E145 Opportunity Assessment Projects

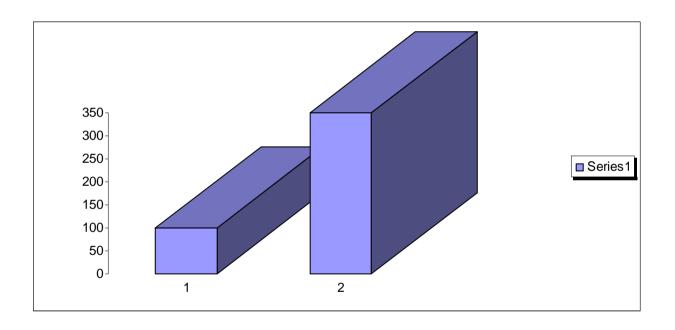
- Prometheus
- ModCloth
- Drofnats
- EntrepreDoers
- Flying Elephants

- Hydra
- Kiwi
- Sandstorm
- Termanators
- Tiffany & Co
- Westside

Brevity Stay Connected TEAM PROMETHEUS, OAP

Calvin Chu, Electrical Engineering
Chun Pan, Management Science & Engineering
John Wear, Management Science & Engineering
Lionel Vital, Management Science & Engineering
Max Murialdo, Materials Science & Engineering

???



Concept

- -Remotely communicate
- -Convenient: time sensitive, high pressure urgent matters; emergencies or unexpected absences
- -Electronic paper and wireless technology—Bluetooth or wi-fi network
- -Has not been marketed



Market

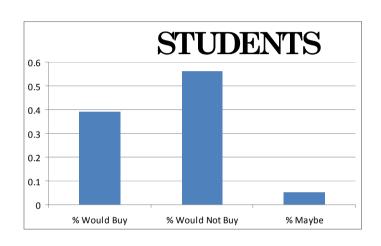
-Target Education and Office Enterprises

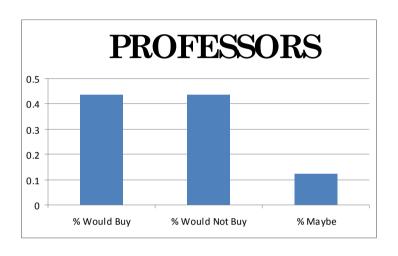
-6.2 M teachers

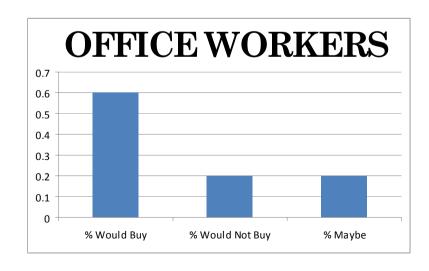
-18.4 M college students

- Market size: \$561 M

Customers







Customer Feedback

- -Over 200 survey responses
- -- 40% indicated an immediate interest
- -- Positive feedback: "I think this product is long overdue. being able to remotely leave physical messages, essentially making a billboard, would be really handy."
- -Negative feedback: "I dont think product would sell by itself. Now a days people have internet access on their phone or lap top, so they have access to any messaging throughout the day."

Business Model

- -Direct sales through our website
- -Free promotional products distributed
- -Viral Marketing:

Competition





Brevvity Advantages:

- -Wireless Update
- -Size
- -Appearance
- -Price



Eric C Koger



2002: A Girl in a Thrift Store





2002-2006: College Years





2005: Senior Year: Decision Time

- Traction in the market place
- More customers than product
- Difficult business model

Was ModCloth viable?



2005: Taking the Plunge



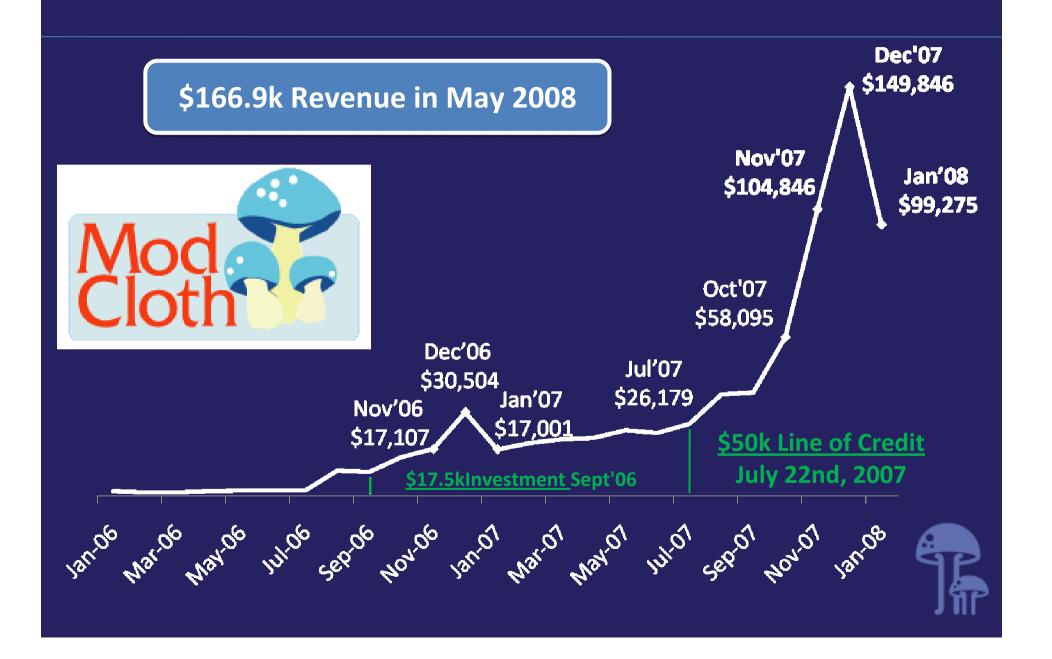


2006: Bigger Basement!





