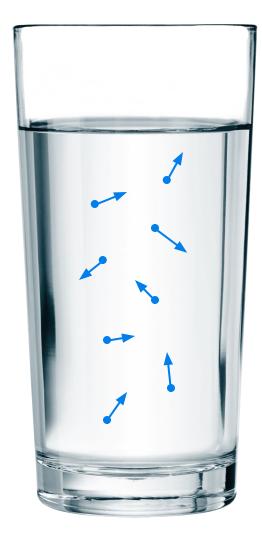
Mach 2

Creating your individualized, defensible strategy

Jason Cohen, founder of WP Engine & Smart Bear https://asmartbear.com T: @asmartbear

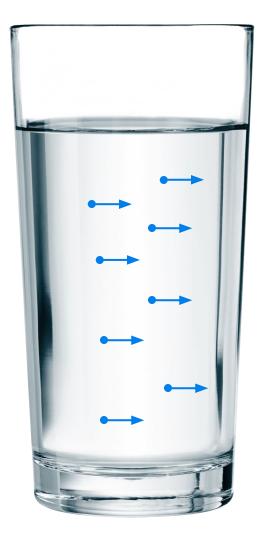
Business of Software, Fall 2023

Slides: https://asmartbear.com/mach2



1300 mph / 2000 kph

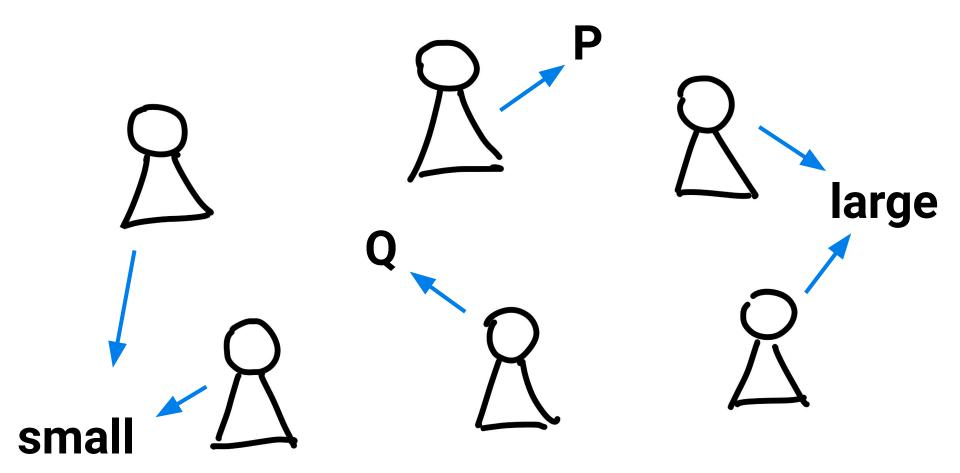
(Mach 2)



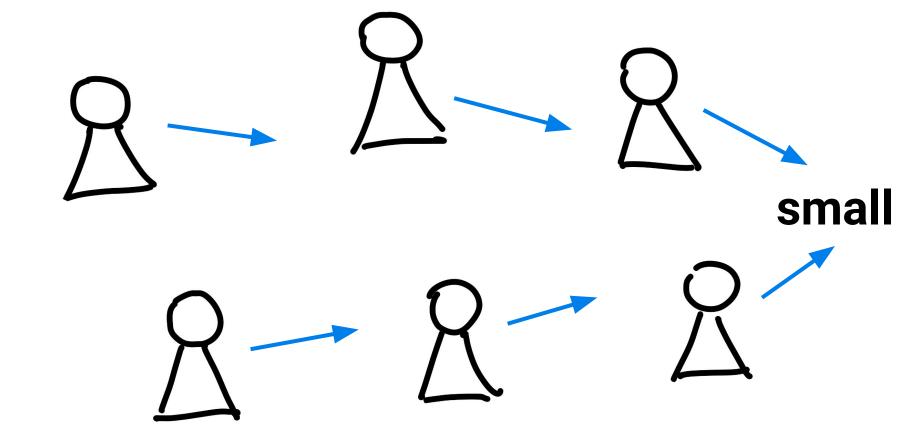
1300 mph / 2000 kph

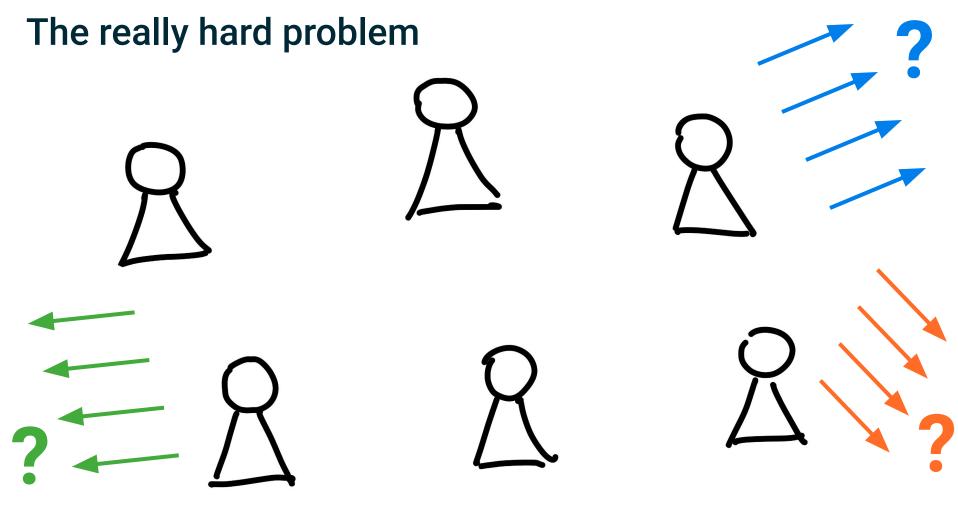
(Mach 2)





The hard problem





Practical "Mach 2" Strategy: How we will win

Why is strategy difficult?

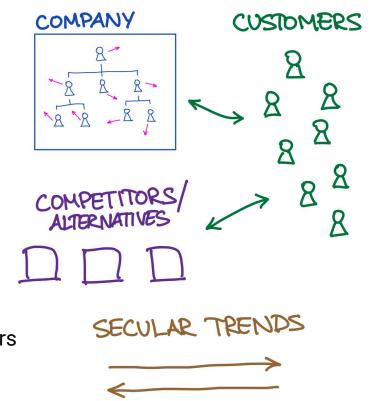
Integrating complex systems...

