

Towards a Reference Ontology for Business Models

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Outline of Presentation

- Background on Business Models
- Three Business Models
 - *e³-value*
 - *REA*
 - *BMO*
- Analysis of value transfers
- Summing up



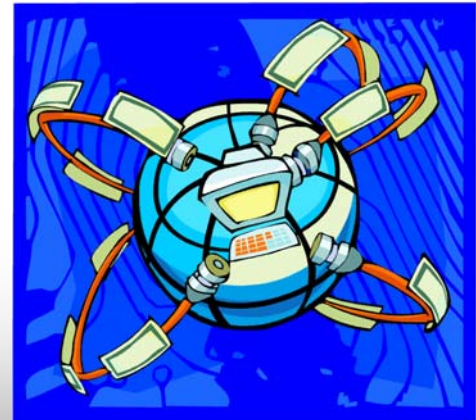
Motivation

- Basic requirement of an Ontology
 - Being a generic description shared by a community of users



Why Business Models?

- To articulate vague business ideas
 - We want to distribute our music electronically
 - We want to outsource our ICT support
 - We want to form a joint venture with a movie-making company



What does a Business Model Answer?

- Which is our value proposition?
- How does our company create and market this value?
- Which actors are needed to offer the value?
- What value do the actors offer each other?
- ...

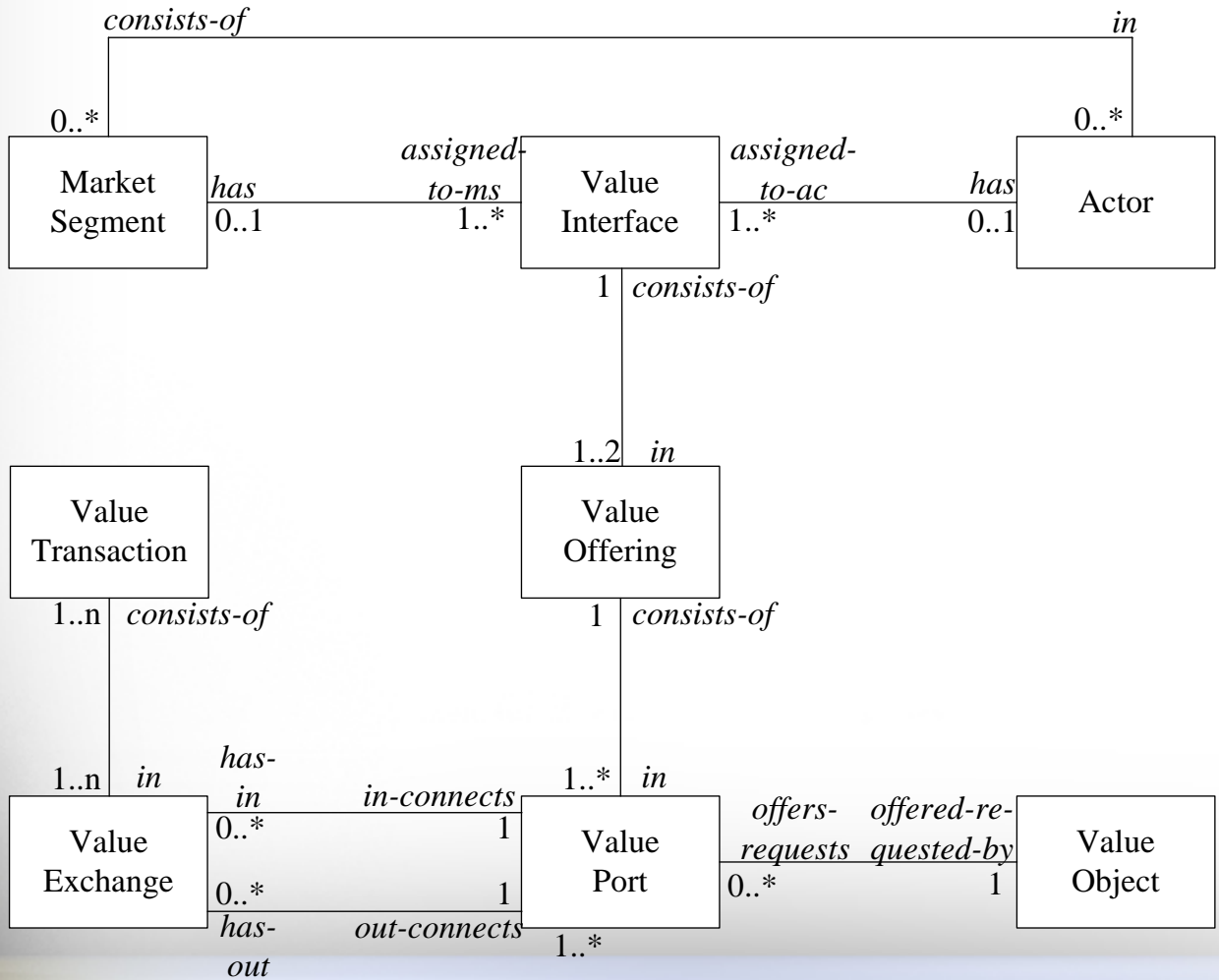


What is in a Business Model?

