



**PrimeFish**

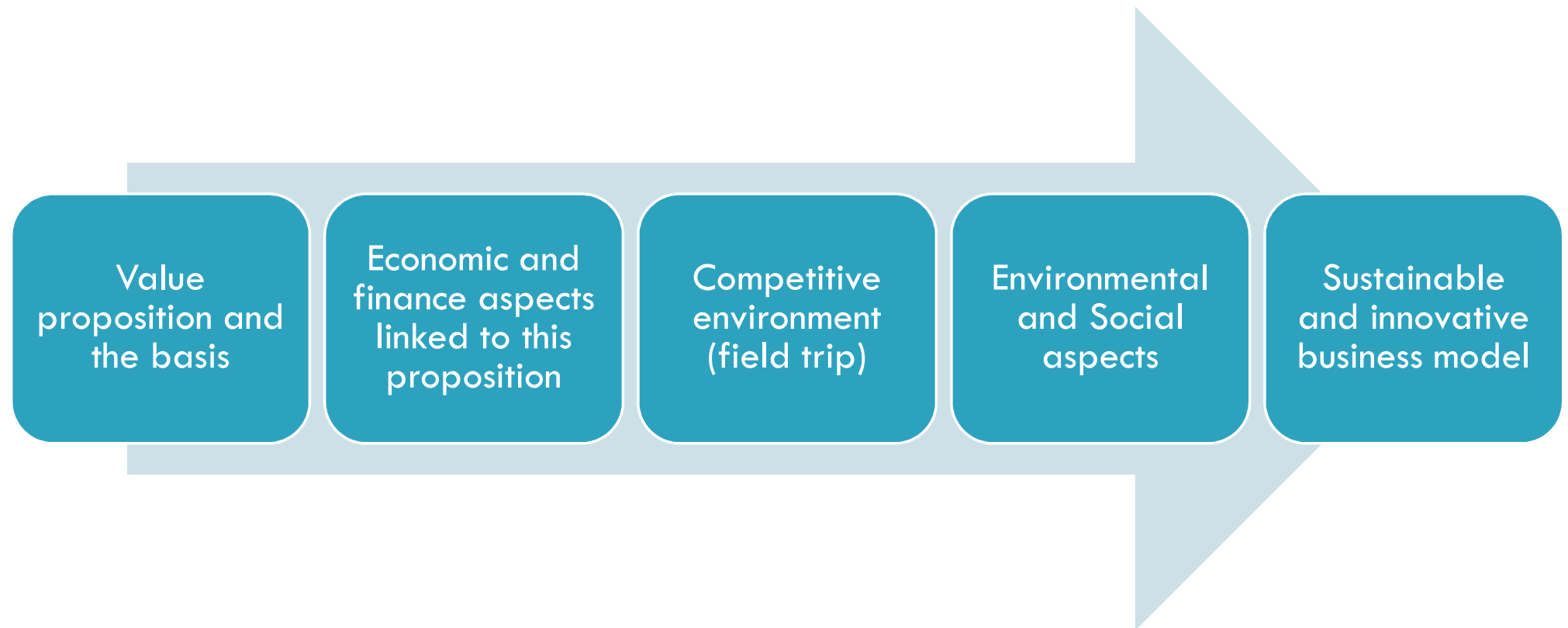


Horizon 2020  
Programme

# THE BUSINESS CANVAS MODEL

6<sup>th</sup> August, Bremerhaven

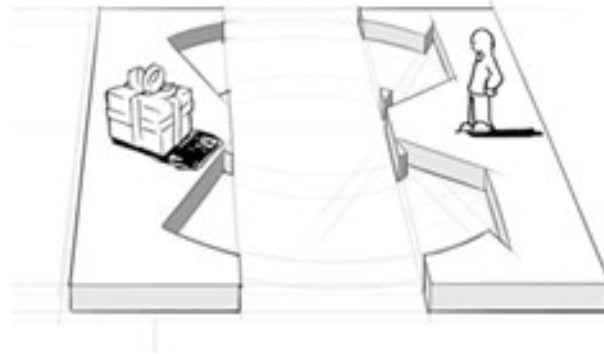
# Milestones of the business lab



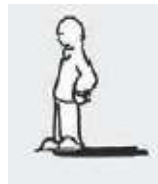
## VALUE PROPOSITION



*It seeks to solve customer problems and satisfy customer needs with value propositions.*

