



Module III. Business

Testing
Business
Ideas

Topic 2. Design

Lesson 2. Business Design

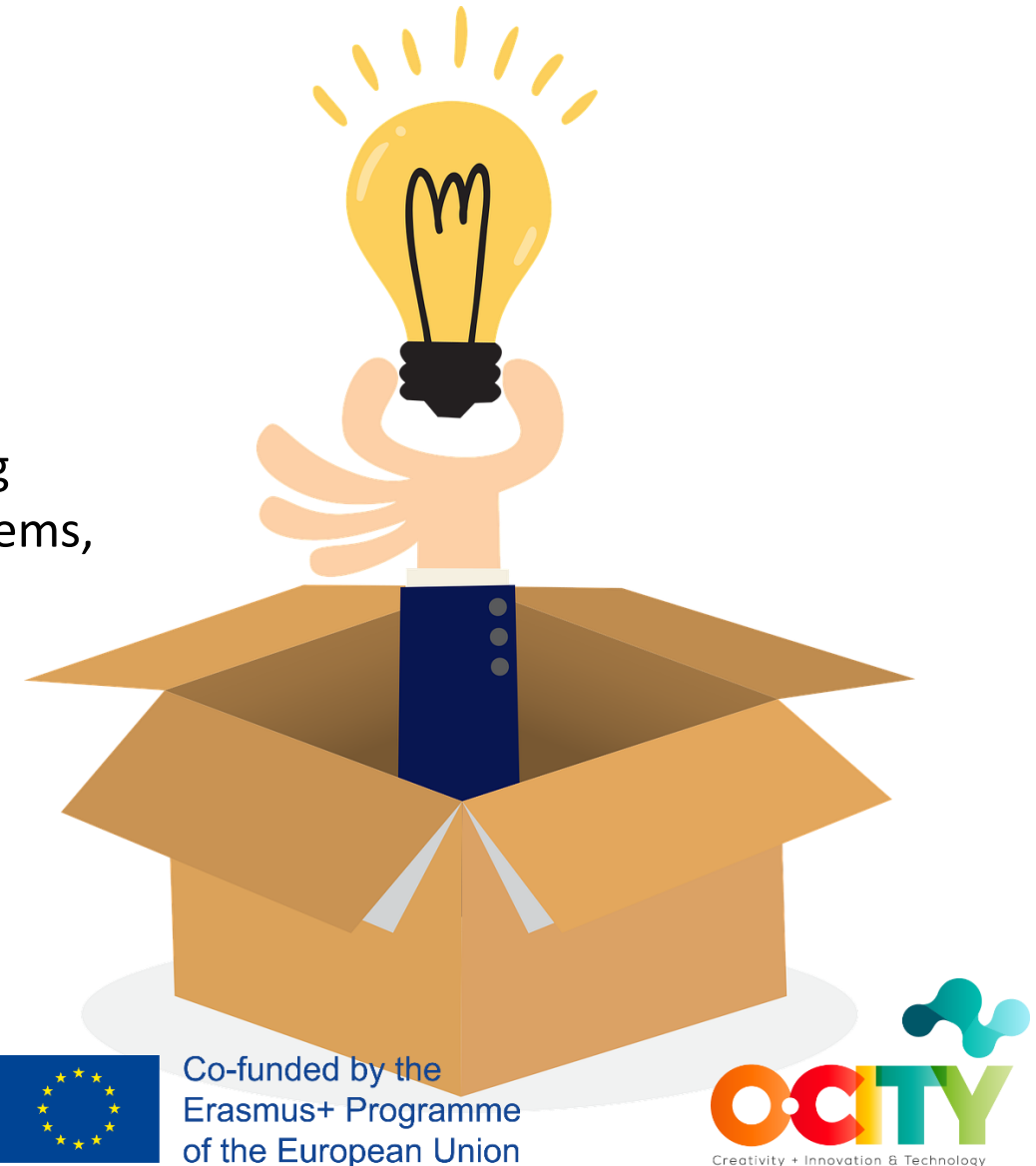


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Designing is...

...a process of anticipating and creating different types of objects, shapes, systems, buildings, vehicles etc.

But design can be also user-centered.



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Once the topic is
completed and approved,
learners will be able to...



Design the perfect team and shape an idea.



