

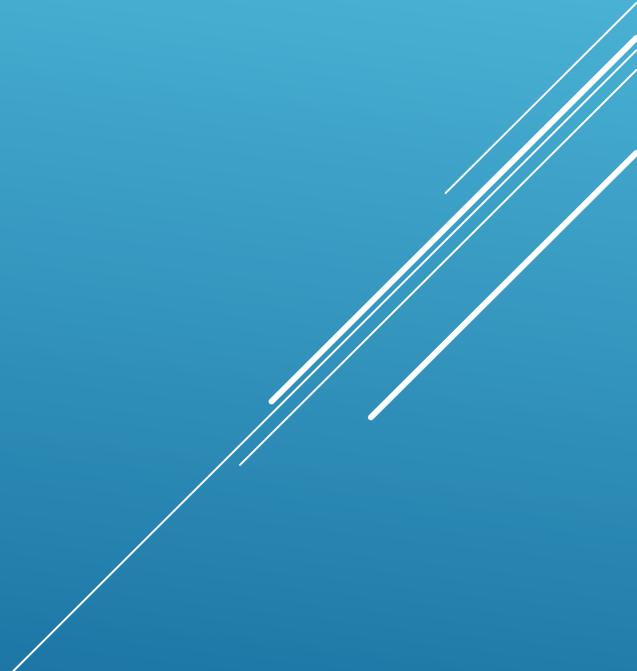
PODNIKÁNÍ A INOVACE

Leonard Wallezký



- ▶ Inovace, vize a cíle
- ▶ Lean Startup – learning by doing
- ▶ Analýza a průzkum trhu, experiment board

OSNOVA

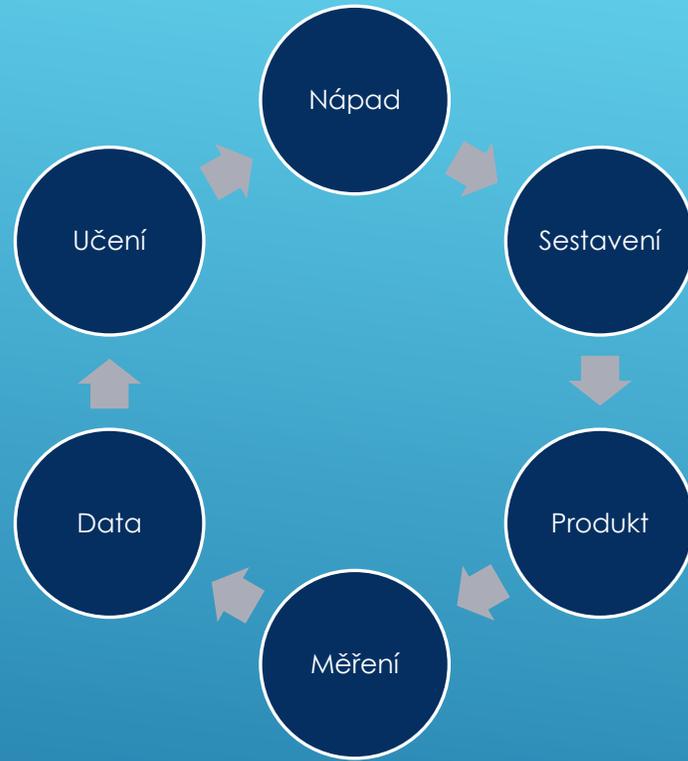


- ▶ Proč podnikat?
- ▶ Proč podnikat v IT službách?

PODNIKÁNÍ

- ▶ Co je to inovace?
- ▶ Na čem je založena?
- ▶ Proč jsou zejména startupy inovativní?

