

# Software Lifecycle Management in the Consumption-Based Model

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SAN JOSE

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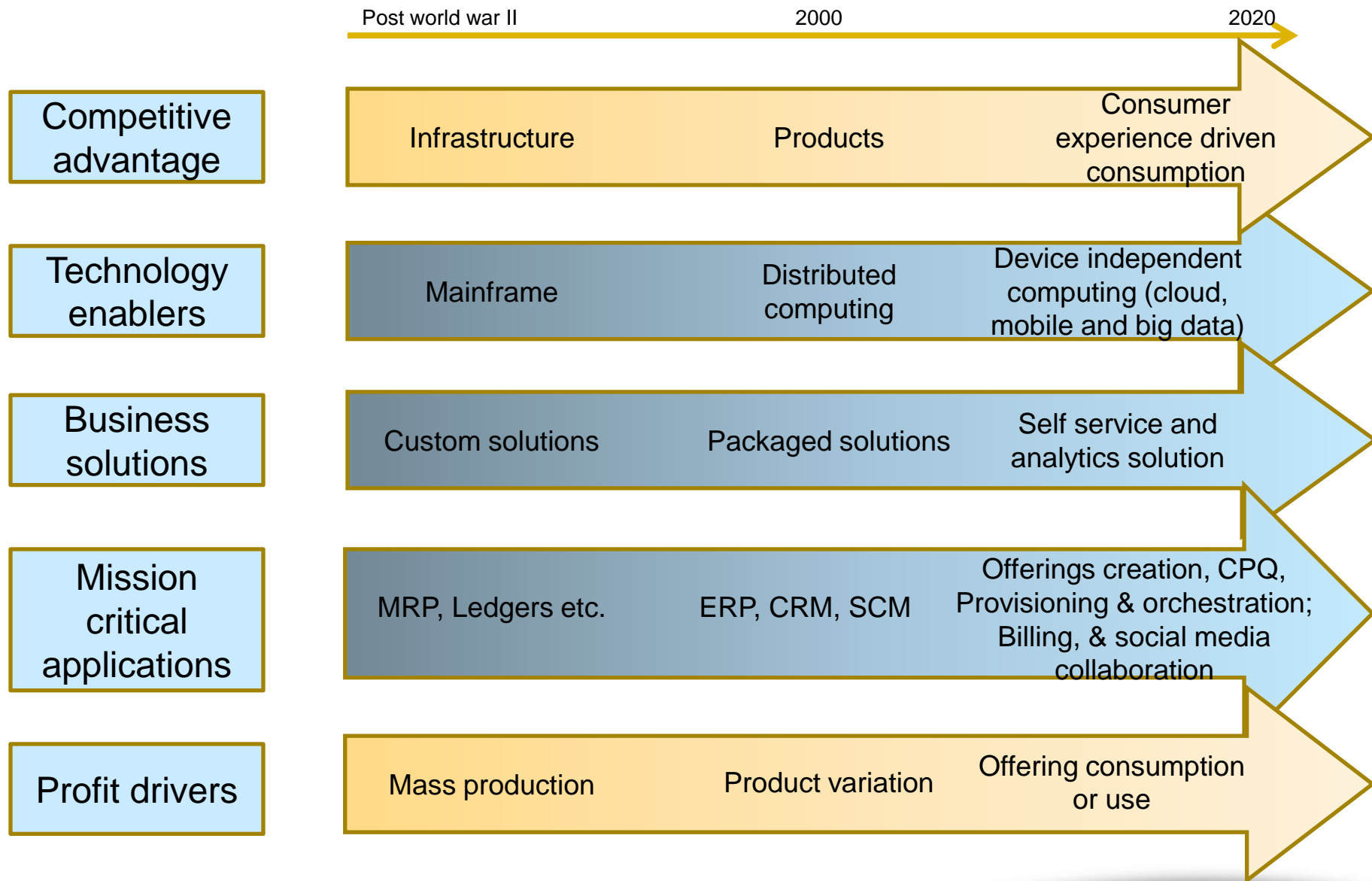


