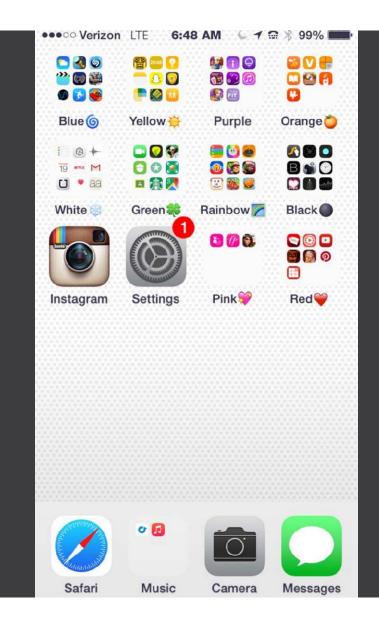
Digitalization stands for change -Design of digital business models



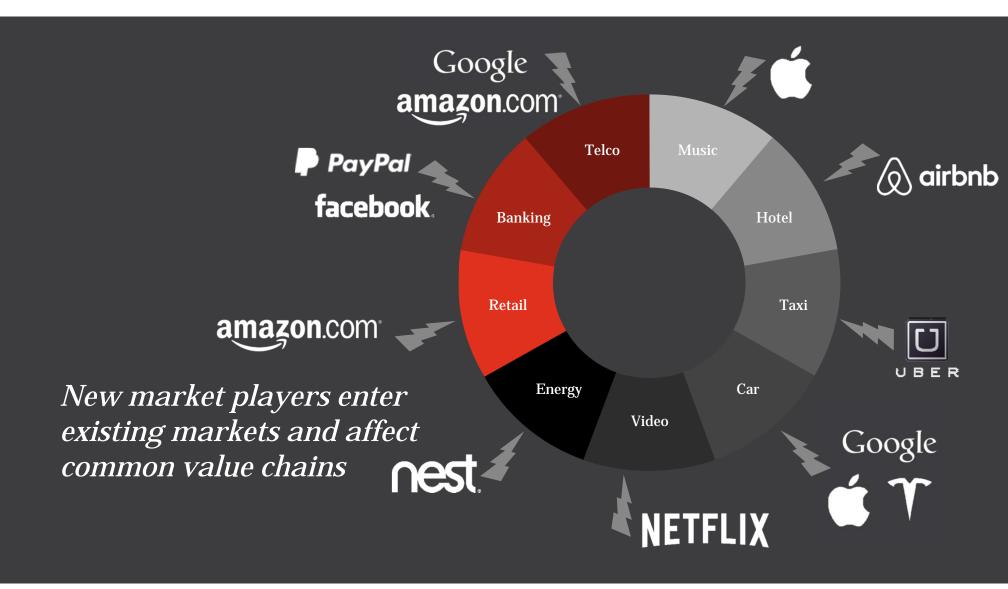


Our consumption behavior has changed



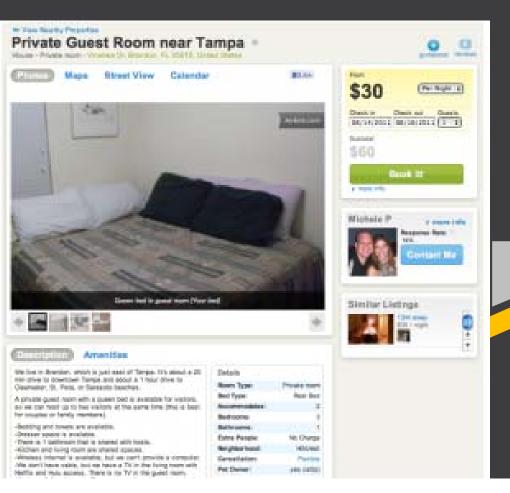


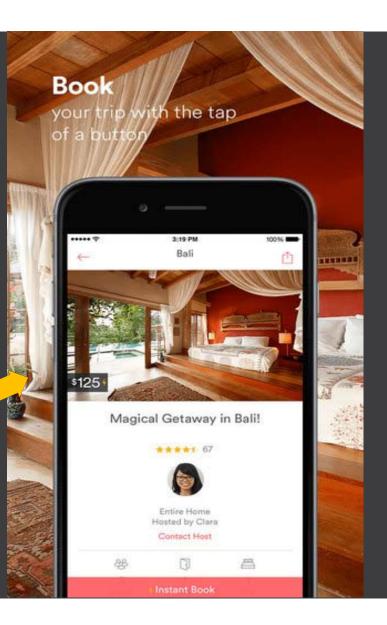


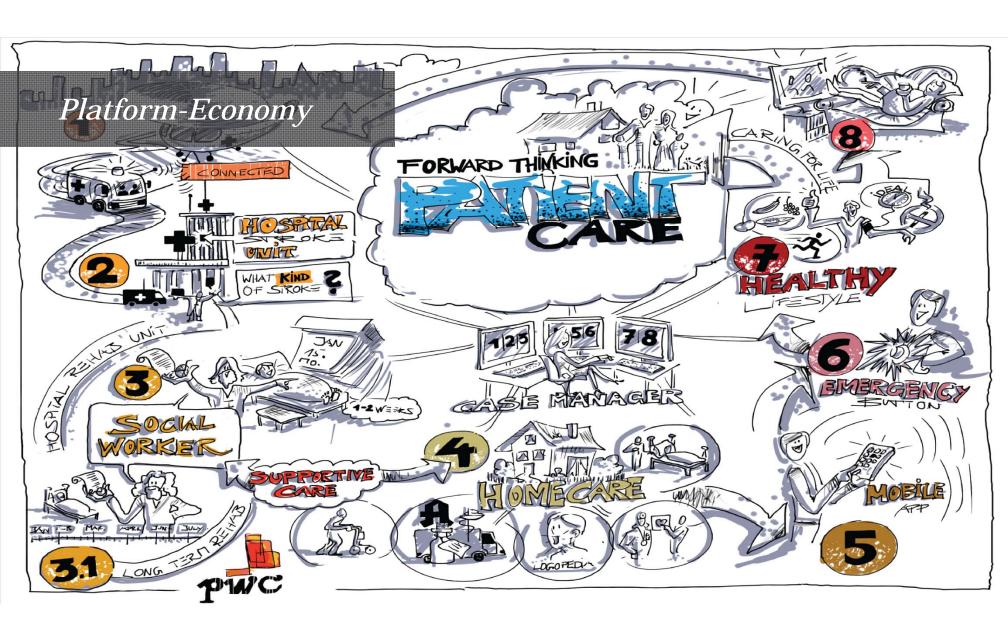


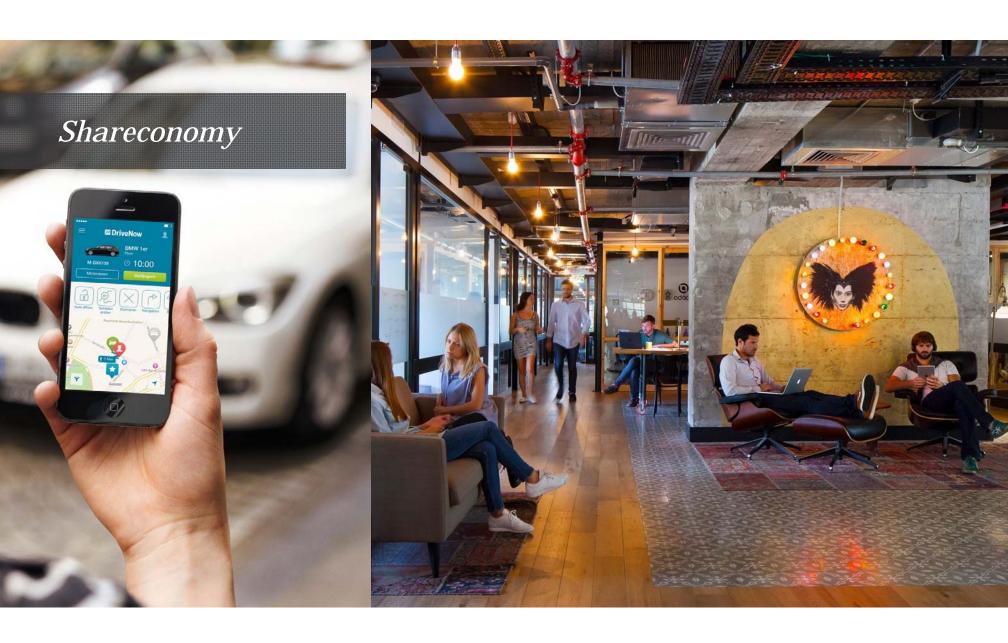


Customer centricity







