MOBILE APP DEVELOPMENT FOR ENTREPRENEURS

Lecture 11: Lean Startup, the Business Model Canvas, and Market Analysis

Doing a Startup

Traditional formula for doing a startup:

- write a business plan:
- · problem to be solved
- · solution provided
- · estimated market size
- return on investment: five-year forecast of income, cash flow, profits
- a googling exercise, involving a large amount of guesswork
- pitch to investors, raise money
- assemble a team and build product in "stealth mode"
- introduce product
- sell

[Blank, S., "Why the Lean Start-Up Changes Everything," HBR, May 2013]

What's Wrong with Business Plans?

Business plans rarely survive first contact with customers

No battle plan ever survives contact with the enemy
-- Helmuth von Moltke the Elder

Five-year plans try to forecast complete unknowns: they are generally fiction

Instead, successful startups go quickly from failure to failure: adapting, iterating, continually learning from customers to improve upon their ideas

Lean Startup

An attempt to make the process of starting a company less risky

Favors:

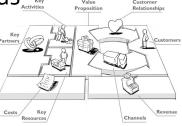
- experimentation over elaborate planning
- customer feedback over engineering intuition
- iterative design over "the big unveil"

A startup is a temporary organization searching for a repeatable and scalable business model

Three key principles: business model, customer development, agile development

Business Model Canvas

A business model captures your customers' wants and needs, your value proposition, how you're going to reach your customers, how you'll create



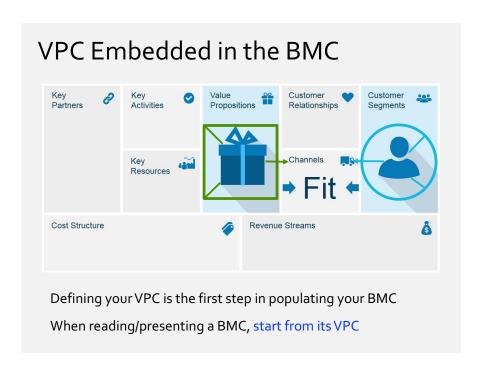
your product, and how you'll make money

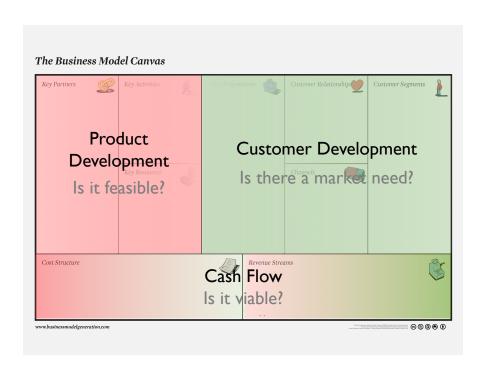
A business model canvas (BMC) is a planning tool that forces you to succinctly summarize your guesstimates about your customers, product, and market

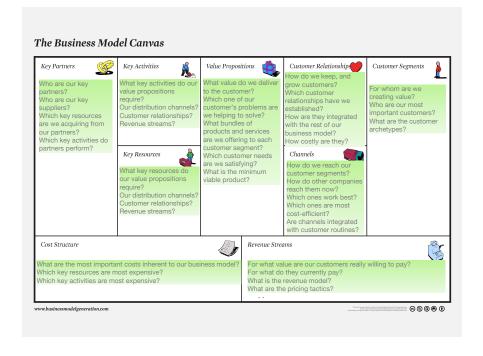


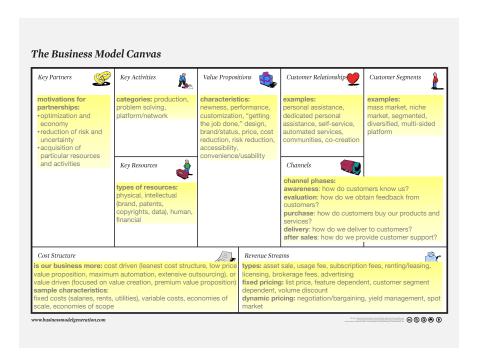
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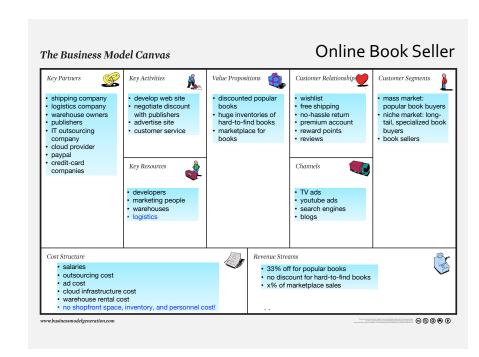
[Blank, S., "Why the Lean Start-Up Changes Everything," HBR, May 2013]