2007: Sales Soar with \$50k in Capital



April 2008: Moving On Up





June 2008: FRC Series A

- Just over \$1M Round
- \$4M pre-money with 30% Warrants
- FRC takes 50% of the round
- Josh Kopelman joins Board!
- Jeff Fluhr of StubHub.com takes 20% of the round, and an Observer Seat
- Strategic Angels and the Ben Franklin Technology Fund take the rest

October 2008: Still Moving







2008: 6x Growth in Tough Economy



2009: High Growth + Profitability

- February: \$2.1M Series A-1 Led by Maples Investments & First Round Capital
 - Mike Maples joins the Board
- April: Break \$1M Monthly Sales in April!
- July: Launched ROR e-Commerce Platform
- September: New Distribution Center!
- Hired COO, hit 105 Emloyees



Shipping \$2M in sales in October!





Indie Designer Market

Professionals

Middle Tier: Small Business Owners

DIY Designers (think Etsy.com)



► Step 3 - Talk About It!

Discuss your decision with fellow ModShoppers. Comment here to share your feedback.

Comments (71) view all

Your Comment

Beautifull

Talk about the item here!



Stages of Fashion Product

Sketches & Graphic Designs

Materials Sourcing

Sample Production

Designers Pre-sell to Store
Owners

Production / Manufacturing

In-Stores

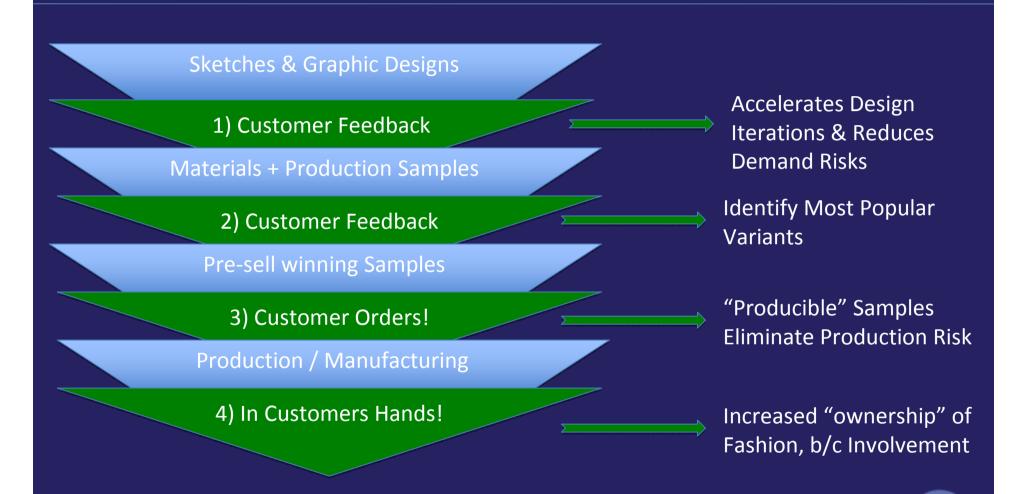
In Customers Hands!

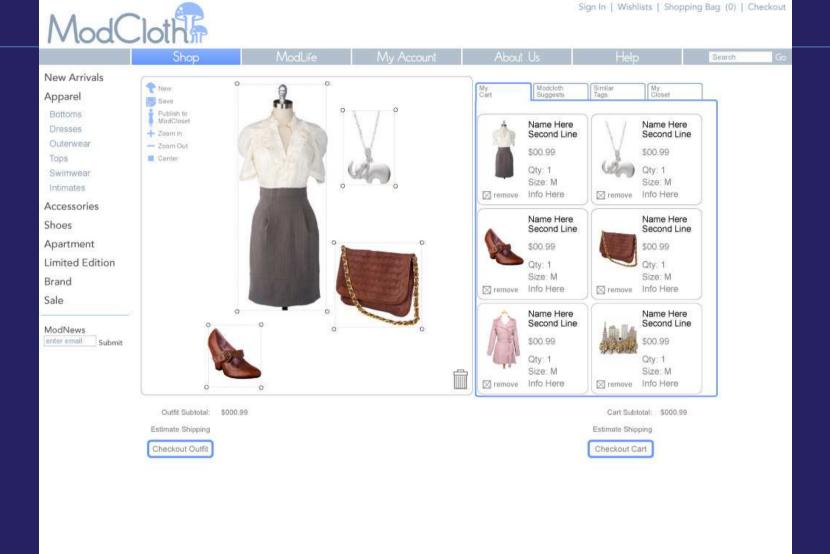
ModCloth alone can drive Production if Buyers feel strongly

When items HIT, ModCloth drives re-production



Stages of Fashion Product







Viral Marketing

Crowd Sourcing Crowd Styling &

Merchandising

Crowd Cultivation



Questions?











