Type				
Feature shock	Cramming too many and sometimes wrong features into a one-size-fits-all product	<ul> <li>Product driven culture</li> <li>Over-engineering</li> <li>Unclear value-prop</li> <li>Too many escalations</li> <li>Difficult selling</li> <li>Frequent price cuts</li> </ul>	<ul> <li>Tech companies</li> <li>Software/internet</li> <li>Subscriptions</li> <li>Financial services</li> <li>Media/telco</li> </ul>	Focus on: Chapter 4 Chapter 5 Chapter 6 Chapter 8 Chapter 12
Minivation	Despite being the right product for the right market, it is underpriced and does not achieve full market potential	<ul> <li>Lack of ambition</li> <li>Low-balling targets</li> <li>Minimal escalations</li> <li>Few pricing problems</li> <li>Fast sales cycles</li> <li>Sales easily hits target</li> </ul>	All industry verticals – tech, software/ internet, auto, financial services, chemicals, industrial, healthcare, CPG/ retail, telco, etc.	Focus on: Chapter 4 Chapter 7 Chapter 8 Chapter 9 Chapter 10 Chapter 11
Hidden gem	A blockbuster product that is never properly brought to market because it does not get recognized	<ul> <li>Lack of recognition</li> <li>Play it safe mentality</li> <li>Outside comfort zone</li> <li>No one responsible for harnessing gems</li> </ul>	Occurs whenever there is a disruption or change: in business models, channel strategy, focus change from product to services, etc.	Focus on: Chapter 4 Chapter 7 Chapter 9
Undead	Products that should have been killed - Answers to questions no one asks or the wrong answer to the right question	<ul> <li>Lack of objectivity</li> <li>Yes-maybe-no culture</li> <li>Pet projects</li> <li>Very low demand</li> <li>Sales struggles</li> <li>Negative press</li> </ul>	All industry verticals – tech, software/ internet, auto, financial services, chemicals, industrial, healthcare, CPG/ retail, telco, etc.	Focus on: Chapter 4 Chapter 9
Figure 2.5	Comparing the	e Four Types of Mo	onetization Failure	s

Description

Type

Symptoms

Where does it

occur?

Solutions

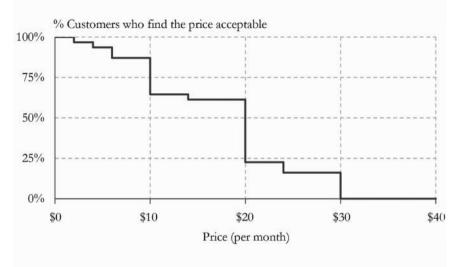
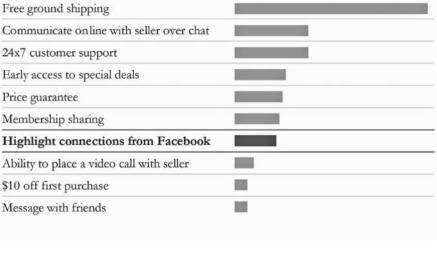


Figure 4.1 Distribution of Customers' Willingness to Pay



WTP in \$

Figure 4.2 Willingness to Pay for Features

Features

they value most and the feature they value least. Then show them another subset from the same feature set and repeat the question. Repeat this process a few times (typically 5–7 sets) until you exhaust your combinations. This technique is also called MaxDiff.  More on leaders, fillers, and killers in Chapter 6. This method forces people to make trade-offs and indicate which features they do and do not value. The logic behind this method is that when given a set of features, people can easily identify the extremes (most and least). But people struggle to identify	the value and benefits, attach a price to it, and then ask, "On a scale of 1 to 5, where 1 is, I would never buy this product and 5 is, I would most definitely buy this product, how would you rate this product?" If the answer is 4 or 5, you stop. If the answer is less than or equal to 3, you lower the price and ask the question again. Ask it a few times and see if people increase their rating (in which case, by reducing the price, your product becomes more attractive) or not (in which case you have a product/innovation issue and adjusting the price may not help).  3.Most-least questions  Start with a finite set of features (10, for instance). Then create a subset of these features (say, six features) and ask customers to identify the feature they value most and the feature they	one would actually purchase your product if it were available. Typically, from our benchmarks, if someone says
for instance). Then create a subset of these features (say, six features) and ask customers to identify the feature they value most and the feature they value least. Then show them another subset from the same feature set and repeat the question. Repeat this process a few times (typically 5–7 sets) until you exhaust your combinations. This technique is also called MaxDiff.  determine the relative priorities of features and identify the leader (most valued), fillers, and killers in Chapter 6. This method forces people to make trade-offs and indicate which features they do and do not value. The logic behind this method is that when given a set of features, people can easily identify the extremes (most and least). But people struggle to identify the in-betweens. Thus, by changing the subset and asking the most–least questions repeatedly, you force people to make the appropriate trade-offs. This helps to identify the relative	questions for instance). Then create a subset of these features (say, six features) and ask customers to identify the feature they value most and the feature they	about 50 percent. If they say 4, the probability drops to 10 to 20 percent. While this varies by industry, you can nake this a rule of thumb. If you ask his question in a larger group, you can quickly gauge the number of units you night actually sell. This would give you a reasonable indication of your market
	subset from the same feature set and repeat the question. Repeat this process a few times (typically 5–7 sets) until you exhaust your combinations. This technique is also called MaxDiff.	determine the relative priorities of reatures and identify the leader (most valued), fillers, and killers (least valued). More on leaders, fillers, and killers in Chapter 6. This method forces people or make trade-offs and indicate which reatures they do and do not value. The ogic behind this method is that when given a set of features, people can easily identify the extremes (most and east). But people struggle to identify the in-betweens. Thus, by changing the subset and asking the most-least questions repeatedly, you force people or make the appropriate trade-offs. This helps to identify the relative
	Conversation (from Easiest to Most Advance	ed)

