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Value Proposition Canvas

Prof. Dr. Knut Hinkelmann



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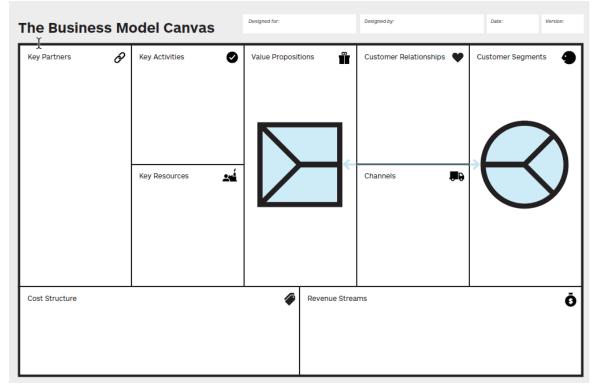
«People don't want a drill. They want a hole.»

Prof. Theodore Levitt, Harvard



Value Proposition Canvas ...

- ... is used to **invent** and **improve** value propositions
- ... zooms into the details of two of the building blocks of the Business Model Canvas
 - Value Proposition
 - Customer Segment



(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. xiv, xvii, xx)





Start with Why

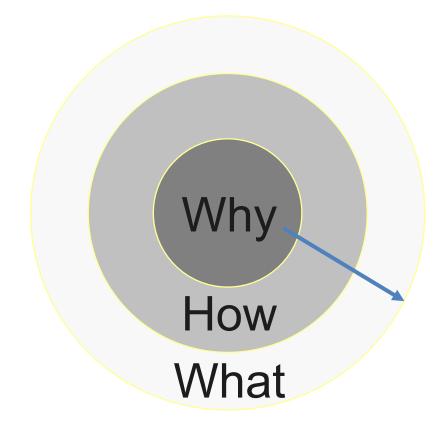
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Simon Senek: Start with Why - <u>https://www.youtube.com/watch?v=IPYeCItXpxw</u> Full Talk: <u>https://www.ted.com/talks/simon_sinek_how_great_leaders_inspire_action</u> Prof. Dr. Knut Hinkelmann

Start with Why – The Need of the Customers

The Business Model is determined by the needs of the customers.



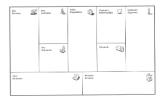
Why: Customer Pains and Gains



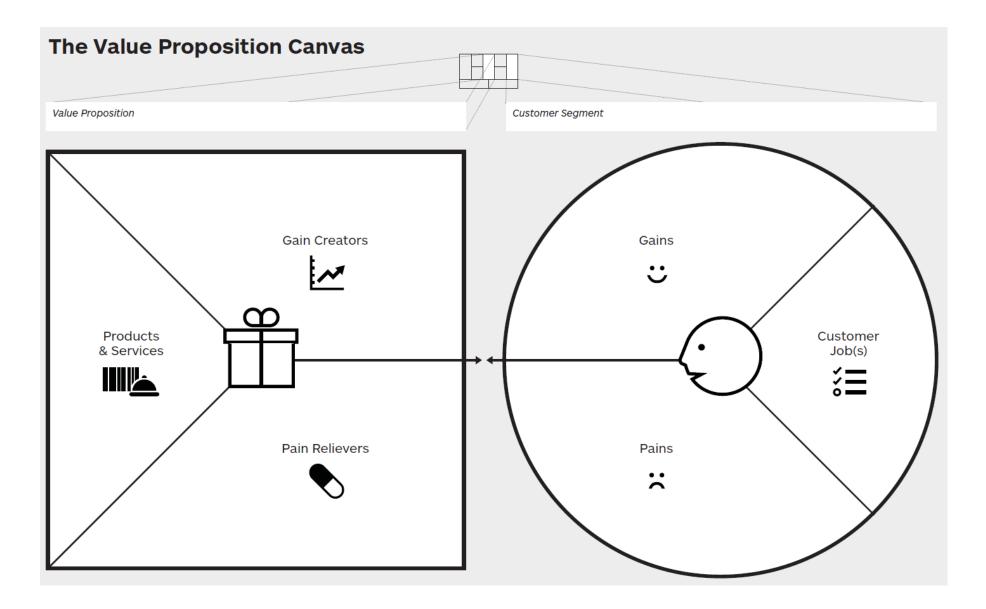
How: Gain Creators and Pain Relievers



What: Business Model and Operation



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(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 61)

«People don't want a drill. They want a hole.»

