

Business Value and Business Model Innovation in Decentralized Interoperability Scenarios: The NisB Case

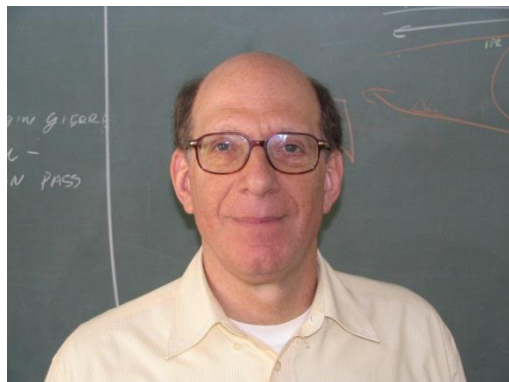
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State of business networking

Societal, economic, and technological developments have led to a proliferation of business networking strategies and approaches over the last decades. However, a number of business challenges prevent business networking from fully unlocking its potential.

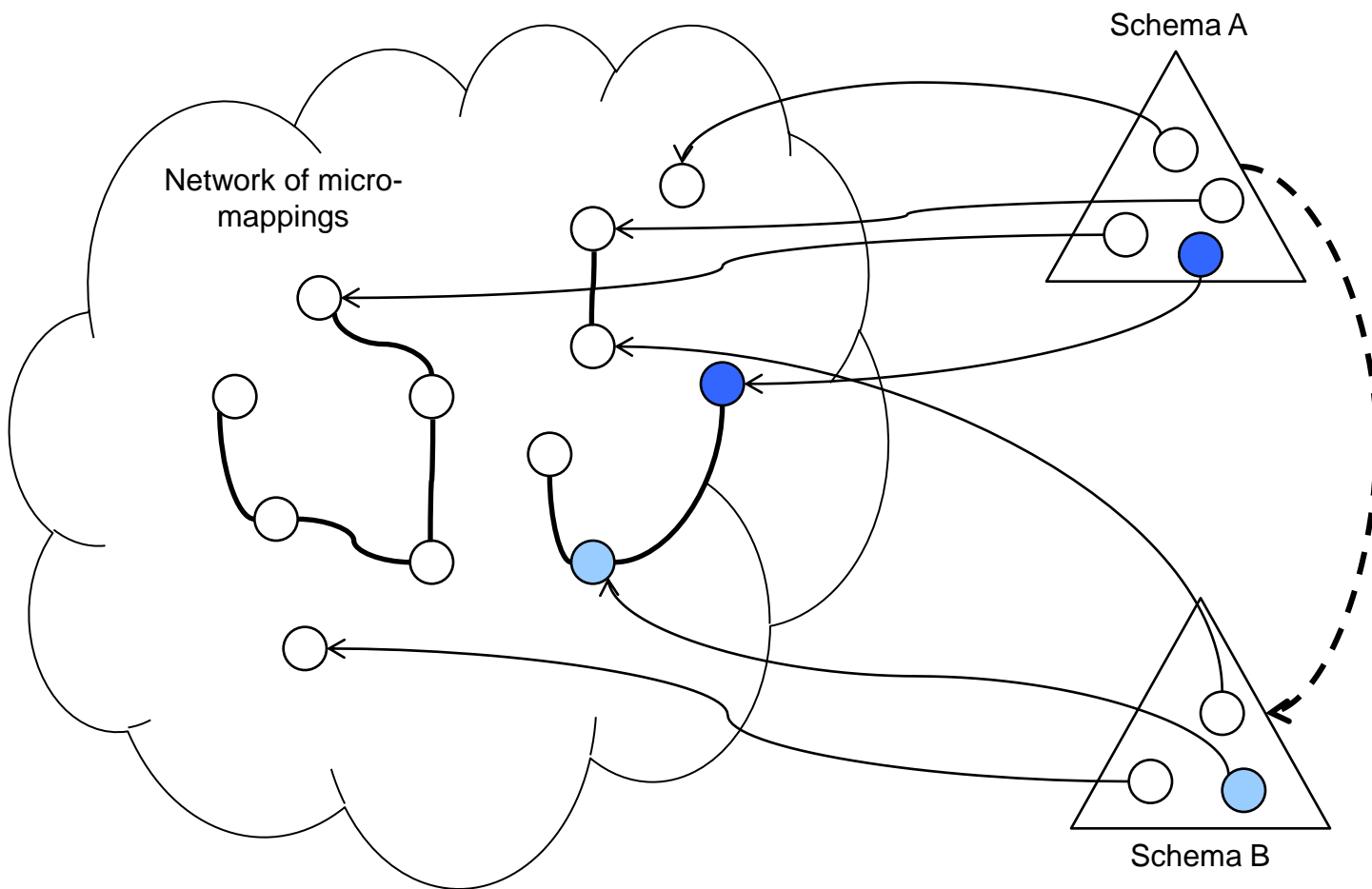