When to use

This is the easiest way to see if there is

WTP for your product innovation.

This method is powerful in the early

stages of innovation. Asking enough

people about their willingness to pay, helps form a range of what the market is generally willing to pay. Moreover, it will quickly show you if you are completely off track (especially when the market's willingness to pay is much less than what you expected). Bonus: You could also run a large-scale survey with this question and plot a graph similar to the one shown in Figure 4.1 earlier in this chapter. See if you have

Method

1. Direct WTP

questions

Description

expensive price?"

First ask, "What do you think is an

acceptable price?" Next ask, "What

do you think is an expensive price?

And finally, "What is a prohibitively

#### Method Description

4. Build-your-

questions

own

value expectations).

Before using this method, you need a rough idea of your customers' WIP and how much they value each feature (from using the previous three methods). Next, give customers your list of features and ask them to build their "ideal product" by selecting features they value most. The trade-off is that when they add more features, the total price should

also increase. You try to see where

they stop (based on their price and

5 Purchase simulations This is the most advanced method in the list. (It is sometimes called conjoint analysis.) You provide customers with a product that has a specific feature set and price, then ask if they would buy it. Next you change the feature set and price and ask the question again. Typically, you show 5-8 such combinations and see how people react. This method is the closest to a real sales situation. Once you vary features and price systematically, you can estimate the value of the features and the WTP for each one

### When to use

Use this method to identify what the ideal packages could look like for each customer (regarding feature and price combination).

Bonus: You can also test for segments and bundles/packages. Particularly, if you have significant clusters of customers with varying degrees of features in their ideal product, you should avoid a one-size-fits-all approach and segment your customer base. At the least, since you know how many features were added to build an ideal product, you can use this information to avoid a feature shock.

This method is useful if the willingness to pay estimate for a product and its features needs to be more precise. A prerequisite to using this method: Identify a good set of features and have a good approximate understanding of the WTP. (Try a few of the other methods above before this one.) Based on the output, you can build a market-based model to estimate the purchase probability of any combination of features and price for your product. This method is very useful for performing advanced scenario modeling.

#### Figure 4.3 (Continued)

Needs/ Features	All customers	Segments				
		"Want the best" (30%)*	"Want it now" (40%)	"Want productionly" (10%)		
Price	21	12	18	26	// 36	
Service programs	15	19	15	8	14	
On-time delivery	15	14	19	10	13	
Product perfor- mance (end user)	14	21	10	21	9	
Product quality (converter)	13	17	10	18	10	
Speed of delivery	13	8	18	10	11	
Tech support	9	9	10	7	7	

Importance of needs/features in %

\* Segment size (value)