*INSIGHT DRIVING INNOVATION*

# Agenda

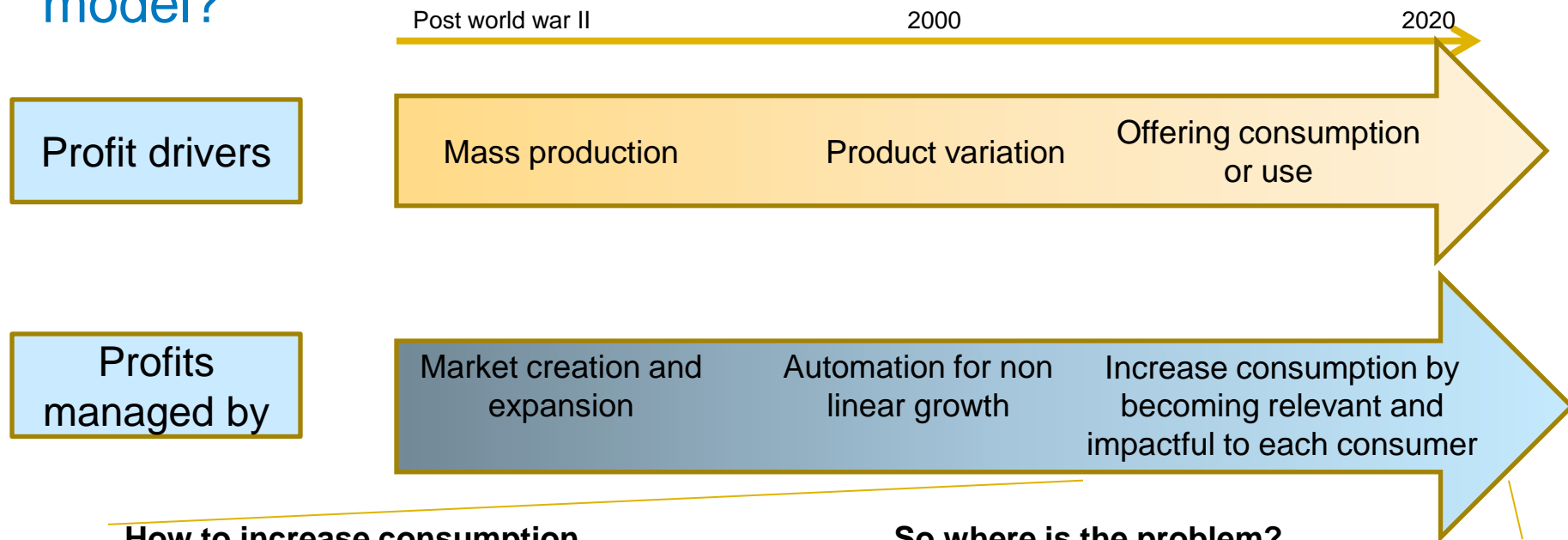
- Evolution of the market
  - Defining the opportunity & problem of the consumption business model
  - Consumption lifecycle
- Software sector: Leading the growth of the consumption model
  - Evolution of licensing and entitlement management
  - Software lifecycle management in the consumption model
  - The digital supply chain
  - Capabilities for the digital supply chain
- State of the industry: XaaS
  - Innovation cycle
  - Evolving business
  - Growing the consumption business

# Evolution of the market :The business opportunity





# The business problem: How to succeed in the consumption model?



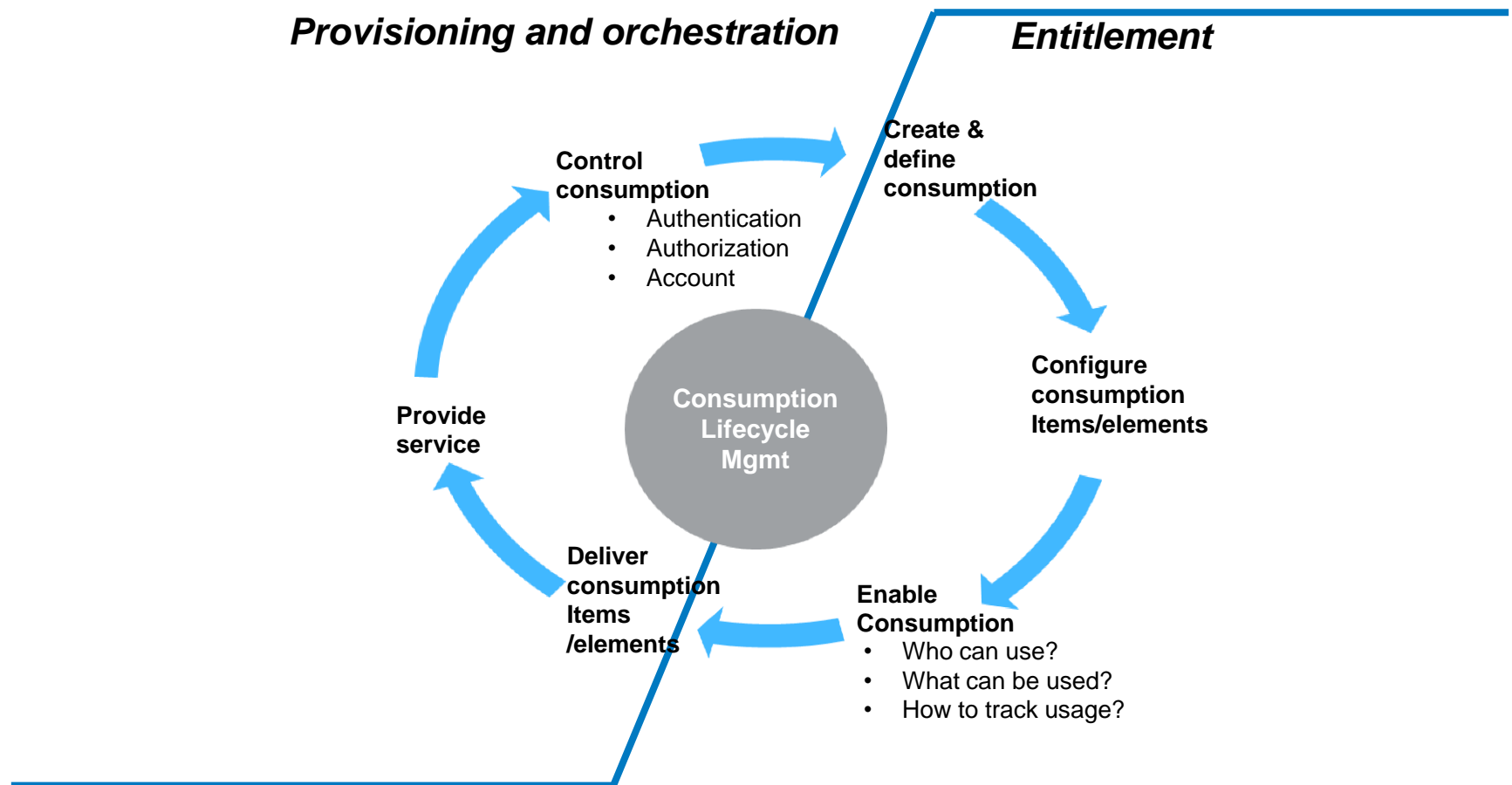
## How to increase consumption beyond a good offering?