Company: strengths, weaknesses, values

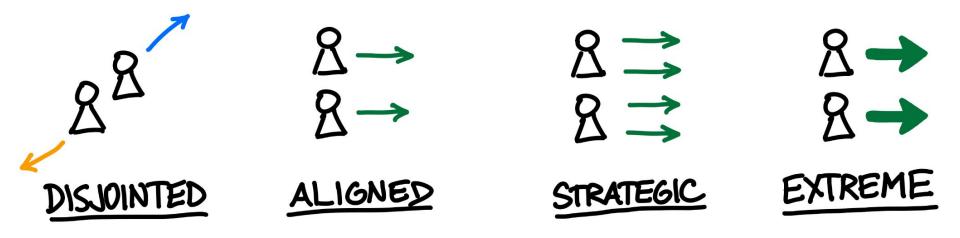
Customers: requests, complaints, faster horses vs. cars

Market: competition, industry trends, future state

Execution: capacity, financing, skillset, risk-tolerance

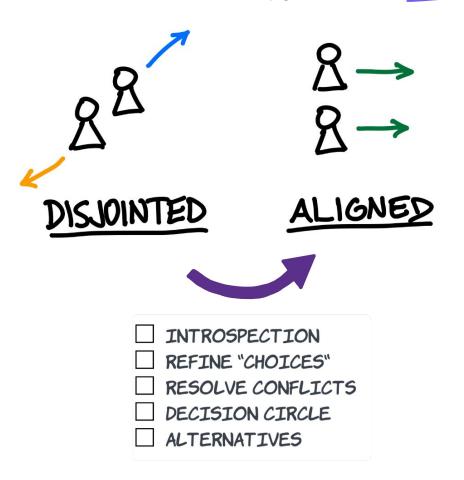


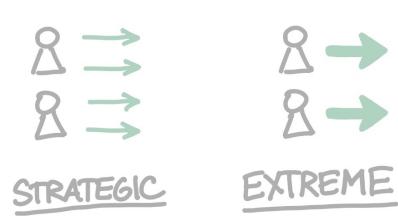
Mach 2 Strategy: How we will win



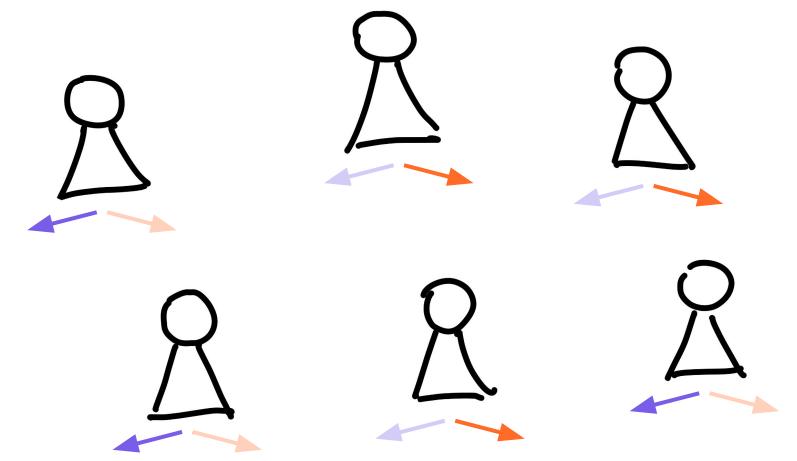
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Mach 2 Strategy: How we will win





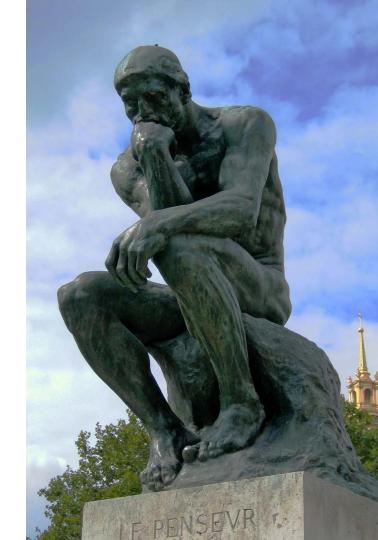
Reverse-engineering the Status Quo



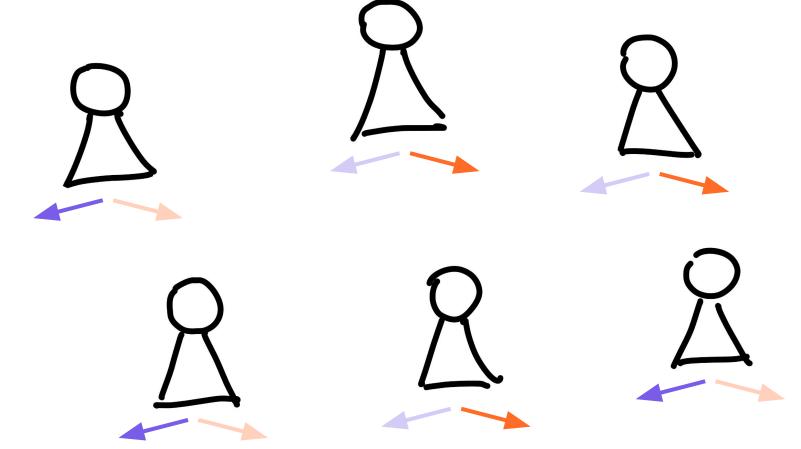


Prompts for introspection

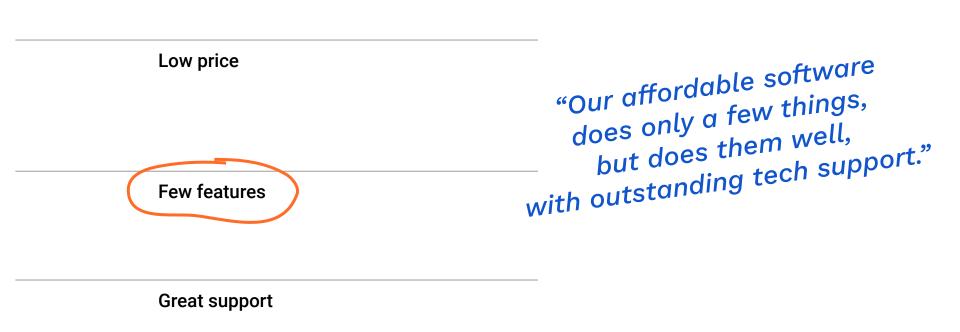
We're so ____, even competitors admit it. I'm tired of losing sales due to ____. Customers consistently complain/complement us for ____. I'm really proud of how we ____. I'm jealous that a competitor has ____. Our tech architecture makes ___ easy/hard. We wish/say we're great at ____, but we're not. Our company philosophy, a hill we'll die on, is ____.



Extract Choices



Extract Choices: List as attributes



Extract Choices: Pair with opposites

Status Quo	Alternative
Low price	
Few features	
Great support	

Extract Choices: Pair with opposites

Status Quo	Alternative
Low price	Over-priced
Few features	Many features
Great support	Garbage support

Status Quo	Alternative
Low price	Over-priced
Few features	Many features
Great support	Garbage support

	Status Quo	Alternative
Price	Affordable + maximum number of customers + can do self-service / credit-card - must be inexpensive to deliver - perceived as low-quality or untrustworthy	Premium + can afford a sales & service org + more profitable, if the high price does not generate proportionately more cost + can position as "the leader"
	Few features	Many features
	Great support	Garbage support

Stop saying "strengths" and "weaknesses"

"Competitive"

	Status Quo	Alternative
Price	Affordable + maximum number of customers + can do self-service / credit-card - must be inexpensive to deliver - perceived as low-quality or untrustworthy	Premium + can afford a sales & service org + more profitable, if the high price does not generate proportionately more cost + can position as "the leader"
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Service	White-glove + thrills customers, creating advocates + at-scale companies can't compete - experts with people skills are expensive	Self-service + customers prefer visibility/control w/o chat + inexpensive to deliver, even at scale

	Status Quo		Alternative	Alternative	
Price	Affordable		Premium		
	+ m + c	Status Quo	Alternative	e org	
	Talent	Hire only the best	Hire poorly? Hire idiots?	ore cost r"	
Quantity of Features	Mir + s + re		Hire assholes?	for many sable market	
	+ straightforward	for users w/ simple needs	+ justifies higher price	ces	
Service	+ at-scale compar	s, creating advocates nies can't compete ople skills are expensive	Self-service + customers prefer v + inexpensive to deli	visibility/control w/o chat ver, even at scale	
				@asmartbea	

