

UsTech TM (YcTexTM) Discovery LLC TECHNOLOGY DISCOVERY & COMMERCIALIZATION COMPANY

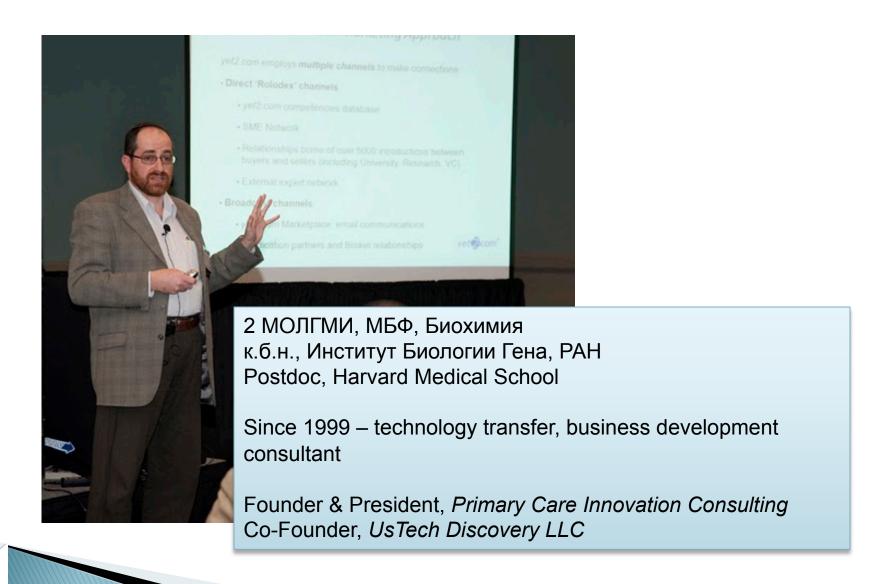


Introduction to Technology Marketing and Business Strategy

Dr. Eugene Buff



Introduction



Marketing. Why it is important?

All inventions/innovations are 'genius'... Technical people/ inventors can't talk about them objectively.

Я (имя)..., изобретатель, г. N-ск.

У меня есть изобретение «...». Патент RU №1234567. Аналогов в мире нет. Это лучшее изобретение 21 века в области механики. Моя технология вытеснит с рынка все ныне используемые технологии, как двигатель внутреннего сгорания вытеснил с рынка паровой двигатель....

Сейчас в мире нет пионерных изобретателей в области механики. Я один. К тому же нет настоящих экспертов. Армия дипломированных специалистов, называемых экспертами, на практике только для отчётности. Помните о роли личности в истории. Через несколько лет меня признает Америка, а за ней другие страны лучшим изобретателем 21 века. Мне присвоят разные премии и награды, но у меня не будет прав на мои изобретения. Премии и награды это ничто по сравнению с правами на изобретение.

Россия будет внедрять мою технологию самой последней...

Если мне в США предоставят Конструкторское Бюро и Экспериментальную Базу, то через год я предоставлю для США Эффективную систему ... Я допускаю, что переоцениваю свои способности. Время покажет.



Marketing. Why it is important? (2)

- Great innovations could fail:
 - microwave oven first in 1947 (Raytheon)
 - PDA first in 1992
 (Newton by Apple)





