Online Product Management – Product development and innovation management

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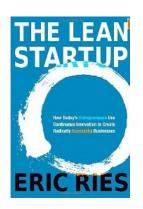
Facebook: facebook.com/georg.singer

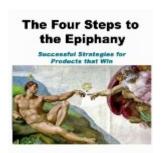
the-innovative-entrepreneur.com



Readings

"The Lean Startup" – Eric Ries





Steven Gary Blank

- "The four steps to Epiphany" Steve Blank
- "Rework" Jason Fried, David Heynemeyer
- "Online Produkt Management" Christian Maaß (German)



What is a start-up?

- A startup is a human institution designed to deliver a new product or service under conditions of extreme uncertainty.
- Nothing to do with size of company, sector of the economy, or industry
- In order to survive and grow, it needs to find a viable business model (defined business model last time)



Most Startups Fail





Most Startups Fail





Today's model

- Have an interesting idea
- Raise a lot of money very early
- Create a perfect product with best people
- Hire an experienced CEO
- Start the marketing machine
- Fail



Start-ups are...

- Startups aren't small versions of large companies
- They are about learning/discovery, not execution
- Entrepreneurs and their VC's were/are executing on guesses
- But the facts were outside the building



Failure is....due

..to a lack of customers not a product development failure...

Then why do we have:

- Process to manage product development?
- No process to manage customer development?



Why?

- Did not meet customers needs
- Bad ad predicting the future
- Wrong progress meaures: Sticking to the plan rather than getting to know the customer



The Lean Startup movement





Lean-startup pillars

- Rapid prototyping to test hypotheses
- Minimum Viable Product (MVP)
- Nail it then scale it
- Customer development get out of the building
- Iterative, metrics-driven & agile
- Learn fast and often, don't fail fast

















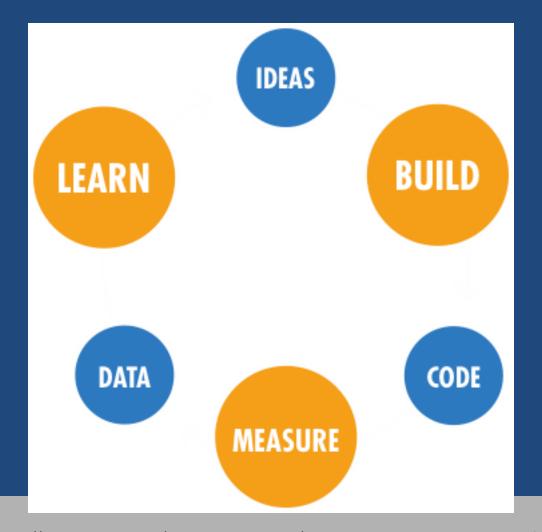


The minimum viable product (MVP)

- Minimum set of features that solves the problem and provides value
- Something that can be measured and tuned
- Does not have to have the same form as the final product



Minimize TOTAL time through the learning loop





There's much more...

Learn Faster

Split Tests

Customer Interviews

Customer Development

Five Whys Root Cause

Analysis

Customer Advisory Board

Falsifiable Hypotheses

Product Owner

Accountability

Customer Archetypes

Cross-functional Teams

Semi-autonomous Teams

Smoke Tests



Build Faster

Unit Tests
Usability Tests
Continuous Integration
Incremental Deployment
Free & Open-Source
Components
Cloud Computing
Cluster Immune System
Just-in-time Scalability
Refactoring
Developer Sandbox
Minimum Viable Product



