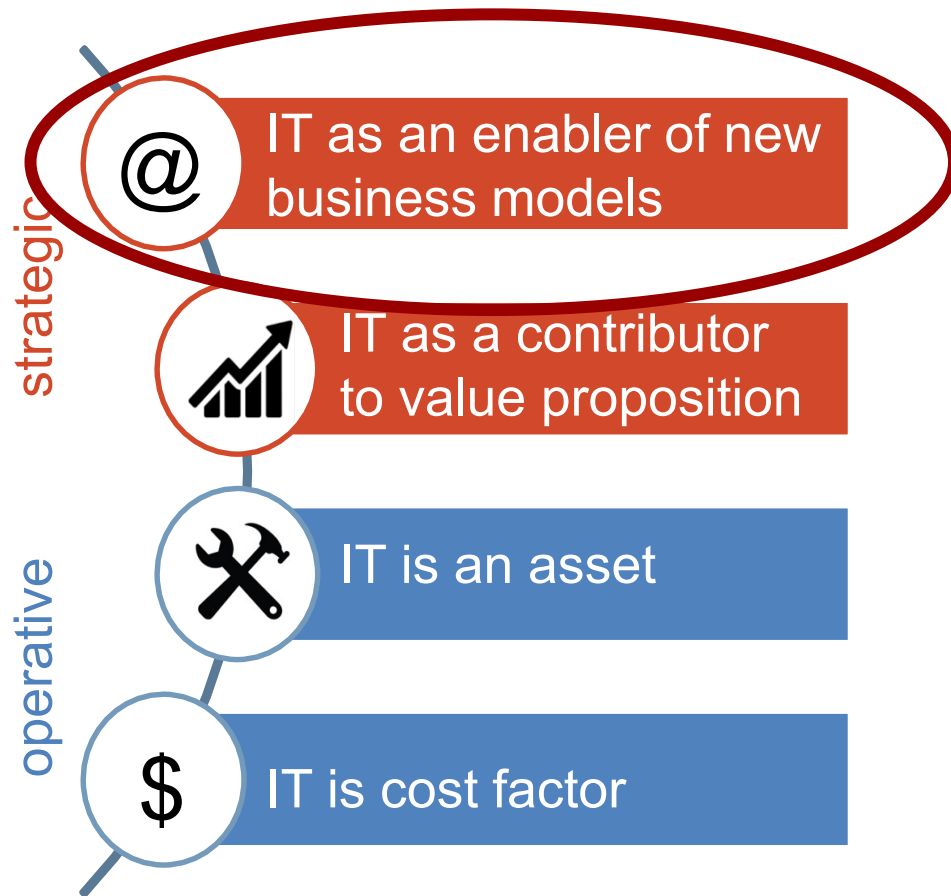


# *Business Model*

## **Def.** Business Model

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

# Role of IT as Enabler for New Business Models



- IT has an influence on all elements of a business model
- IT enables **new business models** by shaping the core elements:
  - ◆ **Customer value proposition**
  - ◆ **Profit formula/Revenue**
  - ◆ **Key resources**
  - ◆ **Key processes**