	Status Quo		Alternative	
Price	Affordable		Premium	
	+ m	Status Quo	Alternative	ce org price does not
	Management Style	Productivity with minimal coordination	Team players: 1+1=3	pre cost r"
Quantity of Features	Mir + s + re			for many sable market
	+ straightforward fo	r users w/ simple needs	+ justifies higher prices	
Service	White-glove + thrills customers, of the thri		Self-service + customers prefer visit + inexpensive to deliver	
	experts with peop	ic skills are experisive		@asmartbea

Consistent Choices: Identify conflicts

	Status Quo	Alternative
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Consistent Choices: Resolve conflicts

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A: Low-cost leader
B: Premium Service

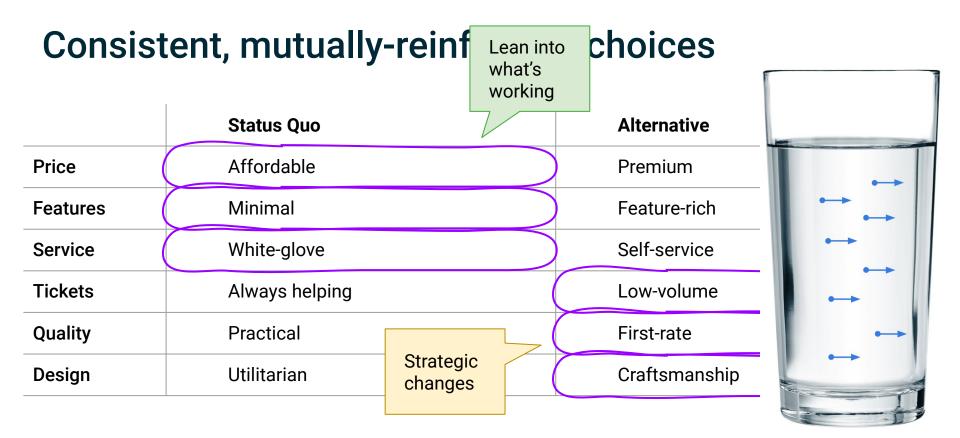
Consistent Choices: Resolve conflicts

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		@asmartbea

Consistent Choices: Resolve conflicts

A: Low-cost leader
B: Premium Service
C: Elegant Simplicity

	Status Quo		Low Ticket Volume - prioritize ↓tickets over ↑features
Price Quantity of Features	Affordable + maximum number of customers + can do self-servise / credit-card - must be inexpensive to deliver - perceived as low quality or untrustworthy Minimal + small team can execute well	Pr + (+ (+ (+ (prioritize bugs over new features slower to release new things
	+ straightforward for users w/ simple needs	+ j	ustifies higher prices
Service	White-glove + thrills customers, creating advocates + at-scale companies can't compete - experts with people skills are expensive	Se + (Great Design + delights customers beyond utility + intuitive → no support questions - slower to release new things



Decision Circle

	Status Quo	Alternative
Price	Affordable	Premium
Features	Minimal	Feature-rich
Service	White-glove	Self-service
Tickets	Always helping	Low-volume
Quality	Practical	First-rate
Design	Utilitarian	Craftsmanship