OAP Presentation

Jason Bautista
Jeffrey Pang
Tyler Parker
Soroush Salehian
Julian Jennings White



Vision

- To popularize mobile purchases in the retail space
- To centralize consumer activity
- To replace paper receipts and coupons
- To understand customer behavior

...all through today's smart phones.

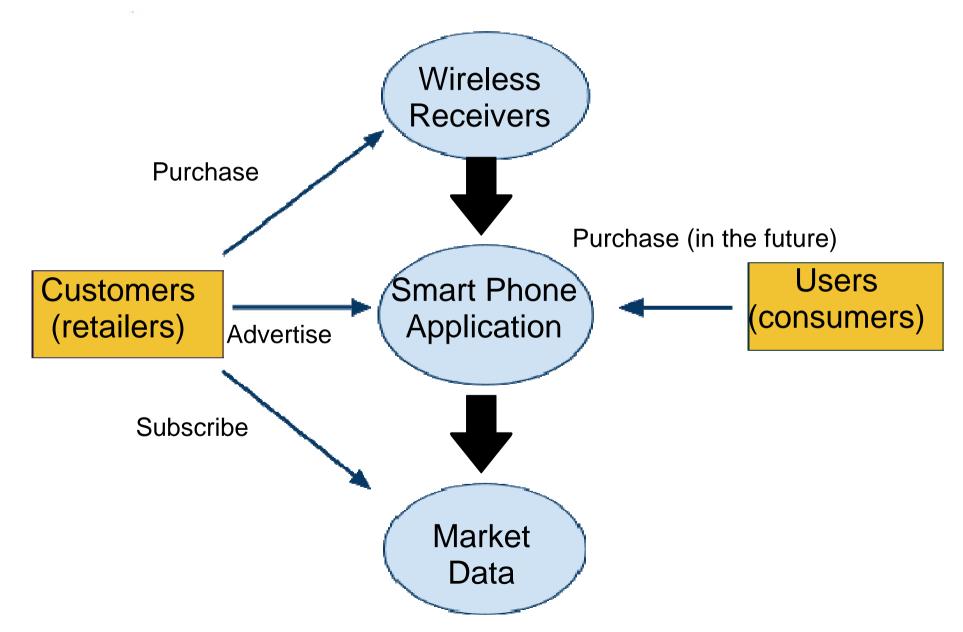


Concept



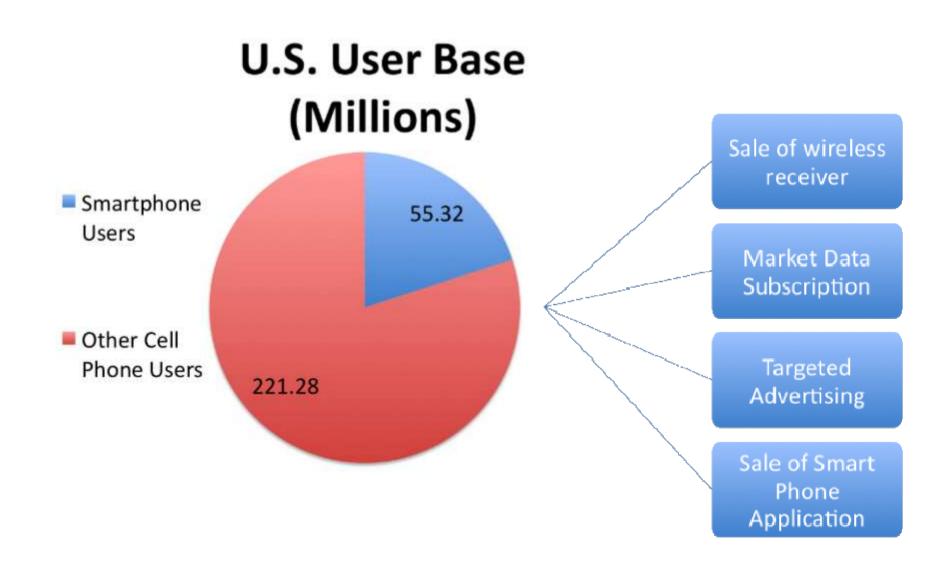


Business Model





Market





MobilCheckout Users & Customers

	Need	Numbers	Interest
•	Mobile purchases	 12% have made mobile payments 82% make online payments at least monthly 	43.8% want cell phone transactions
•	Mobile account tracking	5.5 purchase cards14.4 receipts	93.1% want to download such an application
•	Market data	Competing products	Initial interaction with retailers reveals strong interest in product



Consumers want mobile account tracking. Retailers willing to adopt product.



Competitors









iXpenselt

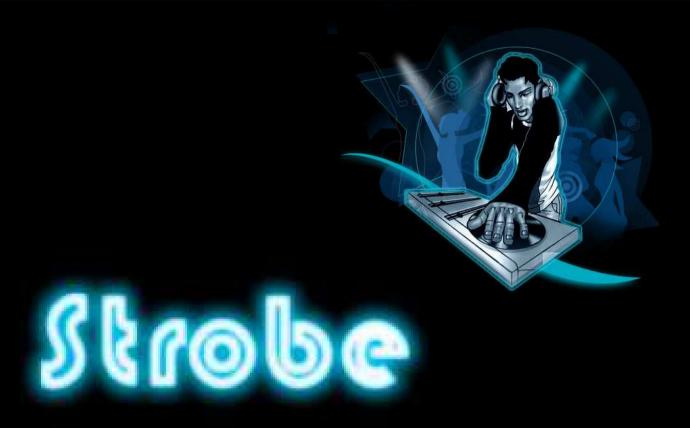






Thanks

Questions?



