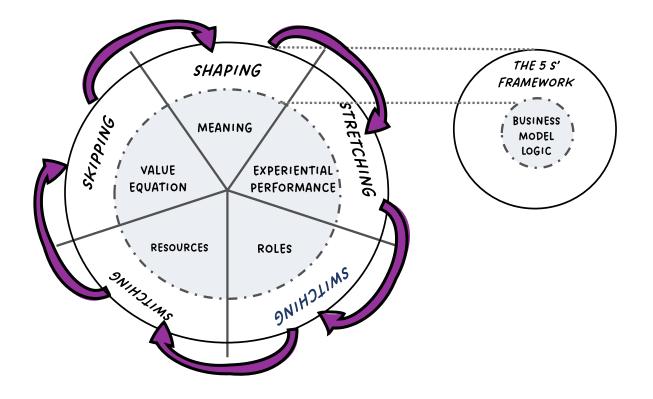
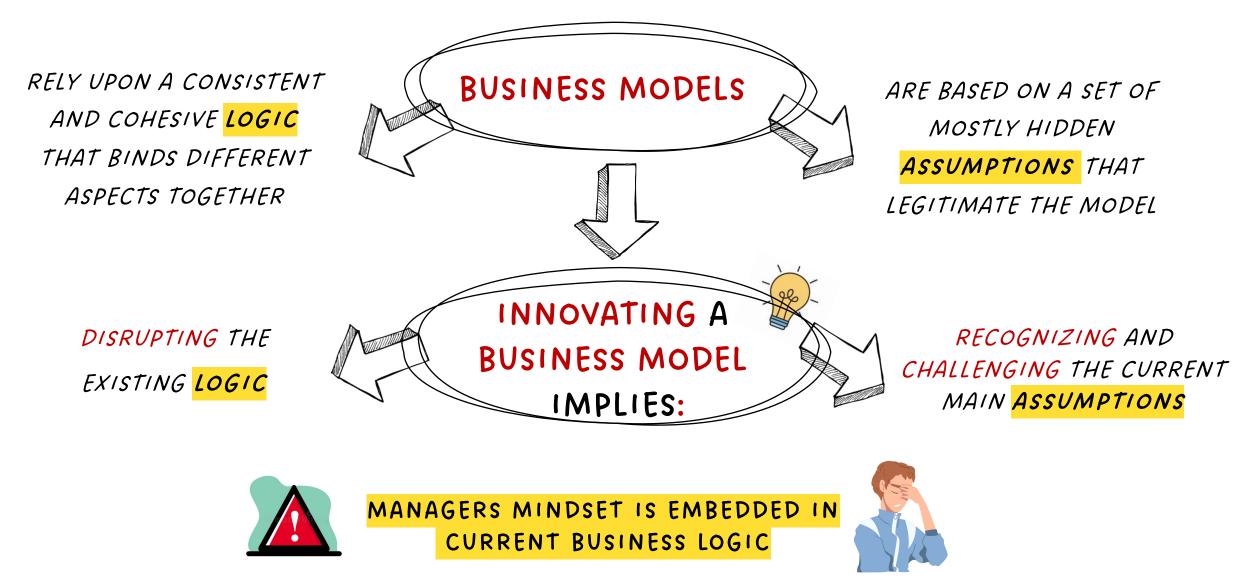
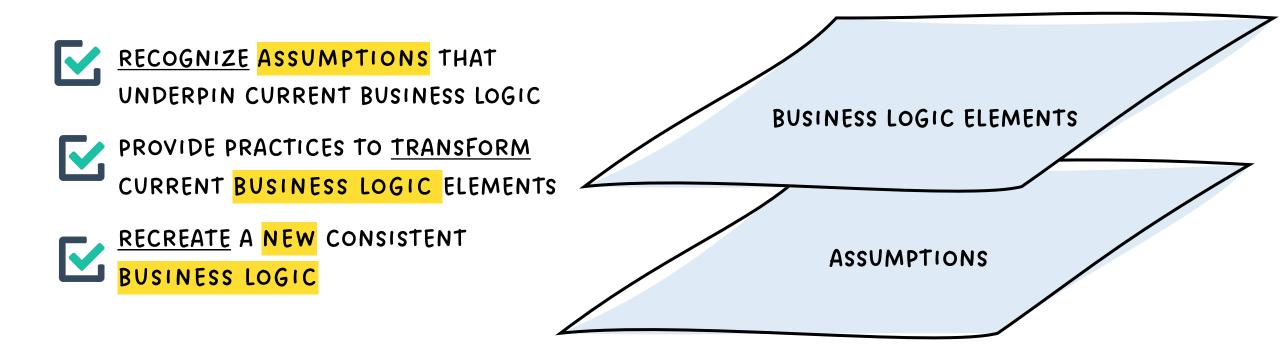
#### The Art of Disciplined Business Creativity

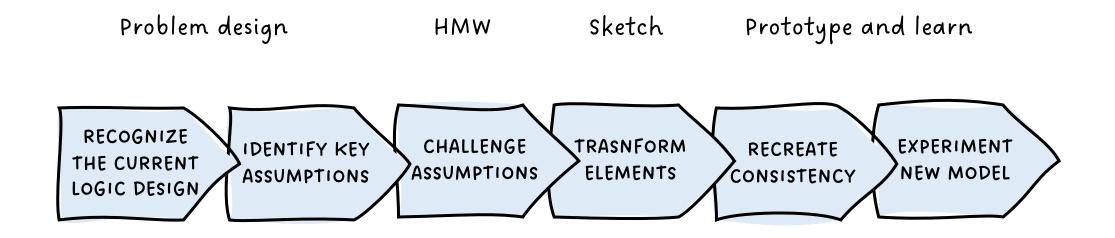
Michele Simoni, Eva Panetti, Marco Ferretti

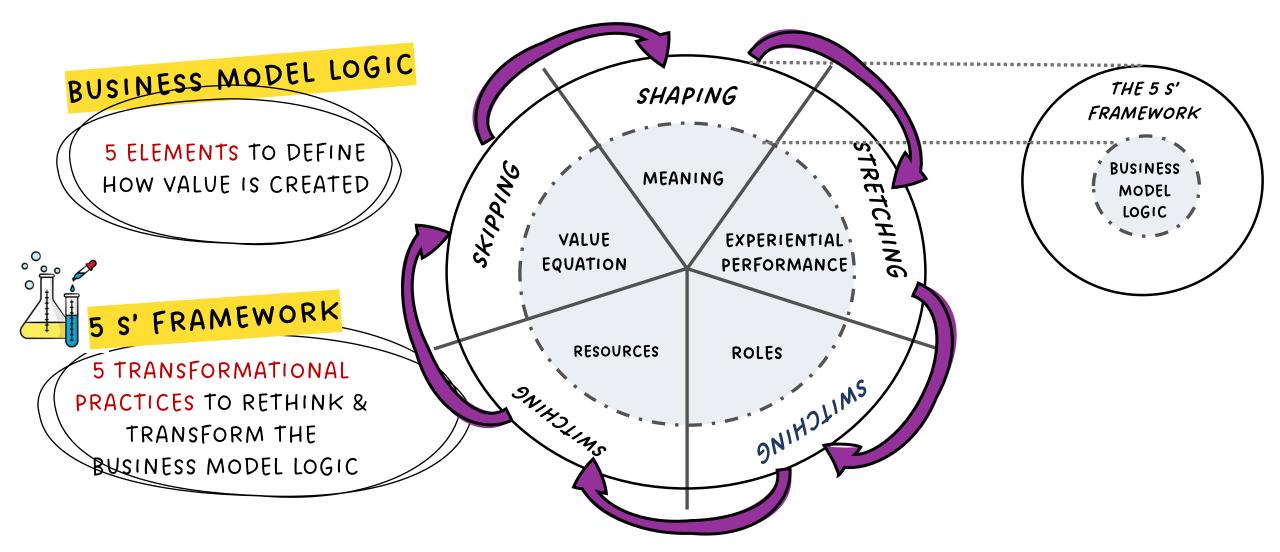




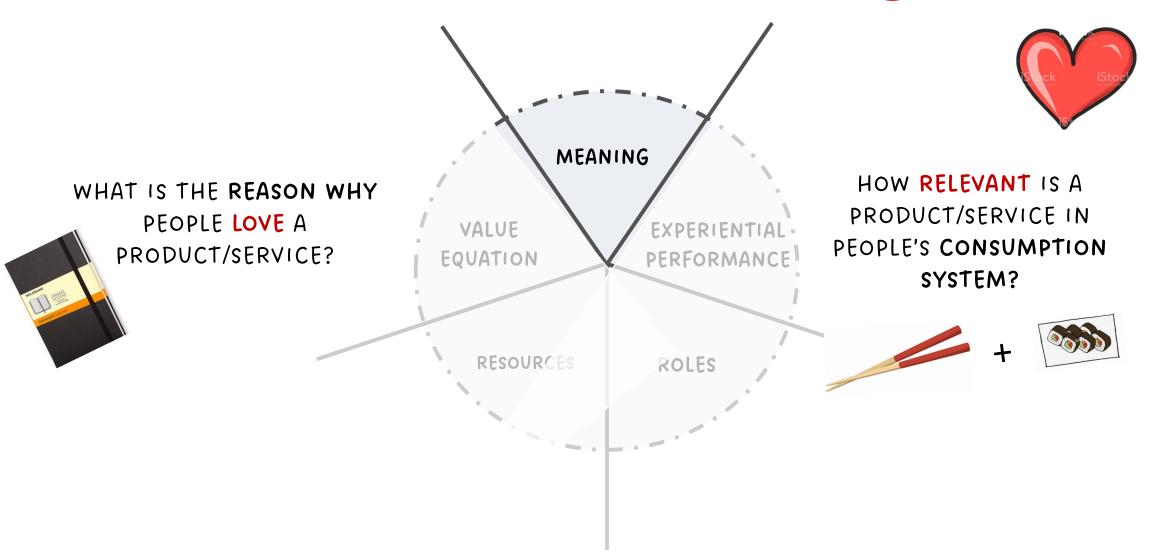
TST is a tool to:



