

Challenge: Build Measure Learn



Impact

Entrepreneurship Tilburg University



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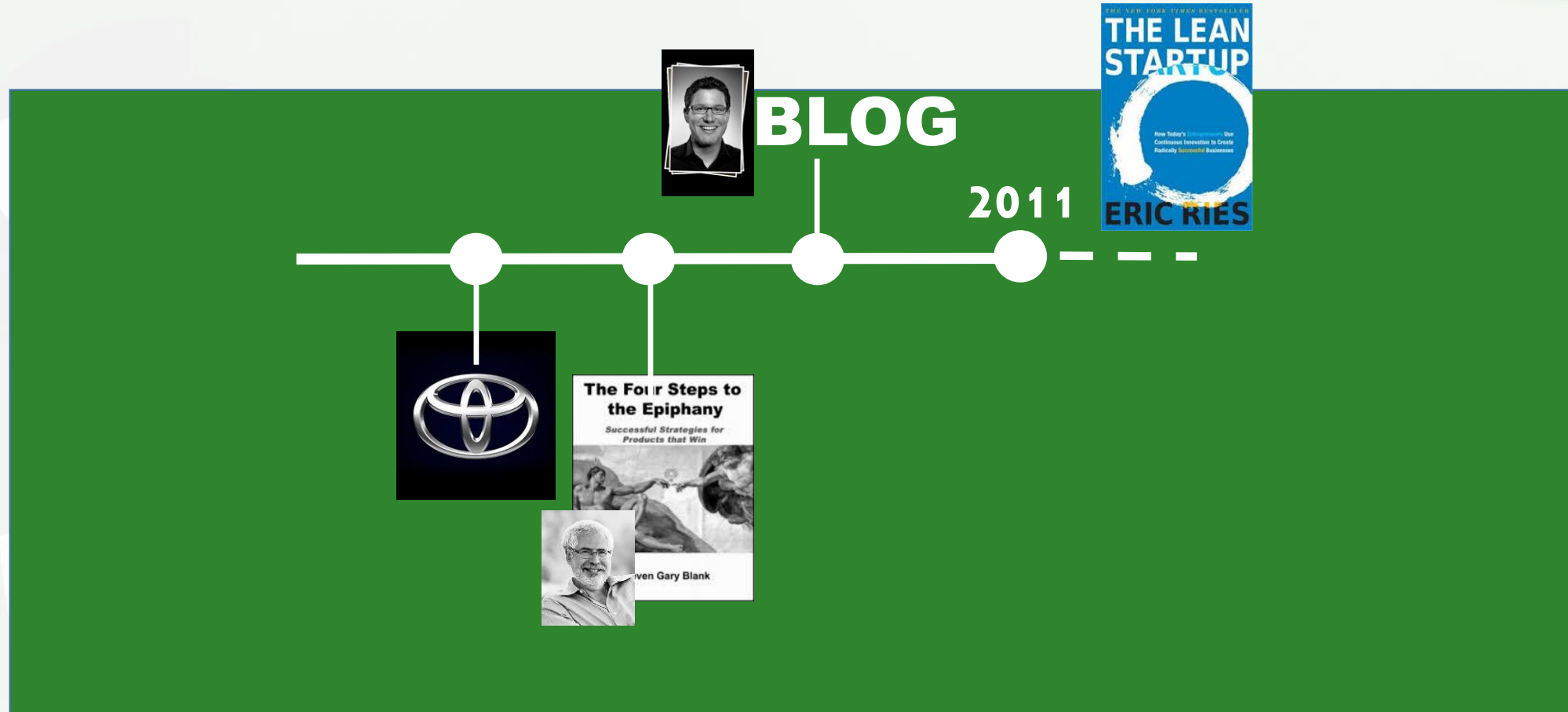
A Startup is



A human institution designed to create a new product or service under conditions of extreme uncertainty.

