

Schlüsselkompetenzen (SKO)

Prof. Dr. Uwe Aßmann

Meeting Hour: Thu, 11-12:00

INF 2087

Register with katrin.heber@tu-dresden.de

<http://st.inf.tu-dresden.de/teaching/sko>

Exercise Sheet No. 6

Software Technology Group

Institute for Software and Multimedia Technology

Department of Computer Science

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Business Model You Canvas

Task 6.1: A Business Model Canvas for Your Favorite Project

Choose one of your projects as your *favorite project*. Remember the suggestions of the lecture (chapter 02):

- Go a year to Sweden to program in a company (Spotify)
- Go a year to France for research
- Go to Tansania and help in development
- Open up a social business
- Help a social organization to master their processes
- Become a SHK and earn your own money
- Book a kite surf course in exchange of caring about their IT

Download a Business Model You Canvas (BMYC) from <https://businessmodelyou.com/>. Fill the canvas with sticky notes. Use the questions to generate sticky notes.