Decision Circle

PRICE: AFFORDABLE

SERVICE: WHITE-GLOVE

FEATURES: MINIMAL

CHANGE

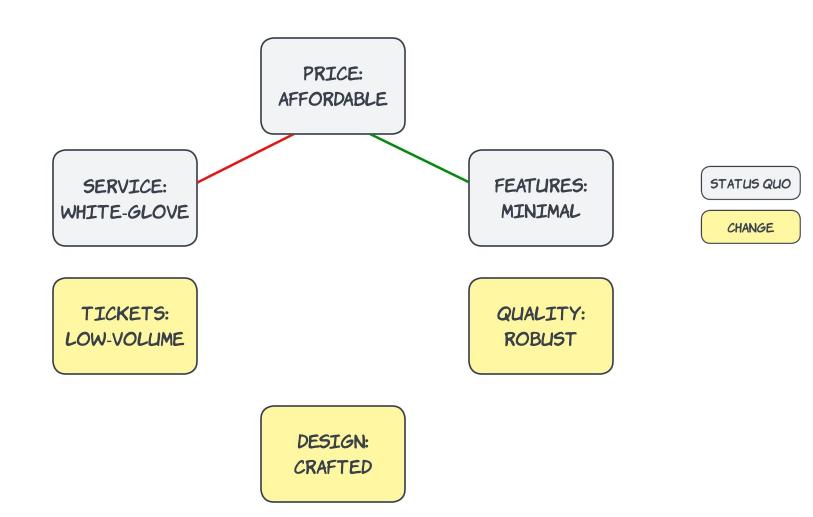
STATUS QUO

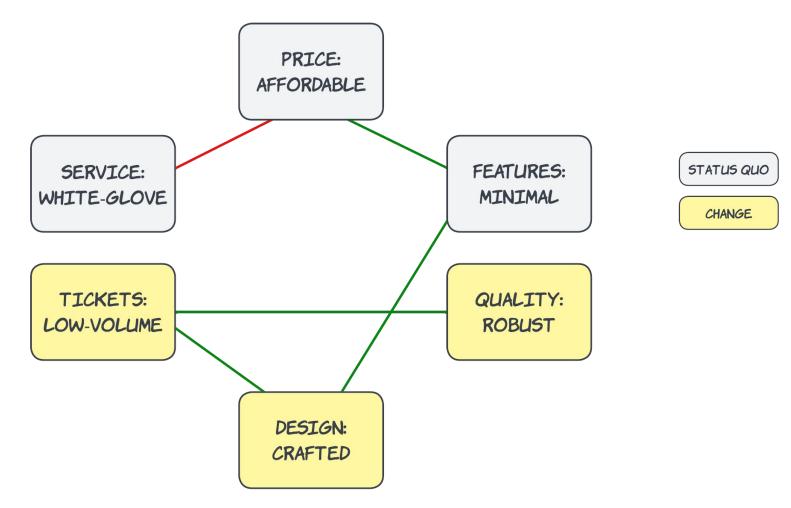
TICKETS: LOW-VOLUME

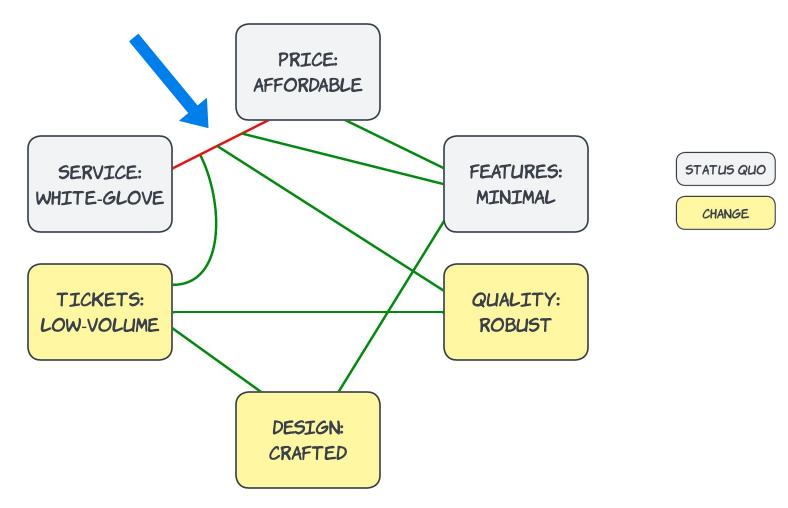
QUALITY: ROBUST

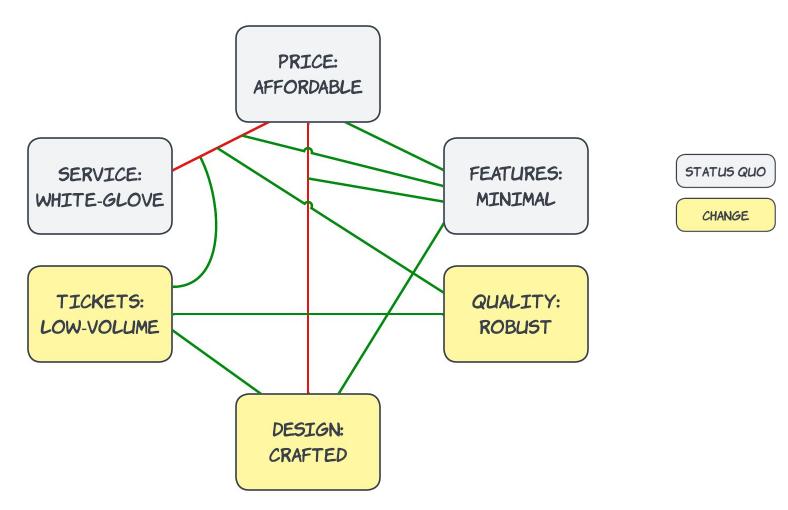
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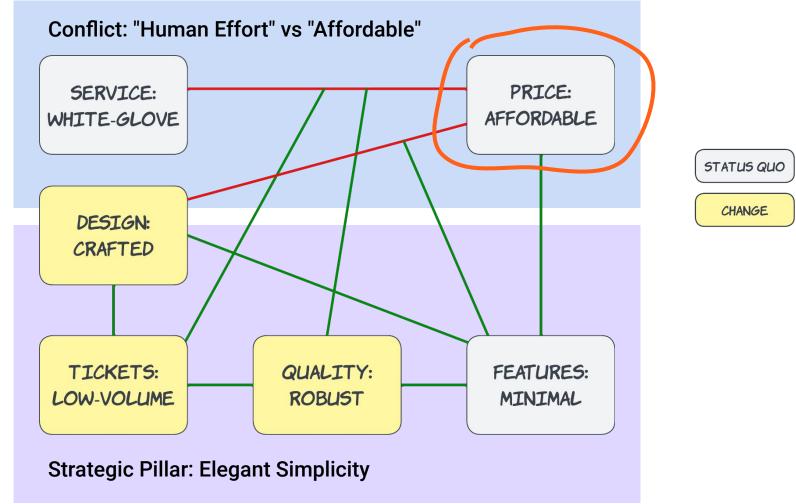
DESIGN: CRAFTED

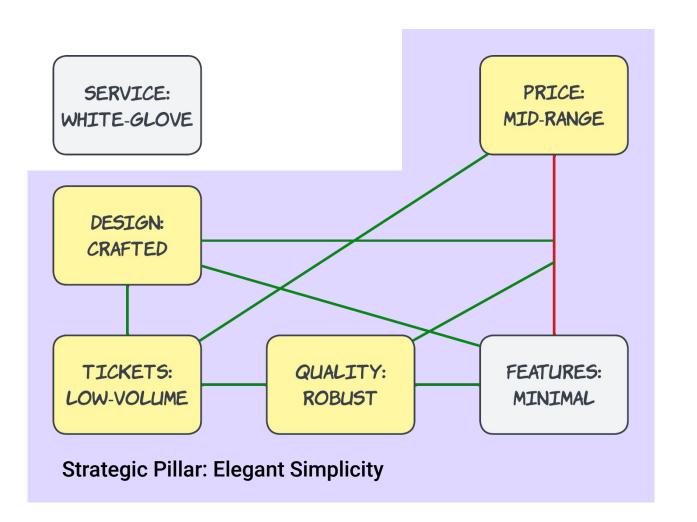




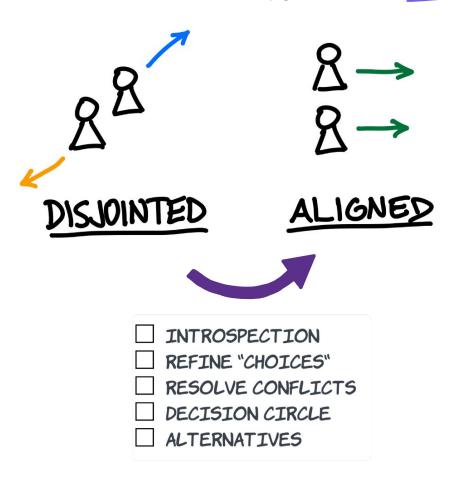


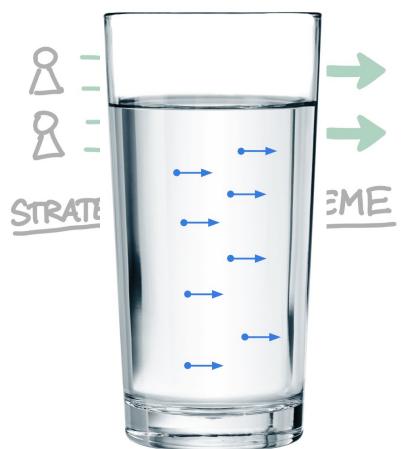




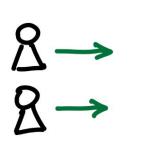


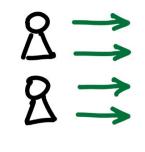
STATUS QUO











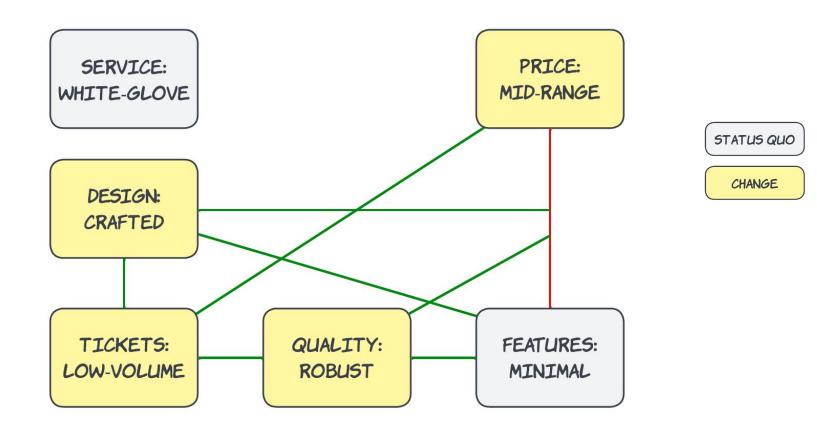


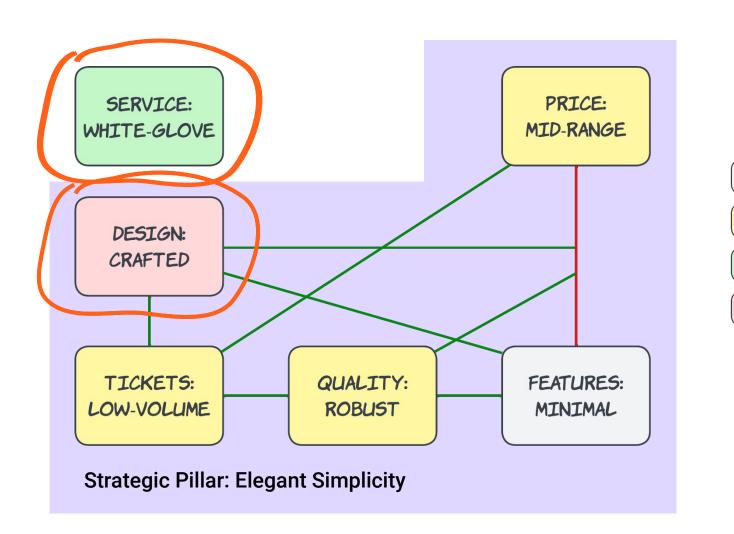
<u>ALIGNED</u>

STRATEGIC.