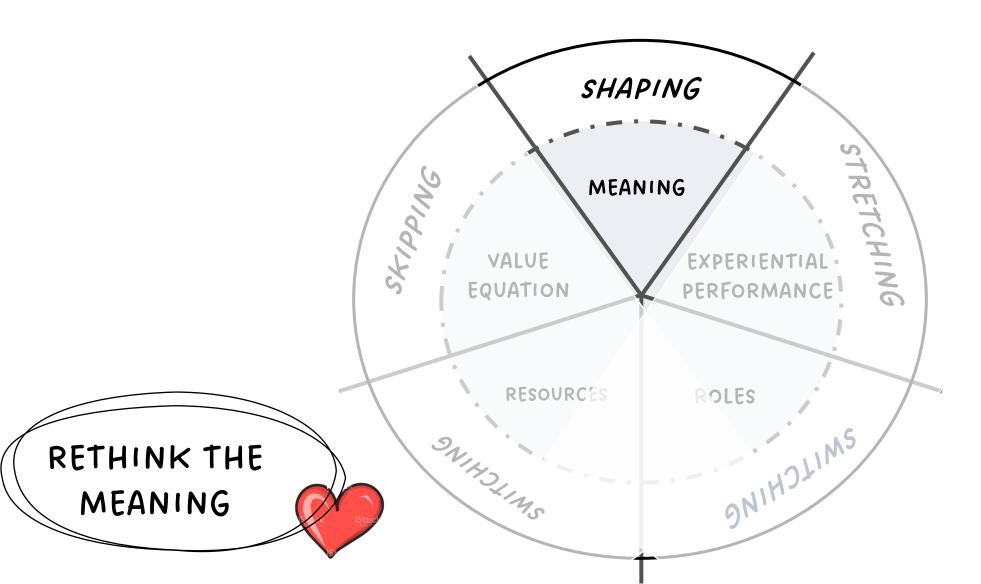


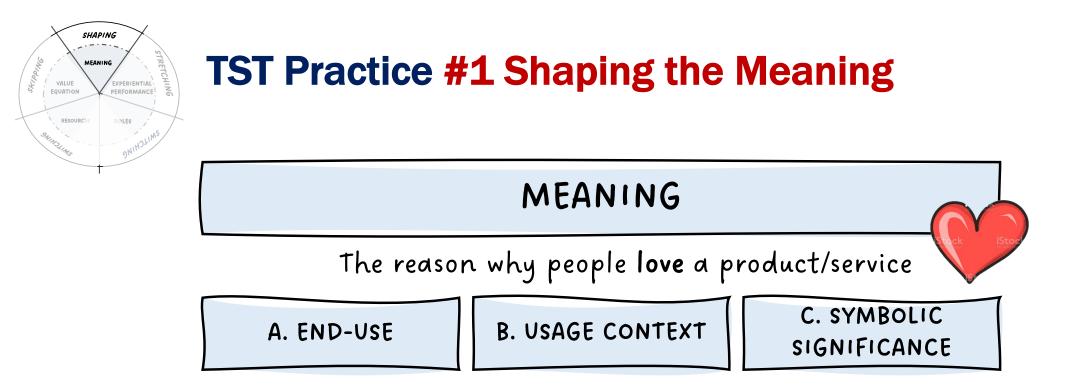


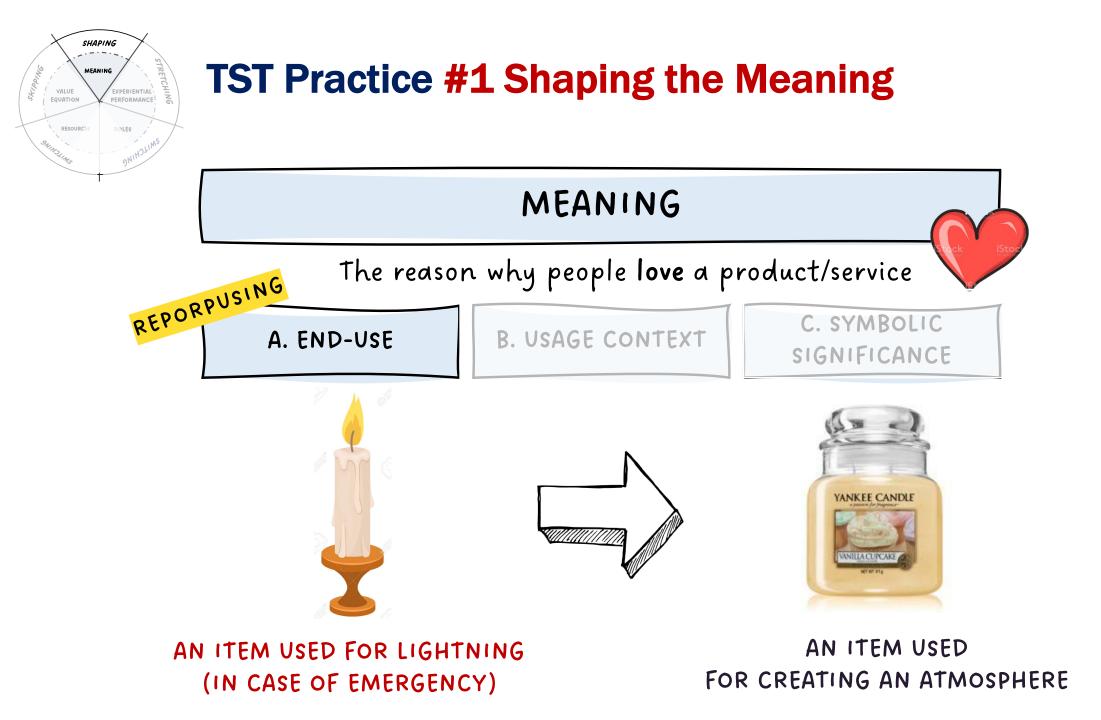
#### **TST Element #1 The Meaning**

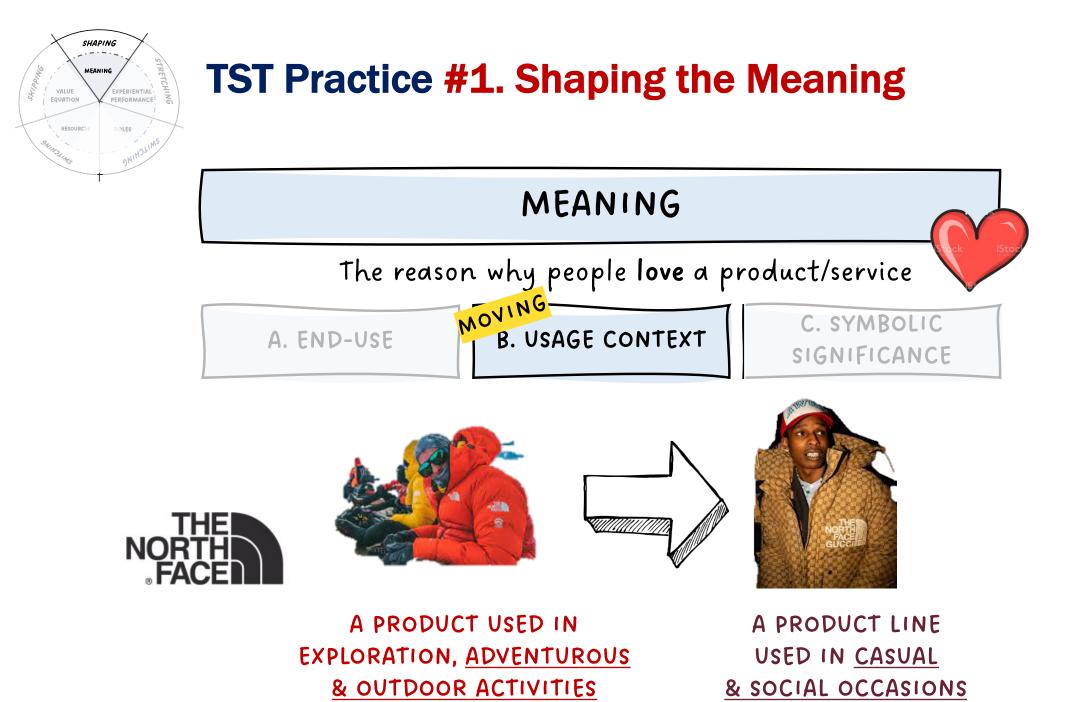


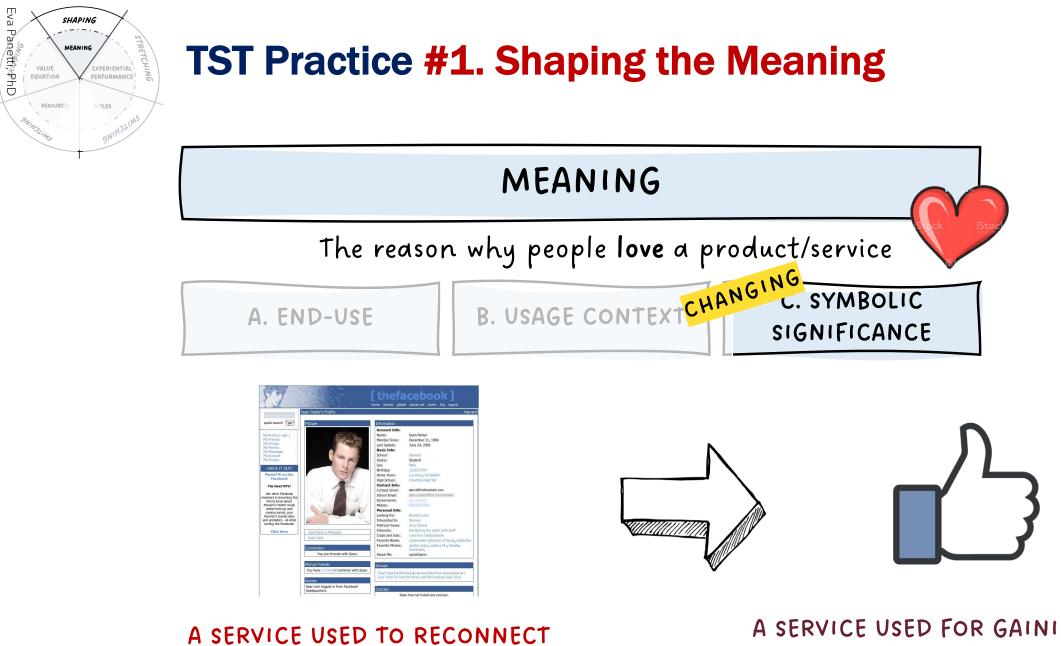
#### **TST Practice #1 Shaping the Meaning**