Johnson et al. (2008) Reinventing your Business Model. Harvard Business Review

# *Digital Products: Change of Business Models*

## Example: Music Industry

Vinyl disc



Compact Disc



Download



Streaming



Change of  
Business Model

VP: - Convenient purchase,  
- buy single songs  
- Save space at home

KP: Download

KR: Server, iTunes

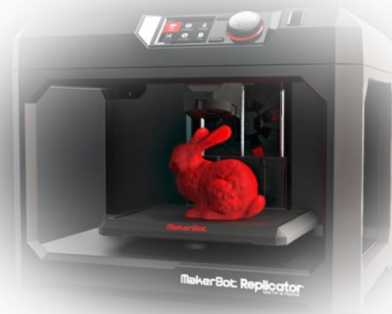
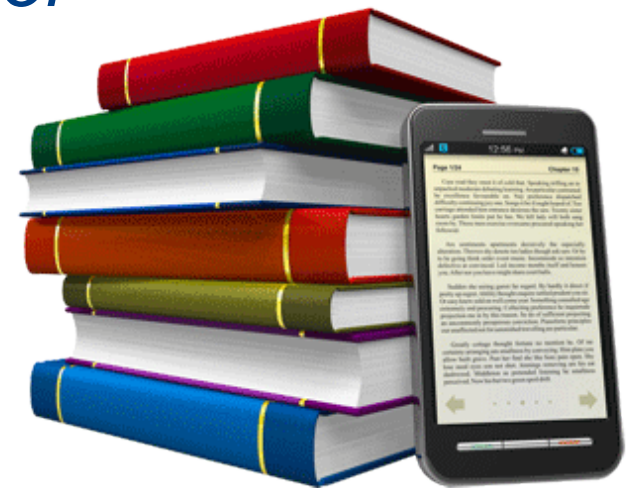
VP: - Unlimited Music  
- Anywhere  
- No storage needed

PF: Subscription

# Digitalisation of Products demand for New Business Models



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3D Print

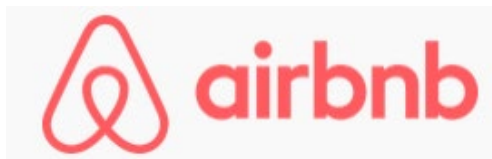


## *Physical Products: Sharing Economy*

Sharing economy is about renting or borrowing.  
Everything will become “on demand”.



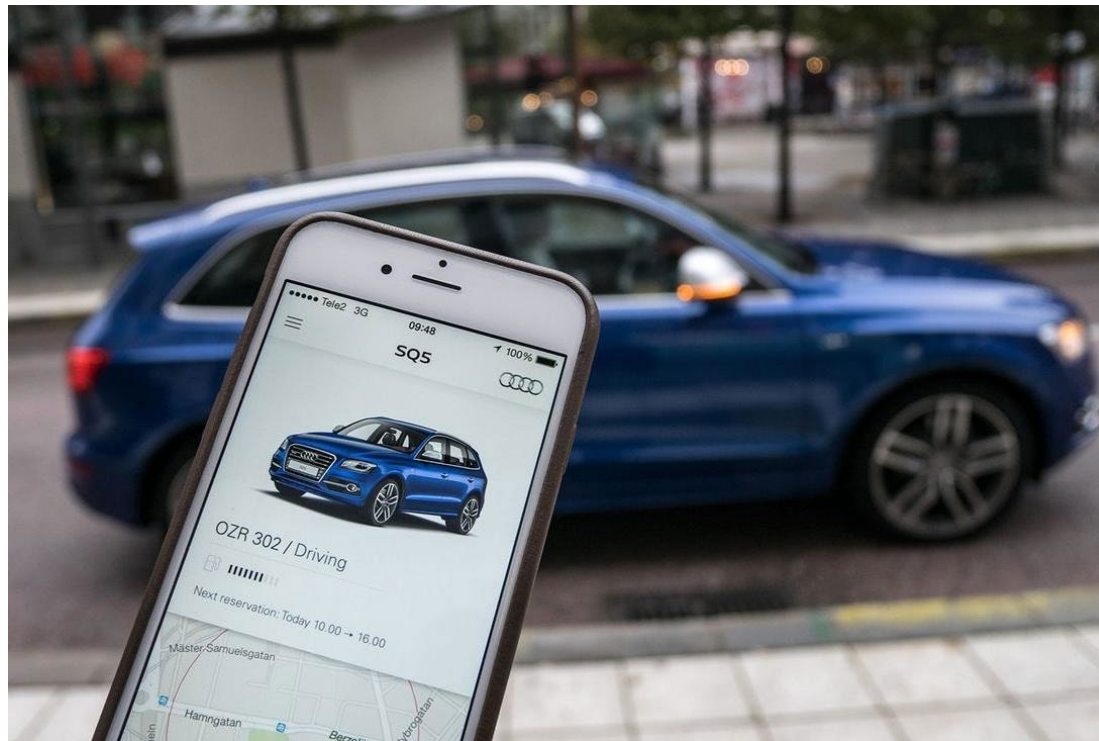
## *Physical Products: Shared Economy*



- Broker between user and supplier
  - ◆ Uber has no cars and no drivers
  - ◆ Airbnb has no apartments
  - ◆ Sharoo has no cars
- Platforms
  - ◆ network
  - ◆ reviews

