# Product Design <br> Session 4 - Cost, Channel, and Unit Economics 

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## Value-Creating Innovation: The Three Key Questions


? $\quad 3$. Is the user/customer willing to pay more for the solution than it costs you to deliver it?

1. Is the need real?
2. Does the solution meet the need?



## Financial Sustainability - making and selling something

## $Q(p-c)>F$

where
Q quantity sold per unit time (e.g., 30,000 openers/year) price per unit (e.g., 25.00 USD/opener)

C cost per unit (e.g., 13.44 USD/opener)
fixed costs to operate the business per unit time (e.g., 300,000 USD/year) rent, advertising, salaries, etc.

Of course we can integrate these variables over time, discount cash flows, and so forth, to capture time value of money and total project value.

See Ulrich and Eppinger Chapter "Product Development Economics" for details.

## Target Costing - Key Idea

1. Set price based on market logic.
2. Work backwards from price to set cost target.
3. Check your cost of goods against the cost target.


## Bottle Opener \$50.00

Quantity:
1 Order

The Belle-V Bottle Opener adds style to any bar. The "business end" of the opener features a selfcentering lip to make removing bottle caps a cinch. The curved upper surface feels great against your palm and elevates the opener above your bar, table or counter to make it easier to pick up. The product is made from stainless steel for strength and durability and is finished and polished by hand.

Bottles have needed openers ever since William Painter invented the first pleated metal bottle cap in 1892. Typically stamped metal, utilitarian bottle openers have functioned adequately but are so visually uninteresting that users are barely aware of them during use. They are usually uncomfortable and not ergonomic in their design.

The Belle-V Bottle Opener's beautiful design instantly forges an emotional connection with the user, who can quickly, easily and comfortably remove a bottle cap. Investment-cast stainless steel provides corrosion resistance and the thick walled durable construction imbues the bottle opener with an heirloom quality.

## Bottle Opener \$50.00

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## Pricing

- What are prices of competitive alternatives?
- What is the relative advantage of the product?
- Look and feel of the number itself
d is finished and polished by (e.g., 88.88 or 28.50 or 1.99 ).
- For B2B, what is "value in use" (i.e., cost savings).


## Supply Chain







## Example Target Cost Calculation for a Physical Good Sold Through Retailer

50 USD retail price (the price the end consumer pays)

50\% retailer gross margin
Implies...
25 USD wholesale price (the price the retailer pays you, the brand owner)
40\% brand owner gross margin Implies...
15 USD (maximum) cost of goods (COGS)
$50 \times(1-0.50) \times(1-0.40)=15$

## Gross Margin (Retailer Example)

Gross Margin is $\frac{\text { Price - Cost }}{\text { Price }}$

That is, $\frac{\text { Price to Consumer - Price Retailer Pays You }}{\text { Price to Consumer }}$

For example, $\quad \frac{50-28}{50}=44 \%$

## "Mark Up" is Defined Differently

Mark Up is $\quad \frac{\text { Price }}{\text { Cost }}-1$

For example, $\quad \frac{50}{28}-1=0.79=79 \%$

Mark up and Gross Margin are related as follows:

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\begin{aligned}
\text { Mark Up } & =\frac{\text { Gross Margin }}{1-\text { Gross Margin }} \\
\text { For example, } & \frac{0.44}{1-0.44}=0.79=79 \%
\end{aligned}
$$

## Typical Gross Margins for Retailers

What determines margin?
Volume (higher volume $\rightarrow$ lower margin)
Price point (higher price $\rightarrow$ lower margin)
Differentiation (less differentiation $\rightarrow$ lower margin)
Retailer's costs: seasonality, lifecycle, returns, sales effort
E.g., construction materials vs. luxury cosmetics

## Typical ranges

Fashion apparel 60\%
Building materials 20\%
Typical consumer goods 35 -50\%


## Typical Gross Margins for "Manufacturers" (i.e., "Brand Owners")

What determines margin?
Volume (higher volume $\rightarrow$ lower margin)
Price point (higher price $\rightarrow$ lower margin)
Differentiation (less differentiation $\rightarrow$ lower margin)
Manufacturer's SG\&A and R\&D costs: Software vs. Cleaning Supplies
Representative values
Luxury Cosmetics 75\%
Apparel 50\%
Automobiles 20\%
Typical consumer goods 30-50\%

Note: You can find average values in your industry by studying financials of public companies.

## "Rule" of 4

- In many retail settings, retailer margin requirement is $\sim 50 \%$.
- In such settings, manufacturer (i.e., "brand owner") also seeks ~50\% gross margin.
- These $50 \%$ values are often called keystone margins (no idea why...)
- Thus, $\mathbf{c}=\mathbf{p}(1-.50)(1-.50), \mathbf{p} / \mathbf{c}=4$

- Useful quick check, but of course some categories will be p/c>10 (e.g., cosmetics) and some will be p/c<1.5 (e.g., autos).