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Lean Startup

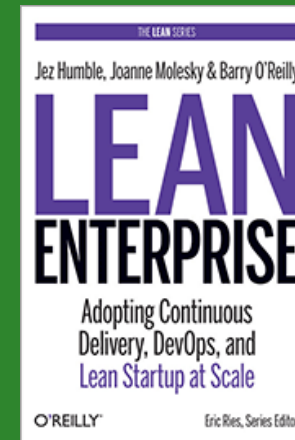
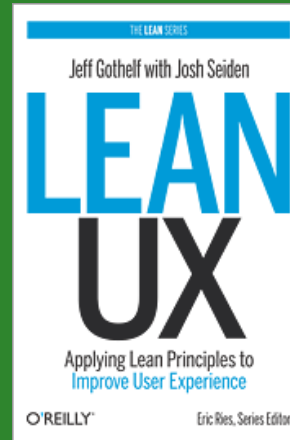
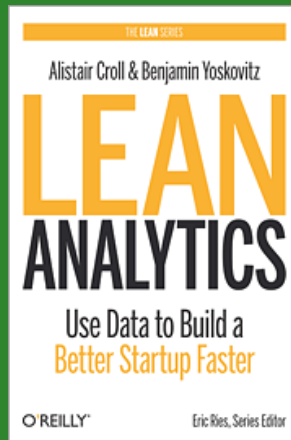


Lean Startup

 20.000+

 100+

 20+



Challenge: Build Measure Learn



***“Tell me and I forget;
Show me and I may remember;
Involve me and I will understand”***

- Confucius -

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Build

- build the tallest freestanding structure
- In 18 minutes
- the entire marshmallow has to be on top
- Use as much or as little of the kit
- use only the materials in the envelop

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Measure



Impa

Learnings

- **Prototyping Matters** iterate your way to your business model
- **Marshmallow** is metaphor for Hidden assumptions



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Poor Performance



In

Great Performance





Start



18
minutes



Traditional

Just do It

Execute Businessplan

- We know
 - Assumptions
 - Build the product
 - Avoid failing
 - Sales target/ budget
- Burn rate/ head count**

Lean startUp

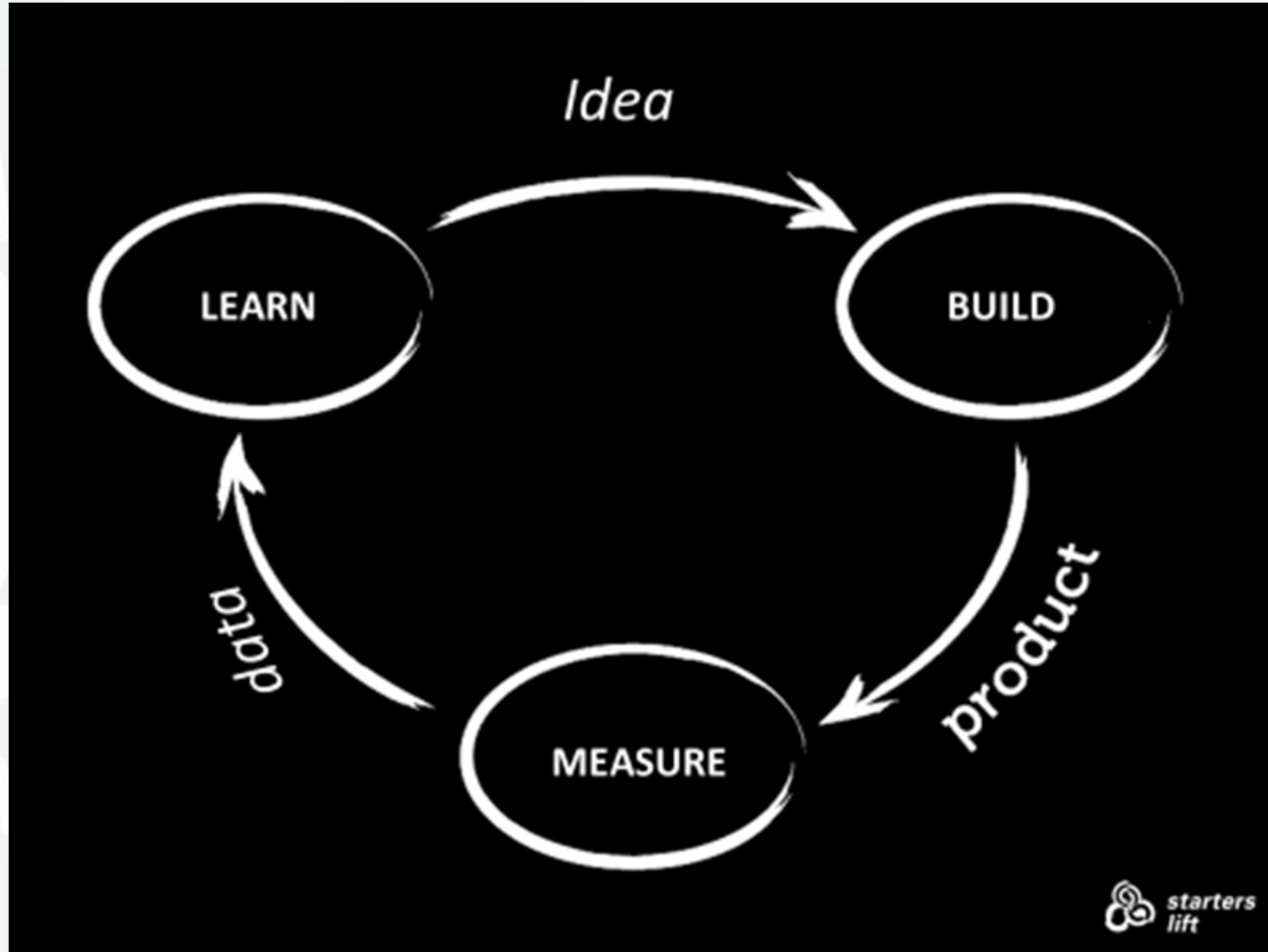
Entrepreneurship = Management Validated learning/ experiments