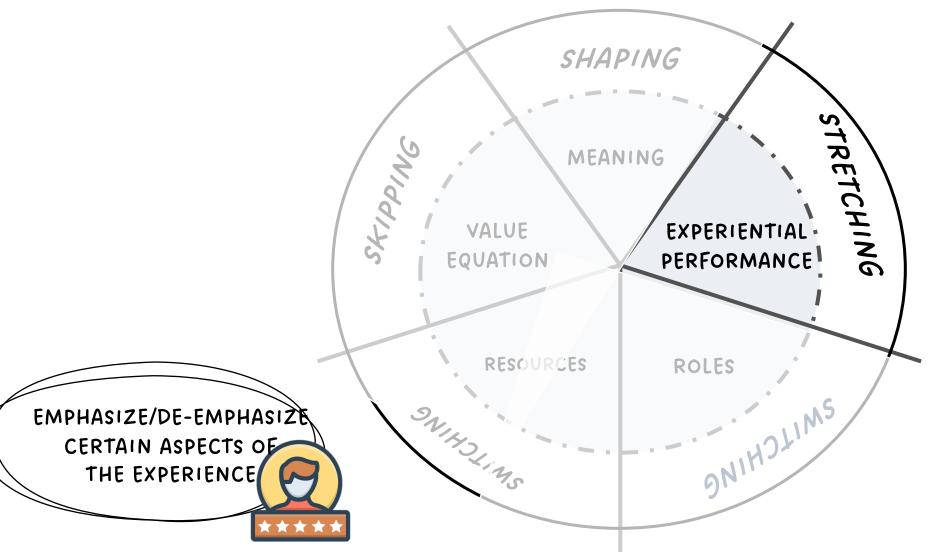
WITH PEOPLE

A SERVICE USED FOR GAINING SOCIAL ACCEPTANCE & SELF-APPROVAL

## **TST Element #2 The Experiential Performance**



# **TST Practice # 2 Stretching the Experiential Performance**





#### **TST Practice # 2 Stretching the Experiential Performance**

EXPERIENTIAL PERFORMANCE

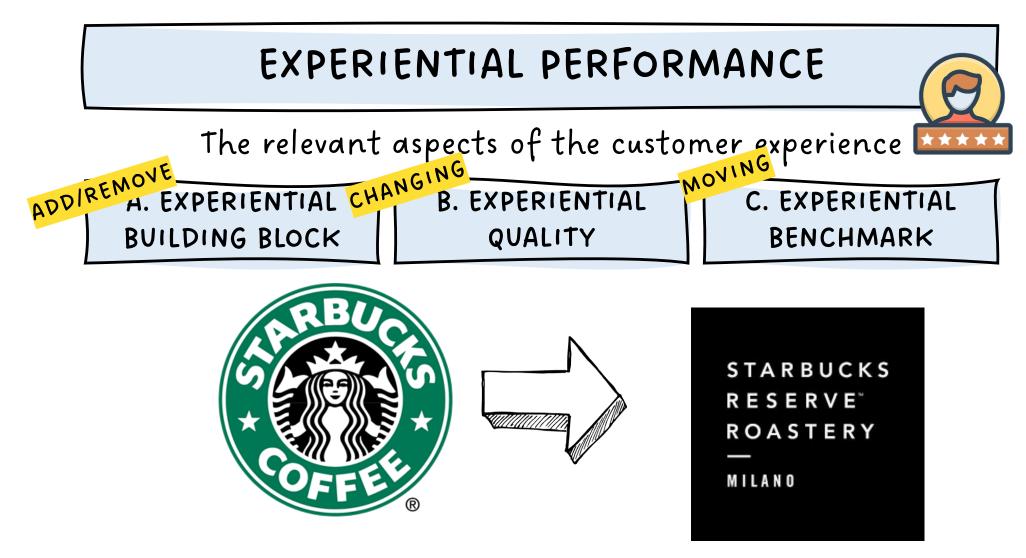
The relevant aspects of the customer experience