## Manufacturing and Supply Chain



Cost of Goods ("COGS")


## Duties (or Tariffs)

Duties may be levied on imports when they pass through customs.
(But, most goods come into US duty free.)
Duties depend on the class of goods - very specific (and sometimes apparently arbitrary)
Based on Harmonized Tariff Schedule (HTS Code)
Duties sometimes vary by the country from which the goods are exported (e.g., NAFTA vs. China)

Look up the duty rate according to HTS Code.
https://hts.usitc.gov/ (for imports to U.S.)

## Freight Costs



Shipping containers are $40 \mathrm{ft} \times 8 \mathrm{ft} \times 8 \mathrm{ft}$ (about 70 m ^3).
Max weight of contents about $26,500 \mathrm{~kg}$-- volume usually is constraint, except for very dense goods.
\$3k - \$6k per container from Asia to US depending on route, season, size of account, etc.
(Much cheaper from U.S. to Asia.)
$\underset{\omega}{\omega} \quad$ Karl T. Ulrich Wharton

## Example Custom Part Costs - Injection Molded Chair

https://www.youtube.com/watch?v=b1U9W4iNDiQ (animation of injection molding process)
https://www.youtube.com/watch?v=xim1m2Bhvzc (chair example)
$\mathbf{M}$ (kg/unit) Mass of plastic pellets used, net of scrap and regrind (depends on design)
b (usd/kg) Cost of bulk raw materials (depends on polymer of course)
$\mathbf{R}$ (units/hr) Rate of production of machine (depends on number of cavities, thickness of part)
K (usd/hr) Cost of machine and operator time (depends on size of machine and level of automation)
T (usd) Cost of tooling/mold (depends on size and complexity of mold)
L (units) Mold/tool life
Direct Unit Cost $=$

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e.g., for chair...

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e.g., for chair...
2 kg x 2 USD/kg +
2 kg x 2 USD/kg +
4+

```
4+
```

```
100 USD/hr / }60\mathrm{ units/hr +
```

100 USD/hr / }60\mathrm{ units/hr +
1.67 +
1.67 +
250,000 USD / 1,000,000 units 0.25

```
250,000 USD / 1,000,000 units 0.25
```

M x b +
K/R +
T/L
= 5.92 USD/unit
Does not include any overhead or profit.

## Process Selection - Trading off Fixed and Variable Costs



Similar for 3D Printing vs. Molding

## Bill of Materials (BOM, pronounced "bomb")



Sample trolley with bill of materials

## Bill of Materials - Multi Level

| Level | Part No. | Description | QTY | Unit | Unit Cost |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 120-001 | Trolley, 3 wheeled | 1.0000 | EA |  |
| 2 | 110-001 | Wheel Housing | 3.0000 | EA |  |
| 3 | 100-001 | MS Bolt, M10x70, Galv | 1.0000 | EA | 5.30 |
| 3 | 100-002 | M10, washer, Galv | 2.0000 | EA | 2.20 |
| 3 | 100-003 | M10, Nut, Galv | 3.0000 | EA | 1.50 |
| 3 | 100-004 | MS Bolt, M10x30, Galv | 1.0000 | EA | 4.00 |
| 3 | 100-005 | M10 Square Nut | 1.0000 | EA | 1.90 |
| 3 | 102-108 | Wheel, with tyre, 100 mm | 1.0000 | EA | 15.00 |
| 3 | 110-002 | Top Piece | 1.0000 | EA |  |
| 4 | 105-001 | MS Flat 80x8 | 0.0500 | LG | 10.00 |
| 4 | 111-001 | Galvanising | 0.0010 | KG | 60.00 |
| 4 | 130-001 | Labor | 0.5000 | HR | 45.00 |
| 3 | 110-003 | Side Piece | 2.0000 | EA |  |
| 4 | 105-001 | MS Flat 80x8 | 0.1000 | LG | 10.00 |
| 4 | 111-001 | Galvanising | 0.0010 | KG | 60.00 |
| 4 | 130-001 | Labor | 0.1000 | HR | 45.00 |
| 2 | 112-001 | Plywood Platform | 1.0000 | EA |  |
| 3 | 106-001 | Plywood,12mm,2400x1200 | 0.1250 | SH | 75.00 |
| 3 | 111-006 | Varnish, Semi Gloss | 0.0500 | 1 | 10.00 |
| 3 | 130-001 | Labor | 0.6500 | HR | 45.00 |

## ROBO Bill of Materials Advanced－ 30 Day Trial Version

| $口$ | 回 |
| :--- | :--- | :--- |

File Inventory Bill of Materials View Reports Import／Export Data Settings Statistics User Interface Purchase Help

| Add Part to Inventory | Edit Inventory | Delete from Inventory | Add／Edit Bill of Materials | Setup Reports | 应 <br> Settings |  | Buy Software | （2） <br> Help |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Allocated Shortages |  |  | Orphaned Parts |  |  |  | Stock Below Min．Leve |  | Accounts |  | Customers | Vendors |
| Inventory | Search | Inventory | BOM－ | Multi Level | BOM | Level | BOM－Si | Level | Find Where Part Used | Purchase Orders | Works Orders | Quotes and Customer Orders |