The EntrepreDoers

The Problem



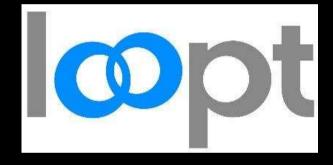






What's Out There?







Our Solution



Market and Revenue







Customers









Why us?







FLYING ELEPHANTS

DAVE EVANS - PEDRO HERNANDEZ - COLLEEN LEE - ROBERTO PINERO - KATIE SCHMALZRIED

Doing things you thought impossible...





VS.





Meet Jon Haskins



Jon Haskins Director of Player Development and Recruiting

Willing "I send off my minions to fax, call, and endlessly compile transcripts." - "I would pay you \$50,000 to solve my problem!"

Has a budget

Has his own solution

Looks for a solution

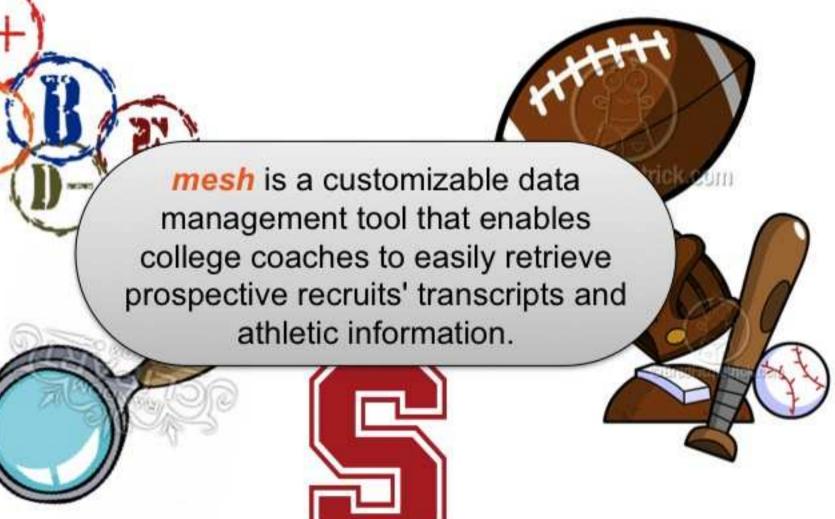
Aware of a problem

Has a problem

20+ Stanford coaches interviewed

Our customer base includes 17,000 NCAA college coaches who need help compiling and organizing transcripts and athletic info





Business Model

SaaS software as a service model \$15,000 annual licensing fees

Market Size

121

Division I Football programs

170,000

NCAA sponsored teams

\$225 million dollar opportunity

COMPETITION

Information

Pros

Cons











- management
- Complete standardized form
- Large database
- Securely obtains transcripts

- Not customizable
- Forms are very complicated
- Focuses only on football and basketball
- Does not focus on athletics

Strongest rival: Scoutware with 1,500/17,000 of US college athletic teams as users mesh provides a customizable, easy management tool that includes transcripts

recruit mesh







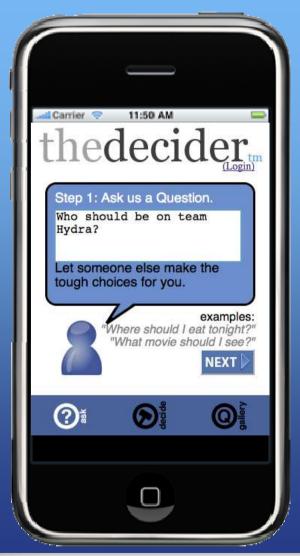


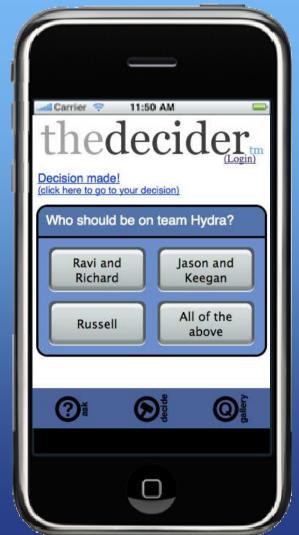
Concept:

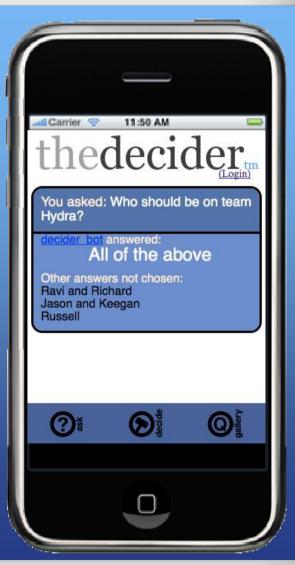
- Everyone is constantly faced with trivial decisions
- •The solution to indecision?
- •Let your friends decide for you!















