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# Course Section: Business Case Development and Business Plan

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#### Market segmentation

#### Market research

Innovation based business strategy as a foundation of a business case

Your assignment: Develop a business idea and describe it in a business plan

Some templates for a basic financial modeling

Timetable for group work in January

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# Video goggle consumer market segmentation by use case



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# Segment: Info Display

Info Display Imagine that the spectacles you wear every day had the additional feature to display one line of text somewhere at the corner of your field of view. This feature would be very unobtrusive and for others your glasses wouldn't look much different from glasses without this feature. The glasses would be connected to your mobile phone and you could view short messages, news ticker information, caller IDs, Email subject lines or similar messages.

Additional services would be available on request, like providing you information about where you are at the moment, where the next restaurant of a specific variety can be found, hints about events or promotions in shops next to your current position. Also navigational information could be provided.



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### Segment: Mobile Video



Imagine watching videos via data glasses that project the video in front of your eyes as if you would sit in front of a 40" TV. They would also deliver stereo sound to your ears.

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You could wear them while traveling in a train, on a plane or even at home. The video source could be your mobile phone where the content would be streamed real time from your network operator (It could be a live TV show or a video streamed on demand from a server).

Alternatively you could use your Apple iPhone or iPod or any other mobile video device as a video source.



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# Segment: Mobile Desktop

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Mobile Desktop Imagine that you could buy special data glasses that connect to your laptop. They would project the display in a way that you would see the windows desktop as if you had a 20" monitor in front of you. At the same time nobody else could see what you are doing, i.e. you could

work on confidential documents in public spaces, on a plane or in a train.

The data glasses are small enough such that you can still look around them, i.e. you can still use the keyboard and mouse of our laptop. Such glasses would also allow you to carry only a very small notebook with you without having to rely on the small built in screen

Mobile

Desktop



# Segment: Immersive 3D Gaming



Imagine you had data-glasses that you could connect to your gaming console or to your PC that would allow you to fully immerse yourself in a first person perspective game. Through the slightly different perspective presented to each of your eyes you would have the illusion to be in a virtual 3D environment. Since the glasses would register your head movement as well, looking around in the gaming environment would be possible by simply turning your head.



Mobile

Example: Video goggle consumer market segmentation by use case	
Mobile Video	Imagine watching videos via data glasses that project the video in front of your eyes as if you would sit in front of a 40° TV. They would also deliver stereo sound to your ears. You could wear them while traveling in a train, on a plane or even at home. The video source could be your mobile phone where the content would be streamed real time from your network operator (It could be a live TV show or a video streamed on demand from a server). Alternatively you could use your Apple iPhone or iPod or any other mobile video device as a video source.
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# Mobile Video also with strongest demand



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2008

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2005

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2006

2007

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Zeiss own survey helped to decide on target segment: 30% of US consumers would pay more than 250\$ for a video HMD

2009



# Competition is segment specific: Competitor landscape at the start of the cinemizer project in 2006

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Mobile Video: Two relevant players already in the market

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- MicroOptical with prescription lens clip-on HMD (French mobile operator Orange as strong distribution partner in France / Switzerland, Samsung branded version of the product was shown on CeBit 2006)
- Icuiti has circumvented "prescription problem" by adjustable eye-focus
- Info Display: No dominant design yet, established competitor only in sports market
- Olympus and Mitusbishi have each demonstrated a prototype
- · MicroOptical / Essilor with promising specs but much too high cost
- Motion Research with good solution for sports helmet market

Mobile Desktop: No dominant solution yet and no strong player active

Reasons unclear, might be target cost or distribution problem

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**3D-Immersive Gaming**: Nobody has broken compromise between cost and FOV yet

- OLED-producer Emagin with Z800 (promising specs, but high price)
- Olympus has withdrawn its eye-track product (was marketed as Playstation accessory)





# What is Innovation?



Joseph A. Schumpeter 1883-1950



The breakthrough of a technological or organizational novelty not just its invention.

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Or simply:

# The better is the enemy of the good.



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# **Natural competition**

Charles Darwin (1809 - 1882)



"The Origin" (1859)

Limited resources leading to fight for survival: " In a world of stable populations where each

individual must struggle to survive, those with the "best" characteristics will be more likely to survive, and those desirable traits will be passed to their offspring; and that these advantageous characteristics are inherited by following generations, becoming dominant among the populations through time. This is natural selection"

Today > 1 million species

- Each is unique
- Each must have unique advantages fighting for food and survival
- Each occupies a unique niche

Source: Wikipedia



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# Innovations are often difficult to spot in the early stage





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# Example: Value innovation and Blue Oceans (Kim)



There are no "per se" good or bad markets. Demand can be created anywhere.