## Bill of Materials－Multi Leve



| Level | Part No． | Description | QTY | Unit | Unit Cost 1 | Wastage \％ | Ext．QTY | Ext．Cost 1 | Ext．Cost 2 | Ext．Cost 3 | Category |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 120－001 | Trolley， 3 wheeled | 1.0000 | EA |  |  |  |  |  |  | ASY |
| 2 | 110－001 | Wheel Housing | 3.0000 | EA |  |  |  |  |  |  | ASY |
| 3 | 100－001 | MS Bolt，M10x70，Galv | 1.0000 | EA | 5.30 | 0.000 | 3.0000 | 15.90 | 19.20 | 22.50 | FS |
| 3 | 100－002 | M10，washer，Galv | 2.0000 | EA | 2.20 | 0.000 | 6.0000 | 13.20 | 19.20 | 25.20 | FS |
| 3 | 100－003 | M10，Nut，Galv | 3.0000 | EA | 1.50 | 0.000 | 9.0000 | 13.50 | 16.20 | 17.55 | FS |
| 3 | 100－004 | MS Bolt，M10x30，Galv | 1.0000 | EA | 4.00 | 0.000 | 3.0000 | 12.00 | 13.50 | 15.00 | FS |
| 3 | 100－005 | M10 Square Nut | 1.0000 | EA | 1.90 | 0.000 | 3.0000 | 5.70 | 6.30 | 6.90 | FS |
| 3 | 102－108 | Wheel，with tyre， 100 mm | 1.0000 | EA | 15.00 | 0.000 | 3.0000 | 45.00 | 51.00 | 54.00 | ASY |
| 3 | 110－002 | Top Piece | 1.0000 | EA |  |  |  |  |  |  | ASY |
| 4 | 105－001 | MS Flat 80x8 | 0.0500 | LG | 10.00 | 0.000 | 0.1500 | 1.50 | 1.80 | 2.10 | RM |
| 4 | 111－001 | Galvanising | 0.0010 | KG | 60.00 | 0.000 | 0.0030 | 0.18 | 0.20 | 0.21 | PR |
| 4 | 130－001 | Labor | 0.5000 | HR | 45.00 | 0.000 | 1.5000 | 67.50 | 82.50 | 97.50 | PR |
| 3 | 110－003 | Side Piece | 2.0000 | EA |  |  |  |  |  |  | ASY |
| 4 | 105－001 | MS Flat 80x8 | 0.1000 | LG | 10.00 | 0.000 | 0.6000 | 6.00 | 7.20 | 8.40 | RM |
| 4 | 111－001 | Galvanising | 0.0010 | KG | 60.00 | 0.000 | 0.0060 | 0.36 | 0.39 | 0.42 | PR |
| 4 | 130－001 | Labor | 0.1000 | HR | 45.00 | 0.000 | 0.6000 | 27.00 | 33.00 | 39.00 | PR |
| 2 | 112－001 | Plywood Platform | 1.0000 | EA |  |  |  |  |  |  | ASY |
| 3 | 106－001 | Plywood，12mm，2400×1200 | 0.1250 | SH | 75.00 | 0.000 | 0.1250 | 9.38 | 10.75 | 12.13 | RM |
| 3 | 111－006 | Varnish，Semi Gloss | 0.0500 | I | 10.00 | 0.000 | 0.0500 | 0.50 | 0.60 | 0.75 | RM |
| 3 | 130－001 | Labor | 0.6500 | HR | 45.00 | 0.000 | 0.6500 | 29.25 | 35.75 | 42.25 | PR |

## Cost of Goods

Factory Price (price you pay factory) ..... 10.00
Duties 3.4\% ..... 0.34
Inbound Freight ..... 0.90
Landed Cost ..... 11.24
Warranty, Scrap, Shrinkage ..... 1\% ..... 0.11
Fulfillment and Outbound Freight ..... 2.20
Cost of Goods ..... 13.44Illustrative only - your values will be different

## Class Cost Model

## XPULT Example



You set the retail price, and we assume a retail margin of $30 \%$, so you get revenue of $70 \%$ of retail price.

## Catalog Components

- used exactly as purchased
- assume $33 \%$ of single-unit retail price
- e.g., AA battery, M5x10 screw Custom Components
- anything you design
- materials cost $\times 2.2$

Assembly Cost

- USD 0.005 per part


## Overhead Cost

- USD 0.05 per unique custom part
- USD 0.01 per unique catalog part

Freight Cost

- assuming 40' shipping container @ USD 8000 per container


## Services or Recurring Purchases $\rightarrow$ Use "Lifetime Value" or "LTV"

## 99cheeses.com

- Cheese subscription delivery
- 1 shipment of 4 cheeses per month
- \$34 per month subscription fee
- Free shipping
(shipping and packaging costs $\$ 8$ per shipment)
- Cost of cheese is $\$ 8$ per shipment.
- Average customer retention is 20 months

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\begin{aligned}
\text { LTV } & =20 \times(34-8-8) \\
& =20 \times 18 \\
& =\$ 360
\end{aligned}
$$



