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COMMIT/



Do's and don'ts for valorization Alain le Loux MSc. MBA

Papendal | 13th of October 2015

Introduction - Alain le Loux MSc. MBA (44)



Education

1989-1994: University of Twente: Computer Science, Technology Management & Communications

1999-2001: Business School Nederland, Executive MBA, cum laude graduated

2015 – Valorization Ambassador COMMIT/

2010 – 2015: Business Accelerator EIT Digital

Business Acceleration & Strategic Coaching of high-tech startups in Europe

2008-2009: CEO Virobuster Technologies

High tech startup in Air Sterilization (customers: hospitals, laboratories, etc.)

Coaching more than 30 European high-tech startups per year.

Involved in more than 200 valorization projects in Europe.

2001-2004: BU Director, 330 FTE

1998-2001: Serviceline Manager, 160 FTE

1996-1998: Project Manager

1995-1996: Bid Manager

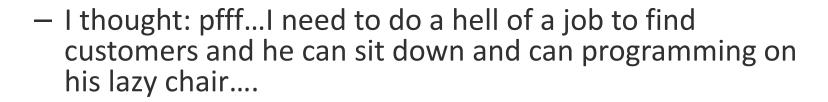
1992-1994: My first startup



1992

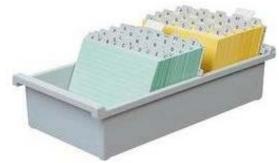
- My first Start Up: Synergy Systems.
 - Software for employment agencies.





 He thought: he is doing nothing, I'm programming during the night and he is sleeping or with friends in the nightlive.





Our first mistake

- After one week we received lots of paper mails with advertisements.
 - Tip: On the forms of the Camber of Commerce (mostly for a startup filled in by the notary) you can notice that you don't want to receive all this advertisements.
- A few weeks later we received our first blue envelope
 - My colleague took care of the blue envelope and filled in the expected revenue
 - € 1.000.000 (€ 1 million !!!)
 - It took 6 months to manage the shit with the national tax office.



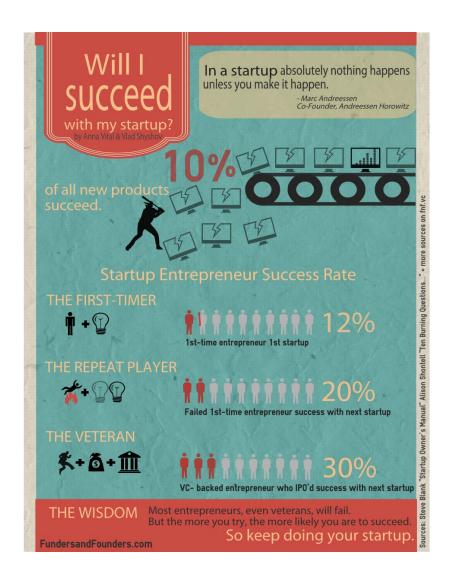
2008: CEO Virobuster Technologies



VIROBUSTER®
THE AIR PURIFICATION EXPERT

- High Tech Startup: Air Sterilization.
- 3 years R&D. Investment of € 6 million.
- Start on 1st of March 2008.
- Preparing for the London stock echange.
- 26 May 2008: Press Release.
- Within 2 weeks: 250 interested customers worldwide.
- Number of leads increased every day!
- How many orders after 1 year ?
 - □ 864
 - □ 512
 - □ 249
 - □ 97
 - □ 24
 - □ 3
 - □ ...?







➤ 95% is lossmaking for the first 3 years

➤ 9 of 10 will out of business within 5 years

Valorization possibilities

Patent

- Transfer of a patent
- Licensing of a patent (e.g. in combination with new contract research)

Technology & IP

- Licensing of technology & IP
- Transfer of technology & IP

Transfer of licensing to:

- spin-off (created by involved researchers)
- other startup (technology merge)
- (existing) SME
- multinational
- other (for example another research institute)



Other valorization possibilities

- Technology meets entrepreneur
 - entrepreneurs search
- Open Source







COMMIT/

1. Underestimate the time before the company is making profit

着BIG DREAM BIG

- The business case always fits
 - I don't see business plans which are lossmaking
- 99,999% of the startups underestimating the marketing & acquisition costs
 - What is the cost price of getting a customer ?
- First year already fast growing revenue!
 - Realistic: NO
 - Will take in 99% of the cases at least 3 year;
 before a company is making any profit



2. Overestimate the market-size

Typical thinking:

 "We made a new personal Heart Rate Monitor. We can make it for only 12 US Dollar and will sell it in the shops for 50 US Dollar. If we sell to 2% of the Chinese people we will be rich."