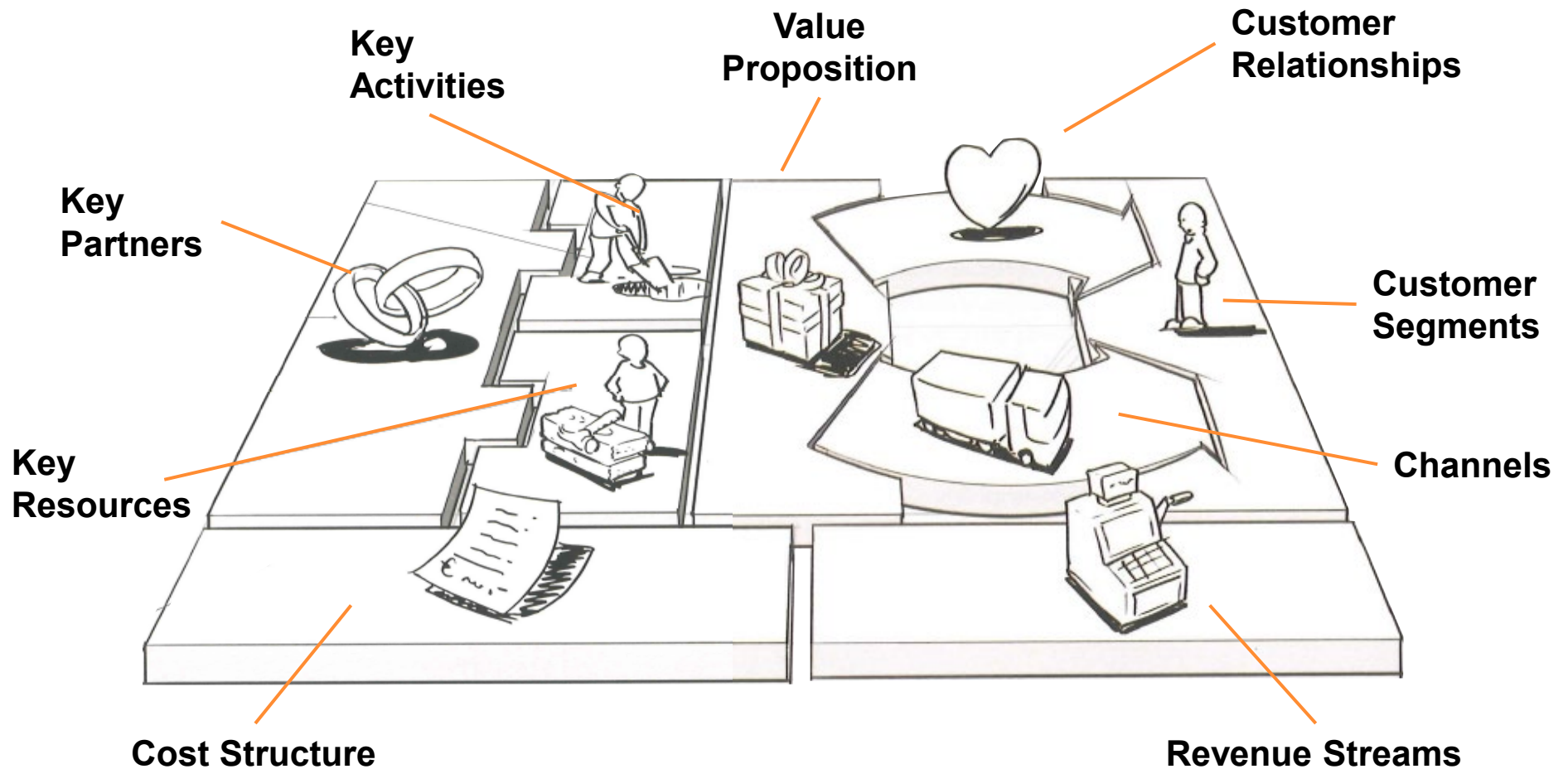


# *Physical Products: Product as a Service*



- Obtaining performance instead of a product
  - ◆ Rental
  - ◆ Sharing
  - ◆ Pay per use