Prof. Theodore Levitt, Harvard

However, there is a reason for a hole. People want to hang a shelve or build something.

«Think deeper to win customers and make them happy.»



Scott McKelvey

https://www.websearchsocial.com/why-that-whole-people-dont-want-a-drill-they-want-a-hole-thing-doesnt-go-far-enough/







1 Select customer

segment.

Select a customer segment that you want to profile.



2

Identify customer jobs. Ask what tasks your customers are trying to complete. Map out all of their jobs by writing each

their jobs by writing each one on an individual sticky note.



3 Identify customer

pains.

What pains do your customers have? Write down as many as you can come up with, including obstacles and risks.



4

Identify customer gains.

What outcomes and benefits do your customers want to achieve? Write down as many gains as you can come up with.

5

Prioritize jobs, pains, and gains.

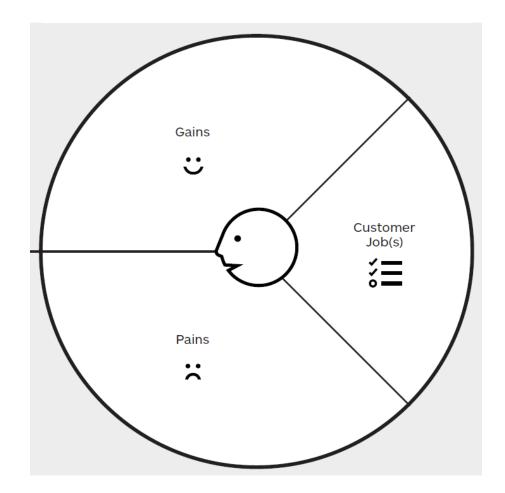
Order jobs, pains, and gains in a column, each with the most important jobs, most extreme pains, and essential gains on top and the moderate pains and nice-to-have gains at the bottom.

(3) No this exercise online

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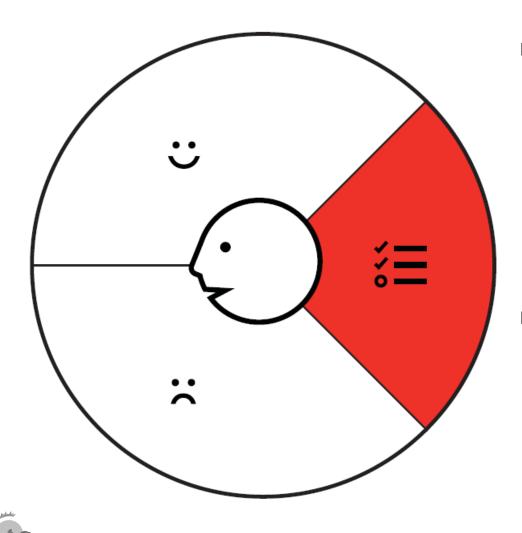
Customer Profile



- Describes a specific customer segement
- Breaks the customer down into
 - ♦ Jobs
 - Pains
 - ♦ Gains



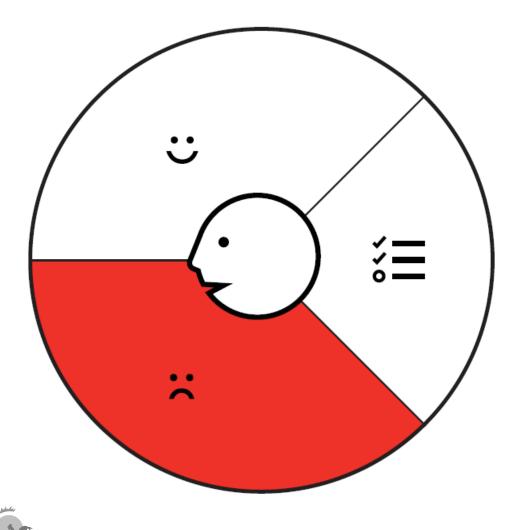
Jobs



- Jobs describe the things your customers are trying to get done in their work or in their life:
 - tasks they are trying to perform and complete,
 - problems they are trying to solve,
 - **needs** they are trying to satisfy.
- Types of jobs
 - Functional jobs
 - Social jobs
 - Personal/emotional jobs
 - Supporting jobs