Business challenges

- Diversity and heterogeneity of interoperability standards
- Lack of semantic standardization
- Slow standardization processes
- Lack of business perspective in standardization
- Lack of semantic focus
- High interoperability efforts



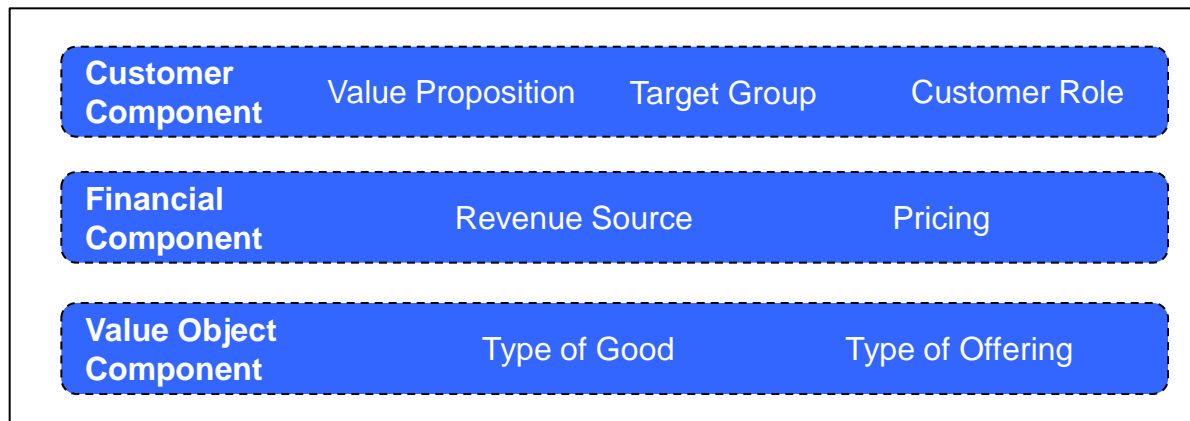
«The nice thing about standards is that you have so many to choose from» Andrew S. Tanenbaum

- Micro-mapping
- Wisdom of the crowd
- Emergent semantics
- Interoperability as intangible asset

