

Faculty of Impact

Four tools to support your puzzle

SPARK Europe Webinar, 6 September 2023



Background







lectoraat innovatie publieke sector Hogeschool van Arnhem en Nijmegen





University of California Berkeley Haas School of Business

cyclotronroad

Climate Launchpad





Faculty of Impact Program

- 2 year fellowship to commercialize your research
- Researchers keep contract with university
- Open to researchers that work at a Dutch university
- Stay in their research group, keep lab access, etc
- Groups of \approx 15 fellows
- Intense training & coaching for entrepreneurship skills



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Faculty of Impact

One of the ambitions of the Netherlands is to ensure that scientific research is also used to address societal issues and realise economic growth. Many scientific discoveries do not reach the market, partly because researchers often lack the experience and knowledge needed to make an innovation market-ready and set up a commercial organisation. Therefore, the Faculty of Impact offers an intensive, two-year programme for scientists who want to make an impact with their research and start their own business.

Purpose and objectives	(\pm)
Budget and lead time	(\pm)
Partners	(\pm)
Commissions	(\pm)





Your Puzzle

Definition of Entrepreneurship

~ORIGIN early 19th cent. from French, from *entreprendre 'undertake'*

~one who organizes, manages, and assumes the risks of a business or enterprise

-ial: ~not afraid to undertake a challenge

Definition



The pursuit of opportunities without regard to resources currently controlled

Stevenson, 1989





Five main areas of managing resources

- Customers & Market
- Product & Technology
- Management, Team & Culture
- Financials & Funding
- Legal, IP, governance



Tool 1 The Deal

The Deal in short

- One sentence to describe the essence of your startup to an outsider
- Especially: the customer
- Looks easy, is actually quite hard

The shortest pitch of your idea



The Deal

The start-up: that's you

The customer: the one you're selling to (either business or consumer)



The product: what your selling

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The price: what the consumer pays you in return





Customer



Tool 2 Where to Play



Marc Gruber and Sharon Tal

'Enjoy discovering highly practical worksheets, maps and dartboards of tremendous interest to better identify, evaluate and strategise market opportunities.' Alex Osterwalder and Yves Pigneur, authors of the bestseller Buainess Model Generation

THE MARKET OPPORTUNITY NAVIGATOR



MARKET OPPORTUNITY SET

Use Worksheet 1 to identify potential market opportunities, and place them in the set

ATTRACTIVENESS MAP

2 Use Worksheet 2 to evaluate the atractiveness of each market opportunity, and place each one on the map

AGILE FOCUS DARTBOARD

NAME

3 Use Worksheet 3 to design your Agile Focus strategy, and mark it on the dartboard



market opportunity = any combination of application + customer Use sticky-notes™ to represent each market opportunity

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List the venture's core abilities or technological elements

Characterize them based on their functions and properties. Describe them in a general manner, independent from your (envisioned) product.

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ABILITIES								
	Identify your market opportunities Which applications can you offer with your core abilities? Which customers may need them? Zoom in to further segment each customer group.							
APPLICATIONS	٩							
APP		A &	and a					
CUSTOMERS								
application + A customer = 🔯 market opportunity								
ſ	Place the market opportunities that you would like t	to evaluate in the Market Opportunity Set.	www.wheretoplay.co	Common Common Common Attribution				



Place the market opportunities that you would like to evaluate in the Market Opportunity Set.



Tool 3 Belbin

Belbin in short

- Great way to get founders thinking started on diversity in the team
- Also a great way to think about roles that need to be played in a team, even if the team is <5 people
- And a great way to learn to reflect on your strengths (and inevitable weaknesses)



TED talk 'How to start a movement'





Tool 4 The Mom Test

Mom Test in short

- Interview technique
- Better understand one of your biggest risks: false positives
- Train yourself to listen, listen, listen
- Much (much much) more important that giving amazing elevator pitches

Not everyone is your customer



Focus on Early adopters

- Has a problem
- Is aware of having a problem
- Has been actively looking for a solution
- Has put together a solution out of piece parts
- Has or can acquire a budget

Figuring out if they are your customer

- Identify potential customers in your beachhead market
- Set up meetings with them (in person, phone, Zoom, Skype, etc.)
- Find out if they have a pain
- Find out if they are early adopters

Customer interviews

Interview set-up

- 1. Find out if they are the customer
- 2. Explore what keeps them awake at night
- 3. Get commitment or advancement

There is one problem ...

There is one problem ...



Everybody Lies!





(People tell us what we want to hear, if we ask the wrong questions)



