IXD capstone: Teams for Home "Mass Niche"





Nathan Smith ADES 5460 Fall 2024



HOME IN ON WHAT MATTERS

aka: Reaching customers where they're at

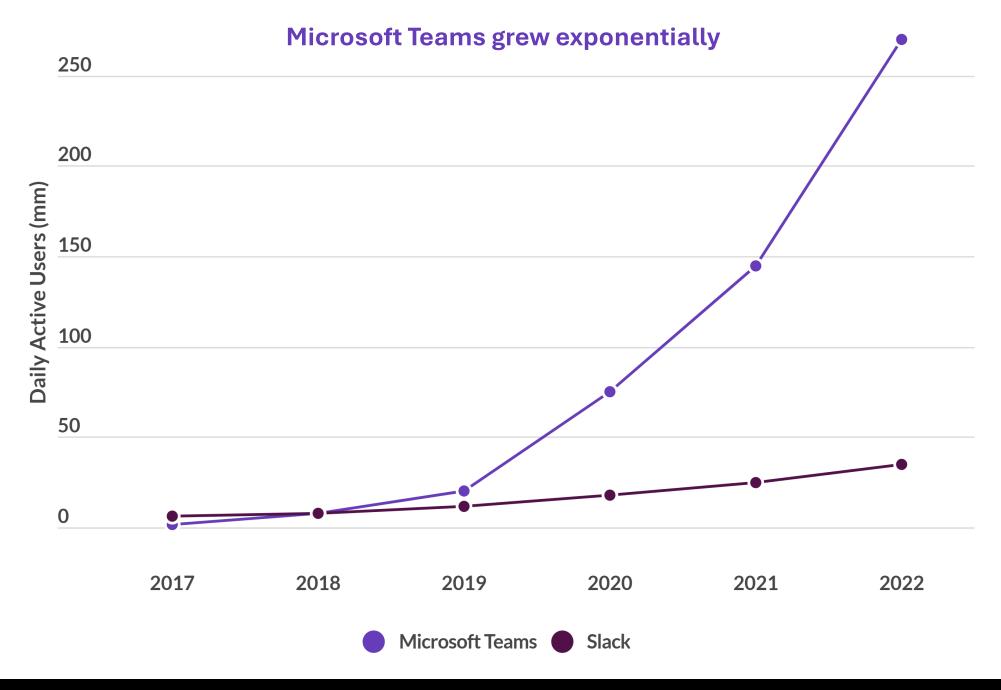


"Dear Microsoft"

In 2016, Slack poked the bear by placing a satirical full-page ad in the New York Times.

Wherein, Slack invited (dared?) Microsoft to compete against them in the chat app space.