- Ability to offer, price every consumption point desired by users
- Measuring, rating & billing for the consumption
- Capturing and providing the consumption status for each consumer and enabling in-service consumption variations
- Leveraging trends, collaboration and consumption patterns to create new options for consumption

## So where is the problem?

- There is no off the shelf solution that can record, manage, offer consumption information and make it actionable for fulfillment
- There is no rules management capabilities for consumption embedded in the solution that can be managed outside of ERP, CRM, SCM applications creating integration complexity
- There is no integration and no recommendation logic for leveraging social or personal data to recommend, suggest, create new consumption points

# Lifecycle view of managing consumption

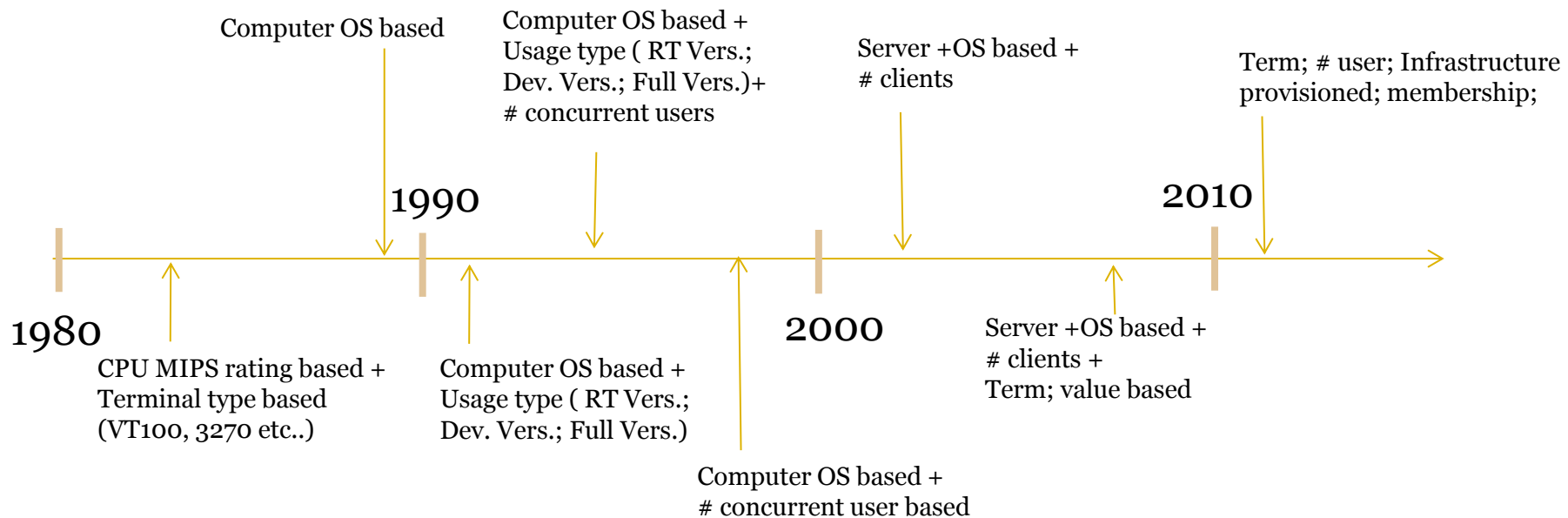


Consumption lifecycle is very similar to software licensing lifecycle  
In software licensing, you create a license, entitle the licensee/buyer and then control the rights of use of the software by enforcing the licensing policy.

# SOFTWARE SECTOR: LEADING THE GROWTH OF THE CONSUMPTION BUSINESS MODEL

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# Evolution of software market (1980's to now): Offering and related pricing & terms variations

