## Illustrations for the Audio Version



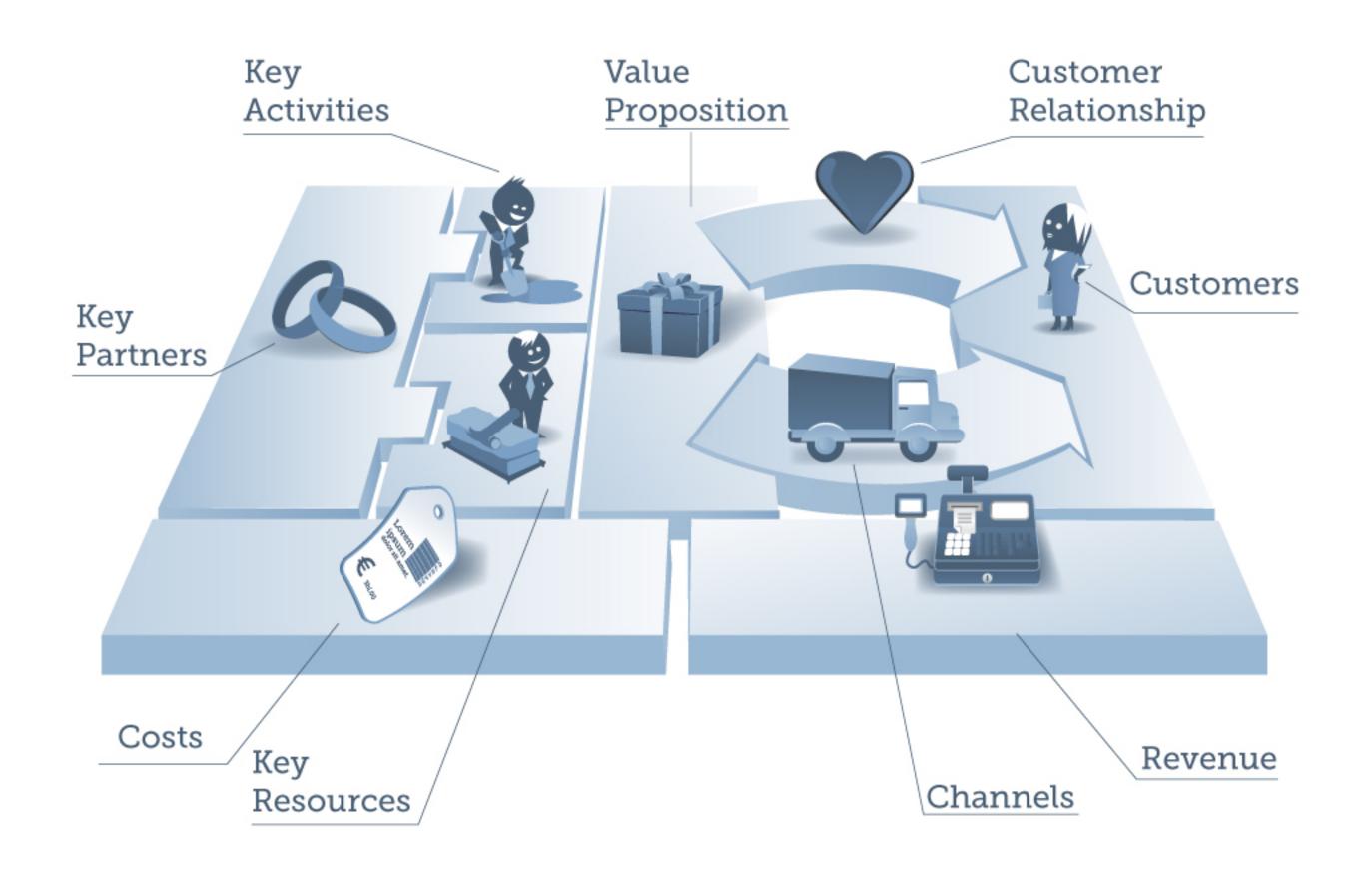
Figure 1

Variable	Level 1	Level 2	Level 3
Company Matureness	Start-up Looking for a profitable and scalable business model	Stable Growth Profitable and growing faster than the market	-> Leadership Domestic market share >20% and global market penetration initiated
Market Matureness	Emerging Market There are only a few, small providers of this type of solution	Fragmented Market Several providers of this type of solution, but none with >20% market share	Mature Market A few clear market leaders with >20% market share
Channel Matureness	Low Less than 25% of the market can be reached through channel partners	Medium 25-50% of the market can be reached through channel partners	High > 50% of the market can be reached through channel partners
Customer Touch and Sales Cycle	Low  No field sales required - avg. sales cycles <3 months	Medium Field sales required - avg. sales cycles are <12 months	High Field sales required - avg. sales cycles are >12 months
Value-add Potential	Low Auxiliary products and services are <50% of CLV <sup>1</sup>	Medium Auxiliary products and services are 50- 75% of CLV	High Auxiliary products and services are >75% of CLV
Channel Importance	<b>Low</b> <25% of the revenue is from channel partners	Medium 25-50% of the revenue is from channel partners	High >50% of the revenue is from channel partners
Channel Development Stage	Early Mode <25% of the revenue is from current partners	Growth Mode 25-75% of the revenue is from current partners	>75% of the revenue is from current partners