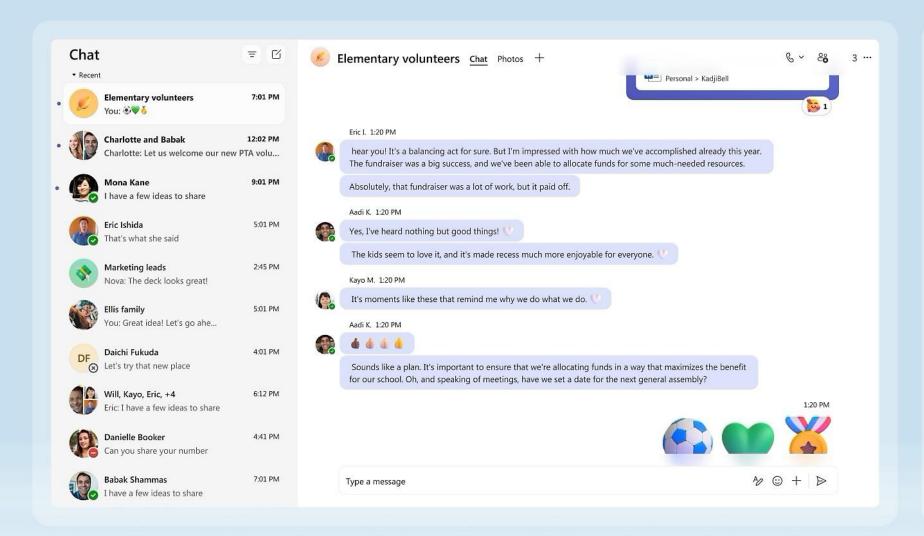


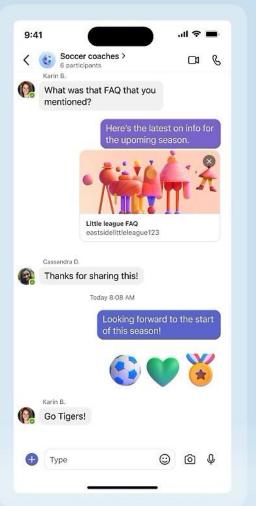
Teams now has 320+ million monthly active users.

Teams for Home comprises a smaller (but significant) subset of that overall user base.

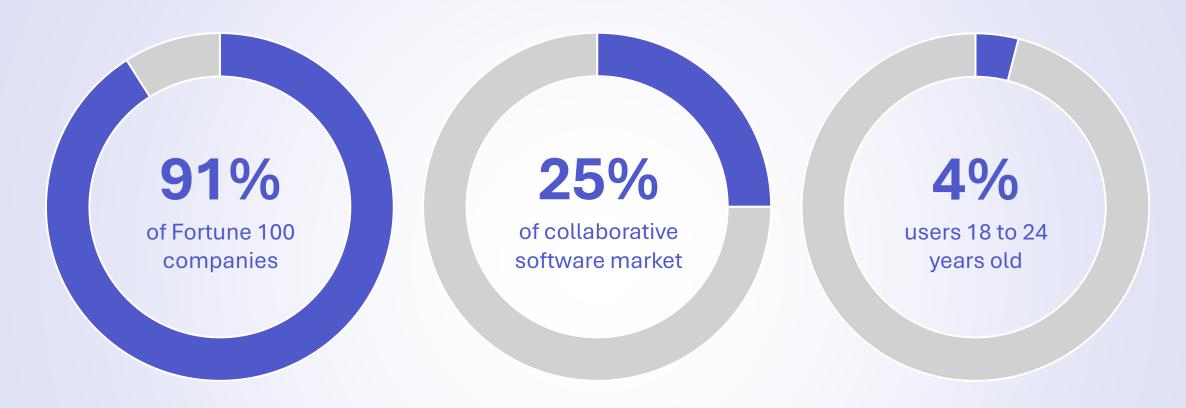
Note: Microsoft has more precise internal TFH metrics, but I cannot share those publicly.

Teams for Home aims to be more casual and approachable





Interesting stats: Room to grow?