A. EXPERIENTIAL	
BUILDING BLOCK	

B. EXPERIENTIAL QUALITY C. EXPERIENTIAL BENCHMARK

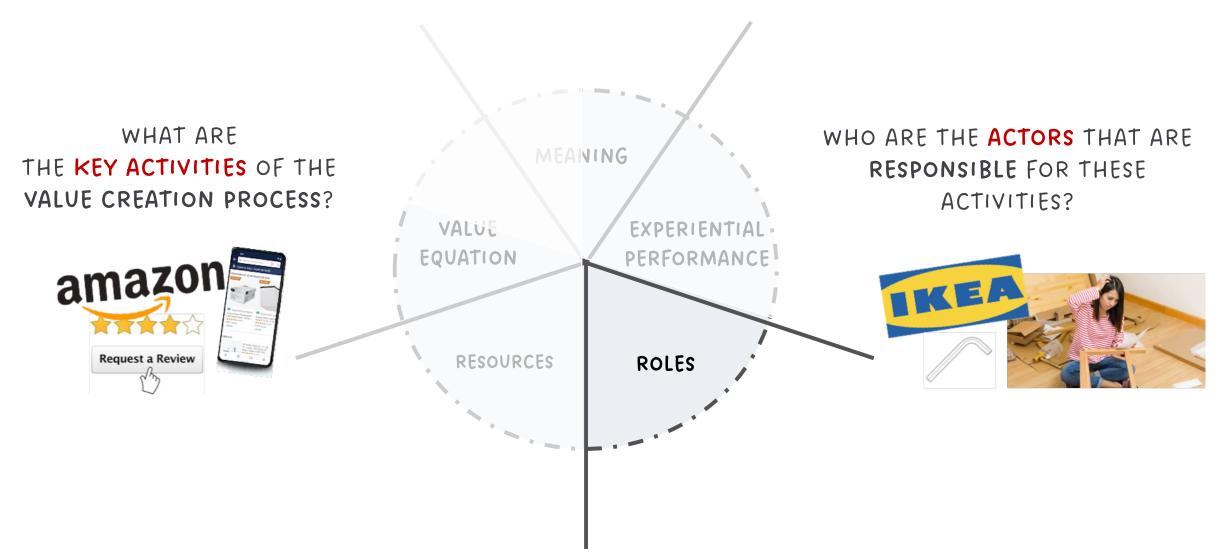


#### **TST Practice # 2 Stretching the Experiential Performance**

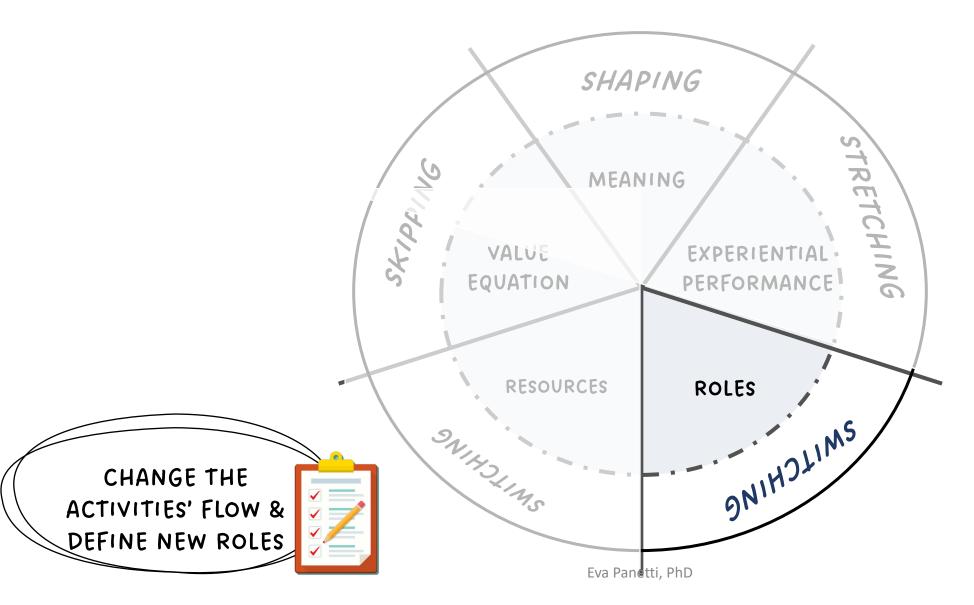


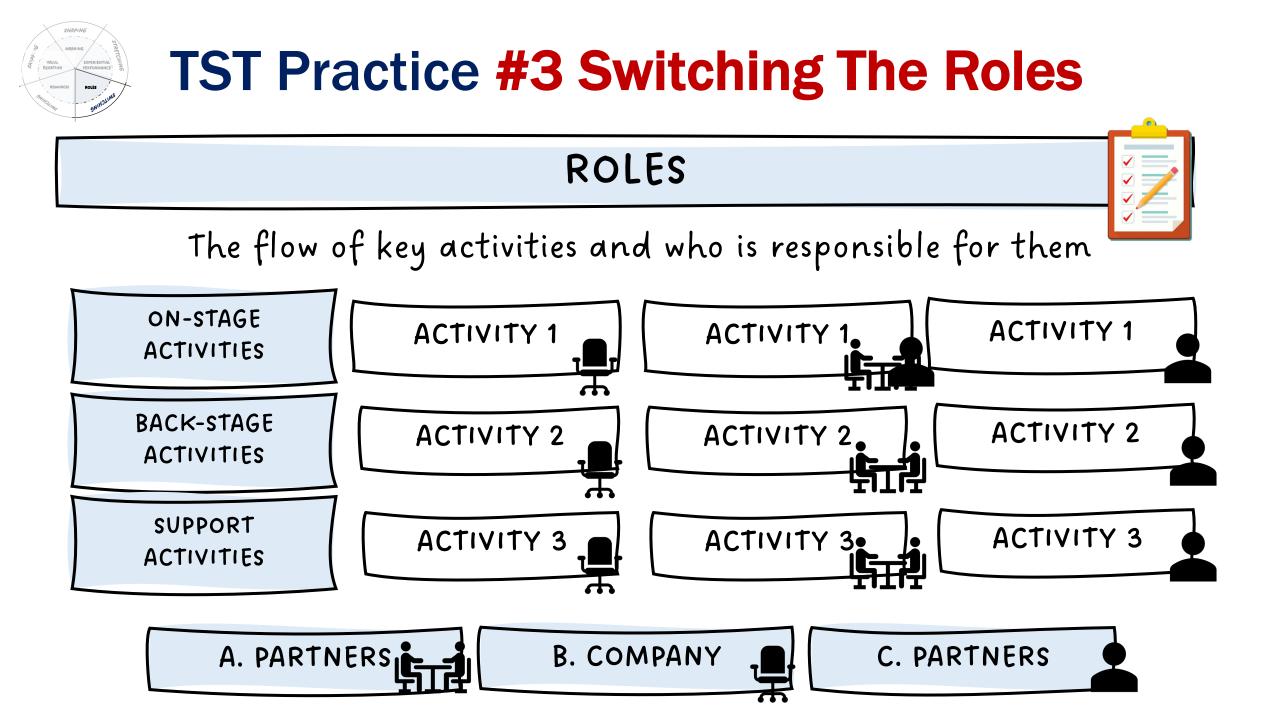
## **TST Element #3 The Roles**

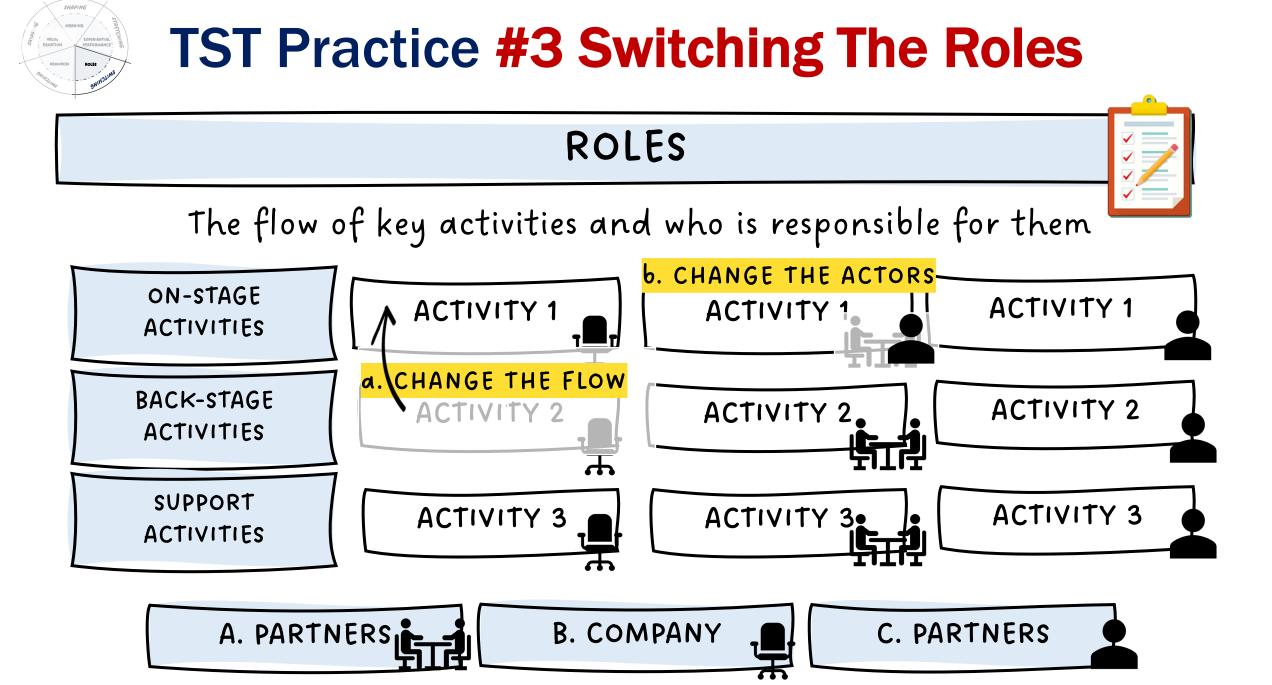


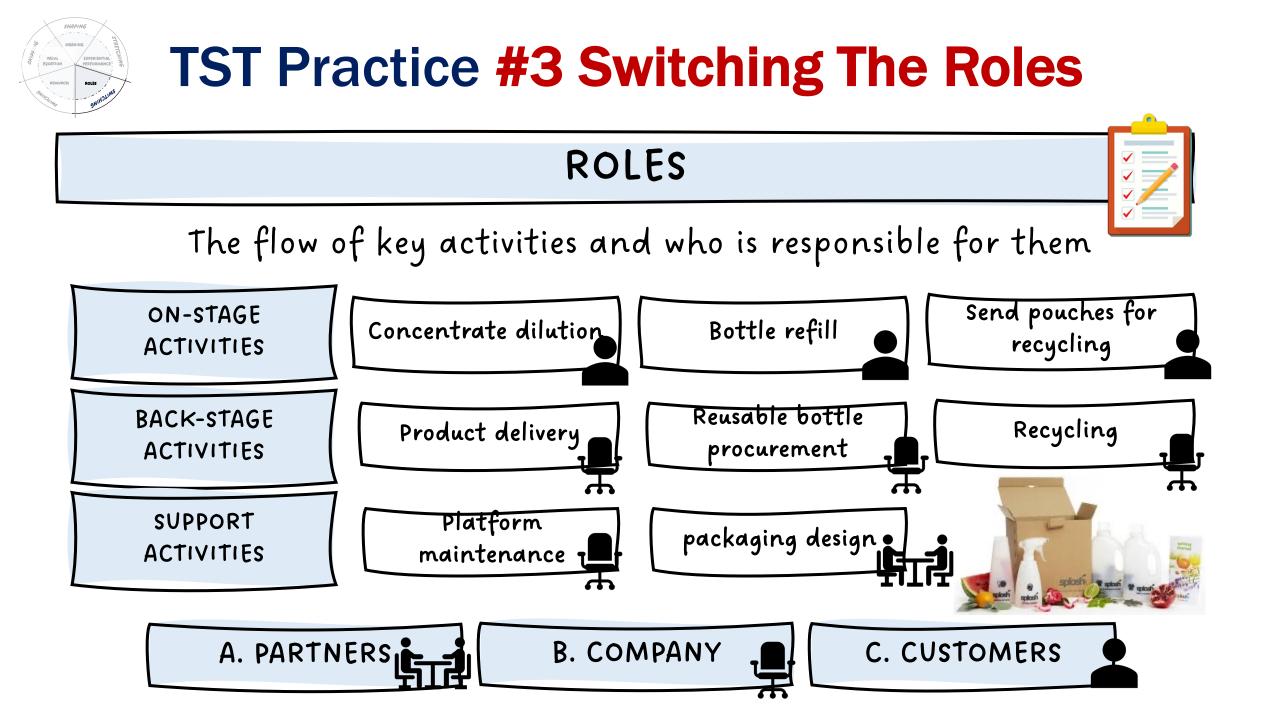


