Reading for Session 3

A summary of some articles related to session 3 of the MIS and Strategy course for the World Med MBA

The Four Articles

- They are all:
 - From Harvard Business Review
 - Relate to key concepts in business models
 - Available on-line
 - Relevant, practical and easy to read

The Four Articles

Customer value

- Johnson, M. W., Christensen, C. M., & Kagermann, H. (2008).
 Reinventing Your Business Model. *Harvard Business Review*, 86(12), 50 59.
- Anderson, J. C., Narus, J. A., & van Rossum, W. (2006).
 Customer Value Propositions in Business Markets. *Harvard Business Review*, 84(3), 90 99.

Revenue generation

- Stewart, T. A., & O'Brien, L. (2005). Execution Without Excuses.
 Harvard Business Review, 83(3), 102 111.
- Iyer, B., & Davenport, T. H. (2008). Reverse Engineering Google's Innovation Machine. *Harvard Business Review*, 86(4), 58 - 68.

The Format

Customer value

- Summary of the articles
- compare and contrast the two articles.

Revenue generation

- Summary of the articles
- compare and contrast the two articles.

Johnson, Christensen & Kagermann (2008)

- Why do some ideas work and others fail?
 - e.g. Apple iPod vs Rio or Cabo
- Answer = Innovative and groundbreaking business model
 - Apple made downloading content cheap and easy but tied it to high value hardware

Johnson, Christensen & Kagermann (2008)

Recipe for success?

- 1. Think about satisfying the needs of a real customer who needs a job doing
- Construct a blueprint for how to do it at a profit
- 3. Compare it to what you do now and see what you would need to change

Johnson, Christensen & Kagermann (2008)

The 4 elements of a business model:

- 1. Customer value proposition
 - Represents 'value' for a customer
- 2. Profit formula
 - How the company creates value for itself
- 3. Key resources
 - What is needed to deliver proposition
- 4. Key processes
 - How to do it sucessfully

Johnson, Christensen & Kagermann (2008)

Two case studies:

- TATA Motors = car manufacturer
 - see http://www.tata.com/ for details of the whole group of companies
- Hilti = power tools for the professional user
 - see http://www.hilti.fr/ for further details

Johnson, Christensen & Kagermann (2008)

TATA

- Value proposition = a car for 100, 000 rupees
 (1 lakh) to replace the motor bike
- Profit formula = low margin / high volume
- Key resources = components (reduced in number and largely outsourced)
- Key processes = manufacturing (modular components shipped to independent plants for assembly)

Johnson, Christensen & Kagermann (2008)

Hilti

- Value proposition = helping the users of Hilti tools to be efficient
- Profit formula = leasing / subscription model
- Key resources = new sales methods and new IT to support business
- Key processes = inventory and account management, customer management

Johnson, Christensen & Kagermann (2008)

Will the recipe always work?

- Most radical innovations come from new companies – stories like the iPod are rare
- Established companies are conservative and do not 'break the rules'
- Example = Dow Corning and Xiameter

Anderson, Narus & van Rossum (2006)

 What makes a good Customer Value Propositions (CVP)?

 Too often CVPs are seen as 'spin' or promotional 'copy'

 Good CVPs lead to superior business performance

Anderson, Narus & van Rossum (2006)

Three kinds of proposition:

- All benefits
 - lists everything
- Points of Difference
 - targets advantages over alternatives
- Resonating focus
 - 'Crafted' to target what really matters to the customer

Anderson, Narus & van Rossum (2006)

All benefits

- Lists what managers believe might be of value to their customers
- Aimed at answering the question "why should you buy our product"
- Based on knowledge of own product
- 'Benefits' many be illusory

Anderson, Narus & van Rossum (2006)

Points of Difference

- Favourable points of difference in relation to alternatives
- Aimed at answering "why you should buy our product instead of an alternative"
- Based on knowledge of own product and alternatives in the market
- 'Benefits' many not be of value to the customer

Anderson, Narus & van Rossum (2006)

Resonating Focus

- Key points of difference in relation to customers business
- Aimed at answering "why our product will make a real and unique difference to you"
- Based on knowledge of own product and what the customer really values
- Requires a lot of research and crafting

Anderson, Narus & van Rossum (2006)

Example Sonoco (Packaging)

- Sonoco identified 6 favourable points of difference but focused on one point of parity (price) and two points of difference
 - will allow changes in production which will improve efficiency and cut costs
 - 2. new look will appeal to customers and deliver growth

Anderson, Narus & van Rossum (2006)

Example Intergraph (Pipework)

- 1. As fast as alternatives (parity)
- 2. Checks for interdependencies and avoids design changes (difference)
- 3. Integrated, so no data re-entry problems (difference)
- 4. Links remote sites to single database (difference)