- Customer discovery
 - Fact based decision making
 - MVP
 - Fail fast/ B-M-L
 - Speed of learning
- Reduce 'waste'**



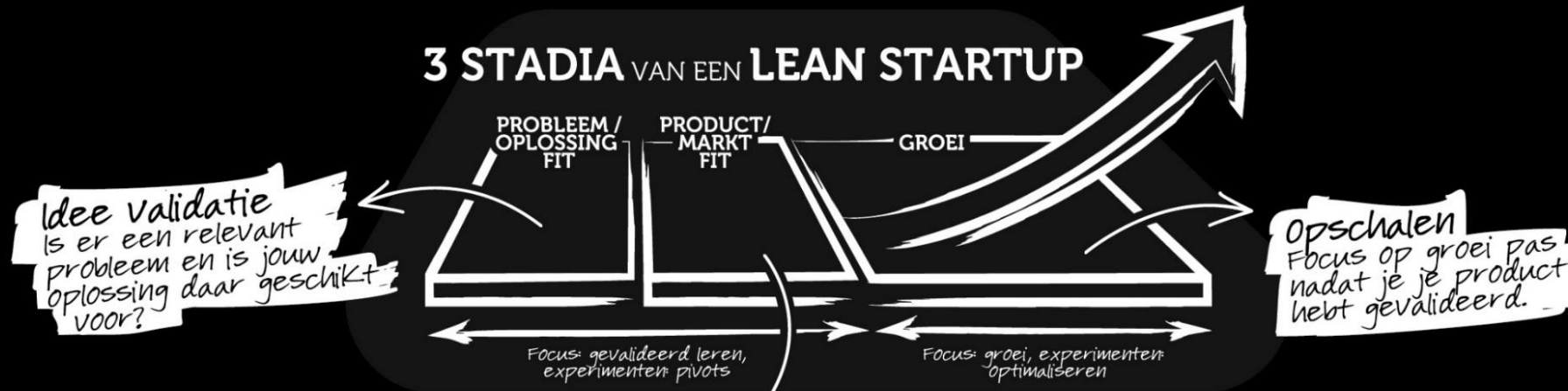
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Build Measure Learn



3 Stages

3 STADIA VAN EEN LEAN STARTUP



Pirate metrics

Unfair advantage

MVP

Pivot or persevere

Get out of the building

LEAN CANVAS

Engine of growth

Innovation accounting

runway

Leap of faith

Lean Canvas

Versnel je route naar een succesvol Business Model



PROBLEM List your top 1-3 problems.	SOLUTION Outline a possible solution for each problem.	UNIQUE VALUE PROPOSITION Single, clear, compelling message that states why you are different and worth paying attention.	UNFAIR ADVANTAGE Something that cannot easily be bought or copied.	CUSTOMER SEGMENTS List your target customers and users.
EXISTING ALTERNATIVES List how these problems are solved today.	KEY METRICS List the key numbers that tell you how your business is doing.	HIGH-LEVEL CONCEPT List your X for Y analogy e.g. YouTube = Flickr for videos.	CHANNELS List your path to customers (inbound or outbound).	EARLY ADOPTERS List the characteristics of your ideal customers.
COST STRUCTURE List your fixed and variable costs.		REVENUE STREAMS List your sources of revenue.		