- ☐ CLUSTER ON LEVERAGE
- AVOID PIVOTS
- ☐ DIFFERENTIATION
- ☐ SECULAR TRENDS
- ☐ ALTERNATIVES





STATUS QUO

CHANGE

LEVERAGE

PIVOT

Competitive Differentiation

Competitive Prompts

What are their decisions/consequences?

Who is their "perfect customer?"

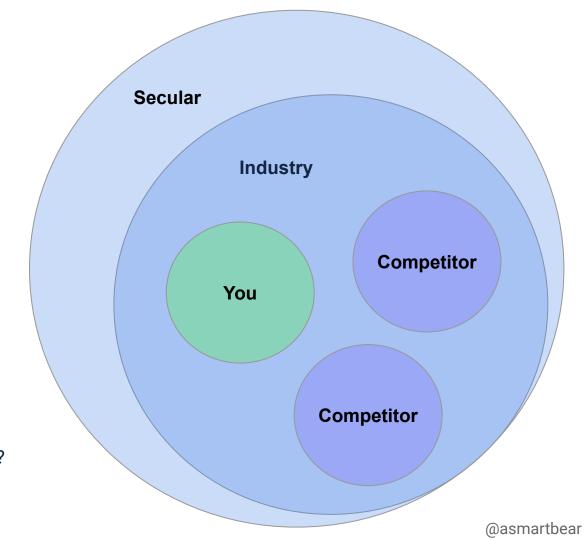
How fast / what direction is product dev?

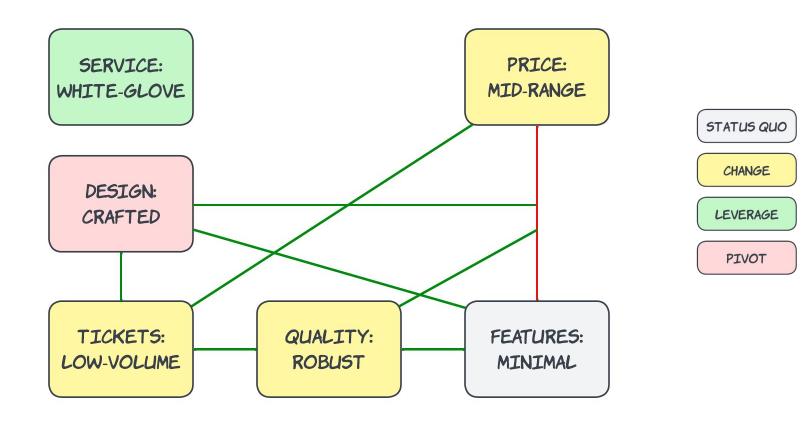
What are their inviolable principles?

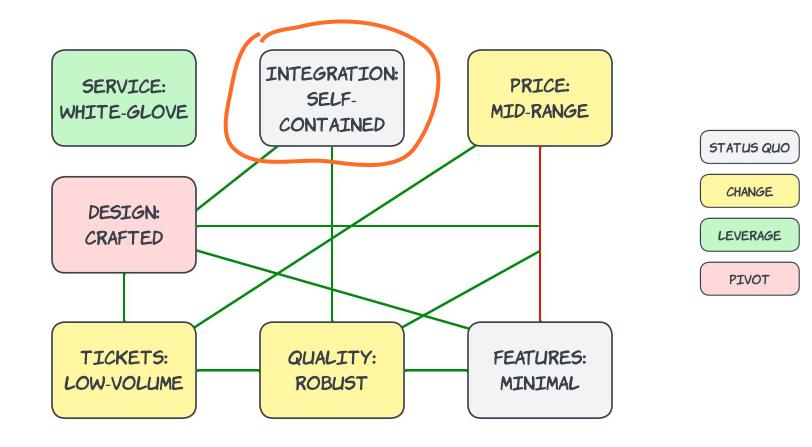
What is their primary success metric?

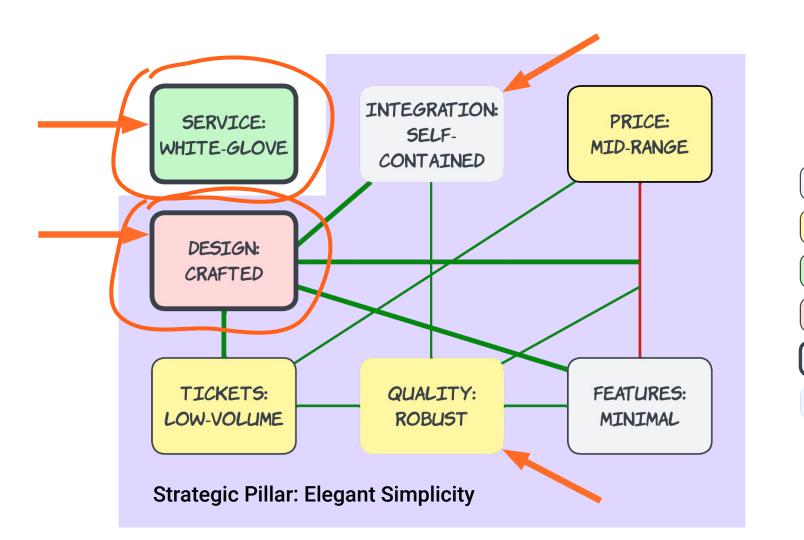
What makes money / what is a loss-leader?

Which moats are they building?









STATUS QUO

CHANGE

LEVERAGE

PIVOT

SPECIAL

COMMODITY

External Constraints

Secular Trends

Shift to virtual workforce

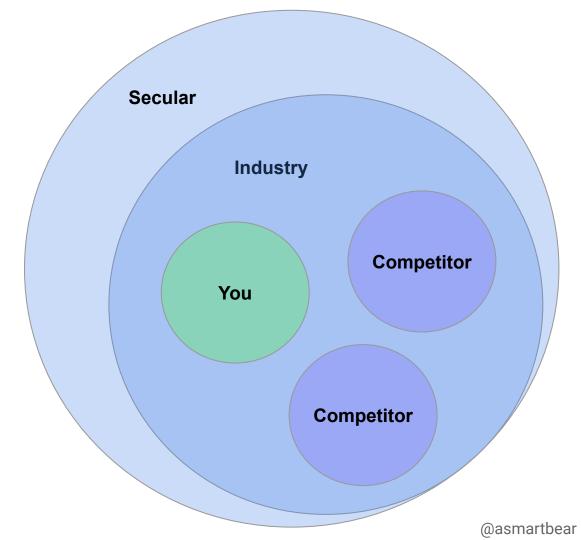
Consumerization of Enterprise

Al everywhere

Industry Trends

Which segments are growing / shrinking?

