

goodharts law

when a measure becomes a target, it ceases to be a good measure.

revenue drivers

sales are made on impulse (limited editions induce fomo)

concentrate on adjacent and synergies that increase cash flow pools and revenue overall.

expired domains

- SEO advantages (backlinks, authority, traffic)

- Ranking faster

- 301 redirect usage

go to market (gtm)

marketing

create constant reasons for the brand to be in the news (the more frequent, the better)

numerical cognition

"a quarter of a million" is likely to sound bigger to the human ear compared to *"two hundred and fifty thousand"*.

the deal (negotiation)

- lawyers are deal killers.

- 4.7-5% commission on transactional finders fee and/or deal broking.

- the one who talks first, loses.

- you get the wife (manage to persuade her), you get the man.

apr strata

0% APR tricks people into thinking "oh well, I'll get the highest spec" and the individual spends more than they would have if they purchased in full upfront.

ideation

- if the experts love you, run for the hills as this could be an indication of a dated idea.

- invent tools and the tools will change us/the team (and then we co-evolve)

creating a stack

like microsoft did with PC from cpu -> os -> applications -> servers -> cloud. then to the end user (b2c) -> business (b2b) -> consumer (c2b)

moat strata

planned obsolescence

subscription based business models

religion

pyramid scheme monopolies

middleman delivery services

consumer elasticity

set up a team revenue gross management (simulate the effects on the consumer elasticity of price increases)

subscriptions

- 1.5T USD globally by 2025.

- subscription model is transmuting beyond the digital world and into the physical world.

- more than half of consumers (54%) underestimate how much they spend mostly on subscriptions by at least \$100.

- up to 70% forget/rarely use their subscription services.

subscriptions (cont)

- use dark patterns to make cancellation complex (on avg. 6.7 clicks to get from homepage to cancellation).

- ultimately the end consumer will not own anything.

design

consistency within design makes it easier to recognise a brand.

good design kanketsu (simple, perfect, complete).

is simplicity:

less, but better: strip down the product to what is essential, take the essentials and amplify them to make it better.

great design is iconic: it's not a fas, it's not trendy or ostentatious and not easily thrown away

design is all about the details: - impacts how we feel about the product/service when we interact with it.

- design is not the output, design is the process and everyone is in it.

- most easiest/ convenient to use wins.

- every single step added cuts conversion by 50%.



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cheatography.com/echoecho/

Not published yet.

Last updated 22nd August, 2024.

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design (cont)

design is intent: - 1 second delay/latency (7% less conversions, 11% decrease in page views, 16% less customer satisfaction)

- fast is the principle.
- there is either careless design or thoughtful design, with the latter being the optimal.

revenue model (card)

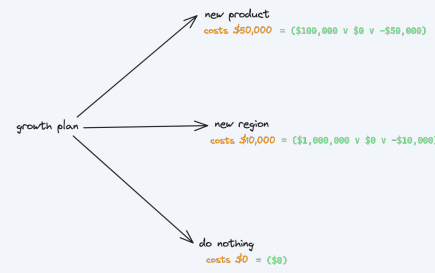
- transaction fee (**swipe fee**)
- annual, foreign transaction, late and over-the-limit fees
- consumer carried debt
- discount revenues (58% TAR)
- charge a premium to merchant to accept cards
- closed loop system (how much the consumer spends is usually more important than the number of transactions made)

*spend-centric model**

B2B Saas

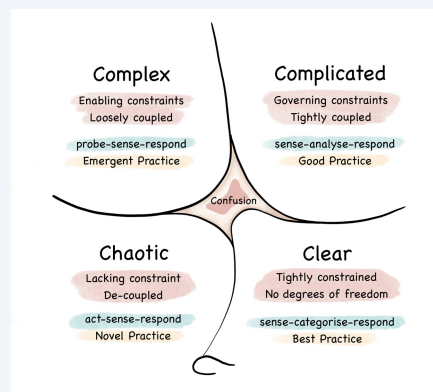
availability (avoid product not working when customers need the most)	security (no account breaches)
control (do not have to reach out to support for every single thing)	trust is the key to keeping customers happy

decision making tree



*should be ROI centric**

cynefin framework



decision matrix and type2 decisions



similar to the concept of one way door decisions vs two way door decisions.

one way door = big, hard to reverse once done.