Real-time Monitoring

Customer Liaison

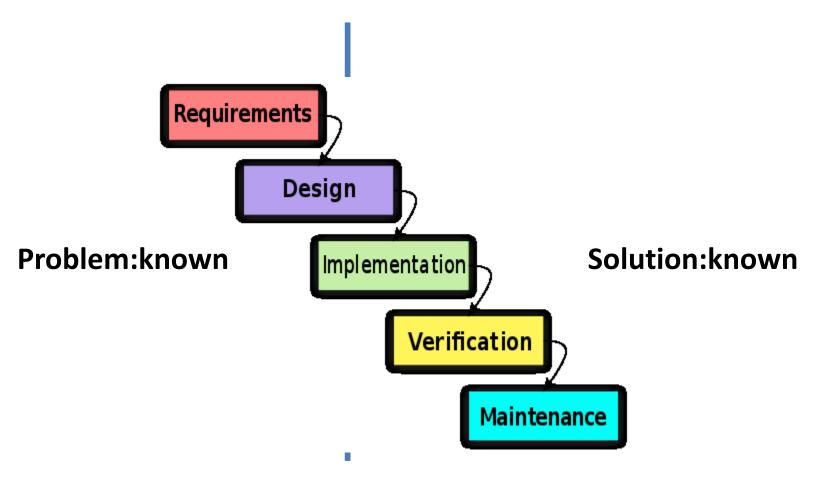
Real-Time Alerting

Predictive Monitoring

Product development/innovation approaches

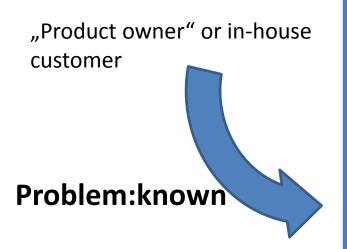


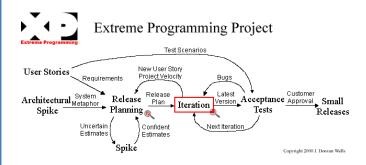
Traditional product management Waterfall model





Agile Unit of progress: code





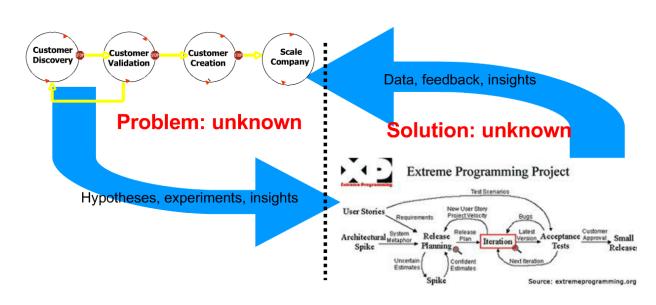
Solution:unknown



Product development at Lean Startup Unit of progress: Validated Learning about customers