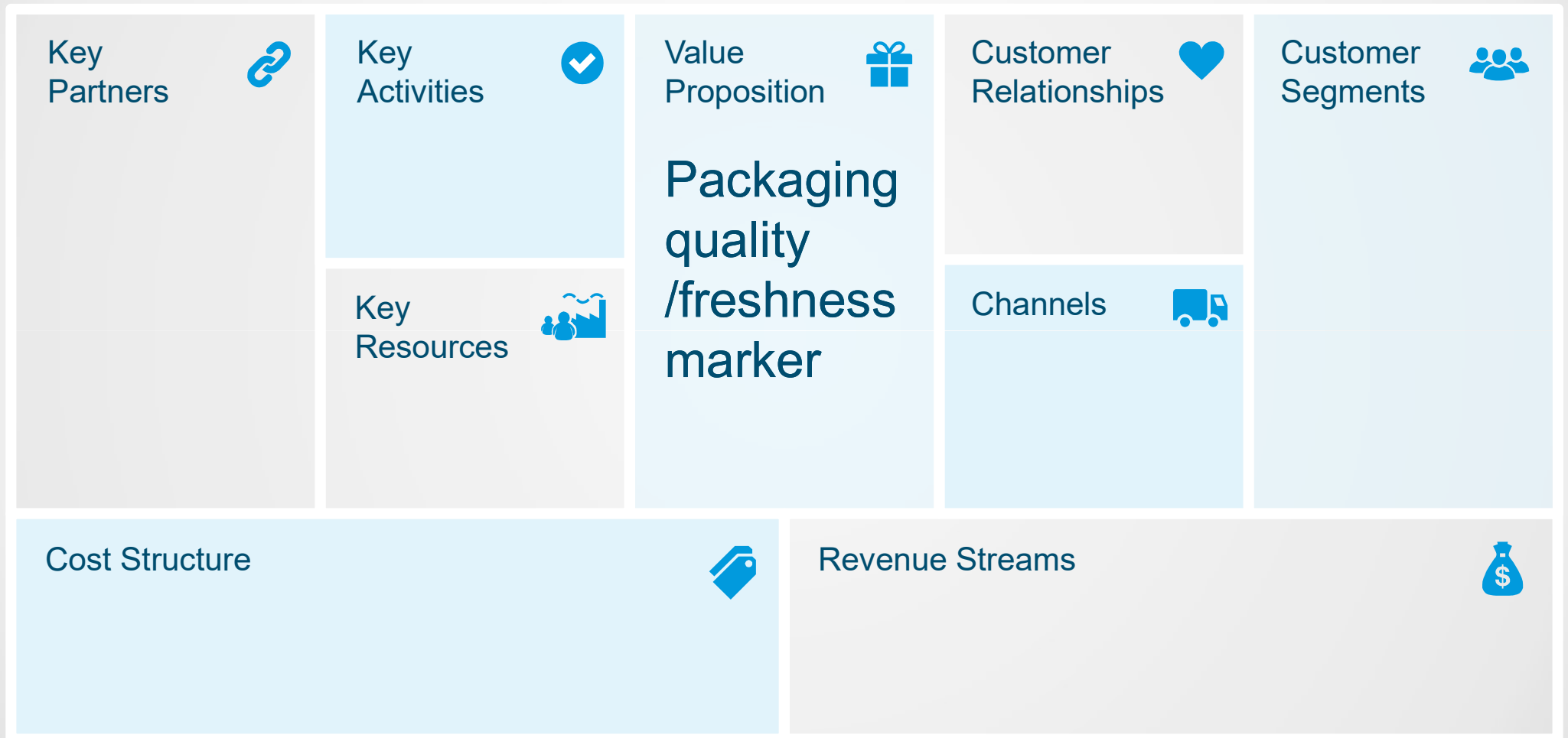


*An organization serves one or several Customer Segments.*



## CUSTOMER SEGMENTS

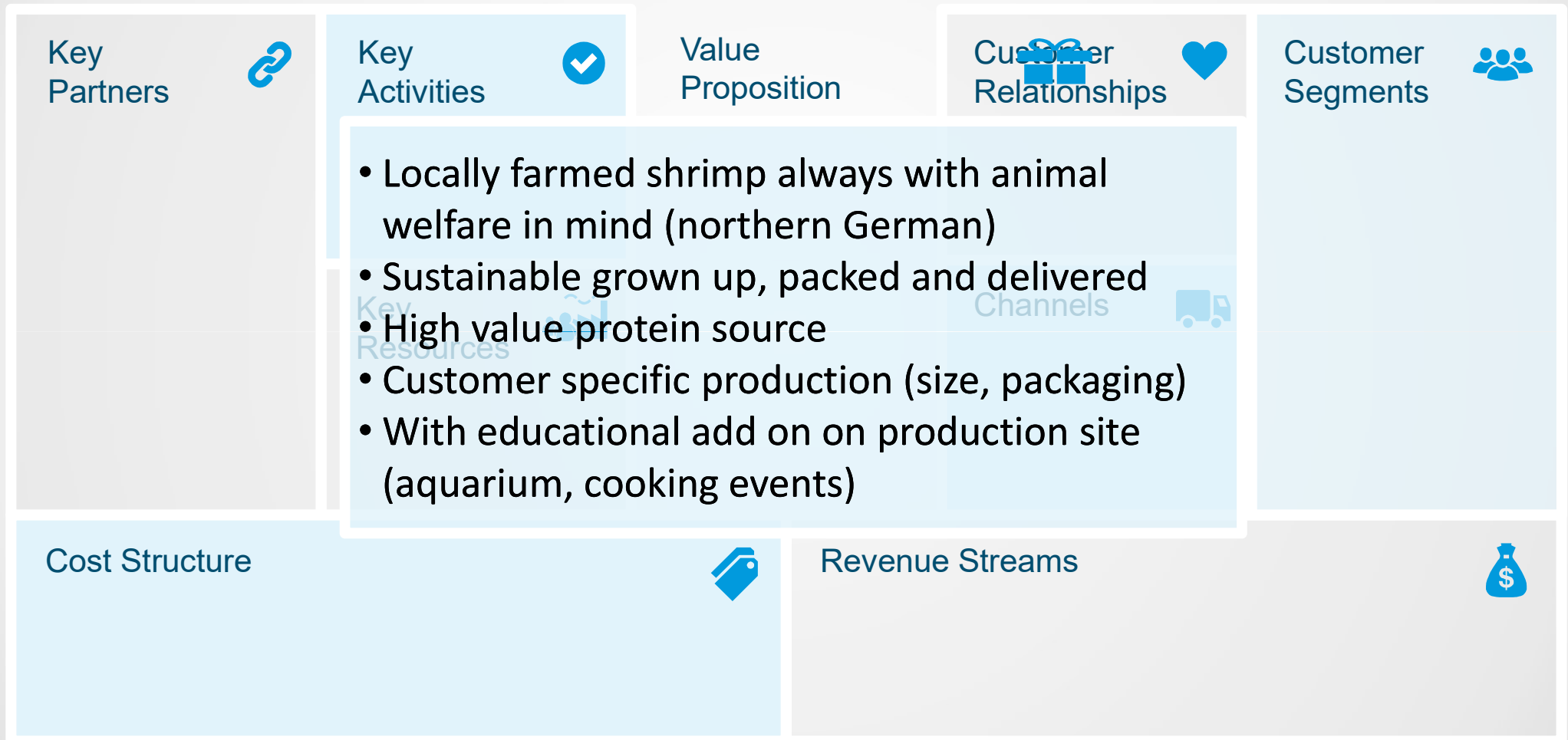
