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



Figure 4.1 Distribution of Customers' Willingness to Pay

| Features |
| :--- |
| Free ground shipping | WTP in \$

Figure 4.2 Willingness to Pay for Features

## Method

1. Direct WTP questions

## 2.Purchase probability questions

## 3.Most-least questions

Show a new product concept, explain 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).

## When to use

This is the easiest way to see if there is WIP 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 any psychological drop-off points.

This is the easiest way to see if someone would actually purchase your product if it were available. Typically, from our benchmarks, if someone says 5 , the probability of them buying it is about 50 percent. If they say 4 , the probability drops to 10 to 20 percent. While this varies by industry, you can make this a rule of thumb. If you ask this question in a larger group, you can quickly gauge the number of units you might actually sell. This would give you a reasonable indication of your market potential before building the product.

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 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.

This method is the quickest way to determine the relative priorities of features and identify the leader (most valued), fillers, and killers (least valued). 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 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 priorities of a set of features.

Figure 4.3 Top Five Methods for Having the Willingness-to-Pay Conversation (from Easiest to Most Advanced)
Method
4.Build-your-
own
questions
4.Build-yourown questions

## 5.Purchase simulations

## Description

Before using this method, you need a rough idea of your customers' WTP 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 value expectations).

## 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/ <br> Features | All customers |  | Segn | ments |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | "Want the best" $(30 \%)^{*}$ | $\begin{aligned} & \text { "Want it now" } \\ & (40 \%) \end{aligned}$ | "Want product only" ( $10 \%$ ) | "Want price only" (20\%) |
| Price | $21$ | 12 | 18 | 26 | $1 / 36$ |
| Service programs | 15 | 19 | 15 | 8 | 14 |
| On-time delivery | 15 | 14 | 19 | 10 | 13 |
| Product performance (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 |
| * Segment size (valu | c) |  | rtance of nee | ds/features in | \% |

Figure 5.1 A Paper Company's New Segmentation

Segmentation should break the market down into a few different groups on which you can act differently


Your product team
Your sales force
Your marketing and pricing departments

Your company


Innovate, product roadmap, price, negotiate, market, message, bundle, etc.


There is no point in segmenting and then acting the same with the entire market

## Figure 5.2 The Golden Rule of Segmentation

| Product | Core | Product Plus | Logistics Plus | Best |
| :---: | :---: | :---: | :---: | :---: |
| Value/ features | - Standard paper quality and dimensions <br> - Basic phone support for trouble shooting <br> - 7-10 day delivery time | Core <br> - Advanced paper quality <br> - Customized paper dimensions <br> - Access to lab and lab engineers for further customization <br> - Dedicated team for trouble shooting | Core <br> - Next day delivery of products on stock <br> - < 7 days delivery for all others products <br> - Delivery guarantee (freight will be paid if late) <br> - Priority delivery in case of capacity issues | Product Plus <br> Logistics Plus |
| Price (index) | 100 | 115 | 115 | 125 |
| Addressing the segment | "Want price only" | "Want product only" | "Want <br> it now" | "Want the best" |

Figure 6.1 A Segment-Based Product Offering in a Business-to-Business Market

Current Account Offers

| Features | Comfort | Direct | Classic |
| :---: | :---: | :---: | :---: |
| Manual transactions | free | $€ 1.99$ | $€ 0.79$ |
| SB scanner transactions | free | $€ 1.99$ | $€ 0.49$ |
| Deposits and withdrawals at counter | free | $€ 1.99$ | 5 free, then $€ 0.49$ |
| Deposits and withdrawals at ATM | free | free | free |
| Online transfers | free | free | $€ 0.09$ |
| Other paperless transactions | free | free | $€ 0.49$ |
| Mobile TANs | - | - | , |
| Debit card | - | - | - |
| Monthly fee | $€ 8.90$ | €2.90 | $€ 2.90$ |

