



# BLACKBERRY – DISRUPTOR TO DISRUPTEE

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# THE PROBLEM

- A competitor has recognized a customer need that a company is not addressing

## RECOMMENDATION

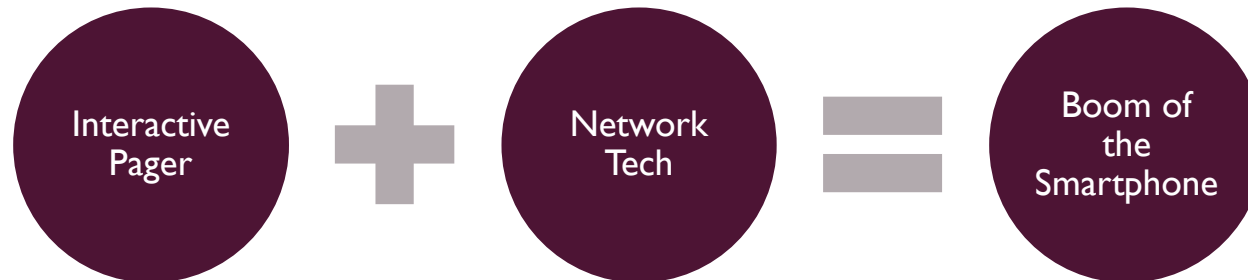
- Dedicated resources for innovation
- Focus on the future
- Be proactive not reactive

# INTRODUCTION TO BLACKBERRY

- Founded in 1996 in Waterloo, Ontario
- Dropped out of University of Waterloo
- Originally created an interactive pager
- Number one market share between 2006-2009

# WHAT DOES CELL PHONE INDUSTRY LOOK LIKE?

- Smaller is better
- Life of the PalmPilot
- Have you ever heard of a pager?!



Company Description

Industry Analysis

Industry Reactions

Disruption

Recommendation

# HOW BLACKBERRY DISRUPTED THE INDUSTRY

- Recognized the needs of their customers
  - Email everywhere
  - Secure company data
  - BBM (emoji)

# HOW DID CELL PHONE INDUSTRY REACT?

## Apple i-Phone Launched

- APPS inclusive
- Infrastructure in place for i-Tunes
- Single device for consumer needs!