# Business Model Canvas



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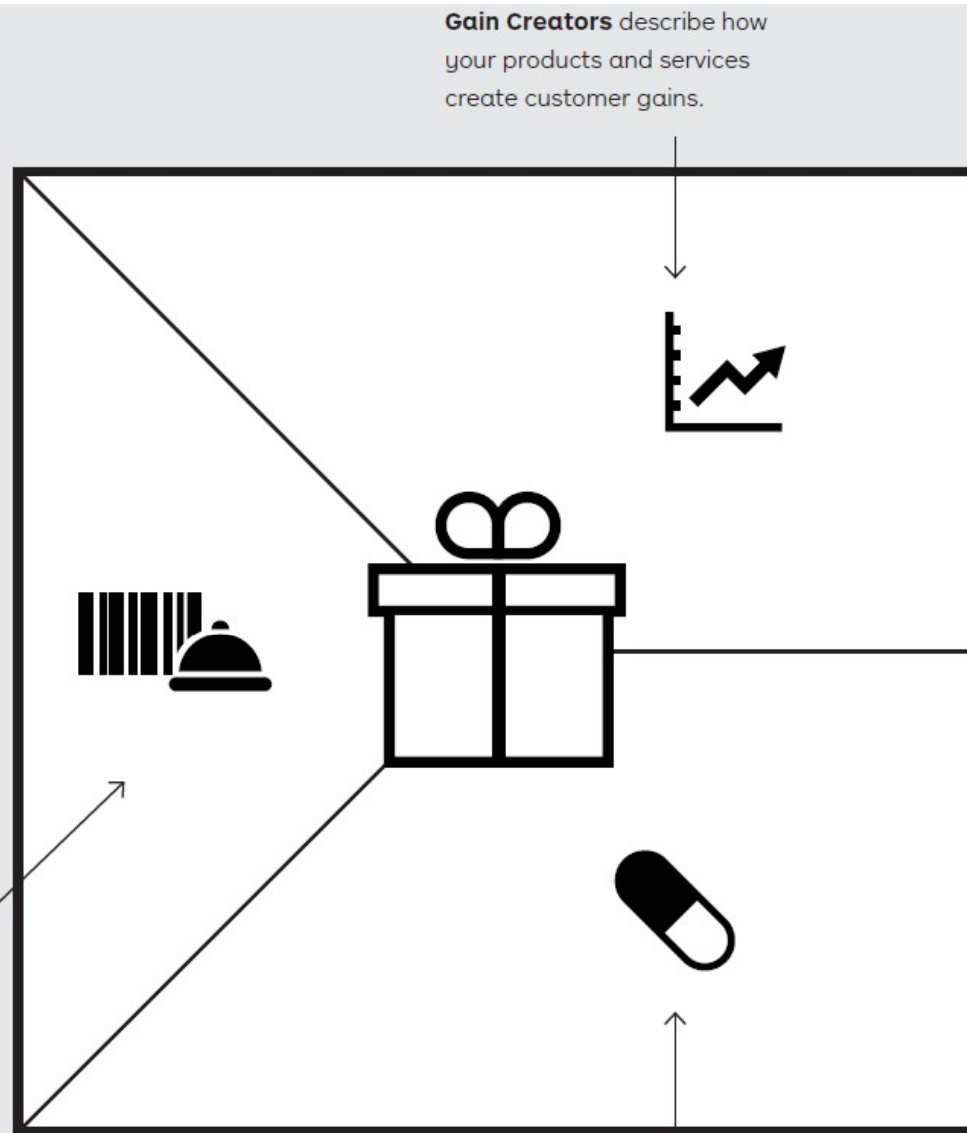
# Shrimp farm in northern Germany (Business Model Canvas)



