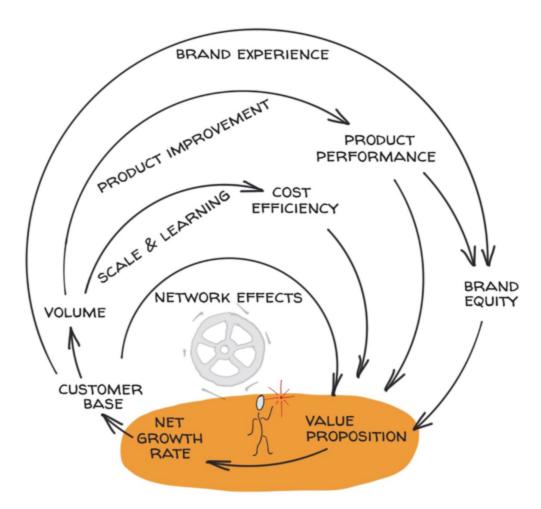


Product Management – Growth

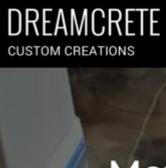
Professor Karl T. Ulrich

@ktulrich | ktulrich.com | ulrich@wharton.upenn.edu

Five Flywheels







About v

Services v

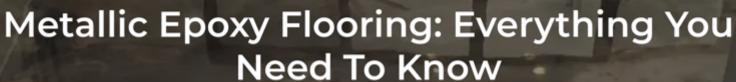
Products v

Service Areas v

Gallery v

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Growth Hacking?

"Working on a [tech] problem in a different, presumably more creative way than what's outlined in the instruction manual."

ANNALS OF TECHNOLOGY

A SHORT HISTORY OF "HACK"



By Ben Yagoda March 6, 2014

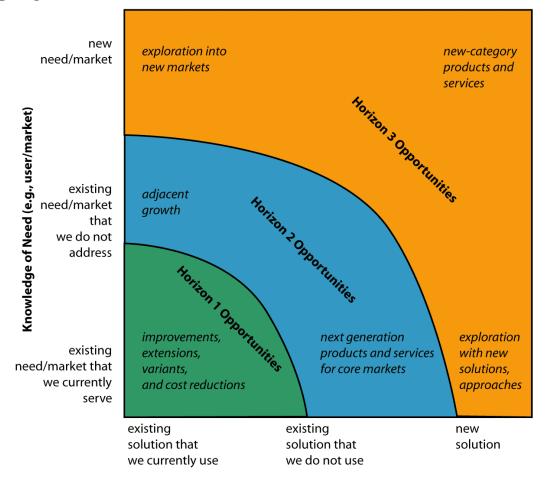
It was at M.I.T. that "hack" first came to mean fussing with machines. The minutes of an April, 1955, meeting of the Tech Model Railroad Club state that "Mr. Eccles requests that anyone working or hacking on the electrical system turn the power off to avoid fuse blowing." The lexicographer Jesse Sheidlower, the president of the American Dialect Society, who has been tracking the recent iterations of "hack" and "hacker" for years, told me that the earliest examples share a relatively benign sense of "working on" a tech problem in a different, presumably more creative way than what's outlined in an instruction manual.

The "Instruction Manual" First

Five Key Contextual Factors

- 1. New category? (e.g., "General Magic")
- How network-y?
- 3. Cash constraints / budget
- 4. Customer Lifetime Value
- 5. Zero-to-one or scaling/tuning?

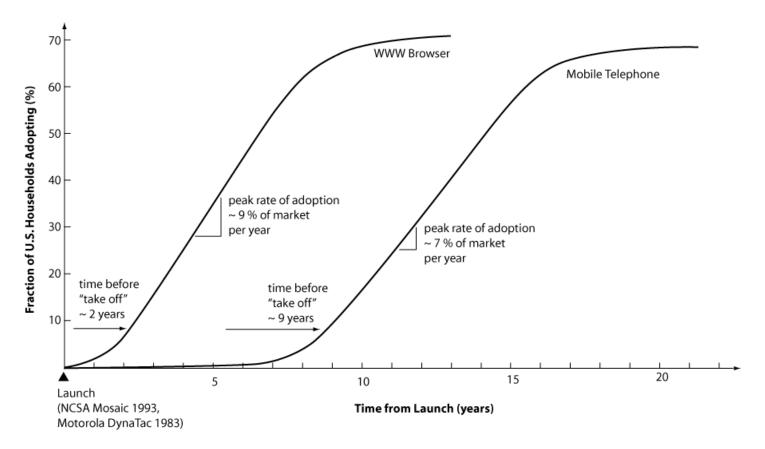
1. New Category?



