

EVERYTHING INTELLIGENT



IoT Week 2019 – June 19 Jakob Appel, jakob.appel@glaze.dk www.glaze.dk

TECHNOLOGY IS NOT THE (only) PROBLEM

1. Lack of convincing business cases

REMOTE MONITORING TRACKS



	Sensor data	Data processing	Outcome
Prescriptive based maintenance	Possibly high speed measurements and edge preprocessing	Integration with business systems, possibly machine learning and Al	Automised work order and maintenance management
Predictive based maintenance	Possibly high speed measurements and edge preprocessing	Analysis of indirect and external data, possibly machine learning and Al	Fail analysis, higher productivity, less down-time, cost savings
Condition based maintenance	Hours of production, vibration, energy consumption, rpm, pressure and edge preprocessing	Time series analysis and threshold monitoring	Condition based alerts, possibility for service based business
Time based maintenance	None or hours of run time	Threshold monitoring	Technician inspection and service check



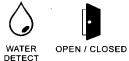




HUMIDITY















METER



COUNTER





METER





DETECTION



FLEX



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BUSINESS MODEL PATTERNS

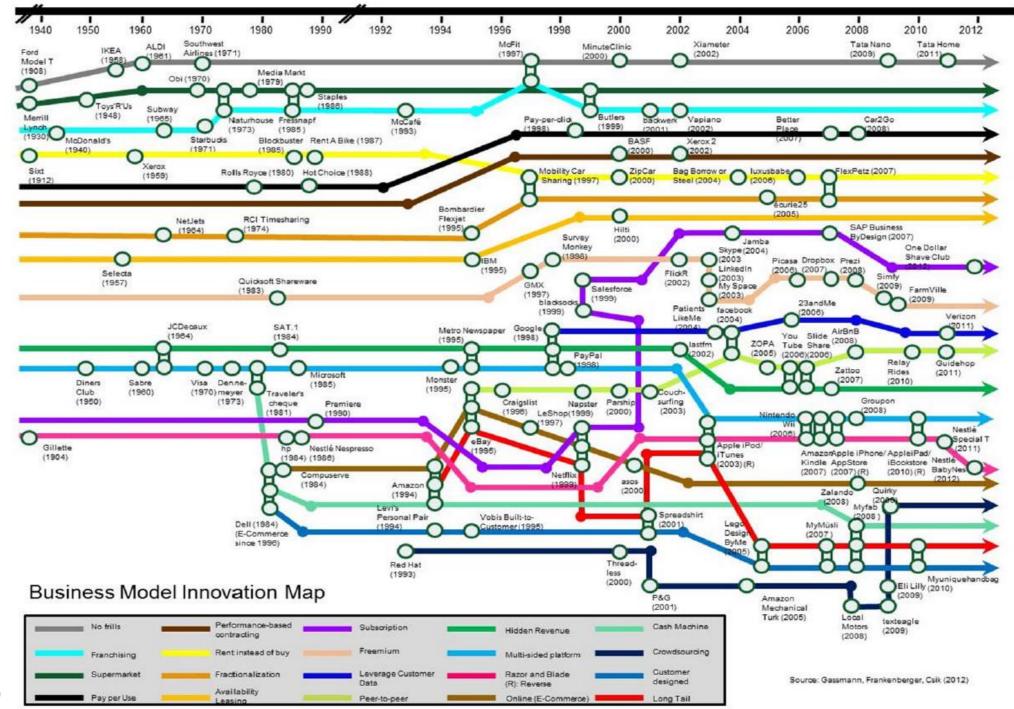
Business Model Builder Why re-invent the wheel?



