Beyond User Paid SIG



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AGENDA

- 1. Beyond User Paid
- 2. Intuit Examples

Break

Intuit Examples Cont'd.

3. Surprises, barriers, needs

Lunch

- 4. Applying a framework
- 5. Wrap up

8:30 - 9:30

9:30 - 10:00

10:00 - 10:15

10:15 - 11:15

11:15 - 12:00

12:00 - 1:00

1:00 - 2:45

2:45 - 3:00



1. Beyond User Paid



What is beyond user paid?

... And why is it important to Intuit?



Models Are All Around Us



























Beyond User Paid Grows Revenue

- 1. Creates great free end user experiences
- 2. Provides value for third party paying customers
- 3. Offers many monetization options from data, personalization, scale

Solves for end user, third party and company



End User

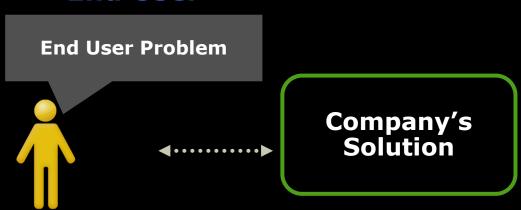
I have a Pain/Problem



End User (consumer or SB) has pain



End User



Companies focus on solving end user pain and don't worry about monetization



End User

End User Problem



Company's Solution

Value in assets

- 1. enormous amount of data
- 2. personalized customer outcomes
- 3. significant customers / scale

Company realizes value in assets



End User Third Party

End User Problem

I have a Pain/Problem



Company's Solution



Value in Assets

- enormous amount of data
- 2. personalized customer outcomes
- 3. significant customers / scale

Company recognizes additional stakeholder in the ecosystem has a pain



End User Third Party

I have a Pain/Problem **End User Problem** Company's Willingness to Pay for Assets Solution **Monetization Engine** enormous amount of data 2. personalized customer outcomes significant customers / scale

Company realizes that assets can solve the third party's pain, and can be monetized



Common Elements

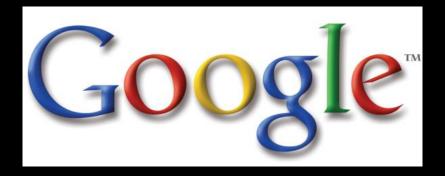
- 1. Solve for two stakeholder groups
- 2. Value in assets
 - 1. data
 - 2. personalization
 - 3. scale

3. 1º monetization from stakeholder that is not the end user





External Example





2. Examples Within Intuit



MINT



AgriNova

A simple SMS-based Marketplace



QuickReceipts





Morning Recap

Important for growth

- 3 Common elements:
 - Pain exists in two divergent customer groups
 - 2. Monetization Engine comes from data, personalization, scale
 - 3. Typically free end user and one is paid
- It is starting to happen within Intuit already



ng Recap

ant for growth

n elements:

xists in two divergent ner groups

ization Engine comes from personalization, scale

lly free end user and one is

rting to happen Intuit already



END FOR INTUIT TV





2. Barriers and Needs



Rich Monetization History

Up Sell from Free







FY 09

17.7M customers

\$992 M revenue

Cross Sell



Intuit[®] Payroll

Intuit® Payment
Solutions

2.5x lifetime revenue

Accelerate revenue for our existing and new product offerings.



Barriers



1. What are the barriers?

- 2. So what can we do to knock down the barriers?
 - What is getting in the way?
 - Why aren't we twice as far along
- 3. What's most important for us to do?