Unit of progress: Learning about Customers

Customer Development Engineering





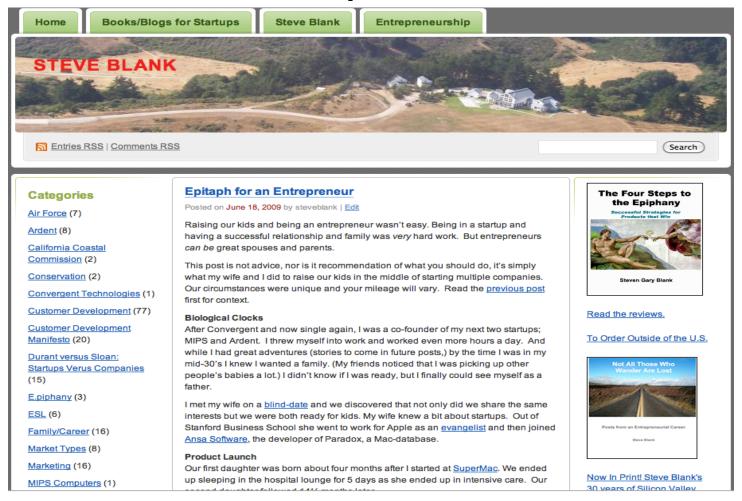
Customer development

Active approach to engaging with users which tests our assumptions

Builds customer relationship with potential customers

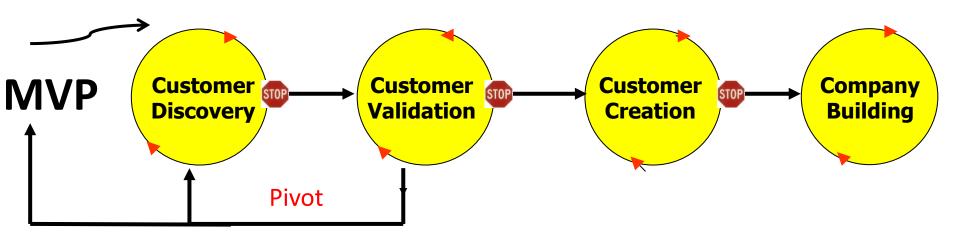


Customer development movement

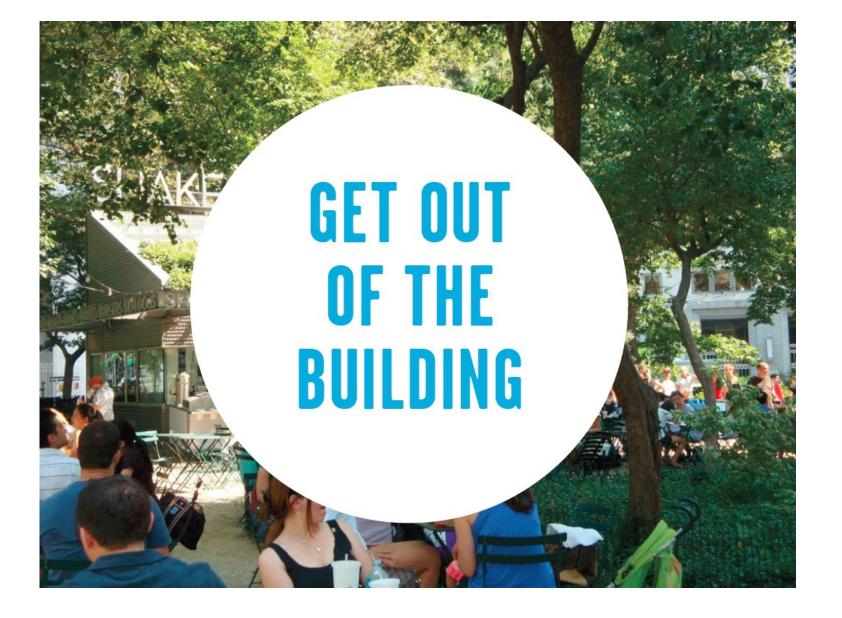




Customer Development The Search For the Business Model



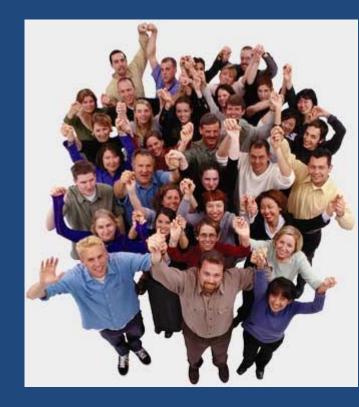






Startups need...