2% is equal to 27 million devices

- Do you think such a startup will sell 27 million devices in 1 year ?
- In 3 years?
- In 5 years ?
- It costs really millions and millions and millions on advertisement costs to have at least a small market position (0,0001% is more likely then 1%).



3. Funding problems / cash flow problems

- Without (enough) money you cannot
 - startup your business
 - pay your employees
 - pay your personal expenses

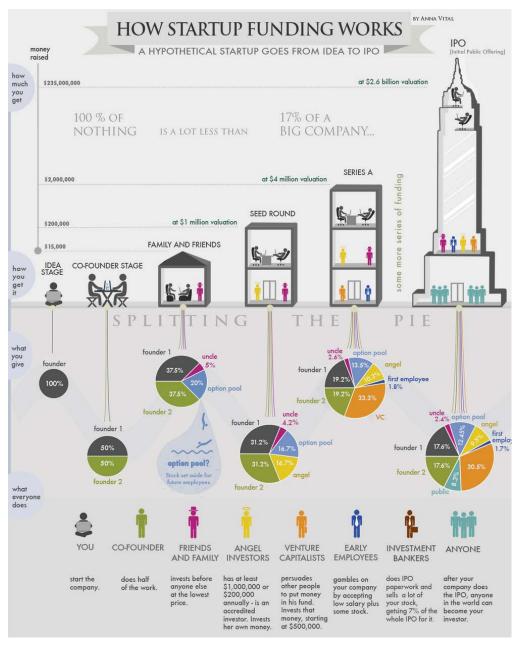


- Without (enough) money no one in the world will know your product / service: you need (a lot of) money for marketing & sales !!
- Always my first coaching question: "how much money do you have (left) and what is your monthly burn rate?"
- BUT: Finding capital will take time and a good preparation!

Get funding: prepare for the investors pitch

- 1. Problem: connect emotionally with your audience
- Solution: resolve the pain PRODUCT / SERVICE (DEMO)
- 3. Business/revenue model: how you make money?
- 4. Proprietary technology: your unfair advantage
- 5. Competition: why you're better than competitors
- 6. Marketing plan: customer acquisition
- 7. Financials: quarterly revenues versus expenses
- 8. Your team
- 9. How much capital do you need and what will you do with it?









Raising money

- Phase 1: own money & FFF
- → Friends, Family & Fools
- Phase 2 (still early seed)
- → informals / business angels
- crowd funding
- → subsidies (governmental, EU, etc.)
- Phase 3: growth money
- → VC's

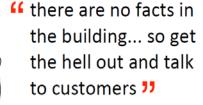




4. Problems with customer acquisition

"Everyone likes it, but no one buys it"

- The problem is that researchers only ask to potential customers, do you like my product and do you want to have it?
 - Sounds like "Do you like a Ferrari?"
- With Business Model Testing (Osterwalder) you have to check:
 - Which problem are you solving ?
 - What is the value of that problem ?
 - What do they use now ?
 - Are they willing to change?
 - And how much are they willing to pay ?



Steve Blank entrepreneur & author

Business calculations & realistic forecasts EXAMPLE: SWIRLID

 The Swirlid is a convenient and beautifully designed opening device





Business calculations & realistic forecasts EXAMPLE: SWIRLID

- The inventor / owner has invited his personal 1,600 LinkedIn relations to buy his device with a special discount: € 35 in stead of € 60 (it was still not available in the shop).
- How much people (personal relations) did order this device ?
- I was coaching this owner and he asked me this question.
 - I said 4.
 - He said "how did you know that ?"
 - actually it were only 3;-)
 - He said "I really thought that 800 people should buy it"
 - I said "By the way: I think those 3 bought it because you're a nice guy"



Business calculations & realistic forecasts EXAMPLE: SWIRLID

There is big difference and between the following:

- 1. I like the product.
- 2. Yes, I like it.
- 3. I would like to have it.
- 4. Yes, I would like to have it.
- 5. I think I will buy.
- 6. I will buy it.
- 7. I'm sure I will buy it.
 - But when: next week or in 5 years?
 - Why should people order it today?
 - Why should people pay € 60 ? (it is really a big problem ?)
- 8. I want to have it this week. I will ask my husband to buy it.
- 9. I will step on my bike and will ride to the shop? (even when it's raining?) 10. Yes, I got it.

5. Pricing and revenue model

 Lots of researchers spend a lot of time with the discussion "What must be the price ??"

The answer is: NO ONE KNOWS!!!!

- Ask your customers!
- Do not mention prices on your website (only when you have online subscriptions; even that: you have to test it before going live)
- Use value based pricing models and not a cost price+ model.