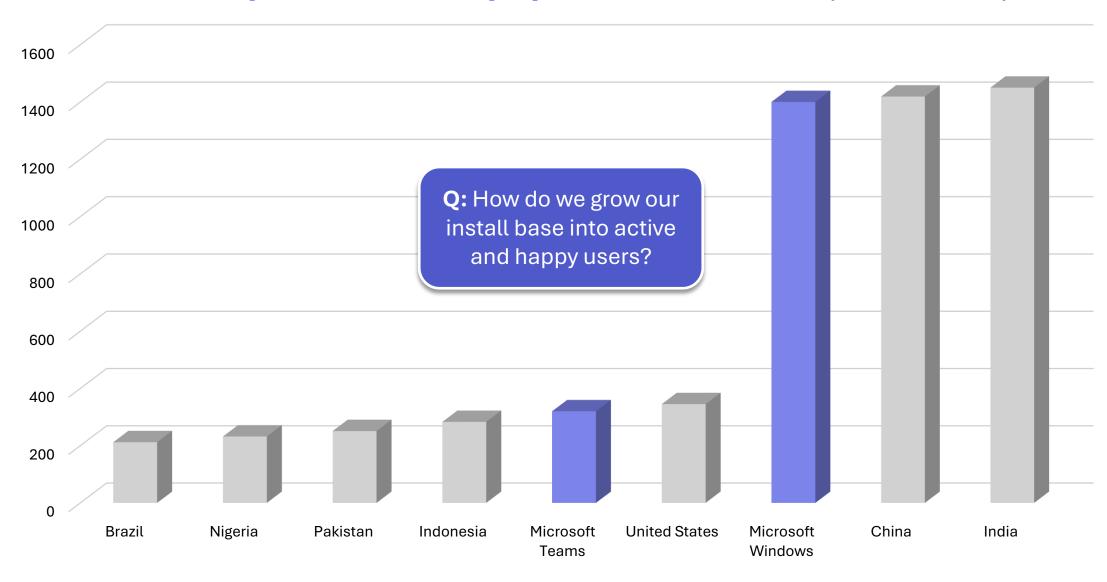


Translation: Teams is not perceived as a "cool" app.

Not the favorite pick among an emerging workforce.

Google apps and Slack are preferred by startups.

For comparison: Most populous countries (in millions)



Internal initiative: TFH Customer Love

How might we include more <u>table stakes</u> features? Some are currently exclusive to TFW. Others are already offered by competitors.

- Copilot Al
- PowerPoint Live
- All participants: camera off
- All participants: mic mute
- Audio & Video "test call"
- Easier account switching

- Call recording
- Call transcription
- Camera filters
- Live meeting translation
- N-to-many broadcast
- Plugin apps

I conducted qualitative interviews with users of various apps. Primarily: Discord, Slack, Teams.



Aaron Alexander Executive Pastor



Mundi Morgado
Director & Front-End Architect



Ashley Crutcher Director of UX Strategy



Scott Grant
Head of Cybersecurity



Charles HanVP of Customer Experience



Shayna Hodkin
UX Writing Lead



Jonathan DavisGaming Community Organizer



Tim SamoffProgram Director – Gaming & Media

Competitive analysis & perception

- Teams is okay as "second place" for business tasks. Bundled with MS Office. Slack is better for text. Zoom preferred for video.
- Slack is simpler. Mature plugin ecosystem. Strategic missteps by deleting chat history of non-paying users & forced Al opt-in.
- Discord is fun & quirky. Popular with gamers. Voice chat used while gaming. Alternative to Slack after chat retention changes.

Survey MEETING APP SENTIMENT

I conducted a <u>survey</u> with users of communication apps.

Asked respondents:

- If they are familiar with plugins for extensibility.
- How often they attend online meetings.
- Interest level in plugins for communication apps.



Please indicate if you agree with the following statements.

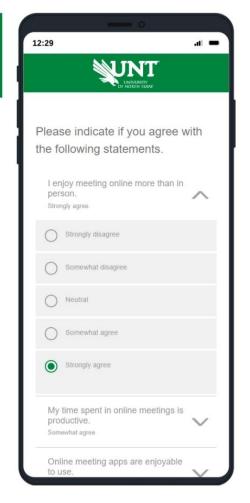


How often do you have online meetings?

