



Lecture 12 Pricing and Go-to-Market Strategy



Project Sites are live!



Programs

Projects

Community

Impact

Discuss

About

Project: FARS-Tech

Program: Indonesia Summer 2013



Project Links

Discussion

Members







Pitch

Description

Discussions

Coming Soon!



Today's Agenda

- Daily Scrum
- Competitor Analysis
- Customer Acquisition/Go-to-Market
- Key Takeaways



Let's Scrum!

- Take a minute to reflect...
 - What have you done since yesterday?
 - What are you planning to do today?
 - Any impediments/stumbling blocks?
 - What else are you thinking about?



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Homework Assignment #9: Individual Exercise

- List a group of your top competitors. If you cannot find any within Indonesia, find a similar international company.
 - If you say you have NO competition, there is no market!
- 2. How do you group them (e.g. geography, size, focus)?
- If you were YOUR competitor, how would you compete with you? List 5 weakness of your own business model, or places of improvement.
- 4. What creates value for your target customers? What is your major criteria to make your product better (i.e. price, quality, quantity, reputation, service)?
- 5. Best way to start is looking at customer, not your competitors.

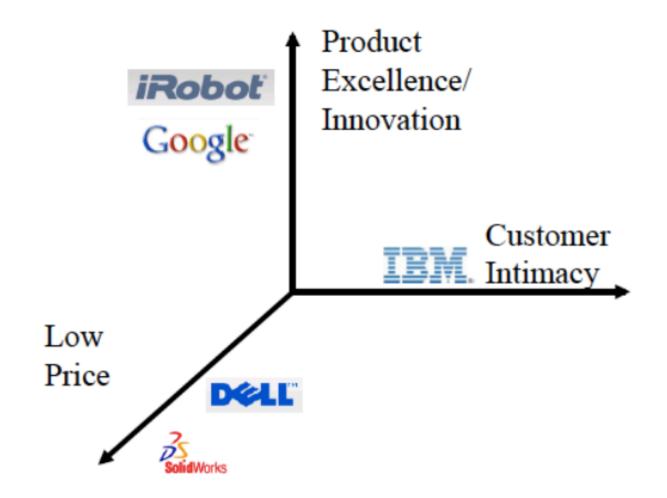


Group Exercise

- 1. Go to your team and compare notes.
- 2. In 1 slide, provide a visual representation of your company vs. your closest competitors.
- 3. Present!

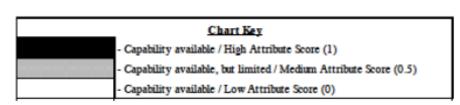


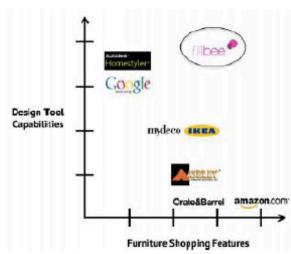
What does your customer value?





Group Exercise Example





| | Design Tool Capabilities | | | | | Furniture Shopping Features | | | | |
|----------------------------------|---------------------------|----------------|--------------------|--|-------|-----------------------------|--------------------|-------------------|---------------------|-------|
| | Design Tool Capability | Ease of Use of | Multiple Options | Collaboration Features (Designers / Social | Total | Furniture | Multiple Furniture | Dynamic Furniture | | Total |
| | (None/2D/3D) | Design Tool | to Initiate Design | Networks) | Score | Shopping Available | Retailers | Suggestions | Scale / Reliability | Score |
| Furniture Manufacturers | | | | | | | | | | |
| IKEA | | | | | 2 | | | | | 2.5 |
| Crate & Barret | | | | | 0 | | | | | 2.5 |
| Ashley | | | | | 1 | | | | | 2.5 |
| Interior Design Websites / Tools | | | | | | | | | | |
| MyDeco | | | | | 2 | | | | | 2 |
| Google Sketchup | | | | | 3 | | | | | 1 |
| AutoDesk HomeStyler | | | | | 3.5 | | | | | 1 |
| Online Retailers | | | | | | | | | | |
| Amūzon | | | | | 0 | | | | | 4 |
| FillBee | | | | | 4 | | | | | 3 |



Group Exercise

- Team presentations: 5 minutes
- Questions to think about:
 - What do your customers value?
 - Who do you think are your closest competitors? Why?
 - What do you believe you can do better?