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*In this lesson, we will
learn...*

Business Model Canvas

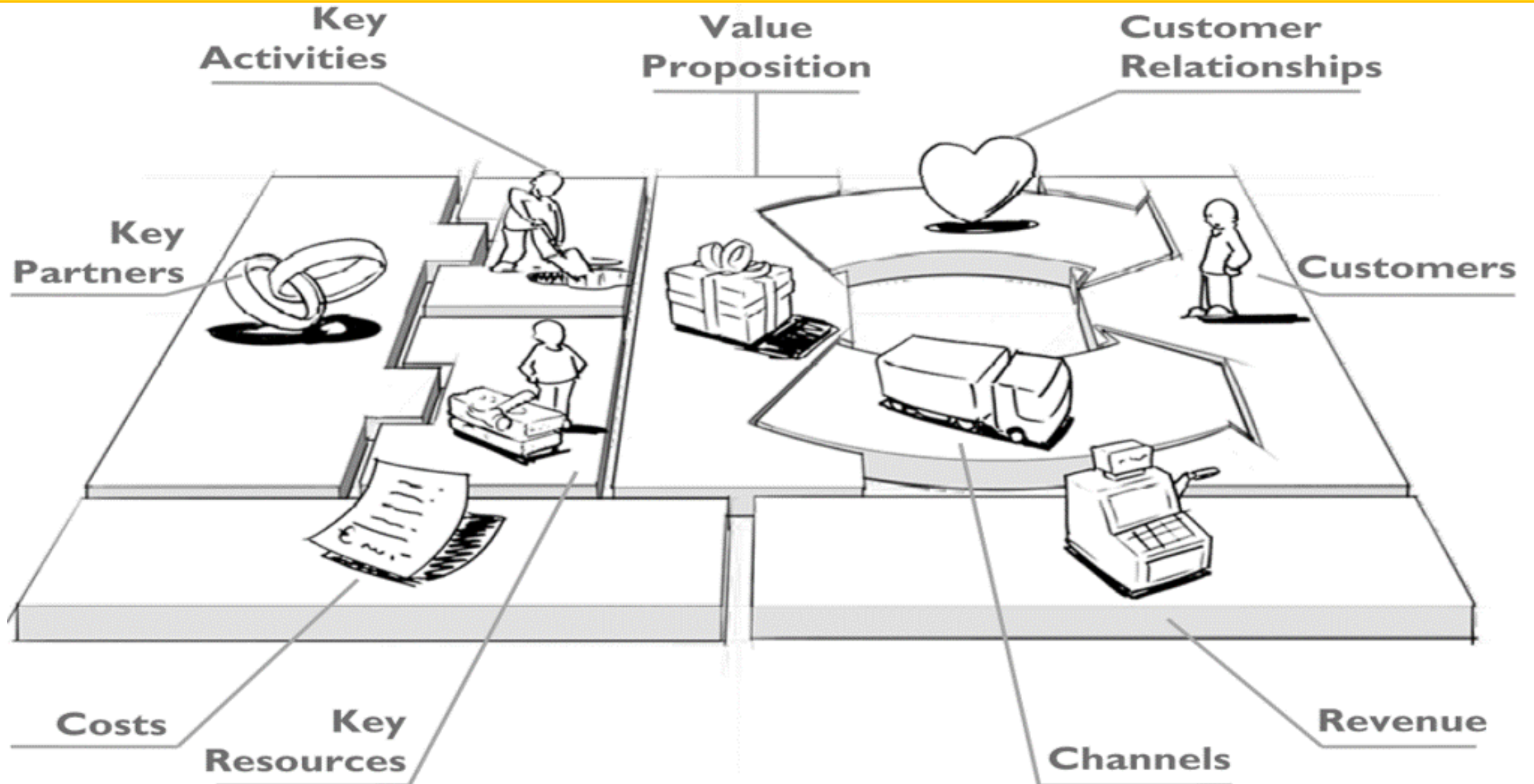
Value Proposition
Canvas



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Business Model Canvas



Key Partners



Key Activities



Value Proposition



Customer Relationships



Customer Segments



Key Resources



Channels



customer segments

Cost Structure



Revenue Streams



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Key Activities



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value proposition

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key resources

distribution channels



Cost Structure

Physical
Intellectual

Human
Financial



Revenue Streams

revenue streams



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Value Proposition



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Customer Segments



key activities

value proposition