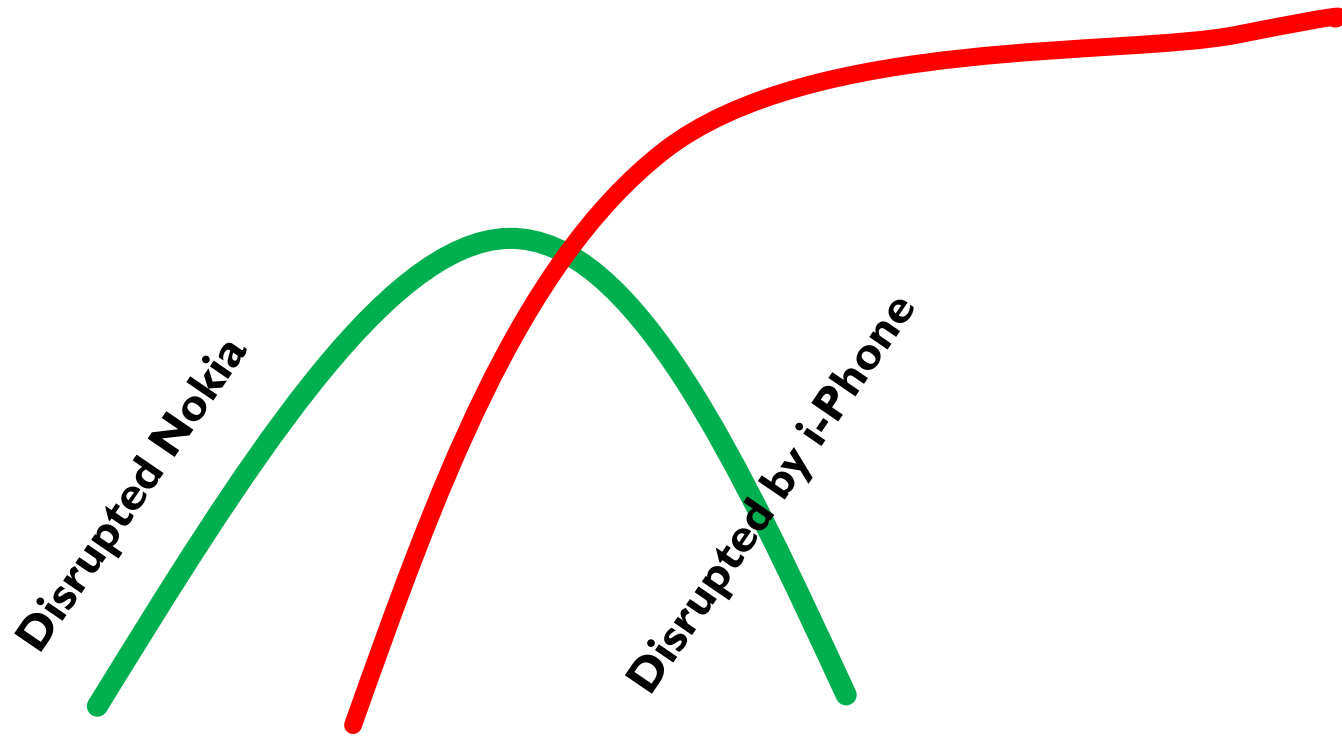
## Application Stores

- Coding and Software Development was the new “must have”

## Very attractive market!

- Samsung/ Motorola/ LG

# DISRUPTOR AND DISRUPTED



- Disrupted by strong competition
- Apple's eco-system = easy transition for consumers to purchase new Apps

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## WHAT DISRUPTED BLACKBERRY?

- Scanning the environment for end consumer preferences
  - Target customer not addressed (end consumer preferences)
- Focused on business customers vs end consumer wants Data compression for network bandwidth
- Importance of security
  - Over engineered product

# WHAT DISRUPTED BLACKBERRY?

- Complacency
  - Riding out the Success
  - Management Focus (distraction – NHL Hockey acquisition)
- When work places stop using
- 2 Devices in customers hands = not meeting needs

## DECISION CRITERIA

- Addresses new consumer preferences
- Time to market
- Cost
- Aligns with core competency

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# ALTERNATIVES TO DISRUPTION

1. Open platform to 3<sup>rd</sup> party development
2. Buy Android platform
3. Dedicate sufficient internal resources to innovation

## OPEN PLATFORM TO 3<sup>RD</sup> PARTY DEVELOPMENT

### Pros:

- We get app development immediately
- Low cost

### Con:

- Lose control of aspects of the platform
- We lose a core competency

# BUY ANDROID

## Pros:

- Head start

## Con:

- Time to market
- We lose a core competency
- Too costly (est. 100 million)

# DEDICATE SUFFICIENT INTERNAL RESOURCES TO INNOVATION

## Pros:

- Maintain your competitive advantage
- Innovative ideas come from within

## Con:

- Innovation and future trends can be hard to identify
- Management preferences might shift

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# DEDICATE SUFFICIENT INTERNAL RESOURCES TO INNOVATION

Options	Customer Preferences	Time to Market	Cost	Aligns with core competencies
Open platform to 3 <sup>rd</sup> party developers	Yellow	Green	Green	Red
Buy Android	Yellow	Red	Red	Red
Make innovation a priority	Green	Green	Green	Green

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# DEDICATE SUFFICIENT INTERNAL RESOURCES TO INNOVATION

Starting in 2000, we are dedicating 20-30% profits to R&D to keep our competitive advantage.

Management makes innovation a core competency and a company value

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