Pricing: € 5.000 per year

Duration: 3 years#

customers: 3

Pricing: € 400 per month

Duration: 3 months for free,
monthly subscriptions and
direct accomplishment possible
customers: 50 customers
with only 1 successful mailing

6. Not the right team

Most occurring problems

- Not enough experienced sales power in the team (you need proven sales people !!)
- Not enough creativity in the team
- No winners in the team
- Lazy employees (focus on connecting hard-working people)
- Technicians are good but not good enough
 - → Spend time to find the best ones
- Employees are not involved enough (or have other activities as well)
- It is NOT a TFAM



7. Lack of focus / not the right market

Researchers like to improve and improve and improve and improve their solution

STOP IT!

- Ask your customers what kind of basic functionality they want to have and bring that to the market
- Afterwards you can offer new functionality and can make improvements

First focus is: making money!





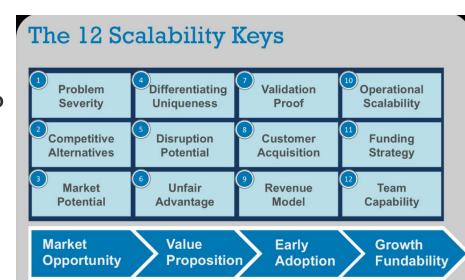
8. Product / service is not as good as expected





9. Problems with scaling up and growing

- Is your business model / service scalable ?
 - Is the technology ready?
 - Can you easily scale up without organizational problems? If not, it is always a challenge.
- How to sell in other countries?
 - First focus is always: make money and create value!
 - Hire own people?
 - Own office abroad?
 - Or connect distributors ?



10. Internal troubles within the management team

- Fighting about shares
- Fighting about money
- Fighting about positions and roles
- Fighting about the fact that not everyone is making the same hours per week
- And last but not least "Fighting about nothing"



Top-10 reasons why startups fail

- 1. Underestimate the time before the company is making profit (underestimate the marketing & roll-out costs)
- 2. Overestimate the market-size
- 3. Funding problems and cash flow problems
- 4. Problems with customer acquisition ("everyone likes it, but no one buys it")
- 5. Not the right pricing and/or revenue model
- 6. Not the right team
- 7. Lack of focus / not the right market
- 8. Product / service is not as good as expected
- 9. Problems with scaling up and growing
- 10. Internal troubles within the management team





Top-10 reasons why valorization or creation of startups fails





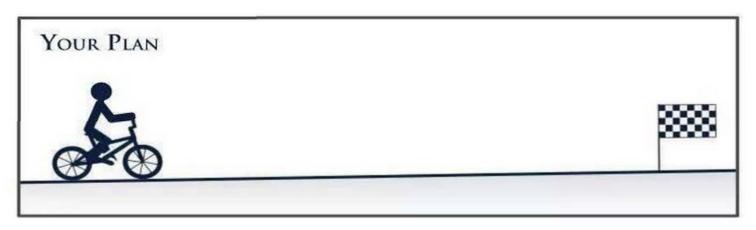


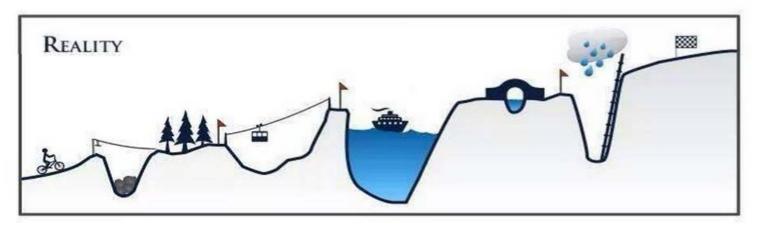
Valorization Experience





Valorization Experience







Recommendations

- 1. Have fun! When you don't have fun, stop immediately!!
- 2. Talk with potential customers
- 3. Focus on launching customers. The earlier you involve potential customers in the R&D process the better.
- 4. Rule-of-thumb: spend 1 euro for marketing for every euro you spend in R&D / developing your products / services
- 5. Try to find the right pricing model
- 6. The lower the thresholds the easier to get new customers
- 7. Test your business plan with Business Model Testing
- 8. Commercial skills in the management team is necessary
- A formal launch with a press release can fasten-up the market entry
- 10. Find an experienced valorization coach / mentor

TECHNOLOGY READINESS LEVEL

Phase

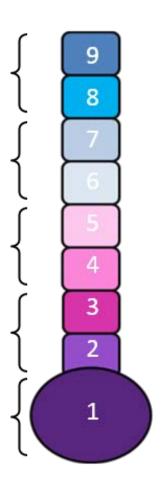
Introduction/implementation of product/process

Technology development

Development of product/process

Technology Development

(Fundamental) Research



TR-level

Ready for production, validated, certified, ready for use

Ready for production, validated, certified

Ready for production

Prototype demonstration in pilot experiment

Validation of prototype

Development of prototype

Proof-of-concept: Experimental/analytical validation

Definition of proof-of-concept

Conceptual idea



Valorization team



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