

A Primer in Entrepreneurship

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About me

Senior research associate (Post-Doc)

PhD in Management and Economics from LMU Munich (2014)

Research interests: Innovation, Digitization, Media Industries

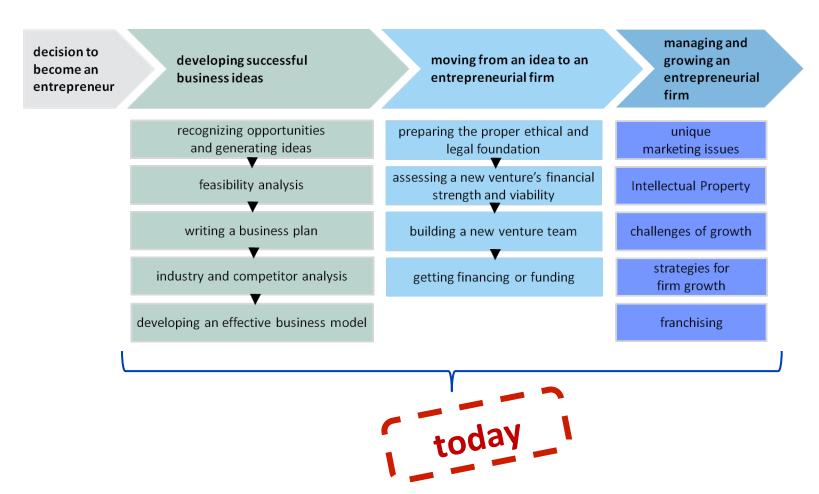
Example questions:

- Do YouTube videos promote or displace record sales?
- Is online copyright enforcement effective?

Contact me if you are interested in such topics for your bachelor thesis.



Content





A Primer in Entrepreneurship

Examples of Business Models

Lecture 16 Disruptive Innovations and Platforms

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(some slides adopted from Tobias Kretschmer)



Disruptive innovation

- Disruptive innovations transform complicated products into simple products that are much more affordable.
- Classical example: from mainframes, to desktops, to laptops, to smartphones.
- Often a disruptive product is of worse quality than the currently incumbent product. Often those products change the industry environment.
- Disruptive innovations generally need you to go for new (lower end) markets and new customers.
- Incumbents often do not invest in disruptive innovation to avoid cannibalizing current revenue streams.



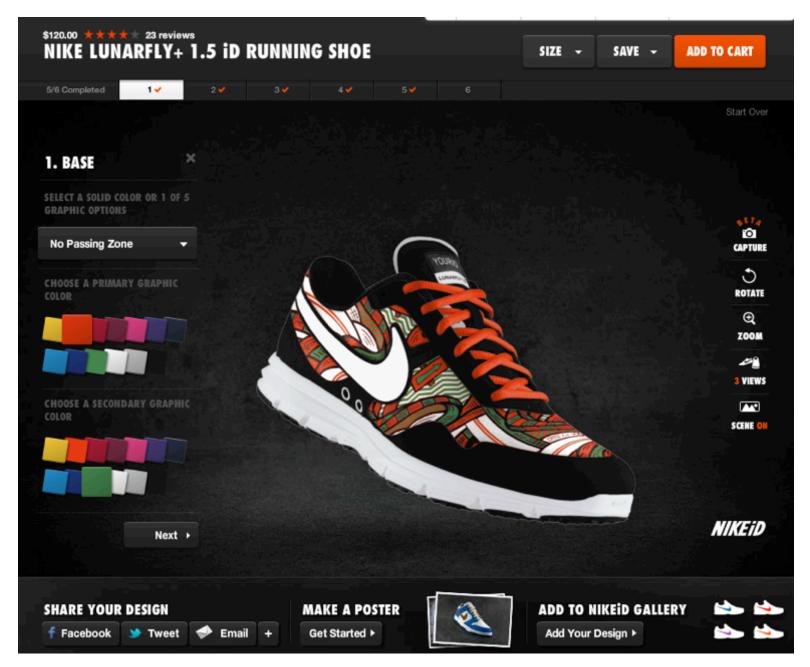
Market (dis)intermediation (1/2)

- Products that make use of technology to efficiently connect buyers and suppliers.
- Intermediaries are often disruptive in that they transform intransparent, complex markets into transparent, more easily accessible markets.
- Often platform-based business models
 - Examples: Ebay, Google News



Market (dis)intermediation (2/2)