No	Pattern name	Affected BM compo- nents	Exemplary companies	Pattern description	
1	ADD-ON	What Value	Ryanair (1985), SAP (1992), Sega (1998)	The core offering is priced competitively, but there are numerous extras that drive the final price up. In the end, th costumer pays more than he or she initially assumed. Cus- tomers benefit from a variable offer, which they can adapt to their specific needs.	
2	APPILIATION	How Value	Amazon Store (1995), Cybererotica (1994), CDuow (1994), Pinterest (2010)	The focus lies in supporting others to successfully sell products and directly benefit from successfull transactions. Affiliates usually profit from some kind of pay-per-sale or pay-per-display compensation. The company, on the other hand, is able to gain access to a more diverse potential customer base without additional active sales or marketing efforts.	
3	Aikido	Who What Value	Six Flags (1961), The Body Shop (1976), Swatch (1983), Cirque du Soleil (1984), Nintendo (2006)	Aikido is a Japanese martial art in which the strength of an attacker is used against him or her. As a business model, Aikido allows a company to offer something diametrically opposed to the image and mindset of the competition. This new value proposition attracts customers who prefer ideas or concepts opposed to the mainstream.	
4	Auction	What Value	eBay (1995), Winebid (1996), Priceline (1997), Google (1998), Elance (2006), Zopa (2005), MyHammer (2005)	Auctioning means selling a product or service to the high- est bidder. The final price is achieved when a particular en time of the auction is reached or when no higher offers are received. This allows the company to sell at the highest price acceptable to the customer. The customer benefits from the opportunity to influence the price of a product.	
5	BARTER	What Value	Procter & Gamble (1970), Pepsi (1972), Lufthansa (1993), Magnolia Hotels (2007), Pay with a Tweet (2010)	Barter is a method of exchange in which goods are given away to customers without the transaction of actual money In return, they provide something of value to the sponsor- ing organisation. The exchange does not have to show any direct connection and is valued differently by each party.	
6	CASH MA- CHINE	How Value	American Express (1891), Dell (1984), Amazon Store (1995), PayPal (1998), Blacksocks (1999), MyFab (2008), Groupon (2008)	In the Cash Machine concept, the customer pays upfront for the products sold to the customer before the company is able to cover the associated expenses. This results in in- creased liquidity which can be used to amortise debt or to fund investments in other areas.	
7	CROSS SELLING	How What Value	Shell (1930), IKEA(1956), Tchibo (1973), Aldi (1986), SANIFAIR (2003)	In this model, services or products from a formerly exclud- ed industry are added to the offerings, thus leveraging existing key skills and resources. In retail especially, com- panies can easily provide additional products and offerings that are not linked to the main industry on which they were previously focused. Thus, additional revenue can be gener- ated with relatively few changes to the existing infrastruc- ture and assets, since more potential customer needs are met.	
S	CROWD- FUNDING	How Value	Marillion (1997), Cassava Films (1998), Diaspora (2010), Brainpool (2011), Pebble Technology (2012)	A product, project or entire start-up is financed by a crowd of investors who wish to support the underlying idea, typi- cally via the Internet. If the critical mass is achieved, the idea will be realized and investors receive special benefits, usually proportionate to the amount of money they provid-	

- Developed by University of St. Gallen, Switzerland and Bosch
- Collection of 55 repetitively recognised patterns.
- > The IoT Business Model
 Builder and Navigator is great
 for business model innovation
- Find them on:

www.glaze.dk/iotweek



Business Model Innovation

- + Cloud Services
- = Better Business Cases

Physical freemium

Object self service

Digital add-on

Product as point of sales

Digital lock-in

Remote usage and condition monitoring

Sensor-as-a-service

PHYSICAL FREEMIUM





OBJECT SELF SERVICES





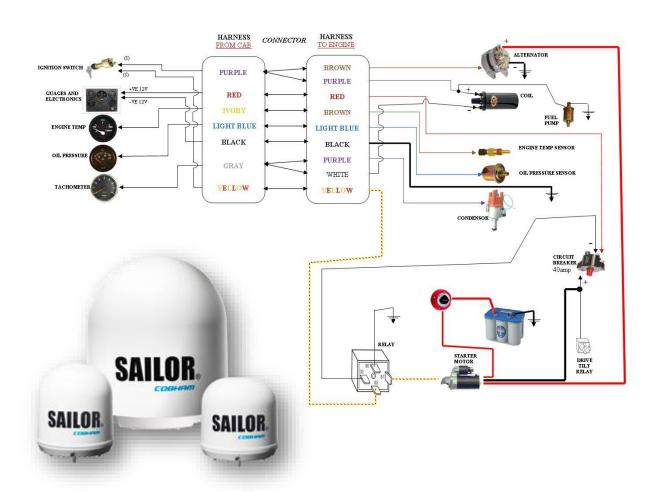
Assign simple rules on sensor data and integrate with ERP, CRM or Connected Field Services

PRODUCT AS POINT OF SALES









DIGITAL ADD-ON





Develop value-added services and insights