What are the Barriers



Brainstorm for 5 minutes



How Can We Knock These Down



Brainstorm for 5 minutes

- What is getting in the way?
- Why aren't we twice as far along



End user

End User

End User Problem



Tangible, personalized money outcome



Third Party

End User

End User Problem



Tangible, personalized money outcome

Third Party

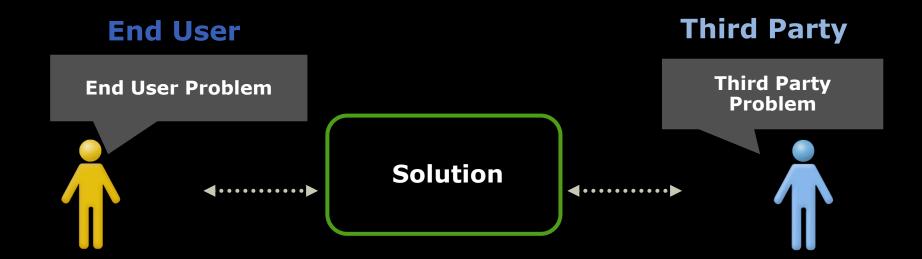
Third Party Problem



- High quality customers ready to buy
- Insight into purchasing behavior
- Productivity Tools



Solution



Tangible, personalized money outcome

High quality customers ready to buy
Insight into purchasing behavior
Productivity Tools



Benefits

Free End User

End User Problem

Monetization

Paying Customers

Paying Customer Problem



Tangible, personalized money outcomes

Revenue

High growth network effect

Deep, data driven customer insights

- High quality customers ready to buy
- Insight into purchasing behavior
- Productivity Tools



Whats most important

What can we to



4. A Framework to Use



5. Applying the framework



Exercise Timeline

- 1. Identify end user need
- 2. Identify data
- 3. Identify third party need 15 minutes
- **Monetization**
- 5. Present to the audience
- 6. Q&A, Awards, Wrap-up

- 15 minutes
- 15minutes
- 15 minutes
- 3 minutes / table
- 15 minutes





3 Key Points to Consider

- 1. What product or services could Intuit offer to solve for two customer groups?
 - Within your business unit or functional group
 - Across other Intuit business units or functional groups
 - A new business altogether
- 2. Is there data involved?
 - Intuit owned?
 - Third party?
 - New data?
- 3. How would we generate revenue?



EU and find third party

- EU (asset because we have 20mm or x of them)
- And their pain
- who can solve pain
- What third party would find value in paying to access them and solve them their pain
- What would we need to create (product/service) to connect them and monetize



asset

- <u>Asset</u> of refund stream 20 mm people, 2500 refund)lots of people and data about them) no pain)
- What 3rd party could benefit
- EU problem could they solve in order to get that benefit



Step 1 – Customer Points

End User



Spend <u>15 minutes</u> brainstorming on big unmet end user needs / pain points. Pick one to focus on.

- Think of needs of your BU or in new areas to Intuit
- Doesn't need to be obviously monetizable

Example: Helping small businesses find "right for me" suppliers



Step 2 – Data / Asset

End User



Spend the next 15 minutes thinking about data.

- First, write down all the data that would help solve your end user problem
- <u>Example</u>: We already know transactions, suppliers, business type, etc. on the customer. What we don't know is preferences around suppliers (e.g., delivery speed, price vs. quality, etc).



Step 4 – Third Party Needs

End User Third Party





Now, spend <u>15 minutes</u> what would make it worthwhile to the 3rd party to help solve the end user's problem



Step 5 - Connecting the Three

End User

Paying Customer

Monetization
Engine

Data

Finally, spend <u>15 minutes</u> articulating a business model that would connect all three

- 1. The Free End User need
- 2. The data; and
- **3.** The Paying Customer



Step 6 - Share

End User

Paying Customer

Monetization
Engine

Data

Each table takes 3 minutes to share the business model with the whole group





Why Do We Care

- Create <u>great</u> free user experiences
- Provide an attractive return on investment for <u>paying customers</u>
- Be <u>monetized</u> in many different forms and provide a new and exciting source of <u>growth</u>

Necessary to grow revenue for Intuit's existing and new product offerings.



What are you going to do to drive growth from Beyond User Paid business models?

Accelerate by adding Beyond User Paid