# Value Map

The Value (Proposition) Map describes the features of a specific value proposition in your business model in a more structured and detailed way. It breaks your value proposition down into products and services, pain relievers, and gain creators.

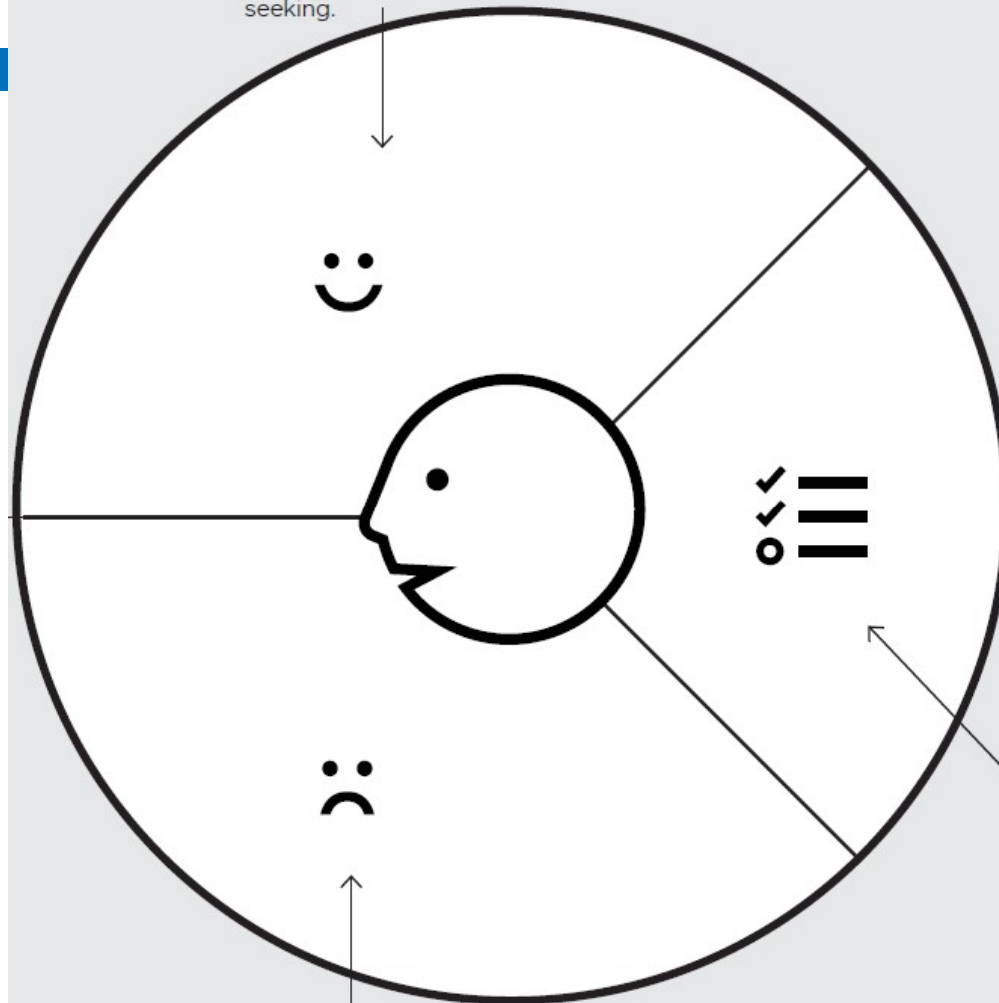
This is a list of all the **Products and Services** a value proposition is built around.