. What is your Decider User Testin	ng Number? (See Keith if you're no	t sure)	
2. Where do you live? ZIP/Postal Code: 3. How old are you?			
. How many times have you been	the one to make a decision, wheth	er in a group or alone, in the last 24 hours?	
i. How difficult is it for you to mak	e decisions when		
an v an lage	Not Difficult	Moderately Difficult	Very Difficult
You're Alone?	3	3	9
You're With Friends?	9	3	0
You're With Family?		3	
You're In Your Own City?)	9	3
You're Away From Home?	9	9	3
6. How decisive are you?			
Indecisive			
Moderately Decisive			
Very Decisive			
Control transactions:			
7. How likely are you to follow a de	ecision made by someone else?		
Unlikely			
Somewhat Likely			

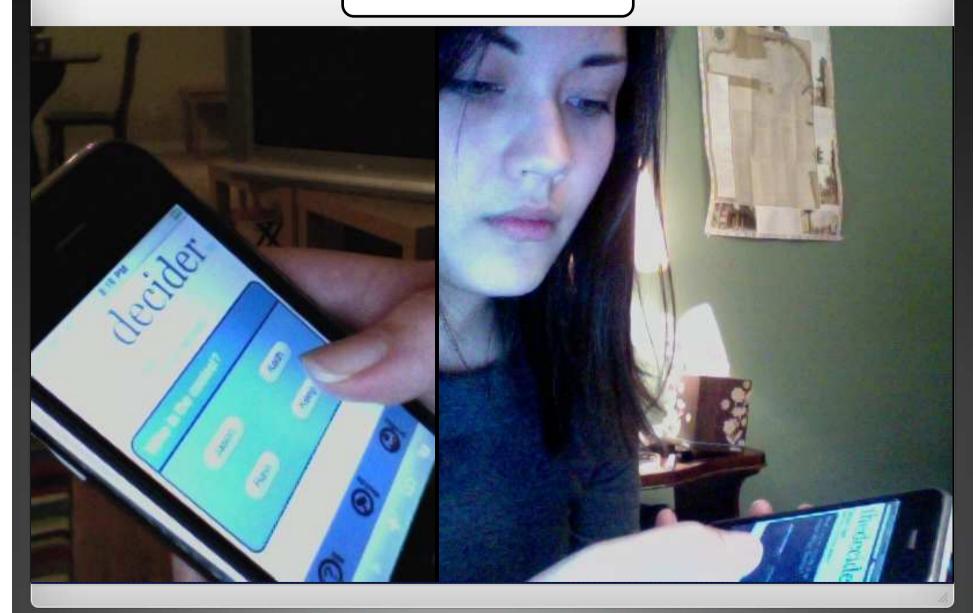
















Business Model:

- Free for users
- Sponsored questions
- Charge per interaction
- Low cost of development and distribution with rapid expansion of user base -> fast profitability





Customer:

- Advertising and marketing
- Want more targeted and effective advertising
- Captive audience with very high engagement
- Opportunity for advertisements or sponsored questions



thedecider....



Market:

- •25 million smartphone users in the US, growing every year
- •100 million US facebook users
- •10 interactions/week * 50 weeks/year = 62.5B interactions
- •10% sponsored = 6.25B
- •\$0.10/ interaction = \$625M/year













New User? Sign Up Sign In Help	/ERS Q Search	▼ Yahoo! Mail	Web Search		
Can't find it with search? Ask	Share knowledge Help others Earn points What people think of Answers How does it work?	discove	er.		
Search for questions:		Search Advanced	My Profile		
Ready to Participate? Get Started!	With so	or film: which is better? many popular novels being converted be popular films, we wondered: what ar			
Categories	favorite	e (and, conversely, least favorite) film ac classics?			
→ Arts & Humanities→ Beauty & Style	Read t	Read the Answers Blog >			
→ Business & Finance → Cars & Transportation			4 II H		
Computers & Internet Consumer Electronics	Answer Questions	Recent	Popular		
CALL DE CALL D	My mom gets mad	d if i like celebraties?			
→ Dining Out → Education & Reference	☆ In <u>Celebrities</u> - Asked by				





thedecider

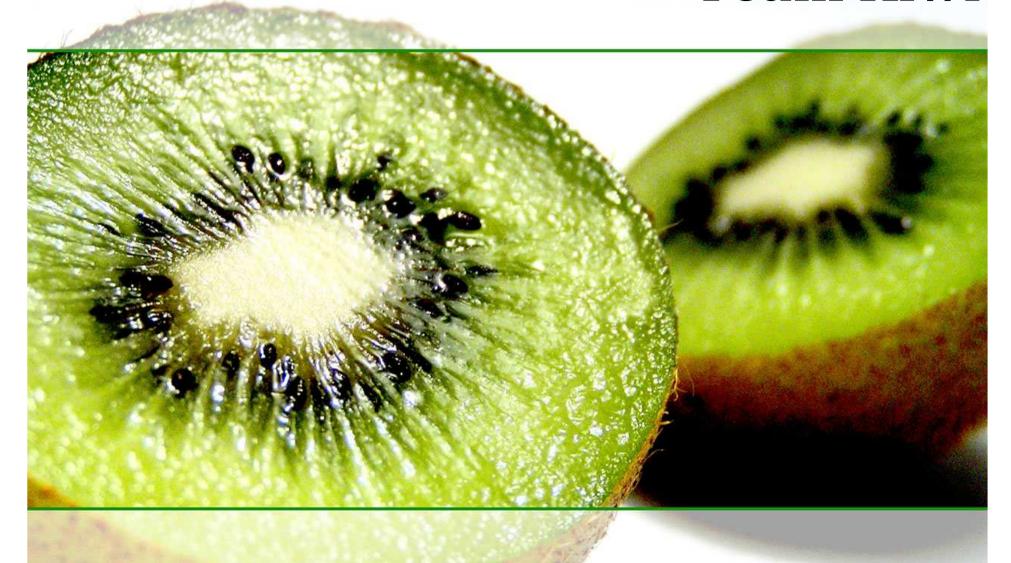
let someone else decide





Questions?