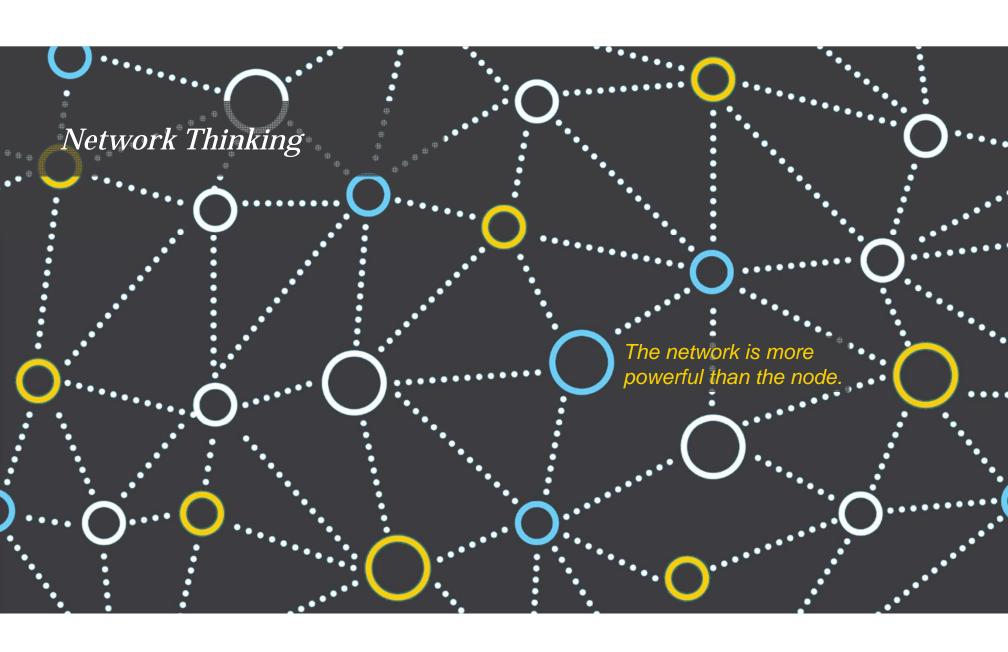


Corporates meet Startups



Startup





Required digital capabilities are derived from business models - we see 5 archetypes

1. Technology-enabled



2. Transaction-oriented



3. Customer Experience



4. Solution-oriented



5. Open Digital











4. Solution-oriented

5. Open Digital















3. Customer Experience

4. Solution-oriented

5. Open Digital





Address the customer needs holistically

- 1. Technology-enabled
- 2. Transaction-oriented
- 3. Customer Experience
- 4. Solution-oriented
- 5. Open Digital













Creating an added value for the customer in an open ecosystem





- 3. Customer Experience
- 4. Solution-oriented
- 5. Open Digital

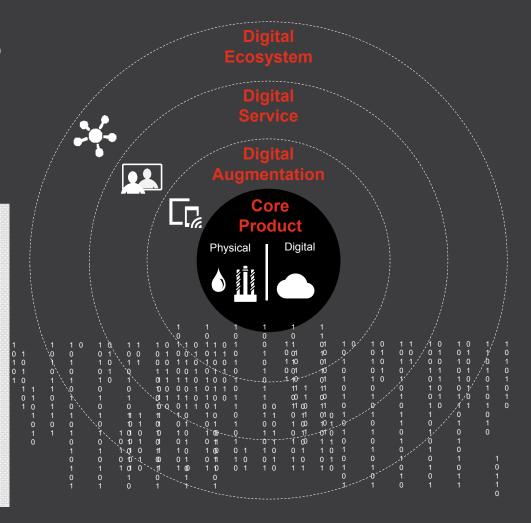












What distinguishes "digital" from traditional companies?