### **TST Practice #3 Switching The Roles**



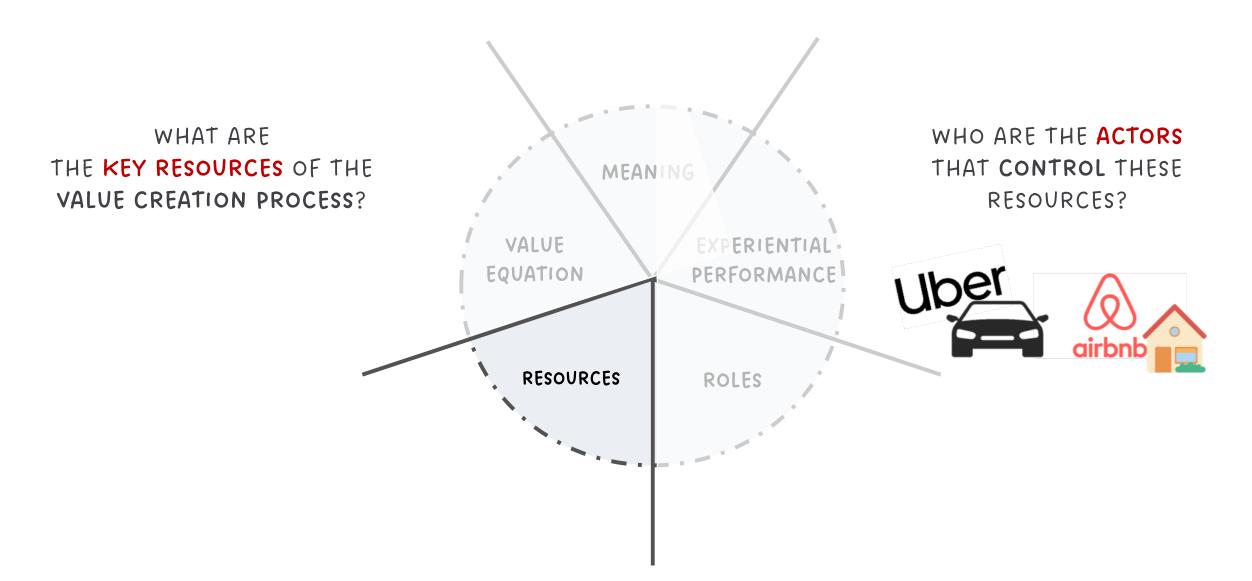




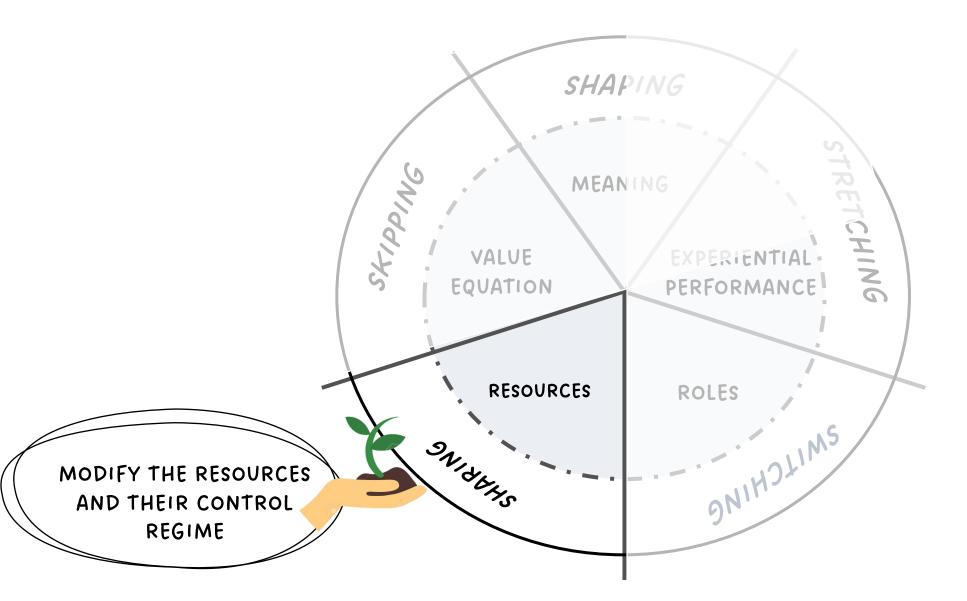


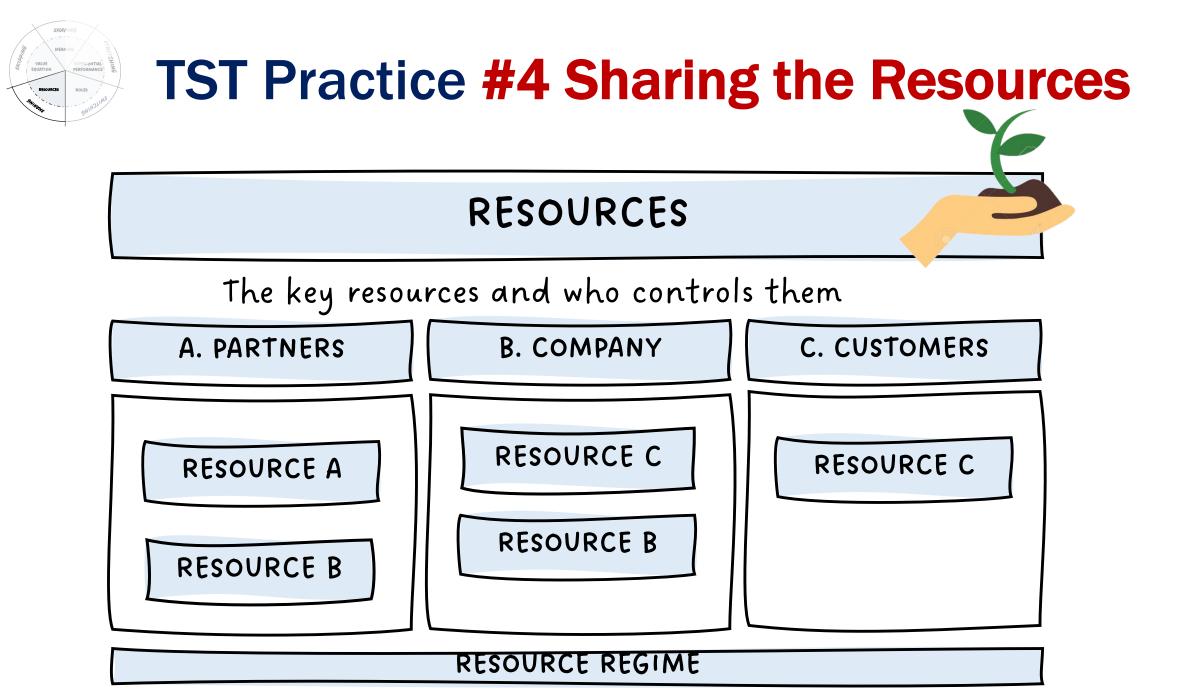
## **TST Element #4 The Resources**

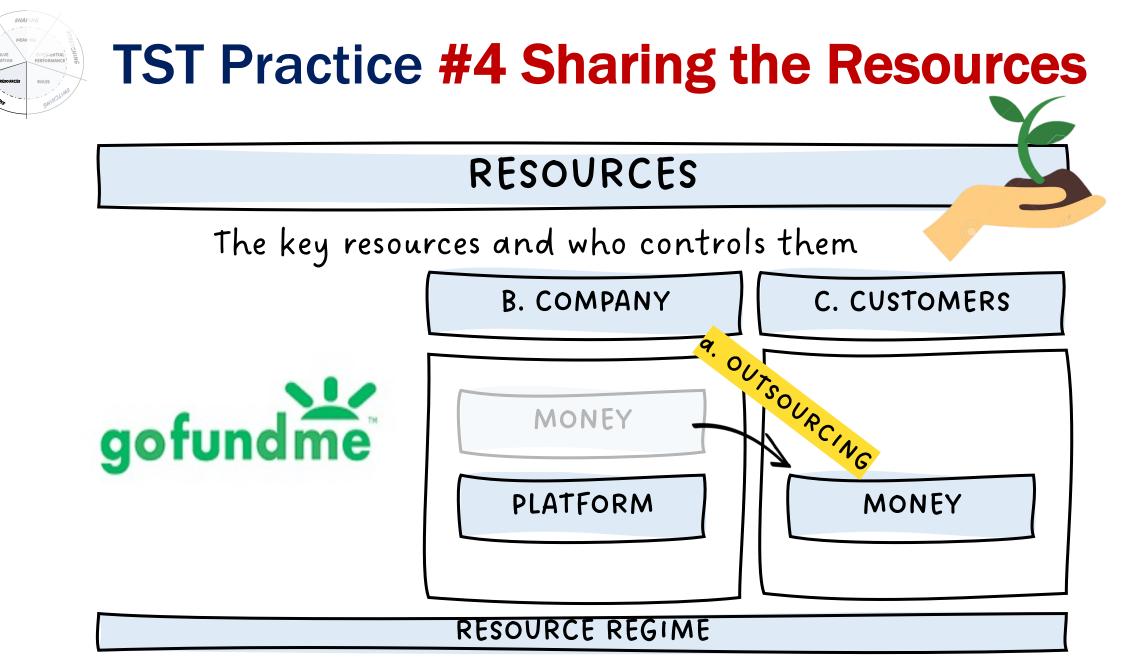




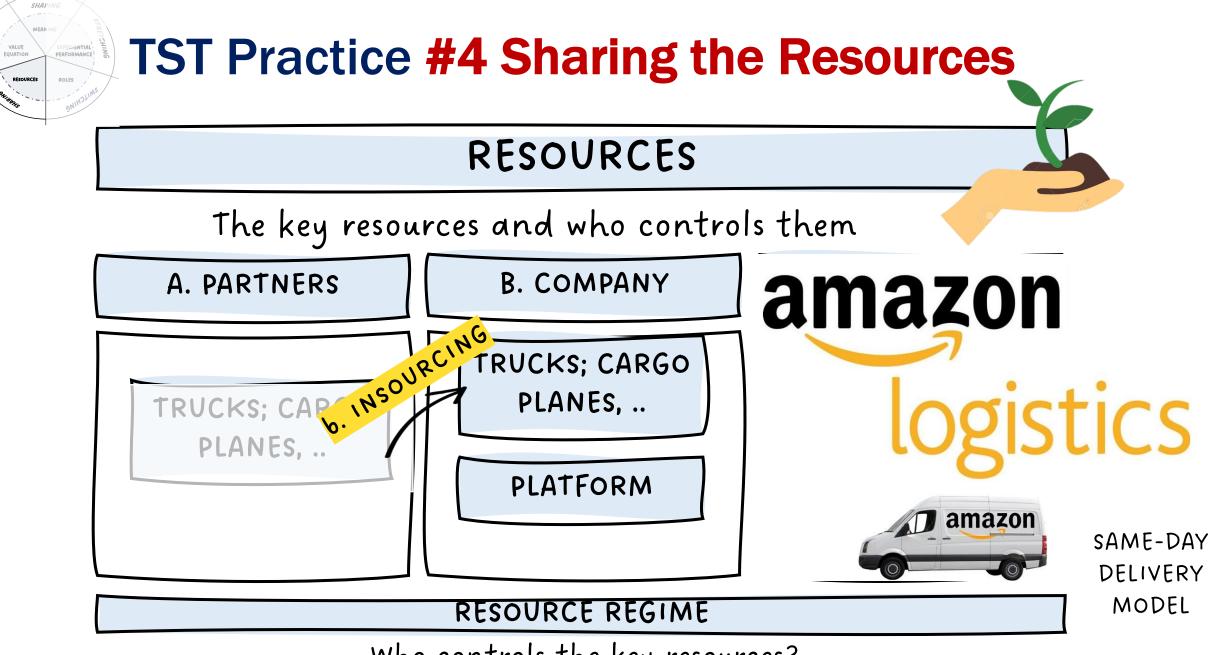
#### **TST Practice #4 Sharing the Resources**







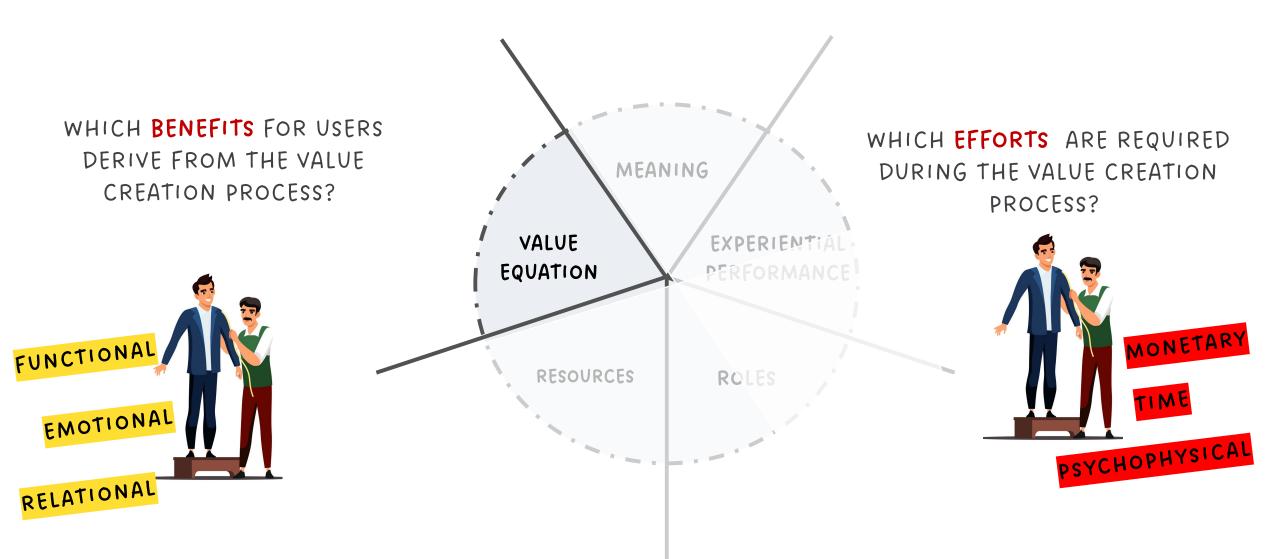
Who controls there kiey resources?