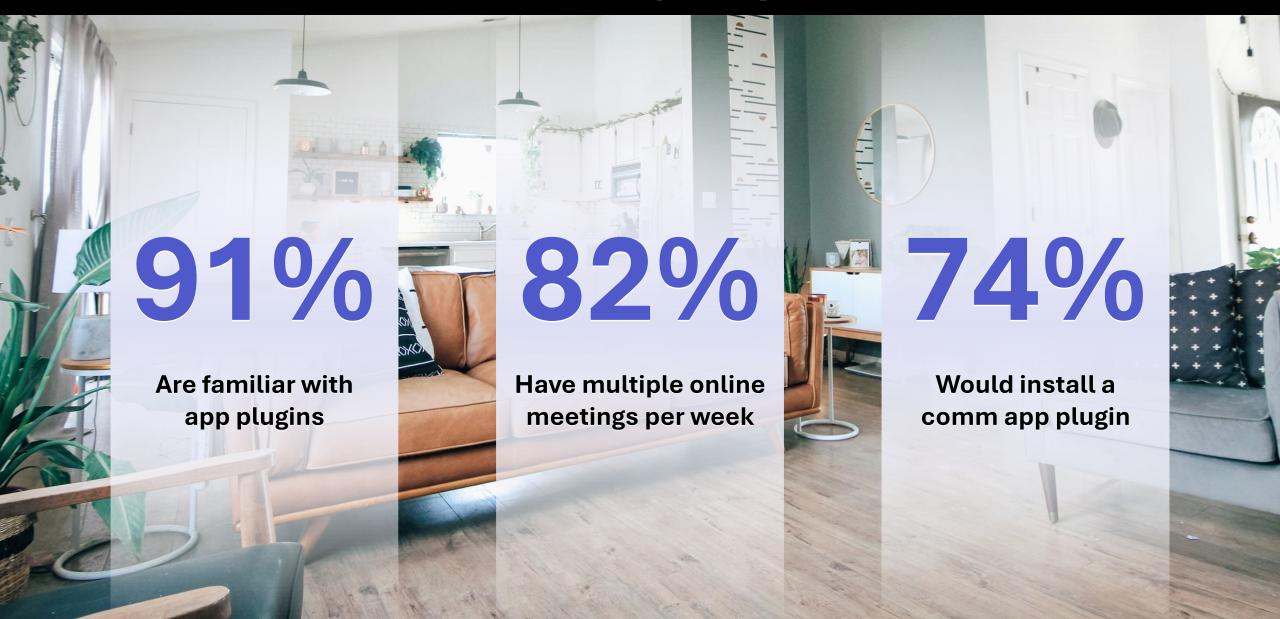
A few times per year	
A few times per month	
A few times per week	
O Every day	

What do you like most about online meetings? Check all that apply.

~	Collaborating across different time zones
<u>~</u>	Conveniently meet from anywhere
~	Meetings can be recorded for later



Based on survey responses...





Revenue streams for plugin authors

- Freemium: Provide base functionality for free. Possibly ad supported. Upcharge for more features and/or remove ads.
- Per user: Charge a one-time or recurring subscription fee.
- Per org: Could bill an organization directly. For example, a large youth sports club with multiple teams. One family potentially has several players enrolled. No 2x charge for two kids.

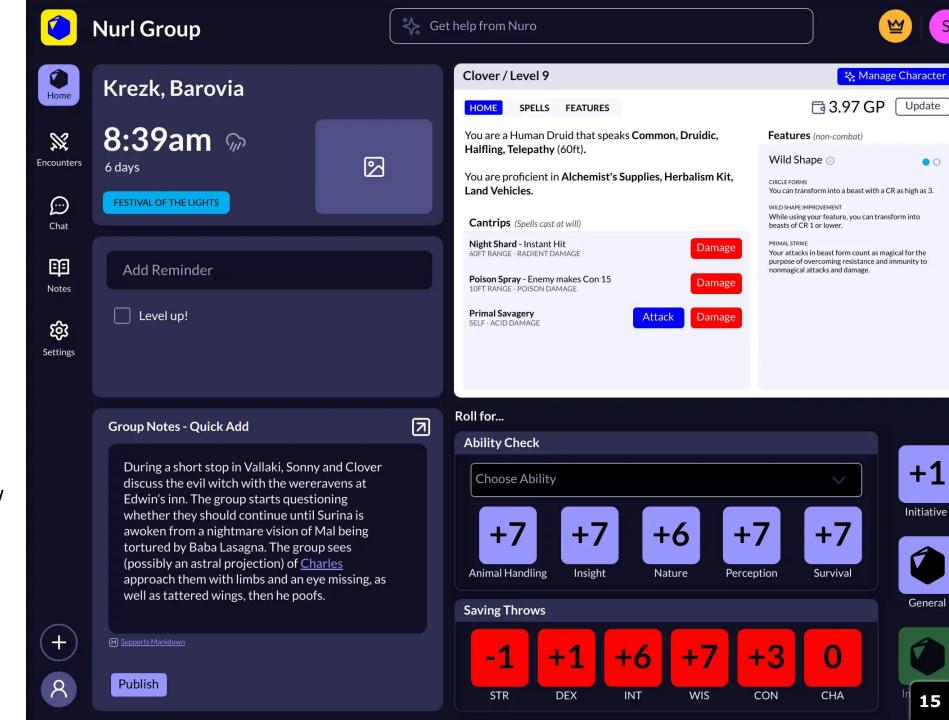
A small percentage of overall revenue could go to Teams for Home as the platform provider. Perhaps it would be worth a write-off to gain market share. Potential win-win either way.



