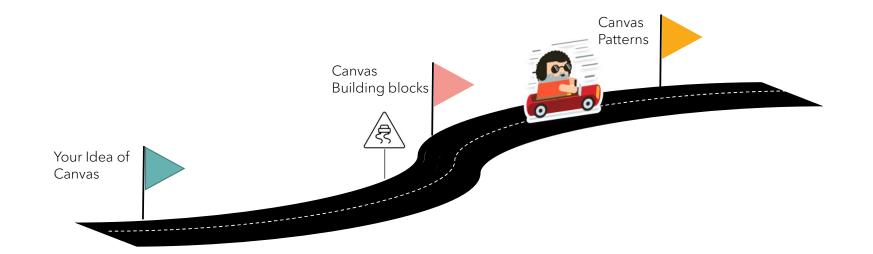
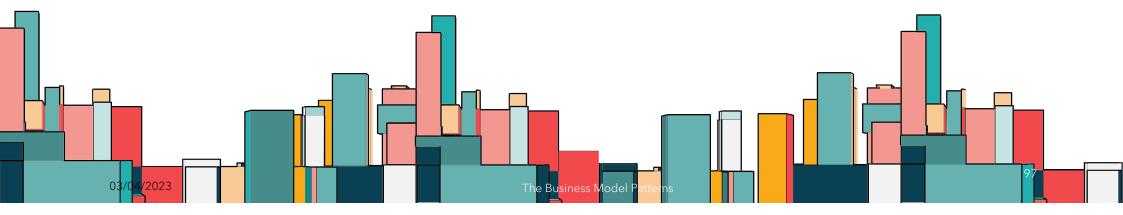




OUR ROADMAP



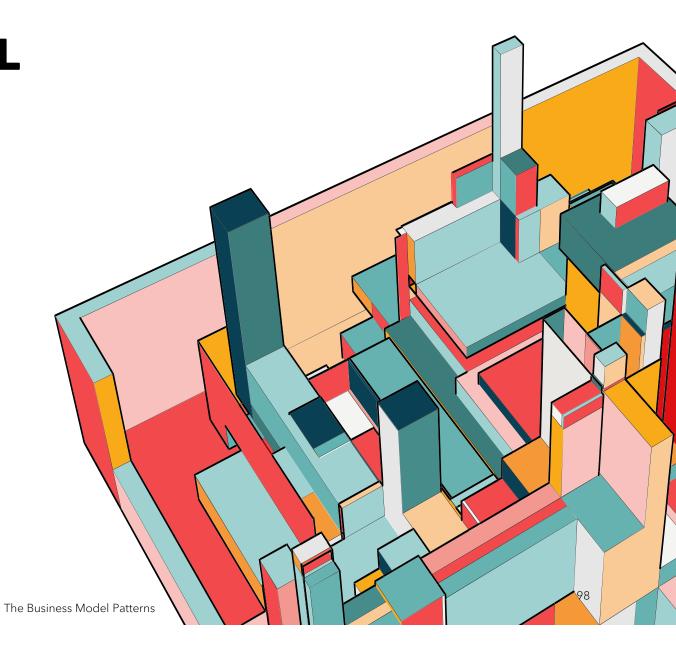


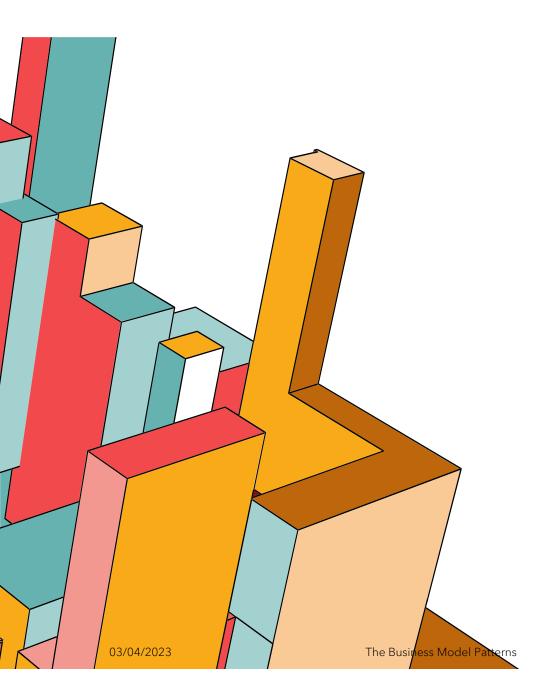
BUSINESS MODEL PATTERNS

Business model patterns are business models with

- similar characteristics,
- similar arrangements of business model building blocks,
- similar behaviours.