Figure 6.2 A Retail Bank's Product Configuration Decision

| Segment | Segment Size | $\begin{gathered} \text { WTP } \\ \text { for Pizza } \end{gathered}$ | WTP <br> for Breadsticks |
| :---: | :---: | :---: | :---: |
| A | 100 | \$9 | \$1.50 |
| B | 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 Size | WTP for |  |  | Revenue |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Pizza | Breadstick <br> (BS) | Bundle | Pizza at $\$ 8$ BS at $\$ 8.50$ | $\begin{aligned} & \text { Bundle } \\ & \text { at } \$ 10.50 \end{aligned}$ | Mixed <br> Bundling |
| A | 100 | \$9 | \$1.50 | \$10.50 | \$800 | \$1,050 | \$900 |
| B | 100 | \$8 | \$5 | \$13 | \$800 | \$1,050 | \$1,300 |
| C | 100 | \$4.50 | \$8.50 | \$13 | \$850 | \$1,050 | \$1,300 |
| D | 100 | \$2.50 | \$9 | \$11.50 | \$850 | \$1,050 | \$900 |
| Total Revenue |  |  |  |  | \$3,300 | \$4,200 | \$4,400 |

Figure 6.4 Bundling of Pizza and Breadsticks
\% of respondents with
high value for the feature

- \% of respondents with no value for the feature


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


Figure 7.1 Tier-Based Pricing

Price/Transaction (\%)

| Below 30\% | 4\% | 3.5\% | 3\% | 2.5\% |
| :---: | :---: | :---: | :---: | :---: |
| $30 \%-60 \%$ | 3.5\% | 3\% | 2.5\% | 2\% |
| 60\%-75\% | 3\% | 2.5\% | 2\% | 1.5\% |
| Over 95\% | 2.5\% | 2\% | 1.5\% | 1\% |
|  | $\leq 100$ | $\leq 500$ | $\leq 1500$ | $1500+$ |

Transactions per month in thousands
Figure 7.2 Tier-Based Pricing in a Matrix Model

Relative importance


Figure 8.2 The Tall Challenge of Aligning Executive Goals

1) We will adopt a profit maximization strategy.
2) We will price on a subscription basis.
(3) We will differentiate pricing by industry vertical and region.

4 We will never discount beyond 50 percent; we will never price below $\$ 25$ per month.
(5) We will end our prices in $x .99$.

6 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

Price scenario

|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Price (\$) | 70 | 80 | 90 | 100 | 110 | 120 | 130 |
| Volume <br> (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 |

Figure 8.5 Price Scenarios for a New Product Launch

Volume (mill. units)
Profit (mill. €)


Figure 8.6 Another Look at the Price Elasticity Curve

| Product examples | Elasticity range |  |
| :---: | :---: | :---: |
| Price promotions <br> Real commodities | $\begin{array}{r} <-5 \\ -5 \text { to }-50 \end{array}$ | Very high $(<-5)$ |
| Airlines <br> Automotive (standard brands) <br> Tires | $\begin{array}{r} -1 \text { to }-5 \\ -2.5 \text { to }-5 \\ -1.5 \text { to }-4 \end{array}$ | $\begin{gathered} \text { High } \\ (-2.5 \text { to }-5) \end{gathered}$ |
| Consumer goods <br> Luxury cars <br> Computer/software services | $\begin{array}{r} -2 \text { to }-3 \\ -1.5 \text { to }-3 \\ -1.2 \text { to }-2 \end{array}$ | $\begin{gathered} \text { Medium } \\ (-1.5 \text { to }-2.5) \end{gathered}$ |
| Differenitiated industrial products Mobile telephony (air time) OTC drugs | $\begin{array}{r} -0.5 \text { to }-2 \\ -0.5 \text { to }-1 \\ -0.5 \text { to }-1.5 \end{array}$ | $\begin{gathered} \text { Low } \\ (-0.5 \text { to }-1.5) \end{gathered}$ |
| Mail / postage <br> Innovative pharmaceuticals <br> Bank deposits <br> Spare parts | $\begin{array}{r} -0.2 \text { to }-0.9 \\ -0.2 \text { to }-0.7 \\ -0.1 \text { to }-0.5 \\ 0 \text { to }-0.8 \end{array}$ | Very low $(0 \text { to }-0.5)$ |