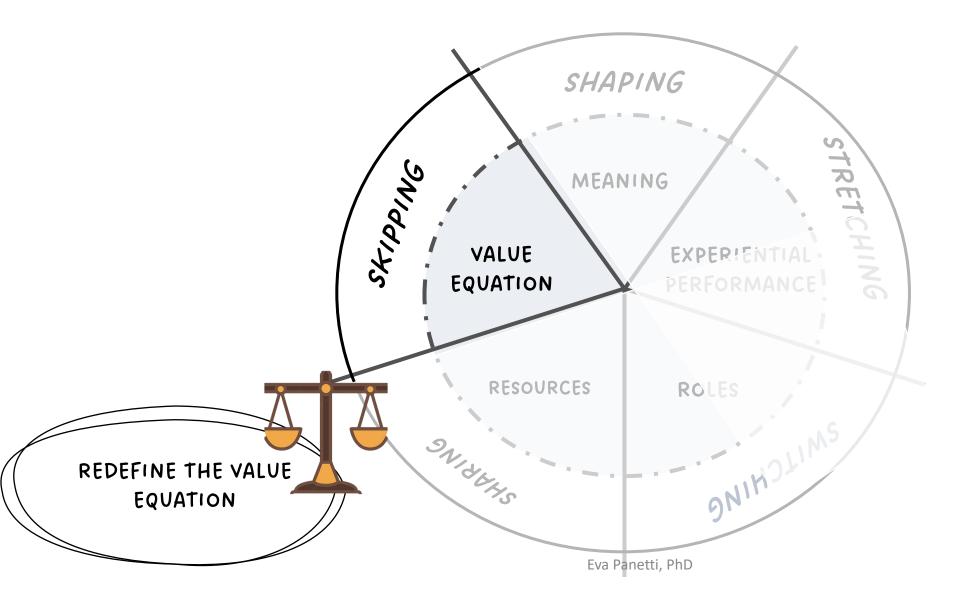
Who controls the key resources?