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#6: How will you reach your customers? How will you get more customers?

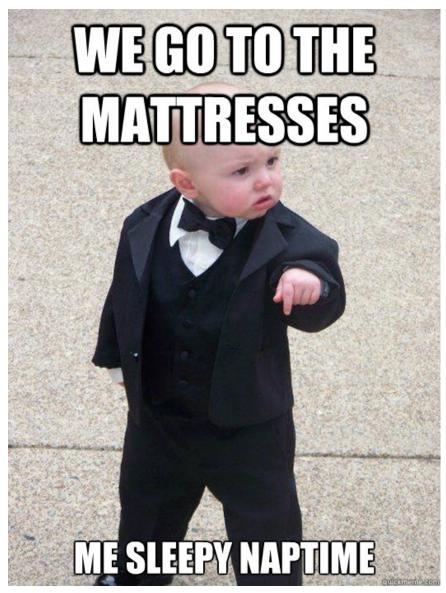








Go-to-Market Strategy





We will get customers by...

- How do you acquire customers?
 - What is your sales, marketing, and distribution strategy?
 - How will you reach the target customer?
 - What is your cost to acquire a customer?
 - Mention established partnerships, if any



Go-to-Market Strategy

- WHOM will we actively target within the market?
- WHAT will be our product portfolio for target customers?
- HOW MUCH will we charge for our products for different customers?
- HOW will we promote our products to target customers?
- WHERE will we promote and sell our products to target customers?

This is an iterative process. Each component impacts the other.



Go-to-Market Strategy

- Overall Marketing Strategy
- Pricing
- Sales Tactics
- Advertising and Promotion
- Distribution



Overall Marketing Strategy

- Describe the specific marketing philosophy of the company, given the value chain and channels of distribution in the market niches you are pursuing.
- Describe which geographic areas you will initially target, how will you expand geographically, and why this makes sense.
- Describe any seasonality to your business and what can be done to promote sales offseason.



Pricing

- Discuss pricing strategy vs. competition.
- Analyze gross margin per product sale and show that you can cover the expenses to reach your desired profit.
- Justify the difference in price between you and your competition.

The secret to pricing: there is no secret. So try small while you can.



Determining Price

- Cost-based pricing vs. Price-based costing
 - Cost-based pricing: Determining the cost of a product, choosing a desired profit margin, and generating a sales price
 - Price-based costing: Choosing a desired sales price and costing out production to meet that sales price with a desired profit margin



Free (Ads Revenue)

Price: Free

Audience: Mass Market

Model: Advertisement Supported Example: Facebook, Yelp, etc.

 The main goal is to deliver content in multiple formats and extend reach.

Pros

- Easier to manage for established brands.
- Easy to build traffic initially for a free app, although may not be long lasting.
- Ratio of downloads for free to paid apps is 400:1, or 95% of apps downloaded are free.

Cons

- Highly competitive: popular model, advertisers have the advantage.
- Ads take up application space.
- To get profitability the traffic has to be extremely high.



Charging for Apps (Flat Rate)

Price: Paid applications, at a low price point

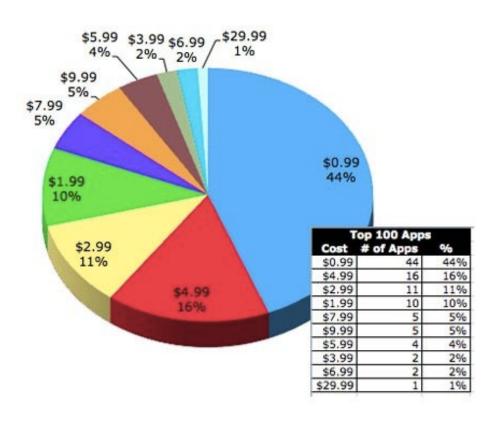
Audience: Mass Market Model: Direct Revenue Examples: Sim City, etc.