What are the 3-5 forces this industry is grappling with?



External Constraints

Enabling Constraints

Shift to virtual workforce

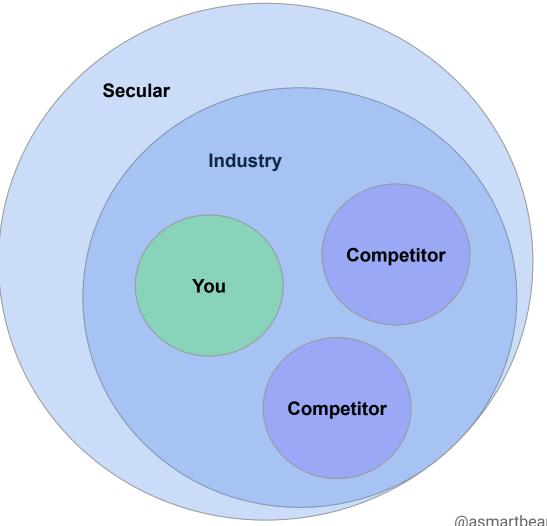
- boom in online collaboration software
- lower morale and shallower culture

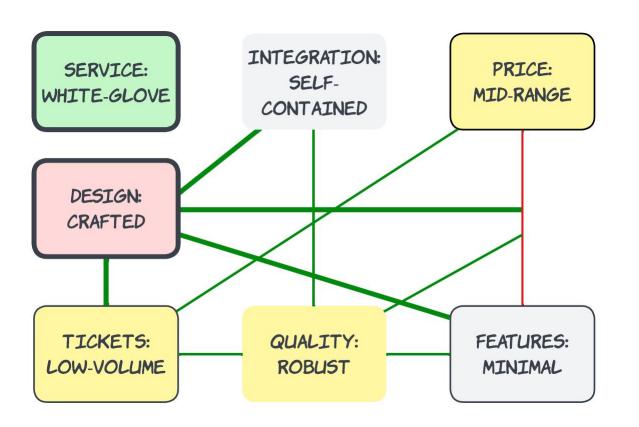
Consumerization of Enterprise

- end-users now driving sales
- design matters

Al is everyone's next feature

- upends consumer assumptions
- initial versions suck





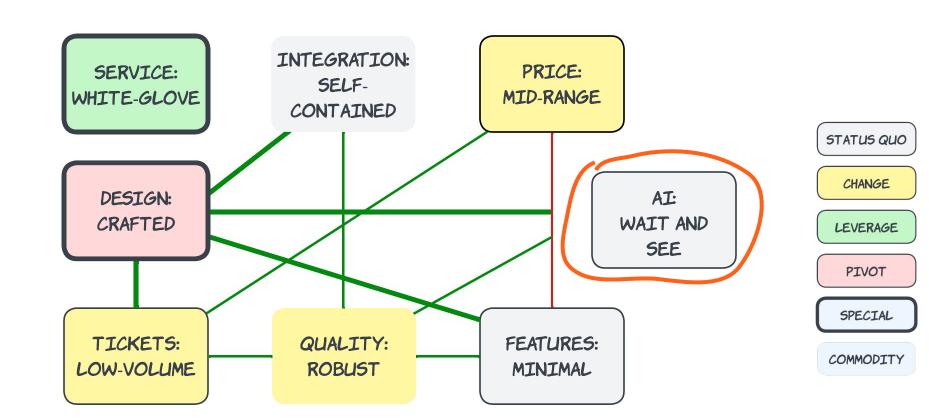
CHANGE

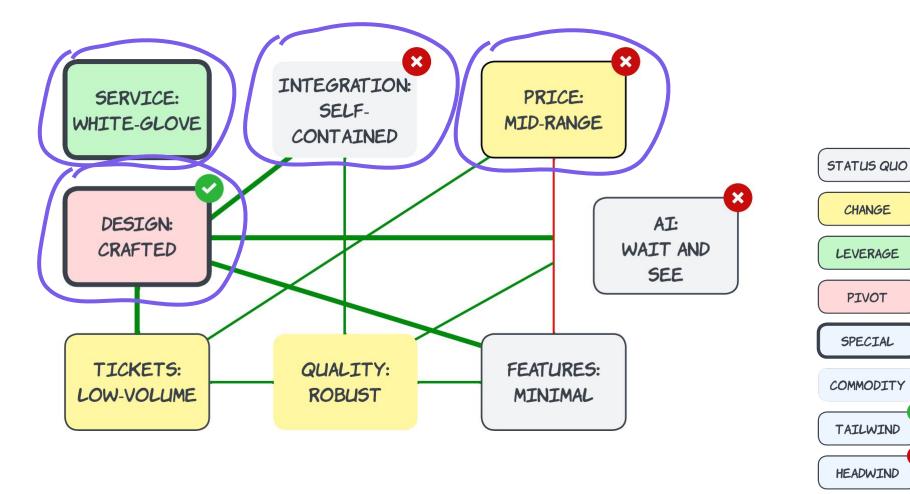
LEVERAGE

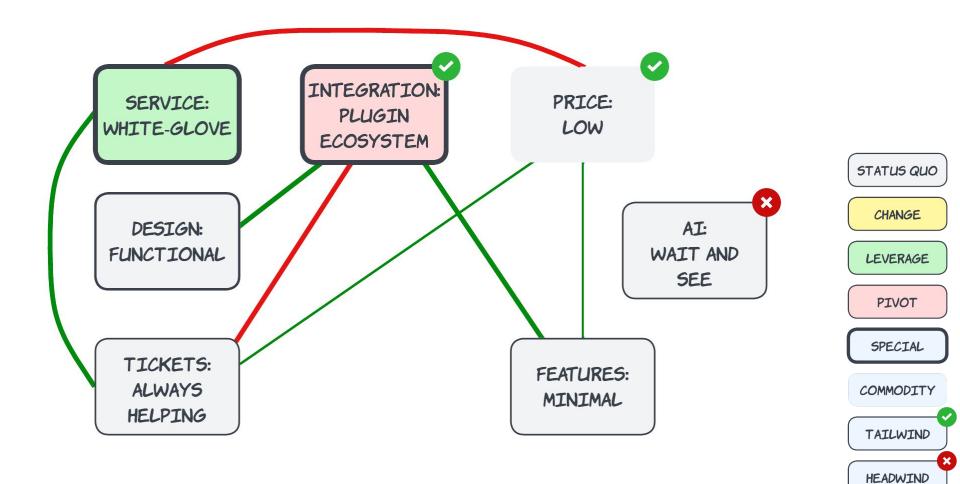
PIVOT

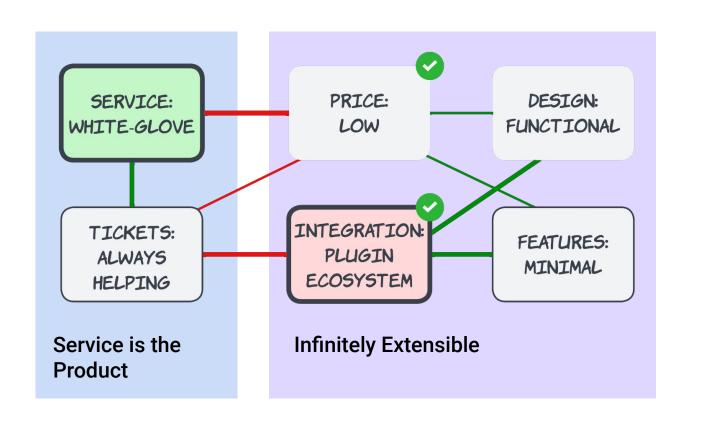
SPECIAL

COMMODITY









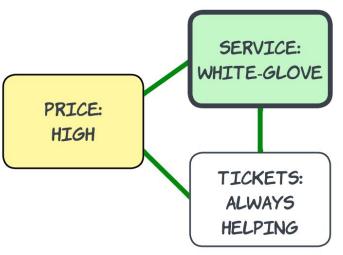
STATUS QUO CHANGE LEVERAGE PIVOT SPECIAL COMMODITY TAILWIND