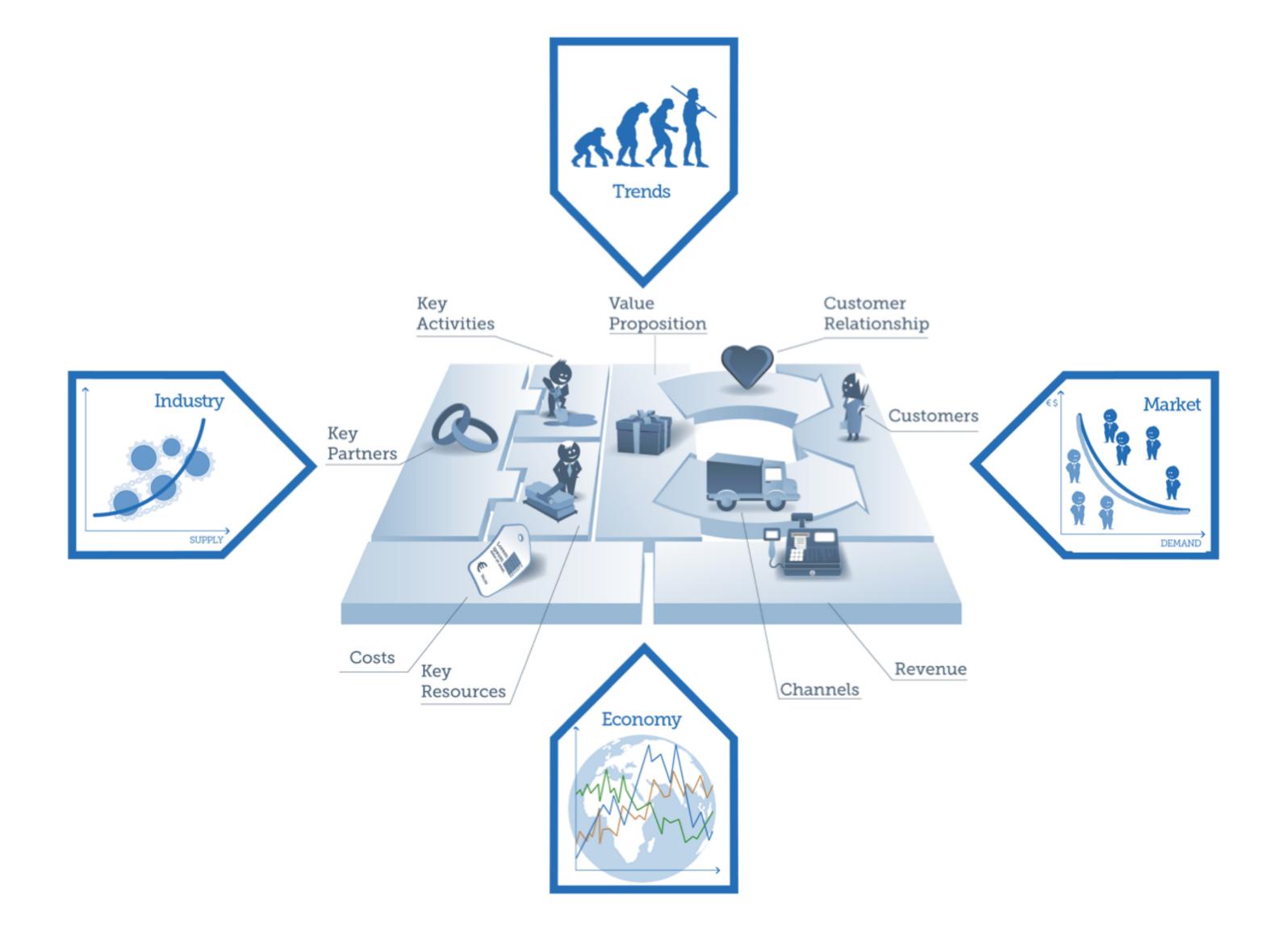
Note: CLV = Customer Lifetime Value



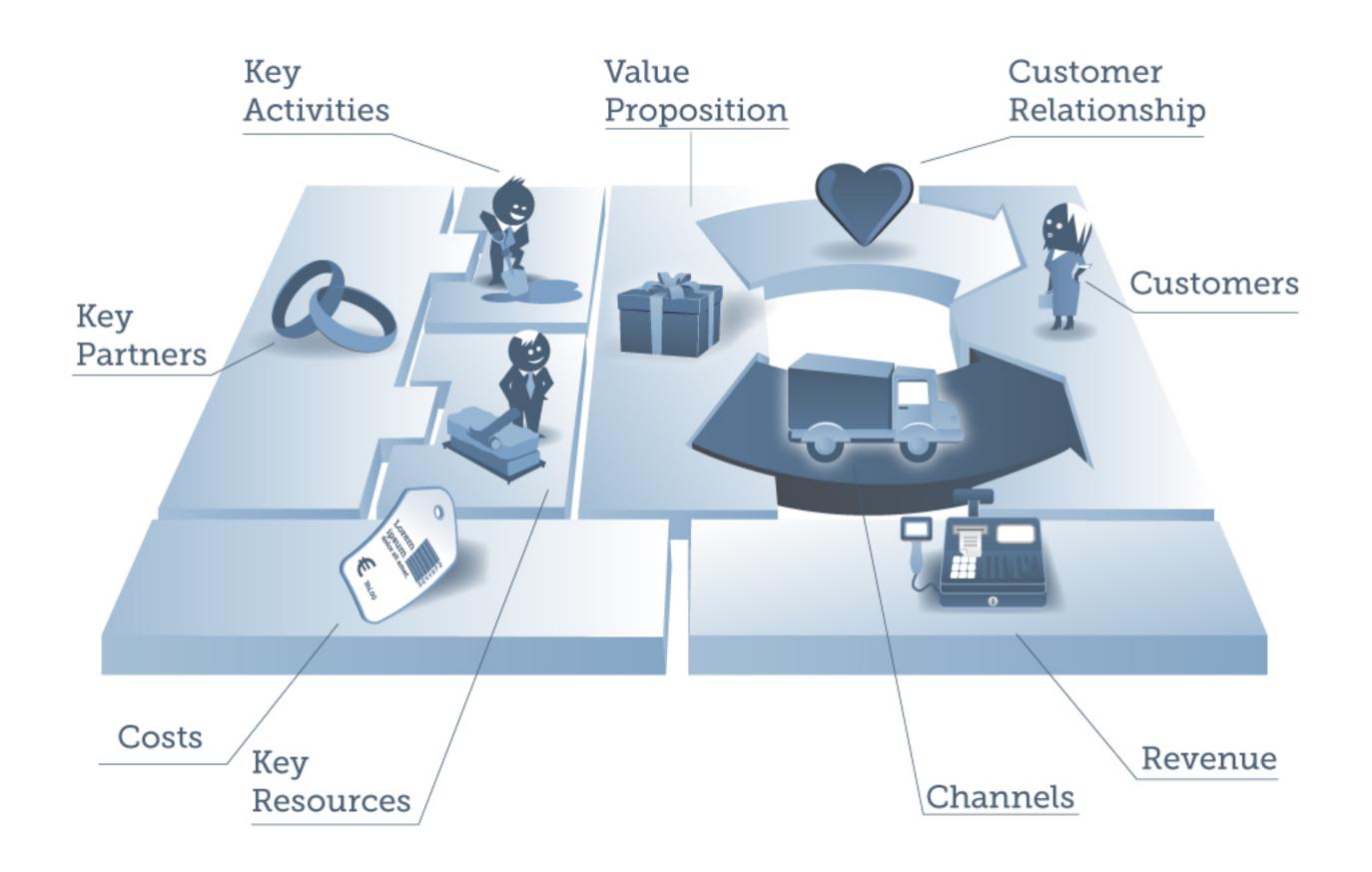




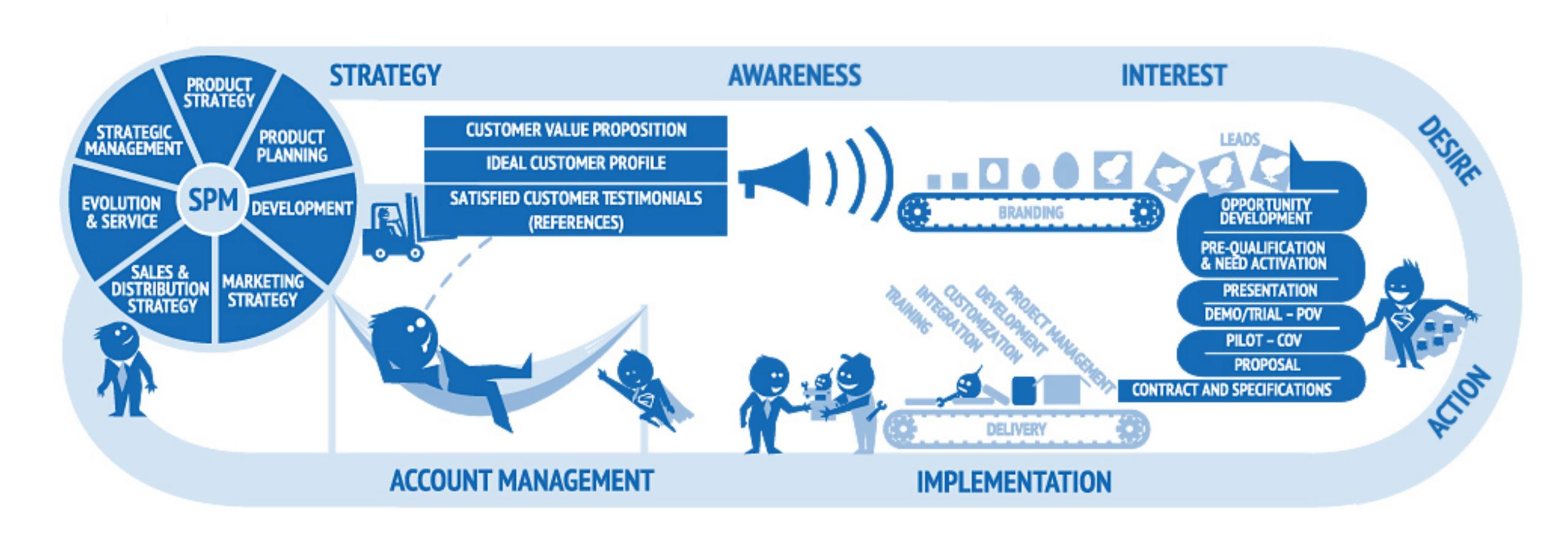




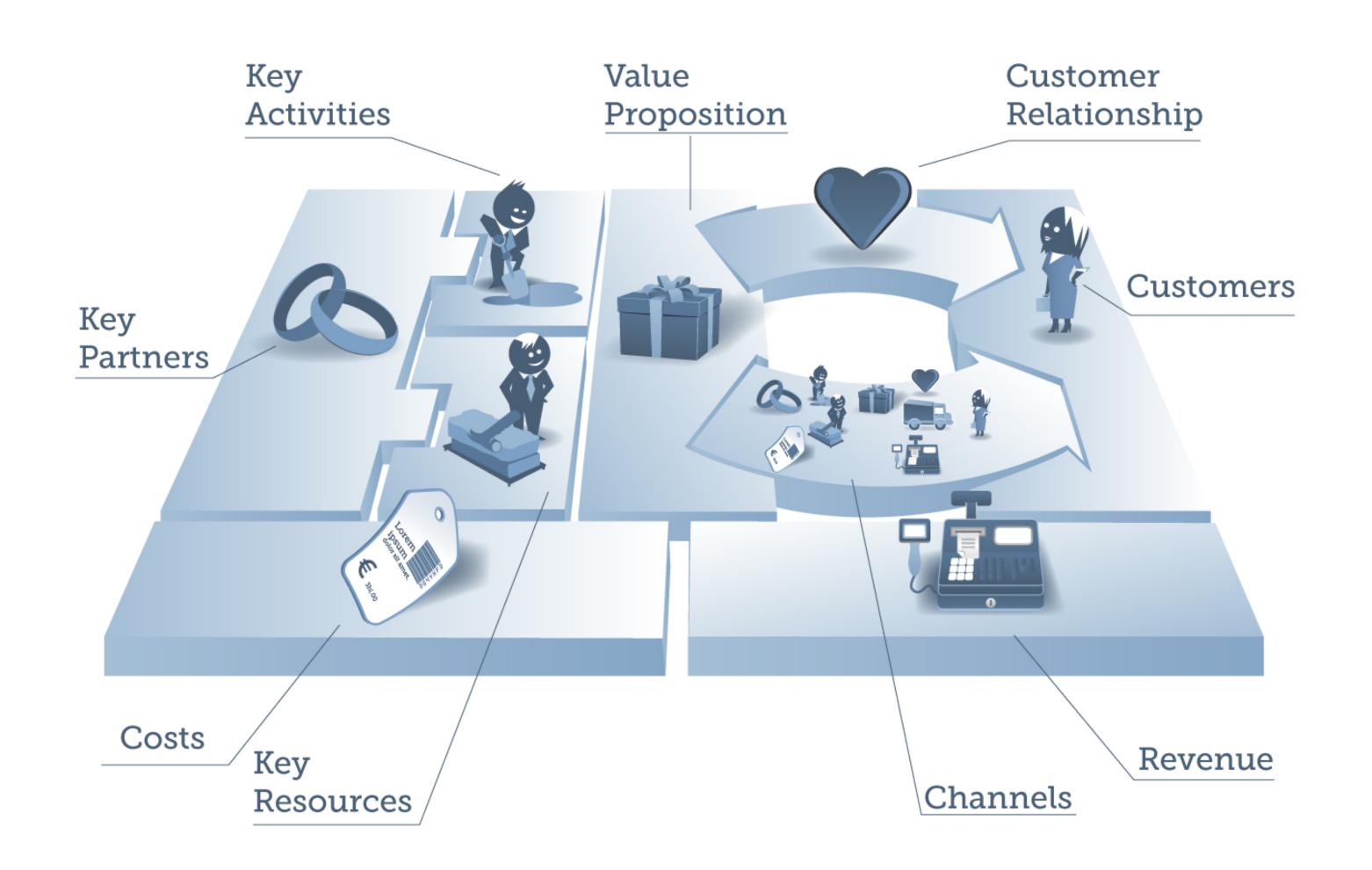




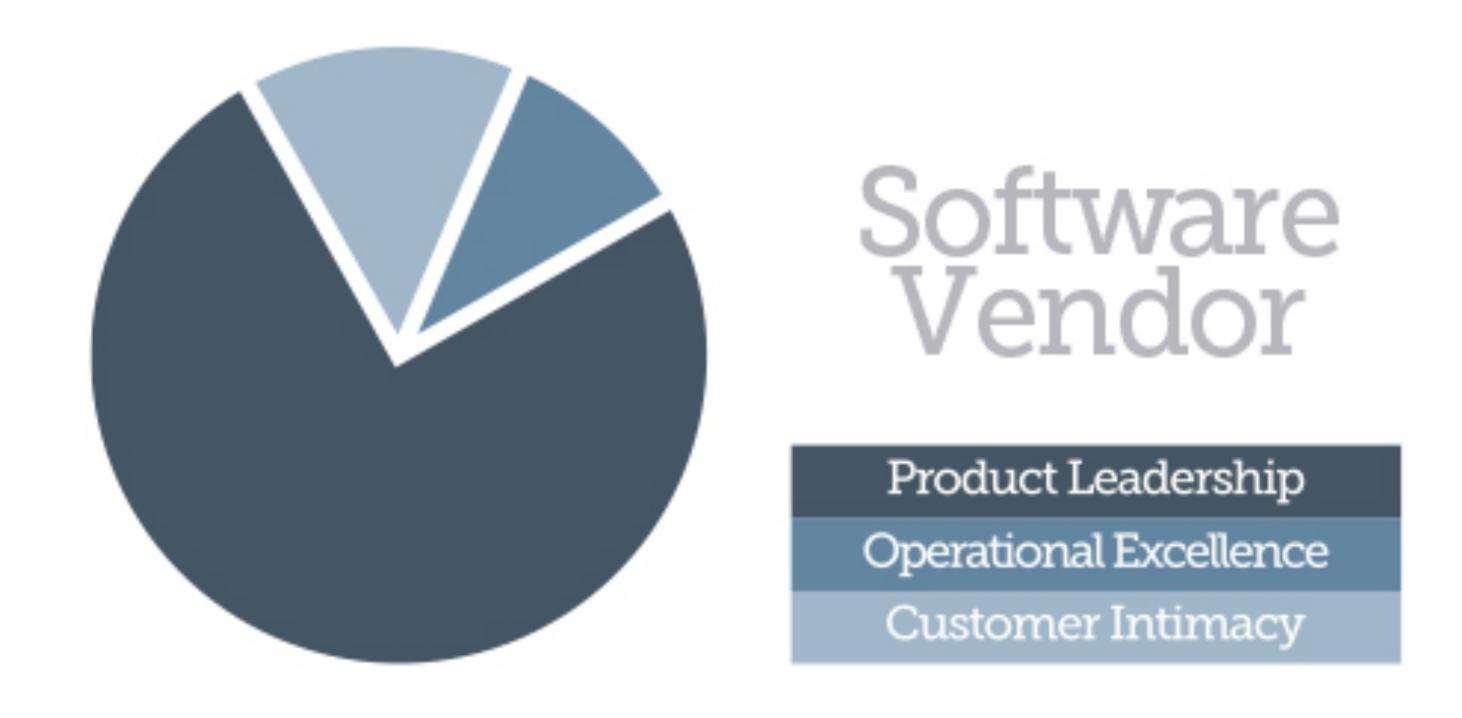