Good, Patentable Science is Not Always Commercially Relevant

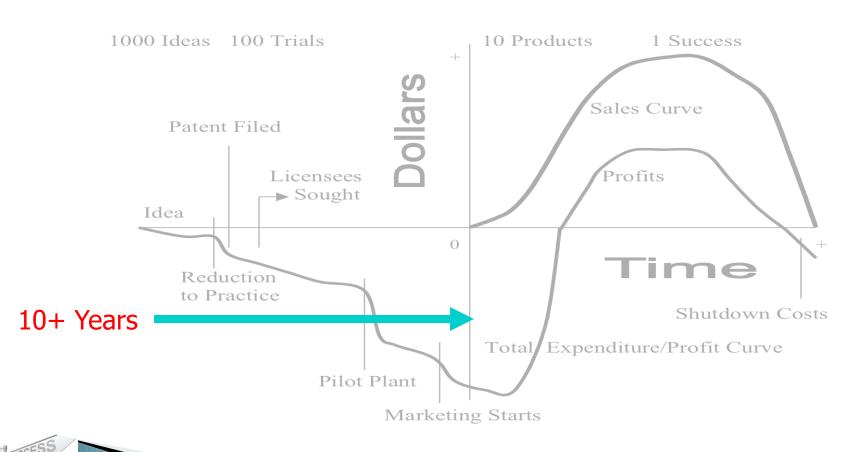
Lack of Market is a Deal-killer



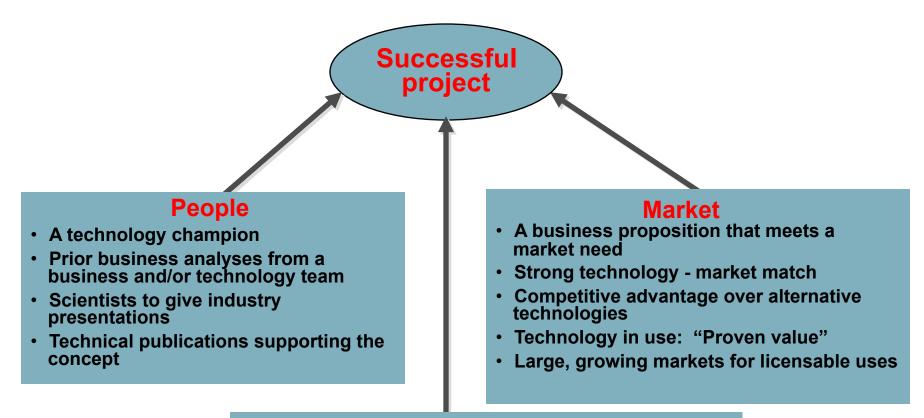


Product Development Timeline

Total Product Life Cycle Birth to Death Expenditures



What's Needed to "Sell"?



Technology

- Identifiable assets patents, trade secrets, know how
- Proof of concept reduction to practice, prototypes
- Identifiable applications within the scope of our rights



Formula for Success

- W what understand your technology
- W why what is the value proposition, why would anybody care...
- W where "where" are the companies who care are – markets, applications, value chain
- H how reaching out and delivering the three "W" message



Definitions

Technology – the totality of the means employed to provide objects necessary for human sustenance and comfort.

Webster's

... - the application of scientific knowledge to the practical aims of human life or, as it is sometimes phrased, to the change and manipulation of the human environment.

Encyclopædia Britannica

Technology Transfer Effectiveness is the degree to which research-based information is moved successfully from one Individual or organization to another.

Journal of the AUTM, Volume XII, 2000



A Technology = A Product

Technology – an applied science to solve a problem

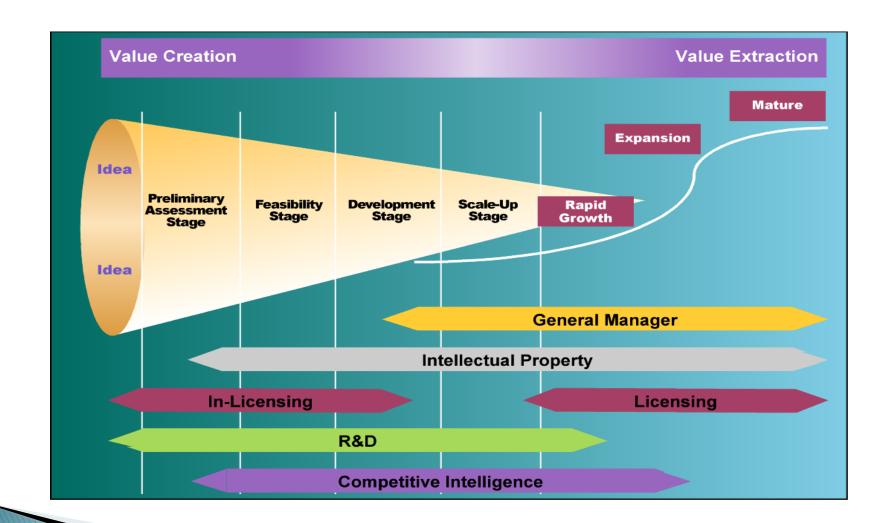
Many steps required to make a product out of technology

- -Further Development
- -Validation research
- -Prototype
- -Scalability
- -Regulatory approval
- -Partnership
- -Market Research
- -Initial sales...