Source:

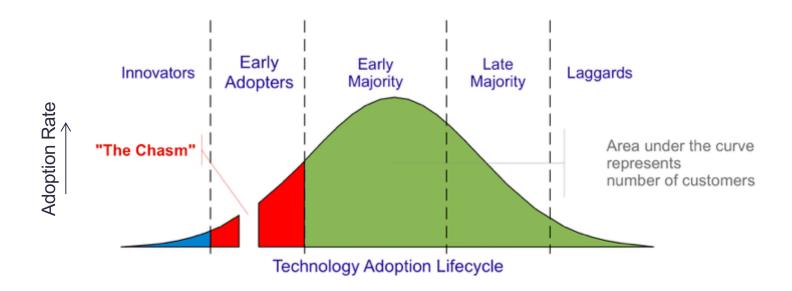
Terwiesch and Ulrich. 2009. *Innovation Tournaments*.

For New Categories (e.g., H3), Diffusion is the Critical Underlying Process



Source: Terwiesch and Ulrich, Innovation Tournaments, Chapter 8.

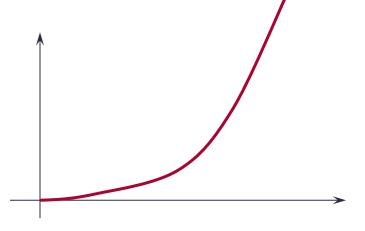
Rogers and Moore Adopter Categories



Explaining Diffusion Rates

Rogers' Five Factors (Intrinsic Attributes of Innovation)

- 1. Relative advantage
- 2. Visibility
- 3. Trial-ability
- 4. Simplicity
- 5. Compatibility





Source: Everett M. Rogers, Diffusion of Innovations, Fourth Edition, Free Press, New York, 1995.

New Category Growth

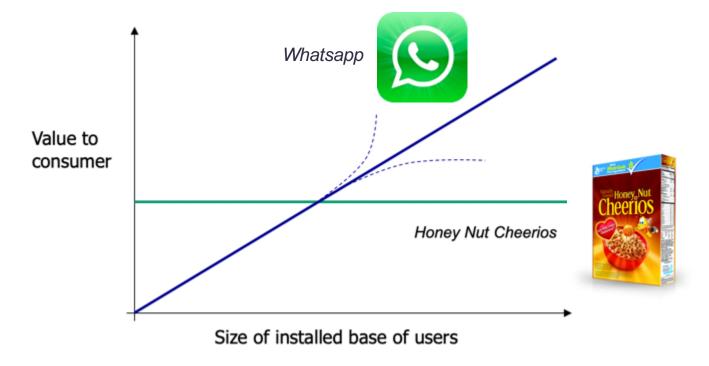
- It will be slow.
- 2. Enhance Rogers' five factors where possible (e.g., trialability).
- 3. Focus on high-need, high-willingness-to-pay segments first.



Established in 1987. Some people still don't have it.

2. How Network-y?

Products with network effects increase in value to the individual consumer as the installed base of users increases.



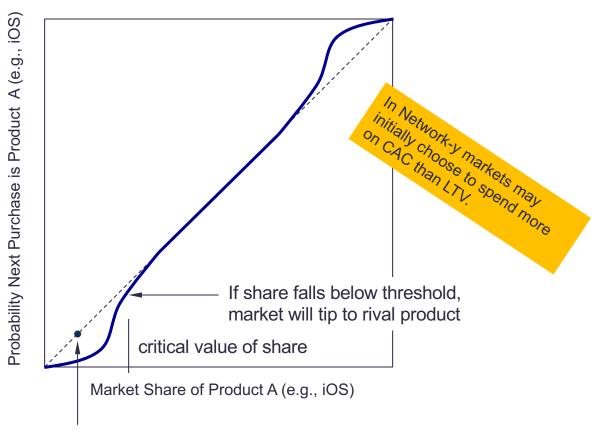
Network Value is driven by both **direct** network effects (e.g., ability to reach a friend on Whatsapp) and **indirect** network effects, such as the value of complements (e.g., choice of application software on a platform).

Tipping Dynamics and "Lock In" in "High Network" Markets

Competitors falling below a critical threshold of market share will die off; above a threshold will win all.