- Platform-based business models usually scale quite easily.
 - Information technology allows to automate and drive down labor costs.
 - Network effects provide "free marketing".
 - Marginal costs are close to zero.
- Intermediating technologies often allow to create highly individualized products
 - Information content (Facebook, Twitter, Flipboard, Google)
 - Physical products (MyMuesli, Nike ID)





Generic business models for start-ups

Disruptive innovation

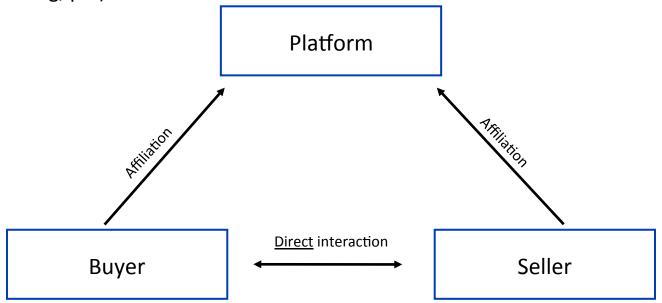
Information technology

Market (dis)intermediation



Platform markets

"An organization that creates value primarily by enabling direct interactions between two (or more) distinct types of affiliated customers" (Hagui and Wright, forthcoming, p.7)

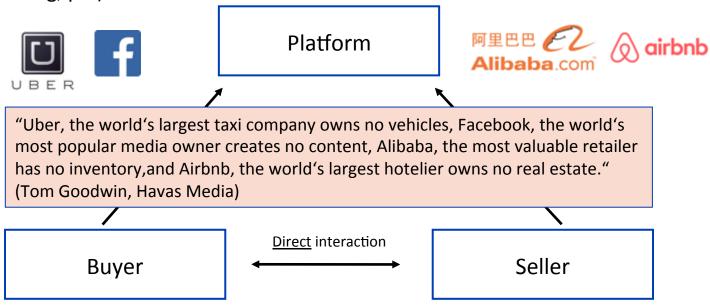


^{*}Affiliation: Some costs are incurred by the buyer/seller



Platform markets

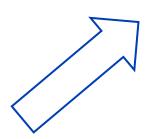
"An organization that creates value primarily by enabling direct interactions between two (or more) distinct types of affiliated customers" (Hagui and Wright, forthcoming, p.7)



^{*}Affiliation: Some costs are incurred by the buyer/seller



Types of externalities in platform markets (1/2)



Cross-side network effect

Positive externality:

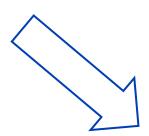
Users on one side benefit from more users on the other side.

Examples: credit cards, yellow pages

Negative externality:

One side would prefer fewer users on the other side.

Example: TV advertising



Same-side network effects (i.e. direct network effects)

Positive externality:

Users on one side benefit from more users on the same side.

Example: game consoles that support online gaming

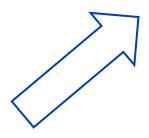
Negative externality:

Users on the same side compete for the other side.

Examples: career platforms, eBay



Types of externalities in platform markets (2/2)



Cross-side network effect

Arises if the benefit to users on at least one side depends on the number of users joining the other side.



Same-side network effects (i.e. direct network effects)

Arises if there are cross-side network effects in both directions so that the benefit to a user on one side depends (indirectly) on the number of users on her side.



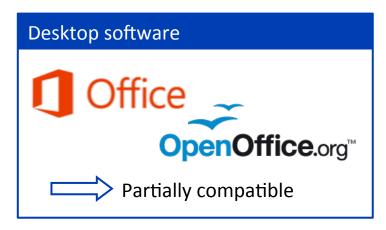
Product design to overcome the chicken-and-egg problem

- Compatibility choice is a strategic variable to benefit from network effects of an installed base of users
- Compatibility is achieved by fixing a number of product characteristics such that products are interoperable
- With perfect compatibility, network effects are equalized across technologies since users of all networks can make use of the other networks
- Compatibility choice is a double-edged sword since desirability of compatibility often changes over time
- Once an installed base of consumers has been established, decreasing compatibility has the same effect as increasing product differentiation and therefore softening competition



Compatibility examples

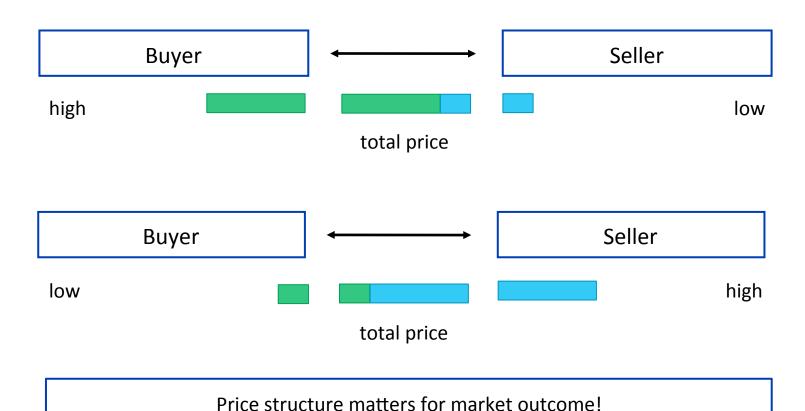








Pricing in platform markets (1/3)



Note: The total price stays the same in both configurations.