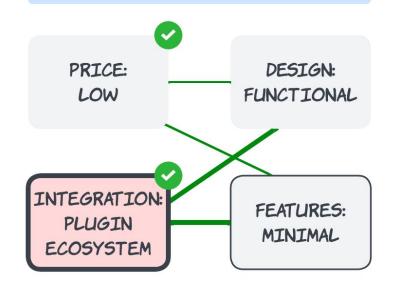
@asmartbear

HEADWIND

Enterprise Product

Core Technology Mass-Market Product













STATUS QUO

CHANGE

LEVERAGE

PIVOT

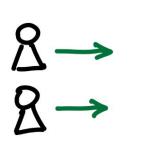
SPECIAL

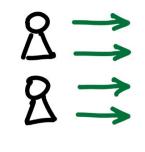
COMMODITY

TAILWIND

HEADWIND









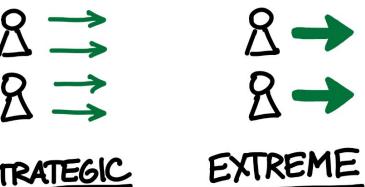
<u>ALIGNED</u>

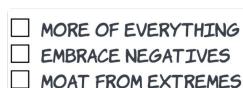
STRATEGIC.

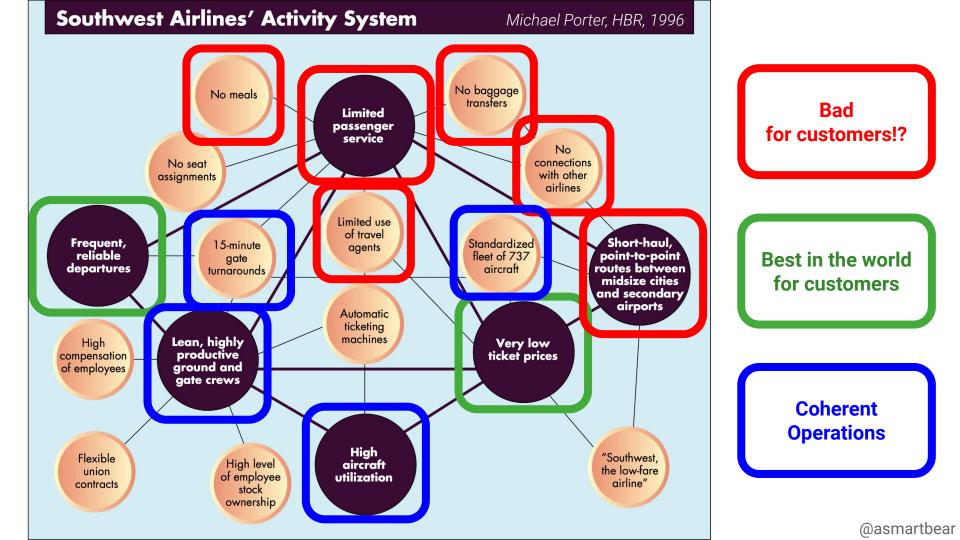


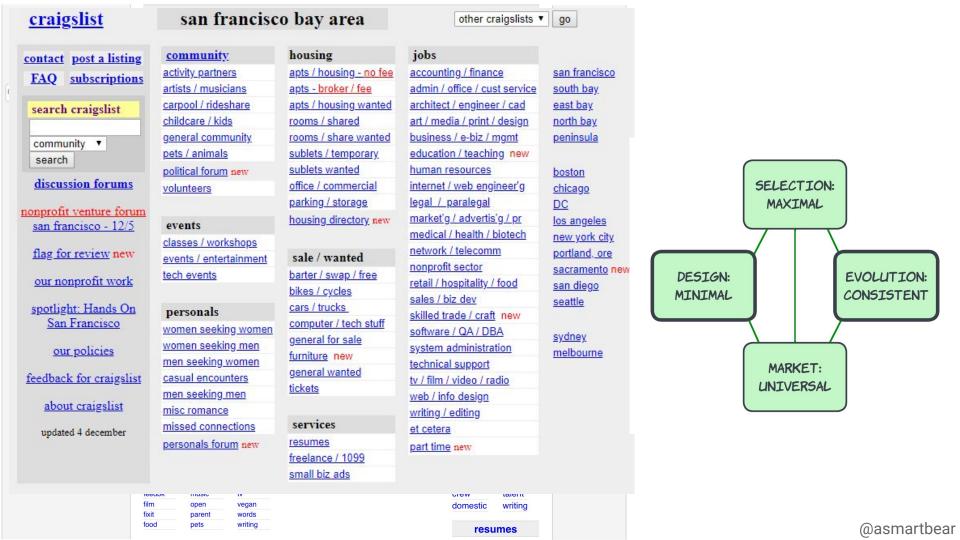
- ☐ CLUSTER ON LEVERAGE
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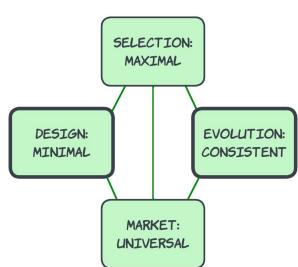




