How do I know if my idea is a good one?

Kit Needham
Ask your Customer!
Wrong Way

“Death by Demo”

“Here’s my idea. What do you think?”

“How would you solve the problem?”
Right Way

This is called

Customer Discovery
Customer Segments

Phase 1  Customer Discovery

Phase 2  Customer Validation

Phase 3  Customer Acquisition
What is Customer Discovery

- **What** is the **pain/problem**
- **Who** is having the pain/problem
- **How bad** is the pain or
- **How** are the "who" currently dealing with it
- **How** is that solution working for them
Why this is Important

Your idea is....... a Hypothesis at this stage
Top 20 Reasons Startups Fail
Based on an Analysis of 101 Startup Post-Mortems

1. No Market Need: 42%
2. Ran Out of Cash: 29%
3. Not the Right Team: 23%
4. Get Outcompeted: 19%
5. Pricing/Cost Issues: 18%
6. Poor Product: 17%
7. Need/Lack Business Model: 17%
8. Poor Marketing: 14%
9. Ignore Customers: 14%
10. Product Mis-Timed: 13%

http://www.cbinsights.com/blog/startup-failure-reasons-top/
Best Way to Validate your Hypothesis

“Get out of the Building!”

Steve Blank

- Face to face interviews – Best
- Skype
- Shadowing
- Telephone

On line surveys
The technique

15 Minutes

5-7 questions
Rule: You are not allowed to talk about your idea!
How to do this

• Brainstorm all possible questions

• Prioritize **5 questions** and 5 backup questions
  – Use questions that are **measurable**
    • E.g. “on a scale of 1-10…”; “how many times in the past three months…”
  – Include questions that are **qualitative**
    • “What do you like most about …..; Least about…."
    • Scale question “Why did you give it that number”

• **Follow up on new thoughts (outliers)**
How to do this

• Plan who you want to interview
  – Demographics that describes your stakeholders
    • Buyers/Decision-makers
    • Users
    • Influencers
  – Where will you find them

• Practice
Get Started

“I am doing some research for XXX. Do you have **15 minutes** to answer a few questions”
  – May need to say “this is **not a sales call**”
  – ‘**Student Card**’ works well

• Start with Friends to practice
• Then go after people you don’t know
  – For B-B, C-level is not always the best
• Consider asking
  – **Who else should I talk to?**
  – **What else should I have asked?**
Hints for Questions

• Try to avoid “Have you ever…..?”  
  Use ”How often in the past (pick a relevant time period) have you….?”

• Careful of “Would you ever….?” type questions. Instead, try to frame your question on past behavior which is a much more reliable predictor of how the customer will actually act.
Hints for Questions

• Asking job title/position and how long someone has been in the job/position or status helps you to judge the level of experience (and doesn’t count in the ‘5 question’ quota.

• You will need a different set of questions for the different stakeholders.
How Many?
Recommended

100+

Stakeholders

(can include some Customer Validation)
Making it Work

- Keep notes – you’ll forget.
- Stop and assess periodically
- Adjust questions and plan as needed
Benefits

• Avoids unnecessary ‘pivots’ (lost time and money)
• Get first hand knowledge of your target audience
• Can measure degree of enthusiasm and interest through observation
• Potential customers are ‘giving’ you the compelling sales pitch
• Helps prioritize what is most important
• Investors will want to know…..
Ask yourself......
...Is it a REALLY Big Problem?
...Is it a **Really Big** Problem?

- **How many** people or companies have this problem? (Is it a big target market?)

- **How much time or money is spent (or lost)** each year because of this problem? (The more it costs them, the more they are motivated to pay for your solution)

- **How well is their current solution working** for them? (They will happily switch to your solution because their current one isn’t working very well.)
Ask Yourself….

• Is your solution **10X better** than the alternatives or **3X cheaper**?
Ask Yourself....

• Is your solution **10X better** than the alternatives or **3X cheaper**?
• Is it a “**Need-to-Have**” vs “**Nice-to-Have**?”
Ask Yourself….

• Is your solution 10X better than the alternatives or 3X cheaper?
• Is it a “Need-to-Have” vs “Nice-to-Have?”
• Will it be a big opportunity that will attract investors?
Ask Yourself.....

“...... will it scale?”
Ask Yourself....

• Do your product/service **margins** increase with volume?
  - COGs
  - Installation/Customization
  - Service/maintenance
  - Staff ratio to sales
Examples of Businesses/Products that Scale Well

- **Software** (MS Word, Excel, Quickbooks)
- **Apps** (Pandora, Twitter, BudgetSimple)
- **Mass Market** items (My Keepon, FitBit)
- **Hardware** that is standardized or uses standard parts (Air conditioners, remote controls)
Ask Yourself.....

..... How will I **sell** this?
• **How** will this be done?
• **Who** will do this?

Start thinking about this on **DAY 1**
B to C
Case Study
Users earn real-life prizes in a gamified, augmented reality, Easter egg hunt
How we add value

Consumers (targeting students)

• Find discounts
• Discover new businesses
• Have fun while saving via gamified incentives

Businesses

• Leverage an efficient marketing scheme
• Bring new faces through the door
• Receive analytics with respect to user habits and coupon efficiency
Customer Discovery
Survey Results

Key Demographics for Student Stakeholders

CMU: 100 Interviewed – 56 male, 44 Female

Pitt: 50 Interviewed – 25 Male, 25 Female

Chatham: 50 Interviewed – 3 Male, 47 Female

(Later interviewed 100+ more at Carlow, Duquesne and Point Park Universities)
Sample questions

“On a scale of 1-10, how likely are you to deviate from your go-to restaurant for a better deal at a competing restaurant?”

