YONO

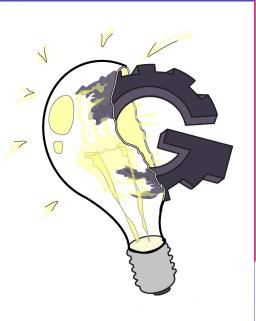
Everything at one place

Group 5

Saurabh Dubey – 20DM192
Snigdho Suman Paul – 20DM214
Tarun Dahiya – 20DM227
Anwesh Raajan – 20DM264
Rashi Jain – 20DM267
Vishal Pandita – 20DM291
Ayushman Singh Ratnu – 20DM292



Genesis of the Idea



While sharing some of the OTT platforms together and having to purchase variety of those by splitting the cost among ourselves gave the idea of forming an OTT platform which gives the options of choosing the desired shows from any available OTT platforms using the credits which will be

provided by us.

125+ NETWORKS GO tbs FOX MHL.TV travel

> A XEOX ONE A 754

stv

PlayStation Vue PLUTO° OTT DEVICES Roku chromecast SSARTTV amazon fireTV

sling

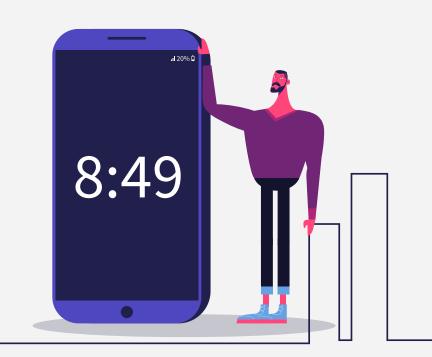
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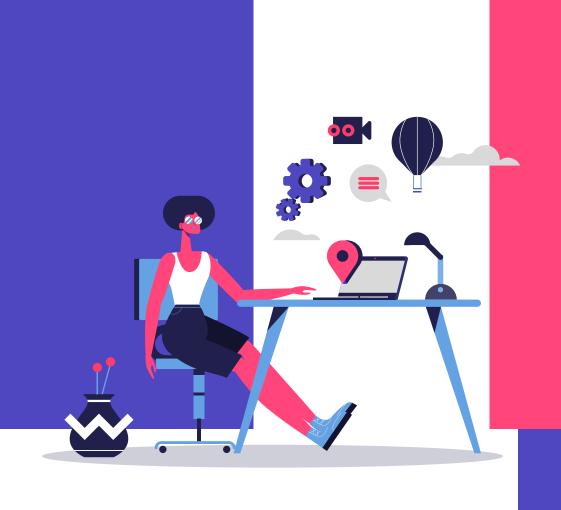
CRACKLE

xumo

Problem Statement

- The problem of having to pay a premium for every OTT is being solved.
- It is especially pressing for the youth.
- After talking to several customers we know that they are also facing the same issues.





Solution

- A new OTT platform which provides which provides customized experience.
- We are providing an introductory offer with which any user can select 3 movies and 2 TV shows.
- Also, we will be providing with various benefits such as credits which can be used to purchase any movie or a TV show
- We are aiming to make our UI as user friendly as possible.

Our User Interface



Signup

Name

Email id



Preferences

Select Plan

Payment



1. Target Customer and Market Size

People of age group 16-60.





Why will they Pay?

- Single platform to watch any show and movies.
- People can watch according to their convenience
- Budget Friendly



Projections on how market will evolve over time

The global OTT devices and services market size was estimated at USD 56.40 billion in 2019 and is expected to reach USD 66.84 billion in 2020.



Market and

Positioning

Product

1. How do you plan to reach out and sell to early adopters?

2. What is the Initial market potential of the solution?

3. How and where will you sell your products and/or services?

Marketing Strategy

Promoting the application through social media marketing

The people can select shows from various OTT platforms according to their preferences so that they watch the movies and shows accordingly.

We will be selling the service through an app called Paybox on the play store.



INDUSTRY AND ECOSYSTEM POSITIONING

01 Major Players

The major players and key suppliers – Amazon Prime, Netflix, JioTV, Voot & SonyLIV etc.