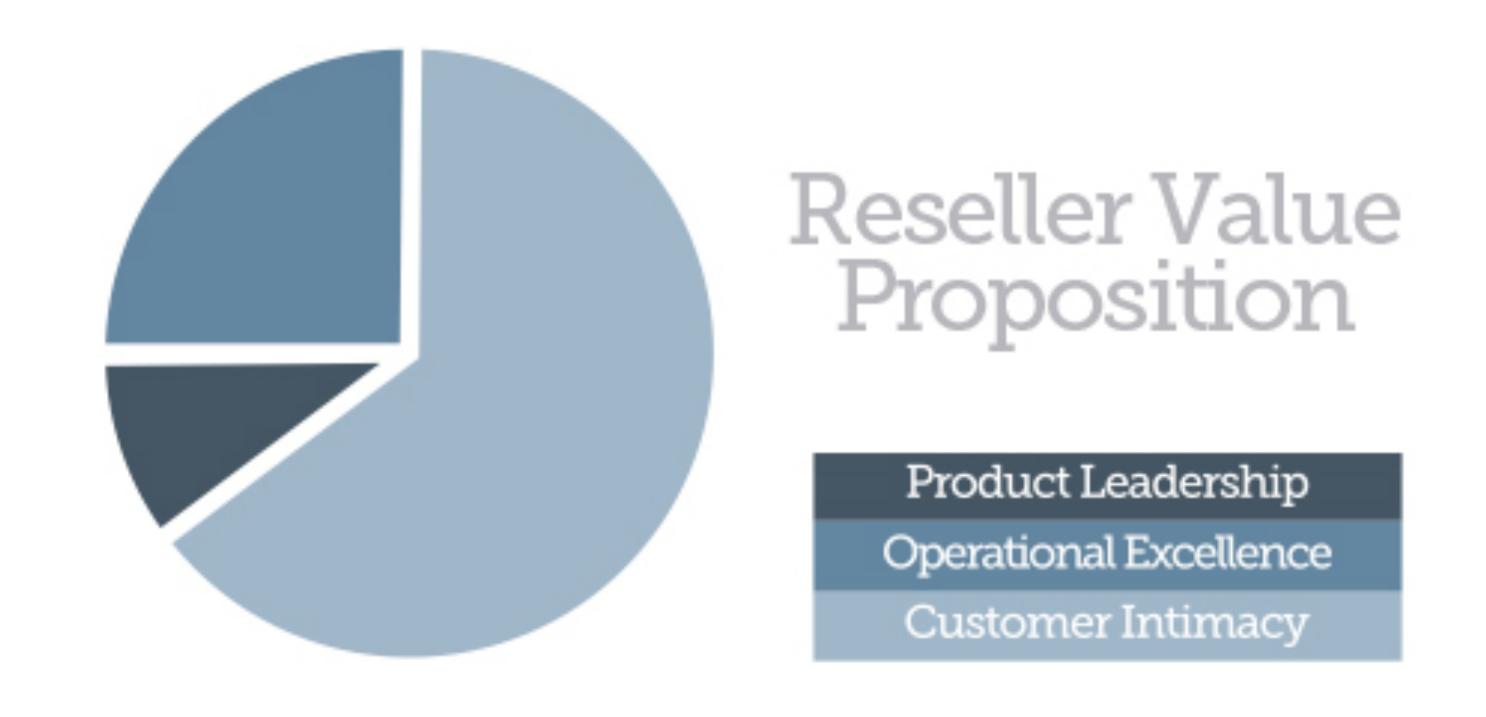




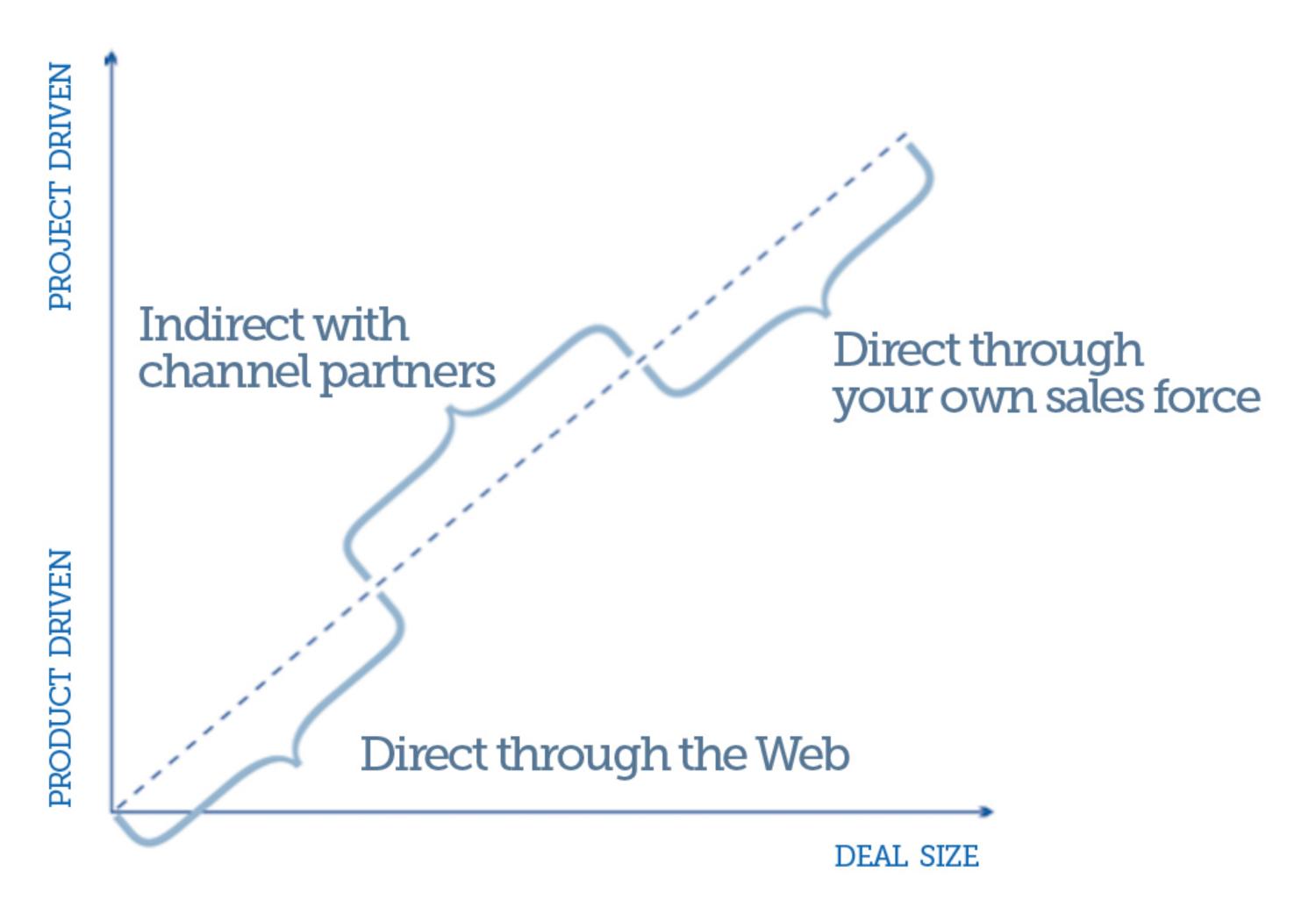




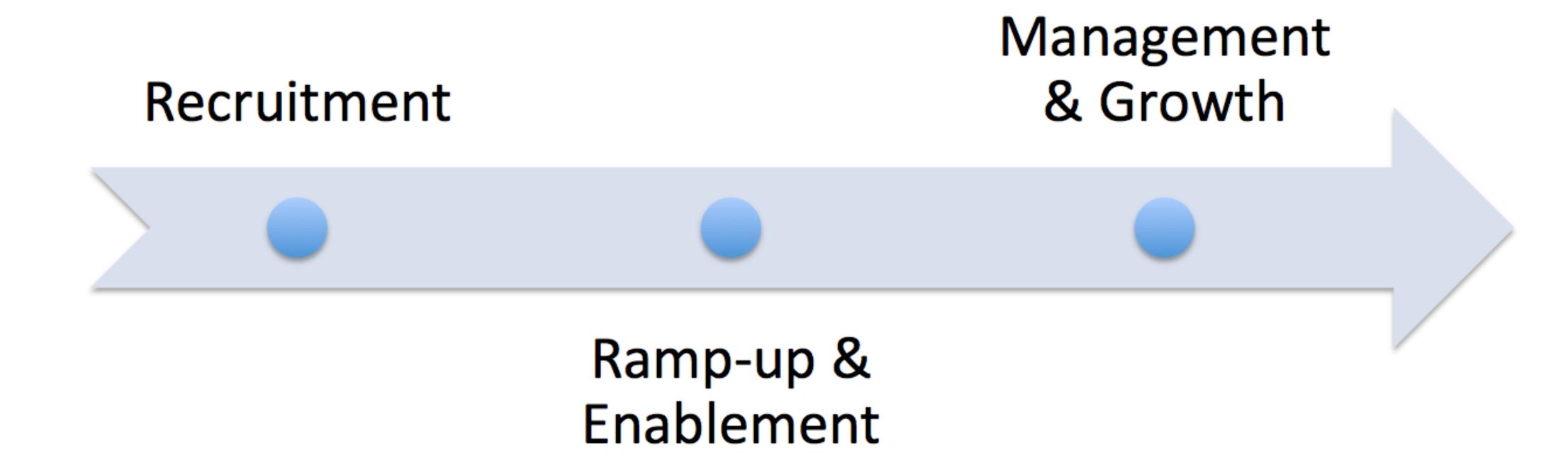




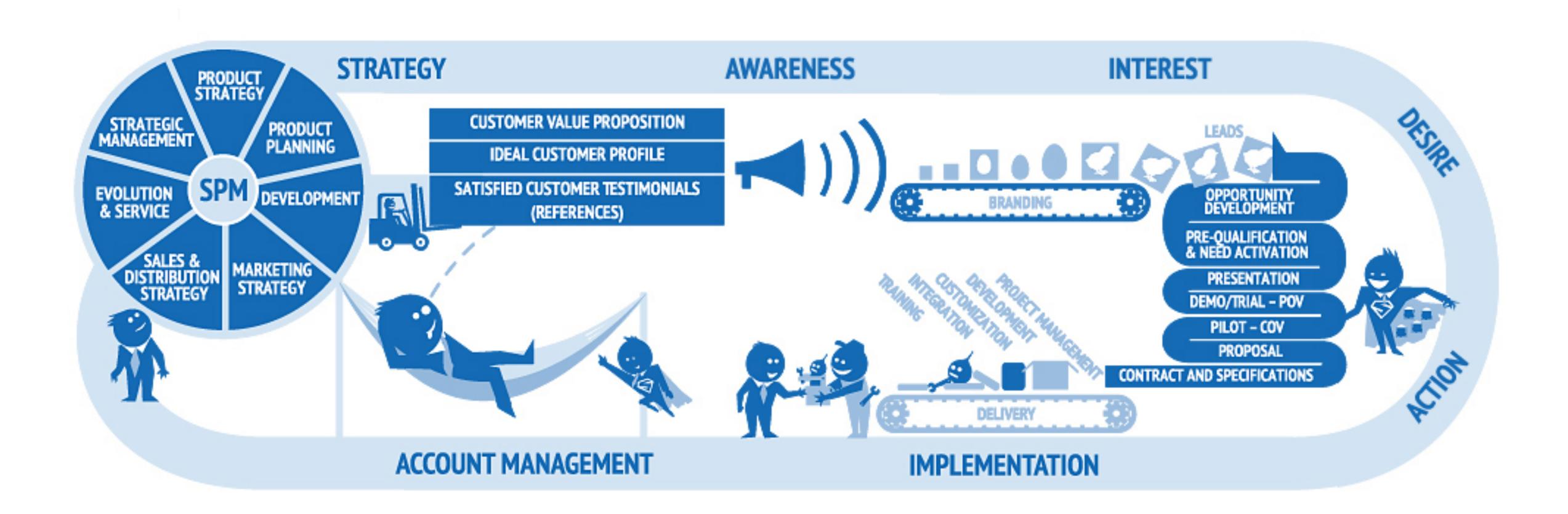






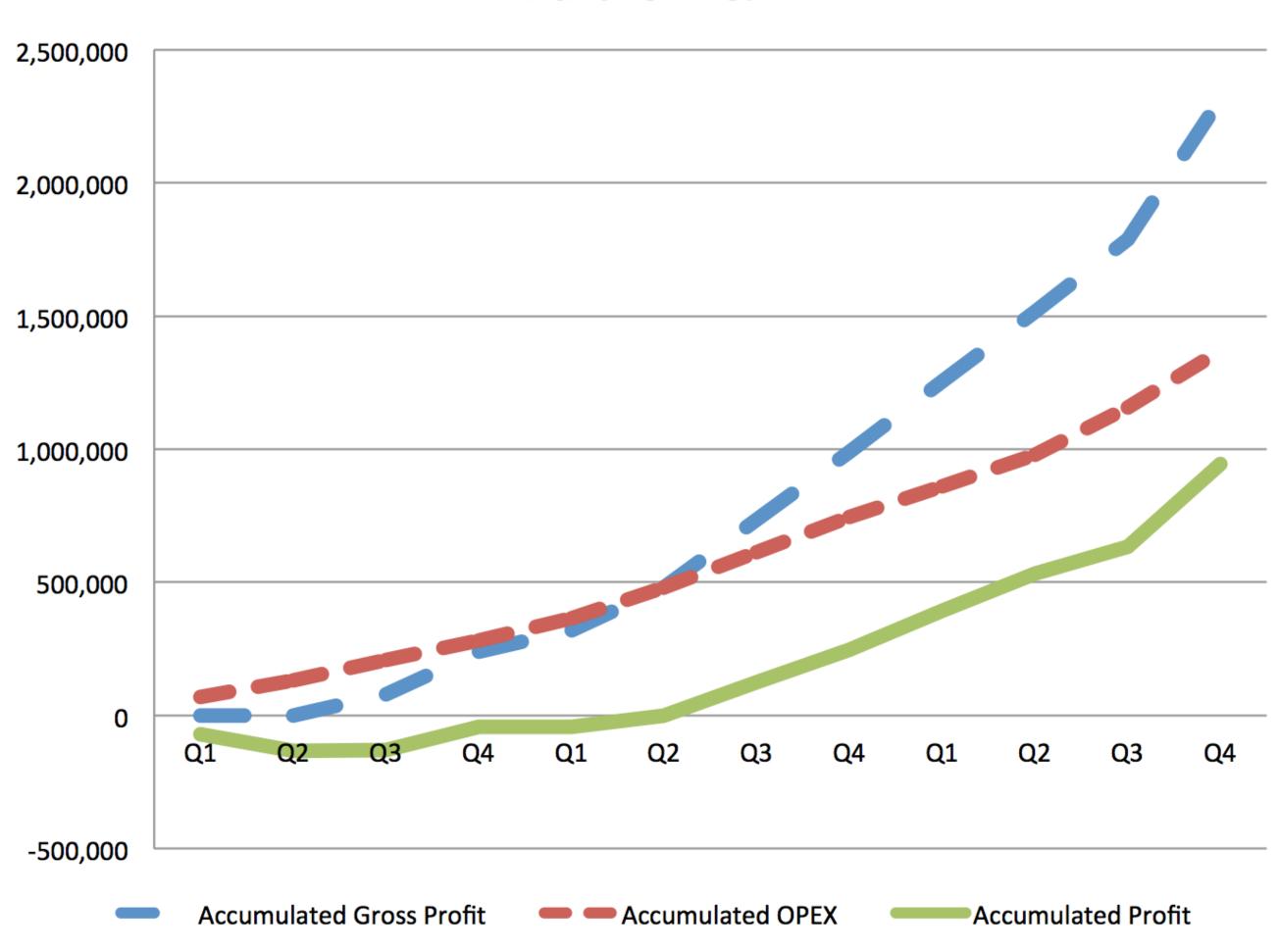




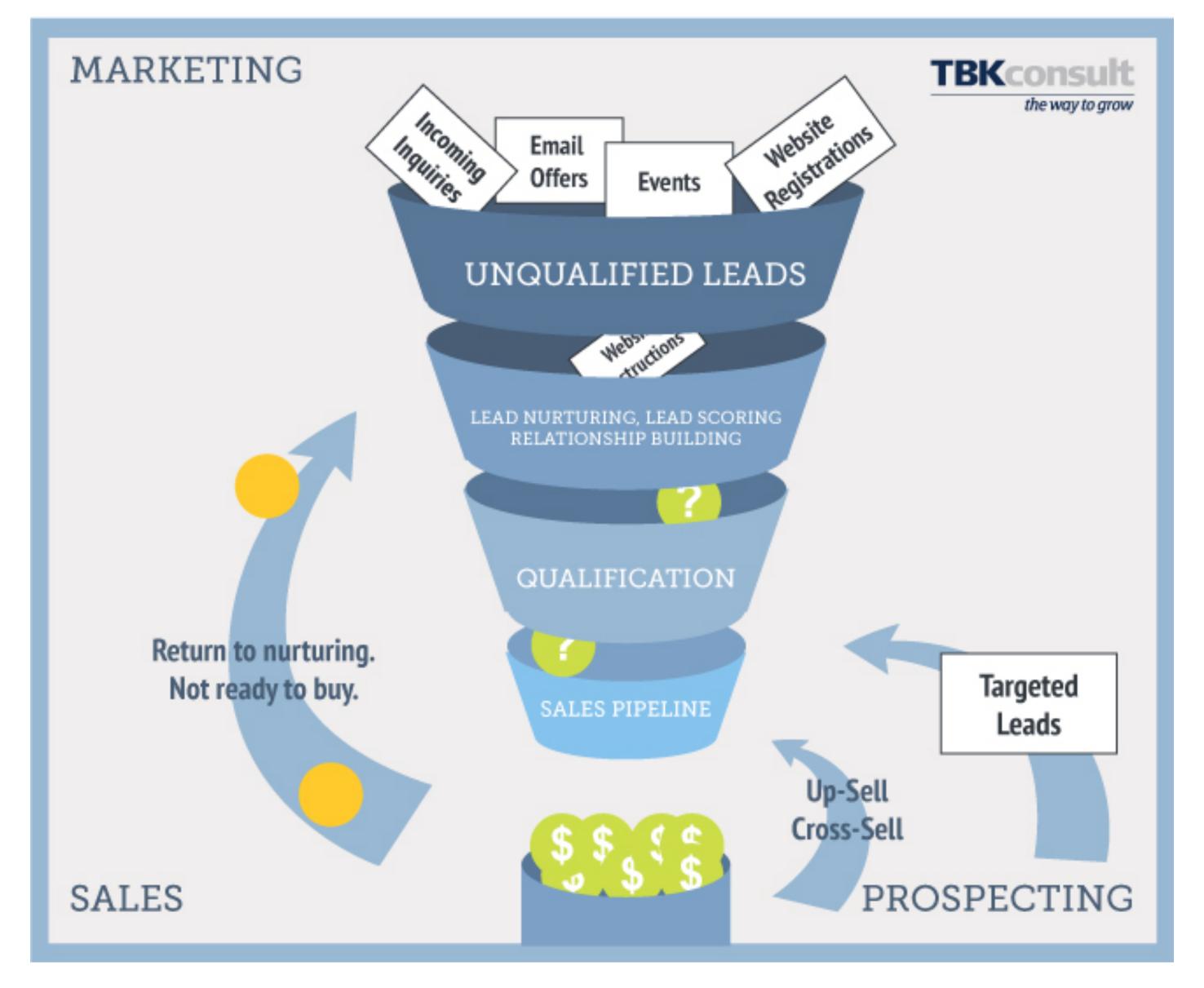






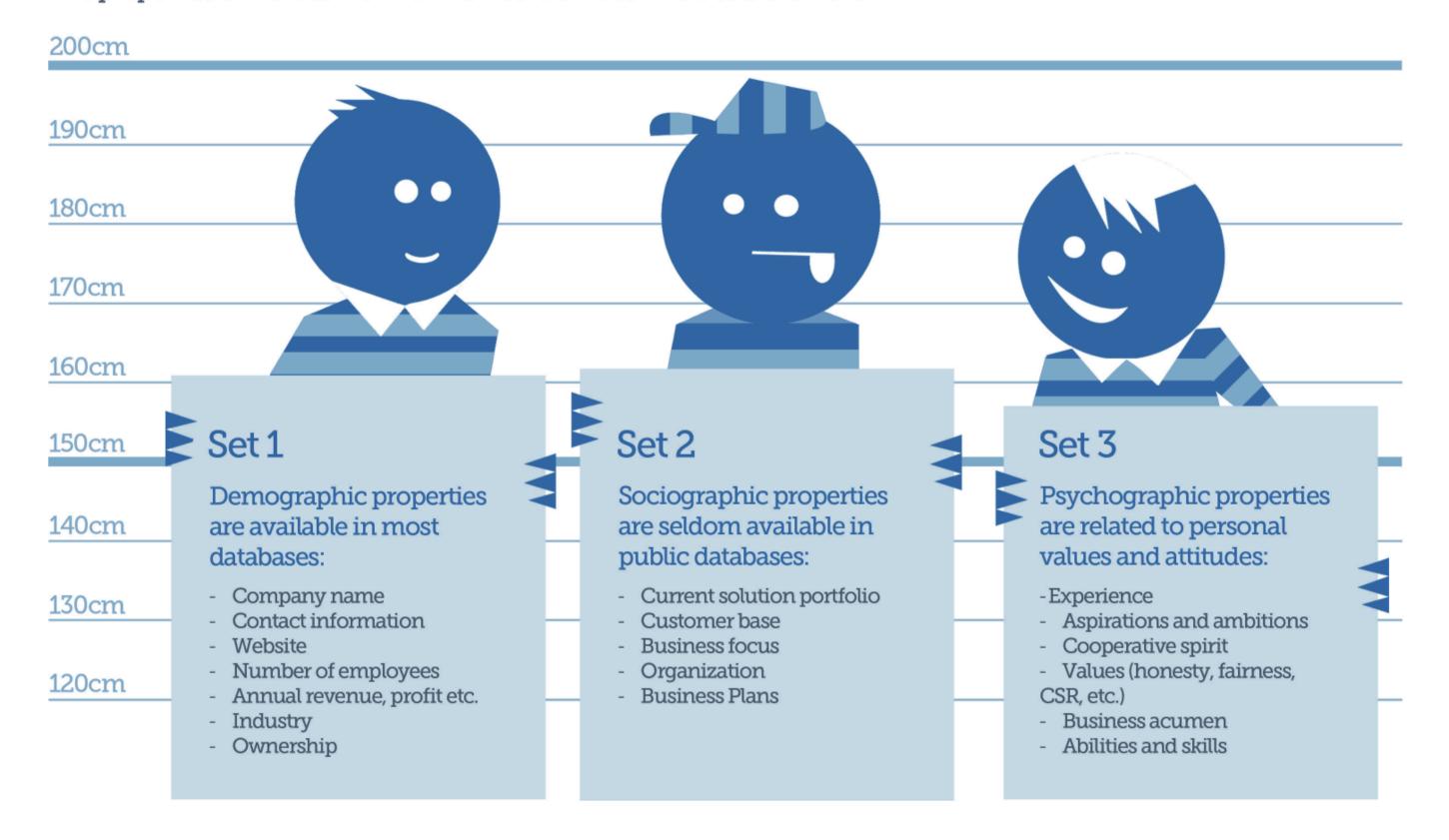