**Gain Creators** describe how your products and services create customer gains.

**Pain Relievers** describe how your products and services alleviate customer pains.

**Gains** describe the outcomes customers want to achieve or the concrete benefits they are seeking.



**Pains** describe bad outcomes, risks, and obstacles related to customer jobs.

# Customer Profile

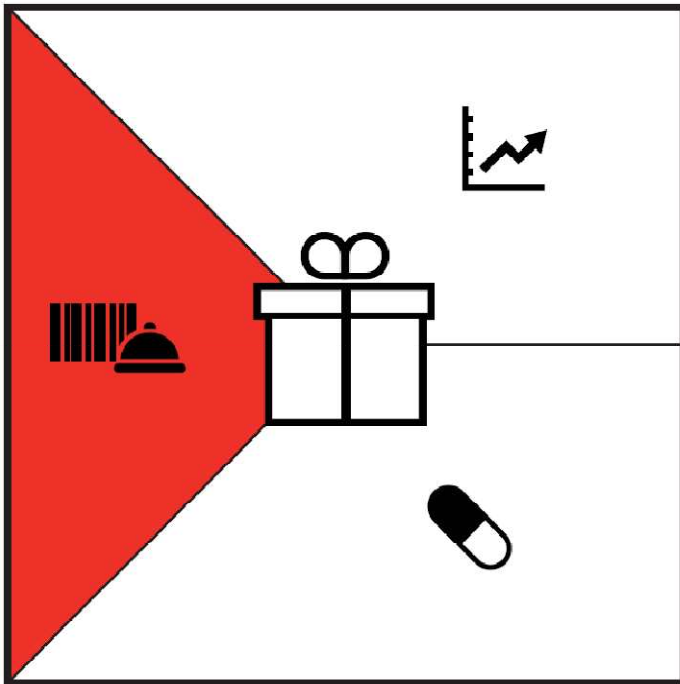
The Customer (Segment) Profile describes a specific customer segment in your business model in a more structured and detailed way. It breaks the customer down into its jobs, pains, and gains.

**Customer Jobs** describe what customers are trying to get done in their work and in their lives, as expressed in their own words.



# Value proposition

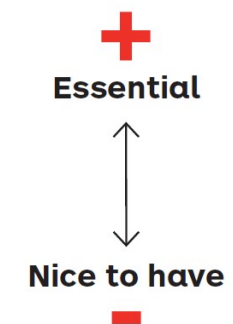
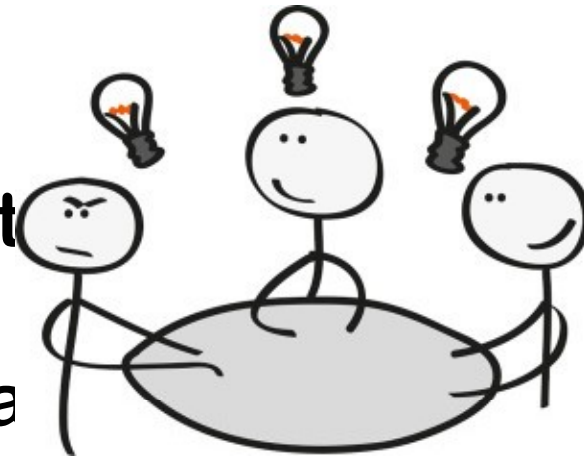
10 min



## Product & services

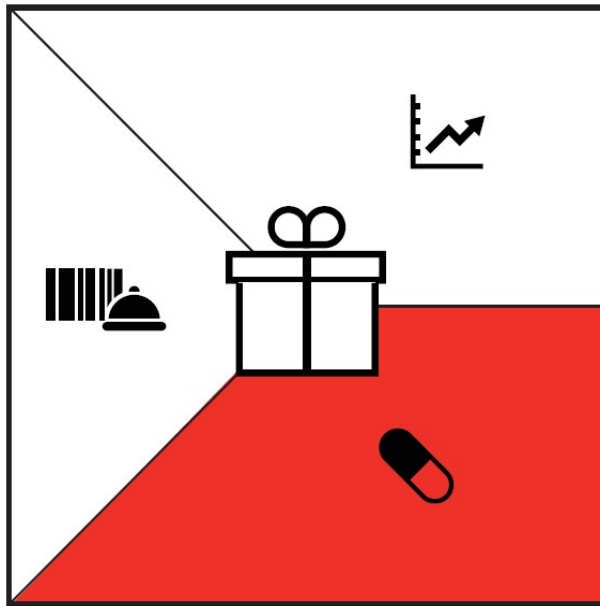
- Your value proposition to be composed of types of products and services