"We have incurred net losses in each year since inception, and we may not be able to achieve profitability." Airbnb SEC Filing





(By comparison, Honey Nut Cheerios can comfortably stay at 8% market share.)

3. Cash Constraints and Budgets

Cash constraints shouldn't exist with perfect financial markets.

i.e., if marketing investments have positive NPV, should be able to do them.

But, availability of cash is a critical constraint for most companies, especially new ventures.

Why?

- Owner-managers prefer not to spend time/resources on raising capital and managing investors.
- Owner-managers prefer to retain control.
- Capital market failures or at least differences in beliefs between principals and potential investors.

Thus, what Microsoft can do with OneNote is very different from what Sachin and Ada (founders) can do with Notejoy.





Notejoy

4. Customer Lifetime Value (LTV, CLV) and Customer Acquisition Cost (CAC)

CLV (customer lifetime value)

NPV of average customer lifetime value (e.g., 20,000 USD/customer), usually in terms of gross margin contribution.

Typically a function of:

- average duration of lifetime engagement, adjusting for churn
- service fees per unit time, or orders per unit time and average value per order
- additional products and services adopted

CAC

Customer acquisition cost (e.g., 2000 USD/customer)

Usually average cost to acquire a customer, because that's what can be measured. (But, would be better to understand the marginal cost of acquiring a customer for each acquisition approach.)

For sustainability, CLV > CAC

Rule of Thumb: Target CLV / CAC > 3

(Somewhat arbitrary and illogical rule, but a high ratio accounts for marginal vs. average costs, errors in estimation, and excessive optimism.)





DTM (Small Business) Sasha Price (Acrylic)

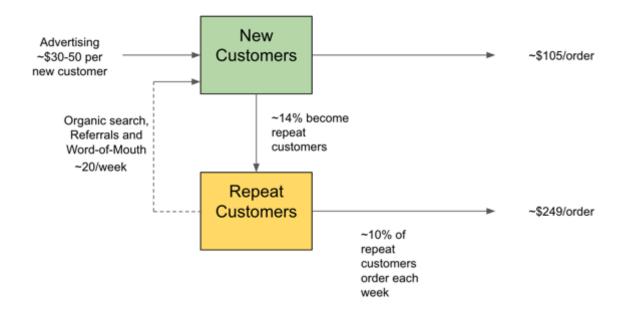


DTM (Small Business, Classic Court Tiles on Etsy) Travis Tarpo (Baltic Birch)



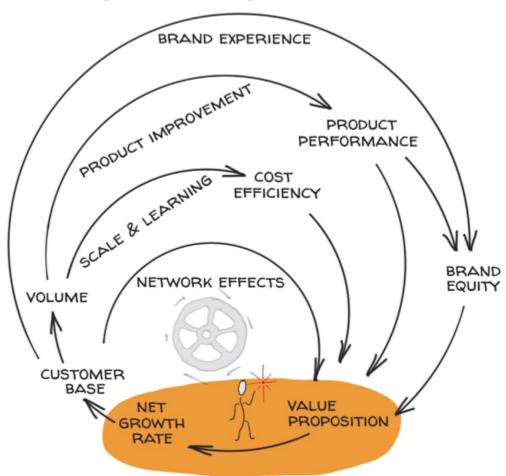
DTM (Hobbyist/Maker) John Kauk (Baltic Birch)

MakerStock Acquisition Model



LTV ~ \$187 (if we assume repeat customers stay for 2 years and gross margin is 40%, ignoring discounting) (CLV = $40\% \times ($105 + 14\% \times 2 \times 52 \times 10\% \times $249 = $187)$

5. Zero-to-one or Scaling/Sustaining



The Cold-Start Problem for Platforms

- Network-y products and 2-sided markets (aka "platforms")
- Product is not very valuable until...
 - ...there are a lot of other consumers on the network (e.g., WhatsApp)
 - ...there are a lot of suppliers on the platform (e.g., AirBNB)
 - [complementary challenge for attracting suppliers, but consumer side is harder.]