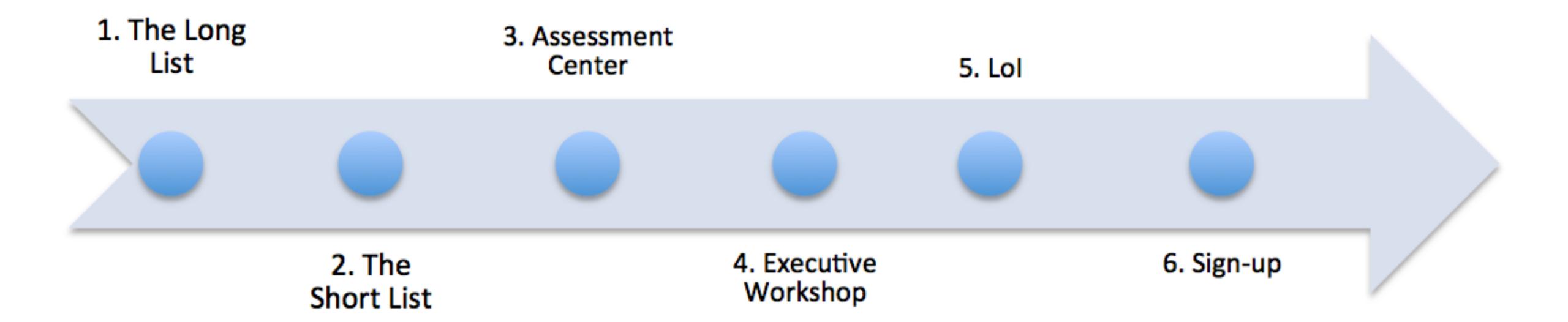




## The 3 sets of profile criteria The properties of the Ideal Partner Profile are divided into 3 sets of criteria:









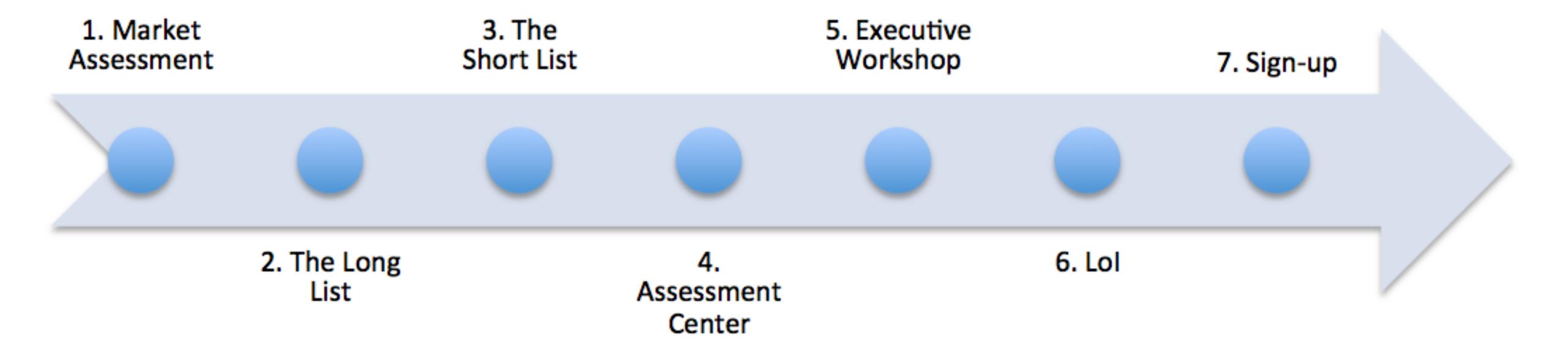
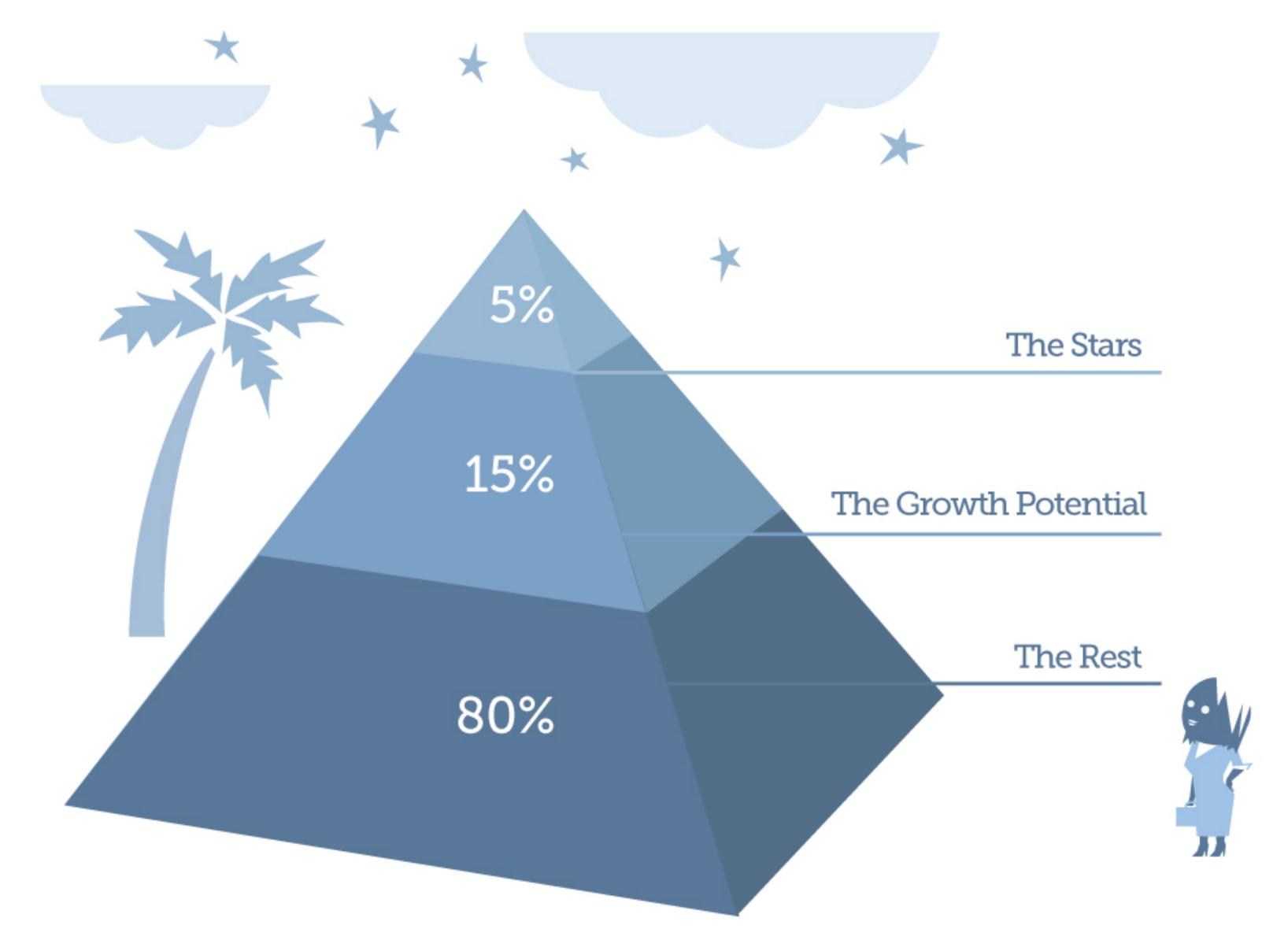