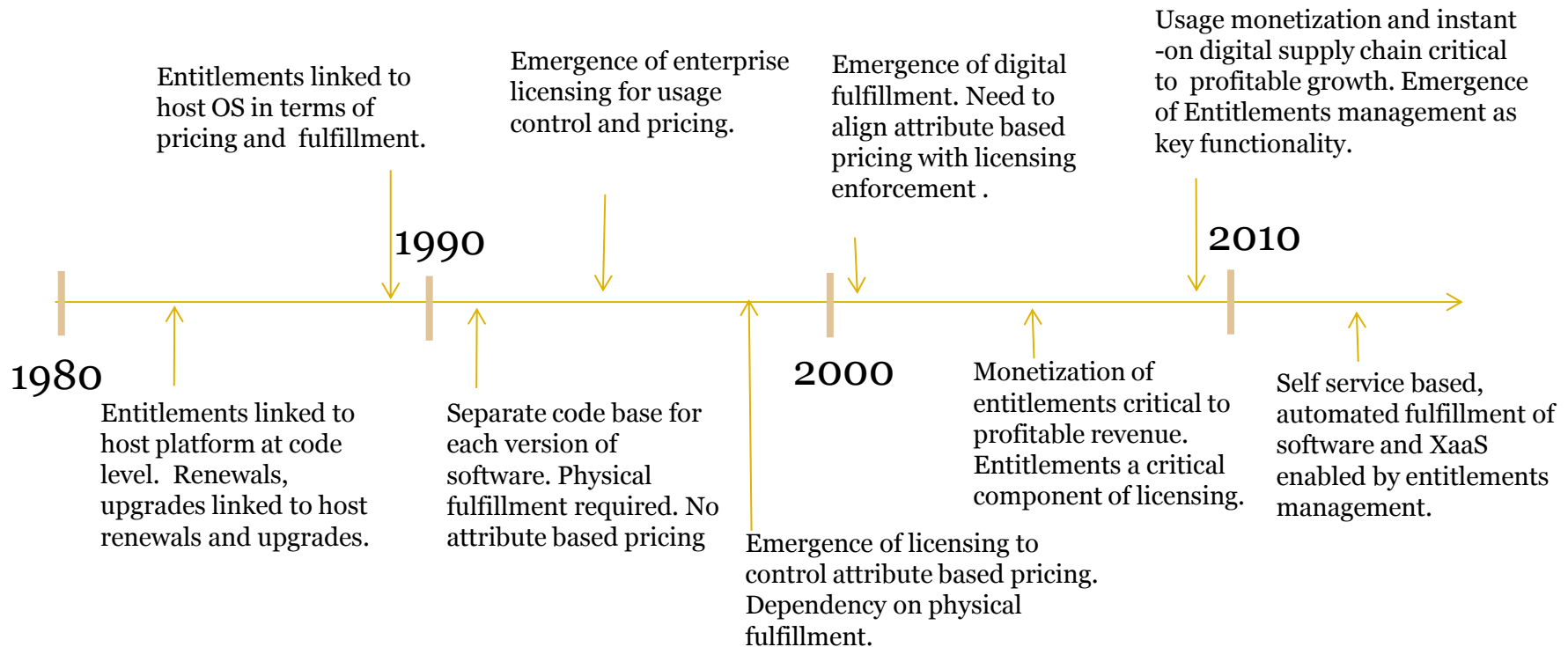


# Evolution of licensing models

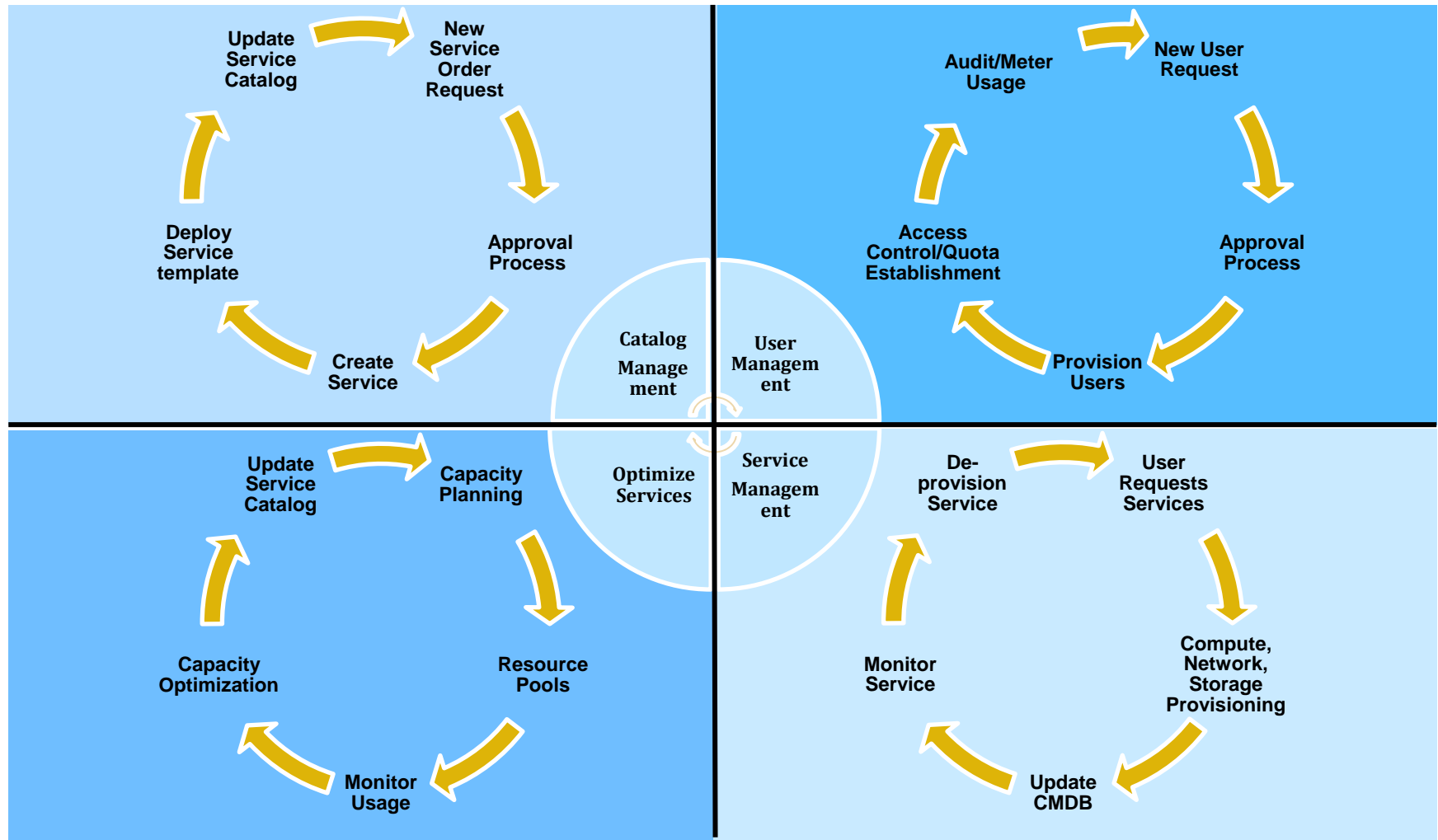
Licensing models	Perpetual Licensing	Term Licensing	Subscription	Consumption or Usage	Value-Based	Open Source	Hybrid	Ecosystem	Marketplaces
Dimensions									
Ownership Rights	Perpetuity	Time Limited	Time & Service Limited	Usage Limited	Any	Public	Time & usage limited	Time Limited	Time and membership limited
Typical Delivery	Event Driven Transaction	Event Driven Transaction	Both	Both	Both	Real Time Usage	Both	Subscription	Subscription
Revenue Model	Up-Front	Up-Front or Allocated	Periodic	Variable	Indirect	Support fees	Periodic and variable	Up-Front or Allocated	Upfront and allocated; trade related metrics
Payment Pattern	One time and periodic	Periodic	Periodic	Usage Based/Pay per Use	Royalty/benefit	None/periodic for support	Up-Front or Custom	Upfront and Periodic: virtual currency options	Upfront and Periodic
Unit Measure	Per License or Per Seat	Per License or Per Seat	Per Subscriber	Per Technical Metric/ Transaction	Per Business Metric/ Per Feature	Per Transaction or Usage	Per subscriber and technical metrics	Per subscriber	Per Subscriber