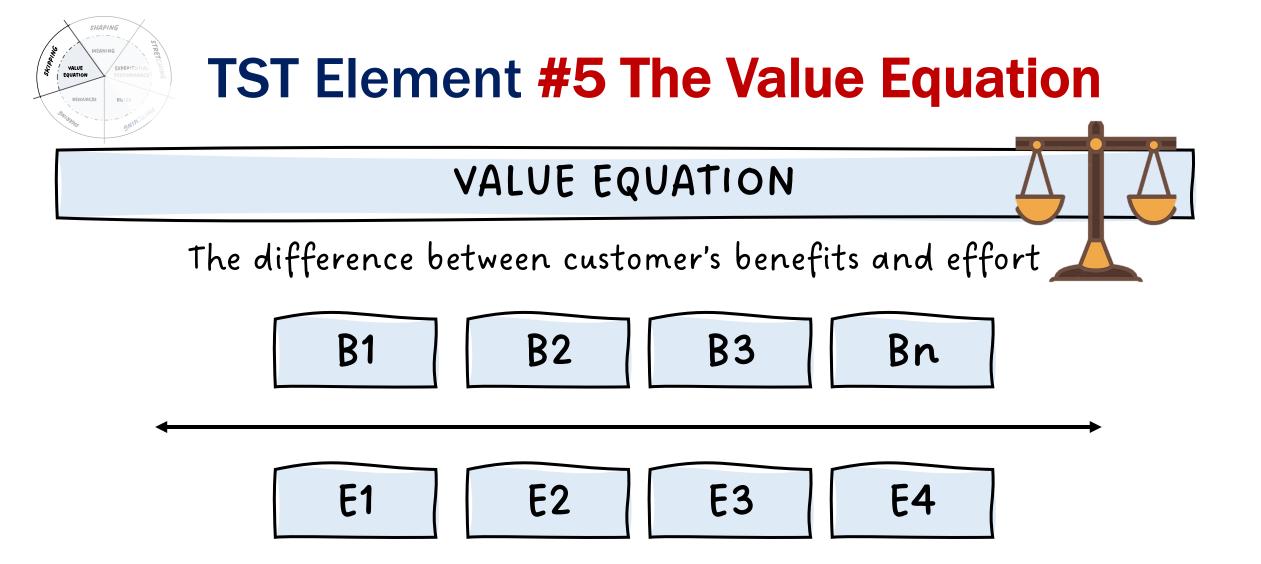
# **TST Element #5 The Value Equation**

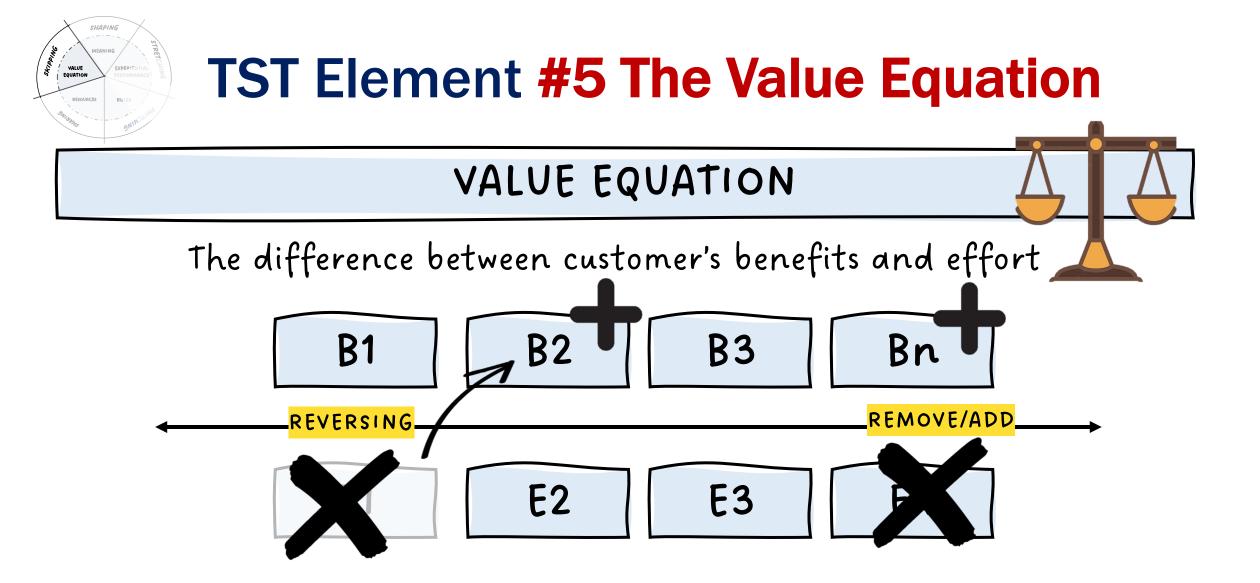


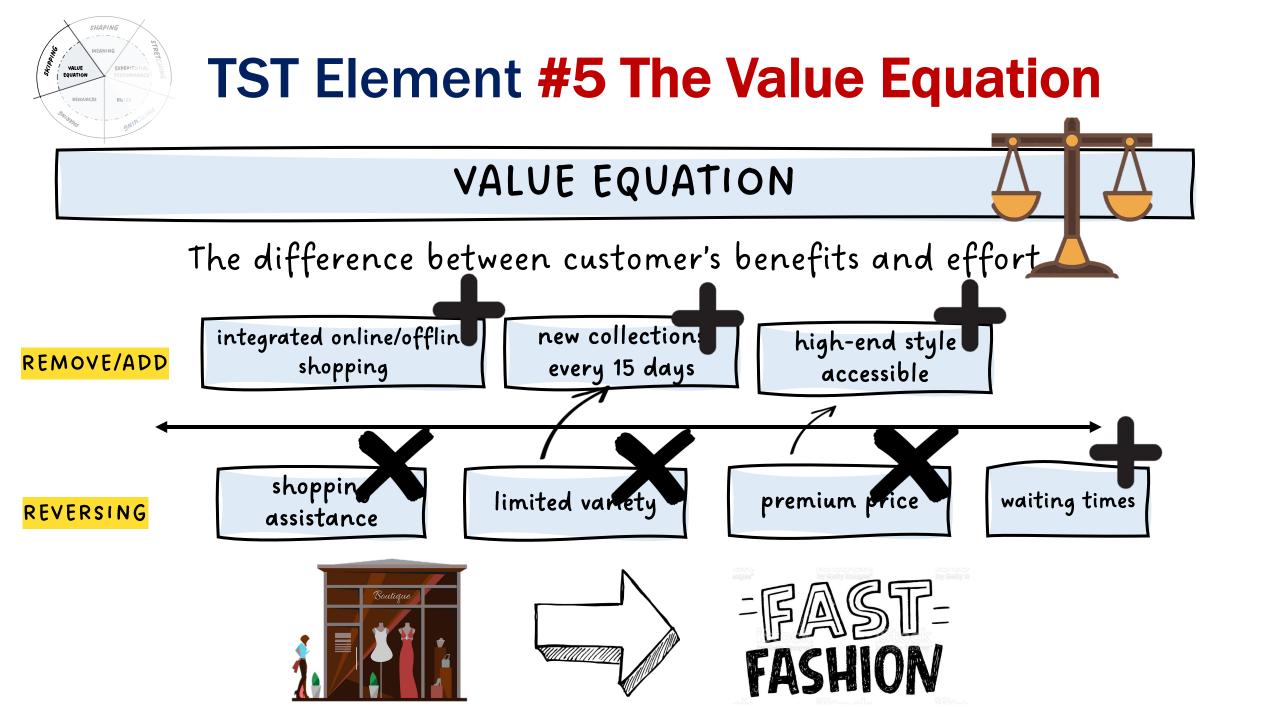


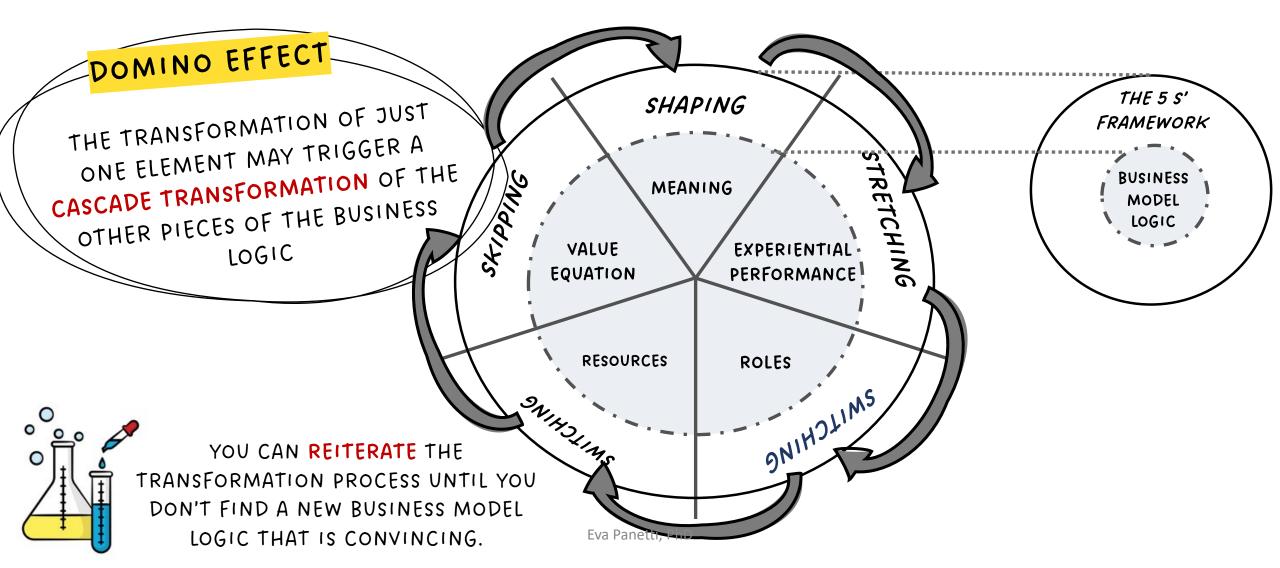
### **TST Practice #5 Skipping the Value Equation**







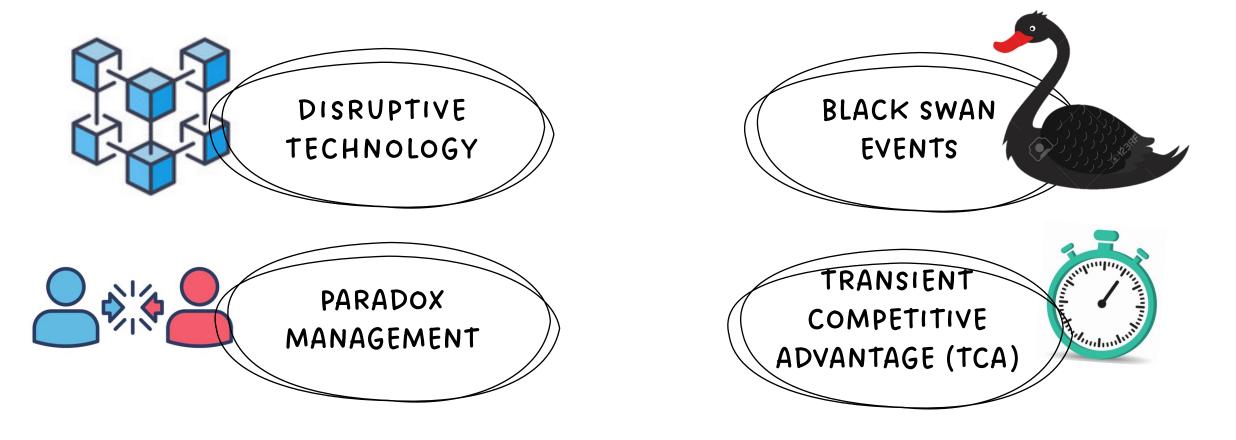






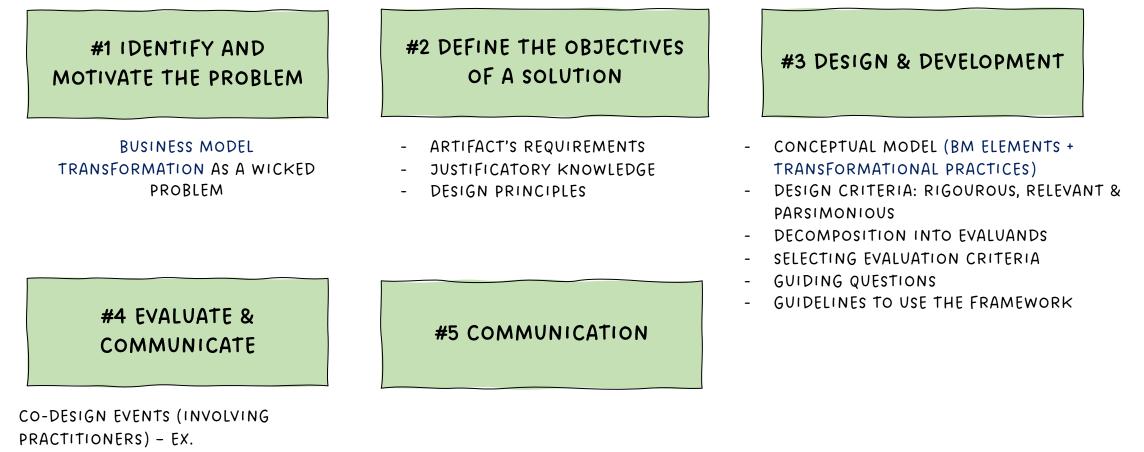


#### Managerial/Entrepreneurial Challenges



AFFECT COMPANIES' CURRENT LOGICS OF VALUE CREATION

# **TST Design journey – future steps**



- SCHOLARLY PUBLICATIONS:

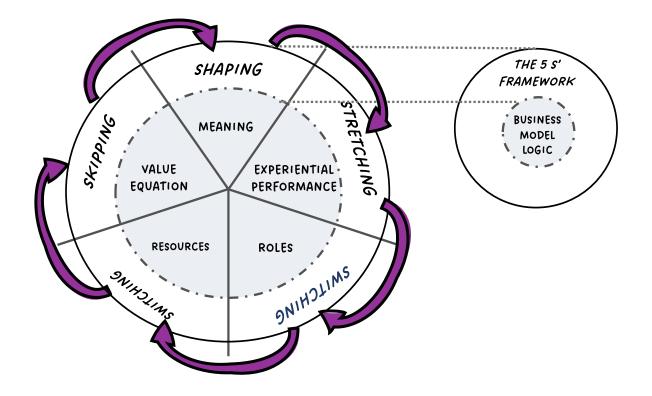
-

PROFESSIONAL PUBLICATIONS

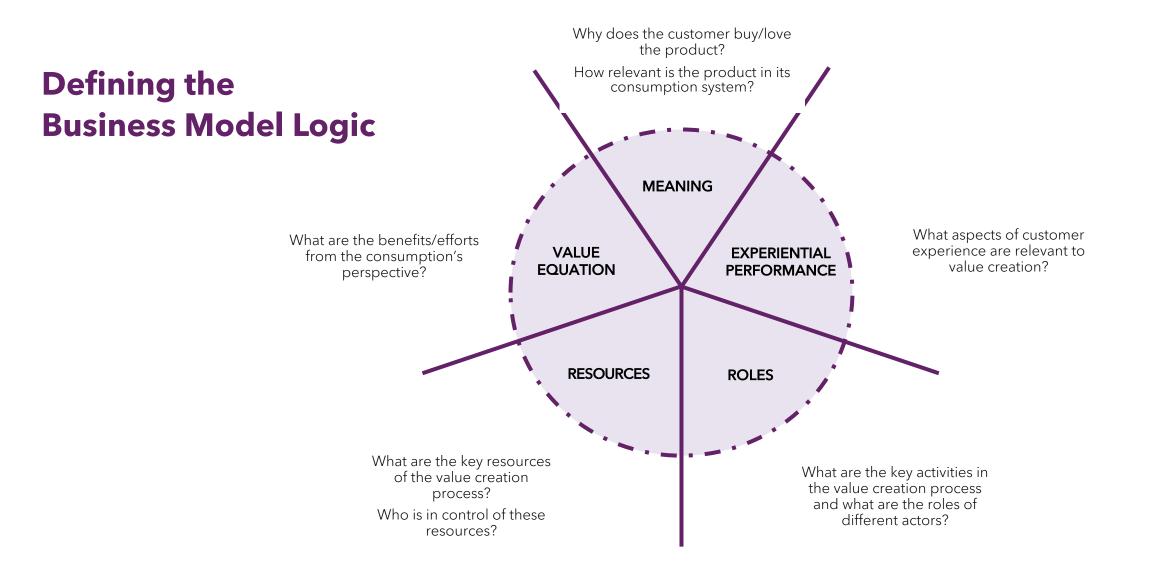
- EXPLORATORY FOCUS GROUP (TEST E V1, EVALUATE AND IMPROVE IT)
- ONE-ON-ONE WORKSHOP (EVALUATE V2)
- ITERATE ON THE ARTIFACT DESIGN