customer relationships

customer segments

Key Resources



Channels



key resources

distribution channels

Cost Structure



Revenue Streams



revenue streams

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value proposition

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distribution channels

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revenue streams

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customer relationships

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distribution channels

Customer Segments



customer segments

Cost Structure

cost structure

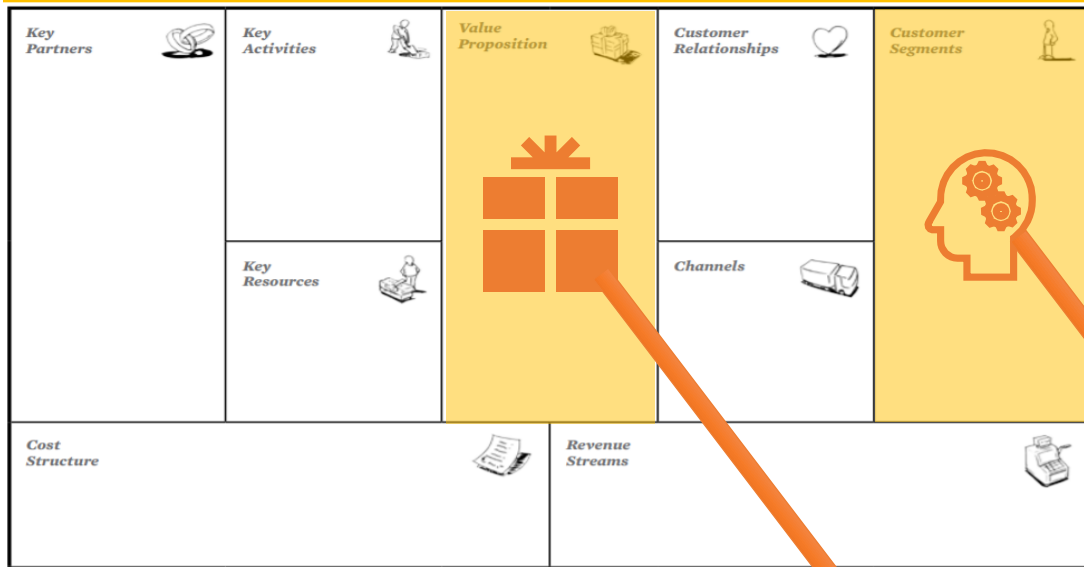


Revenue Streams

revenue streams



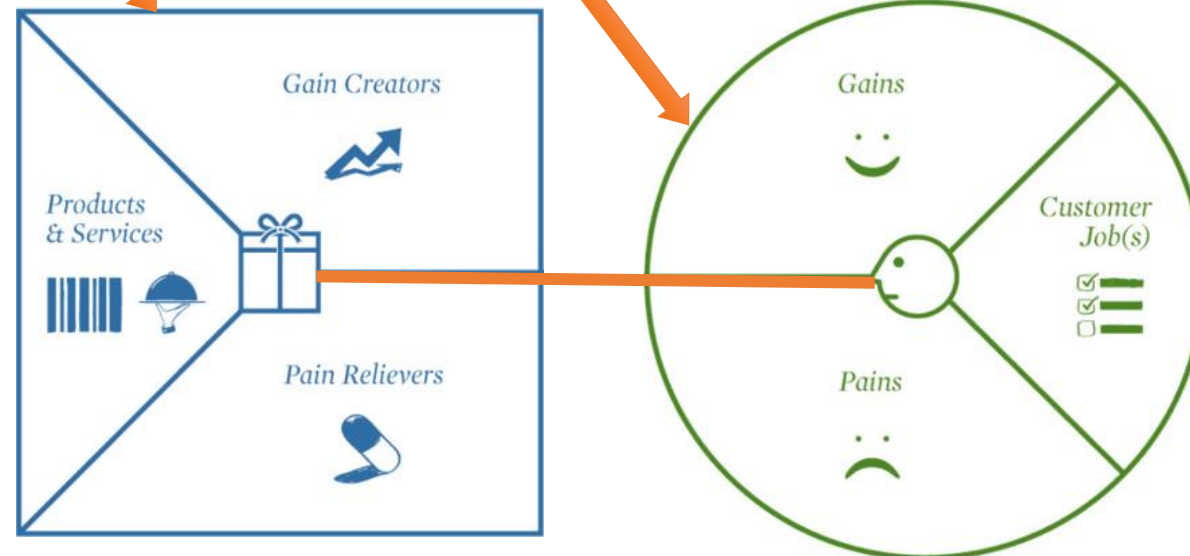
Business Model Canvas



Value Proposition Canvas

Customer Profile

Value Map



Customer Profile



Customer Jobs



Customer Gains



Customer Pains





Customer Jobs

Describe what kind of work your customers want to be done.