- Physical/tangible
- Intangible
- Digital
- Financial



# Value proposition

15-20 min



+

Essential

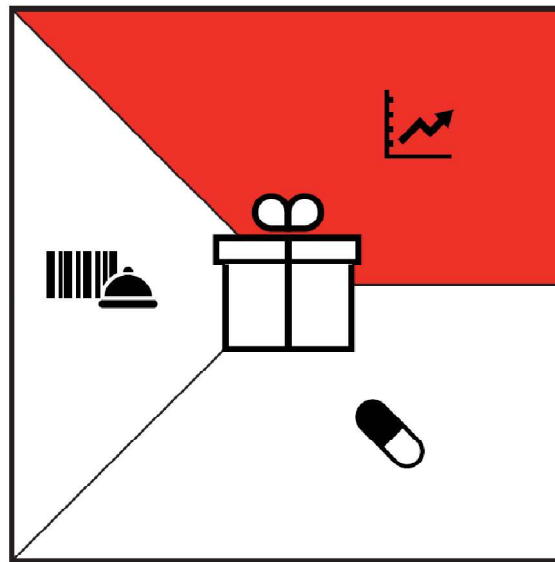


Nice to have

-

## □ Pain relievers

- Produce savings? In terms of time, money, or efforts.
- Make your customers feel better? By killing frustrations, annoyances, and other things that give customers a headache.
- Fix underperforming solutions? By introducing new features, better performance, or enhanced quality.
- Put an end to difficulties and challenges your customers encounter? By making things easier or eliminating obstacles.
- Wipe out negative social consequences your customers encounter or fear? In terms of loss of face or lost power, trust, or status.
- Eliminate risks your customers fear? In terms of financial, social, technical risks, or things that could potentially go wrong.
- Help your customers better sleep at night? By addressing significant issues, diminishing concerns, or eliminating worries.
- Limit or eradicate common mistakes customer make? By helping them use a solution the right way.
- Eliminate barriers that are keeping your customer from adopting value propositions? Introducing lower or no upfront investment costs, a flatter learning curve, or eliminating other obstacles preventing adoption.



**+**  
Essential



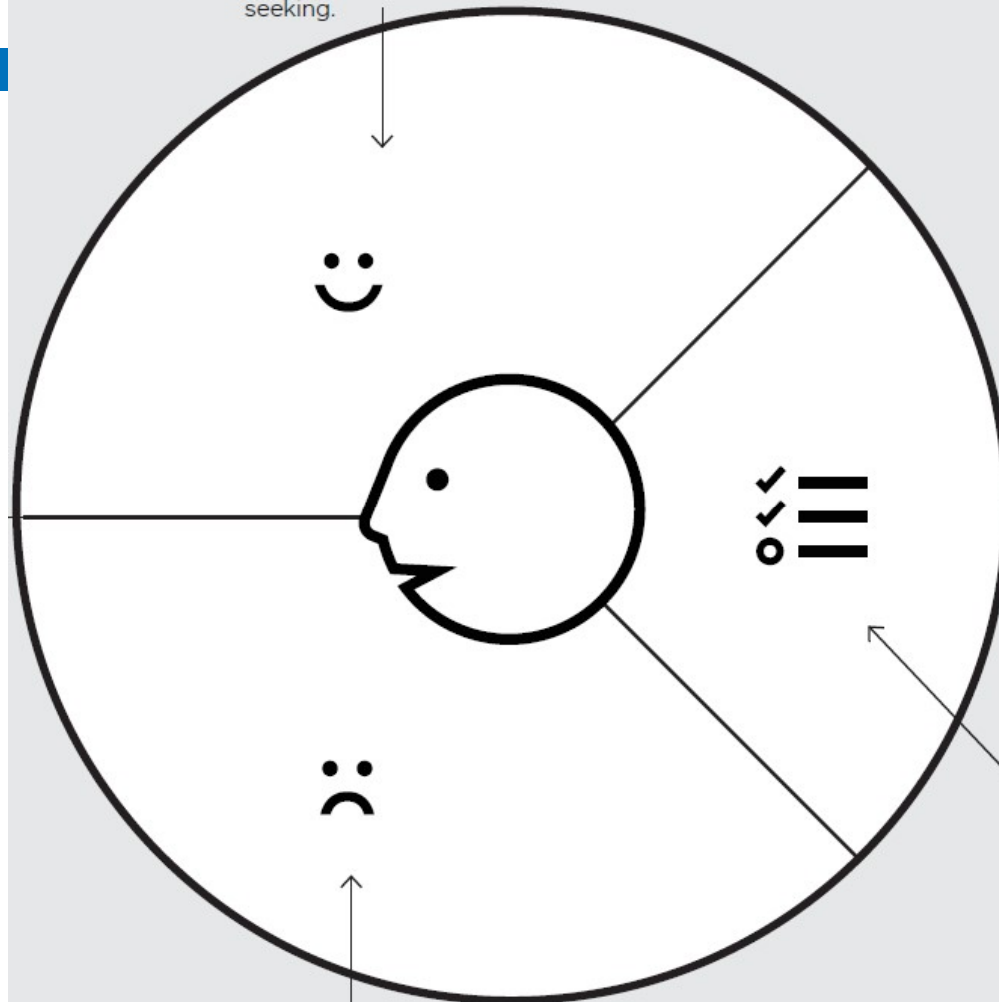
Nice to have  
**-**

## □ Gain creators

- Create savings that please your customers? In terms of time, money, and effort.
- Produce outcomes your customers expect or that exceed their expectations? By offering quality levels, more of something, or less of something.
- Outperform current value propositions and delight your customers? Regarding specific features, performance, or quality.
- Make your customers' work or life easier? Via better usability, accessibility, more services, or lower cost of ownership.
- Create positive social consequences? By making them look good or producing an increase in power or status.
- Do something specific that customers are looking for? In terms of good design, guarantees, or specific or more features.
- Fulfill a desire customers dream about? By helping them achieve their aspirations or getting relief from a hardship?
- Produce positive outcomes matching your customers' success and failure criteria? In terms of better performance or lower cost.