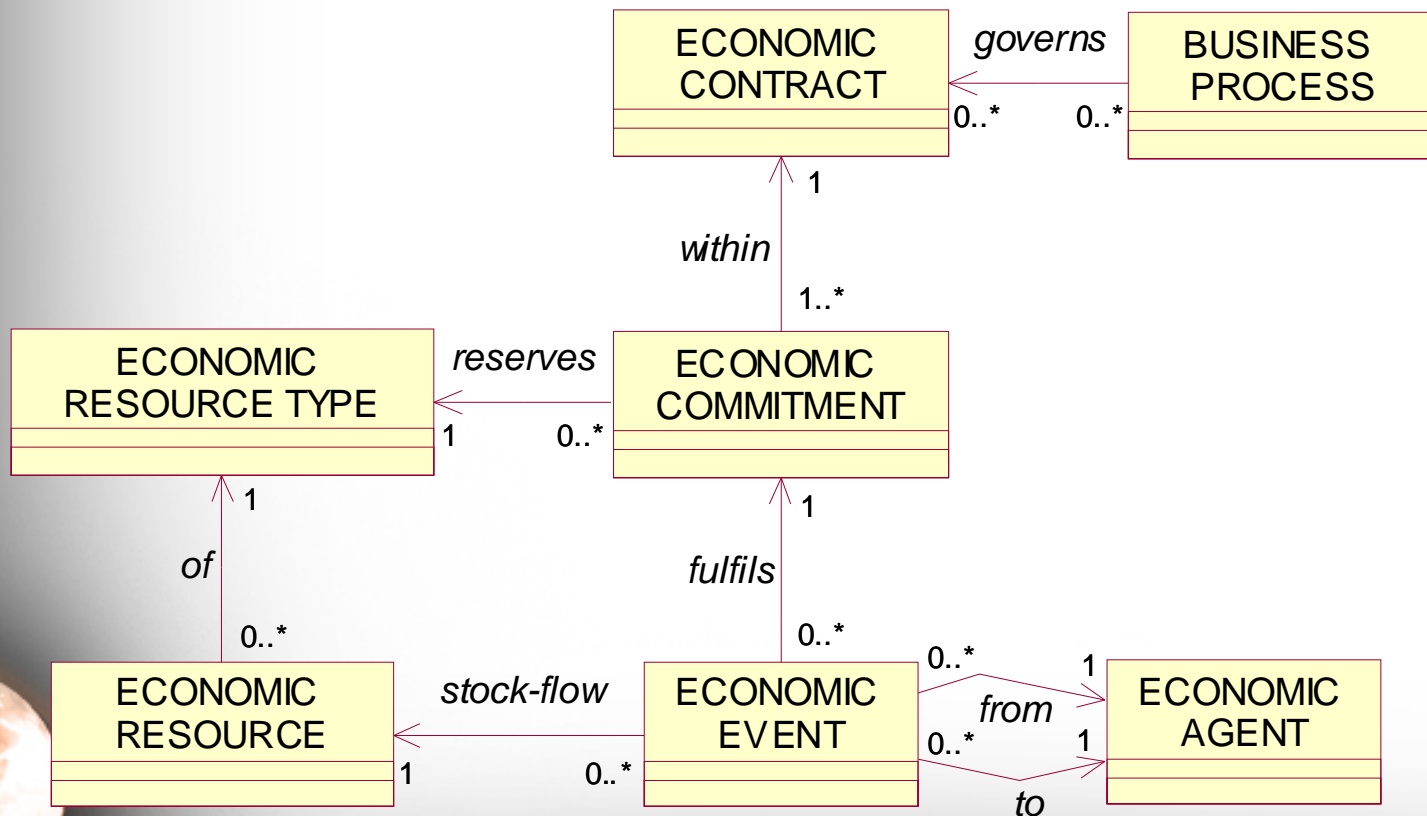
- Actor
- Supplier
- Customer
- Resource
- Value object
- Value proposition
- Value transfer
- Value exchange
- Value port
- Economic event
- Duality
- Reciprocity
- Compensation
- Commitment
- Contract
- Distribution channel
- Value chain
- Capability
- Trust
- Customer relationship