Figure 5.1 A Paper Company's New Segmentation

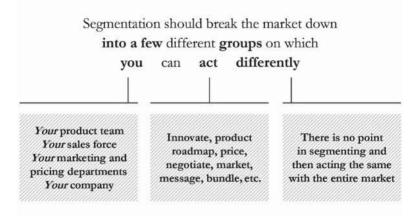


Figure 5.2 The Golden Rule of Segmentation

	Core	r rounce r ruo	Dogrades 1 100	Desc
Value/ features		Core	Core	Product Plus
	<ul> <li>Standard paper quality and dimensions</li> <li>Basic phone support for trouble shooting</li> <li>7-10 day delivery time</li> </ul>	<ul> <li>Advanced paper quality</li> <li>Customized paper dimensions</li> <li>Access to lab and lab engineers for further customization</li> <li>Dedicated team for trouble shooting</li> </ul>	<ul> <li>Next day delivery of products on stock</li> <li>&lt;7 days delivery for all others products</li> <li>Delivery guarantee (freight will be paid if late)</li> <li>Priority delivery in case of capacity issues</li> </ul>	Logistics Plus
Price (index)	100	115	115	125
Addressing the segment	"Want price only"	"Want product only"	"Want it now"	"Want the best"
Figure 6.1	A Segment-Bas	sed Product Off	ering in a Busin	ess-to-Business

Product Plus Logistics Plus Best

Product

Core

Market

withdrawais at counter		1,1100-2007	
Deposits and withdrawals at ATM	free	free	free

free

free

Comfort

free

free

free

Features

Manual transactions

SB scanner transactions

Deposits and

Online transfers

Other paperless

transactions Mobile TANs

Debit card

Monthly fee

Current Account Offers

Direct

€1.99

€1.99

€1.99

free

free

€2.90

Classic

€0.79

€0.49

5 free, then €0.49

€0.09

€0.49

€2.90

Figure 6.2 A Retail Bank's Product Configuration Decision

€8.90

Segment	Size	for Pizza	for Breadsticks
A	100	\$9	\$1.50
В	100	\$8	\$5
C	100	\$4.50	\$8.50
D	100	\$2.50	\$9

Figure 6.3 Pricing of the Pizza and Breadsticks

Segment Segment		WIP for			Revenue			
	Size	Pizza	Breadstick (BS)	Bundle	Pizza at \$8 BS at \$8.50	Bundle at \$10.50	Mixed Bundling	
A	100	\$9	\$1.50	\$10.50	\$800	\$1,050	\$900	
В	100	\$8	\$5	\$13	\$800	\$1,050	\$1,300	
С	100	\$4.50	\$8.50	\$13	\$850	\$1,050	\$1,300	
D	100	\$2.50	\$9	\$11.50	\$850	\$1,050	\$900	
77777777777	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			7//////////////////////////////////////		

**Total Revenue** 

Figure 6.4 Bundling of Pizza and Breadsticks

\$3,300

\$4,200

\$4,400

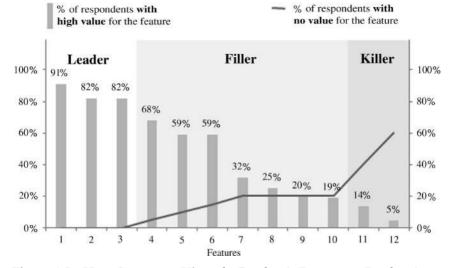


Figure 6.5 How Customers Viewed a Product's Features as Leaders/Fillers/Killers

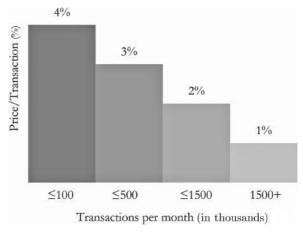


Figure 7.1 Tier-Based Pricing

Price/Transaction (%)						
4%	3.5%	3%	2.5%			
3.5%	3%	2.5%	2%			
3%	2.5%	2%	1.5%			
2.5%	2%	1.5%	1%			
≤100	≤500	≤1500	1500+			
	3.5% 3% 2.5%	4%     3.5%       3.5%     3%       3%     2.5%       2.5%     2%	4%     3.5%     3%       3.5%     3%     2.5%       3%     2.5%     2%       2.5%     2%     1.5%			

Transactions per month in thousands

Figure 7.2 Tier-Based Pricing in a Matrix Model

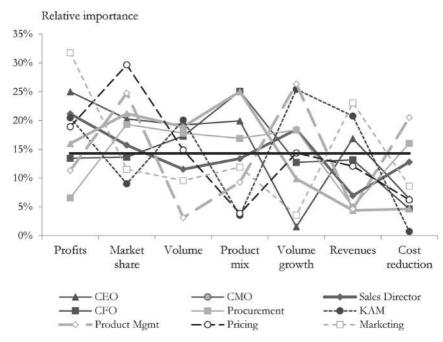


Figure 8.2 The Tall Challenge of Aligning Executive Goals

- We will adopt a profit maximization strategy.
- We will price on a subscription basis.
- 3 We will differentiate pricing by industry vertical and region.
- We will never discount beyond 50 percent; we will never price below \$25 per month.
- We will end our prices in x.99.
- We will increase prices over time using annual escalators, and the size of yearly adjustments should be around 3 percent above inflation rate.