Functional work



Social work

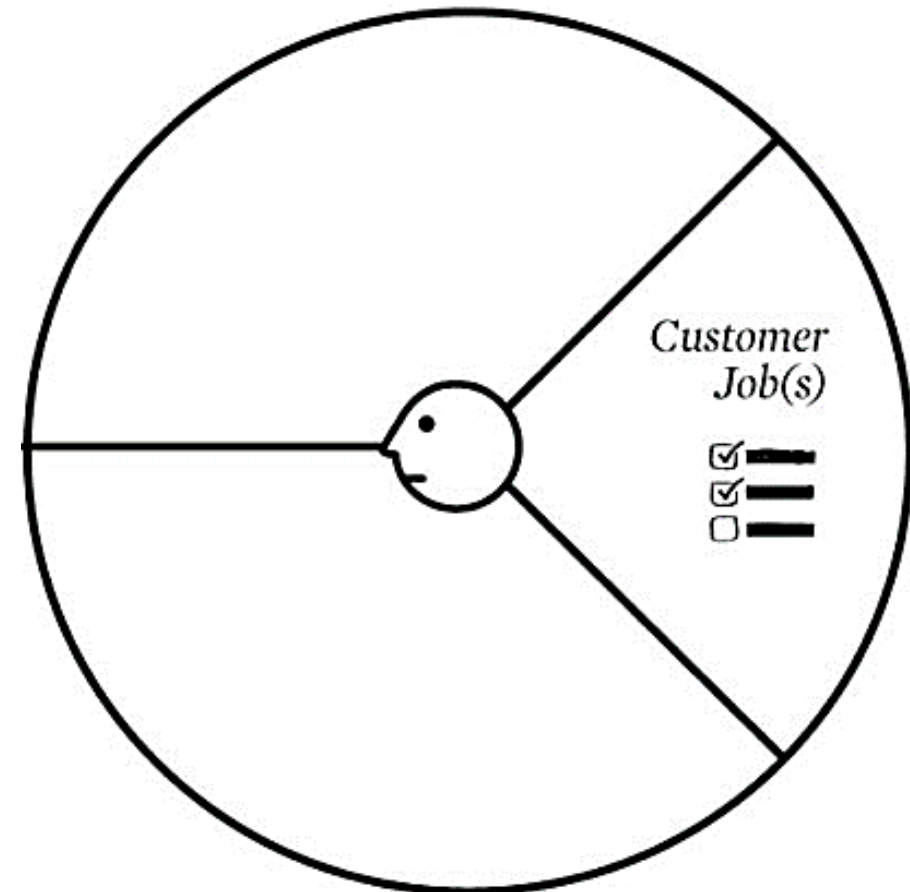


Personal/Emotional work



Support work

What are customer trying to get done?



„Put yourself in the customer’s shoes“



Customer Pains

Anything that bothers your customers.