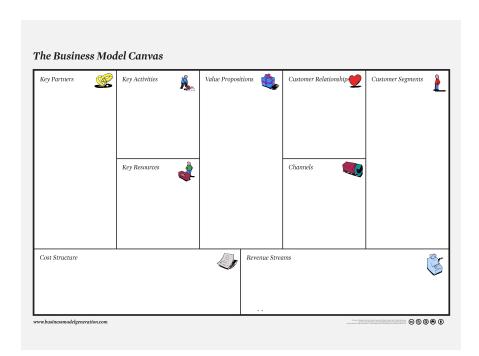


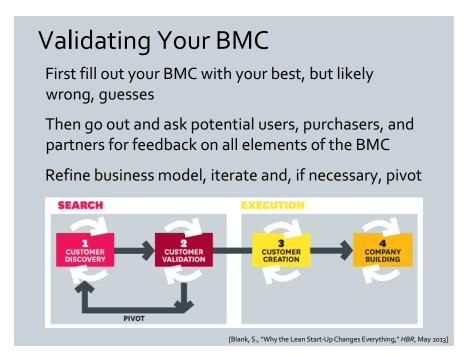












Market Size Estimates

Can be top down or bottom up

First top down:

TAM: Total Addressable Market

Total potential market for a product

"How big is the universe?"

Example: total book market worldwide

TAM SAM SOM

SAM: Serviceable Available Market

Portion of TAM served by your product/services "How big is the segment that FITs my value proposition?" Example: total US readers online

TAM, SAM, SOM

SOM: Serviceable Obtainable Market

Share of market realistically reached in the short term (first few years), considering:

- your value proposition fit: will anybody want to buy your product/service?
- your customer relationships and channels: can you reach your customers? what's your plan to do so?
- your SAM and competitors: fraction of SAM you can capture in the short term?

Example: competing against physical bookstores, against Amazon?

(SOM/SAM) is your short-term target market share

[the businessplanshop, TAM SAM SOM]

TAM

SAM

Use of TAM, SAM, SOM

If you have \$1M to invest in 10 startups, how would you pick the startups to invest in?

- minimize risk: is there a market for the startup?
- maximize return: how big is the market?

SOM and SAM analyses help de-risk the investment: discover a market with the least amount of capital

- at the minimum, SOM should neutralize the risk of investing in the startup
- SAM acts as sanity check for SOM and promises at least a good return

TAM analysis assesses the upside potential at scale: can we all be billionaires?

Would You Invest?

For example: you want a 10x return on your investment, a startup is seeking \$250K investment for 20% equity

The startup's market research assesses that:

- TAM = \$2B
- SAM = \$100M
- SOM = \$5M within 2 years, \$12M within 4 years
- EBITDA² margin = 25% (how profitable, roughly)
- Valuation of listed competitors = 8x EBITDA (8 times earnings)

Would you invest?

¹Time horizon not specified

² Earnings before interest, tax, depreciation, and amortization; earnings without taking financing, accounting, and taxation details into account

Return on Investment

Would you invest?

- TAM = \$2B, SAM = \$100M (5% of TAM), SOM = \$5M within 2 years, \$12M within 4 years
- EBITDA margin = 25%, valuation = 8x EBITDA

Evaluation:

- in 2 years: revenue 5% of SAM
- EBITDA = .25*5M = \$1.25M
- Valuation = 8 * \$1.25M = \$10M
- Rol = (.2 * \$10M)/\$250K = 8x
- in 4 years: revenue 12% of SAM
- EBITDA = .25*12M = \$3M
- Valuation = 8 * \$3M = \$24M
- Rol = (.2 * \$24M)/\$250K = 19X
- assuming no Series B funding event dilution

[the businessplanshop, TAM SAM SOM]

Upside at Scale

In 4 years, revenue is already 12% of SAM (\$100M)
• TAM = \$2B, EBITDA margin = 25%, valuation = 8x EBITDA

Would you be willing to invest more when the startup needs more money to grow?