To talk to real people
Test their assumptions



Gather real customer feedback
Learn what creates value and what not



EXAMPLE



Pivot Example On-line Social Buying Platform in search for a business model

Talked to 250 Customers in 8 weeks



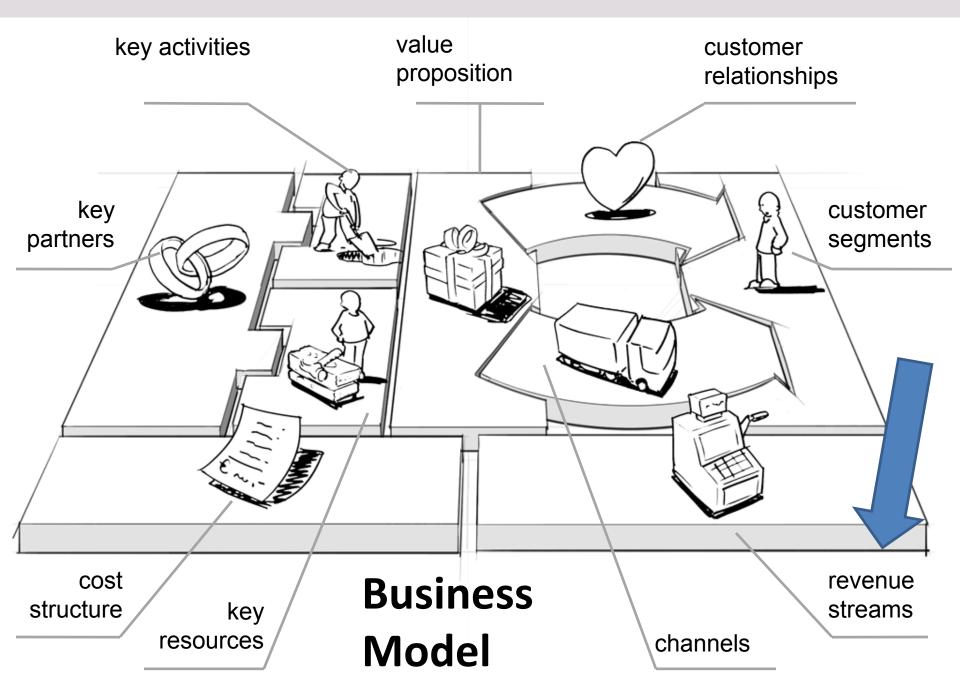


OURCRAVE

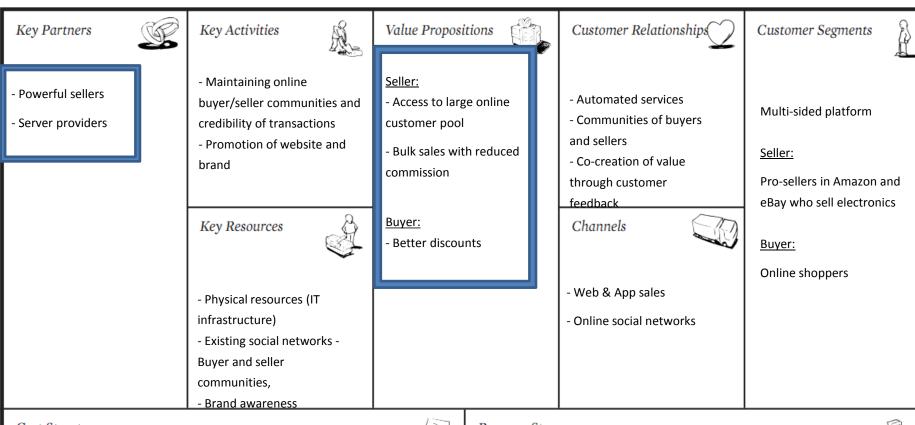
The more people crave, the cheaper the price.

OURCRAVE is an online social shopping platform where customers can make their own deals on products or services of their choosing with sellers who can offer them in bulk at a discounted price.





Business Canvas #1



Cost Structure



Revenue Streams



- Variable costs: server and traffic maintenance costs

- Fixed Cost: rent, salaries

Seller side:

Buyer side:

- transaction fees

- targeted ads



Key Question for Business Canvas #1

Are buyers and seller interested in such a service? What is important for them?



Seller Side Test with a fake E-MAIL to sellers



57% showed interest

90%

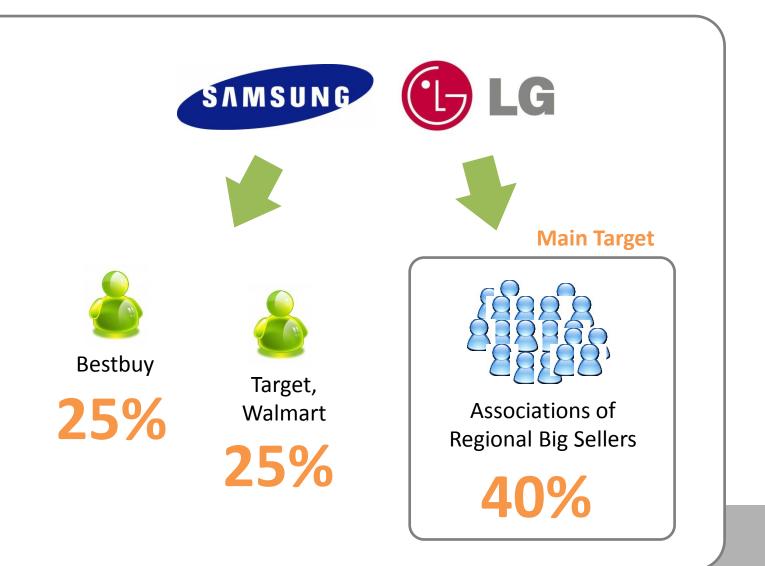
sell products on Amazon

- 56% paid 10~20% transaction fee
- 22% paid 5~10% transaction fee
- 78% agreed it was too much
- 33% actually provided discount proportional to group size