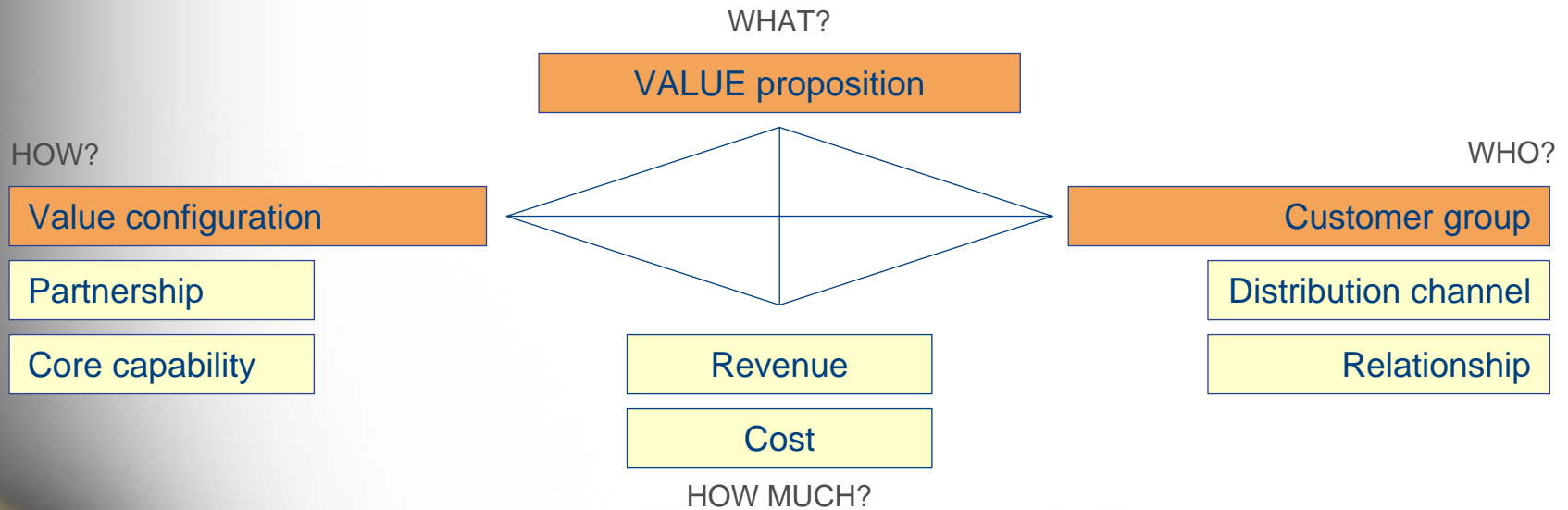
Ontology for e³-value



REA Ontology – Simplified



BMO Main Concepts



What is transferred?