Undesirable results, problems, and characteristics

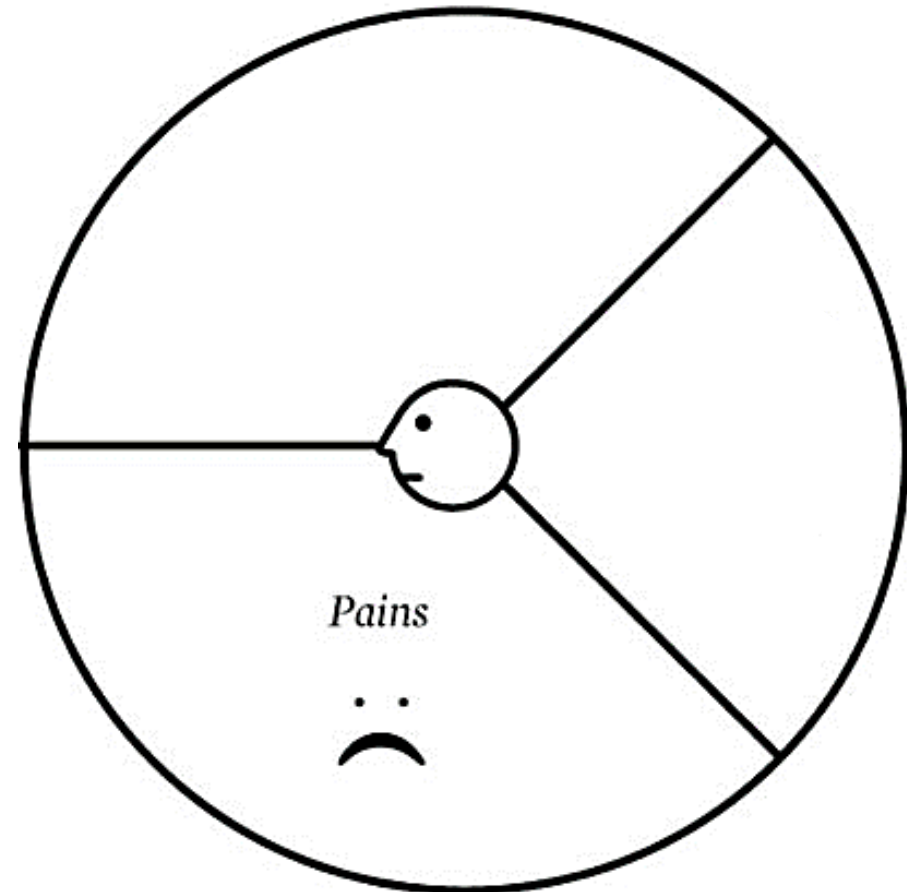


Obstacles



Risks

What are customer Pain Points?





Customer Gains

Description of the utility your customers want.



Necessary utility



Expected utility

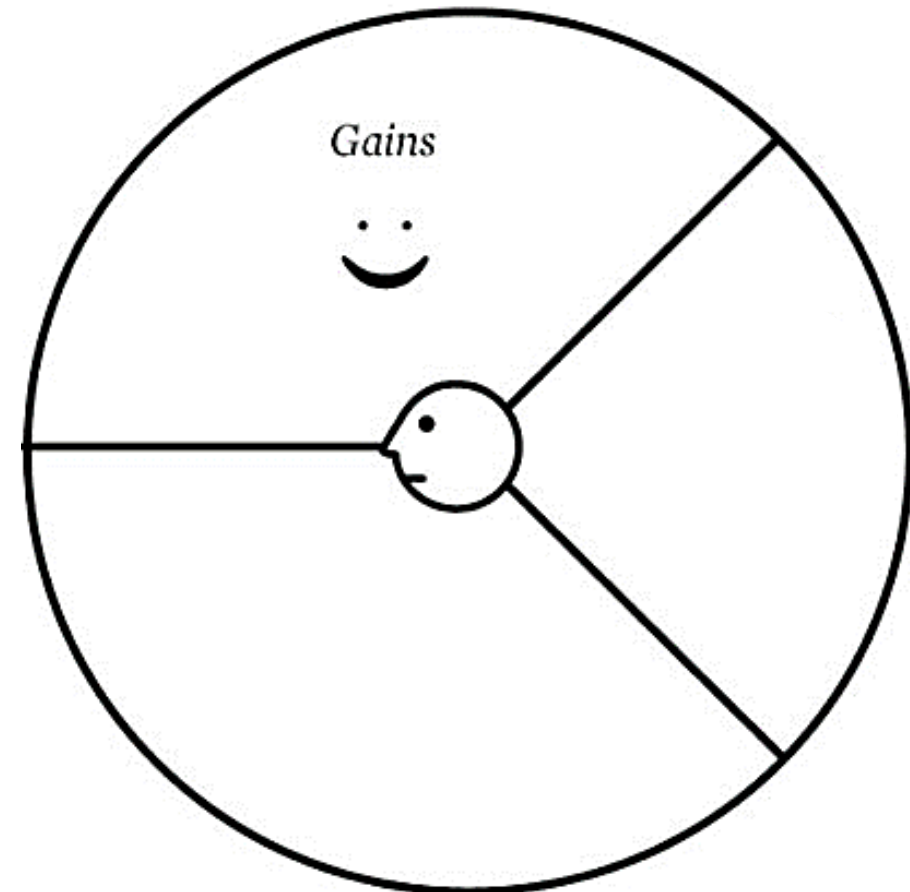


Desired utility



Unexpected utility

What are customer Gains?