Technology-enabled business models

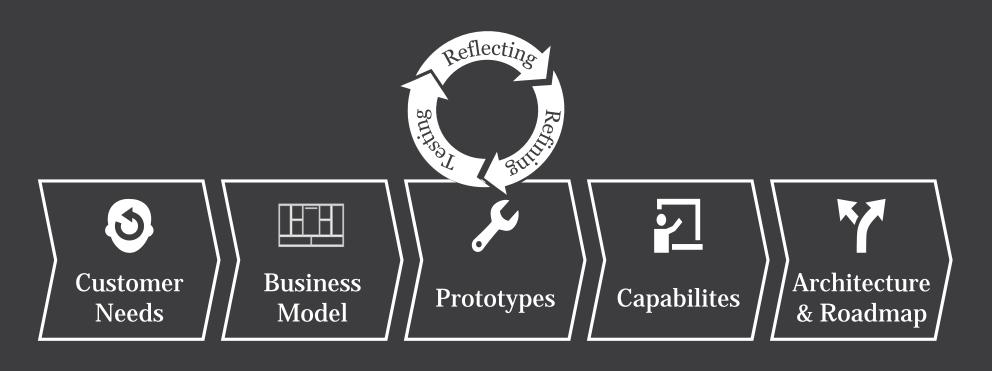


Customer centricity

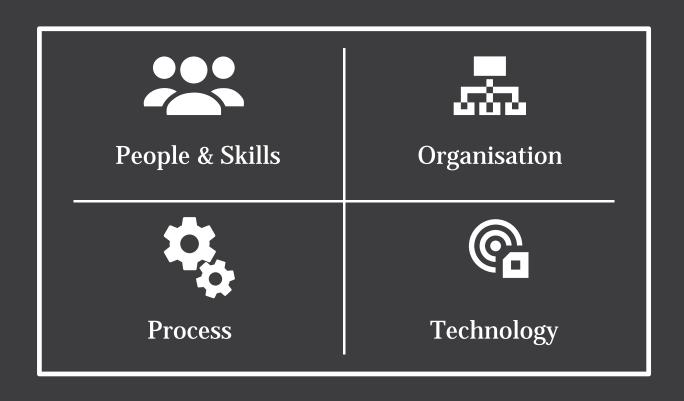


Linking structure & culture

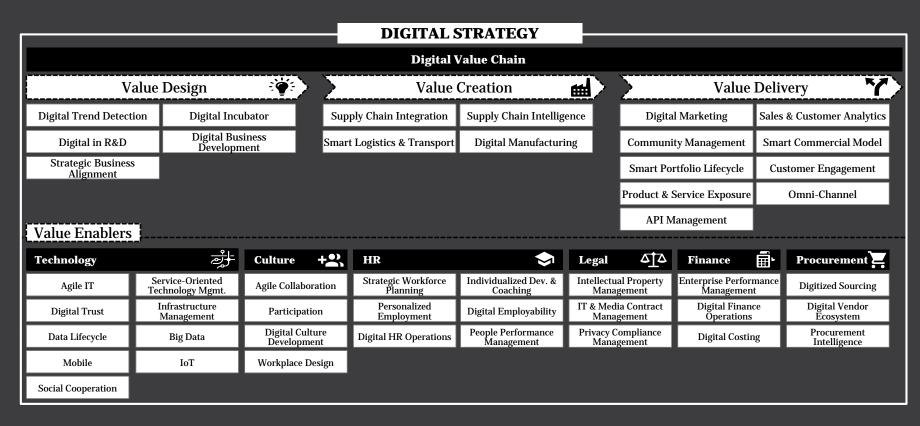
The plan to set up and expand your capabilities is your digital roadmap!

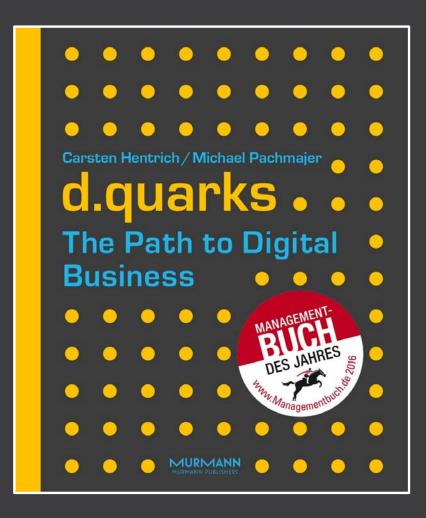


Digital capabilities are the building blocks of digital transformation



46 fundamental digital capabilities are necessary to establish digital business models