TRANSFER

RESOURCE

Goods

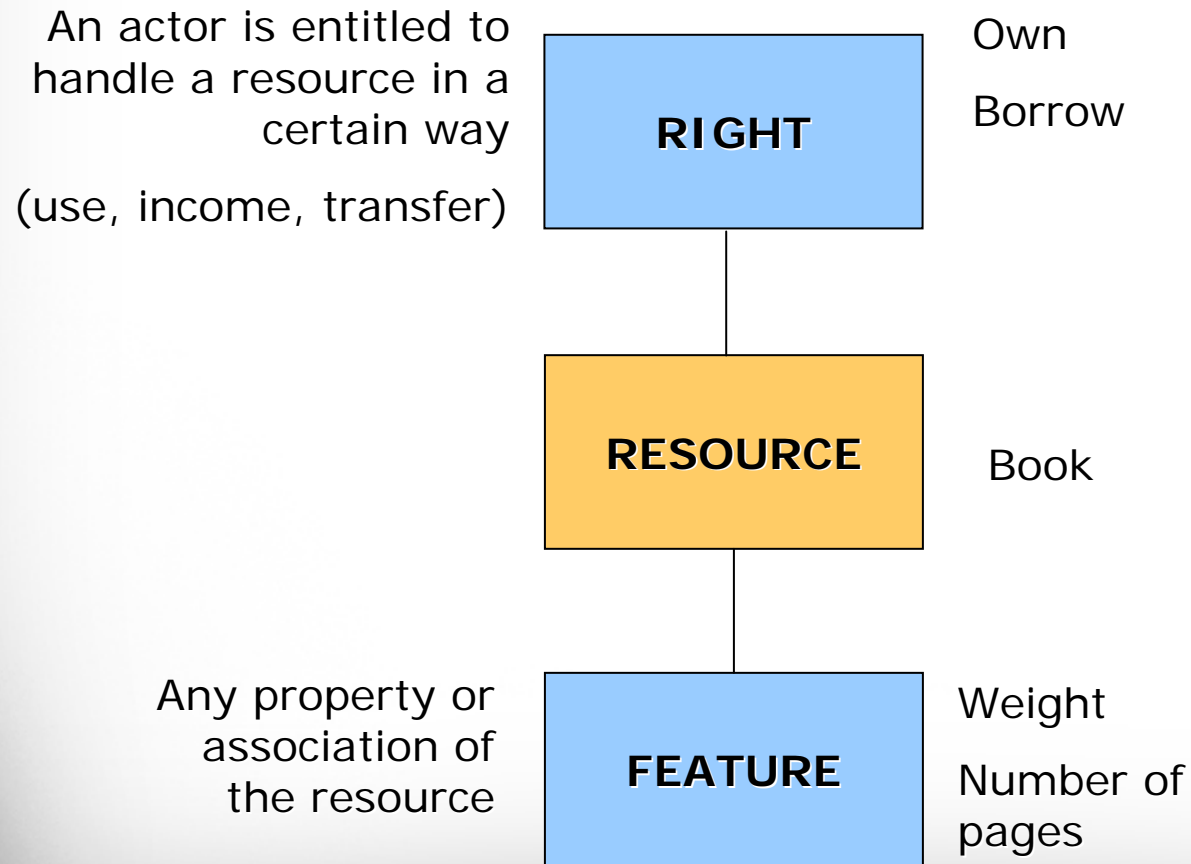
Services

Information

Money



Resources, features, and rights