Key connections that founders already have

03

Competitors have "First Mover Advantage" and having loyal customer base Industry and Ecosystem Positioning

O2 KEY
SUPPLIERS

Major OTT platforms and channel partners

Key connections they need to establish

They need to provide the same service as they were offering earlier with little low price in order to retain customers & increase their customer base

PESTE Analysis

		I LOIL /	Midiyolo		
	POLITICAL (Govt. Policy/ Regulatory)	ECONOMIC (Growth, Inflation, interest rates etc.)	SOCIAL (Behavior changes, Buying patterns)	TECHNICAL (R&D, Automation, Digitization)	ENVIRONMENTAL (Ecological & Environmental changes)
Favorable	No Regulations	As such inflation and interest rates do not impact since our product is an application	No direct social engagement.	Al will be incorporated in the app -Prevention of obscene contentSuggestions to users.	No direct environmental impact No resource waste.
Unfavorable	Detailed guidelines for digital content on both digital media and Over The Top (OTT) platforms, while giving overriding powers to the government to step in.	The disposable income of the consumers can impact the usage of the application.	Society in general is addicted to phone and this app gives them another reason for the same. Parents might be against it.	Application can crash in between, causing inconvenience to the users.	As our app will be downloaded in more devices, it will result in more e-waste which will be harmful for the environment.

COMPETITION ANALYSIS

	TV Channels	Cinema	Pirated Content
Strengths	Available in every Household	First day , First show	Easily Available.
Weakness	 No choice to viewers. Frequent Advertisements. No time flexibility. 	Time Consuming due to travelling and booking hassle.	Illegal
Price Point	More expensive	More expensive	Free of Cost
UVP	As it there from the earliest time so people especially our parents and grandparents have are more familiar and have an emotional attachment with it.	Theaters give true experience of a movie especially with these new IMAX and 4DX theaters	As the content is downloaded hence it can be copied and shared across multiple devices.

Operational Plan



Key Milestones

Producing our own movie and web show

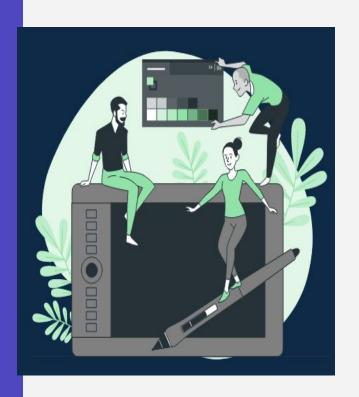
Key Resources

App Developers, Big data, AI and ML

Key activities

User friendly interface, Advertisements through existing channels.

Implementation Plan



How convincing is the implementation?

-Implementation is easy moderate as we have a lean business model

Show us the targets for next 12 months and the plans for 'product development' and 'business strategy

-App to be functional and minimum app downloads to be 50K.

Any milestone achieved so far?

-Strong Customer Base



Organizational plan- Team

Show us team member with education / experience / past success or failure

- Snigdho Suman Paul and Vishal Pandita

Show us your advisors / investors

- Mr. Shubham Rohila
- Mr. Rohit Talwar

Convince us "you are the right team who can deliver the commitment because"

 We are eager to deliver the best service to our customers. We have members in our team who are able to connect with the masses so that we can them a good experience. We also know the nuances of technology so it will help us immensely to resolve the glitches & customers query quickly.



BASIC FINANCIAL PLAN: YOUR BUSINESS IDEA

Startup Costs	INR
APP Development	50000
Partnership Costs	100000
Research and Development	400000
Registration Charges	40000
Total	590000

INR	Salary per employee	No. of employees
56000	8000	7
5000		
5000		
8000		
74000		
	56000 5000 5000 8000	INR employee 56000 8000 5000 5000 8000 8000

Variable Costs (per unit)	Cost	Unit	Rate (INR)
Advertisements	22	100	2200
Data Storage	20	500	10000
Royalty Rights	25	15	375
Subscribtion charges	1		
Website Maintainence	0		
Total	68		

Revenue (for 30 days)	
Number of customers	3000
Per app download	1
Price per subscribtion	199
Purchase frequency	1
Total sales in units (INR)	3000
Total sales revenue (INR)	597000

	No. of
Customers (per day)	days
100	30

SUMMAR	Y
Revenue	INR
Sales	597000
Others	
Total	597000
Profit	319000
Breakeven	FALSE
Pay back period	
(months)	1.85
Contribution	131





Stake vs. Investment

15% for 5 Lakh









EXIT Strategy

Jio Cinema, Airtel TV, Amazon firstick









Consumers Survey

Zoom Meeting 40-Minutes













































Industry Expert

□ Zoom Meeting 40-Minutes



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