INOVACE



LEAN PRINCIP

Past předčasné
optimalizace

Rychlost

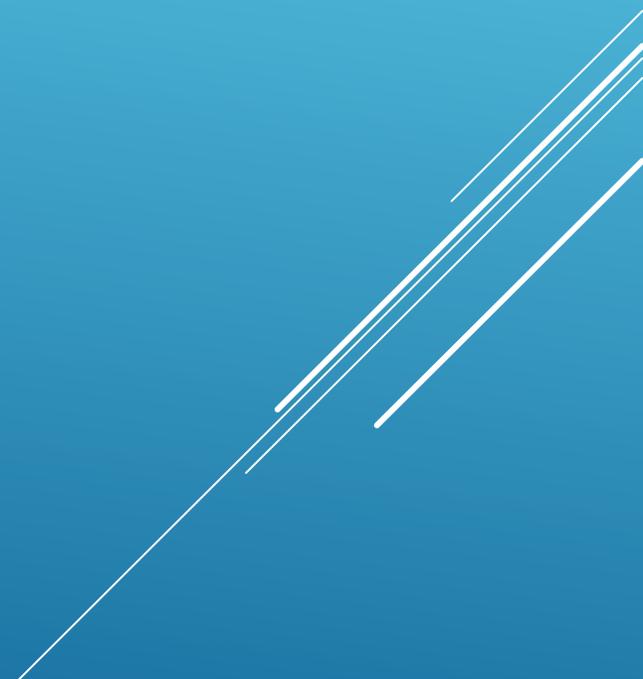
Neučím se

Učení

Soustředění

Pes, který honí vlastní
ocas

EXPERIMENTY



Lean Canvas

Podnikatelský plán na jedné straně papíru
Online kurz zdarma na www.leancanvas.cz

Projekt:

Autor:

Datum:

Verze #

Problém Jaké jsou 1-3 nejpalčivější problémy vašich zákazníků?	Řešení Jaké vlastnosti vašeho produktu řeší problémy vašich zákazníků?	Unikátní nabídka hodnoty Čím upoutáte pozornost? V čem jste jiní? Jaká je výsledná hodnota pro zákazníka?	Neférová výhoda Co vám nemůže nikdo snadno zkopírovat nebo si to koupit? Proč byste to měli dělat zrovna vy?	Zákazníci Kdo jsou vaši zákazníci, resp. uživatelé?
Existující alternativy Jak zákazníci řeší své problémy dnes?	Indikátory Co pro vás znamená úspěch a jak jej budete měřit? Jaká další čísla jsou pro vás teď důležitá (akvizice, aktivace, loajalita, tržby, doporučení)?	Srozumitelný opis Jak jednoduše opíšete vaše řešení pomocí již existujících?	Cesty k zákazníkům Jak se dostanete ke svým zákazníkům?	První vlaštovky S kým můžete začít nejdříve?
Struktura nákladů Za co budete platit a kolik? Jaké jsou vaše fixní a variabilní náklady?			Cenový model Jak naceníte vaše řešení problému?	

The Business Model Canvas

Designed for:

Designed by:

Date:

Version:

<h3>Key Partners</h3>  <p>Who are our Key Partners? Who are our key suppliers? Which Key Resources are we acquiring from partners? Which Key Activities do partners perform?</p> <p>MOTIVATIONS FOR PARTNERSHIPS Optimization and economy Reduction of risk and uncertainty Acquisition of particular resources and activities</p>	<h3>Key Activities</h3>  <p>What Key Activities do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue streams?</p> <p>CATEGORIES Production Problem Solving Platform/Network</p>	<h3>Value Propositions</h3>  <p>What value do we deliver to the customer? Which one of our customer's problems are we helping to solve? What bundles of products and services are we offering to each Customer Segment? Which customer needs are we satisfying?</p> <p>CHARACTERISTICS Newness Performance Customization "Getting the Job Done" Design Brand/Status Price Cost Reduction Risk Reduction Accessibility Convenience/Usability</p>	<h3>Customer Relationships</h3>  <p>What type of relationship does each of our Customer Segments expect us to establish and maintain with them? Which ones have we established? How are they integrated with the rest of our business model? How costly are they?</p> <p>EXAMPLES Personal assistance Dedicated Personal Assistance Self-Service Automated Services Communities Co-creation</p>	<h3>Customer Segments</h3>  <p>For whom are we creating value? Who are our most important customers?</p> <p>Mass Market Niche Market Segmented Overlapped Multi-sided Platform</p>																					
<h3>Key Resources</h3>  <p>What Key Resources do our Value Propositions require? Our Distribution Channels? Customer Relationships? Revenue Streams?</p> <p>TYPES OF RESOURCES Physical Intellectual (brand, patents, copyrights, data) Human Financial</p>			<h3>Channels</h3>  <p>Through which Channels do our Customer Segments want to be reached? How are we reaching them now? How are our Channels integrated? Which ones work best? Which ones are most cost-efficient? How are we integrating them with customer routines?</p> <p>CHANNEL PHASES 1. Awareness How do we raise awareness about our company's products and services? 2. Evaluation How do we help customers evaluate our organization's Value Proposition? 3. Purchase How do we allow customers to purchase specific products and services? 4. Delivery How do we deliver a Value Proposition to customers? 5. After sales How do we provide post-purchase customer support?</p>																						
<h3>Cost Structure</h3>  <p>What are the most important costs inherent in our business model? Which Key Resources are most expensive? Which Key Activities are most expensive?</p> <p>IS YOUR BUSINESS MORE Cost Driven (focused on cost structure, low price value proposition, maximum automation, extensive outsourcing) Value Driven (focused on value creation, premium value proposition)</p> <p>SAMPLE CHARACTERISTICS Fixed Costs (salaries, rent, utilities) Variable costs Economies of scale Economies of scope</p>		<h3>Revenue Streams</h3>  <p>For what value are our customers really willing to pay? For what do they currently pay? How are they currently paying? How would they prefer to pay? How much does each Revenue Stream contribute to overall revenues?</p> <table border="0"> <tr> <td>TYPES</td> <td>FIXED PRICING</td> <td>DYNAMIC PRICING</td> </tr> <tr> <td>Asset Sale</td> <td>List Price</td> <td>Negotiation (Bargaining)</td> </tr> <tr> <td>Usage Fee</td> <td>Product feature dependent</td> <td>Yield Management</td> </tr> <tr> <td>Subscription/Price</td> <td>Customer segment dependent</td> <td>Real-time Market</td> </tr> <tr> <td>Lending/Renting/Leasing</td> <td>Volume dependent</td> <td></td> </tr> <tr> <td>Licensing</td> <td>Drainage fees</td> <td></td> </tr> <tr> <td>Advertising</td> <td></td> <td></td> </tr> </table>			TYPES	FIXED PRICING	DYNAMIC PRICING	Asset Sale	List Price	Negotiation (Bargaining)	Usage Fee	Product feature dependent	Yield Management	Subscription/Price	Customer segment dependent	Real-time Market	Lending/Renting/Leasing	Volume dependent		Licensing	Drainage fees		Advertising		
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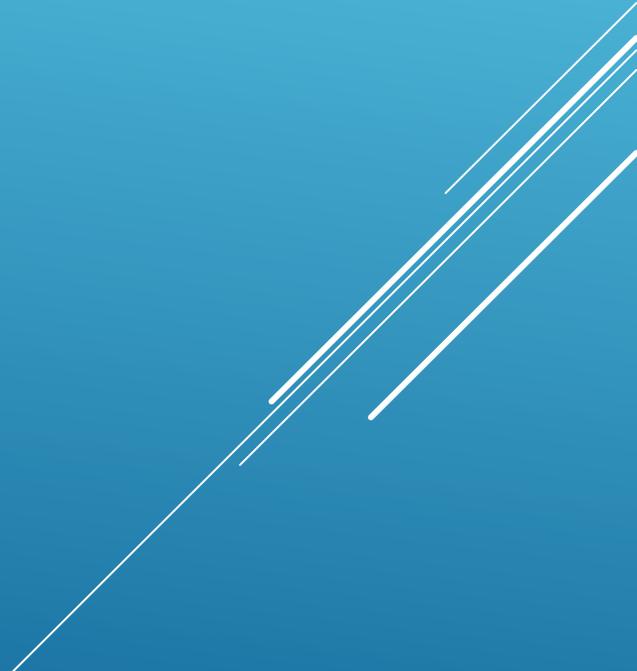
DESIGNED BY: Business Model Foundry AG
The makers of Business Model Generation and Strategyzer

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- ▶ <https://youtu.be/F-5lyj9A1MU>
- ▶ [https://youtu.be/- MH8TENpwc](https://youtu.be/-MH8TENpwc)

EXPERIMENTAL BOARD



- ▶ <https://youtu.be/dlUP3yrv9rQ>
- ▶ <https://www.youtube.com/channel/UCazGeTLAIWu6iz60E89WVvW>

CASE STUDY