Pros

- Greater potential revenue without compromising form
- Returns are immediate from Innovators and Early Adopters

Cons

- Need to continue traffic to continue revenue: Early Majority
- Must have compelling value proposition to capture buyers: lots of free competitors





Charging for Apps (Freemium)

 Price: Paid applications, at a low price point, with free trial version/ in app purchases

Audience: Mass Market

Model: Ads on Free Trial Version, Direct revenue on paid version

Examples: StickTennis, Angry Birds etc.

2 Options: Separate and In-App Freemium

Pros

- Easier to capture initial users than initially paid apps.
- Natural transition once value has been proven.

Cons

- Value of paid application needs to be proven.
- Risk of losing customers after free version expires.



Other (Less Common) Options

- If your business model allows:
 - Subscription/licensing
 - Mobile TV, other ongoing services
 - Direct sale of goods and services
 - Movie and concert tickets, virtual gifts
 - Indirect sale of goods and services
 - Dunkin' Run (from Dunkin' Donuts)
 - Sponsorship
 - Government support for mHealth apps



Sales Tactics

- Describe the method (direct, distributors, sales representatives, etc.) that will be used to make sales and distribute the product or service
- Discuss the <u>value chain</u> and <u>margins</u> for retailers, distributors, wholesalers, and salespeople
- Describe special policies, e.g. discounts, regional exclusivity, etc.
- Describe how your sales force and sales efforts will grow and scale over time
 - Geography, demographic, etc.



Advertising Schemes

- Traditional:
 - Posters
 - Billboards
 - Newspaper Ads
 - TV/Radio Ads

- Non-traditional:
 - Mobile advertisements
 - Printing on sides of cars
 - Offering promotions
 - Word-of-mouth
- Think about placement
 - Where is your target customer? Where do they hang out? What are their hobbies?
 - How can you grab their attention? How can you be different from the competition?



Promotional Schemes

- Earn a reward for the first time you use the service.
- Earn a reward for every recommended friend who also uses the service.
- Free trial (one week one year free).
- Random draw reward for downloading the service.
- These are only a few examples.

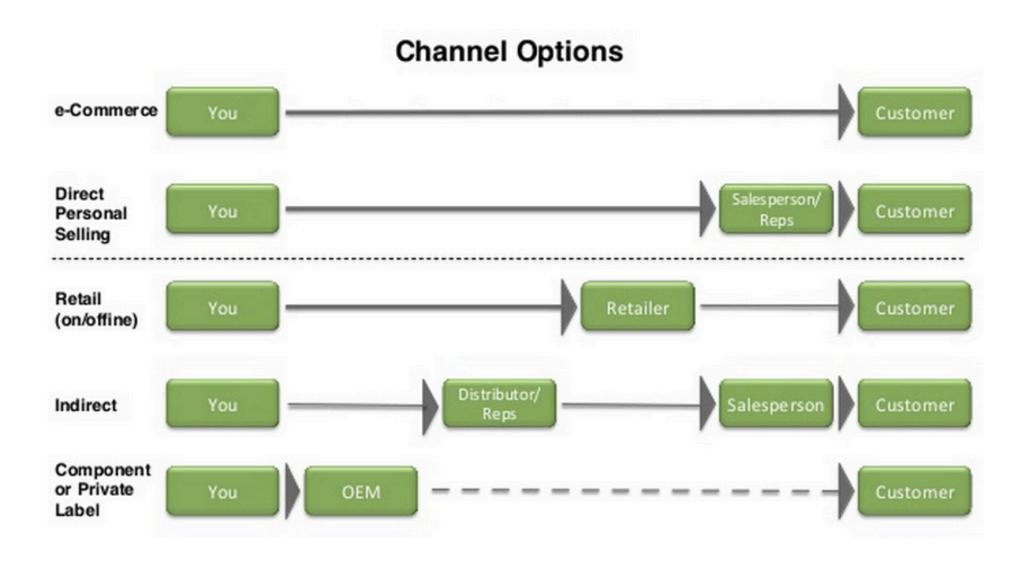


Distribution

- Describe methods and channels of distribution you will use.
- Describe shipping costs if applicable.