Value Map



Product Segment



Pain Reliever



Gain Creators



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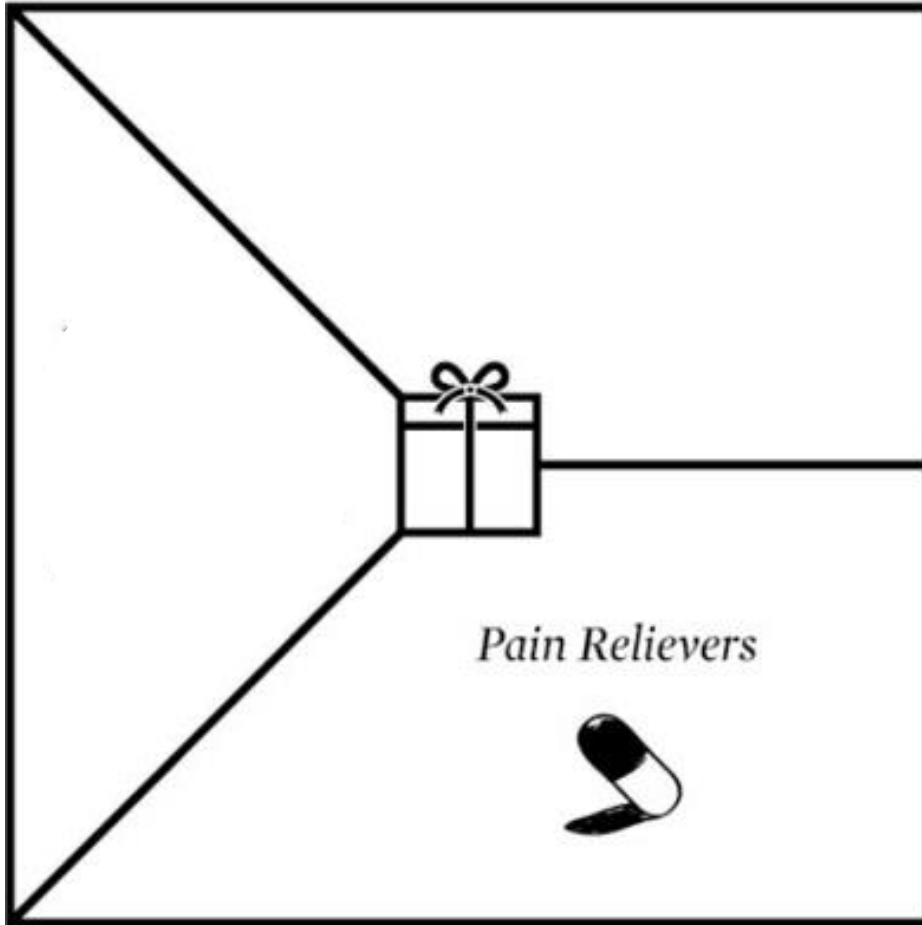


Product Segment



Products and services on which your value is based.