Team Kiwi

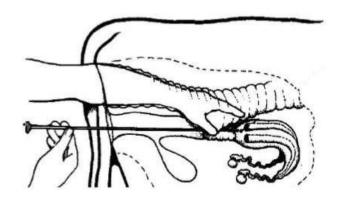


Maya Choksi - Jaiwon Rhi - Saatvik Agarwal - Armen Petrosian - Sasha Zbrozek

Industry and problem

- Artificial insemination (AI) used widely in cattle industry
- AI quickly improves herd through selective breeding
- Heat (estrus) detection limiting factor in AI yield
- Current methods of heat detection are out-dated and unreliable





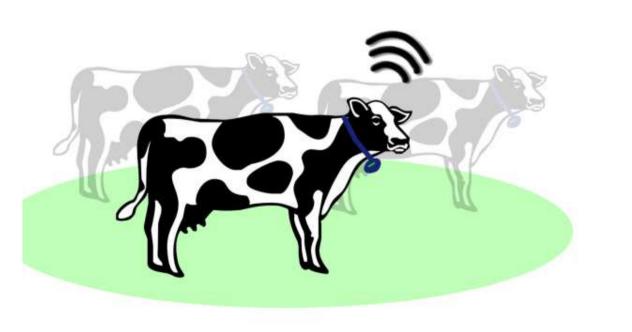


Product concept

Collar mounted sensor detects estrus and wirelessly transmits cow location and ID



Software notifies rancher and displays relevant info





Market

• Customers: US farmers who use AI to breed cows (primarily dairy cow farmers)

33M 5%	beef cows calve		9M 75%	dairy cows calved / year calved using AI
1.65M	beef cows		6.75M	dairy cows
_	8.4M cows total cows calve \$92/cow/year additional return		Ü	creased estrus detection
	\$770M/year			

• Additional savings from the decrease in skilled labor costs puts estimate closer to **\$1BN/year**



Business model

PRODUCTION

- Bill of materials between \$10 \$25
- Product testing and approval (FDA, Dept. of Agriculture)
- Technology will be patented

MARKETING & DEMAND CREATION

- Target small farmers with free samples and training
- Pilot rollout and proof-of-concept

SALES

- Initial selling price of \$50
- Gross margin of up to 400%



Competition



- Button on cow detects mounting
- Wireless system notifies ranchers
- Similar interface as EstroMeter[™]
- Poor detection rate



- Chemicals synchronize estrus cycle
- Expensive consumable product
- Remember bovine growth hormone?



- Ranchers watch the herd for mounting
- Requires trained human labor
- Extremely low hit rate (35%)

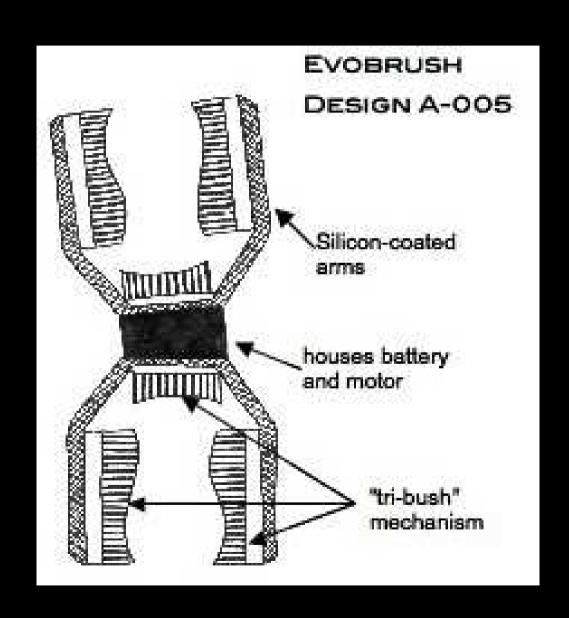


TEAM SANDSTORM

Troops

Kyla Barr – Biomechanical Engineering
Pamon Forouhar – Biomechanical Engineering
Karen Nesbitt – Biomechanical Engineering
Peter Rusev – Computer Science
Andrew Yu – Mechanical Engineering

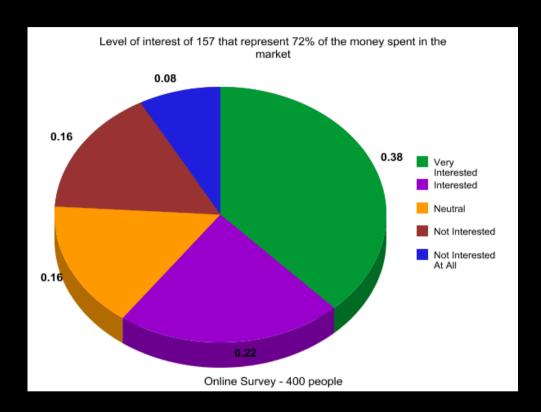
THE REVOLUTION



MARKET

- Re-segmenting current electronic toothbrush market
 - electric toothbrush users
 - mobility constrained
- \$10.9 billion oral care market
 - 10% electric toothbrush

CUSTOMERS



- 60% content, 40% want improvement
- 40% spend >\$60/yr = 72% market spending
- 60% of this group is interested in our product
- Represents \$432M spending/year