Distribution Value Chain





Homework Assignment #10

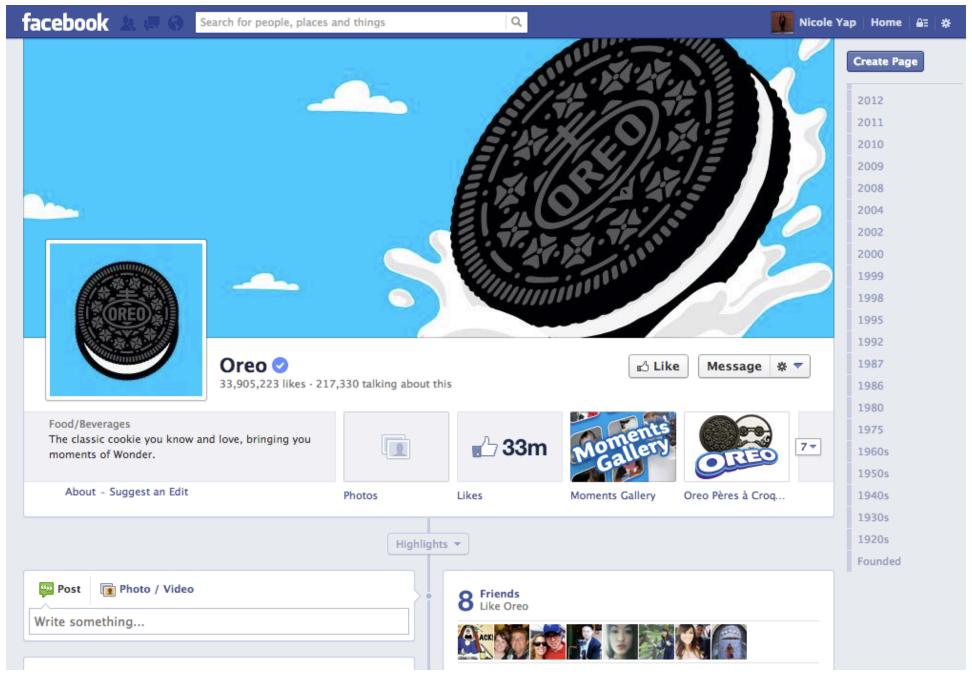
- Over the week and weekend, think about your go-to-market strategy
- By next Monday, have your strategy described in 750 words or less
- Try to conduct some field research scope out locations and find communities