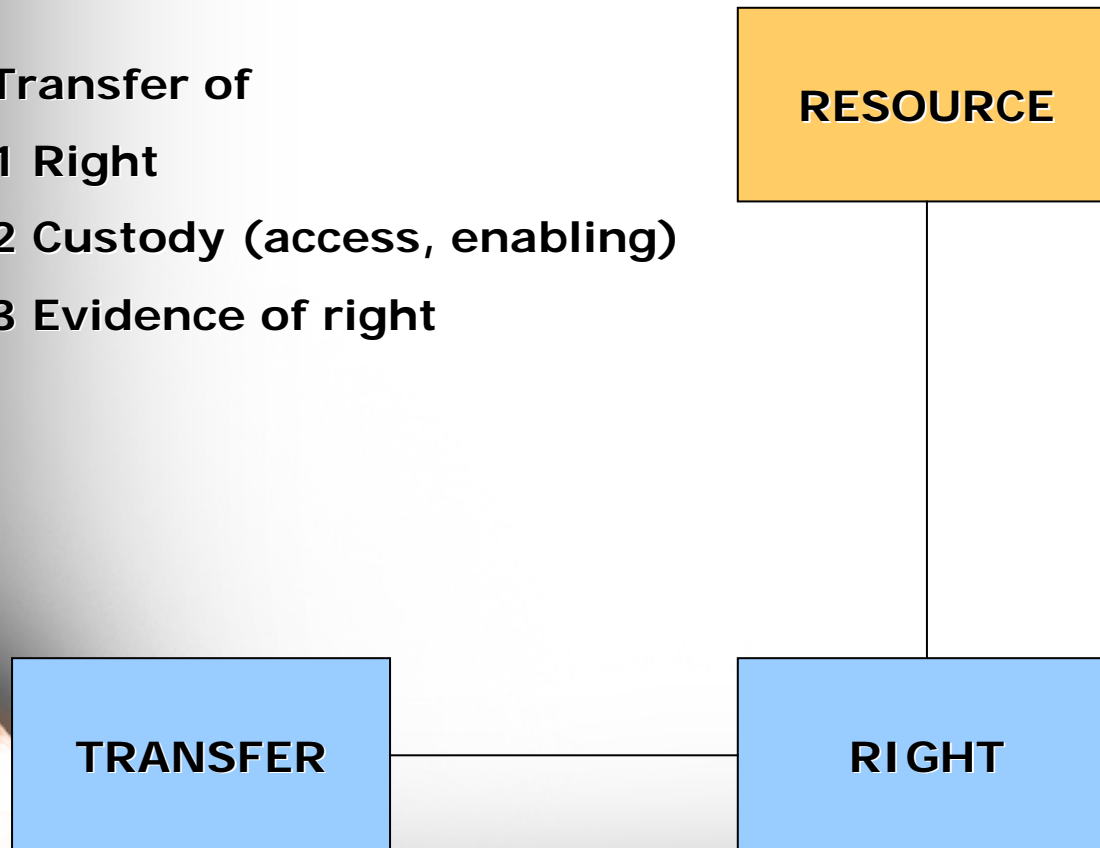
Three components of a transfer

Transfer of

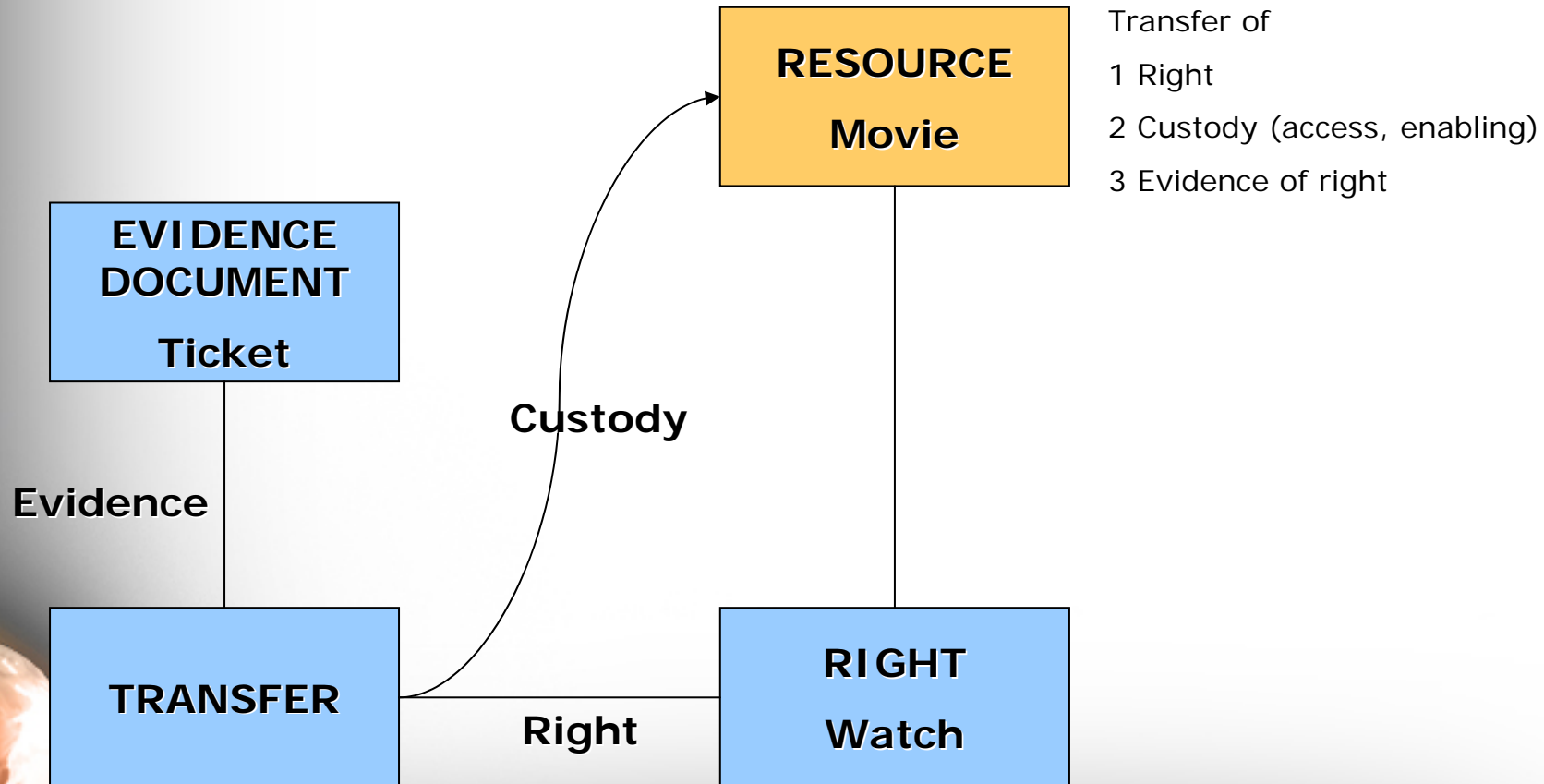
1 Right

2 Custody (access, enabling)