Can require MANY YEARS and extensive resources



Stages of Technology Development





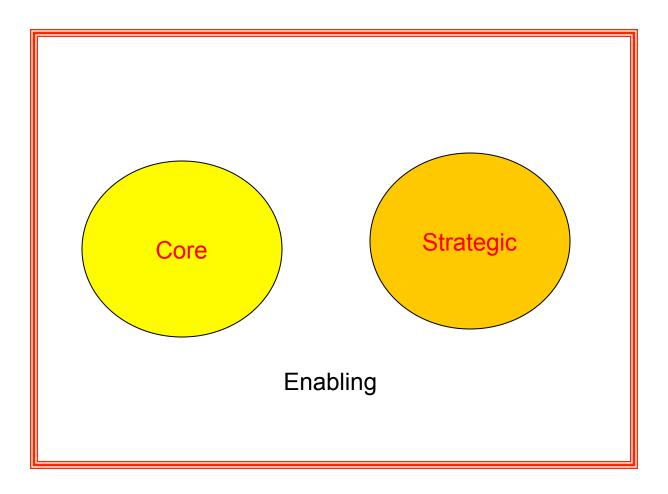
Technology Classification

- Product
- Process
- **Systematic** (sends, processes, records, or receives data)

Physical Technology – material objects.Biological – adapts to living things.

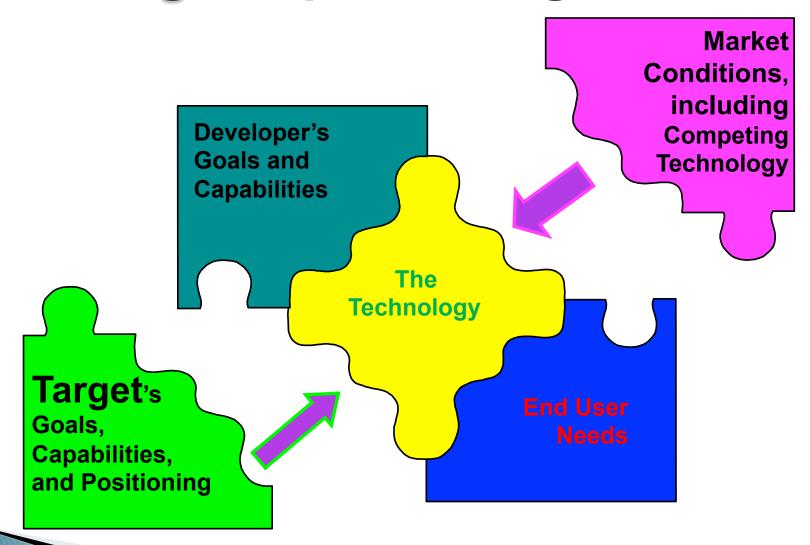


Understand your technology



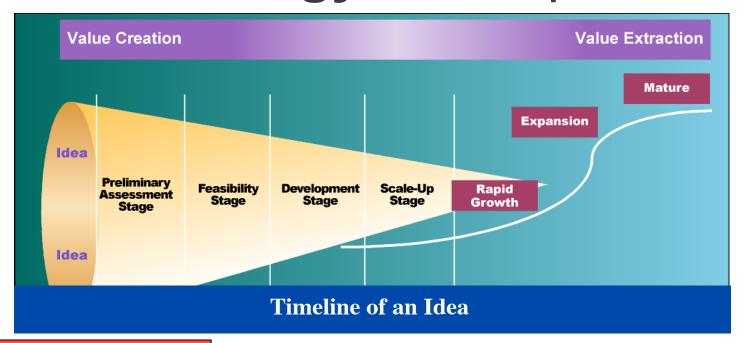
Time

Getting the pieces together





Moving Through Stages of **Technology** Development

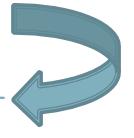


Idea Without a Use



Idea With Intent (Business Plan)

Commercial Product/Service



What sells?

- Three key dimensions:
 - Value proposition
 - ? How does this technology outperforms current best-in-class?
 - ? What are the key markets?
 - Development status / transferability
 - ? What was the highest stage of development?
 - ? Can you support the transfer with samples? Data? People?
 - Intellectual Property
 - ? How broad, defensible, and detectable are the patent rights?
 - ? What are the existing licenses / encumbrances?



Value Proposition

Definition:

- Set of benefits offered that satisfy target's needs
- Resides in the mind of the customer
- Is a component of a brand image
- Intangible made tangible via an offering

The Ratio:

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Value = Benefits/Costs
= (Functional + Emotional) Benefits/
(Monetary + Time+ Energy + Psychic) Costs
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- Raise Benefits and Reduce Costs or Both
- Customer Should Favor the Larger Ratio