# Business Model Building Blocks

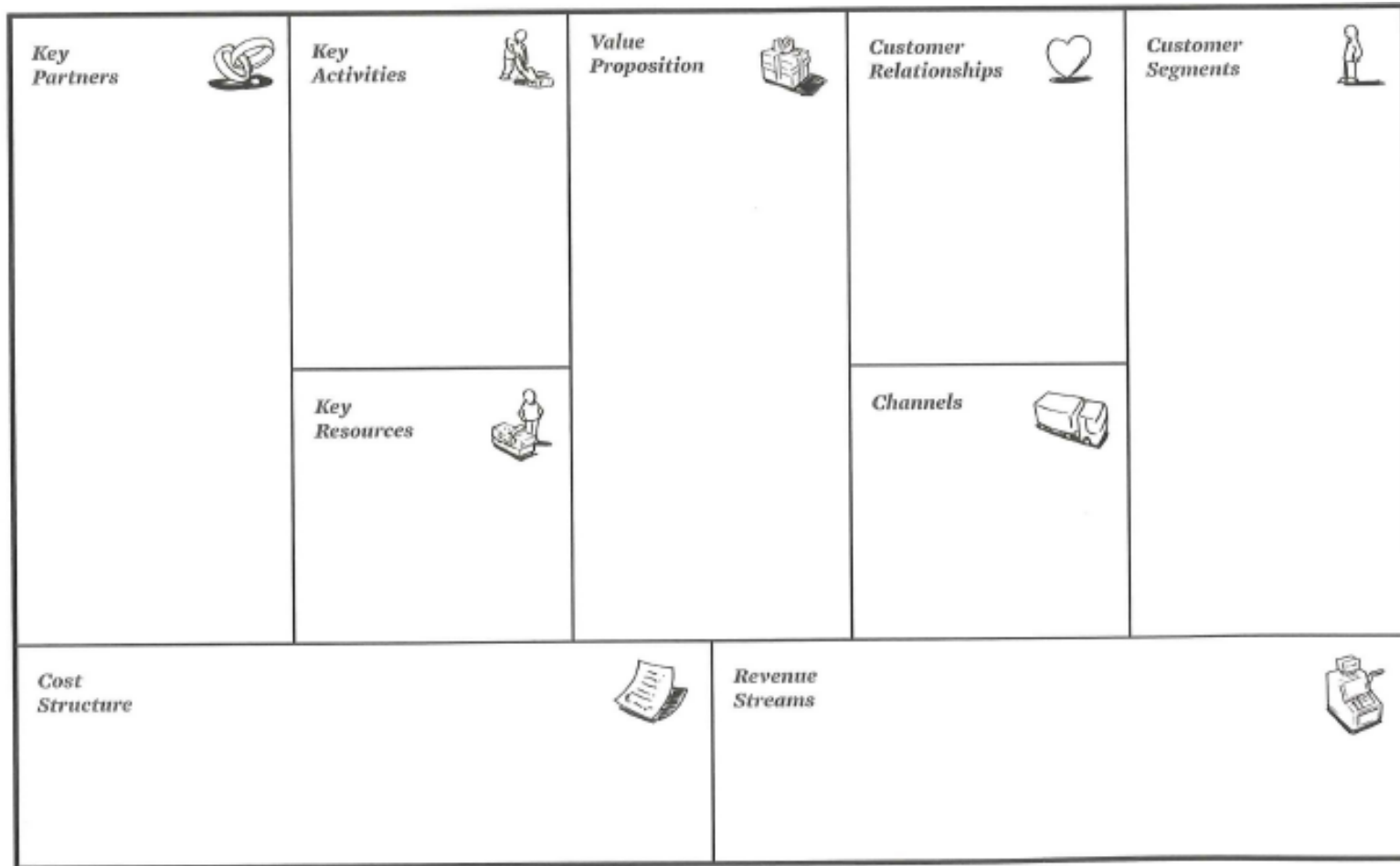


**left canvas: efficiency**

**right canvas: value**

(Osterwalder & Pigneur 2010)