COMPETITION

DISADVANTAGES

- Existing sales channel
- \$\$\$ for marketing
- R&D budget
- Customer loyalty
- Industry experience

ADVANTAGES

- New IP
- Focused niche
- Timeline
- Constraints
- Access to competitor strategy

COMPANY INFRASTRUCTURE

Core Capabilities

- Our Team
 - R&D, Tailored Advisory Board
- Efficient prototyping/testing
- Translate design to industrial floor

Value Proposition

- Offering a new frontier in oral care
- Scale into platform product

FINANCE

Cost structure

- iterating design, prototyping
- pre-clinical and clinical trials

Revenue streams

- peridontal conventions
- direct-market sales channel
- scale to retail distribution

THANK YOU

Questions?



TEAM SUGAR BEARS

Andrew Strong
Jisas Lemasagarai
Jeff Chern

Ryan DuChene Amy Saper Ted Anyansi

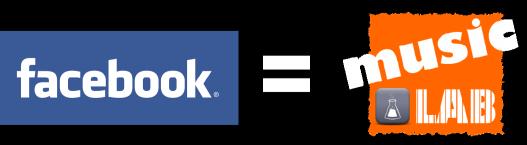
- Think GarageBand meets Facebook
- Facebook app containing mixing and recording software that allows solo musicians, bands, and producers to collaborate remotely and create songs
- Social networking component of Facebook opens up new avenues to collaborate, find musicians with similar interests, etc.











Market

- Amateur musicians and producers
- Music app market growing in popularity
- MyBand has ~2Mil. active users/month





- Facebook users / amateur musicians and producers
- Music Lab could attract both casual and intensive users
- Provide subscription service for more involved users.

 Contests, Charts, and News Feed updates will help create demand





- Free service to lure initial customers
- After 1 mo, introduce premium subscriptions

Sponsored advertisements:

















ERA Electronic Restaurant Assistant

The Termanators
E145
Opportunity Evaluation Project







Concept

- Small electronic device that can:
 - Show patrons an electronic menu that can be sorted in a number of different ways
 - Call the waiter for service
 - Pay flexibly by credit card (and split checks)





Market

- Restaurant and Hospitality Industry
- Necessary research:
 - Table turnover rate
 - Personnel costs
 - Competing machines
 - Market size
- Estimated market size: \$500 million-\$1 billion





Customers

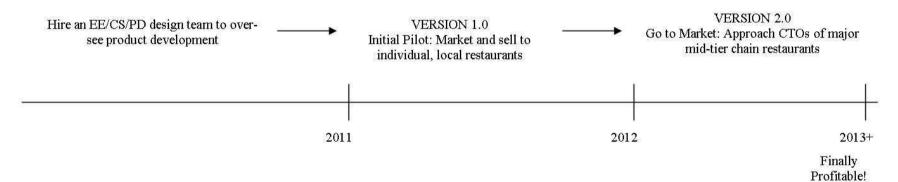
- Initial targets: Mid-tier, popular restaurants with many tables and queuing issues
- Places with long waits that need fast turnover
- Places with extensive menus
- Use marketing teams to target CTOs



Business Model

Design team or third party development

Incorporate customer feedback from pilot

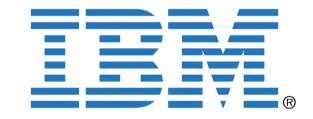


- Customers: Restaurants
- Users: Patrons/Wait-staff
- Cash Flow: Restaurants→Us→Dev team
- Distribution: In person at first, going to shipments

Competition

- Austrian Orderman
- Triniteq WaiterPad
- IBM patent?
- Mostly foreign competitors
- Well established with branding and PR, infrastructure, customer relationships
- Non-comprehensive solutions and lack of user-friendliness





Tiffany & Co.