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 12fx)

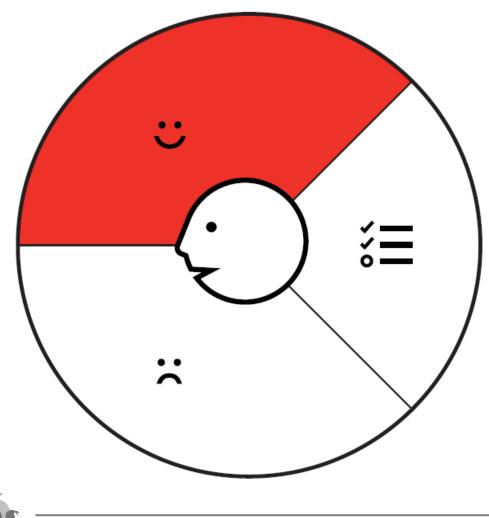
Customer Pains



- Pains describe anything that annoys your customers before, during, and after trying to get a job done or prevents them from getting a job done.
- Types of pains
 - Undesired outcomes, problems and characteristic
 - Obstacles
 - Risks (undesired potential outcomes)

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 14f)

Customer Gains



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- Gains describe the outcomes and benefits your customers want.
- Types of gains
 - Required gains
 - Expected gains
 - Desired gains
 - Unexpected gains

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 15f)

Profile of a Business Book Reader





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(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 19)

Ranking

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improve skill

set + advance

career

run

"day job"

well

improve

or build a

business

assess and

reduce risk

collaborate

with others

or help them

find, learn,

+ apply

methods

Important

look good

with

colleagues,

boss, clients

make

decisions

with

confidence

communicate

+ sellideas

make things

people want

convince

others about

preferred

methods

stay

up to date

Insignificant

Job importance



getting stuck in career or

jeopardizing

it

going down

wrongpath

management

"not

getting it"

dealing with

risk +

uncertainty

wasting time

with ideas

that don't

work

`translating"

methods to

own context

too much theory

Extreme

Pain severity

being

associated

with a big

failure

lackof

sufficient

budget

making

things

nobody

wants

lackoftime

no clear path

to applying

method

boring

content that's

hard to work

through

Moderate

Rank pains according to how extreme they are in the customers' eyes.





Rank gains according to how essential they are in the customers' eyes.



| \uparrow | |
|---|--|
| helps with promotion or pay raise | home run value propositions |
| buy-in from leadership +team | leads to results (ideally quick wins) |
| get recognized by team | helps me communicate my ideas clearly |
| help when stuck | clear indicators to measure progress |
| applicable ideas | connect with like-minded people |
| can apply with confidence | leads to better collaboration |
| easy to understand | concrete tips (e.g., to reduce risk) |
| | |
| Nice to have | |

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 21)

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Value Proposition Canvas

Creating Value Proposition







List products and services.

List all the products and services of your existing value proposition.

Outline pain relievers.

Outline how your products and services currently help customers alleviate pains by eliminating undesired outcomes, obstacles, or risks. Use one sticky note per pain reliever.

3

Outline gain creators.

Explain how your products and services currently create expected or desired outcomes and benefits for customers. Use one sticky note per gain creator.

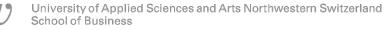
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Rank by order of importance.

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 37)

Rank products and services, pain relievers, and gain creators according to how essential they are to customers.





Value Map

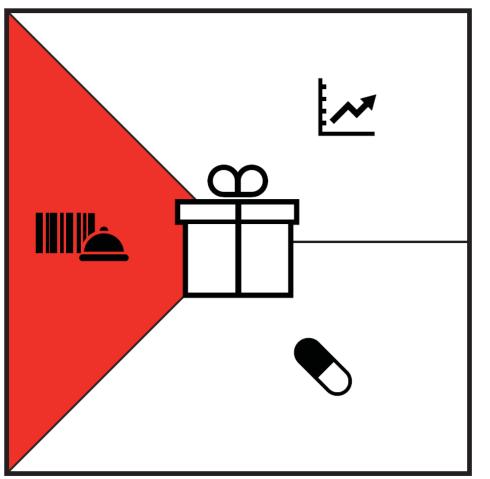
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 How your Products and Services Create Value

