

**Dr. Onnida Thongpravati** 

Workshop on Business Model Canvas (Execution)

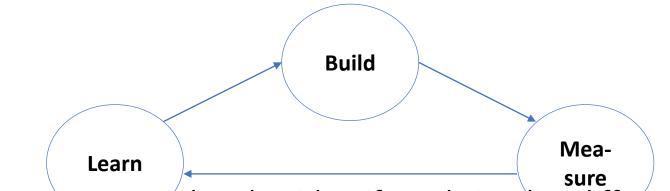
# **Learning Objectives**

Over the next hours, you should be able to:

- Understand the importance of business model canvas
- Apply the canvas in your own context and present your business plan

#### **Business Model Canvas?**

- Strategic management and *lean startup* (Alexander Osterwalder)
  - Minimum viable product (MVP) development



 Entrepreneurial tool to identify and visualize different components to start/grow a business

#### Workshop on Business Model Canvas: Execution

## The 20 Minute Innovation Commercialisation Canvas

#### Innovation Commercialisation Canvas

### Project Title

innovation Commercialisation Canvas		Project litle:			
Problem (main concept) statement  - What is the problem you aim to solve? E.g. wicked problem?  - What issues do you customer want to solve?  - Top 3 pain points for customer/end user	Solution - Selected solution to the pain point(s)	Unique Selling Proposition (USP)  - Why would people invest/buy your innovation?  - What distinguish you from other existing offers  Consider: level of innovativeness, quality, design, choice, etc.	Target Segmentation  - Who is it for? (customer/end user)  - How do you understand and get close to them?  - How would you create and maintain the relationship with them, and why would they want a relationship with you?	Network (multi-stakeholders)  - Who you need to work with to develop/deliver that USP  Consider: key suppliers, industry partners, research partners, government, coopetition, etc.  - How much control do you have over your suppliers of goods, services, knowledge?  - How would you manage relationships with them?  - How would you grow your network?	
	Regulatory Considerations  - E.g. Food and Drug Administration (FDA), Therapeutic Goods Administration (TGA)  Intellectual Property  - State the types of intellectual property that would involve (if applicable), and who owns them? E.g. patents, copyright, databases, trademark, etc.	Key resources/activities/processes What are key resources, activities and processes that need to be developed-carried out to deliver the USP? Consider: specialised knowledge, key tools/equipment, experts, etc.	Context/Channels  The background of the field of your project  How do you reach your segments? Brick-and-mortar, Click-and-mortar, Pure-Play?  How would you market your innovation to make your segments aware of you? Consider: Digital/offline marketing		
- State the impact of your innovation (short/middle/long term:		- How much roughly it is going to	cost? The key - What are you	Revenue streams - What are your sources of revenue from selling your innovation (USP) to customers? Fig. example	

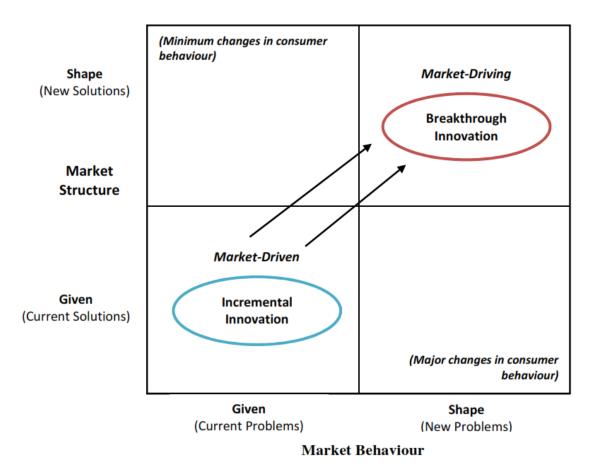
- State the impact of your innovation (short/middle/long term; concrete results)
- How will the field, industry, and the world change after your innovation is commercialised?
- What's in it for you? How will the innovation impact you and/or the institution you work for?

costs that would incur in developing and delivery the innovation?

your innovation (USP) to customers? E.g. example sales, subscriptions, license fees, etc.?

#### Design Thinking and Innovation Concepts: From Research to Innovation in Life Science

# From Market-Driven to Market-Driving



Thongpravati, O. *Market-Driving Innovation: Understanding the Critical Success Factors at the Front End of the Development Process*. Dissertation. RMIT University (2014), p. 50

### Design Thinking and Innovation Concepts: From Research to Innovation in Life Science

# From Market-Driven to Market-Driving

- Engage in market-driving culture building and innovative activities and resist the temptation to fall back on the current "cash cow" or "me-too" business
- Have a "market visioning competence" to visualise market-driving innovations and breakthrough possibilities
- Follow your "market vision" to promote breakthrough integrity of product concepts from the front end through to launch
  - Persevere and allow market-driving ideas to flourish
- Formulate and sustain individual's market visioning ability through organisational routines and processes that promote exploratory learning



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in STEM Education

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