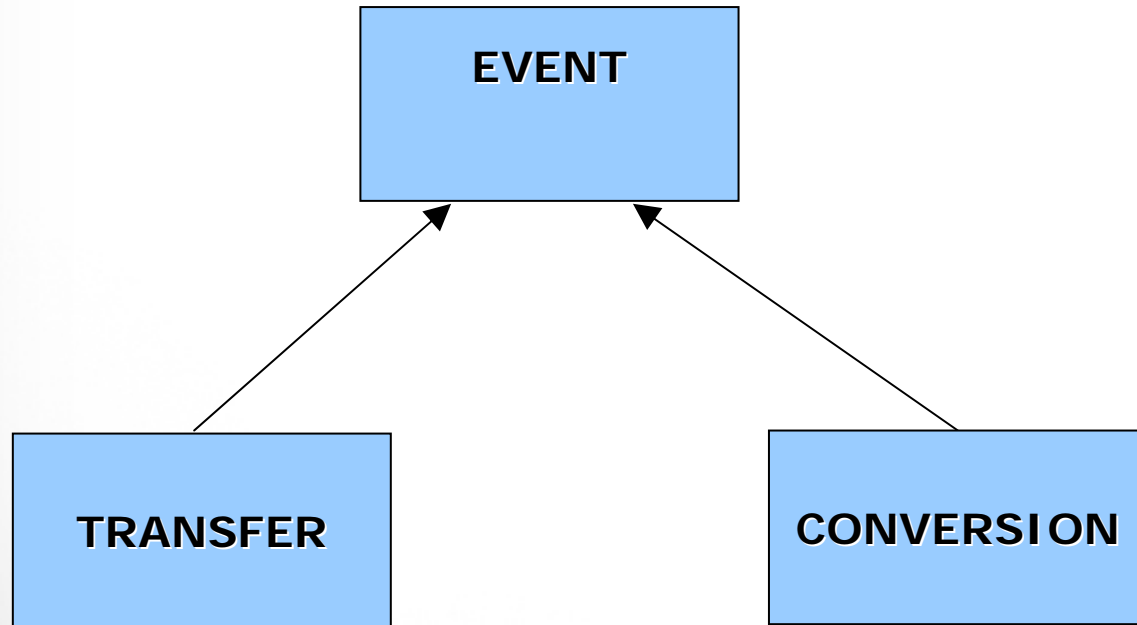
3 Evidence of right



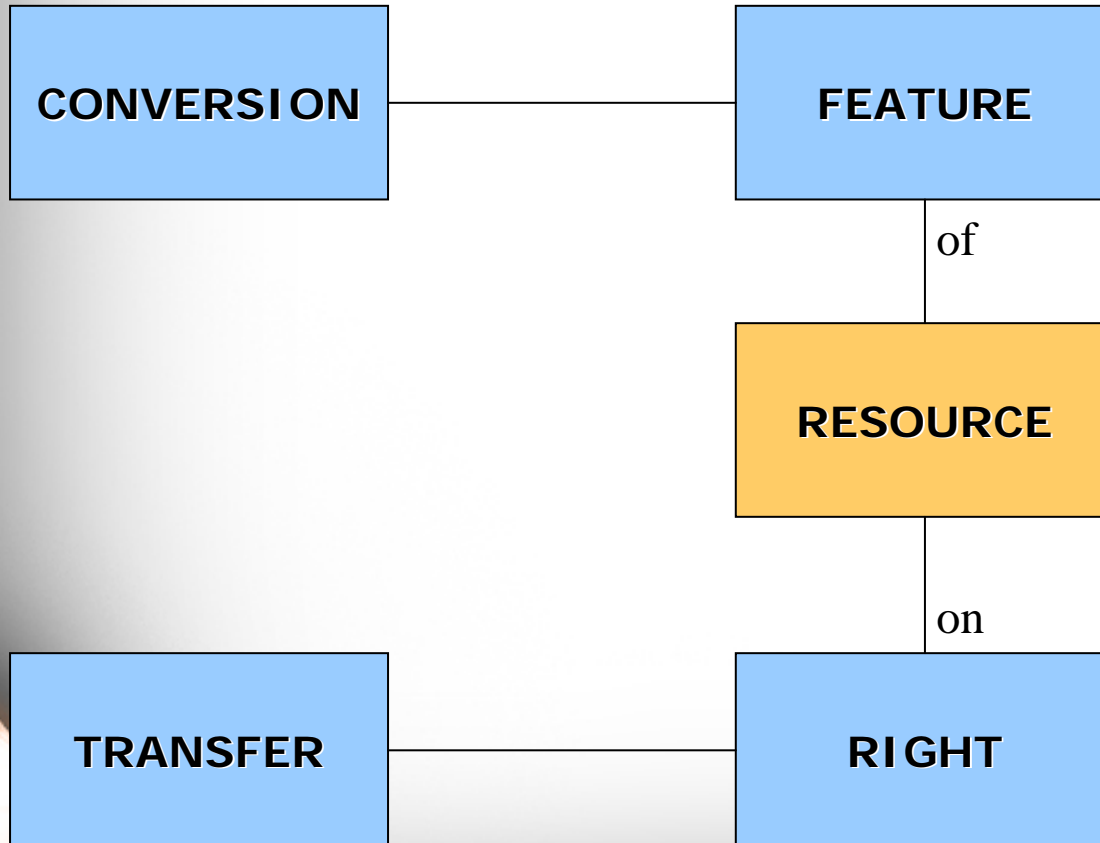
Three components of a transfer



