

## ICKM 2009 CONFERENCE WORKSHOP KM IN SALES & MARKETING TELCO 2.0

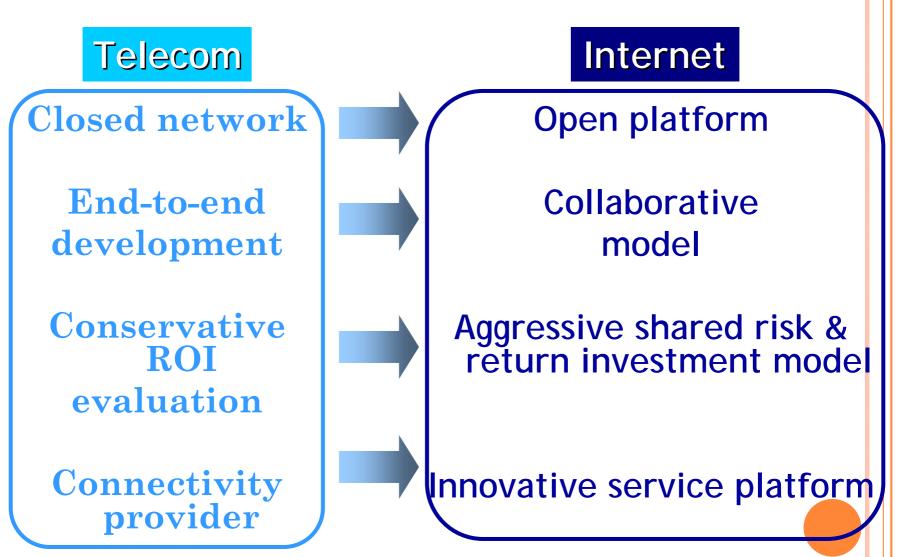
A Collaborative Partnership Model

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## **REVISITING THE TRADITIONAL TELCO MODEL**

- End to end development (vs. open platform)
- Long product development cycle
- Prudent ROI evaluation
- All or nothing, no risk sharing with partners
- Tendency of looking for one size fit all
- Killer apps (vs. long tail theory)
- Heavy R&D and differentiate on proprietary (vs. standardization)
- Market relatively homogeneous and stable