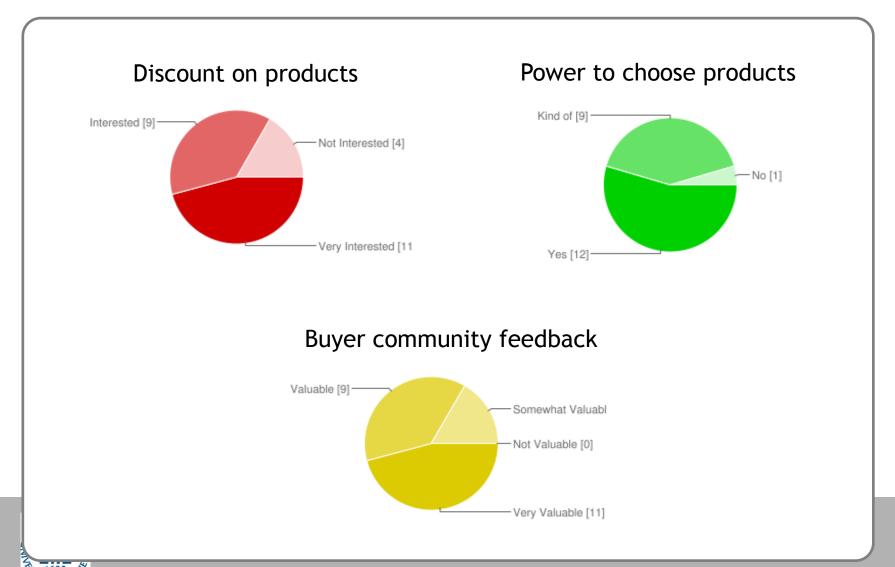
Seller Side

Interview with Industry Specialist (LG Electronics)





User Side : Online User Survey



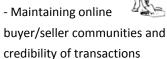
Business Canvas #2

Key Partners



- Powerful sellers
- Sellers who need more traffic
- Server providers

Key Activities



- Promotion of website and brand

Value Propositions Seller:



- More customer traffic
- Bulk sales with reduced commission

<u>Buyer:</u>

- Better discounts
- Power to choose product deal
- Buyer community feedback on products and sellers

Customer Relationships



- Automated services
- Communities of buyers and sellers
- Co-creation of value through customer feedback

Channels



- Web & App sales
- Online social networks

Customer Segments



Multi-sided platform

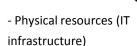
Seller:

Trustworthy online sellers with verifiable websites

Buyer:

Online shoppers who are willing to wait to get significant discounts on products

Key Resources



- Existing social networks Buyer and seller
 communities,
- Brand awareness

Revenue Streams

Seller side:

Buyer side:

transaction fees

- targeted ads



Cost Structure

- Variable costs: server and traffic maintenance costs
- Fixed Cost: rent, salaries



Key Question for Business Canvas #2

HOW CAN WE ATTRACT BUYERS?

CUSTOMER ACQUISION COST?



Buyer Demand Test

Best Marketing Channel for having buyers is Facebook Wall: 144 Unique Visits, 10 e-mail subscriptions for 3 days



(CTR)

Jeongjin Ku

Don't miss this great chance to get special coupons!



JointBuy: The more people crave, the cheaper the

4jgroup.com

JointBuy is an online social shopping platform where customers can make their own deals on products or services of their choosing with sellers who can offer them in bulk at a discounted price.