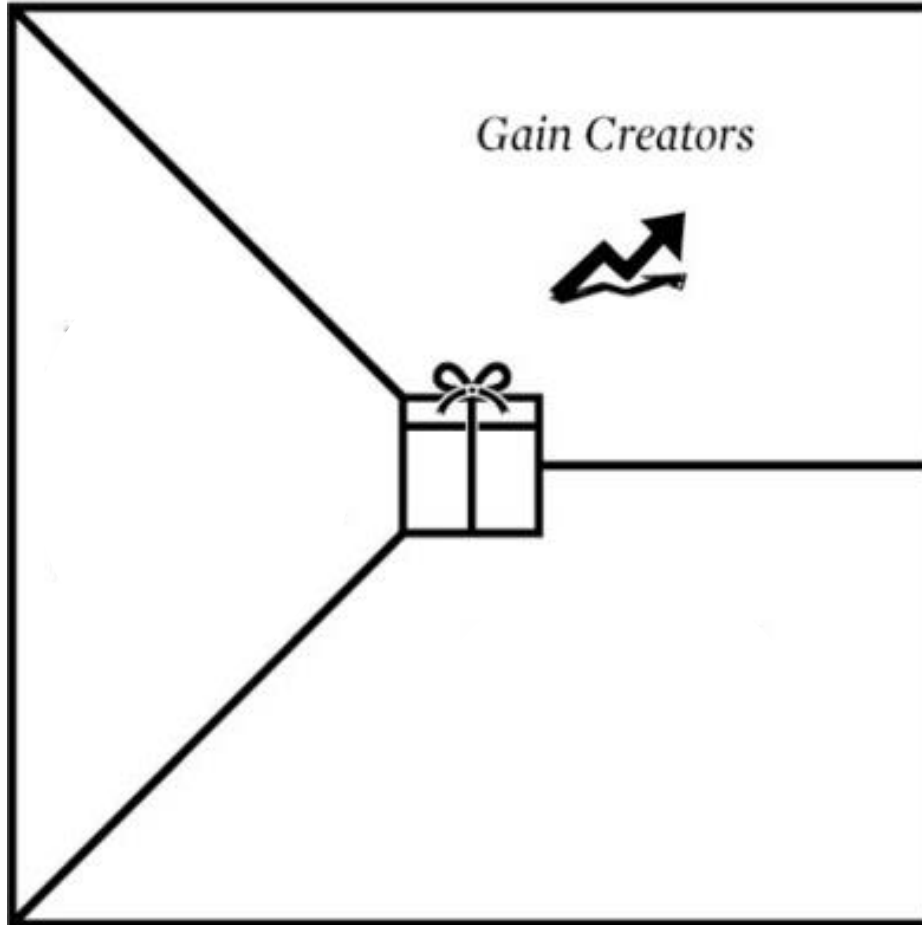
- Physical, tangible products or goods
- Intangible
- Digital
- Financial



Pain Relievers



- ✓ Do they save time, money, effort?
- ✓ Do your customers feel better?
- ✓ Do you remove barriers that limit your customers?
- ✓ Do you limit the mistakes your customers can make?
- ✓ Do you eliminate the risks that customers are afraid of?
- ✓ Do you solve the negative social problems that customers are afraid of?



Gain Creators



- ✓ Does it make your customers' work or life easier?
- ✓ Is your product something that customers expect or that exceeds their expectations?
- ✓ Does your product create positive social consequences?
- ✓ Is it doing something specific that customers are looking for?

What happens when a Customer Profile meets Value Map?