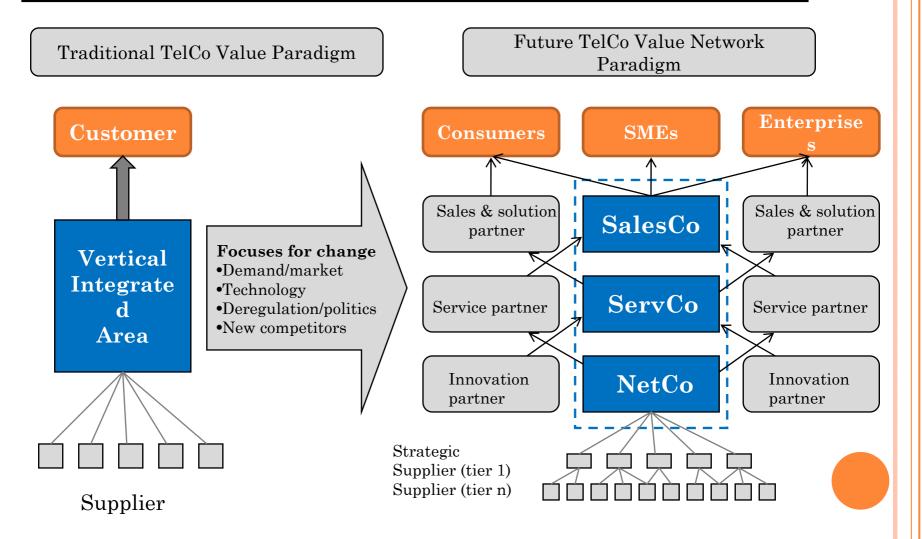


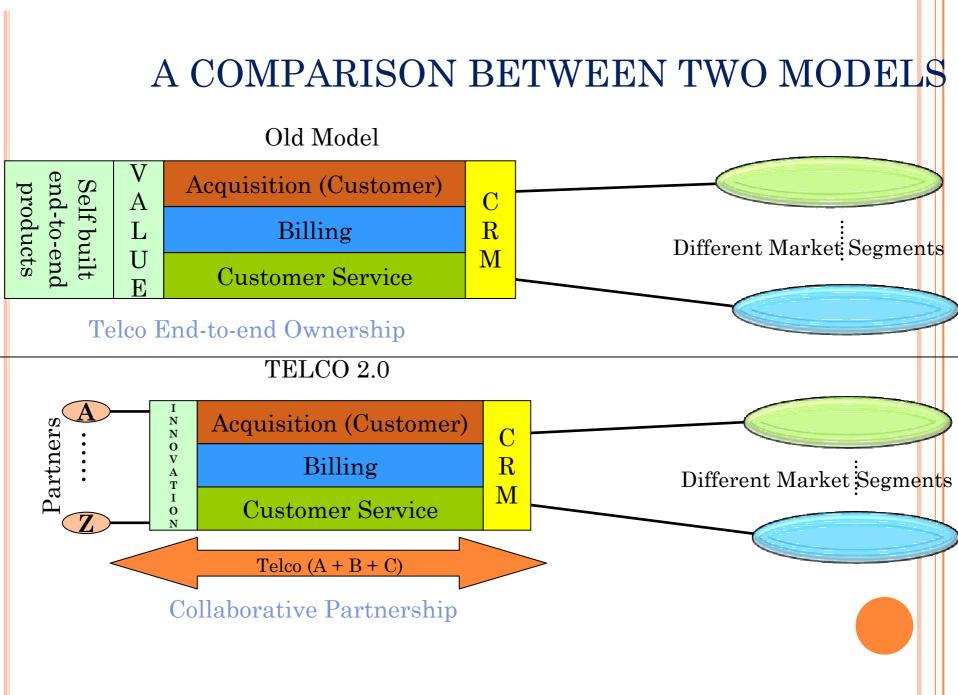


# THE NEED TO CHANGE !

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### TELECOM LANDSCAPES SEGMENTATION OF A TELECOM VALUE CHAIN



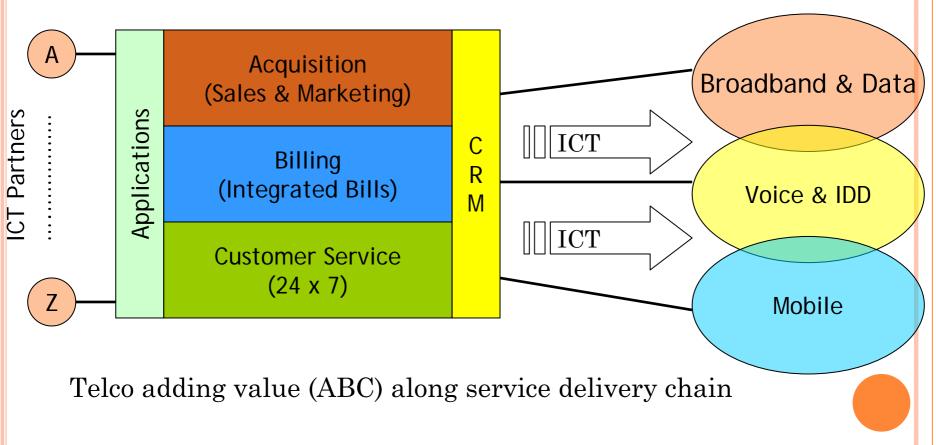


#### THE ABC OF TELCO : <u>A</u>CQUISITION, <u>B</u>ILLING, <u>C</u>USTO SERVICES

**One Stop Shop and Cross Selling Advantages** 

Telco

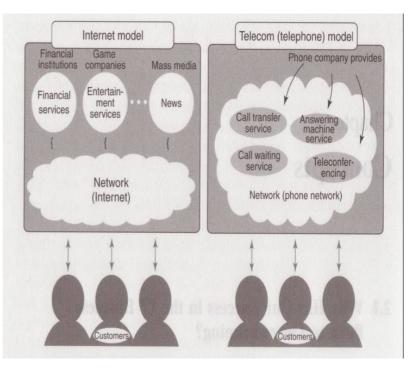
Telco Customers



## HOW TO FACILITATE COLLABORATION AMONGST PARTNERS ?

## SUCCESSFUL MARKET REFERENCE

- Takeshi Natsuno (MD, i-mode Strategy, NTT DoCoMo, Inc.)
- NTT DoCoMo's i-mode
  - "DoCoMo takes care of the billing & collection for the content provider ... most of the fees would flow into the content providers' pockets"
  - One secret of i-mode's success: "we applied an Internet way of thinking, not a telecom way of thinking"



How the Telecom & Internet models differ

## CUSTOMER VALUE



## **KEY PRINCIPLES ADOPTED**

• Long Tail, not just the head

- Fragmented market : the need of solution variety
- Narrow time window : the need of agility
- Harnessing collective intelligence
  - No need to re-invent the wheel
  - Let the customers choose
- Data (customer knowledge) as driving force
  - Usage, profile as business intelligence
  - Listen to what the customer want

## **KEY PRINCIPLES ADOPTED**

• Innovation in assembly

- Meaningful bundle
- Application/Service integration
- Perpetual Beta
  - Continuous improvement from Partner
  - Free trial of new features, new services
- Services, not packaged software SaaS
- Architecture of Participation
  - Standard Interface, quick rollout to test market

## EXECUTIVE SUMMARY

- Key value is the new innovative applications, no matter on fixed or mobile, any device
- NGN and Web 2.0 technologies provide means for collaborative innovations
- Market testing on continuous emerging product
- Long tail, not just the head (try new ideas)
- Revisit & strengthen core competence e.g. ABC
- Create value for all stakeholders through collaboration and the internet way of thinking