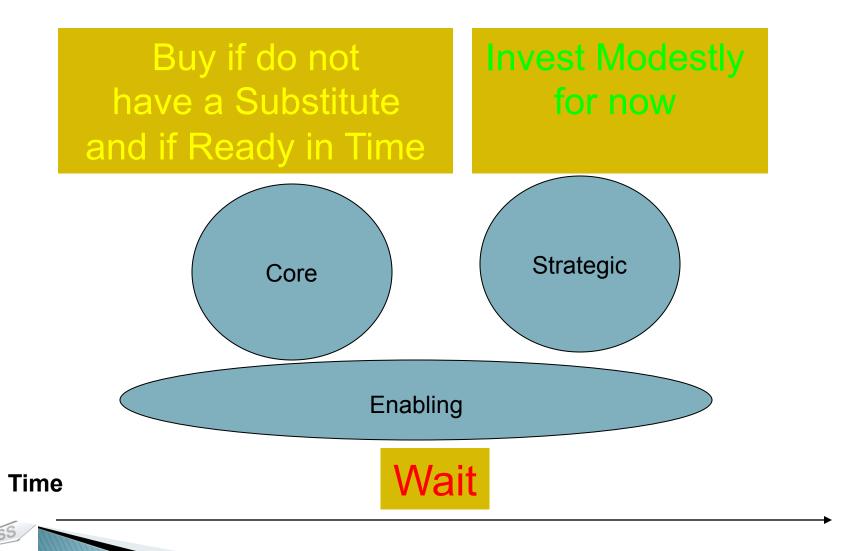


Before talking to a partner/buyer

- Commercialization is a game of "what does he need" vs of "what have I got"!
- Understand the "field" from technical, legal and commercial bases



Targets perspective



Key Market Differences

Electronics / telecomms

- Patent rights
 - Intellectual Ventures activity
- Standards licensing

Consumer products

Technology acquisition to fill product pipelines

Life Sciences

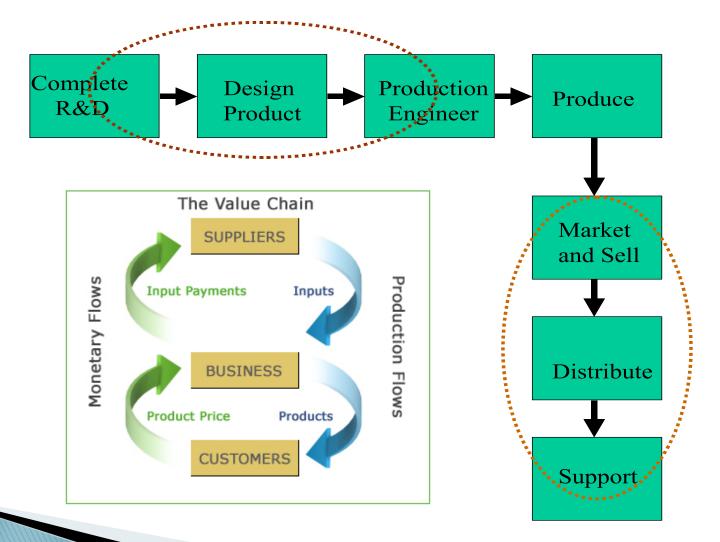
- Specific skills in drug development
- Active market in drug delivery & diagnostic devices
- New therapeutics

Material sciences

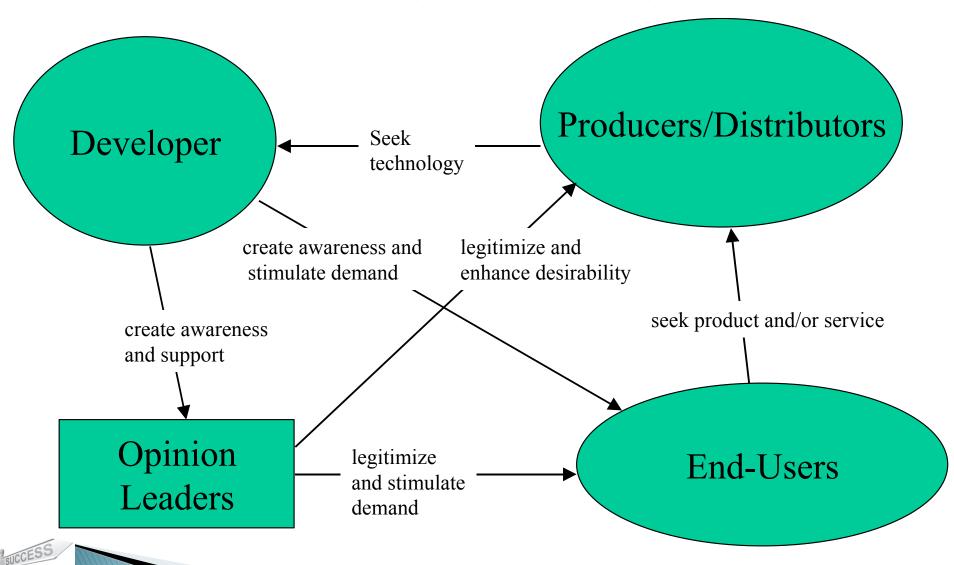
Continued core process licensing



Value Chain: Where are you and What are you missing?