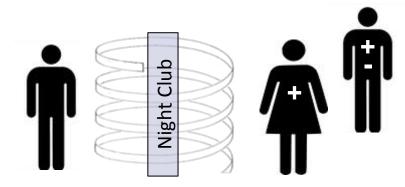


Pricing in platform markets (2/3)

Price structure reflects relative valuation

If the **surplus** obtained by one side of the market from attracting an additional participant of the other side of the market **is greater than vice-versa**, then an efficient price structure will require the **price for the higher valued side** to be **lower**.

Examples: "Lady's night" at nightclubs, Free-to-air television, Google





Pricing in platform markets (3/3)

Price structure reflects taste for variety

When consumers demand more variety, producers' products become less substitutable → all other things equal, producers can charge higher prices

Since now the producers extract a relatively high share of the surplus (in the terminology from before: their valuation per consumer is higher) → platforms should increase the price on the side of the producers and decrease it on the side of the consumers

Examples:

Video game consoles and smartphone app stores



Some examples of business models

- Online eduction
- Cash-less payment
- Crowdfunding
- Sharing platforms
- Strategic use of intellectual property



Online education

Stylized facts

- Classrooms and teachers are a scarce ressource
- Agglomerations of good teachers and students
- Much more demand for education than can be supplied by (the best) teachers

Examples of business models

- Create platform where teachers and students meet online
- Network effects: attract good teachers (organizations), attract good students
- Problem: funding, reputation of established organizations, cheating of students
- Coursera: team up with universities
- **TED Ed:** free-ride on the brandname of TED conferences



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Cash-less payment

Stylized facts

- Largely concentrated market
- Few platforms (credit card companies), many buyers and sellers
- Infrastructure investments for buyers, live communication with the platform
- Not every seller accepts credit cards, sellers bear the costs of the transcation
- Micro payment is often not possible

Examples of business models

- Square: Small hardware device (given away for free) that turns any smartphone into a credit card reader
- Paymit and Twint: Peer-to-peer money transfer using a smartphone app (and seller terminals). No credit card needed (but supported in the background)



Now it's simple to accept credit cards.

Easy to use.

Plug in the free card reader to accept credit cards on your iPhone, iPad or Android.

No hidden fees.

Just 2.75% per swipe. No contracts, commitments or monthly fees.

Get paid fast.

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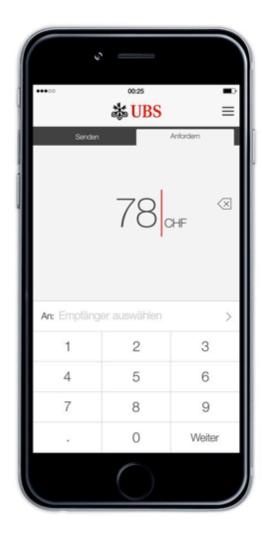
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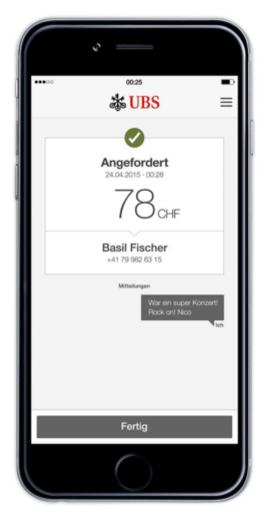
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Crowdfunding

Inventor

- Lower cost of capital
- Access to more information
- Disclosure risk
- Forgone additional benefits from professional investors



Platform

Transaction fee for successful projects (4-5% of the total funding amount)

Investor

- Access to investment opportunities
- Early access to new products
- Philantrophy
- Formalization of contracts
- Incompetence, Fraud