More information you will find in the book or

www.dquarks.com

https://twitter.com/PwC_dquarks



https://www.linkedin.com/groups/8582435 in



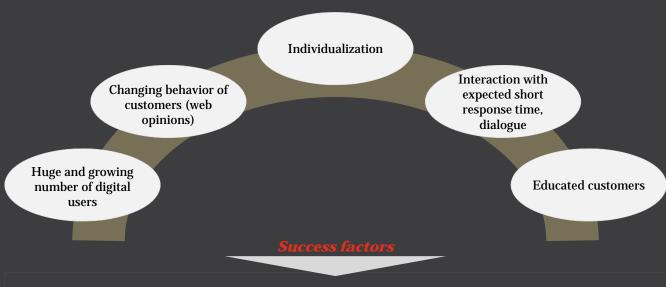
Background

- The **Pharma Company "Health&More"** is an **international pharmaceutical corporation** based in Berlin, Germany
- "Health&More" discovers, developes, produces and distributes new medicines worldwide and with over 40.000 employees it's one of the 20 biggest pharmaceutical companies globally
- Its core business is the development of pharma
 technology for cardiovascular heart disease and women
 healthcare
- The total assets are about € 12 bn per year
- "Health&More" is quite active in some social networks (LinkedIn, Facebook, XING)

Client- Challenge

- Growing significance of digital communication channels
- Different and more personalized way to get in contact with patients and health care professionals
- Improving access to clients while reducing costs
- **Cultural changes** regarding healthcare delivery
- Demographic changes and scepticism of the elderly towards new technologies
- "Make the right decision": It is difficult to take the right course through the variety of digital opportunities
- Healthcare is moving towards **personalized medicine**
- The healthcare sector's conservatism towards innovation might slow down the adoption of innovative mHealth
- The **pluralism of interests** in the sector contributes to its complexity
- Bad infrastructure in emerging countries

Trends and success factors mHealth



- Growing significance of digital communication channels
- Different and more personalized way to get in contact with patient and health care professionals
- Cultural changes regarding healthcare delivery

Find new smart product and service ideas for a Pharma company

Your task



- Establish teams of 4 5 people
- Brainstorm as much technology- or dataenabled product and service ideas as possible
- Select the most promising business idea

Time



- 20 min. ideation
- 2 min. Presentation per group

At home elaborate your business idea

Your task



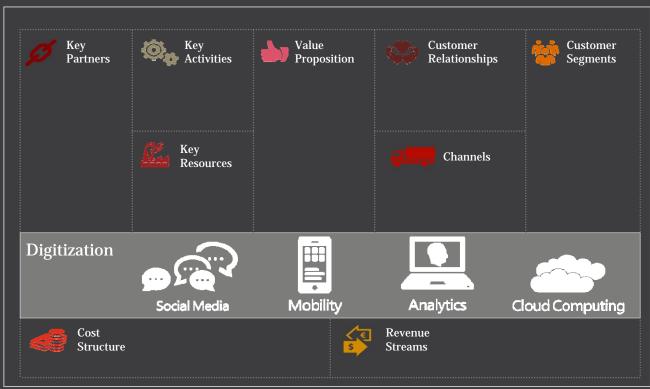
- Use the Business Model Canvas to design the most promising business idea of your first task
- Prepare for a meeting with an investor and present your idea by creating a prototype

Time



- Prep 15 min. presentation of your business model
- 5 min. Q&A

The business model canvas is a template for developing new business models



Comments:

- Enables an opportunity to design business models creating value for business, customers, and society
- An easy to use method to illustrate ideas and dependencies of business models

Source: PwC; Business Model Generation, A. Osterwalder, Yves Pigneur, Alan Smith, et. al, self published, 2010

Prototyping

Description

The prototype is an **early model or experiment** to rapidly create solutions to identified challenges and problems

Benefi

- Make any business model, product or service idea tangible and visualized
- **Test** it with the potential customers or employees

Needed material

- Apps like Spark or LEGO® Movie Maker
- Paper & pencils
- Other arts & crafts material
- Divers physical artifacts like
- Others