- assuming ability to capture 12% of TAM (revenue = \$240M)
- EBITDA = \$60M, valuation = \$480M
- for 10x Rol, investor would be willing to invest up to \$48M (for 100% of company)



[the businessplanshop, TAM SAM SOM]

Where to Get the Numbers?

By doing market research

Market research firms sell (\$,000s) industry reports
For example: Gartner, IDC, Forrester, JD Power, Morningstar, etc.
Often cited by newspaper and magazine articles

Investment banks also publish market forecasts
For example: Goldman Sachs, JP Morgan, Merrill Lynch, Morgan
Stanley, etc.

Brokerage firms publish analyst reports For example: BofA Merrill Lynch, Fidelity, etc.

Where to Get the Numbers?

Competitors:

- market trends and info on web sites
- public companies' quarterly and annual reports
- SEC filings (use Edgar or 10K Wizard to search)

Estimates from similar or replacement products and services (typewriters vs. office computers)

Sample reports:

GSMA's <u>The Mobile Economy</u>
Sandvine's <u>Global Internet Phenomena</u>
Goldman Sach's Virtual and Augmented Reality Report

Actual Revenue Streams

How do you monetize your project?

- 1. paid app:
 - pros: no annoying ads/sales in app, cleaner interface
 - cons: how to sell? AppStore takes 30% cut
- 2. mobile ads: collect user data, sell to advertisers
 - example: Facebook
 - pros: remove cost barrier to adoption
 - cons: ads take up screen real-estate and can be annoying (app churn)
 - sponsorship:
 - example: RunKeeper: track running activity to unlock exclusive rewards and promotions
 - pros: better integrated with app's use, less annoying
 - · cons: harder sell with advertisers(?)

[Munir, A., App Monetization]

Revenue Streams

How do you make money?

- 3. in-app purchases/freemium:
 - pay to upgrade
 - · example: Angry Birds
 - pros: try before you buy
 - · cons: hard to strike a good balance of what's free
 - subscription: pay for content
 - example: news apps
 - pros: recurring revenue
 - cons: hard to strike a good balance of what's free limited applicability
 - purchase physical or virtual items
 - pros: an additional sales channel
 - cons: accidental purchases (by children)
 - examples?





[Munir, A., App Monetization]

Bottom-Up Sales Forecast

Using Google Adwords keyword tool:

- estimate of traffic associated with keyword
- estimate of clicks for a given ad campaign
- to build volume forecast, decide how much you want to spend on Adwords and the expected conversion ratio:
- Adwords budget: \$6,000/month
- average cost per click: $\$0.8 \Rightarrow 7,500$ clicks/month
- conversion rate: 4% = 300 sales/month
- average purchase: \$0.99 = monthly sales forecast of \$297
- AppStore's commission 30% = net of \$208

Bottom-up Sales Forecast

For mobile ads:

- research click-throughs for similar app as yours
- multiply by amount you get paid per ad

Similarly for paid upgrade, in-app purchases, and subscription:

- research purchase rates of similar apps
- multiply by upgrade/purchase price
- the advantage of subscription is that it is recurring

Bottom-up Sales Forecast

Bottom-up forecast is more believable than topdown estimates if backed-up by real numbers

Also allow for forecast revision by updating the values of parameters used in the model

Sanity check: compare against top-down SOM estimate

Source: thebusinessplanshop.com, How to Forecast Sales

Competitor Analysis

What are their value propositions? What makes them unique?

How do they market their services/products? Customer relationships and channels?

What are their market shares?

Reconstruct your competitors' business model canvases and SOMs

[the businessplanshop, Sales Forecast]

[CayenneConsulting, Competitor Research and Analysis]