

# Delivering Products in a SaaS World



## The Pros and Cons of SaaS

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Adam Covati

Bronto Software



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Lance L. Bush



919.577.0036  
Cell: 919.753.5436  
518 Powhatan Drive  
Fuquay-Varina, NC 27526  
ArtHouse518@nc.rr.com



# It's Everywhere

- Most people *get* SaaS
- The upsides don't have to be proven
- There are still some risks



# Customers Have The Power

- Lower switching costs & often more players
- Information moves faster
- Always proving and improving value



# Don't Forget About Their Power

- Do releases come at your will?
- Twitter & #fixreplies
- Facebook TOS
- Don't be lulled by ease of updates



twitter

# Mine Your Data Resources

- Access to a wealth of information
- Understand patterns
- Don't let it paralyze you

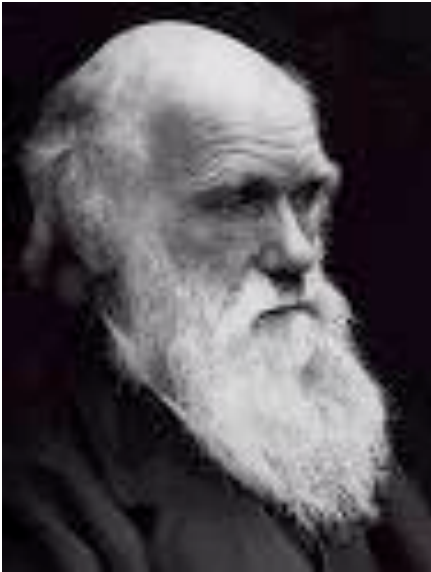


# Still Let Customers Guide You

- Don't neglect their feedback over data
- Prod Dev may try to lead with 'Hard Facts'



# Changing Via Evolution



- Incremental changes can ease transition
- Allows for increased release frequency
- Settings are your friend

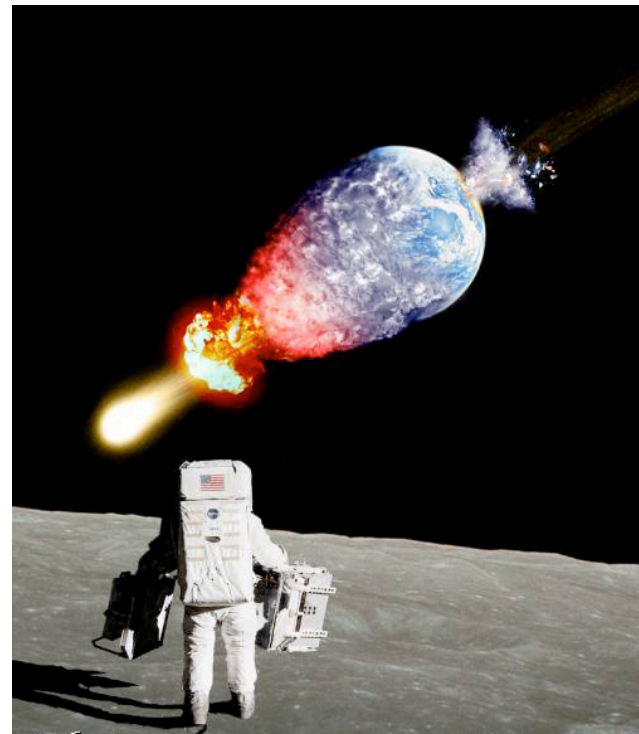


# Step By Step – More Effort

- Impacts on other departments
- Incremental changes on pricing

# Big Launch Impact

- Everyone gets it at once
- Impacts on Support & Sales



# Pricing & Revenue

- Packaging can be more varied & granular
- Features or Content can be shifted
- Smaller deals can still be economical
- Revenue may come in over time



# The Service IS The Product

- More production involvement
- Performance isn't just units moved



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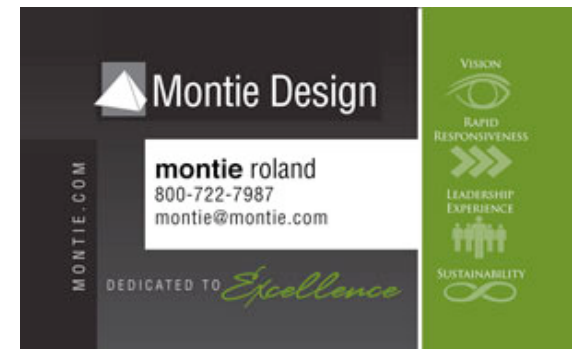


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<http://adamcovati.com>



@covati