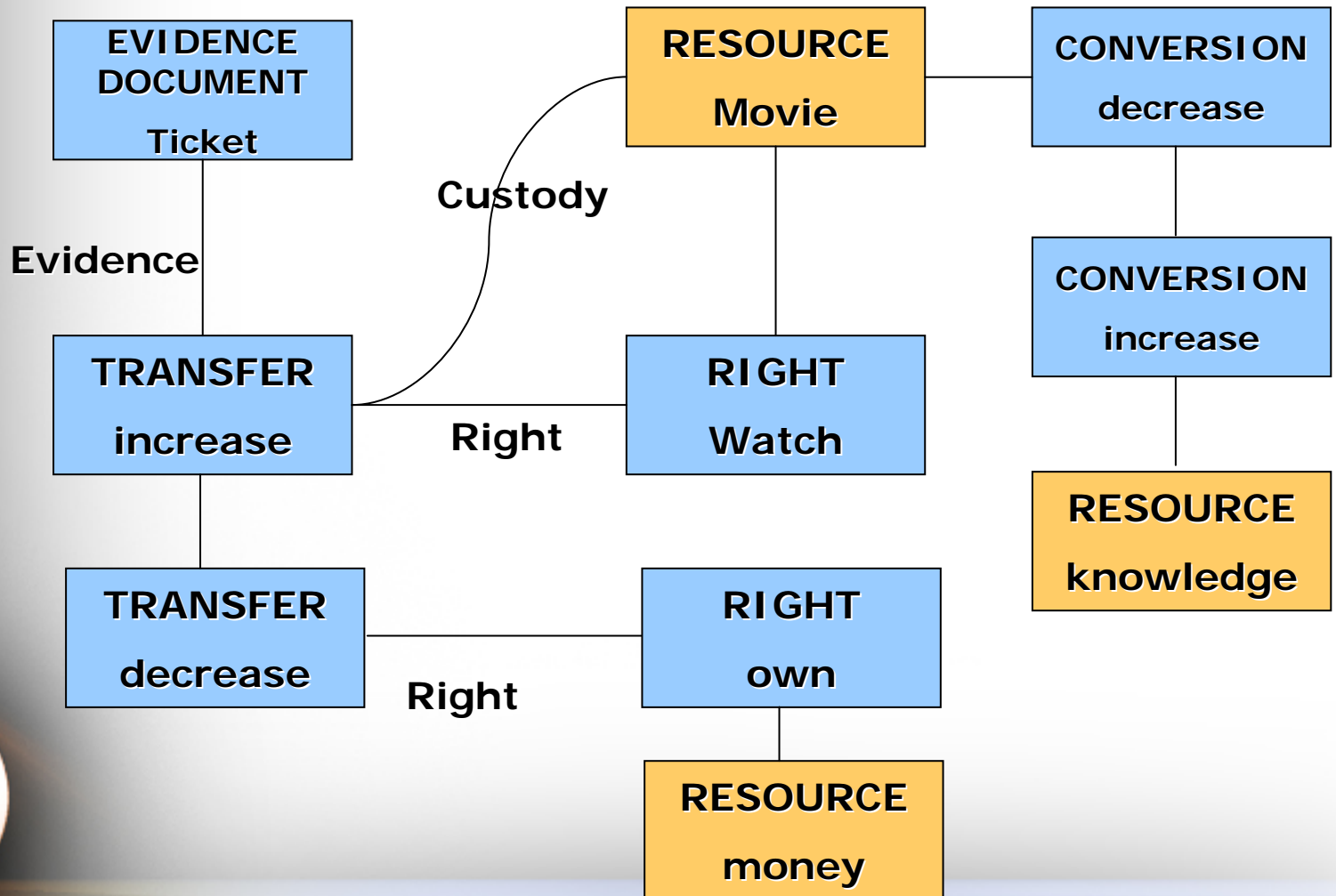
Transfer and Conversion



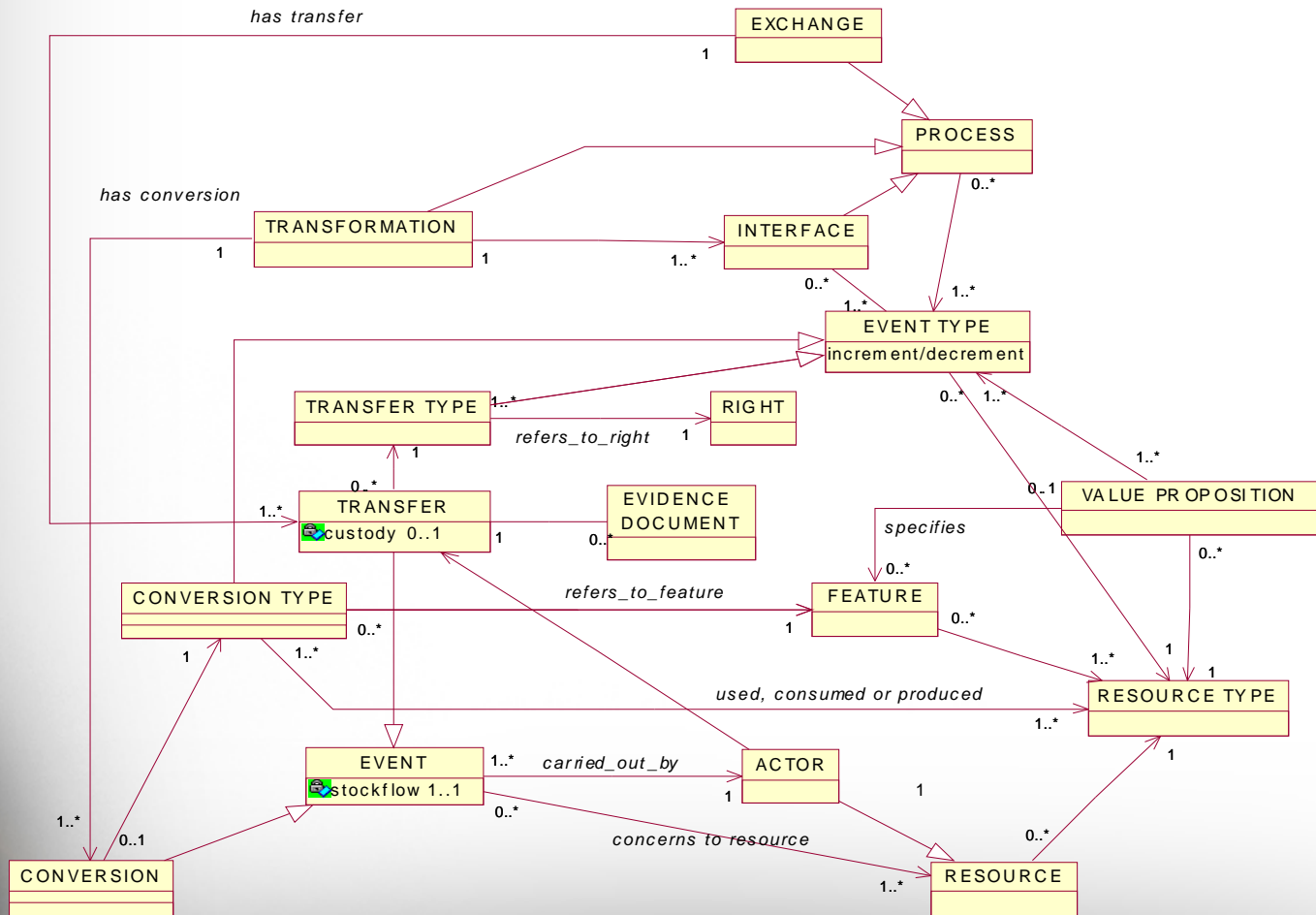
Transfer and Conversion



Transfer and Conversion



Reference Ontology



Future Work

- Strategic aspects
- Proof-of-concept implementation in OWL



Thank you!

- Questions/Comments