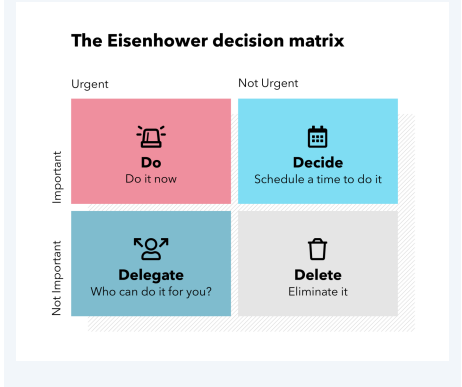
two way door = reversible, can correct mistakes quickly.

DIKW pyramid



illustrates the progression of raw data to valuable insights.*

eisenhower matrix



day 1 strata

day 2 is stasis, followed by irrelevance, followed by excruciating, painful decline, followed by death." "And that is why it is always day 1"

reasons fenty clothing failed (case study)

the collection was boring:

- it was not reflective of her
- absence of dominant weight on artistic talent of design and too much on personality and publicity the individual attracts (doesn't work, not sustainable)
- her fans couldn't afford it
- the people who could afford it didn't care about it
- the marketing sucked

data the decision

- to prevent confirmation bias
- to prevent and mitigate loss aversion (loss felt twice as hard than wins)

long tail keywords



pharma

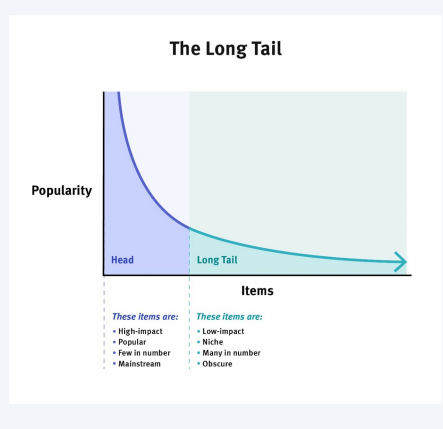
Buy up drugs that have been abandoned by other companies for pennies on the dollar and tries to bring them new life. It's an ethical problem of an underappreciate magnitude. So many drugs that would have been of use to society are cast aside. Certain drugs have gone by the wayside for reasons that have nothing to do with their underlying merits.

Various field have been largely ignored by biopharma and we have a real opportunity here to draw attention to it, to get investment in this space and really start to welcome innovative therapies for women with these diseases

Use fresh funding to launch new companies outside of traditional biopharmaceutical development.

Attract world-class talent in its pursuit of developing and commercialising drugs that target large unmet medical needs.

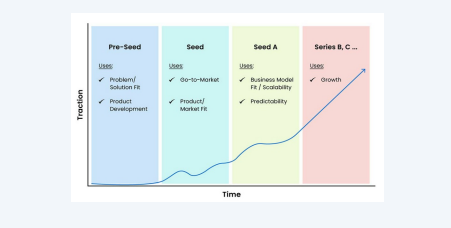
the long tail



knowledge pyramid



comp. stages



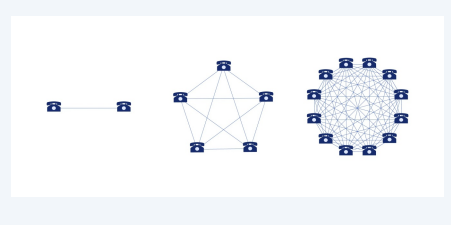
pitch decks

- psychologically, it is easier to make the reader focus on the things he needs to be focused on. In decks, it's the **numbers**.

- make it clear what the venture does and why a potential investor should read on.

- numbers, growth, and profits are the foundation and emotional peak of any deck.

network effect



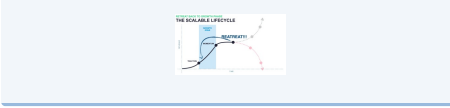
scaling



launch, growth, constraint zone, scale

"The greatest predictor of a company's ability to SCALE, is the leader's willingness to ADAPT."

retreating back into growth



zeno's paradox



zeno argued that a **swift runner like Achilles cannot overtake a slower moving tortoise with a head start**, because the distance between them can be infinitely subdivided, implying Achilles would require an infinite number of steps to catch the tortoise.