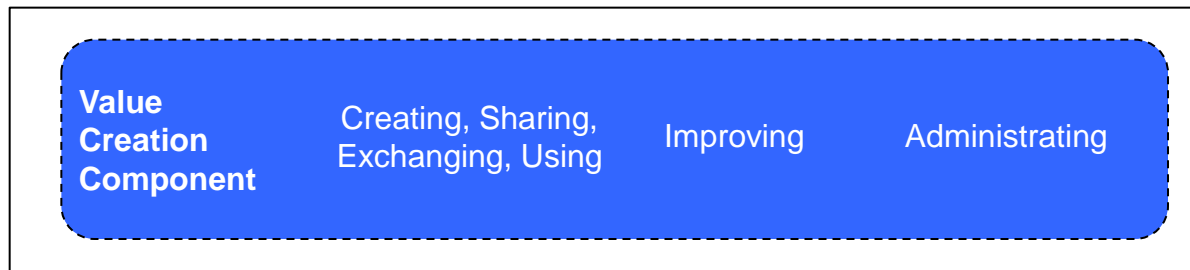


Legend: ← decomposition; — micro-mapping ○ concept; - - → schema-mapping

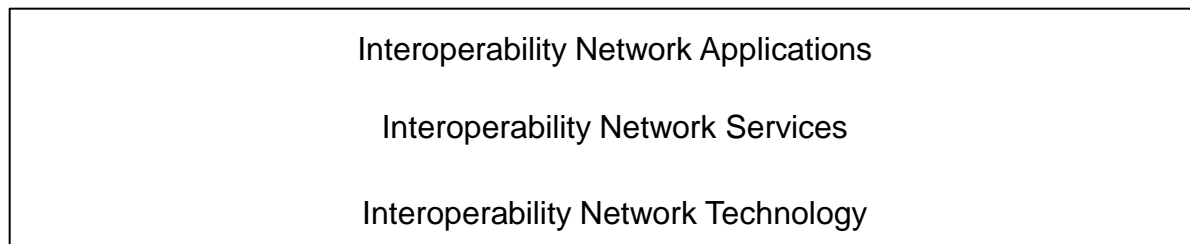
Strategy Layer



Organization and Processes Layer










Information Systems Layer



Legend:

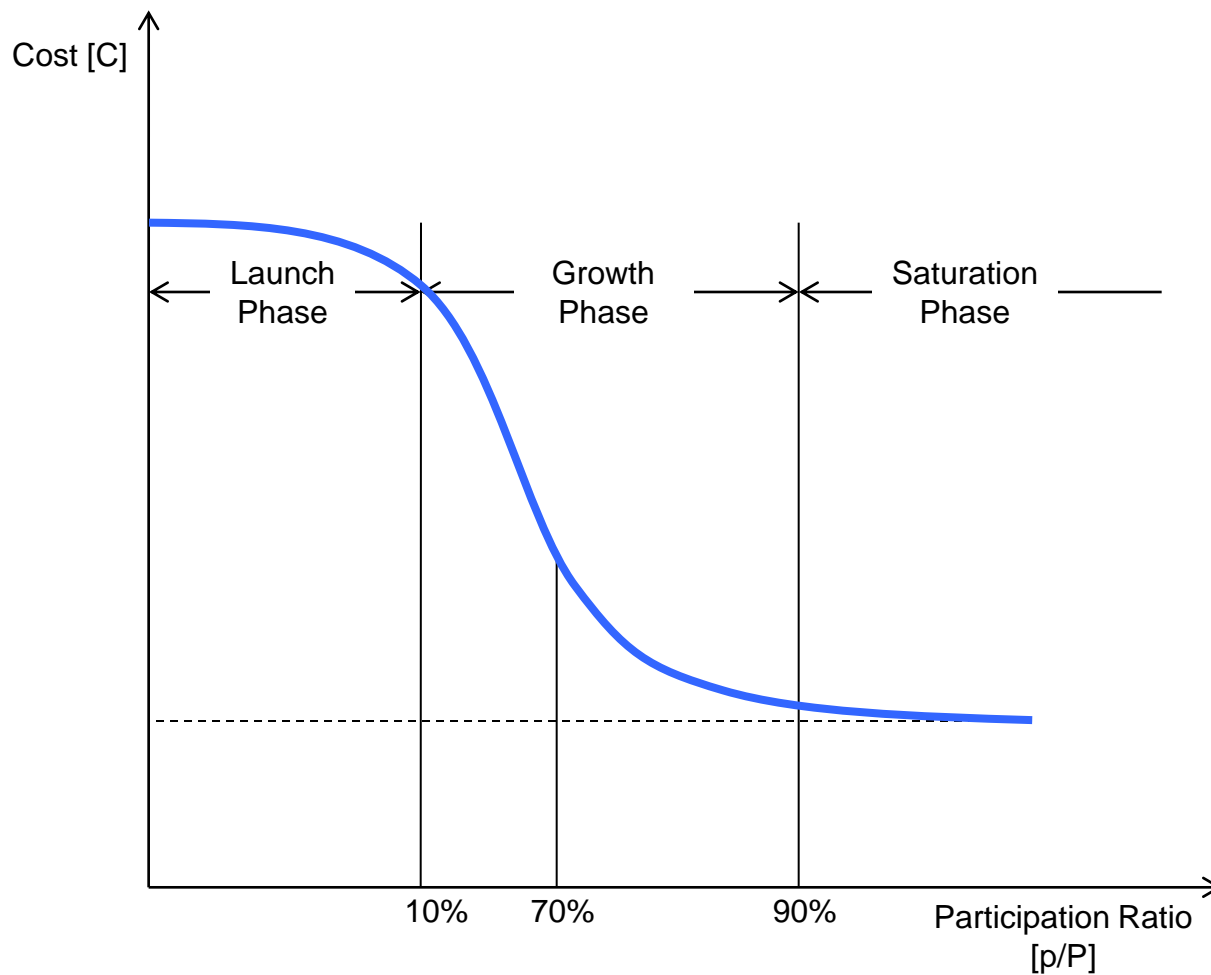


Business model components.

Amazon Mechanical Turk	Crowd Sourcing	
Apple iTunes	Digital Content	
Factual	Data as a Service	
Flattr	Social Micropayment	
Github	Crowd Sourcing	
Infochimps	Data as a Service	
Napster	Digital Content Exchange	

Business Model Component	Business Model Sub-Component	Potential Instantiations			
Customer	Value Proposition	Novelty <i>(enabling new value networks, new processes)</i>	Lock-In <i>(increasing value network competitiveness)</i>	Complementarity <i>(completing existing interoperability solutions)</i>	Efficiency <i>(reducing interoperability costs)</i>
	Target group	Business-to-Business			
	Customer Role	Consumer <i>(customer uses interoperability information)</i>	Producer <i>(customer produces/provides interoperability information)</i>	Co-creator <i>(customer participates in creation of interoperability information)</i>	
Financials	Revenue Source	Subscription <i>(recurring fee for using network of interoperability information)</i>	Item-based <i>(fee for using a certain piece of interoperability information.)</i>	Advertising	Virtual currencies <i>(generate revenue through exchange rate)</i>
	Price model	Free	"Freemium"		Rewards-based <i>(discounts for feedback, often-reused interoperability information etc.)</i>
Value Object	Type of good	Public good <i>(interoperability information is available for everyone)</i>	Club good <i>(interoperability information is available for a domain, value network only)</i>	Private good <i>(interoperability is available for a limited number of entities only)</i>	Common good <i>(interoperability information as commodity)</i>
	Type of offering	Use of a good <i>(use of interoperability information)</i>	Use of service <i>(use of a service around interoperability information, e.g. automated mapping)</i>	Use of a software infrastructure	
Value Creation	Customer processes	Using	Sharing	Exchanging	Providing feedback
	Evolution processes	Improving <i>(includes algorithms for emergent semantics, automated micro-mapping etc. as outlined under assumptions in section)</i>			
	Support processes	Administrating <i>(includes registration of users, reporting, accounting of interoperability information use etc.)</i>			

The value proposition “efficiency” for NisB users



Legend: p - number of network participating in the network of interoperability information; P - overall number of network participants.

Pricing model	“Baboon”	“Brass Monkey”	“Silverback”	“Golden Ape”
Fee	free	20 USD/month	250 USD/month	4,000 USD/month
Allowed API calls per month	100,000	500,000	2,000,000	15,000,000
Allowed calls per hour	2,000	4,000	20,000	100,000

- There will always be a variety of standards; “ivory tower” approaches will not be successful
- Interoperability will be achieved using the wisdom of the crowd and emergent semantics
- Interoperability knowledge will become an intangible asset based on which new business models will emerge



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