**Gains** describe the outcomes customers want to achieve or the concrete benefits they are seeking.



**Pains** describe bad outcomes, risks, and obstacles related to customer jobs.

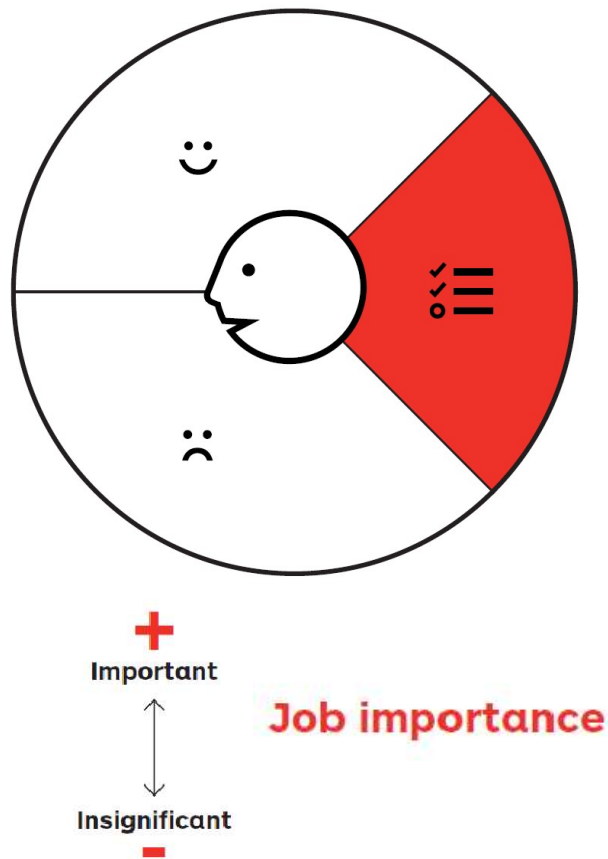
# Customer Profile

The Customer (Segment) Profile describes a specific customer segment in your business model in a more structured and detailed way. It breaks the customer down into its jobs, pains, and gains.

**Customer Jobs** describe what customers are trying to get done in their work and in their lives, as expressed in their own words.

# Customer profile – customer jobs

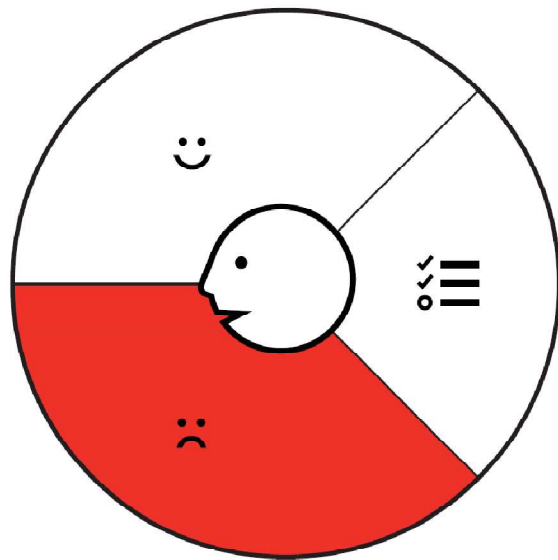
10 min



- Jobs describe the things your customers are trying to get done in their work or in their life.
- A customer job could be the tasks they are trying to perform and complete, the problems they are trying to solve, or the needs they are trying to satisfy.
- They can be functional, social, personal/emotional or supporting jobs

# Customer profile – customer pains

15-20 min



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Extreme

↑

↓

Moderate

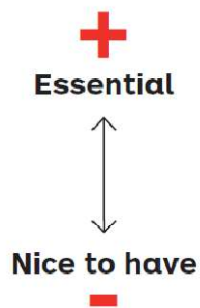
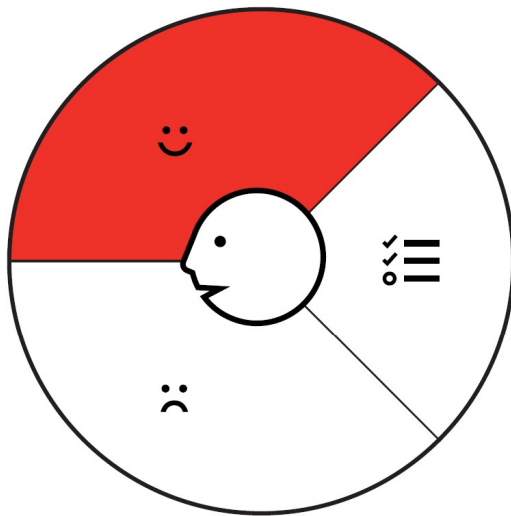
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- How do your customers define too costly? Takes a lot of time, costs too much money, or requires substantial efforts?
- What makes your customers feel bad? What are their frustrations, annoyances, or things that give them a headache?
- How are current value propositions underperforming for your customers? Which features are they missing? Are there performance issues that annoy them or malfunctions they cite?
- What are the main difficulties and challenges your customers encounter? Do they understand how things work, have difficulties getting certain things done, or resist particular jobs for specific reasons?
- What negative social consequences do your customers encounter or fear? Are they afraid of a loss of face, power, trust, or status?
- What risks do your customers fear? Are they afraid of financial, social, or technical risks, or are they asking themselves what could go wrong?
- What's keeping your customers awake at night? What are their big issues, concerns, and worries?
- What common mistakes do your customers make? Are they using a solution the wrong way?
- What barriers are keeping your customers from adopting a value proposition? Are there upfront investment costs, a steep learning curve, or other obstacles preventing adoption?