Anderson, Narus & van Rossum (2006)

- CVP can be (should be) changed as part of the process of 'crafting'
- Example (Architectural Coatings)
 - First CVP = meets stricter environmental standards
 - revised CVP = quicker drying time allow two coats in one shift

Anderson, Narus & van Rossum (2006)

- Substantiating CVPs
- Case histories
 - Nijdra Groep
- Value Calculators
 - Akzo Nobel
- Word equations
 - Rockwell

Anderson, Narus & van Rossum (2006)

- Customer Value Propositions
 - Need to be crafted and targeted
 - Take time and research to prepare
 - Can lead to breakthroughs in a businesses performance

Compare and contrast

- Both of the previous examples had similar view of what value for the customer was and the role it played in the performance of a business
- The next two examples look at the idea of how this value can be turned in to profit.
- We look at two successful companies, Dell and Google, and find some very different approaches and some striking similarities.

Stewart & O'Brien (2005)

 An interview with Michael Dell and Kevin Rollins (Chairman and CEO of Dell Computers)

 Is it only Dell's famous 'business model' that underpins its success?

- The 'Dell model' exploited (created) the shift from proprietary to standardised products in the computer industry
 - Lowest cost producer of a standard technology
 - Constant focus on core attributes: efficiency in the supply chain, reduction in inventory and the bottom line of profit and loss

- Research and development is 'shareholder focused'
 - impossible to predict the future in this industry
 - the future is today and tonight
 - shareholders don't pay us to sit around a loose money

- Relationships with suppliers is open and 'market based'
 - inventory is a rapidly depreciating asset (like fish or vegetables)
 - if suppliers are successful unit costs are reduced
 - give suppliers the information and let them come up with the solution

- Attitudes to losing money
 - a 'no excuses' culture
 - applying the wrong model or he's the wrong manager
 - we're pretty hard on people who miss
- Openness
 - fear of bad news is less than fear of telling

- A data driven company
 - same metrics throughout the world
 - financial data available in real time

- but
 - strong bias towards action
 - incomplete data is bad but delay can be worse

- Change over time
 - Dell is a result of consistent execution of the dell business strategy but also of 'Darwinian Evolution'
 - over reliance on stock price in 2000 lead to changes in HRM policies
 - now more internal promotions and 'professional development'

- Dell has developed a clear business model based on a concept of offering a standardised product at the lowest cost
- However, the details of how the model is implemented have changed and evolved and are now being applied to a new industry (printers)

- What is the secret of Google's success and can it be applied elsewhere?
- Google's Mission statement
 - "to organise the worlds information and make it universally accessible and useful"
- Google's Business model?
 - "Ubiquity first, revenues later ... if you can build a sustainable eyeball business, you can always find clever ways to monetize them"

- Technology and strategy are inseparable and permeable
- Three key innovations provide the motor for all of the activities:
 - Scalable IT architecture = plug and play on a massive scale
 - Page Rank algorithm 'information shall be organised by analysing users intentions'
 - Search based advertising which relies on data from Google's IT architecture

- Google as the keystone the component that holds everything else in place
 - media companies create 'content', stimulate interest and pay for advertising
 - the public search for information and reveal interests which provides the data for advertisers
 - the Google 'platform' provides the place for all of this to happen

- Google as the keystone the component that holds everything else in place
 - individuals and companies actively provide content tailored to Google searches
 - the public search for information and reveal interests which provides the data for advertisers
 - the Google 'platform' provides the place for all of this to happen

- Google as the keystone the component that holds everything else in place
 - the Google 'platform' is open to third party vendors and independent developers create new products
 - new products keep users engaged and makes Google 'sticky'
 - new products open new revenue streams for Google and developers

- Keystone advantages
 - no need for market research as everything happens through Google itself
 - as a hub Google can skim off other revenue streams
 - as owner and operator Google can exercise a big influence over its own environment

- Google's cultural paradox
 - innovative
 - chaotic
 - tolerant of failure
- but also
 - analytical and data driven

- Google's culture, open architecture and accelerated product development cycle means that there are a lot of new things happening at once – inevitably many will fail
- Data from platform analysed to provide evidence for success of new ideas (e.g. through random trials)

- Reverse Engineering can these ideas be applied elsewhere?
 - The paper makes several suggestions but obvious analogies are
 - Amazon (provides a platform for others)
 - Open source projects (values creativity, tolerant of chaos and failure)

Compare and contrast

Dell

- Profit driven and intolerant of failure
- Strives for standardisation
- Decisions are 'data driven'
- IT and strategy are closely interlinked

Google

- Long term view and tolerant of failure
- Strives for diversity and creativity
- Decisions are 'data driven'
- IT and strategy are closely interlinked