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 36)

Products and Services



- Products and Services help your customers complete either functional, social, or emotional jobs or satisfy basic needs
- Products and services don't create value alone—only in relationship to a specific customer segment and their jobs, pains, and gains.
- Types of Products and services
 - Physical/tangible
 - Intangible
 - Digital
 - ♦ Financial

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 28f)

Pain Relievers

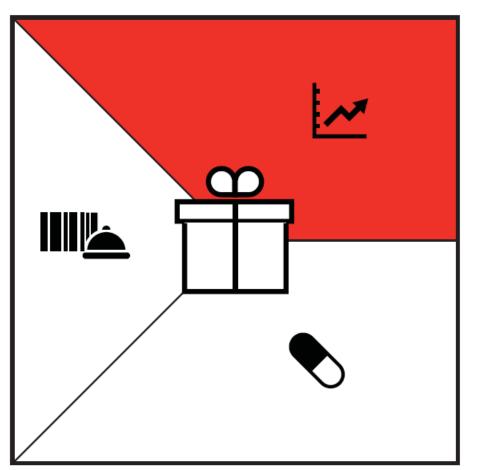


- Pain relievers describe how exactly your products and services alleviate specific customer pains
- Great value propositions focus on pains that matter to customers



(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 30f)

Gain Creators

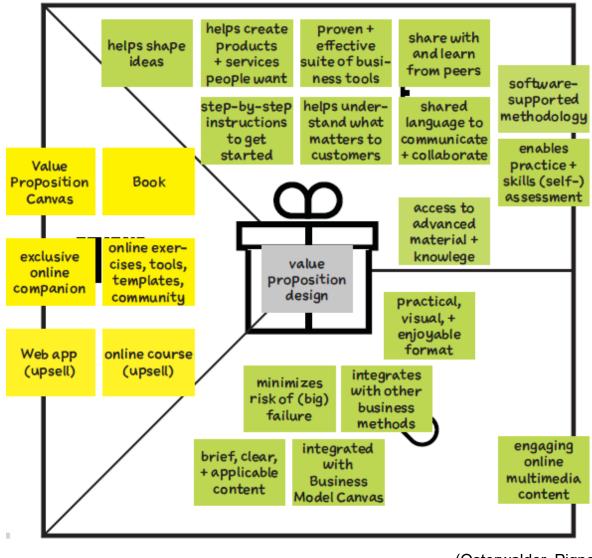


- Gain creators describe how your products and services create customer gains.
- Focus on those that are relevant to customers and where your products and services can make a difference

(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 32f)



Value Proposition Design: Business Book

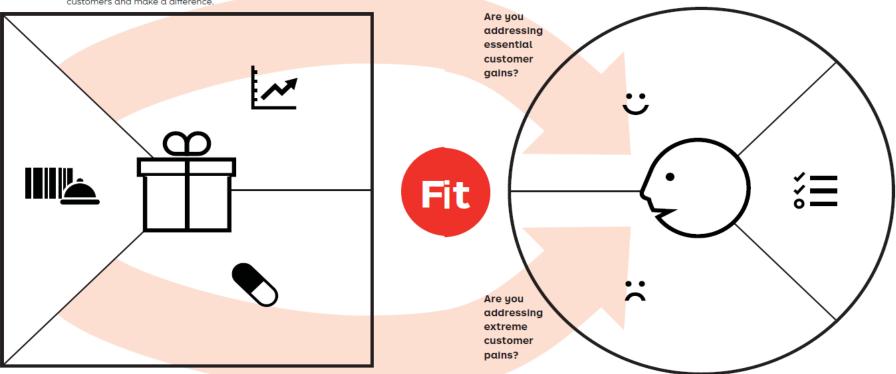


(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 34)

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Customers expect and desire a lot from products and services, yet they also know they can't have it all. Focus on those gains that matter most to customers and make a difference.



Customers have a lot of pains. No organization can reasonably address all of them. Focus on those headaches that matter most and are insufficiently addressed.