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 | \$5m <br> per year |
| Utilization | 25\% |  |
| Inventory reduction | 5\% |  |
| Shipping errors | 400 |  |
| Eliminate paper documents | 40\% |  |
| Manual shipping | 3,000 hours per month | Sales people used an Excel-based model with customers to quantify value created and to communicate value |
| $\ldots$ | $\ldots$ |  |

Figure 10.1 Conceptual Example of a Value-Selling Spreadsheet

Photo Website


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## Community and Support







## Customization

perteeneviernithrowems



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## Organization

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twin or drate comony
Nutirae turmente




## Prints and Gifts



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orth inthand ratection Ejrins
Enush dithe peoke swa fow aty giter



create crasmg gerngarats


Buy phat bobl samng, en, frem mibiel wnsen
stap apotian


Basic

Basic

| Power | Portfolio | Business |
| :---: | :---: | :---: |
| * | $\checkmark$ | $t$ |
| 6 | \% | 8 |
| 8 | * | 2 |
| 2 cros | zis | Nota |
| * | $r$ | $\checkmark$ |
| $\stackrel{*}{*}$ | $\bigcirc$ | \% |
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| 3c8 | 368 | 968 |
| tasap | rame | 10xap |
| 2 man | 30 mm | 3ame |
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| $\cdots$ | $*$ | $\%$ |
| $*$ | $t$ | 8 |
| Power | Portfolio | Business |
| $\bullet$ | $\stackrel{\square}{*}$ | $\checkmark$ |
| 6 | 8 | 8 |
|  | $*$ | $\theta$ |
| $*$ | 8 | 8 |
| 2 | $v$ | 2 |
| Power | Portfolio | Business |



Portfolio
Business

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$z$
Pbier Power

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

Source: Smugmug.com

BASIC

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$$

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## Beautiful design

Uilimited starage
Custorizable privacy

POWER

 CRSe pratier ivontiv)

Beautiful desgn
Unlinited storage

Custcrimeable privacy

+ Robust personalization

PORTFOLIO

## $0 \rightarrow ?$

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Beoulfful design

Unifrited storage

Customizable pivacy
Rowist perscralization

+ Sell photos online GR SaEto EHIED MCKTHTM

Beautiful design
Uifimted slarage

Customizable pryacy
Robusi perscnalzation
Sel photos arline

## 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 | Photographers |
| :---: | :---: |
| Tet the entire collection of <br> creative apps and more - for just <br> $\$ 49.99 /$ mo. | Includes Photoshop CC plus <br> Lightroom for desktop, mobile <br> and web for US US9.99/mo. |
| Choose a plan I Buy now $>$ | Learn more I Buy now $>$ |

## Students and teachers

Save $60 \%$ on the entire collection of Creative Cloud apps. Just \$19.99/mo.

Learn more I Buy now >

Small and medium business
Get the entire collection of creative apps and business services including easy setup and license management - for just \$69.99/mo.

Learn more I Buy now >

## Enterprise

Customized provisioning and deployment, plus enterprise-level

Learn more ?

Schools and universities
Flexible licensing and desktop deployment starting at US\$14.99/mo.

Learn more I Buy now >

## Governments

Industry-standard techinology.
Enterprise support Secure deployments.

Learn more >

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

Source: www.adobe.com/creativecloud.html


ARPU
(average revenue per user)
from new subscribers
MRR
(monthly recurring revenue) from new subscribers
$\$ 70$
$+36 \%$
\$96

Figure 11.1 Redesigning an Internet Marketplace's Product Lineup
$\%$ of respondents who would accept the price


Figure 11.2 The Price Thresholds of an Online Subscription Firm

"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

| Rule | Product | Marketing | Sales | Finance | Moneti- <br> zation <br> Team |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| 1. Have the willingness- <br> to-pay-talk early. | R | C | C | I | A |
| 2. Define segments <br> based on needs, value, <br> and WTP. | R | R | C | I | A |
| 3. Ensure bundling and <br> packaging are not <br> afterthoughts. | R | C | C | I | A |
| 4. Choose your pricing <br> and revenue model <br> wisely. | R | C | C | R | A |
| 5. Pick the winning price <br> strategy. | R | C | C | C | A |
| 6. Build the business case |  |  |  |  |  |
| using WTP |  |  |  |  |  |
| information. |  |  |  |  |  |

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