### Figure 8.3 Examples of Price-Setting Principles

- 1 We will offer promotions only to new customers. The duration of promotional pricing will not exceed one month and will never be >25 percent.
- 2 We will add value to preserve the price (e.g. premium features, services) as long as the price cut from the competition is less than 20 percent. We will only start price reactions if the price difference gets to be more than 20 percent to the next best competitor in the market.

# Figure 8.4 Examples of Principles for Promotion and Competitive Reactions

	Titce scenario						
	1	2	3	4	5	6	7
Price (\$)	70	80	90	100	110	120	130
Volume (mill. units)	1.35	1.22	1.1	1	0.9	0.75	0.6
Revenue (\$m)	94.5	97.6	99	100	99	90	78
Var. cost (\$m)	67.5	61	55	50	45	37.5	30
Fix cost (\$m)	25	25	25	25	25	25	25
Profit (\$m)	2	11.6	19	25	29	27.5	23
Profit change (%)	-93	-60	-34	-14	0	-5	-21

Price scenario

Figure 8.5 Price Scenarios for a New Product Launch

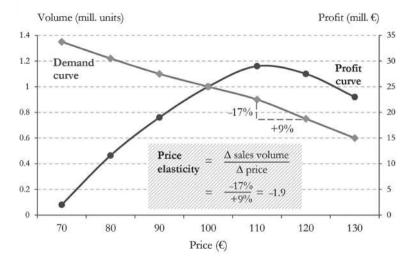


Figure 8.6 Another Look at the Price Elasticity Curve

Product examples	Elasticity range		
Price promotions	<-5	Very high	
Real commodities	−5 to −50	(<-5)	
Airlines	-1 to -5	Tr. t	
Automotive (standard brands)	−2.5 to −5	High	
Tires	-1.5 to -4	(-2.5 to -5)	
Consumer goods	−2 to −3	Medium	
Luxury cars	−1.5 to −3		
Computer/ software services	−1.2 to −2	(-1.5 to -2.5)	
Differenitiated industrial products	−0.5 to −2	Low	
Mobile telephony (air time)	−0.5 to −1	(-0.5 to -1.5)	
OTC drugs	−0.5 to −1.5	(-0.5 to -1.5)	
Mail/postage	-0.2 to -0.9		
Innovative pharmaceuticals	−0.2 to −0.7	Very low	
Bank deposits	−0.1 to −0.5	(0 to -0.5)	
Spare parts	0 to -0.8		

Figure 8.7 Price Elasticities for a Basket of Goods

	Customer inputs to ROI model	Impact/ROI based on customer inputs
Manual picking	4,200 hours per month	I.
Utilization	25%	
Inventory reduction	5%	Φ.5
Shipping errors	400	\$5m per year
Eliminate paper documents	40%	peryear
Manual shipping	3,000 hours per month	Sales people used an Excel-based model with customers to quantify
	****	value created and to communicate value

Figure 10.1 Conceptual Example of a Value-Selling Spreadsheet

## **COMPARE PLANS** Photo Website Power Portfolio Business Your own customizatio website Responsive design —automotically adapts to metric, tablets, and mention Felly hosted, whented traffic Basic Power Portfolio Business Community and Support Community forums for feedback, tips, and in-digith support Basic Power Portfolio Business Customization Oreans pour ann manuel Preconsider your site with easy to beam layout tools Casteerase by simply disagging and dropping Easily add alideathors, your logo, and more, anywhere on the page Pick a Taronite gathery style (six to choose form) Basic Power Portfolio Business Organization rage settings on images, galleries, and folders It manage images with utag-and-drop functionality Limit access to your folders, guilveins, pages, and site to specific people you choose. Add outbort violentmarks to protect images. Provide a private client area for your customers. Sharing Basic Power Portfolio Business Share via Facebook, Twifter, Google+, WordPress, and more Publish photos to albums on Facebook Allow visitors to download an entire gallery of photos. Embed slidsoftons in futures and blogs. Give pages custom, easy-to-remember URLs. Prints and Gifts Basic Power Portfolio Business

Figure 10.2 SmugMug's Pricing Plans before the Change (100+ Features for Consumers to Sort Out)

Source: Smugmug.com

County preto and philodes with EU trade.
Enable/double product sales from any gallery.
Enable for the product sales from any gallery.
Enable for the sales and developed.
Order products file mousepads and more.