Facebook Wall

5%

(COST) \$0

0.08%

Google Adwords

\$7.52

0.005%

\$4.88



Business Canvas #3

Key Partners

- Sellers who need more traffic
- -Server providers

Established services

- Online Marketing: Google/Facebook

Key Activities

Key Resources

infrastructure)

Buyer and seller communities, - Brand awareness

- Physical resources (IT

- Existing social networks -

- Maintaining online buyer/seller communities and credibility of transactions
- Promotion of website and brand

Value Propositions Seller:



- More customer traffic
- Bulk sales with reduced commission

Buyer:

- Better discounts
- Power to choose product deal
- Buyer community

Customer Relationships



- Automated services
- Communities of buyers and sellers
- Co-creation of value through customer feedback

Channels

- Web & App sales

- Online advertising

- Online social networks

Seller:

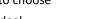
Trustworthy online sellers with verifiable websites

Customer Segments

Multi-sided platform

Buyer:

Online shoppers who are willing to wait to get significant discounts on products



- feedback on products and sellers

Cost Structure

- -Variable costs: server and traffic maintenance costs
- Fixed Cost: rent, salaries
- Online ad campaigns



Revenue Streams

Seller side:

transaction fees

Buyer side:

- targeted ads





Key Question for Business Canvass #3

HOW CAN WE ATTRACT SELLERS?

COOPERATION WITH SELLERS?



Seller Contact

Deal with sellers failed because no group pricing or discount too low to be interesting for buyers

Organize Real Group Deal

- Contact popular online sellers
- 3 products: HD camera, protein drink, videogame
- Videogame was for pre-order

Result

- Most sellers: no group discounts
- Discounts offered < 10%
- With shipping and tax still >= Amazon price
- David vs. Goliath problem





To Pivot or Not to Pivot?

Although dismayed at seller response, we did not give up.

What do do?

- Deal with sellers disappointing
- Seller problem intractable?
- Teaching staff: Pivot or else...

Beaten, but not defeated

- Lost one battle, but not the war!
- Only contacted larger sellers
- Sellers need more value
- Show them a real website



Filter advice and stay determined!





Implement seller & buyer side features to give sellers fuller experience.

Site Upgrade Frenzy

- Improved site design
- Buyer facebook login
- Online social networking integration
- Seller login and registration
- Seller bidding
- Seller group deal creation page





Humble beginnings





The Real Deal

Buyer | Seller The more people crave, OURCRAVE the cheaper the price.

I crave at the cheapest price. Search

Make a new cravebag!

Want to buy something at the cheapest price on the planet? Make a new cravebag and spread the word to form your buyer group. The more people crave, the cheaper the price!

Hot deals on OURCRAVE

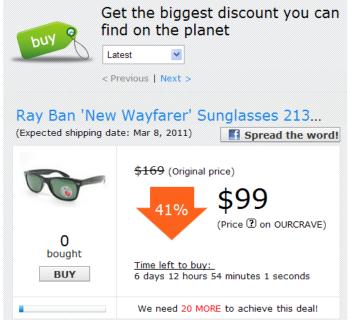




Introduction to Algorithms, Third Edition

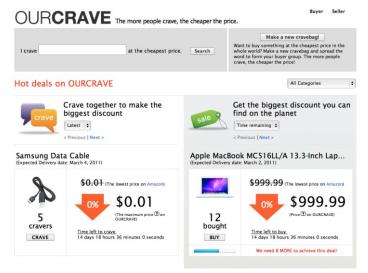
(Expected shipping date: Mar 10, 2011)



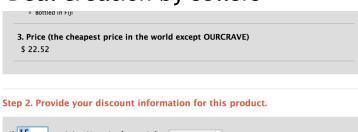




Main page



Deal creation by sellers





Facebook connect



Bidding dialog



Solution 2: More seller value & spamming

Add value for sellers based on mentor and industry expert interviews

Add Seller Value

- Low transaction fees (they are outrageous at Ebay and Amazon)
- Customer contact information
- Cross-selling products
- Ad banners
- Power to create group deal

The Art of Spam

- Massive seller e-mail campaign (16,000 in total)
- Stanford takes notice and issues warning (oops)
- Enumerate value propositions
- Show live website
- Hand out registration codes



Seller Invitation Result

of sellers who signed up

180 sellers

of deals made by sellers



80 deals

(below Amazon price)



Seller Invitation Result

of sellers who replied to our email



200 sellers





of sellers who made suggestions on OURCRAVE

50 sellers



Business Canvas #4

Key Partners



- Sellers who need more traffic
- -Server providers

Established services

Online Marketing :