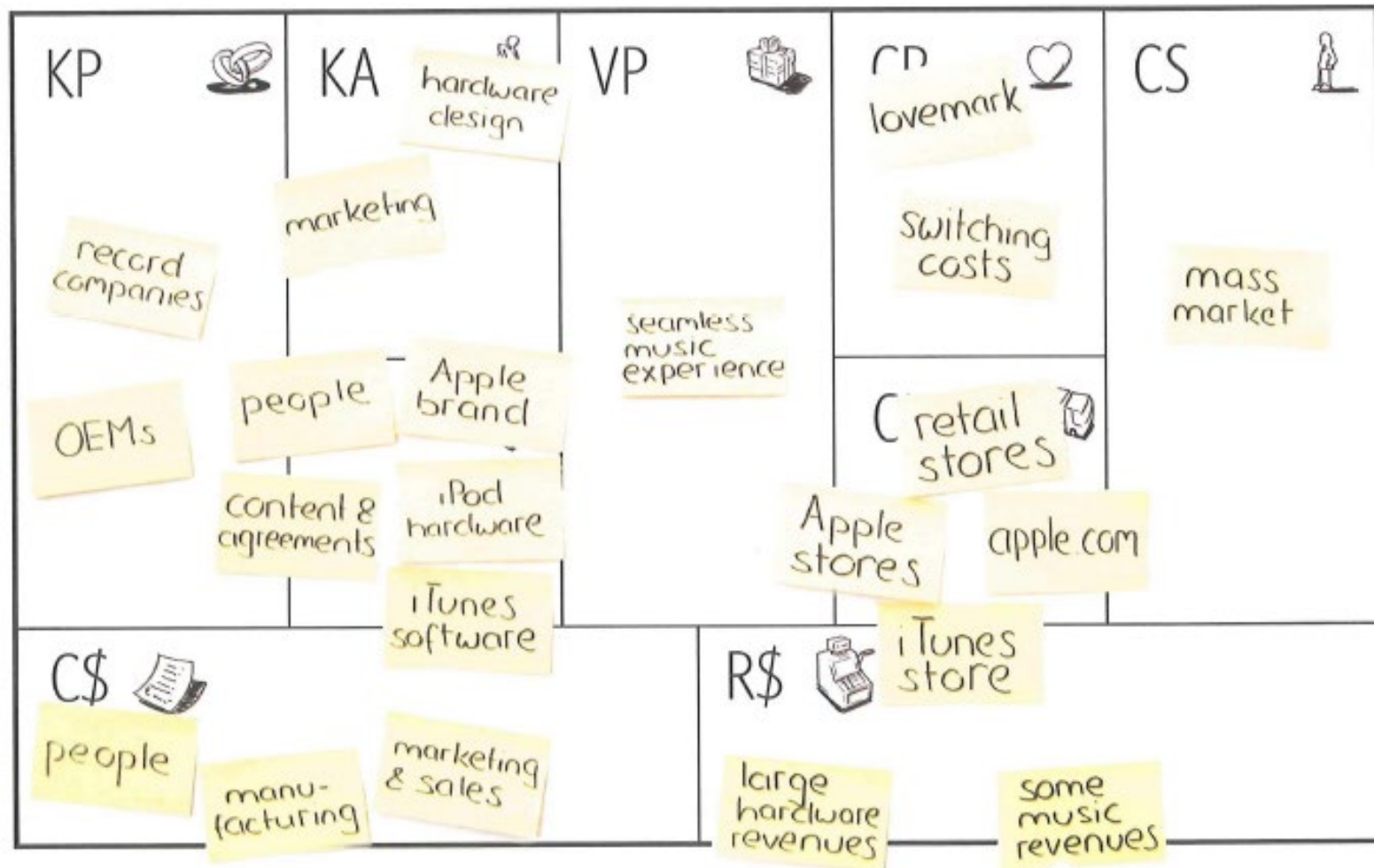
# Business Model Canvas



**left canvas: efficiency**

**right canvas: value**

## Example: Apple iPod/iTunes Business Model



# Building Blocks of a Business Model



## 1 Customer Segments

An organization serves one or several Customer Segments.