Create costom greeting cards Allow Earsly and friends to order photo cards from your site Credit card processing and customer service included Buy photo books, framing, etc., from multiple vandors

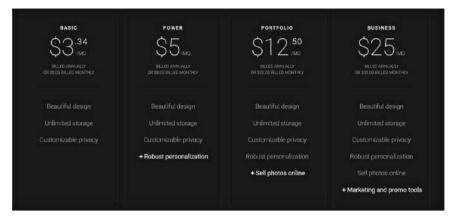


Figure 10.3 SmugMug's Revamped Plans with Clear Benefit Statements

Source: Smugmug.com

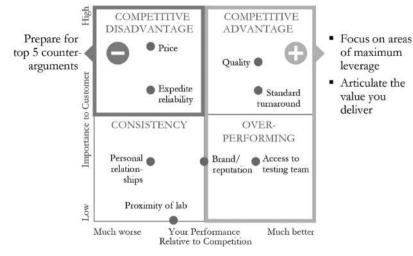


Figure 10.4 Matrix of Competitive Advantages (MOCA)

## Find the plan that's right for you.

There's a Creative Cloud plan to fit every individual and organization.

Individuals	Photog	graphers	Students and t	eachers	Small and medium business
Tet the entire collection of creative apps and more – for just \$49.99/mo.	Includes Photoshop CC plus Lightroom for desktop, mobile and web for US\$9.99/mo.				Get the entire collection of creative apps and business services – including easy setup and license management – for just \$69.99/mo.
Choose a plan I Buy now >	Learn more	Buy now >	Learn more I Bu	v now >	
					Learn more I Buy now >
Enterp	rise	Schools an	nd universities	Gove	ernments
Customized pro- deployment, plus		deploym	sing and desktop ent starting at 4.99/mo.	Enterprise	ndard technology. support Secure sloyments.
Learn m	ore >		Voluments.	500	50 B 0 4 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
		Learn mo	re I Buy now >	Los	rn more >

Figure 10.5 Adobe Creative Cloud's Messaging for Each Customer Segment

Source: www adobe com/creativecloud.html

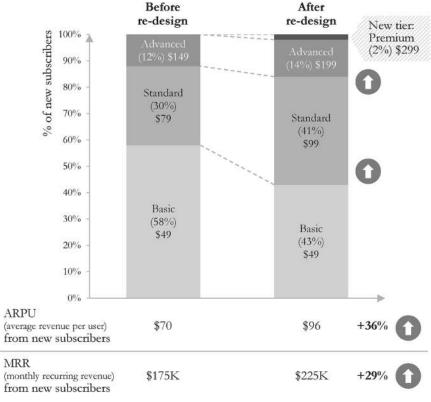


Figure 11.1 Redesigning an Internet Marketplace's Product Lineup

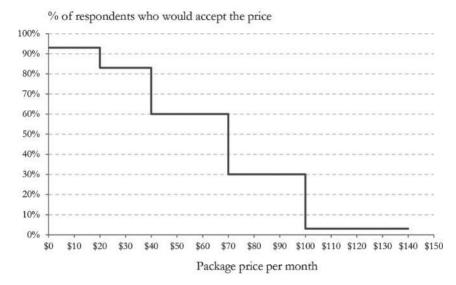


Figure 11.2 The Price Thresholds of an Online Subscription Firm

"Our competitor in the Netherlands tries to win business with our clients and offers very competitive rates"

"They are coming after us!" "Looks like our competitors focus on a campaign in the NL With 70 percent market shere, our business is always under threat."

"Our business is under threat! Competition starts a price war with our customers. We need pricing support to retain our customers." "When competing against them, you can make any pricing decision yourself until year end. I will sign off any big deals. Go get some business!"



Figure 12.1 How a European Firm's Pricing Strategy Fell Apart in One Day

1.	Have the willingness- to-pay-talk early.	R	С	С	I	Α
2.	Define segments based on needs, value, and WTP.	R	R	С	I	Α
3.	Ensure bundling and packaging are not afterthoughts.	R	С	С	I	A
4.	Choose your pricing and revenue model wisely.	R	С	С	R	A
5.	Pick the winning price strategy.	R	С	С	C	A
6.	Build the business case using WTP information.	С	С	С	R	А
7.	Develop the right value message.	С	R	R	I	A
8.	Employ behavioral pricing principles.	С	R	R	I	Α
9.	Maintain your price integrity.	I	С	R	R	Α

Product Marketing Sales Finance

Rule

Monetization

Team

Figure 14.1 Roles and Responsibilities for the Nine Rules of Monetiz Innovation. R: Responsible; A: Accountable; C: Consulted; I: Informed