Source of insipration



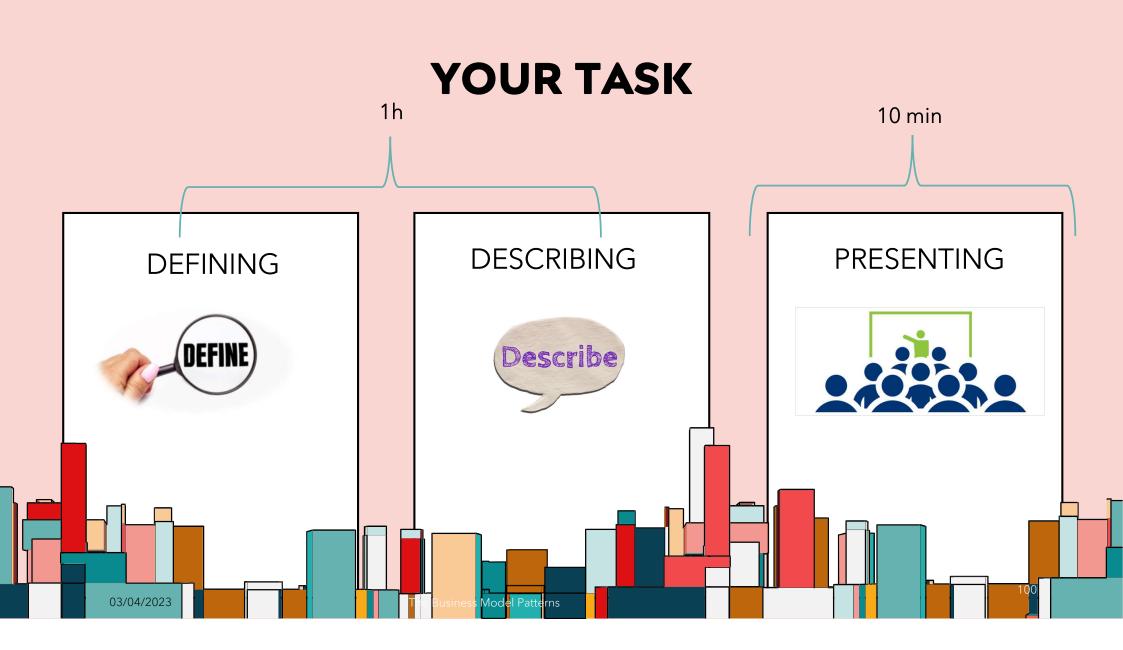


5 MODEL PATTERNS

- Unbundling business modelLong Tail business modelMultisided Platform

- Freemium business model
- Open business model

A single business model can incorporate several of these patterns



	Linhundling Rusiness Medel	The Long Tail	Multisided Platform	Eroo og Rusinogs Medel	Open Business Model
Context (before)	Unbundling Business Model An integrated model combines infrastructure management, product innovation, and customer relationship under one roof.	The Long Tail The value proposition targets only the most profitable clients.	One value proposition targets one customer segment	Free as Business Model A high-value, high-cost value proposition is offered to paying customers only.	 R&D resources and key activities are concentraed in-house: Ideas are invented «inside» only Results are exploited «inside» only
Challenge	Cost are too high. Several conflicting organizational cultures are combined in a single entity, resulting in undesirable trade-offs.	Targeting less profitable segments with specific value propositions is too costly.	Entreprise fails to acquire potential new customers who are interested in gaining access to a company's existing customer base (e.g. game developers who want to reach console users)	The high price dissuades customers	R&D is costly and/or productivity is falling
Solution (after)	 The business is unbundled into three separate but complementary models dealing with: Infrastructure management Product Innovation Customer Relationship 	The new or additional value proposition targets are large number of historically less profitable, niche segments - which in aggregate are profitable.	A value proposition «giving access» to a company's exsiting customer segment is added (e.g., a game console manufacturer provides software developers with access to its users)	Several value propositions are offered to different customer segments with different revenue streams, one if them being free-of- charge (or very low cost)	Internal R&D resources and activities are leveraged by utilizing outside partner . Internal R&D results are transformed into a value proposition and offered to interested customer segments
Rationale	IT and management tool improvements allow separating and coordinating different business models at lower cost, thus eliminating undesirable trade-offs.	IT and operations management improvements allow delivering tailored value propositions to a very large number of new customers at low cost.	An intermediary operating a platform between two or more customer segments adds revenue streams to the initial model	Non-paying customer segments are subsidized by paying customers in order to attract the maximun number of users.	Acquiring R&D from external sources can be less expensive , resulting in faster time-to-market . Unexploited innovations have the potential to bring in more revenue when sold outside
Examples	Private Banking, Mobile Telco	Publishing Industry LEGO	Google, Video game consoles, Apple, iPod, iTunes, iPhone	Advertising and newspapers (e.g.,METRO), Skype, Gillette	Procter&Gamble, GlaxoSmithKline, Innocentive