Google/Facebook

-Payment Gateway:

Paypal

- Customer Service (Front side webservice): Self
- Customer Service

(Product side): Sellers

- Delivery : Sellers

Key Activities

- Maintaining online



- buyer/seller communities and credibility of transactions
- Promotion of website and brand

Key Resources



- Physical resources (IT infrastructure)
- Existing social networks -Buyer and seller communities,
- Brand awareness

Value Propositions



- More customer traffic
- -Bulk sales with reduced commission
- Access to customer contact information
- Cross-sell their products.
- Site advertising
- Power to create deals

Buver:

Seller:

- Better discounts
- Power to choose product deal
- Buyer community feedback on products and sellers

Customer Relationships



- Automated services
- Communities of buyers and sellers
- Co-creation of value through customer feedback



Trustworthy online sellers with verifiable websites

Customer Segments

Multi-sided platform

Channels



- Web & App sales
- Online social networks
- Online advertising

Buyer:

Online shoppers who are willing to wait to get significant discounts on products

Cost Structure

- -Variable costs: server and traffic maintenance costs
- Fixed Cost: rent, salaries
- Online ad campaigns



Revenue Streams

Seller side:

Buyer side:

transaction fees

- targeted ads





Key Question for Business Canvass #4

Key Activities for Next Stage

Can we make enough money?



Key Activity - Seller Management

We should manage main feedbacks from sellers by making basic function,

1. Convenient System

- **Auto Sales Tax Calculator**
- **Bulk List Uploading Function**
- Notification to Sellers for relevant cravebags









2. Building credibility

- FAQ List for Sellers
- Share buyer information
- F2F meeting with big sellers

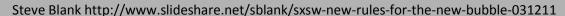






3. More Incentives

- Cross selling Option
- Seller Advertisement **Feature**



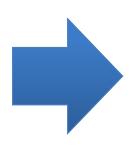
Key Activity – Initial Advertisement

By price comparison site and online ads, test our early service model. Then, Crazy deals needed for jumping





- Google / Facebook / Yahoo
 Ads
- Price Comparison Site (very important)



2nd Active : Crazy Deals

- 20~30 % sales for Promotion Deals
- Very very very famous products











Key Activity – Encouraging Buyer's Viral

We will implement incentive system for sharing deals and help buyers communicate with each other in our service

Incentive for sharing

Buyer Community

22%

14%

People who willing to share deals in FB*

People who shared deals
In FB*

- OurCrave Point
- Extra Discount
- Free shipping or tax Coupon



- Live comment on cravebags
- Weekly Best cravebag vote
- Youtube Ads Competition



* OurCrave User Survey in 2/3 weeks

Revenue / Cost Source

Revenue

Product Ads



15% of transaction

Transaction Fee (Main)



3~5% (paypal)

Float Money



20%/60days*

Cost

Site Maintenance



Server/Traffic /Mobie Apps

Marketing (Main)



Ads for buyer Seller Management

Customer Support



Outsourcing



Google/Groupon's rule, we are asking sellers about this rule.

Business Canvas Final

Key Partners



- Sellers who need more traffic
- -Server providers

Established services

- Online Marketing :Google/Facebook
- Payment Gateway :Paypal
- Customer Service (Front side webservice) : Self
- Customer Service(Product side) : Sellers
- Delivery : Sellers

Key Activities



- Growing and maintaining online buyer/seller communities and credibility of transactions
- Promotion of website and brand
- Establishing credibility

Key Resources



- Physical resources (IT infrastructure)
- Existing social networks Buyer and seller
 communities,
- Brand awareness

Value Propositions



- <u>Seller:</u>
 More customer traffic
- -Bulk sales with reduced commission
- Access to customer contact information
- Cross-sell their products.
- Site advertising
- Power to create deals

Buyer:

- Better discounts
- Power to choose product deal
- Buyer community feedback on products and sellers

Customer Relationships



- Automated services
- Communities of buyers and sellers
- Co-creation of value through customer feedback

Channels



- Web & App sales
- Online social networks
- Online advertising

Customer Segments



Multi-sided platform

Seller:

Trustworthy online sellers with verifiable websites

Buyer:

Online shoppers who are willing to wait to get significant discounts on products

Cost Structure

- -Variable costs: server and traffic maintenance costs
- Fixed Cost: rent, salaries
- Online ad campaigns



Revenue Streams

Seller side:

Buyer side:

- transaction fees

- targeted ads
- float money

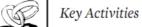




Key Partners



- Powerful sellers
- Server providers



- Platform/Network management (maintaining online buyer/seller communities and credibility)
- promotion of website and brand

Key Resources



- Physical resources (IT infrastructure)
- Existing social networks
- Buyer and seller communities.
- Brand awareness

Value Propositions



- More customer traffic
- Bulk sales
- Lower transaction fees

Buyer:

- Better discounts

Customer Relationships



- Communities of buyers and sellers
- Co-creation of value through customer feedback

Channels



- Web & App sales
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Customer Segments



Multi-sided platform

Seller: pro-sellers on Amazon and eBay

Buyer:

Online shoppers

Cost Structure

- Variable costs: server and traffic maintenance costs
- Fixed costs: rent, salaries



Revenue Streams

Seller side:

Buyer side:

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Key Partners



- Powerful sellers
- Server providers



- Platform/Network
 management
 (maintaining online
 buyer/seller communities
 and credibility)
- promotion of website and brand

Key Resources



- Physical resources (IT infrastructure)
- Existing social networks
- Buyer and seller communities,
- Brand awareness

Value Propositions



- More customer traffic
- Bulk sales
- Lower transaction fees
- Brand name marketing

Buyer:

- Better discounts
- Power to choose product deal

Customer Relationships



- Communities of buyers and sellers
- Co-creation of value through customer feedback

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Cost Structure

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Revenue Streams

Seller side:

Buyer side:

- transaction fees

- targeted ads





Key Partners



- Powerful sellers

- Regional sellers
- Server providers

Key Activities

- Platform/Network
 management
 (maintaining online
 buyer/seller communities
 and credibility)
- promotion of website and brand

Key Resources



- Physical resources (IT infrastructure)
- Existing social networks
- Buyer and seller communities,
- Brand awareness

Value Propositions



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Sellers on Amazon and eBay

Buyer:

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Revenue Streams

Seller side:

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Buyer side:

targeted ads





Key Partners



- Sellers who need more traffic
- Regional sellers
- Server providers

Kev Activities



- buyer/seller communities and credibility) - promotion of website

Key Resources

and brand

- Physical resources (IT infrastructure)
- Existing social networks
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- Brand awareness

Value Propositions



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Channels

Customer Segments



Multi-sided platform

Seller:

Sellers on Amazon and eBay

Buyer:



willing to wait to get significant discounts on products

- Online advertising

- Online social networks

- Web & App sales

Cost Structure

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Buyer side:





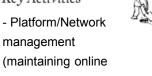


Key Partners



- Sellers who need more traffic
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Key Activities



- management (maintaining online buyer/seller communities and credibility)
- promotion of website and brand

Key Resources



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- Buyer and seller communities.
- Brand awareness

Value Propositions



Seller:

- More customer traffic
- Bulk sales
- Lower transaction fees
- Brand name marketing
- Access to customer contact information
- Ability to cross-sell products
- Site advertising

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Revenue Streams

Seller side:

Buyer side:

- transaction fees
- targeted ads
- float money





Case study – Aardvark – in Groups (30 mins)

- What is the product class?
- How did the team test the market interest prior to building a product?
- What were their product design principles?
- What did they do to gather user feedback during the whole process?
- How did they act in case of difficult to build user interfaces or back end systems?
- What is a "Wizard of Oz"? What did they use it for?
- How did they use their blog to nail down the product-market fit?
- What was their MVP?
- How did they implement customer development in their company?
- How did they gather feedback for finetuning the product after the official launch? Did they
 ever stop gathering feedback on new features?
- What business/revenue model did they want to apply?
- How was their growth plan for 2009-2012? In terms of users and revenue?
 - Was it a realistic plan?
- What challenge did they face trying to achieve that growth?
- What did they try to accerlate growth? How well did it work?
- What was the risk in starting to sell the service to companies?
- What happened to Aardvark?



Q&A

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