## 2 Value Propositions

It seeks to solve customer problems and satisfy customer needs with value propositions.



## 3 Channels

Value propositions are delivered to customers through communication, distribution, and sales Channels.



## 4 Customer Relationships

Customer relationships are established and maintained with each Customer Segment.



## 5 Revenue Streams

Revenue streams result from value propositions successfully offered to customers.



## 6 Key Resources

Key resources are the assets required to offer and deliver the previously described elements ...



## 7 Key Activities

... by performing a number of Key Activities.



## 8 Key Partnerships

Some activities are outsourced and some resources are acquired outside the enterprise.



## 9 Cost Structure

The business model elements result in the cost structure.

(Osterwalder & Pigneur 2010, p. 16f)

# Customer Segments (CS)



- Groups of people or organisations an enterprise aims to reach or serve – each with specific customer needs
- An organisation must make a conscious decision about which segments to serve and which segments to ignore
- Customer groups represent separate segments if:
  - ◆ Their needs require and justify a distinct offer
  - ◆ They are reached through different Distribution Channels
  - ◆ They require different types of relationships
  - ◆ They have substantially different profitabilities
  - ◆ They are willing to pay for different aspects of the offer



# *Kinds of Customer Segments*



**Mass market:** Do not distinguish between different Customer Segments. VP, DC and CR focus on one large group of customers with broadly similar needs and problems.

**Niche market:** Cater specific, specialized customer segments, VP, DC, CR are tailored to specific requirements of a niche market.

**Segmented:** Distinguish between market segments with slightly different needs and problems (e.g. private and business customers)

**Diversified:** Unrelated Customer Segments with very different needs and problems, i.e. different VP (e.g. Amazon being retailer and cloud provider)

**Multi-sided platforms/markets:** Several interdependent Customer Segments, (e.g. readers and advertisers of newspaper).





## *Value Propositions (VP)*

- The **reason** why customers turn to one company over the other.
- VP consists of a selected bundle of products and/or services that caters to the requirements of a specific CS.
- Described from the point of view of the customer
  - ◆ the value for the Customer Segment
  - ◆ not the features of the product/service



# Elements contributing to Value Proposition



**Newness:** Satisfy an entirely new set of needs, for which there was no similar offering.

**Performance:** Improving product or service performance.

**Customization:** Tailoring products and services to the specific needs of individual customers or Customer Segments.

**Getting the job done:** helping a customer to get certain jobs done.

**Design:** A product may stand out because of superior design.

**Brand/Status:** Customers may find value simply by using ad displaying a specific brand

**Price:** Offering similar value at a lower price.

**Cost reduction:** Helping customers reduce costs.

**Risk reduction:** Reduce risk of a customer.

**Accessibility:** Making products and services available to customers who previously lacked access to them.

**Convenience/Usability:** Making things more convenient or easier to use.

# Channels (CH)



- How company communicates with and reaches its Customer Segments to deliver a Value Proposition
- Channels serve several functions including:

Channel Types		
Own	Direct	<i>Sales force</i>
		<i>Web sales</i>
		<i>Own stores</i>
Partner	Indirect	<i>Partner stores</i>
		<i>Wholesaler</i>

- ◆ **Awareness:** Raising awareness among customers about a company's products and services
- ◆ **Evaluation:** Helping customers evaluate a company's Value Proposition
- ◆ **Purchase:** Allowing customers to purchase specific products and services
- ◆ **Delivery:** Delivering a Value Proposition to customers
- ◆ **After Sales:** Providing post-purchase customer support



# *Customer Relationships (CR)*

- Types of relationships a company establishes with specific Customer Segments
- Relationships range from personal to automated.
- May be driven by the following motivations:
  - ◆ Customer acquisition
  - ◆ Customer retention
  - ◆ Boosting sales (upselling)