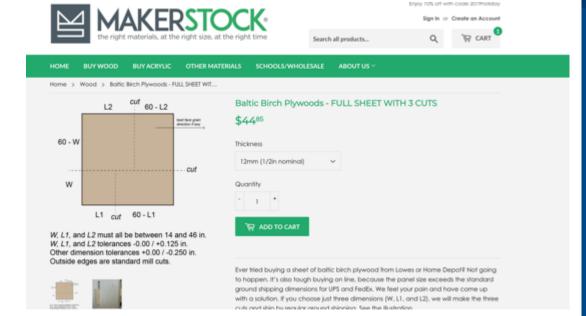


Strategies

- 1. Focus on a small segment and get density there, then expand (e.g., geographic focus).
- 2. For platforms, "buy" the supply side with capital.

Summary Contextual Factors (MakerStock Example) How do we grow the DTM business?

- Existing category.
- No significant network effects.
- Relatively low intrinsic virality.
- Estimated LTV for DTM Segments ~\$187
- Target average CAC \$30-50
- Part-time product manager
- \$1000s not \$10,000s to run experiments.
- Budget available to scale what works.
- At this point not really a cold start.



"Jobs-ian" Launch Demos

Can work for very loyal customer base and celebrity CEOs.



Example (...and how it can go wrong)

WEALTH MATTERS

The Secret to B the Perfect Dias

Is your category newsworthy?

 Are you, the company or individual, newsworthy?

- Do you have an angle that is newsworthy?
- Are you willing to do media outreach yourself and/or do you have budget for PR?

Despite different budgets, Mr. Taira and Mr. Fennerty shared a trait: fear of getting ripped off in the notoriously opaque diamond market. Both turned to <u>Rare Carat</u>, a two-year-old website that uses an algorithm to value different diamonds based on their qualities — size, cut or clarity, for example.

Read Dr. Seim's Pricing Analysis

Katja Seim, professor of business economics and public policy at the Wharton School at the University of Pennsylvania, found that on average the price for the same diamond can be 12 to 21 percent higher on those platforms than at smaller retailers.

Diamond Cross-Listing Analysis In a separate report, the consulting firm KPMG found similar results: The price difference was 12 to 20 percent for the same diamond on these three sites.

Read KPMG's Diamond Price Study

The consulting firm KPMG found that the price difference for the same diamond was 12 to 20 percent among three online diamond retailers.



https://www.nytimes.com/2018/12/07/your-money/diamond-comparison-shopping.html

3 pages, 0.09 MB

6 pages, 0.14 MB







Master Menu of DTC Acquisition Tools

Awareness

Virality

Word of Mouth – sharing substance Referral incentives

Sharing entertainment (e.g., <u>Harper-Wilde video</u>) Visibility of brand in use (e.g., JUMP red bikes)

Third-Party Media

Newsworthy activity, product (e.g., Boom XB-1)

Stunts (e.g., half.com Oregon)

Founder personalities (e.g., Elon CyberTruck)

Display Advertising

Targeted sites, properties, locations (e.g. Facebook, Twitter, Instagram, Quora)

Podcasts

Attachment to Complementary Products / Services / Experiences

Your own (when complement is easier to promote than focal product)

Value-add content (e.g., educational videos), Conferences, events (e.g., Cotopaxi Questival)

WELCOME TO

OREGON

America's First Dot-com City

Partners

Bundling, add-ons, sponsorships (e.g., AirBNB Olympics Deal)

Search

Organic search

Search engine optimization (relatively slow)

Inbound links from high-domain authority sites

Excellent content

Paid search (Google, Facebook, Twitter)