# Evolution of entitlements management



# Software lifecycle management in the consumption model

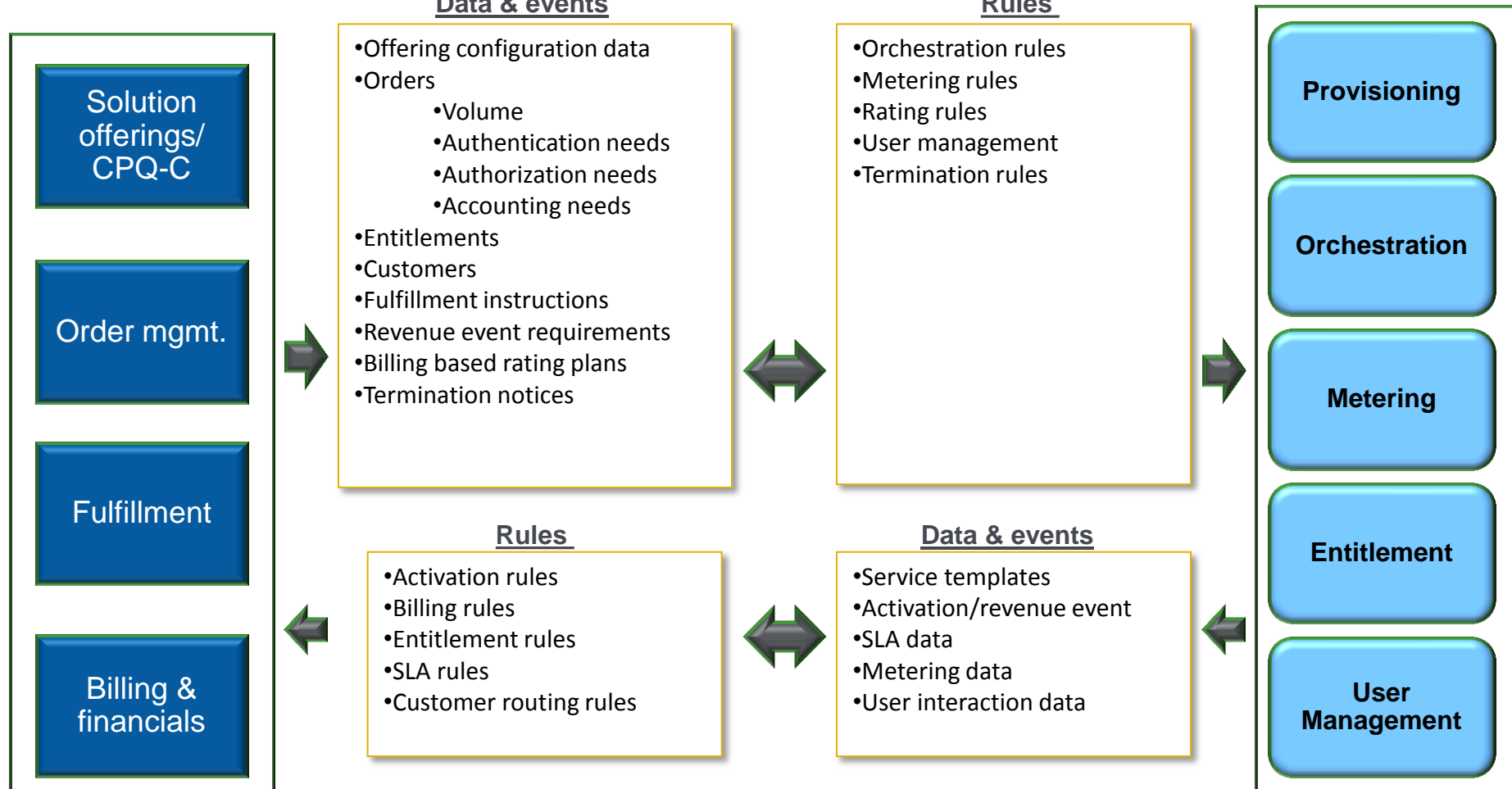


# The digital supply chain for delivering software in the consumption based model

## Q2C platform

## Interface(s) between Q2C and digital supply chain for consumption model

## Digital Supply Chain



# Critical capabilities for digital supply chain for software...cont'd

Processes	Standard XaaS Capabilities	Sample detailed capabilities
Solution offering / CPQ -C	Customized offerings: configuration options	Time based
		User based
		Consumption based ( any 'meterable' entity)
	Attribute driven pricing	Pricing based on every attribute value for all configuration options
		Price tiering & optimization based on pricing levers (highest value, total value etc..)
Order Management	Rating and rate plan management	Tiered rates based on volume commitment
		Differential rates based on actual service usage/user
	Co-term, renewal, service termination	Freeware conversion (try/buy order types)
		cross –sell / entitlement expansion (more users/usage etc.)
		Upgrade anytime
Financials	Recurring billing	Per contract (without orders or provisioning event based)
		Per 'order' or provisioning event based
		Per billing cycle ( consolidated with itemized transactions)
	Ratable rev rec with / w/o VSOE	Provisioning event based revenue recognition
		Time based
		Actual consumption based