value map



create

customer profile

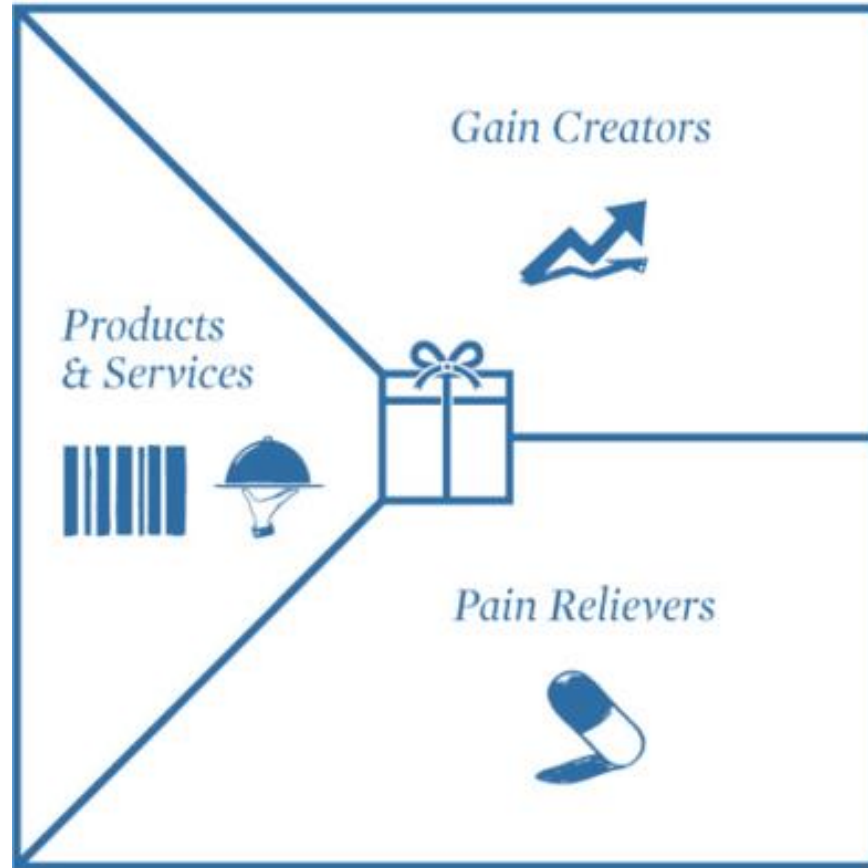


observe

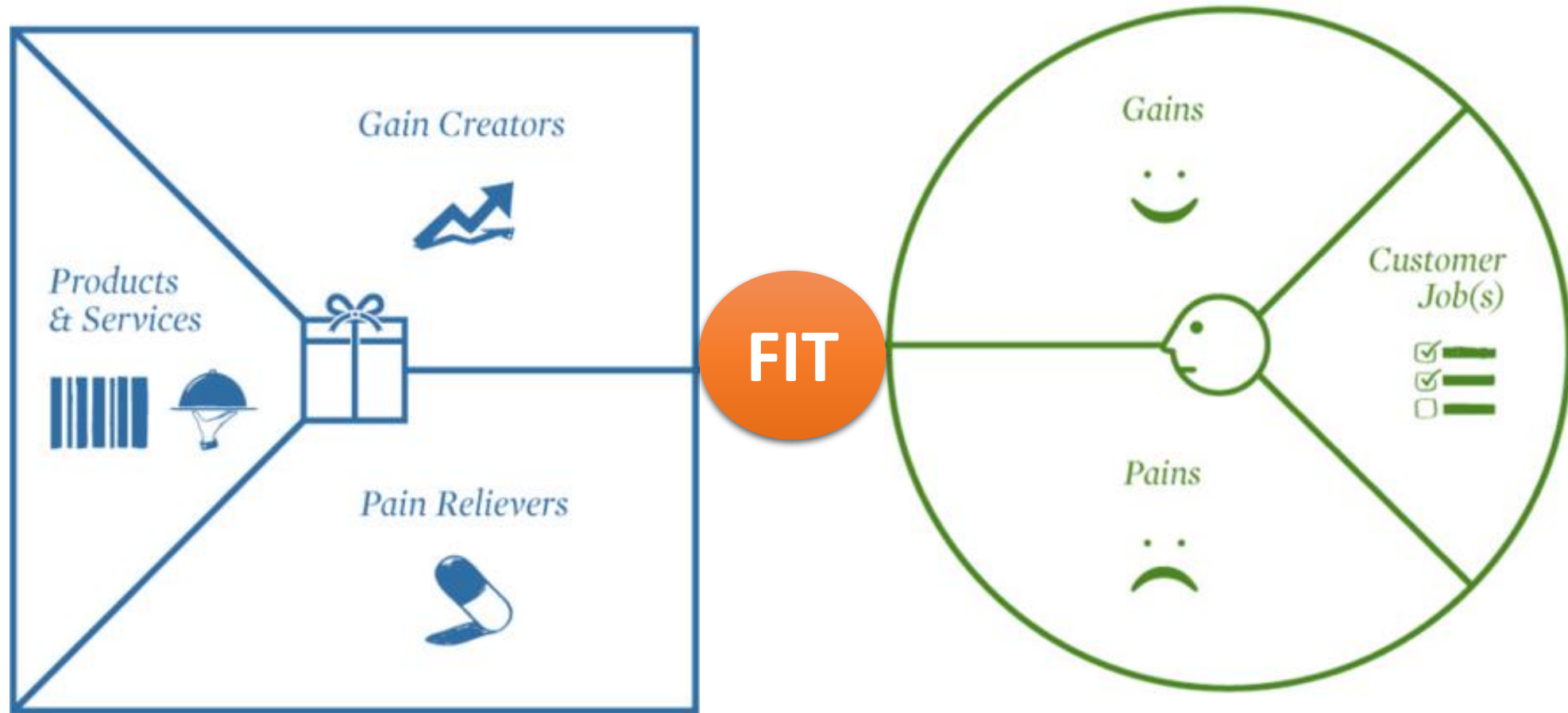
value map



create



Conclusions





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