

Virginia Commonwealth University VCU Scholars Compass

VCU Libraries Faculty and Staff Presentations

VCU Libraries

2014

Innovate at Your Library with Business Model Generation

Bettina Peacemaker Virginia Commonwealth University, bjpeacemaker@vcu.edu

Follow this and additional works at: http://scholarscompass.vcu.edu/libraries_present Part of the <u>Library and Information Science Commons</u>

http://creativecommons.org/licenses/by-sa/3.0/

Downloaded from

http://scholarscompass.vcu.edu/libraries_present/28

This Presentation is brought to you for free and open access by the VCU Libraries at VCU Scholars Compass. It has been accepted for inclusion in VCU Libraries Faculty and Staff Presentations by an authorized administrator of VCU Scholars Compass. For more information, please contact libcompass@vcu.edu.

Innovate at Your Library with Business Model Generation

BETTINA PEACEMAKER VIRGINIA COMMONWEALTH UNIVERSITY (VCU) LIBRARIES

IDEA

Libraries are innovative places. There are countless examples of innovative services and programs (German & Namachchivaya, 2013), and there is even some discussion from a strategic perspective (Rowley, 2011). However, there are few practical tools for librarians exploring innovation.

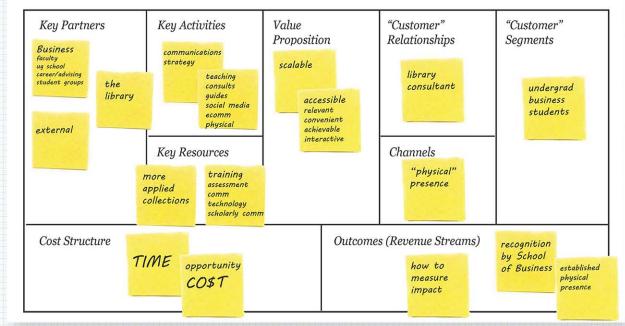
On the other hand, there is a long tradition of applied innovation research for entrepreneurs with an endless supply of books, blogs, and workshops. One recent title of note, *Business Model Generation*, has gained recognition as a way to consider innovation in business, mapping "how an organization creates, delivers, and captures value" through nine building blocks that are visually represented on the Business Model Canvas (Osterwalder & Pigneur, 2010, p. 14).

The Business Model Canvas has been widely adopted and adapted including use in nonprofit settings and user experience (Alexandros, 2014; Kromer, 2012). This poster will consider its use in the library to transform current practices and create new value for our audiences.

HOW IT WORKS 1. Print canvas (Bus

- Print canvas (Business Model Foundry, 2014) and post.
 Gather sticky notes, pens and people.
- 3. "Sketch" your model.

BUSINESS MODEL CANVAS



BusinessModelGeneration.com

REFERENCES

- Alexandros, B. (2014). *The canvas kit for nonprofits*. Retrieved from http://nonprofitcanvaskit.com
- Business Model Foundry. (2014). The Business Model Canvas. Retrieved from http://www.businessmodelgeneration.com/canvas/bmc
- German, L. & Namachchivaya, B.S. (2013). SPEC Kit 339: Innovation and R&D. Association of Research Libraries. Retrieved from http://publications.arl.org/Innovation-R&D-SPEC-Kit-339/

Kromer, Tristan. (2012). Business model canvas for user experience. Retrieved from http://grasshopperherder.com/ business-model-canvas-for-user-experience/
Osterwalder, A. & Pigneur, Y. (2010). Business model generation: A handbook for visionaries, game changers, and challengers. Hoboken, New Jersey: John Wiley & Sons.
Rowley, J. (2011). Should your library have an innovation strategy? Library Management, 32(4/5), 251-265. doi:10.1108/01435121111132266

INNOVATE

outreach to the School of Business.

The Canvas is used by many entrepreneurial programs at VCU, so it seemed an ideal example.

PROCESS

4 team members Bettina, Business Librarian Pattie, Business Librarian John, Humanities Librarian Celeste, recent graduate

5 versions

7 hours of work

250 sticky notes

WHAT NEXT?

Our Canvas is ongoing, but working through our outreach model helped us develop a plan focused on a **new communications** strategy for undergraduate students with an emphasis on creating a **physical presence** and messages that emphasize the **accessibility** and **relevance** of library resources and services.