MICHAEL HAMMERSLEY | DAVID EHRLICHMAN
DAVID BRODY | TIFFANY LIN | MICHAEL MULLIGAN

Styleme.com

Market

• Clothes account for \$18.3B of \$175B domestic online market

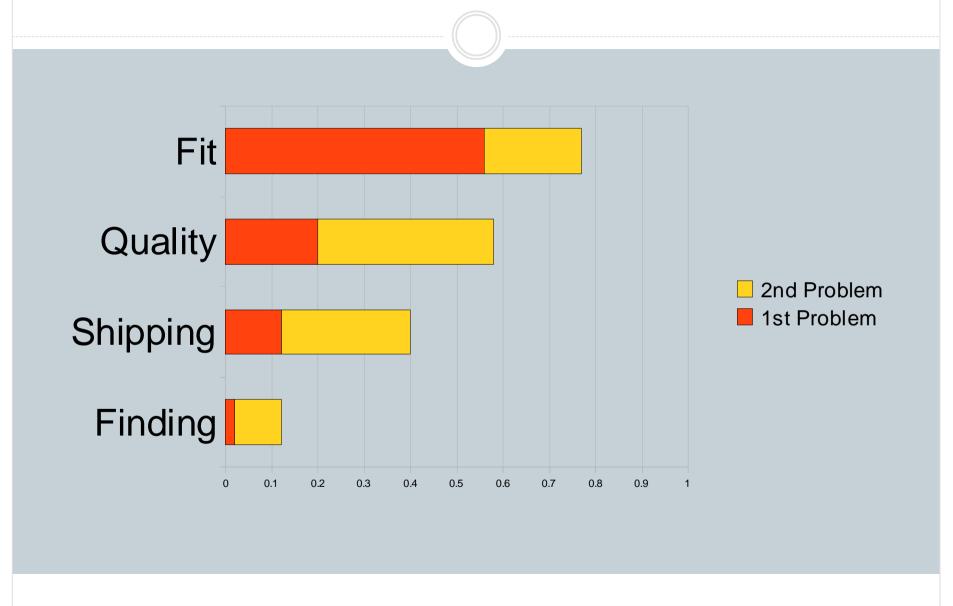
Expected to grow 11% this year

Average American spends \$878 on clothes each year

Fit



Survey



Competition



NORDSTROM

shopbop.com









Fit vs. Flatter





Direct Competition







Our Plan

• Users create profiles to store their measurements

 Point system to promote rating, purchasing, uploading pictures, and sharing

 Users can make informed choices based on "fit and flatter" reviews of other users of similar measurements

Revenue Sources

Percentage of Sales

Sponsors for brand promotion

Targeted advertising

• Peer-to-Peer Transactions

Challenges

Data

Web Development

Inventory

Driving Traffic to Site

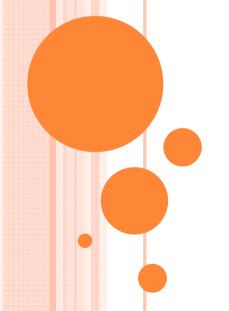
Conclusion

Continue More Granular Testing

TWELP: TWEET AND HELP







Team WestSide
Diana Avalos
Martin Kim
Thomas Schultz
Carlos Shimizu
Stephanie Siow

TABLE OF CONTENT

- o1. Concept behind **cuelp**
- o2. Market
- o3. Customer/Business Model
- o4. Summary

TWITTER IPHONE APPS

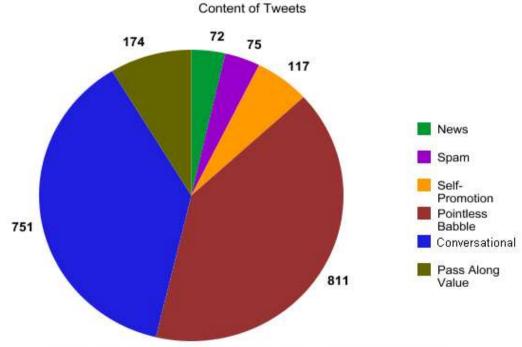




• There are over 50 iPhone Twitter
Apps but none of them make full use of the **Geotagging** application available to iPhone.

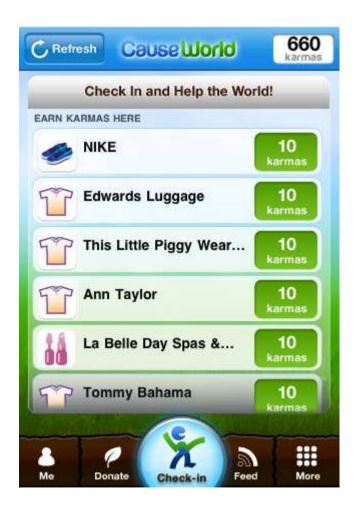
LET'S FACE IT...

xxxxxY State of the Union drinking game - Any takers?LOLhttp://www.huffingtonpost.com/2010/01/26/state-of-the-union-drinki_n_436932.html



Kelly, Ryan, ed. (2009-08-12), "Twitter Study - August 2009" (PDF), Twitter Study Reveals Interesting ResultsAbout Usage, San Antonio, Texas: Pear Analytics. http://www.pearanalytics.com/wp-content/ uploads/2009/08/Twitter-Study-August-2009.pdf

TWITTER USERS BECOME REVIEWERS



NEW USEFULNESS...

- Use Geotagging to specifically tag a retail store and review it (almost like Yelp). In other words, a new review site based on constant Twitter flow.
- Give the *latest* information about the status of a restaurant or even a bar.
- Example:

MartinKim The Boiling Crab waiting time is 3 hours. Don't come.

SurveyMonkey > 80% USEFUL

CUSTOMERS AND COMPETITION

- Target customer
 - stores and restaurants that advertise online
- Competition anything that can take away users or customers
 - Yelp.com, Zagat, Google
 - Advantages they have
 - What we provide that they don't
 - Barriers to entry

MARKET SIZE

- Customer:
 - Retail, Entertainment, Restaurant Industries
 - 14,285 potential stores in Palo Alto and San Francisco alone
- User:
 - Yelp has 26 million monthly users
 - Twitter has 18 million users
- Potential Growth/Scalable
 - Geotagging will track businesses nationwide
 - As Twitter subscription grows, we grow
 - By 2013, Twitter projects 1 billion users(TechCrunch)

BUSINESS MODEL

- 1. Channel of Distribution:
 - Free iPhone application that is accessible to a large number of users/ reviewers
 - Users can access reviews through iPhone and website
 - Begin pilot program in the Bay Area
- 2. Revenue: follow the Yelp business model
 - a subscription charge for customers (stores) that are interested in advertisements through prioritization in user searches

SUMMARY

- Our product uses Geotagging technology to provide real time review/rating/status updates of a retail store, restaurant, or entertainment destination
- Our business model would generate revenue by having stores or business pay to have their sponsored links appear prominently on our iPhone application