	Co-term, True-up	Upgrade/Up-sell (based on usage and/or promotions)
		Cross-sell based (based on promotions and/or bundling)
		Multiple entitlement ( for same set of services) based

# Critical capabilities for digital supply chain for software

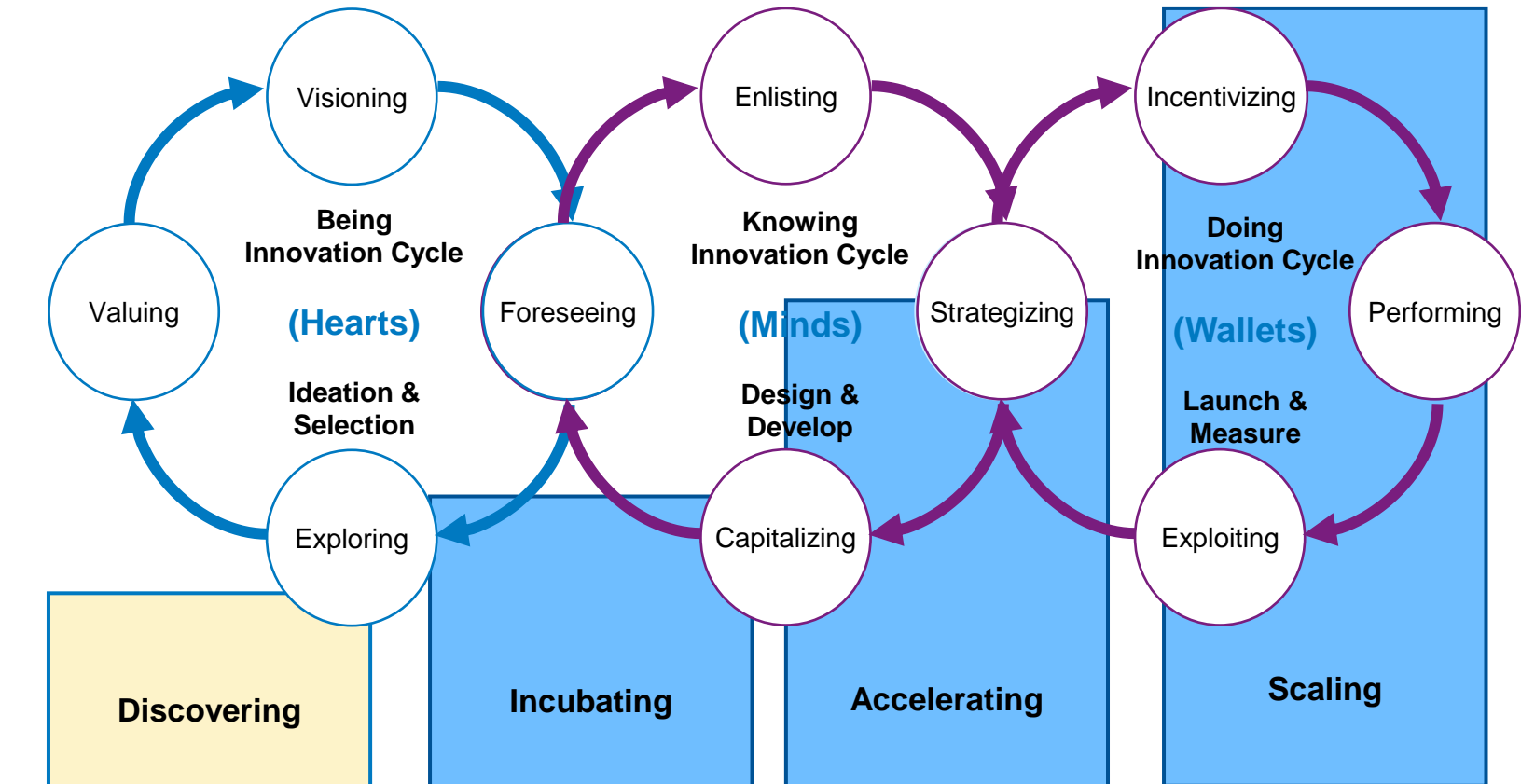
Processes	Standard XaaS Capabilities	Sample detailed capabilities
Provisioning*	Service activation	Per contract
		Per order
		In – line of service
	Infra. management for service delivery	Automated/manual service orchestration
		SLA tracking per service
		SLA tracking with billing adjustments
Entitlement*	Authorization, authentication and accounting	Track & measure consumption by user
		Track & monitor user by level/permissions
		Track service use
	Usage recording & user management	Log based; provider based administration
		Consumer based administration including feature set management
		Dynamic allocation of usage across users per contracts(s)
Service delivery*	Usage, performance reporting	Tracking reports with consolidation by customers, service
		Actionable intelligence to trigger billing intelligence, provisioning changes, dynamic promotions etc..
	Metering	By time and user with/without deactivation capability
		By usage, SLA commitments with overage rules enablement
	Monitoring , SLA management	Log based; off line reporting
		Real-time with rules based resolution and reporting for billing etc..