#### The Art of Disciplined Business Creativity

Michele Simoni, Marco Ferretti, Eva Panetti



#### State Conceptual Model



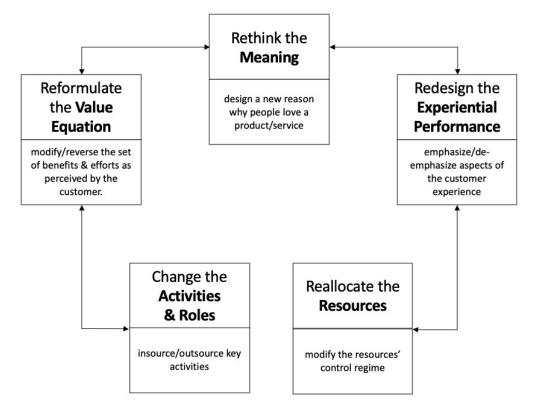


#### Defining the Business Model Logic

Business mode element	Definition	Supporting knowledge
Meaning	The reason why people love a product or service	Verganti, 2006; Dell'Era et al. 2020). Battistella et al. (2012)
Experiential Performance	Key aspects that make the customer experience remarkable	Magretta 2002; Osterwalder et al. 2005; Storbacka & Nenonen 2009; Nenonen & Storbacka, 2010
Resources	Key resources for value creation and how the company has access to them.	Weill & Vitale 2001; Applegate & Collura, 2001; Maitland & Van de Kar 2002; Afuah & Tucci, 2003; Osterwalder et al. 2005
Activities and Roles	Key activities for value creation and actors responsible of key activities	Osterwalder et al. 2005; Johnson et al. 2008; Zott & Amit, 2008; Zott et al. 2011
Value Equation	Difference between the consumer's perceived benefits and perceived efforts of receiving these benefits (Value = Benefits / Efforts)	Chesbrough & Rosenbloom, 2002; Osterwalder et al. 2005; Johnson et al. 2008; Voelpel et al. 2005



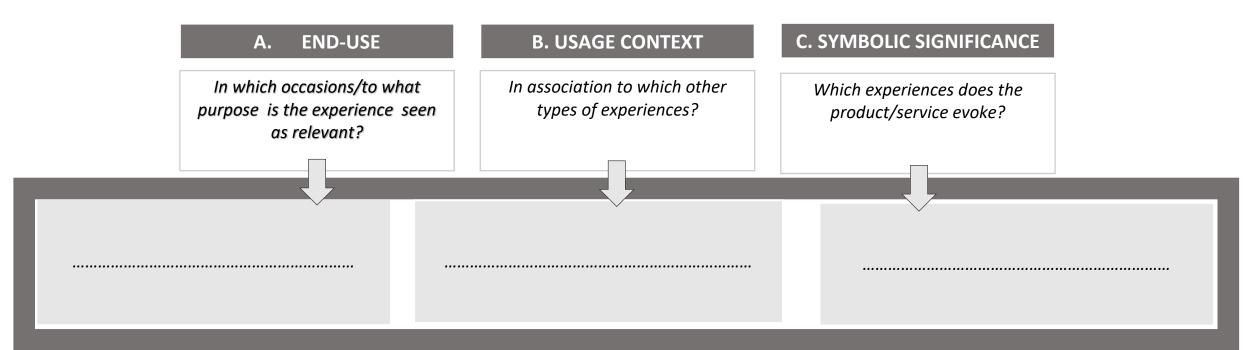
#### Pursuing Business Model Innovation



#### **TST - Shaping the Meaning**

.....

......



MEANING People buy/love .... because

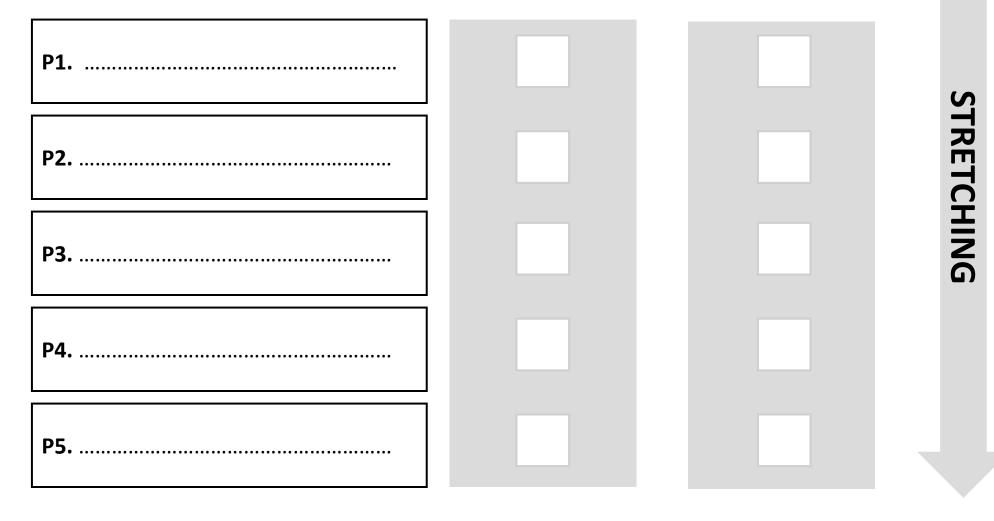
#### **TST - Stretching the Performance**

CURRENT EXPERIENTIAL PERFORMANCE	Step 3. BENCHMARK EXPERIENCE	Why?
Report the <b>building blocks identified and qualified</b> in the previous step using the complete sentence: With the user can in	Please report experiences for each building block that are a <b>reference point for the user experience</b>	Please explain <b>how</b> the reported building block <b>provides a superior value</b>
With <b>Happy Teeth</b> the user can	Differently from	
With <b>Happy Teeth</b> the user can	Differently from	
With <b>Happy Teeth</b> the user can	Differently from	
With <b>Happy Teeth</b> the user can	Differently from	
With <b>Happy Teeth</b> the user can	Differently from	
With <b>Happy Teeth</b> the user can	Differently from	

A. Identify the main aspects of the current performance (P1. P2., etc.,)

#### EMPHASIZE DE-EMPHASIZE

B. Check the box in correspondence of the performance aspects that you want emphasize/deemphasize

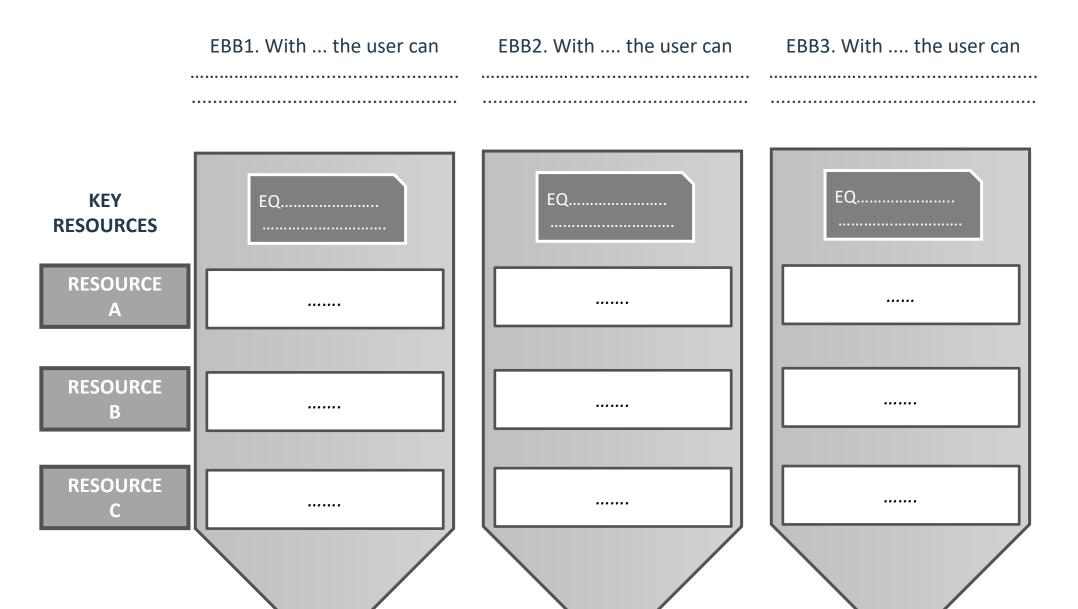


#### **NEW EXPERIENTIAL PERFORMANCE**

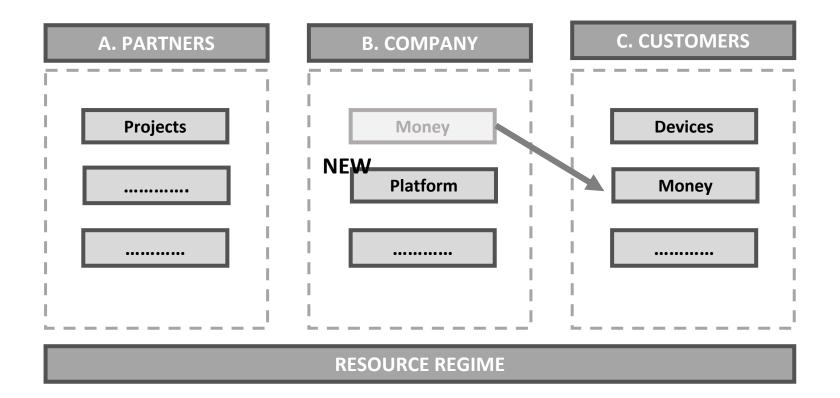
Report the **building blocks identified and qualified** in light of the Stretching transformation:

With <b>Happy Teeth</b> the user can
With <b>Happy Teeth</b> the user can

#### **TST - Sharing the Resources**



#### **TST - Sharing the Resources**



The BML transformation of traditional private investment toward crowdfunding platforms through a *sharing by outsourcing* process