Pay per click (ppc), e.g., Adwords

Retargeting

Trial

Free trial period Freemium Samples

Bricks and mortar presence

Kiosks, pop-ups

Repeat

Great product experience Great service experience

Loyalty programs

Follow-up communications

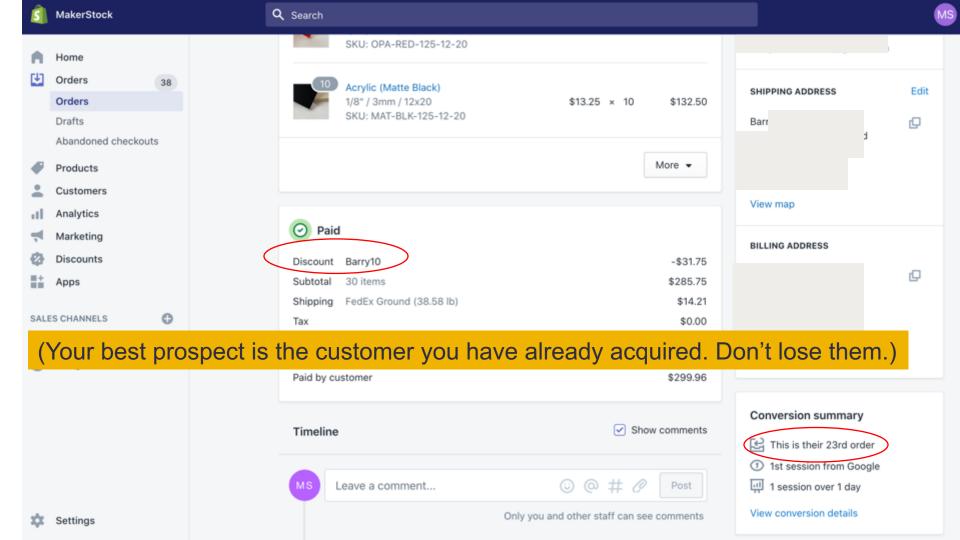
On-going value-add engagement

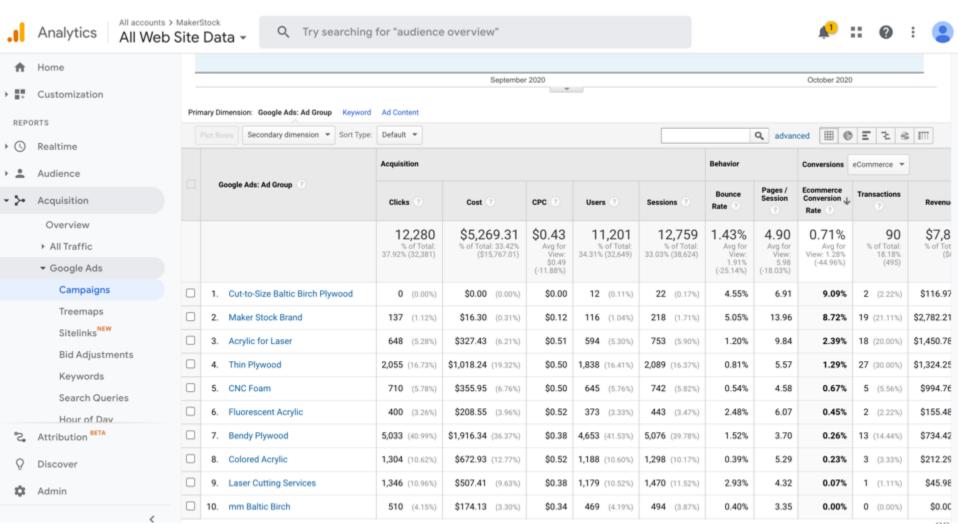
Community

Brand identity
Information

Via... Twitter Instagram Facebook Newsletters Postal mail







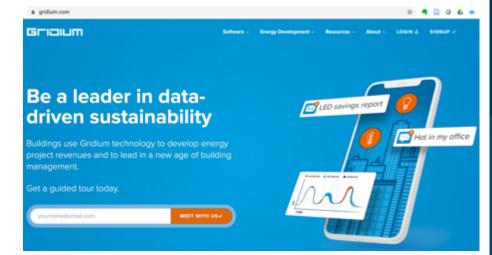
A Few Notes on B2B

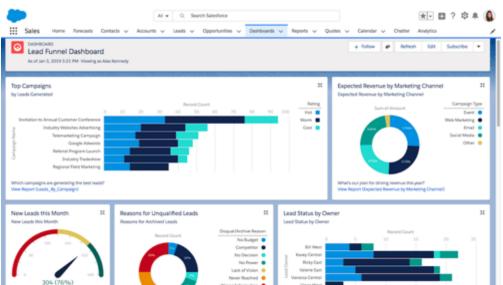
Many DTC techniques apply – but typically "sales" is the prominent function in B2B.

B2B is mostly about "pipeline management"

Getting leads into the pipeline ("mouth of funnel") and then designing and operating an efficient conversion process.

"Lead Gen" and "Conversion"







The "Instruction Manual" Revisited

Five Key Contextual Factors

- 1. New category? (e.g., "General Magic")
- 2. How network-y?
- 3. Cash constraints / budget
- 4. Customer Lifetime Value
- 5. Zero-to-One (cold start) or scaling/tuning?

Experiment with the items on the Growth Menu to find the handful of techniques for which CAC<CLV.

Invest in those techniques within cash constraints.

Triple Diamond Model of Design (Thinking)

Growth is just another design problem – but with particular focus on solutions (third diamond)