“On a scale of 1-10, how difficult would you say it is for you to organize a bunch of your friends in a group activity or outing?”

“How many apps on your phone have you paid for?”

“When was the last time you played CTF?” (why not more often?)

“Would you play CTF if it were an IM here?”
Key Findings

“On a scale of 1-10, how likely are you to deviate from your go-to restaurant for a better deal at a competing restaurant?”

• Takeaway: College students are more likely to seek a deal than commit to a restaurant.
• Product Design: Make sure a key component to the game is interaction with businesses.
• Marketing Message: “Capture the flag, but also capture great deals”
“On a scale of 1-10, how difficult would you say it is for you to organize a bunch of your friends in a group activity or outing?”

Takeaway: Organizing groups of friends is a pain point for college students.

Product Design: The game setup in the app needs to be intuitive so it is a helper, not a pain.

Marketing message: “You make the friends; we’ll make sure they are organized.”
Key Findings

“How many apps on your phone have you paid for? What are they? (if answered yes).”

Results:
No females at CMU, Pitt or Chatham paid for any apps.

22% of males at CMU and Pitt had any paid apps on their phones – all were for games

Takeaway: Fees from app is not part of the revenue model. (nor were they planning on it – just wanted to check.)
Key Findings

“When was the last time you played CTF?” (why not more often?)

Takeaway: Students had not played recently and the reason was because of lack of time.

Product Design: Spread game over longer time period where you don’t have to commit a block of time.

Marketing Message: “Play on your own schedule.”
Key Findings

“Would you play CTF if it were an IM here?”

Responses: CMU: 80% - yes, 10% - maybe
          Pitt: 48% - yes; 24% - maybe
          Chatham: 2% - yes, 98% - no

Conclusions:
- Key was Time, Friends, .... And Incentives
- Chatham was not an active group
Customer Discovery

What they did right:
- Interviewed a large number of students from a variety of campuses
- Results helped to significantly restructure initial game design
- Derived key marketing messages from the interviews that were successful in getting students to download the app
Where they missed the mark
- Misinterpreted the concern for time to mean ‘design a shorter game time’ rather than less time for games at all.
- Asked an ‘aspirational’ question i.e. “Would you play……?” Responders meant well but simply didn’t act as they said they would.
What They Learned

After going through AlphaLab and launching the app:

- **Students:**
  - Very willing to download the app and open it
  - Mostly interested in capturing the flag for the discounts but not at all in the game aspect.
  - A little slow to redeem the coupons (flagtag is paid a bonus for each redemption)

- **Businesses**
  - Very well received
  - Most effective of all the coupon options they had tried by 3X
End Result

Fall 2016
- Verified the business model
- Revised the app
  - Simply capture coupons – no game aspect
  - Provided an incentive to redeem the coupons more quickly

Relaunched Spring 2017
Folded Summer 2017
B to B
Example
Proposed Product

• **Add-on hybrid system** for tractor trailers
  – Uses *regenerative braking to capture power* when the vehicle is slowing down that can be reused to accelerate.

• **Value proposition to the customer:**
  Reduces fuel consumption by over 30% with an **ROI of less than 1 year.**
Sample Questions

- **How much** on average do you spend on fuel? % of annual budget?
- Have you done **analysis on fuel usage** that you can share?
- What are you **currently doing now** to reduce your fuel costs?
- On a **scale of 1-10, how well** are those techniques working?
- **Why** did you give each that number?
Interviewed

- Fleet managers
- Fleet truck drivers
- Independent truck drivers
- Trailer manufacturers
- Mechanics that service the fleet
- Companies with proprietary fleets
- Industry association staff
Where did they find them

- Industry conventions
- Truck stops
- Fleet owners’ headquarters
- Trailer sales offices
- Telephone
Findings

• **6 million** trailers in the USA
• Each trailer averages 6.5 mpg = **$85,000** fuel costs per year per trailer
• **52 Billion gallons** of fuel consumed yearly
• **31%** = **$46 B** in potential fuel savings
• **$25k per unit x 6M trailers = $150B** potential market
Findings

• Largest value/ROI for long-haul fleets
• 15% of fuel is used to run the cab at night for heat/AC and electronics
  – Shaking cab results in poor sleep – which can lead to accidents
  – (This was the ‘outlier’) that helped sell management
• Less wear and tear on the diesel engine
• Reduced emissions
Conclusion

Big Problem
Big Market
Great Product
Great Business
BeatBots
BeatBots

• Therapy tool for therapists who work with severely autistic children
• Price: $25k (includes hardware and software)
• Target audience: Clinics that specialize in therapy for severely autistic children
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Size of target audience: 100 clinics

Great Product; Lousy Business
BeatBots
Why noWait® was a good investment

“ We want to **invest in large markets**, …if you have a fantastic team with fantastic products but …… it’s in a small market, there’s a smaller type of outcome that can happen e.g they’re swimming in a smaller pond. If you have a big and expanding market, it’s great to have a great team and product, but if you don’t, you still have a chance. "

“…..We focus on **investing in trends shaping the landscape** over the next 10 years. **Casual dining is a multi-hundred-billion business in the U.S. alone.** Everybody’s got to eat.”

“……What they’re doing **solves an acute point**, waiting to get in line, waiting to get a check. They have a very elegant solution.”

_Nick Solaro of Drive Capital, a Columbus, Ohio-based $250M VC fund on their $10M investment in NoWait in May 2014 (Source: Pgh Business Times)_
Q&A

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