Sharing platforms

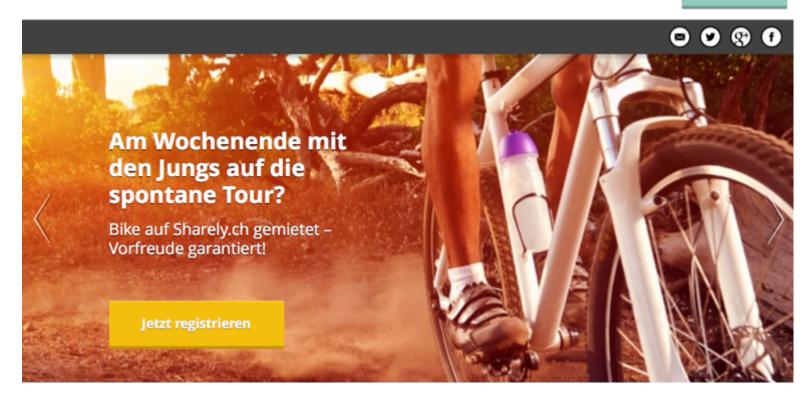
Stylized facts

- Infrastructure is often not used to its full capacity
- It is difficult to fill up capacity because of market frictions (lack of transparency, search costs, incompatibility)

Examples of business models

- Airbnb: Real estate owners meet (short-term) tenants
- **Uber**: Car owners (drivers) meet travelers
- Sharely/Pumpipumpe: Owners of any physical good meet (short term) users
- Spotcloud: Owners of computing capacity meet (short term) users
- Napster: Digital music owners exchange files (without thinking about copyright)





DE FR EN







Sticker bestellen

So funktionierts

Der Verein

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How Netflix Uses Piracy to Pick Its Programming











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COURTESY OF NETFLIX

Company looks at what's popular on illegal services in determining what shows to buy, according to Netflix exec

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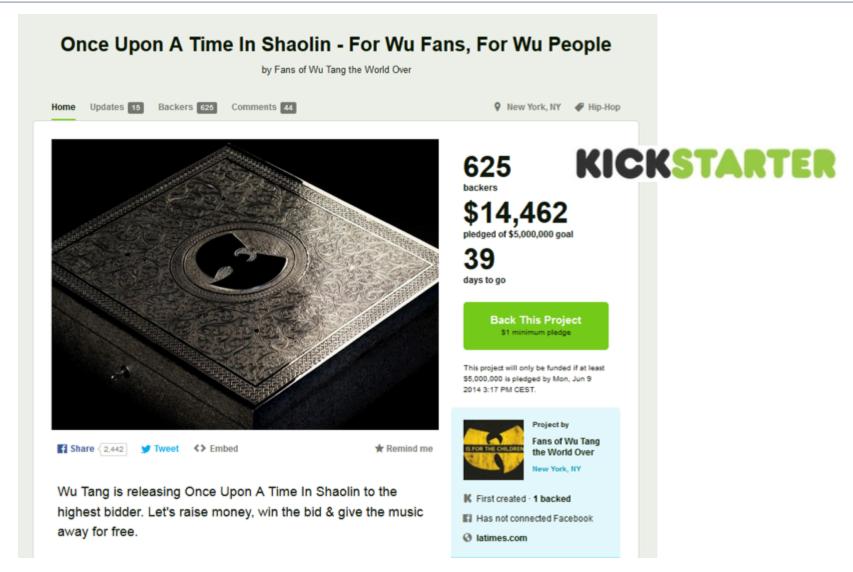
WO-TADG

Strategic use of intellectual property

- In March 2014, the successful rap band Wu-Tang Clan annouced that they will sell just one copy of their new album
- "By adopting a 400 year old Renaissance-style approach to music, offering it as a commissioned commodity and allowing it to take a similar trajectory from creation to exhibition to sale, as any other contemporary art piece, we hope to inspire and intensify urgent debates about the future of music. We hope to steer those debates toward more radical solutions and provoke questions about the value and perception of music as a work of art in today's world."
- "The album will be put on listening display in renowned galleries, museums, venues and exhibition spaces around the world for only the most dedicated to experience before it disappears into the private collection of a buyer."

Source: http://scluzay.com/







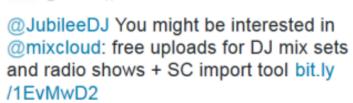
Department of Business Administration - Chair





SoundCloud starts working with YouTube's partner to scan music for copyright infringement

It's about money, not takedown requests



Mixcloud Support

@MixcloudSupport



Follow



Do you know the answer?

- What are the characteristics of disruptive innovations?
- Why are start-ups more likely to invest in disruptive innovations than incumbent firms?
- Why are platform-based business models usually quite scalable?

...test yourself.



References

Hagiu, A. and Wright, J. "Multi-sided platforms", forthcoming in International Journal of Industrial Organization.