Meer weten?!

Neem contact op met Starterslift om samen je Lean Canvas in te vullen of te bespreken.

www.starterslift.nl



Lean Canvas is ontwikkeld door Ash Maurya. Het is een handelsmerk van Maurya. Het is een handelsmerk van Maurya. Het is een handelsmerk van Maurya. Het is een handelsmerk van Maurya.

Start here. Brainstorm with stickies, pull it over to the right to start your experiment.		Experiments	1	2	3	4	5
Who is your customer? <small>Time Limit: 5 Min</small>		Customer					
What is the problem? Phrase it from your customer's perspective. <small>Time Limit: 5 Min</small>		Problem					
Define the solution only after you have validated a problem worth solving. <small>Time Limit: 5 Min</small>		Solution					
List the assumptions that must hold true, for your hypothesis to be true. <small>Time Limit: 10 Min</small>		Riskiest Assumption					
Need help? Use these sentences to help construct your experiment.		Success Criterion					
To form a Customer/Problem Hypothesis: I believe <u>my customer</u> has a problem <u>achieving this goal</u> .	To form a Problem/Solution Hypothesis: I believe <u>this solution</u> will result in <u>quantifiable outcome</u> .						
		 GET OUT OF THE BUILDING! 					
To form your Assumptions: In order for <u>hypothesis</u> to be true, <u>assumption</u> needs to be true.	To identify your Riskiest Assumption: The assumption with the least amount of data, and core to the viability of my hypothesis is...	Result & Decision					
Determine how you will test it: The least expensive way to test my assumption is...	Determine what success looks like: I will run experiment with <u># of customers</u> and expect a strong signal from <u># of customers</u> .	Learning					

See this movie for an [example](#)

starters lift

MVP Stages



- **Problem Exploration**
 - Exist? Who?
- **Product Pitch**
 - Collect currency (example build a landing page)
- **Concierge**
 - Deliver customer experience

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<https://www.youtube.com/watch?v=U03KwQa7a0o>

Problem Exploration

Find early adopters

- **1 have the problem**
- **2. Know they have the problem**
- **3 searched for a solution**
- **4 hacked their own solution**
- **5 have budget for a solution**

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Effective Interviews



- 1. I'm doing some research around...**
- 2. Have you ever (experienced problem)**
- 3. Tell me about that time, what happened**
- 4. What did you do to resolve it**
- 5. How satisfied were you with the outcome**
- 6. If unsatisfied, how else have you tried to solve it?**

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<https://www.youtube.com/watch?v=U03KwQa7a0o>