Creating Pull-Through



Hierarchy of Market Credibility

Show customers paying hard cash

Show customers willing to pay on results



Show industry experts investing time to find customers for you

Show gov't funding in your industry, involve colleges in 3rd party validation

Show media attention, industry awards



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When Selling a Technology

Communication Styles

ScienceConservative
Jargon
Data-driven

Marketing
Reader Focus
Plain language
Application-driven

Law
Comprehensive
Dot the i's, x the t's
Legalese

<u>DO</u>

- Use plain language, be direct
- Focus on benefits
- Use "so what" and "what next" approach
- Provide supporting data, be credible
- Use business focus

DO NOT

- Describe technology in excruciating detail
- Smother reader with facts
- Think like a scientist
- Put confidential matter
- Use jargon



Deal Preferences



Control over Knowledge and **Know-How**

Application/geography specific licensing

Venture

Collaborative R&D, Strategic Alliance

Option or license (IP)

Sales, OEM

How well Application is Defined

Venture Capital

Buy all Rights, Acquire Developer

Exclusive

General License

Joint Venture

Exclusive Limited License. R&D agreement, Strategic Alliance

Non-Exclusive License

Control over Use



How well

Technology is Defined

Disruption Theory

Sustaining Better than existing products in market, independent of price	Incumbent (3 of 4) Same product, same value prop, same customer, same channel	Succeed
	New Entrant	Fail
 Disruptive Compete against non-consumption Lower cost and worse 	Incumbent	Fail w/o autonomy
	New Entrant	Succeed
		Refin

*Paraphrased from Christensen & Raynor, The Innovator's Solution, Harvard Business School Press (2003)

Refined Methodology:

- · Theory is 96% accurate
- 100% of the successes, 95% of the failures
- Correlation = 99.99% confidence
- · Less than 1 chance in 14,126 that it was luck



Keys to success

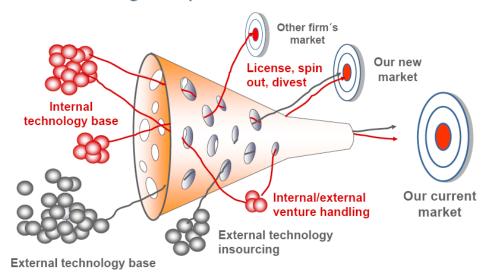
- Choose the right technologies (value proposition!)
- Well-constructed target list multiple buyers
- Contact with the right decision makers don't get stuck
- Well-supported technical evaluation
- Market-based (and reasonable!) expectations



Open Innovation – a new reality

- Good ideas are widely distributed today. No one has a monopoly on useful knowledge anymore.
- Financial managers must play poker, as well as chess, to capture the value in false negatives.
- We must manage IP in order to manage research:
 - need to access external IP to fuel our business model
 - need to profit from our own IP in others' business model
- Not all of the smart people in the world work for us.

Chesbrough's Open Innovation



Source: Henry Chesbrough UC Berkeley, Open Innovation: Renewing Growth from Industrial R&D, 10th Annual Innovation Convergence, Minneapolis Sept 27, 2004





Major Problems

- In theory, there is no difference between theory and practice. In practice there is." Yogi Berra.
- "Not Invented Here (NIH)" syndrome
- "Do not teach me how to live, better help me financially." I. Ilf & E. Petrov. 12 Chairs.
- "The probability does not work in real world; it is pay off that matters." Nassim Taleb. Antifragility.



Now what?

- > Feel free to connect and ask questions:
 - ✓ LinkedIn, http://www.linkedin.com/in/eugenebuff
 - ✓ Facebook, http://www.facebook.com/eugene.buff
- Next Presentation/Education/Mentoring:
 - ? deep dive into the topics;
 - ? available to speak at conferences, seminars
- Consulting Services:
 - mentoring on executive summaries & presentations
 - market assessment
 - strategy advisement
 - open innovation training and implementation
 - technology scouting
- ➤ Become a partner





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"Yes, I do make things, son. I make things called deals."

Make Deals & Build Up Businesses