# *Categories of Customer Relationships*

**Personal assistance:** based on human interaction

**Dedicated personal assistance :** dedicating a customer representative specifically to an individual client

**Self-service:** No direct relationship with customer, only providing necessary means for customer to help themselves

**Automated services:** Mix self-service with automated processes

**Communities:** Utilizing communities to become more involved with customers/projects and to facilitate connections between community members

**Co-creation:** Co-create value together with customers (e.g. customers writing reviews or create content)



## *Revenue Streams (RS)*

- Represents the cash a company generates from each Customer Segment
- Each Revenue Stream may have different pricing mechanisms such as fixed list prices, bargaining, auctioning, market dependent, volume dependent or yield management.
- Types of Revenue Streams
  - ◆ Transaction revenues resulting from **one-time** customer payments
  - ◆ **Recurring** revenues resulting from ongoing payments to either deliver a Value Proposition to customers or provide post-purchase customer support



# *Ways to generate Revenue Streams*

**Asset sale:** selling ownership rights to a physical product

**Usage fee:** Revenue Stream is generated by the use of a particular service

**Subscription fee:** Selling continuous access to a service

**Lending/Renting/Leasing:** Temporarily granting someone the exclusive right to use a particular asset for a fixed period in return for a fee.

**Licensing:** Giving customers permission to use protected intellectual property in exchange for licensing fees

**Brokerage fees:** Intermediation services performed on behalf of two or more parties (e.g. credit card providers, real estate agents)

**Advertising:** fees for advertising a particular product, service, or brand.



## *Key Resources (KR)*



- Describes the most important assets required to make a business model work
- Allow an enterprise to create and offer a Value Proposition, reach markets, retain relationships with Customer Segments, and earn revenues.
- Key resources can be physical, financial, intellectual or human.
- Key resources can be owned or leased by a company or acquired from key partners.

# *Categories of Key Resources*



**Physical:** physical assets such as manufacturing facilities, building, vehicles, machines, distribution networks.

**Intellectual:** Intellectual resources such as brands, proprietary knowledge, patents and copyrights, partnerships, and customer databases.

**Human:** Humans resources, in particular for knowledge-intensive and creative industries

**Financial:** financial resources and/or financial guarantees such as cash, lines of credit or a stock-option pool for hiring employees..





## *Key Activities (KA)*

- Most important actions a company must take to operate successfully;
- Required to create and offer a Value Proposition, reach market, maintain Customer Relationships, and earn revenues.
- Categories:
  - ◆ **Production:** Designing, making, delivering a product
  - ◆ **Problem Solving:** Solutions to individual customer problems (e.g. consultancies, hospitals)
  - ◆ **Platform/Network:** Business models designed with a platform as a Key Resource are dominated by platform or network-related Key Activities (e.g. auctioning, credits card transactions)

## *Key Partnerships (KP)*



- Network of suppliers and partners that make the business model work
- Four kinds of partnerships:
  - ◆ Strategic alliances between non-competitors
  - ◆ Coopetition: strategic partnerships between competitors
  - ◆ Joint ventures to develop new businesses
  - ◆ Buyer-supplier relationships to assure reliable supplies
- Motivation for creating partnerships
  - ◆ Optimization and economy of scale
  - ◆ Reduction of risk and uncertainty
  - ◆ Acquisition of particular resources and activities

## Cost Structure (CS)



- All costs incurred to operate a business model, i.e. creating and delivering value, maintaining Customer Relationships, and generating revenue.
- Costs can be calculated relatively easy after defining Key Resources, Key Activities, and Key Partnerships.
- Distinction between two broad classes of Cost Structures
  - ◆ **Cost-driven:** Focus on minimizing costs
  - ◆ **Value-driven:** Focus on value creation and being less concerned with cost implications

# Characteristics of Cost Structures



**Fixed costs:** costs remain the same despite the volume of goods or services produced (e.g. salaries, rents).

**Variable costs:** costs vary proportionally with the volume of goods and services produced.

**Economies of scale:** cost advantages as output expands

**Economies of scope:** cost advantages due to a large scope of operations (e.g. marketing may support multiple products).