***“You've got to start with the customer
and work your way back to the technology
- not the other way around”***

Steve Jobs

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Rural Spark



Evan Mertens
Technical Innovation



Marcel van Heist
Design integration

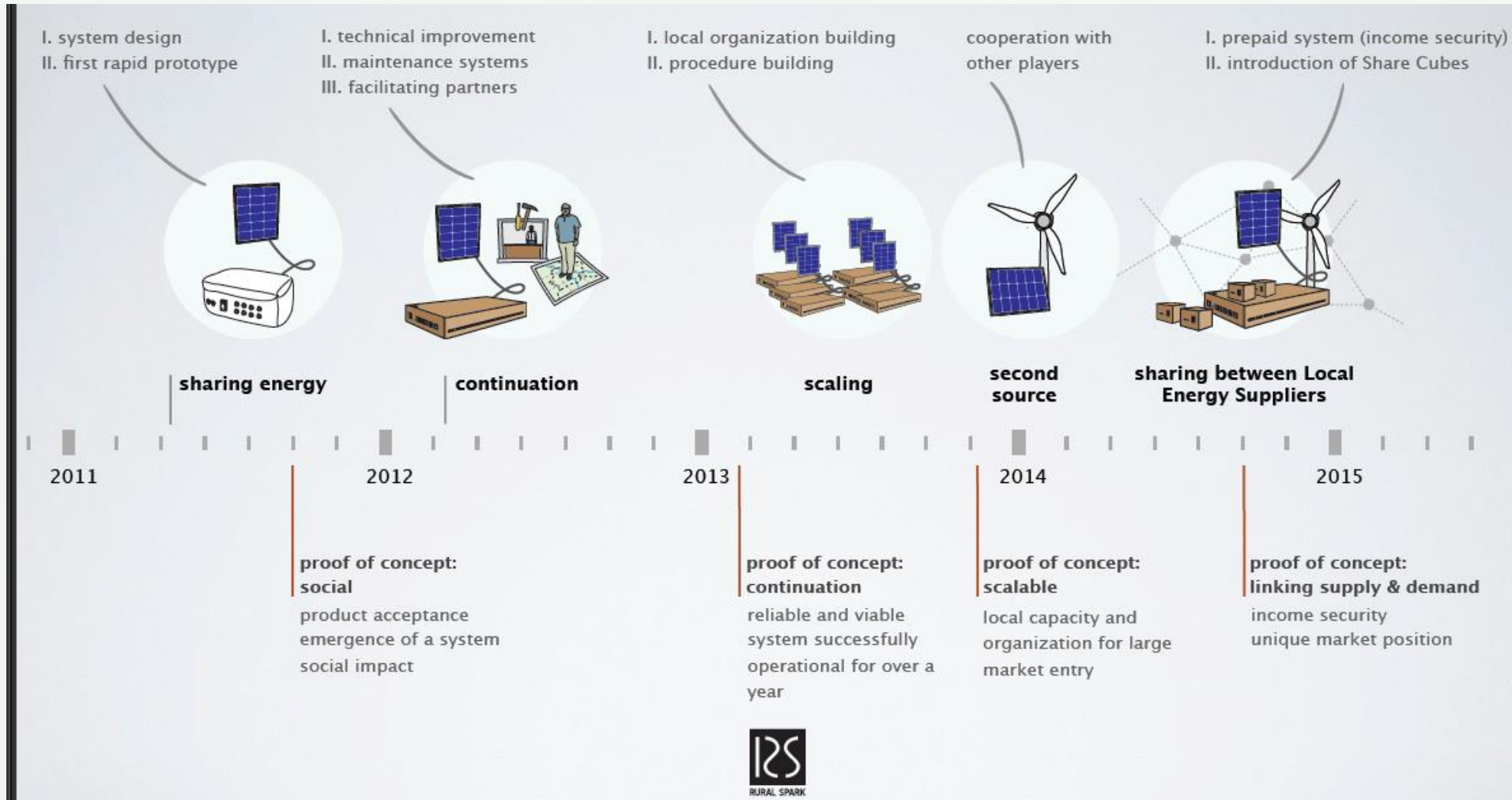


Harmen van Heist
Strategic Development

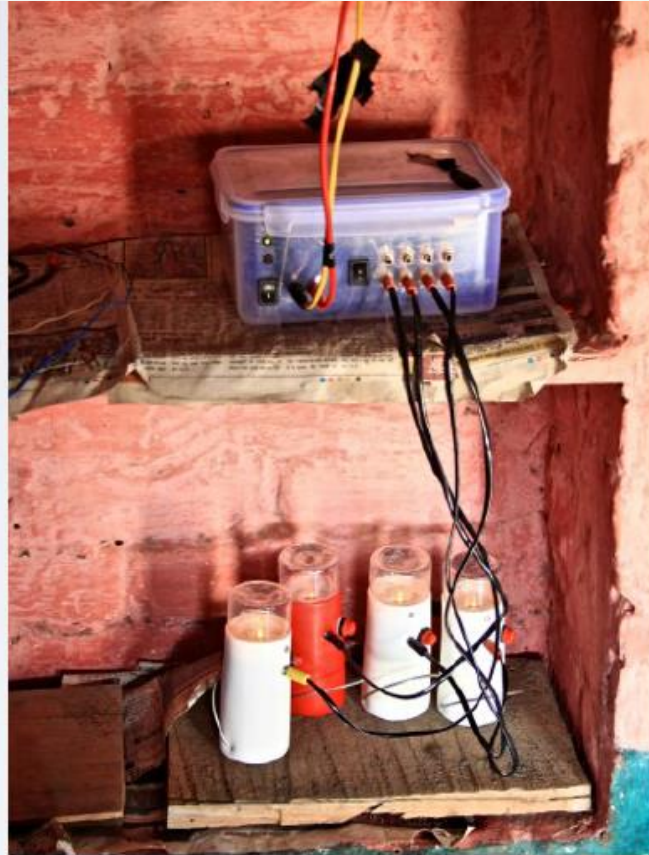
■ <http://www.ruralspark.com/beinspired>

■ <http://vimeo.com/49908305?from=outro-embed>

Planning



Social acceptance







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Helping ambitions become businesses



Contact:

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