

## Chapter II

# Business Model Typology for Mobile Commerce

**Volker Derballa**

*Universität Augsburg, Germany*

**Key Pousttchi**

*Universität Augsburg, Germany*

**Klaus Turowski**

*Universität Augsburg, Germany*

### ABSTRACT

*Mobile technology enables enterprises to invent new business models by applying new forms of organization or offering new products and services. In order to assess these new business models, there is a need for a methodology that allows classifying mobile commerce business models according to their typical characteristics. For that purpose a business model typology is introduced. Doing so, building blocks in the form of generic business model types are identified, which can be combined to create concrete business models. The business model typology presented is conceptualized as generic as possible to be generally applicable, even to business models that are not known today.*

### INTRODUCTION

Having seen failures like WAP, the hype that was predominant for the area of mobile commerce (MC) up until the year 2001 has gone. About one year ago however, this negative trend has begun to change again. Based on more realistic expectations, the mobile access and use of data, applications and services is considered important by an increasing number

of users. This trend becomes obvious in the light of the remarkable success of mobile communication devices. Substantial growth rates are expected in the next years, not only in the area of B2C but also for B2E and B2B. Along with that development go new challenges for the operators of mobile services resulting in reassessed validations and alterations of existing business models and the creation of new business models. In order to estimate the economic

success of particular business models, a thorough analysis of those models is necessary. There is a need for an evaluation methodology in order to assess existing and future business models based on modern information and communication technologies. Technological capabilities have to be identified as well as benefits that users and producers of electronic offers can achieve when using them.

The work presented here is part of comprehensive research on mobile commerce (Turowski & Pousttchi, 2003). Closely related is a methodology for the qualitative assessment of electronic and mobile business models (Bazijanec, Pousttchi, & Turowski, 2004). In that work, the focus is on the added value for which the customers is ready to pay. The theory of informational added values is extended by the definition of technology-specific properties that are advantageous when using them to build up business models or other solutions based on information and communication techniques. As mobile communication techniques extend Internet technologies and add some more characteristics that can be considered as additional benefits, a own class of technology-specific added values is defined and named mobile added values (MAV), which are the cause of informational added values. These added values based on mobility of mobile devices are then used to assess mobile business models.

In order to be able to qualitatively assess mobile business models, those business models need to be unambiguously identified. For that purpose, we introduce in this chapter a business model typology. Further, the business model typology presented here is conceptualized as generic as possible, in order to be robust and be generally applicable — even to business models that are not known today. In the following we are building the foundation for the discussion of the business model typology by defining

our view of MC. After that, alternative business model typologies are presented and distinguished from our approach, which is introduced in the subsequent section. The proposed approach is then used on an existing MC business model. The chapter ends with a conclusion and implications for further research.

## **BACKGROUND AND RELATED WORK**

### **Mobile Commerce: A Definition**

Before addressing the business model typology for MC, our understanding of MC needs to be defined. If one does agree with the Global Mobile Commerce Forum, mobile commerce can be defined as “the delivery of electronic commerce capabilities directly into the consumer’s device, anywhere, anytime via wireless networks.” Although this is no precise definition yet, the underlying idea becomes clear. Mobile commerce is considered a specific characteristic of electronic commerce and as such comprises specific attributes, as for example the utilization of wireless communication and mobile devices. Thus, mobile commerce can be defined as every form of business transaction in which the participants use mobile electronic communication techniques in connection with mobile devices for initiation, agreement or the provision of services. The concept mobile electronic communication techniques is used for different forms of wireless communication. That includes foremost cellular radio, but also technologies like wireless LAN, Bluetooth or infrared communication. We use the term mobile devices for information and communication devices that have been developed for mobile use. Thus, the category of mobile devices encompasses a wide spectrum of appliances. Although the laptop is often

9 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

[www.igi-global.com/chapter/business-model-typology-mobile-commerce/20954](http://www.igi-global.com/chapter/business-model-typology-mobile-commerce/20954)

## Related Content

---

### Predicting Key Recognition Difficulty in Music Using Statistical Learning Techniques

Ching-Hua Chuan and Aleksey Charapko (2014). *International Journal of Multimedia Data Engineering and Management* (pp. 54-69).

[www.irma-international.org/article/predicting-key-recognition-difficulty-in-music-using-statistical-learning-techniques/113307](http://www.irma-international.org/article/predicting-key-recognition-difficulty-in-music-using-statistical-learning-techniques/113307)

### A Randomized Framework for Estimating Image Saliency Through Sparse Signal Reconstruction

Kui Fu and Jia Li (2018). *International Journal of Multimedia Data Engineering and Management* (pp. 1-20).

[www.irma-international.org/article/a-randomized-framework-for-estimating-image-saliency-through-sparse-signal-reconstruction/201913](http://www.irma-international.org/article/a-randomized-framework-for-estimating-image-saliency-through-sparse-signal-reconstruction/201913)

### Leveraging the Design and Development of Multimedia Presentations for Learners

Lijia Lin, Amy Leh, Jackie Hee Young Kim and Danilo M. Baylen (2018). *Digital Multimedia: Concepts, Methodologies, Tools, and Applications* (pp. 1330-1344).

[www.irma-international.org/chapter/leveraging-the-design-and-development-of-multimedia-presentations-for-learners/189530](http://www.irma-international.org/chapter/leveraging-the-design-and-development-of-multimedia-presentations-for-learners/189530)

### Toward Effective Use of Multimedia Technologies in Education

Geraldine Torrisi-Steele (2008). *Multimedia Technologies: Concepts, Methodologies, Tools, and Applications* (pp. 1651-1667).

[www.irma-international.org/chapter/toward-effective-use-multimedia-technologies/27184](http://www.irma-international.org/chapter/toward-effective-use-multimedia-technologies/27184)

### Flipped or Inverted Learning: Strategies for Course Design

Christine Davis (2013). *Enhancing Instruction with Visual Media: Utilizing Video and Lecture Capture* (pp. 241-265).

[www.irma-international.org/chapter/flipped-inverted-learning/75425](http://www.irma-international.org/chapter/flipped-inverted-learning/75425)