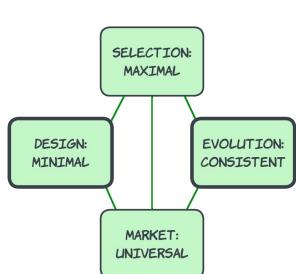










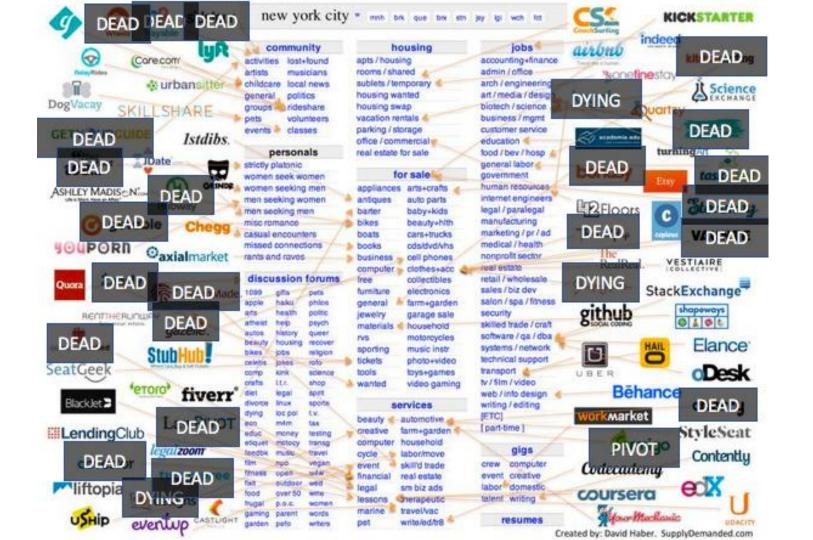




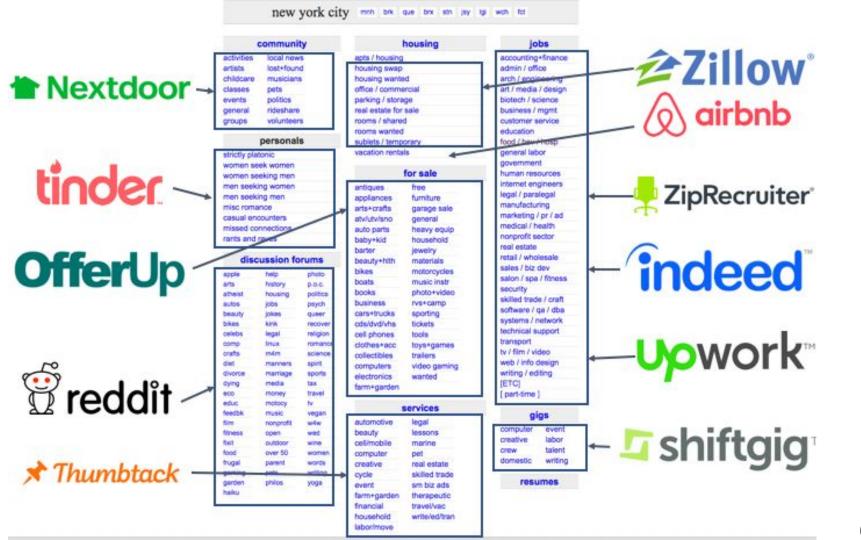
A Crowded

Credit:

Space

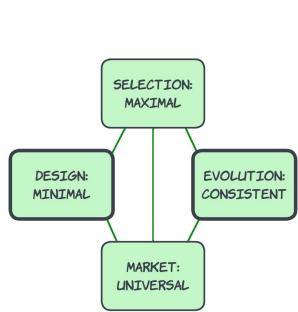


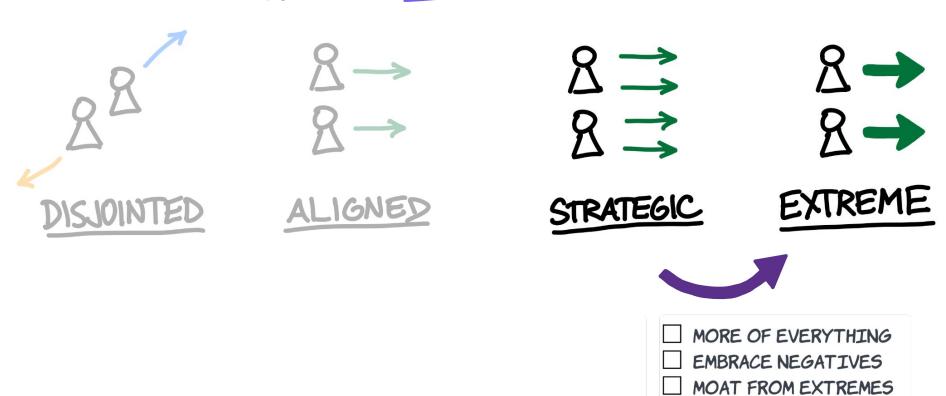
Credit: A Crowded Space



Credit: A Crowded Space







"Mutually-reinforcing, extreme decisions" is a new type of moat

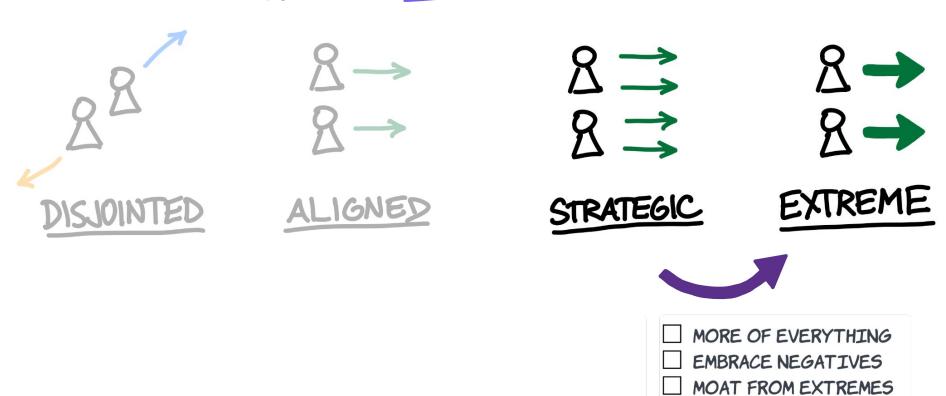
Moat: Permanent competitive advantage

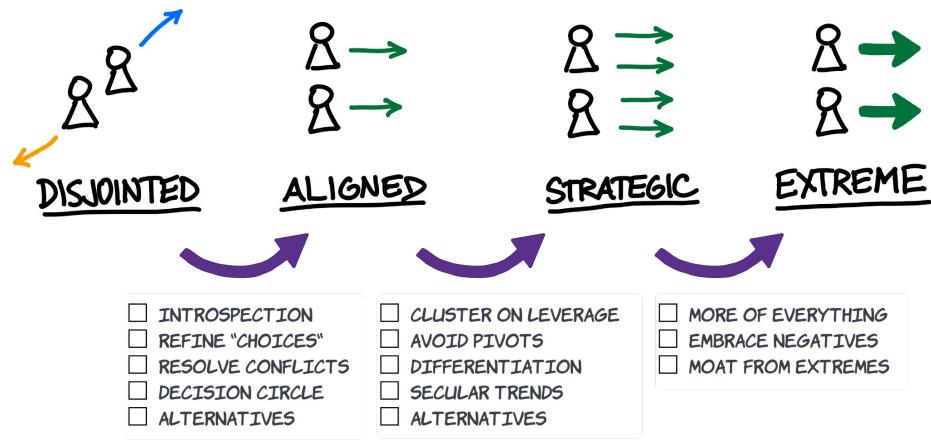
Network Effect (eBay; Facebook)

• Unique, Secret IP (Coke formula; Google search algorithm)

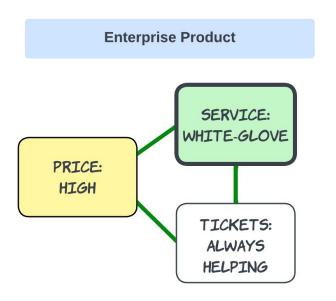
System of Record (Salesforce; Workday)

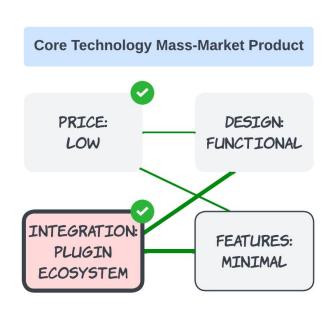
Mach 2 Strategy (Southwest Airlines; Craigslist)

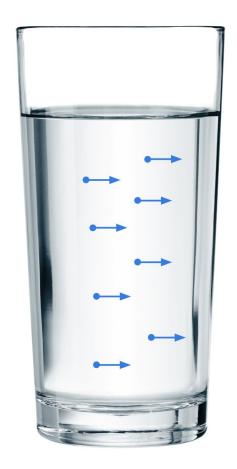




Mutually-reinforcing extreme decisions







Slides: https://asmartbear.com/mach2