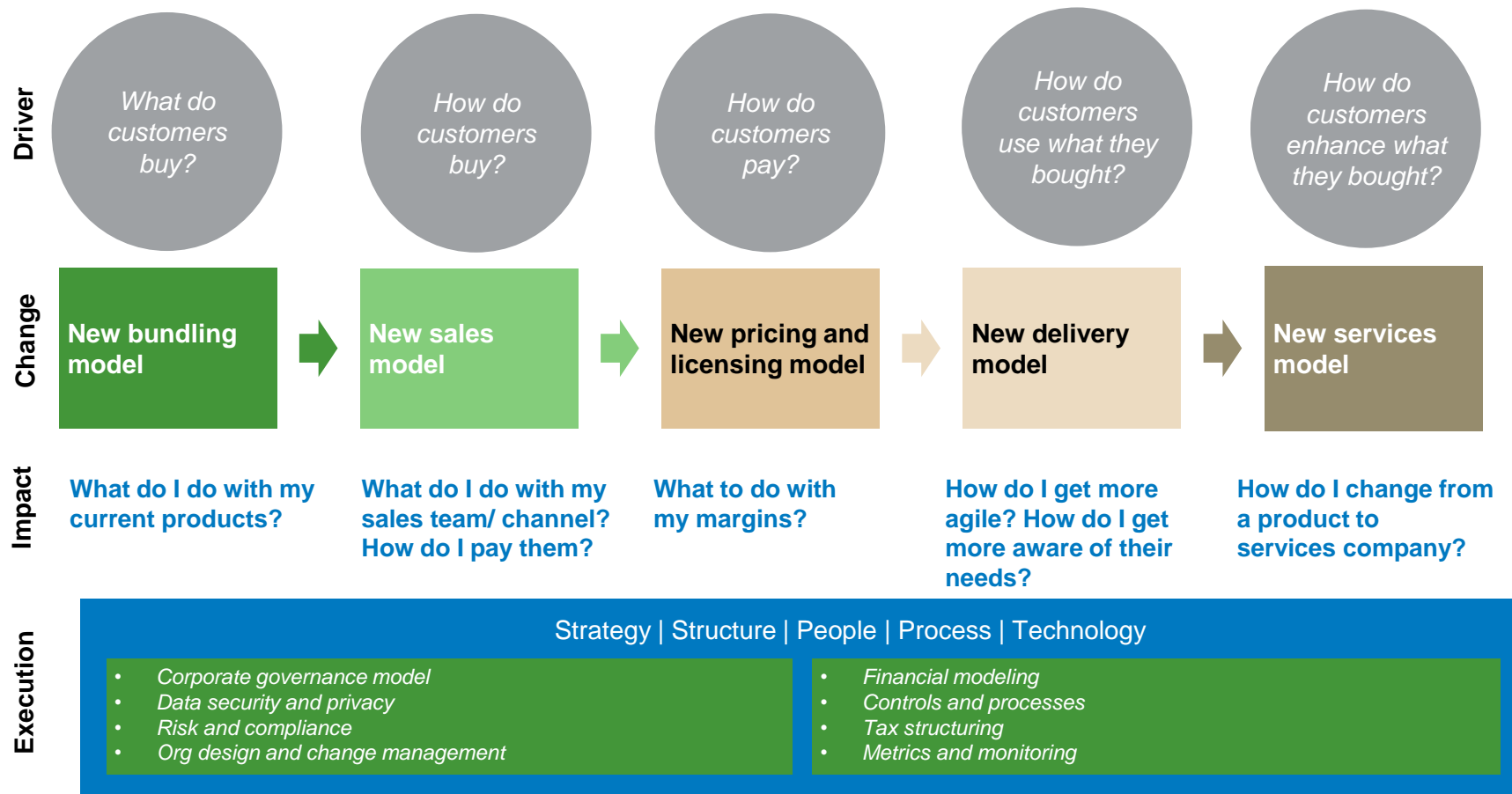
# STATE OF THE INDUSTRY

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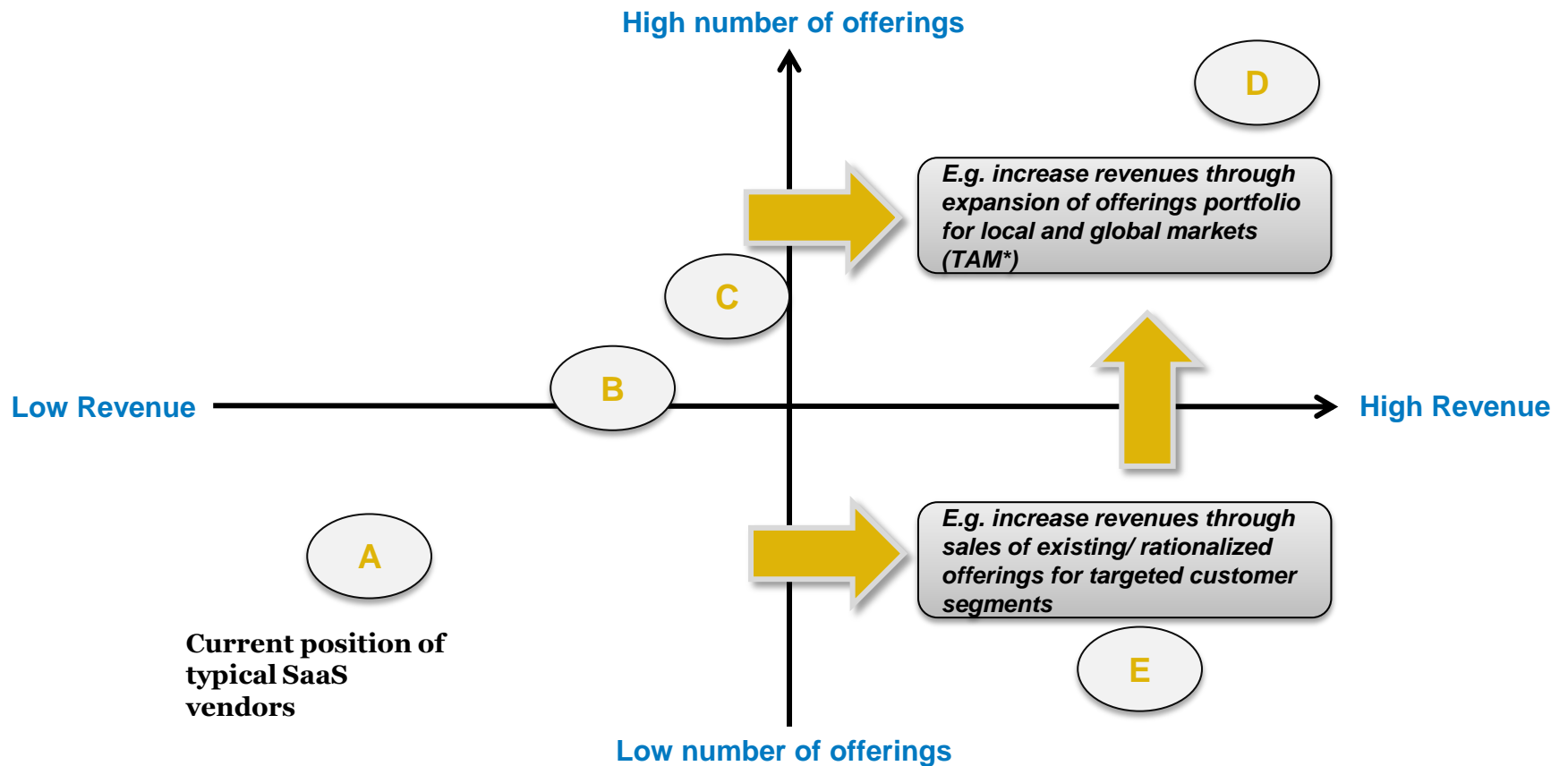
# State of the industry: Innovation cycle



# State of the industry: Evolving business



# State of the industry: Growing the consumption business



*\*TAM refers to Total Addressable Market*

# THANK YOU

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