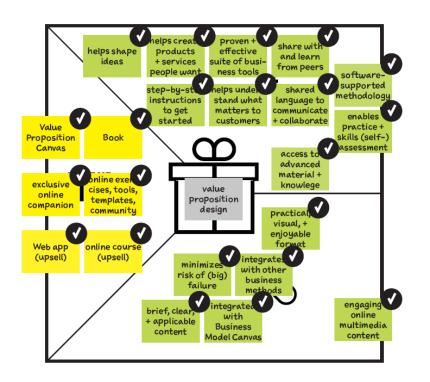
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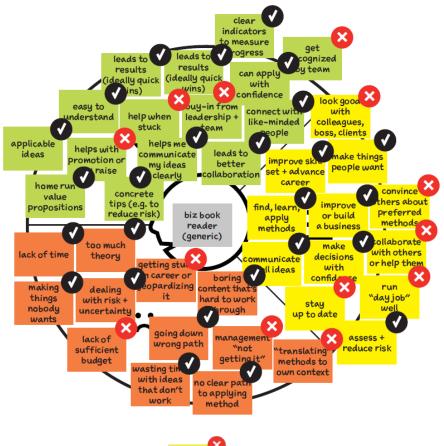
(Osterwalder, Pigneur, Bernarda, Smith, 2014, p. 42/43)



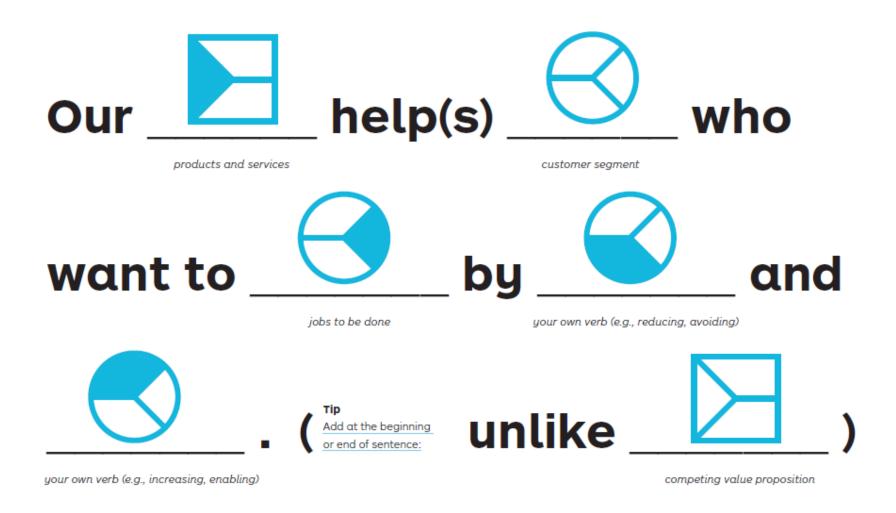
Fit

Products and services relieve pains or create gains and directly address one of the customers' jobs, pains, or gains.



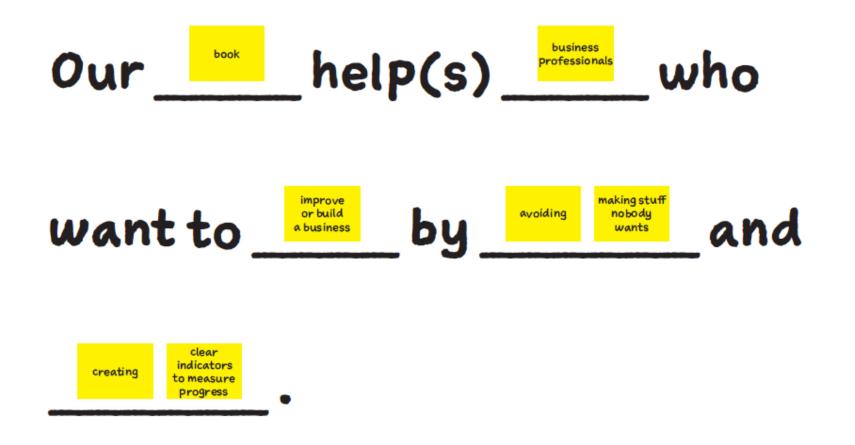


jobs, pains, and gains the value proposition does not address





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Relation of Value Proposition Canvas to Business Motivation Model

The Fit of the Value Proposition Canvas corresponds to thatpart of the Business Motivation Model, which starts with the customer-related external influencers

