









The Mandela Washington Fellowship is a program of the U.S. Department of State with funding provided by the U.S. Government and administered by IREX.

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Student Updates

In 60 seconds, tell us:

- How many people you talked to since last class?
- Have you changed your Business Model Canvas?
- What do you plan to do before our next class?





Questions?



Customer Relationships

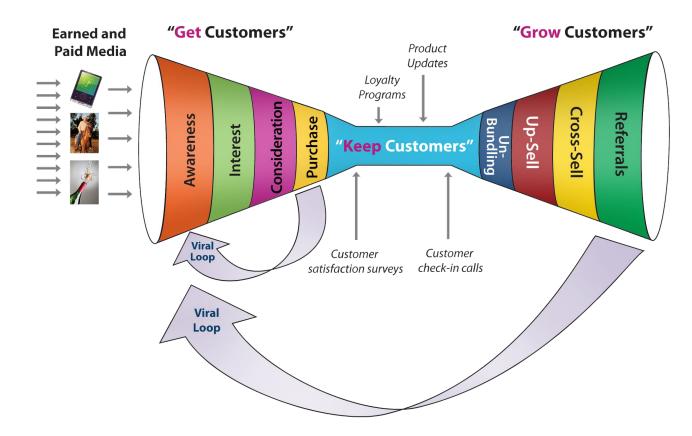
Designed for: Designed by: Date: Version: **The Business Model Canvas** 0 **Key Partners Key Activities** Value Propositions Customer Relationships **Customer Segments** . Key Resources 24 Channels Ğ Cost Structure Revenue Streams

GET – KEEP – GROW

- Customer relationships can be best visualized as a funnel with three steps: get, keep, and grow.
- Physical and virtual products have slightly different funnels with slightly different checkpoints.

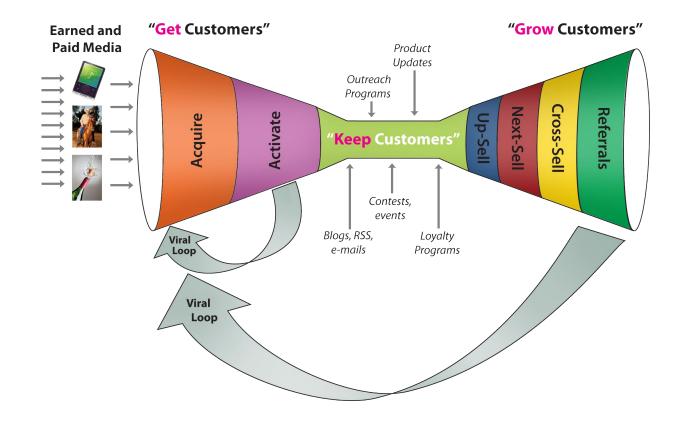


Physical Product Customer Relationship Funnel





Virtual Product Customer Relationship Funnel





Demand Creation

- This is how you feed potential customers into the top of the funnel.
- Demand creation can be done through both free and paid channels.
- Expensive advertising is **not** the only way to bring in potential customers!



Free Demand Creation Channels

- Blogging
- Online communities
- Social media
- Speeches
- Guest articles and publications



Paid Demand Creation Channels

- Public relations firms
- Advertising
- Trade Shows
- Consultants



Be Aware of Customer Segments!

- You only want to GET people from your specific customer segment(s)!
- Utilize ability of free/paid tools to target your messaging by:
 - Who they are
 - What they buy from you
 - What channels they use



Common Terms

- CAC = customer acquisition cost
- LTV = lifetime value
- Churn = percentage of customers who don't return (usually measured by month)
- LTV > CAC
- Lower churn, higher LTV





Activity

- Find a partner and discuss:
 - 1. Free and paid channels that you intend to use
 - 2. Your CAC, LTV, Churn how do you measure this?

[5 minutes]



GET – Physical Products

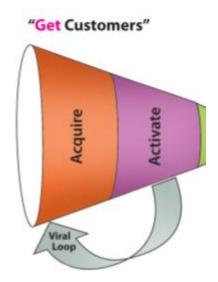
- Awareness
- Interest
- Consideration
- Purchase





GET – Virtual Products

- Acquire
- Activate





KEEP – Physical Products

- Loyalty programs
- Product updates
- Emails and phone calls





KEEP – Virtual Products

- Loyalty programs
- Product updates
- Emails and phone calls





GROW – Physical Products

- Unbundling
- Up-Sell
- Cross-Sell
- Referral





GROW - Virtual Products

- Up-Sell
- Next-Sell
- Cross-Sell
- Referral





Viral Loops

- Taken from the term "going viral" on the Internet
- A self-reinforcing loop that brings in new customers with minimal or no work on your part
- The main reason to keep your customers as satisfied as possible
- "Tell your friends!"





Activity

- Find a partner and discuss:
 - GET strategy
 - 2. KEEP strategy
 - 3. GROW strategy

[10 minutes]





Homework

- Continue customer discovery interviews
- Begin to fill out Customer Relationships box on BMC
- Be prepared to give update on customer discovery and your learnings