Figure 18

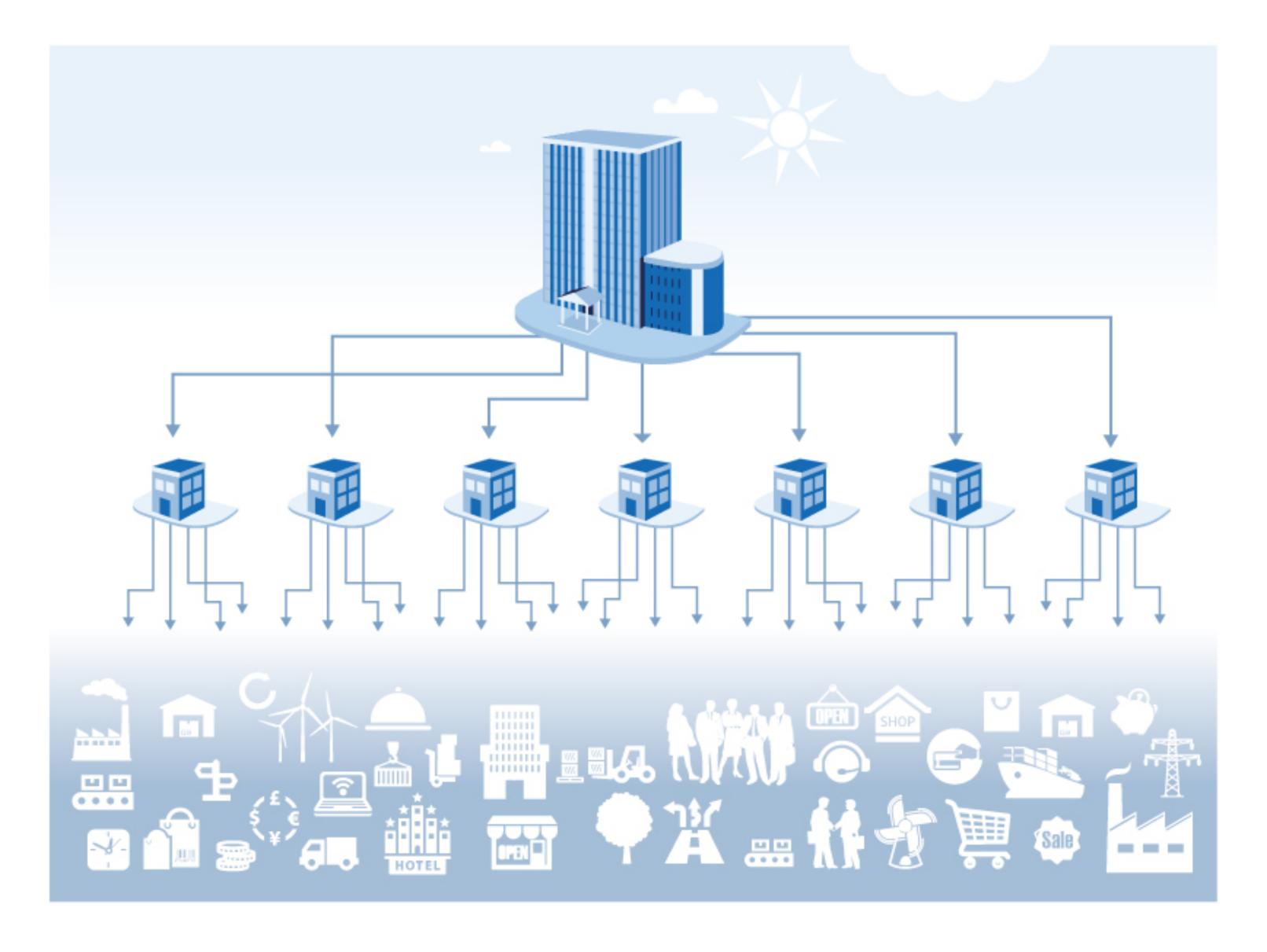




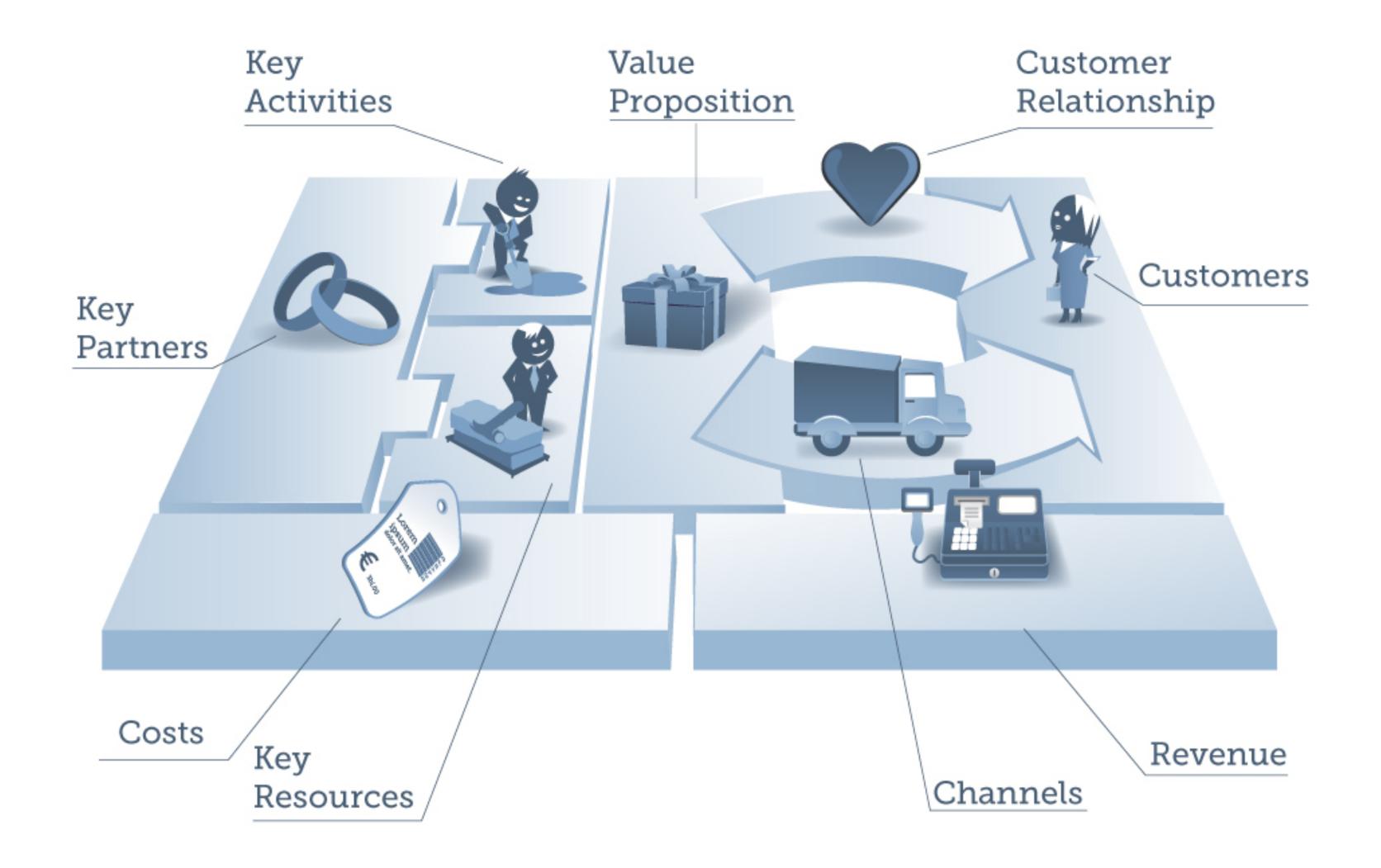




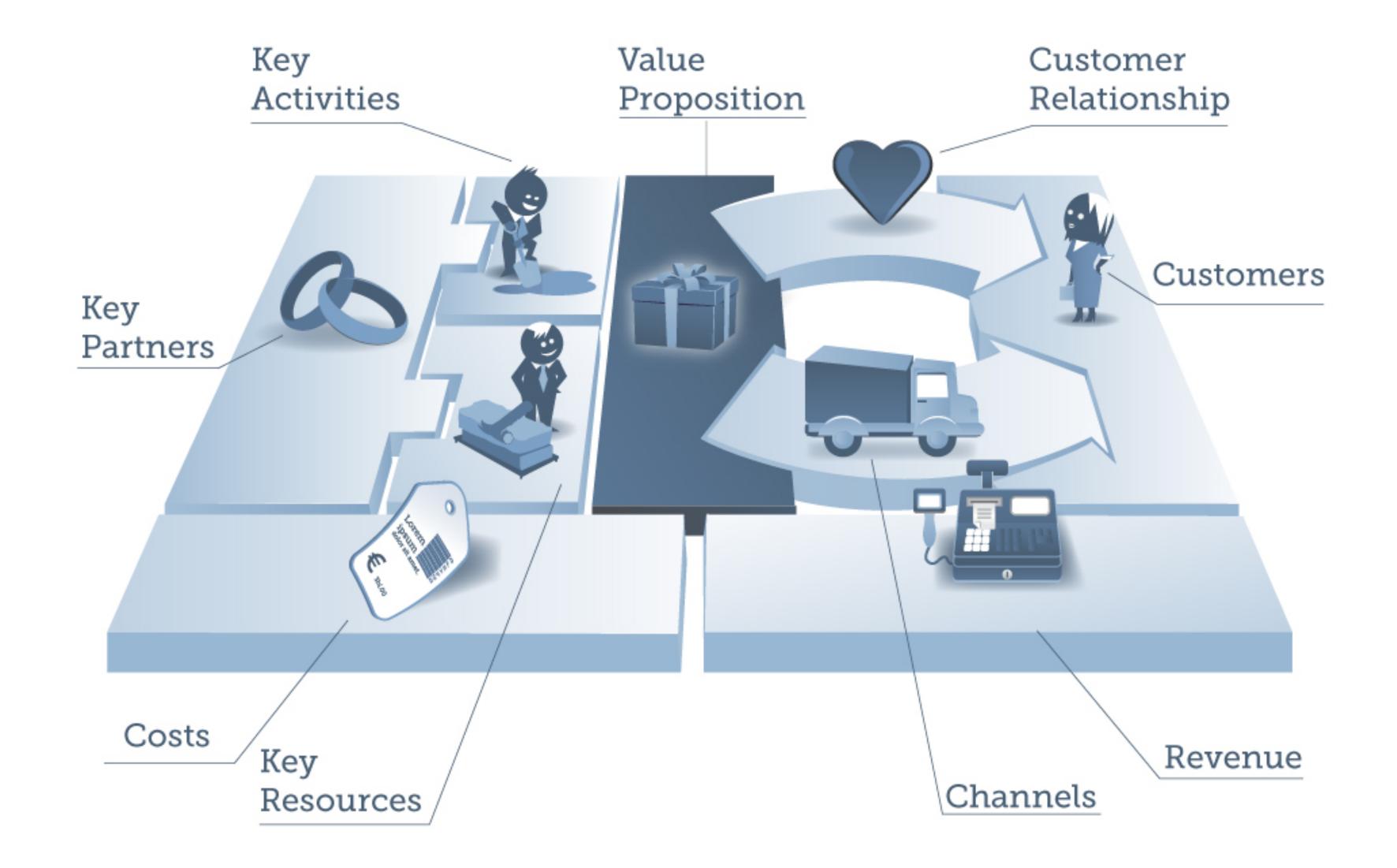




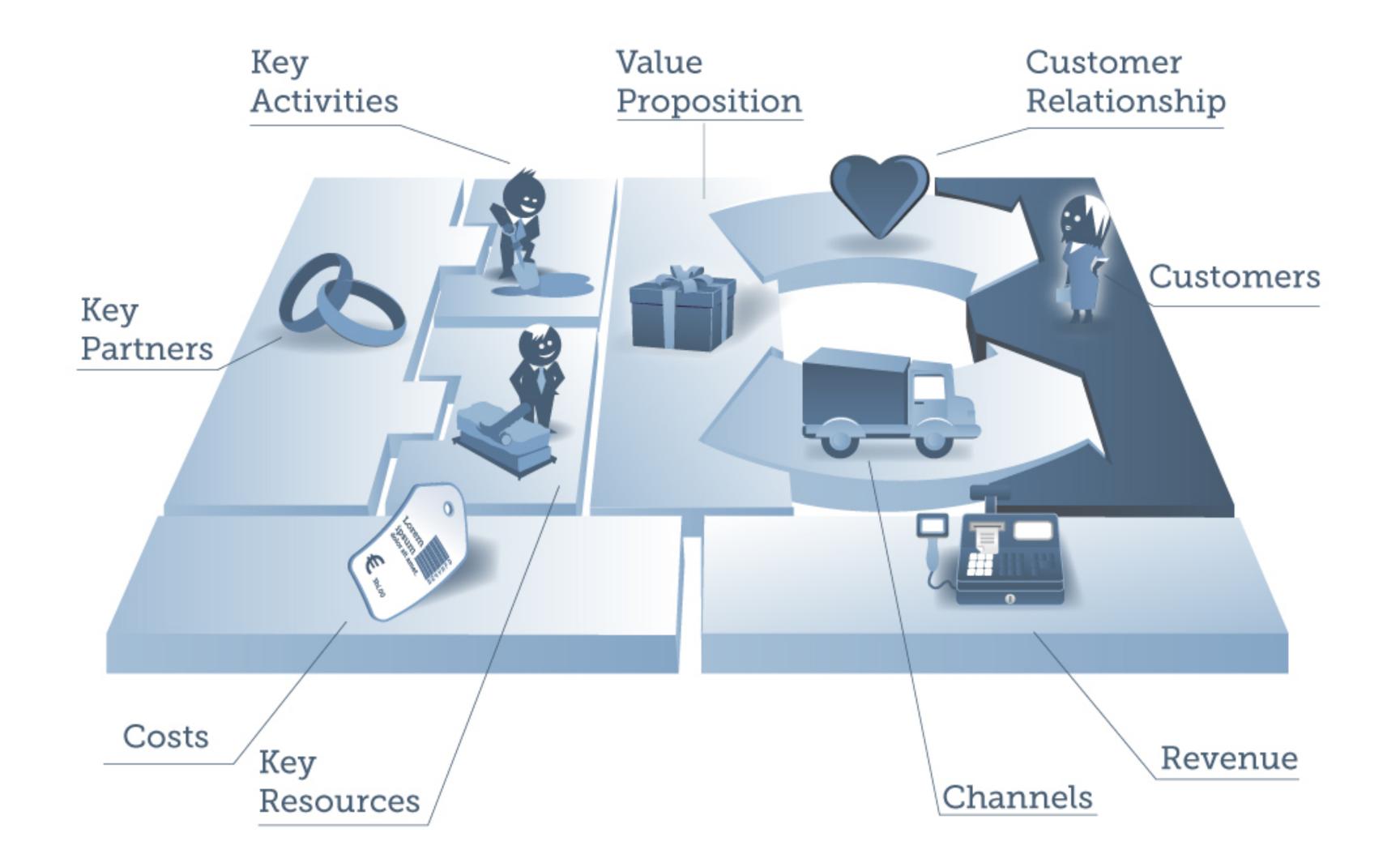




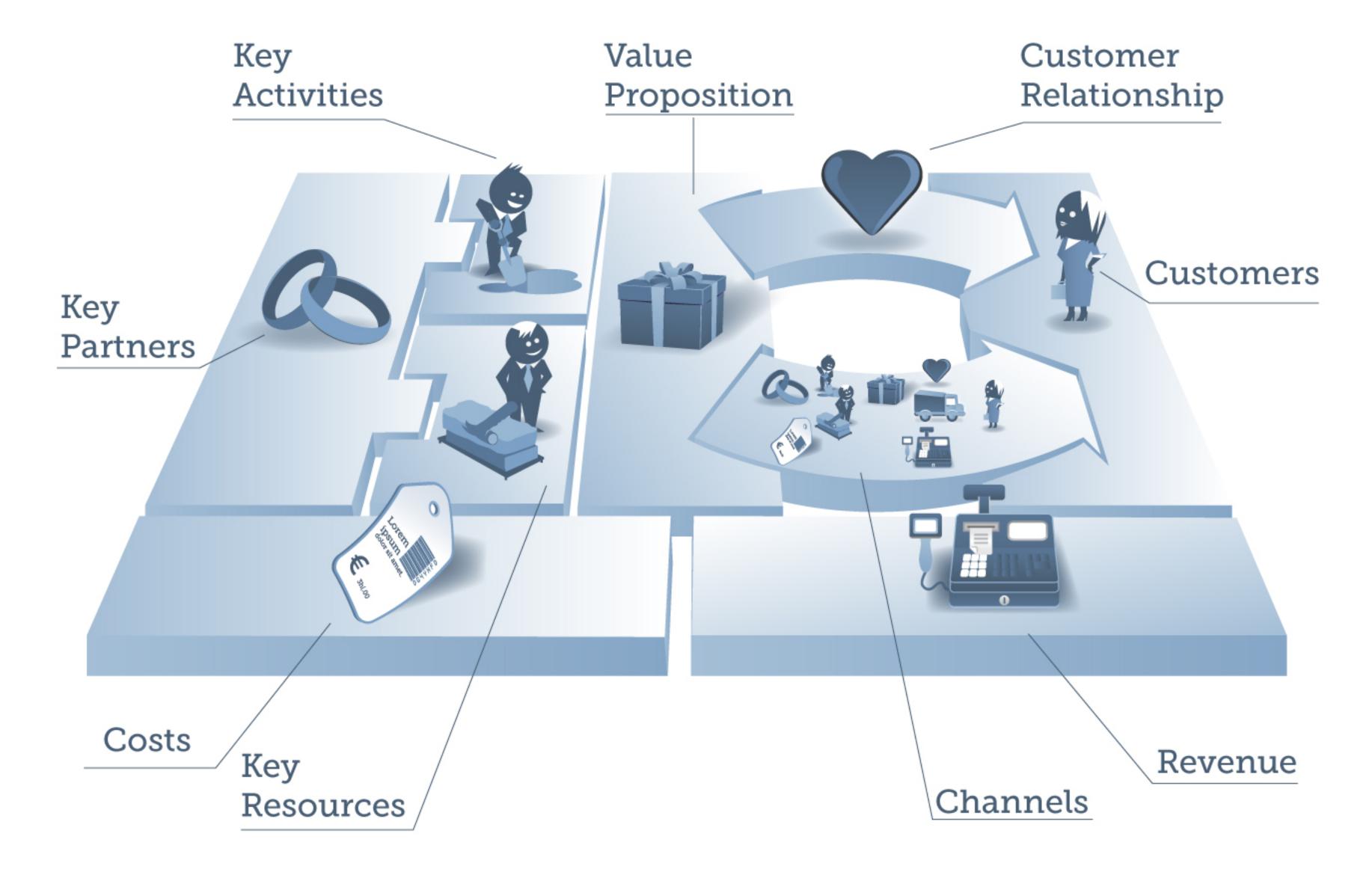




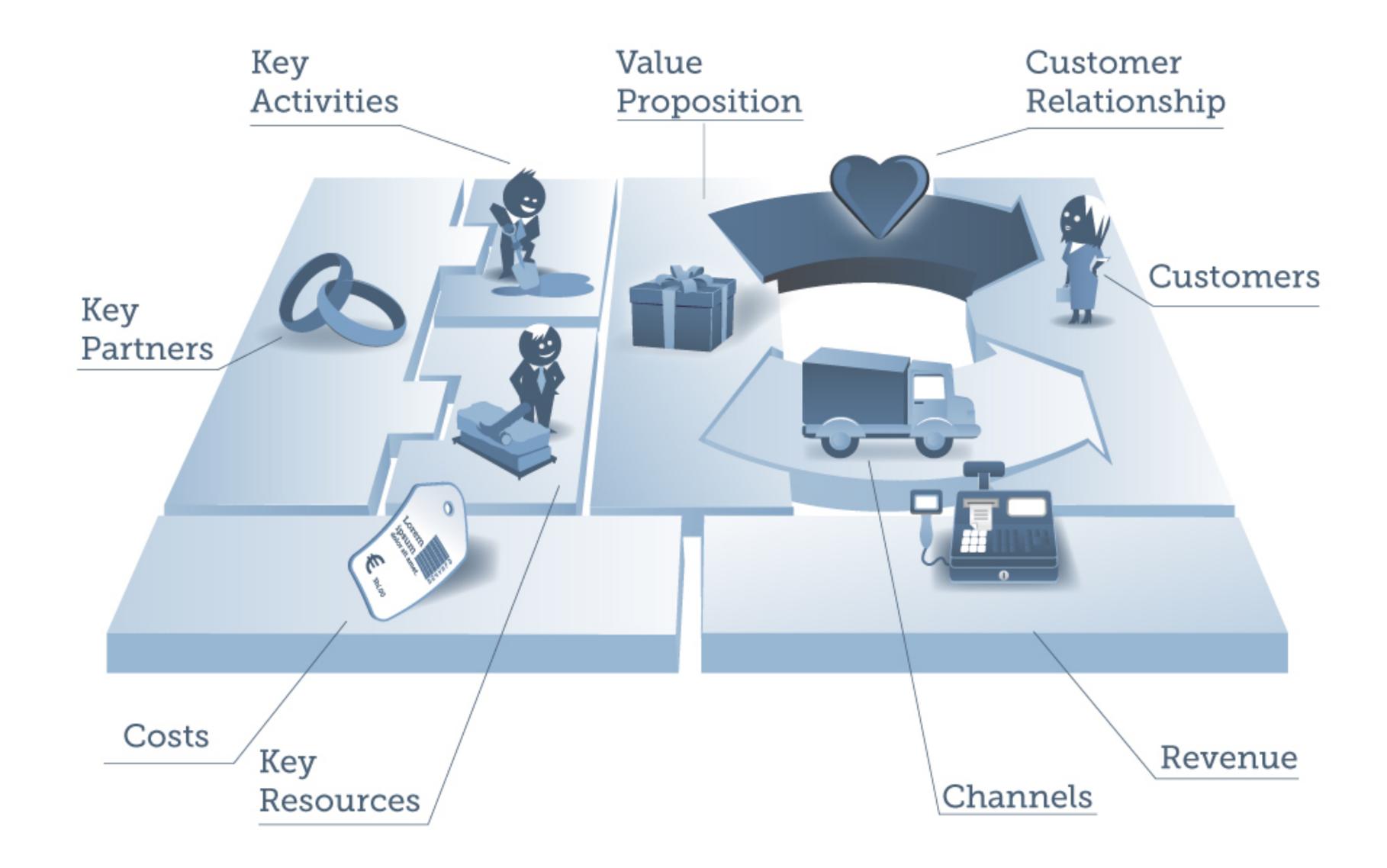




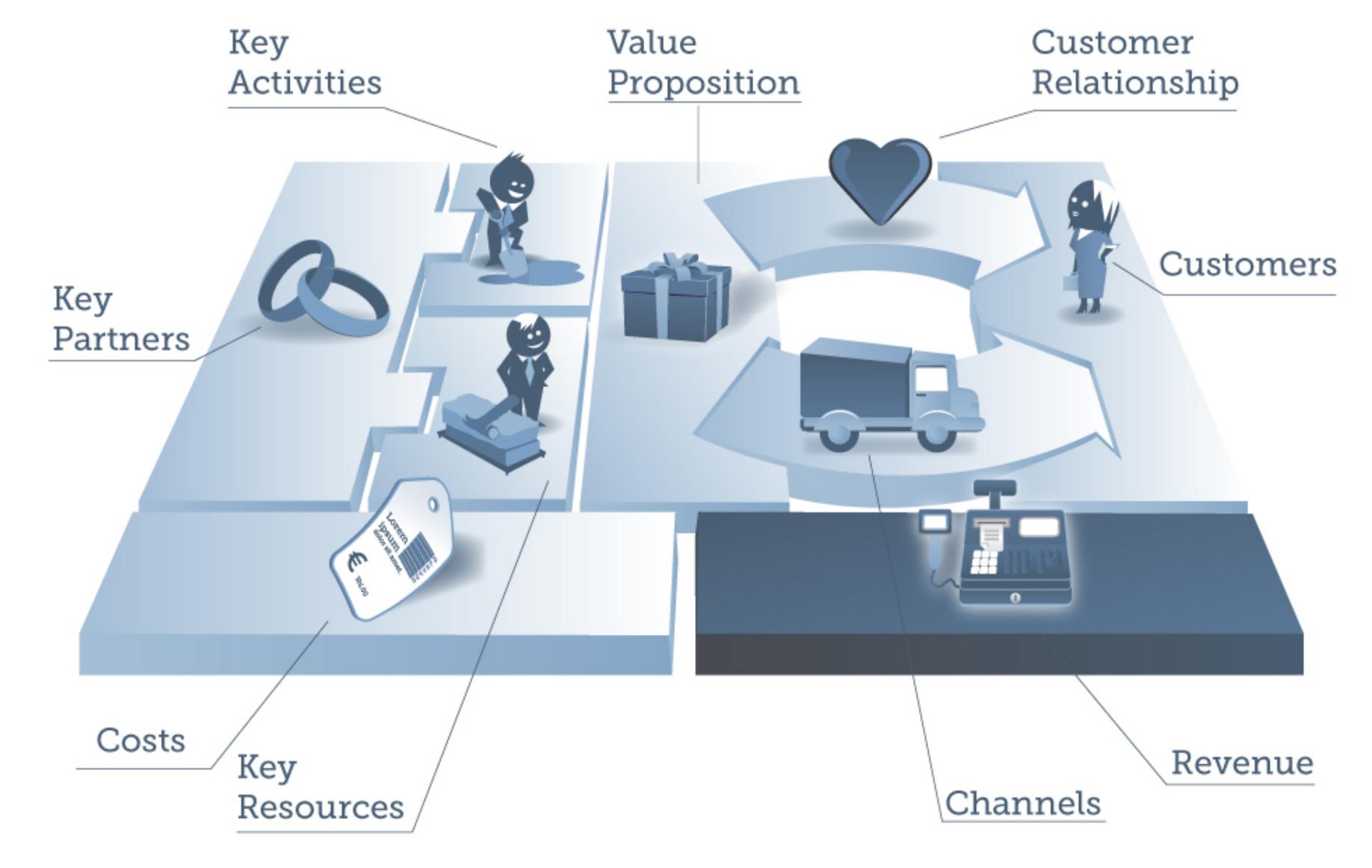




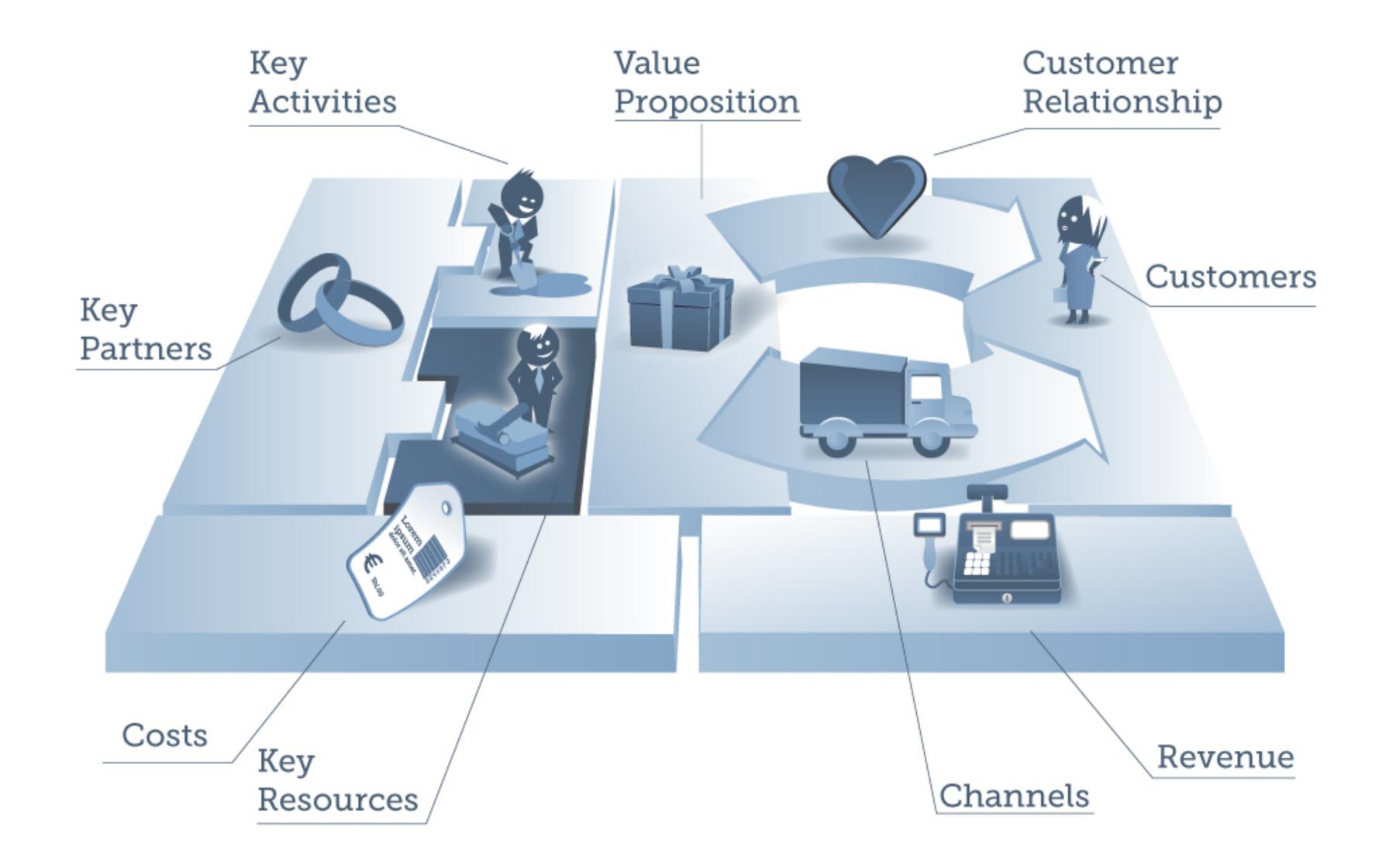




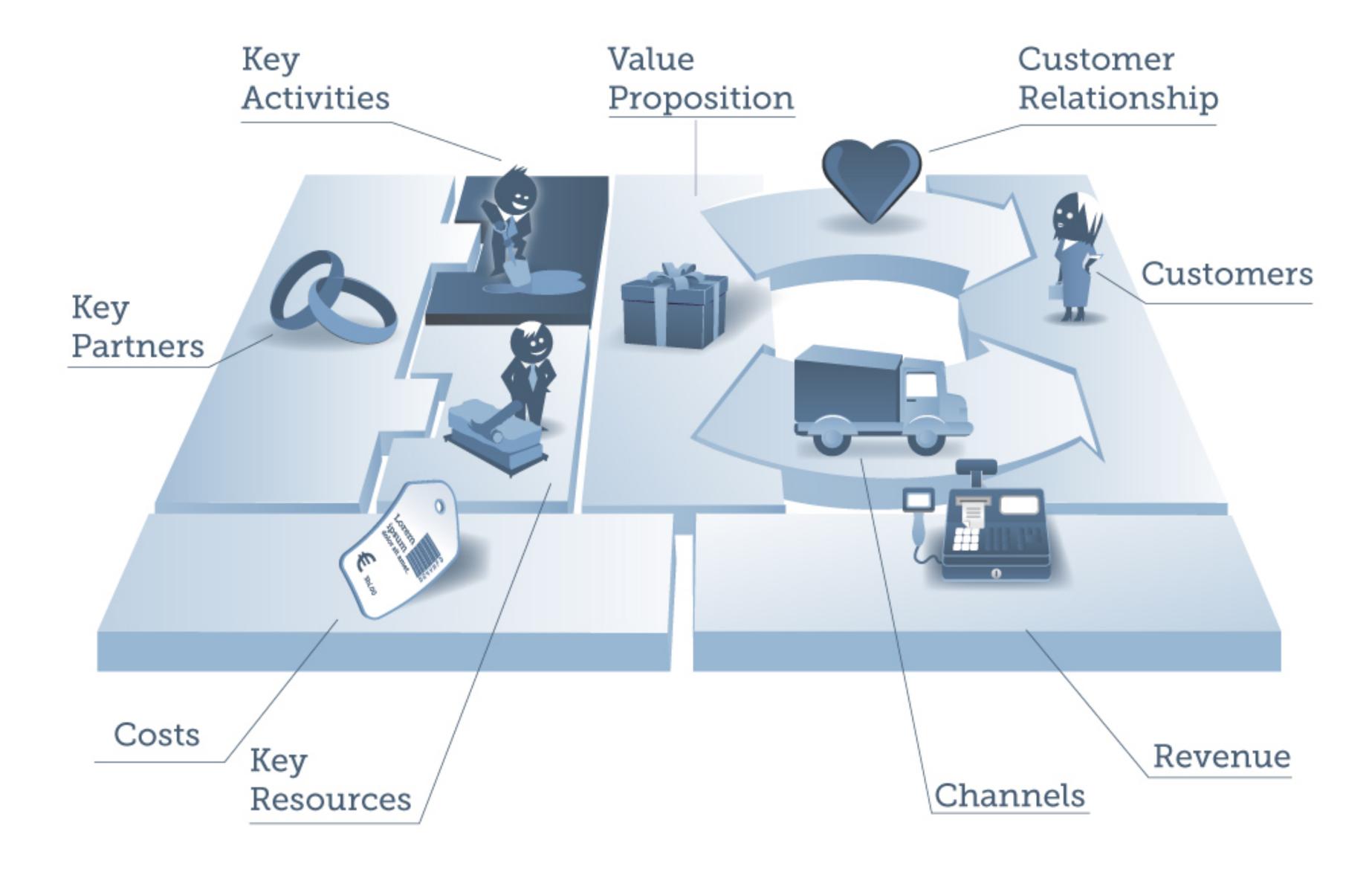




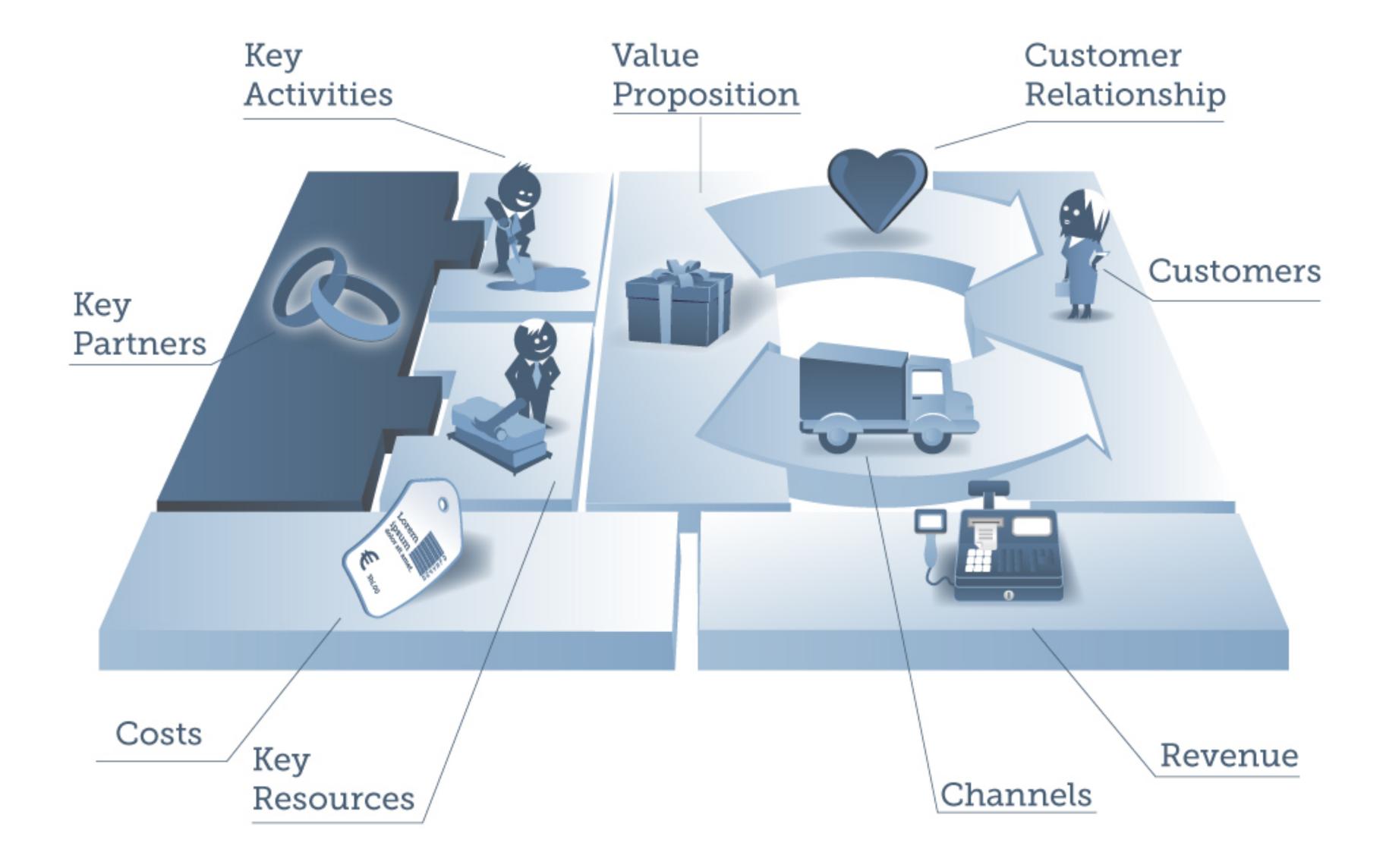




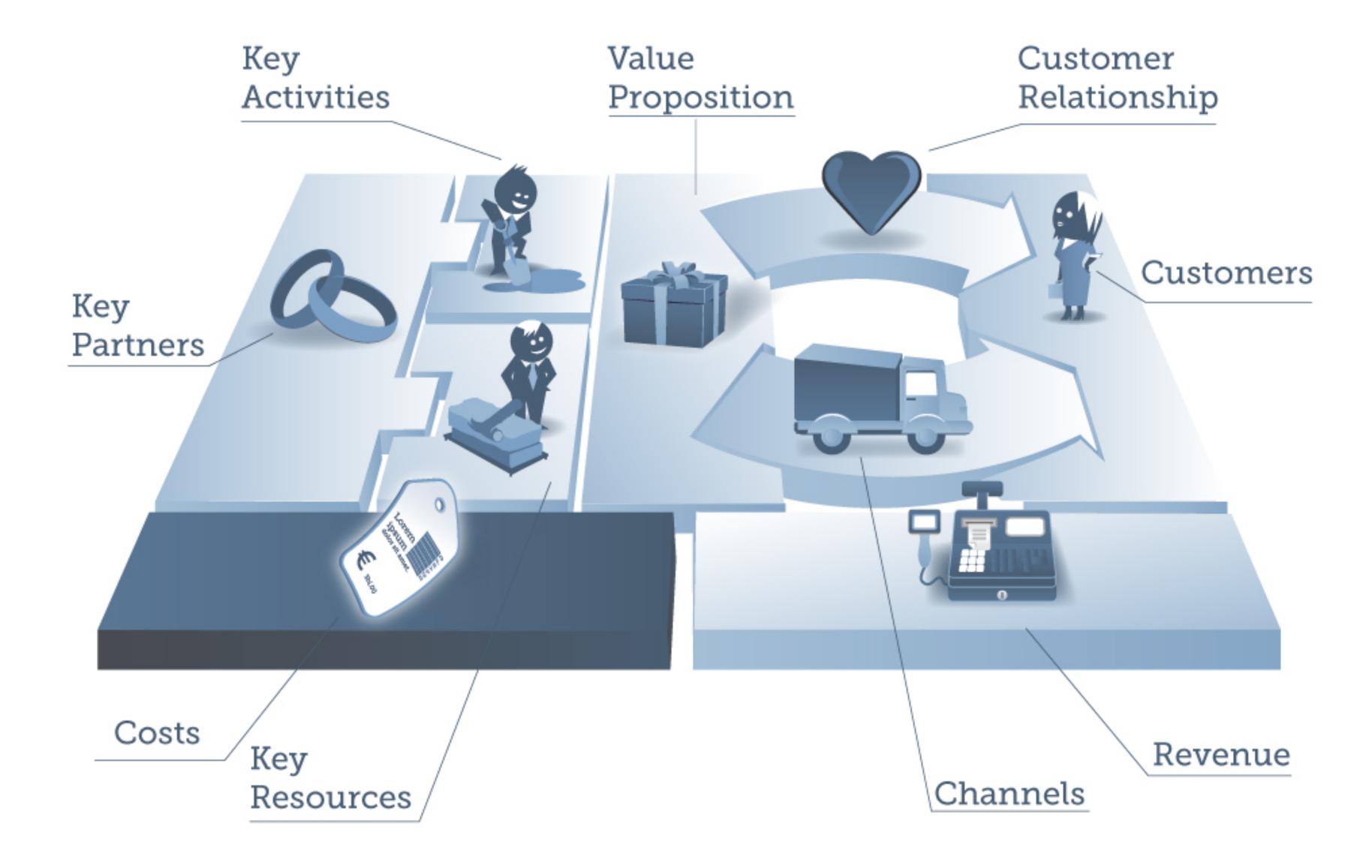




