Disruptive Marketing For Developers

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About Me

- Bachelor of Computer Science, M. Math U of Waterloo
- 20+ years in the software industry: Borland, Active Software, webMethods, MySQL, Zendesk
- Investor, advisor, board member
- Multiple billion dollar exits
- Marathon runner, blues guitarist



30 Years of Sustained Innovation

- CPU: 1 Mhz to 2.4 Ghz (2,000x)
- Comms: 300 baud to T1 30 Mbps (10,000x)
- Memory: 64k to 64GB (1,000,000x)
- Disk: 140k to 1 Tb (1,000,000,000x)



30 Years of Platform Shifts



Platform = Opportunity

- Technology evolution enables new platforms
- Picking the wrong platform can be devastating
- The wider the adoption, the greater the opportunity
- Platform gets better and better until...
- ...it seems unstoppable



That's When Disruption Can Happen

- An *inferior* solution
- In an unattractive business
- That changes the game
- Creates vast new markets



What Makes a Product Disruptive?

- 1. There is a proven market
- 2. There are <u>underserved</u> users
- 3. The new business is inherently <u>unattractive</u> to old incumbents
- 4. It plays by different rules
- 5. It disrupts all of the players



Implications

- Big companies act rationally to serve high margin customers
- Focus on use cases that are below their radar
- Because something is *better* does <u>not</u> make it disruptive

Typical Pattern of Disruption

Innovator's Dilemma

- New entrant considered inferior
- New entrant gains toehold
- Old incumbent waits & watches
- New entrant becomes "good enough"
- Niche market booms
- Old incumbent mimics disruptor
- New model wins



Implications

- Incumbents are good at sustained innovation
- Startups are good at *disruptive* innovation
- Know which side of the equation you are on

In What Ways Can You Disrupt?

- Business model
- Distribution
- Technology
- Market
- Pricing?



Give away the software and make it up in volume? Count me in!

Specialty vs. Commodity

- Features, Complexity
- Proprietary lock-in
- Low volume / high margin
- Limited market
- Many vendors

- Ease of use, Simplicity
- Interoperable standards
- High volume / low margin
- Widespread adoption
- One dominant vendor



Winners in Commoditization

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Company	Market	Mkt Cap	Positioning
WAL*MART [®]	Retail	\$255 B	Everyday low prices
(intel)	Microprocessors	\$112 B	The world leader in silicon innovation
amazon.com	Online Retail	\$135 B	World's largest selection at the lowest possible prices
salesforce.com [®] experience success. [®]	CRM	\$27 B	On-demand solutions cost 90% less than traditional IT
SOUTHWEST	Travel	\$10 B	Great low fares
🥱 redhat.	Linux	\$10 B	Making high quality, low cost technology accessible
MySQL.	DBMS	\$1 B	90% lower TCO than legacy closed source databases



Source: "The Innovator's Dilemma", Clayton M Christensen

Disrupting the DBMS Market

Incumbents

- High prices
- Direct sales model
- Mission critical
- Complex features
- TPC benchmarks
- Expensive hardware



MySQL

- Free Open Source
- Widespread distribution
- Web applications
- Small footprint
- Fast read-access
- Commodity x86



How Did We Do?

- MySQL grew 60-90% per year
- 50,000 downloads per day
- Millions of web sites: Yahoo, Google, YouTube, Twitter, Craigslist, Facebook, Wikipedia, Travelocity, Zappos...
- Coexistence with incumbents





How Did The Incumbents React?

- Ignored us for 2 years
- Could not understand the model
- Launched zero-cost "Express" editions...



Man The Battlestations!

- Announce Pluggable Engine Strategy
- Renegotiate InnoDB contract w/Oracle
- Work on Plan B
- Raise more money
- Stay independent!



What Happened?

- Half a dozen new storage engines in development
- Renewed agreement for InnoDB distribution
- Customers continued buying
- Worked towards IPO in late 2007
- Acquired by Sun for \$1B early 2008
- Sun acquired by Oracle for \$7B 2010



Why did Oracle Want MySQL?

- It's hard for incumbents to innovate but...
- Easy to acquire innovation
- Provides greater competition
 against Microsoft SQLServer
- Enabled Oracle to offer a complete open source stack...
- Without destroying their core business



Avoid the Pitfalls When Disrupting

- Don't play the incumbent's game
- Don't target high-end, high-margin markets
- Don't try to change customer behavior
- Don't favor fast growth ahead of profit
- Don't be "partially" disruptive
- Don't saddle a disruptive idea with old processes & overhead costs



Marketing to Developers

- Don't give me no marketing fluff
- Don't make me jump through hurdles
- Developers are motivated to acquire new skills
- Build a community
- Content is king
 - Tutorials
 - How to guides
 - Best practices
 - Certification
- Don't forget management



Don't Waste Your Money On...

- Customer lists
- Fancy trade shows
- "Guaranteed" meetings
- Traditional analyst firms
- Expensive sponsorships
- Things you can't measure



Ye Olde Magick Quadrante: IT Sword and Sorcery

Source: Valley of the Geeks.com

Instead....

- Make your customers successful
- Share your expertise
- Case studies, webinars, whitepapers
- Speak at conferences
- Generate news
- Sponsor user groups, meetups
- Invest in SEO, Google Ad Words
- A/B test everything



Optimize The Buying Process

- Who is your ideal customer?
- How will they find you?
- What is your value to a customer?
- How easy is it to understand?
- How easy is it to trial? To buy?
- Who converts best?
- Why do people drop out?
- Streamline all interactions
- Small changes can yield big results
- Don't hire Sales until there is demand



Other Things...

- Never stop learning
- Work on hard things that matter
- If in doubt, don't hire
- Sometimes, buck convention
- Brute force execution can overcome many challenges
- Spend less than you make



Resources

- TechCrunch: Rachleff, "What 'Disrupt' Really Means"
- HBR: Drucker, "What Makes an Effective Executive"
- Clayton Christensen, "The Innovator's Dilemma"
- Charles Ferguson, "High Stakes, No Prisoners"
- Thomas Stanley, "The Millionaire Mind"
- Tracy Kidder, "Soul of a New Machine"
- Guy Kawasaki, "Art of the Start"