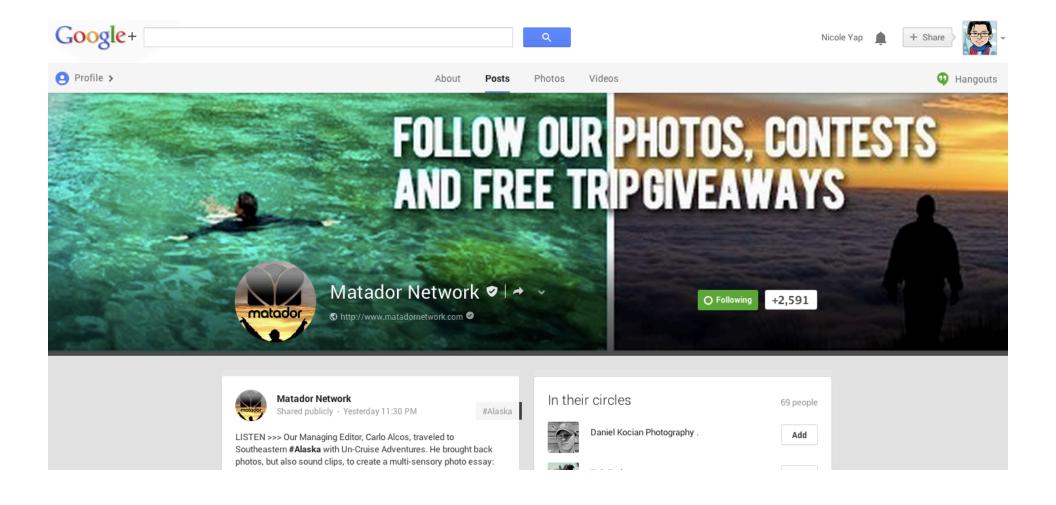
In-class Exercise: Start with Social

- Use the rest of class today to set up:
 - Facebook Page
 - Google+ Page
 - MIT AITI Page
 - Twitter
 - What else?
- Things to post:
 - Value Proposition/Unique Selling Proposition (USP)
 - Logo
 - Product Name
- Tips for creating a Facebook Page: http://mashable.com/2013/06/21/social-makeover-facebook/
- 10 Google+ Tips for Your Business: http://www.webpronews.com/10-google-page-tips-for-your-business-2011-11





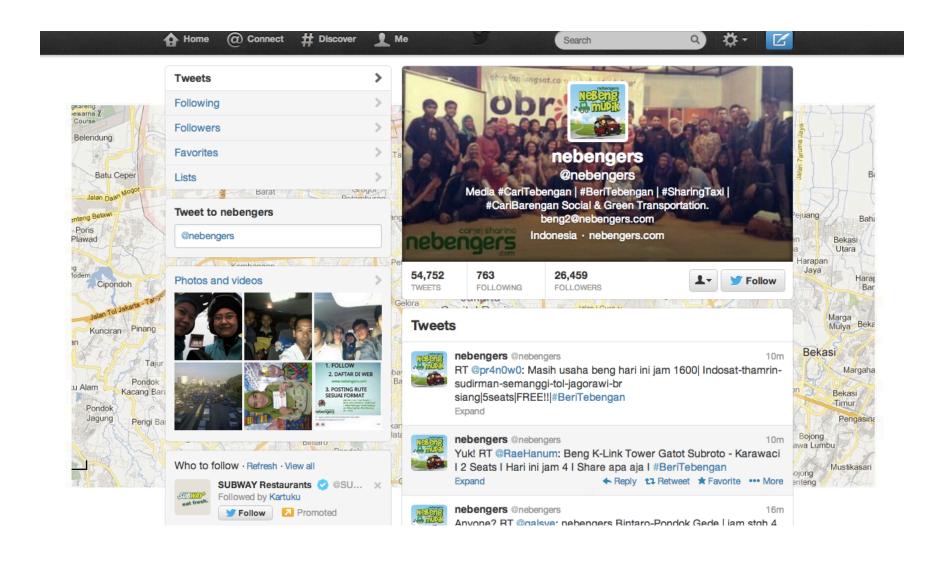














General Pointers on Social Media

- Determine an owner (e.g. VP Marketing)
- Have a purpose: what is your message? What values do you have?
- Don't limit yourself to the obvious outlets
 - Find the special networks where your target users hang out (e.g. Reddit/r/___)
- Find the influencers (e.g. bloggers, "Twitterati")
- Join the conversation! Build relationships. Be human.
- Set goals and measure against them.
- Check the sites of your competitors...







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Key Takeaways

- Competitor Analysis is critical to understand how your product is going to stand apart from the rest.
- Your <u>Go-to-Market</u> strategy describes how you will reach your customers, how much you will charge, and how much it will cost to do so.
- Your <u>pricing model</u> can depend on the role your mobile application plays in your business.
- Social media can be a powerful tool, but it must be maintained.



"The most valuable thing you can make is a mistake - you can't learn anything from being perfect."

- Adam Osborne

- Check your e-mail and Facebook for any additional announcements.
- Sign up for individual office hours.
- Questions?
- See you tomorrow!