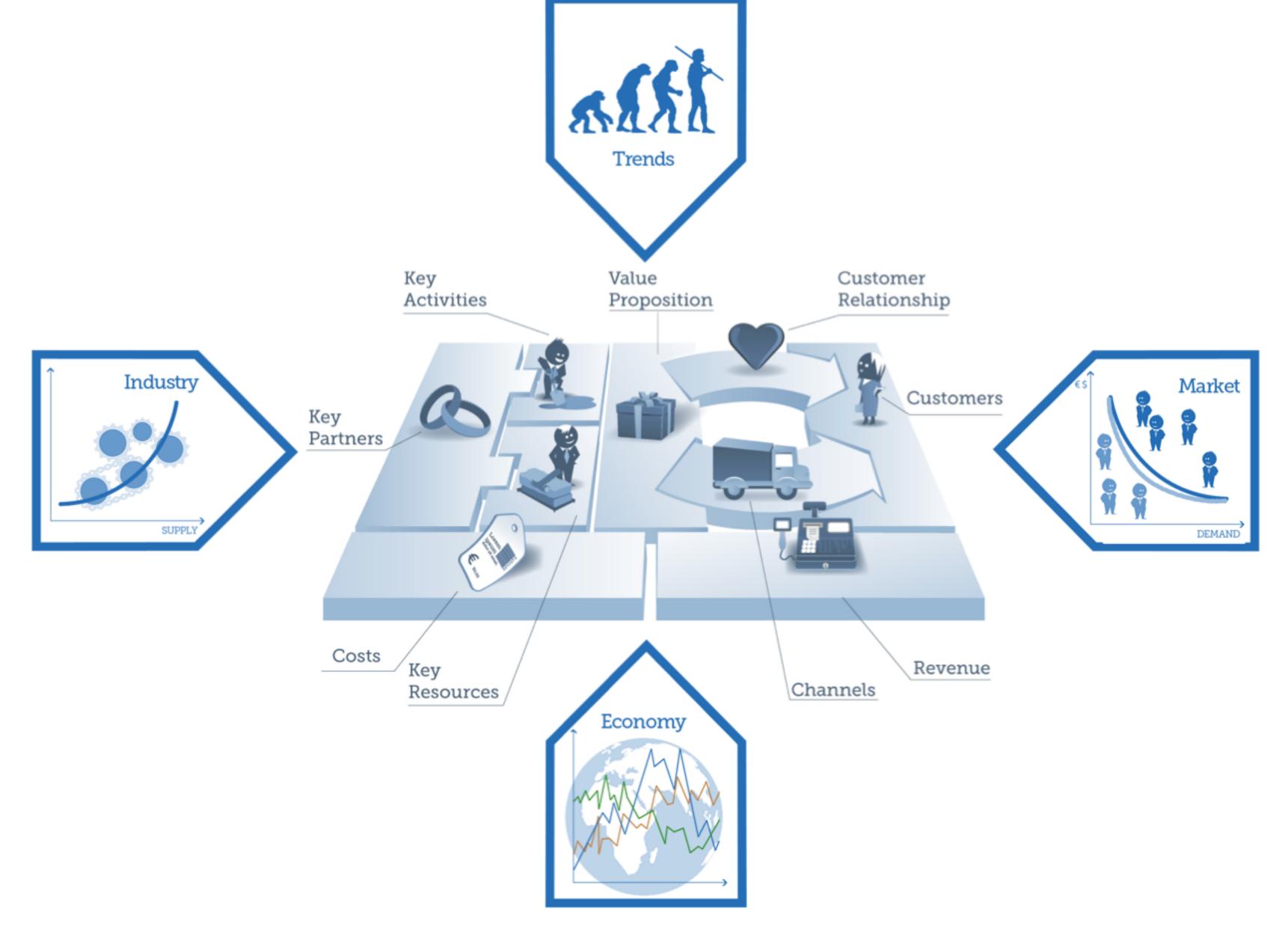




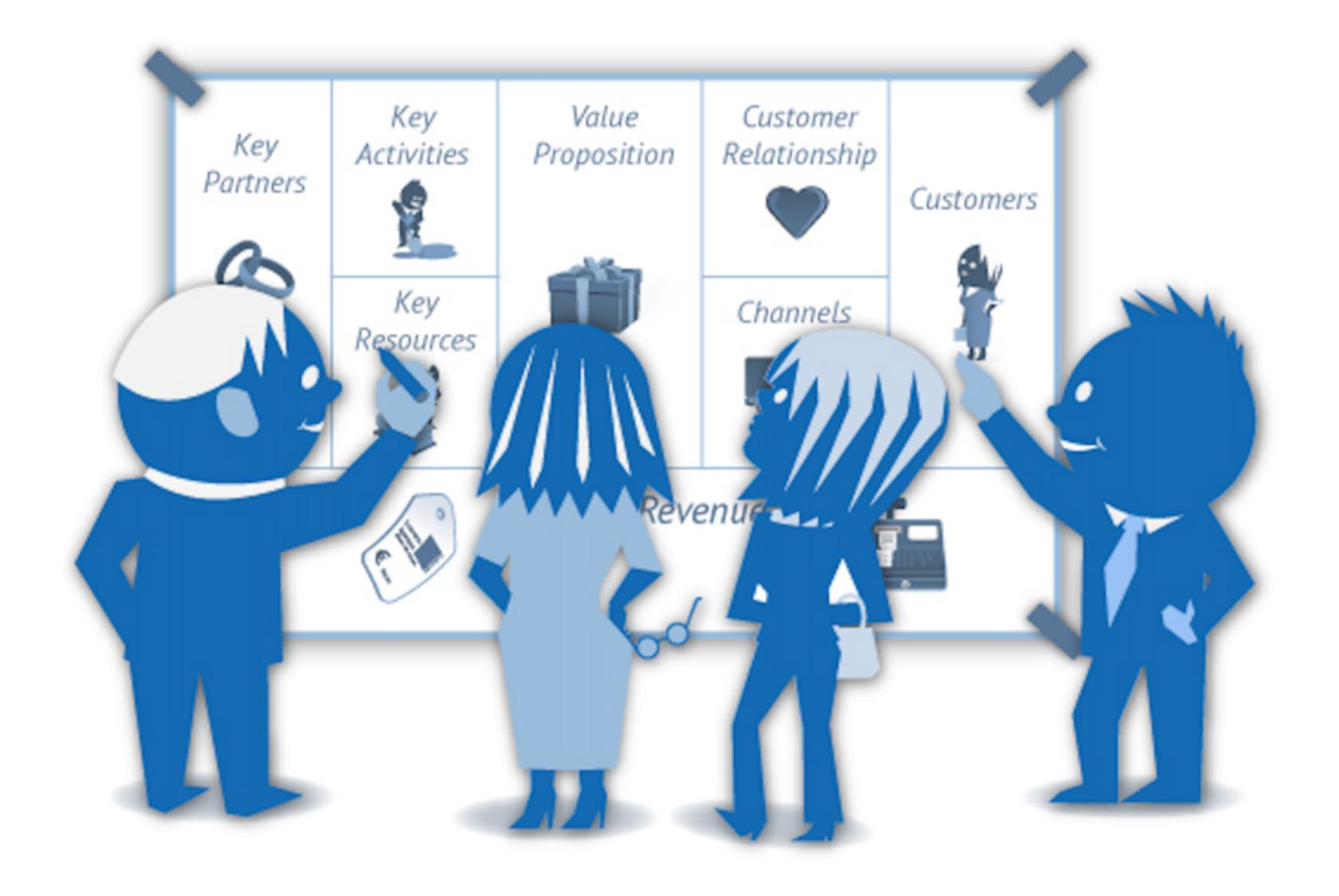














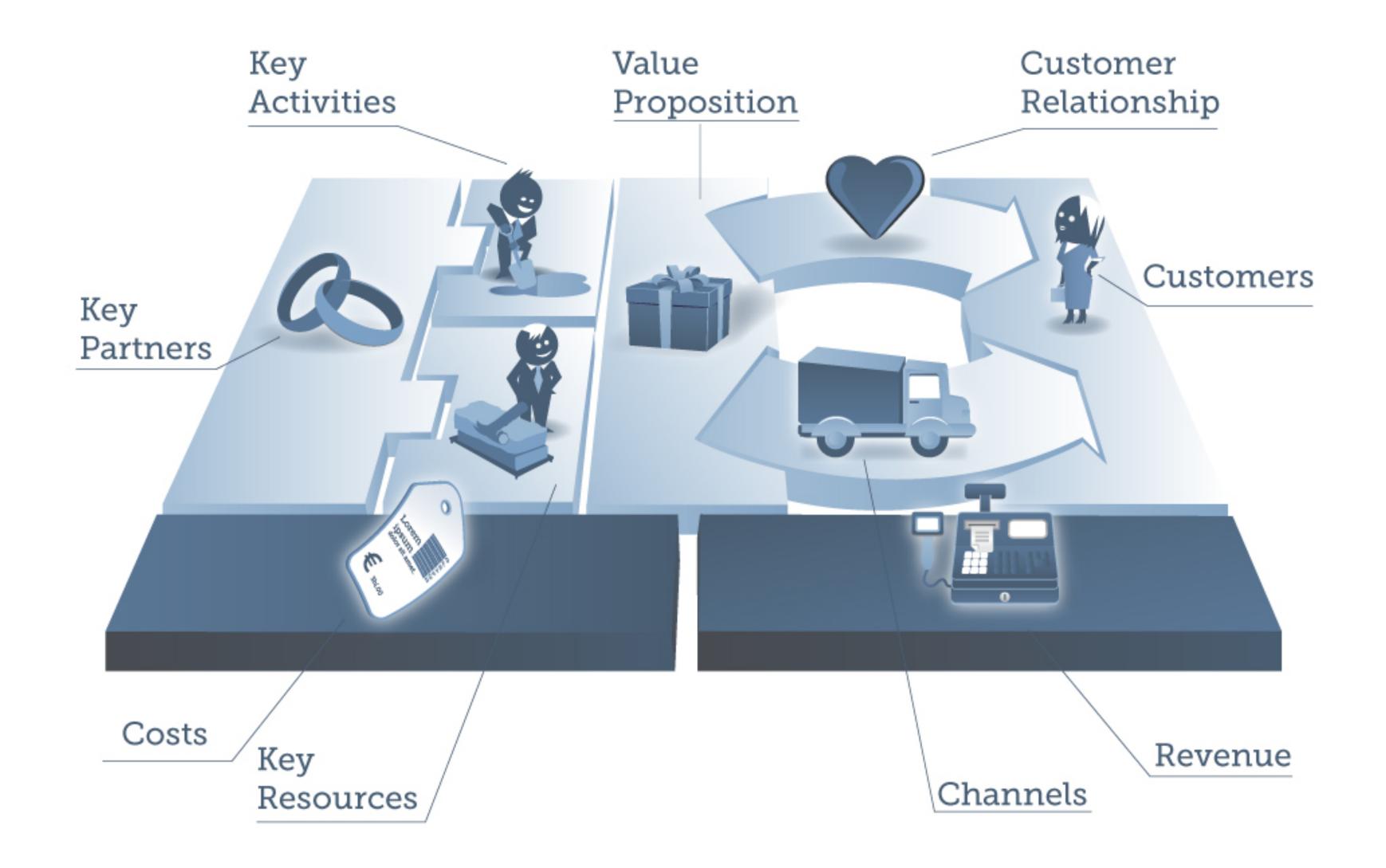
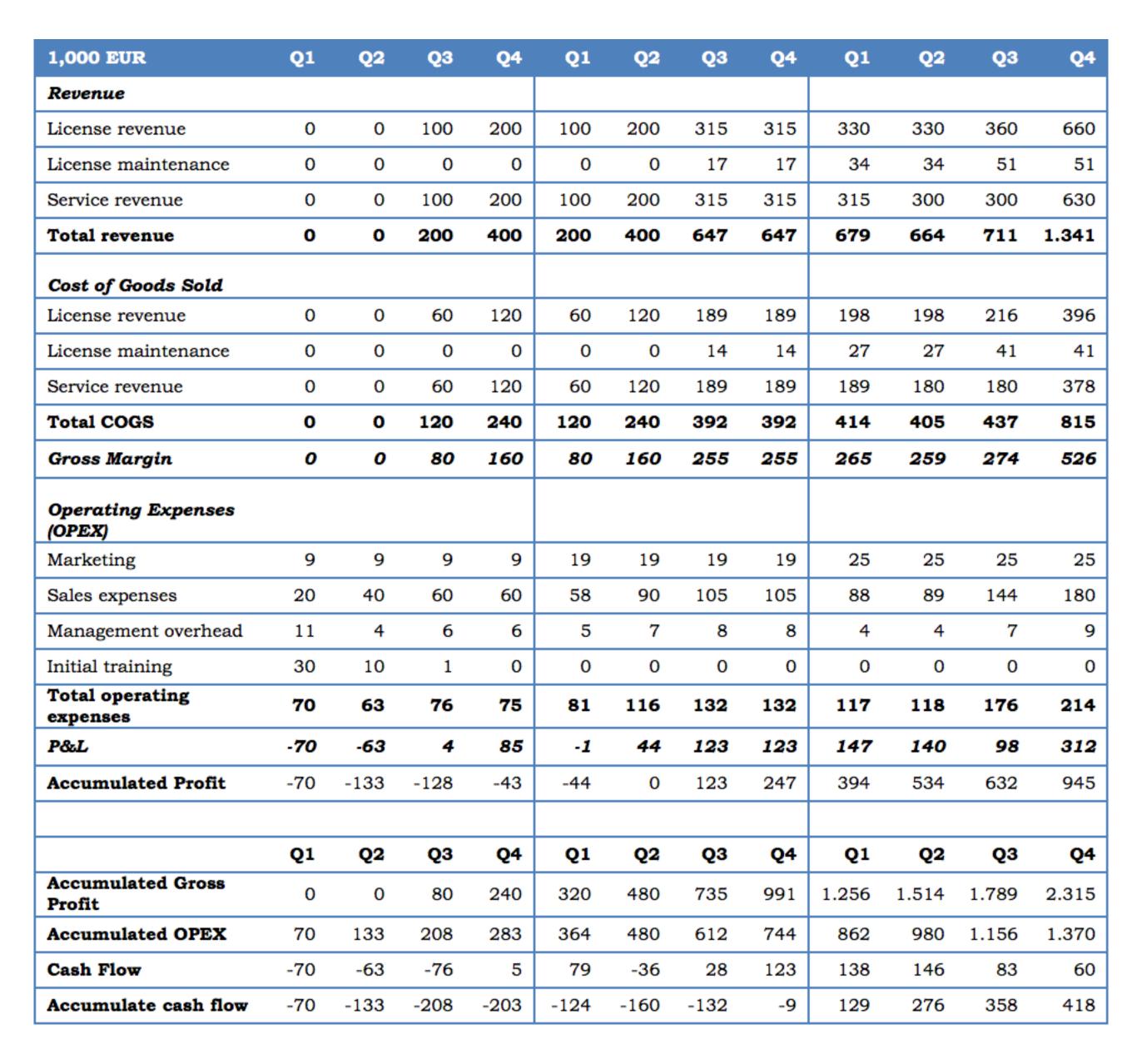


Figure 34





Assumptions	Units	Number	Comment
Average license order	EUR	100.000	
Average Service order	EUR	100.000	
License add-on	Per year	15%	From year 2
Service add-on	Per year	15%	From year 2
Software maintenance	Per year	17%	From year 2
Margin on license orders		40%	
Margin on Services		40%	
Margin of software maintenance		20%	
Average sales cycle	Months	8	Year 1
Average sales cycle	Months	6	Year 2
Average sales cycle	Months	5	Year 3
Average sales cost in percentage of license revenue	20%	2,5%	Year 1
Average sales cost in percentage of license revenue	18%	2,9%	Year 2
Average sales cost in percentage of license revenue	15%	3,0%	Year 3
Average sales cost in percentage of revenue	20%	2,5%	Year 1
Average sales cost in percentage of service revenue	18%	2,9%	Year 2
Average sales cost in percentage of service revenue	15%	3,0%	Year 3
Management overhead	Of sales	10%	Year 1
		8%	Year 2
		5%	Year 3
Initial training package	EUR	15.000	
Marketing	EUR	35.000	Year 1
	EUR	75.000	Year 2
	EUR	100.000	Year 3





1	Ideal Customer Profile
2	Customer Value Proposition
3	Key Words
4	Typical Purchase Process/ Touch Points
5	Channel Selection
6	Content Development
7	Placement and Engagement
8	Measurement and Optimization



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