# Customer profile – customer gains

15-20 min



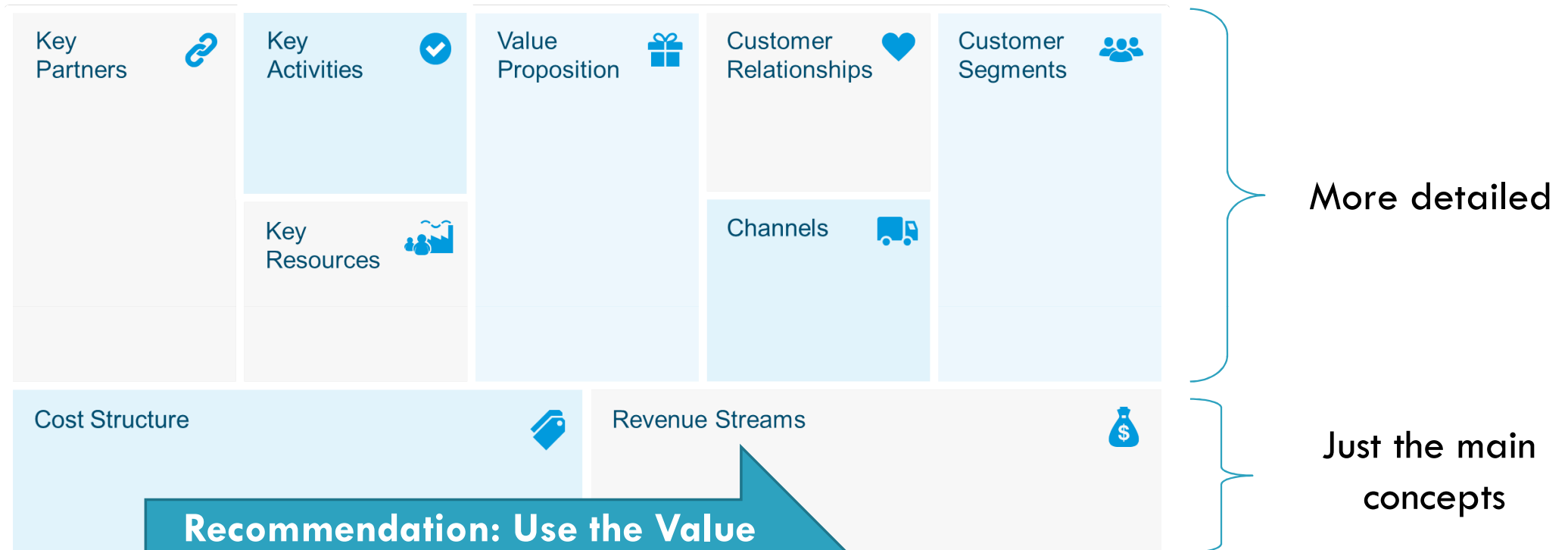
- Which savings would make your customers happy? Which savings in terms of time, money, and effort would they value?
- What quality levels do they expect, and what would they wish for more or less of?
- How do current value propositions delight your customers? Which specific features do they enjoy? What performance and quality do they expect?
- What would make your customers' jobs or lives easier? Could there be a flatter learning curve, more services, or lower costs of ownership?
- What positive social consequences do your customers desire? What makes them look good? What increases their power or their status?
- What are customers looking for most? Are they searching for good design, guarantees, specific or more features?
- What do customers dream about? What do they aspire to achieve, or what would be a big relief to them?
- How do your customers measure success and failure? How do they gauge performance or cost?
- What would increase your customers' likelihood of adopting a value proposition? Do they desire lower cost, less investment, lower risk, or better quality?





# Try to fill in!

30 min



**Recommendation: Use the Value Chain Analyser: report generator**

<http://dss.primefish.eu/>

Don't forget to send your updated version  
[jsantiago@cetmar.org](mailto:jsantiago@cetmar.org)



A photograph of a fishing boat's deck. In the center, a large green net is being hoisted by a crane. Several workers in orange and yellow protective gear are visible on the deck. The boat is on a choppy blue sea under a clear sky. The text "THANK YOU!" is overlaid in white on a dark rectangular background.

THANK YOU!

Let's sail together