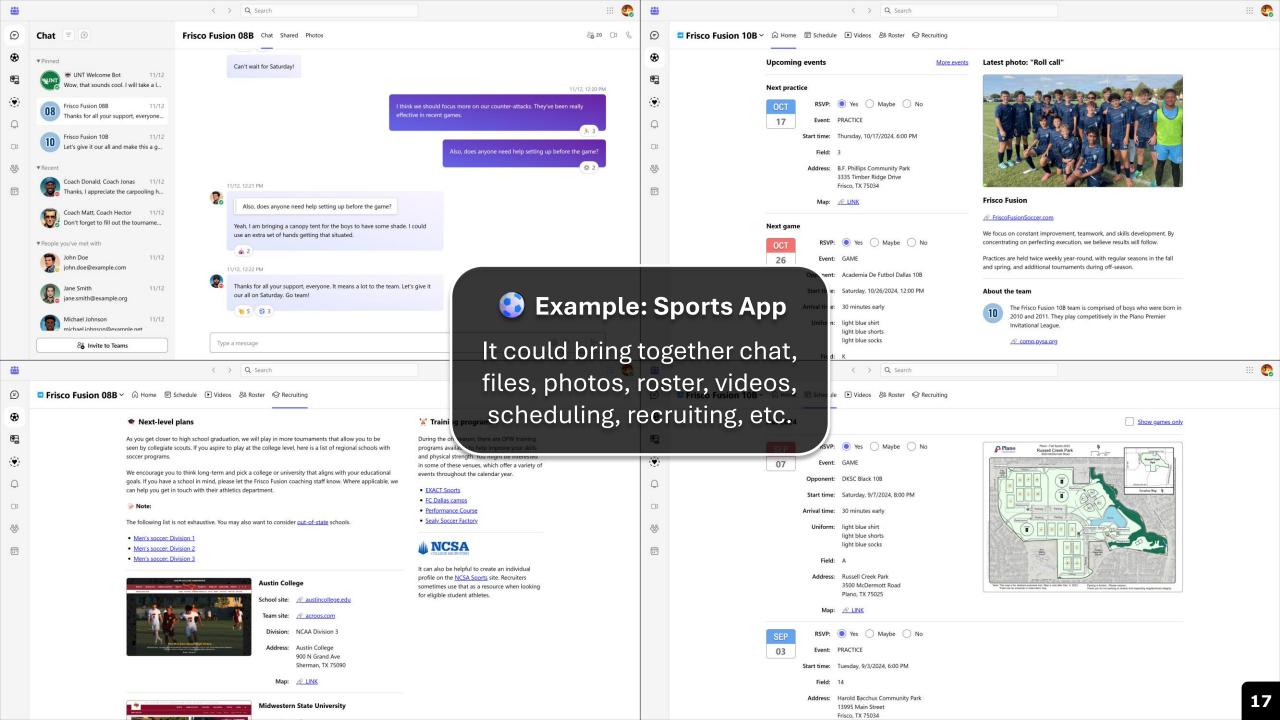
I spoke with <u>Casey Baggz</u>. He is in the process of building <u>Nurl</u>, an app focused on tabletop RPG gaming.

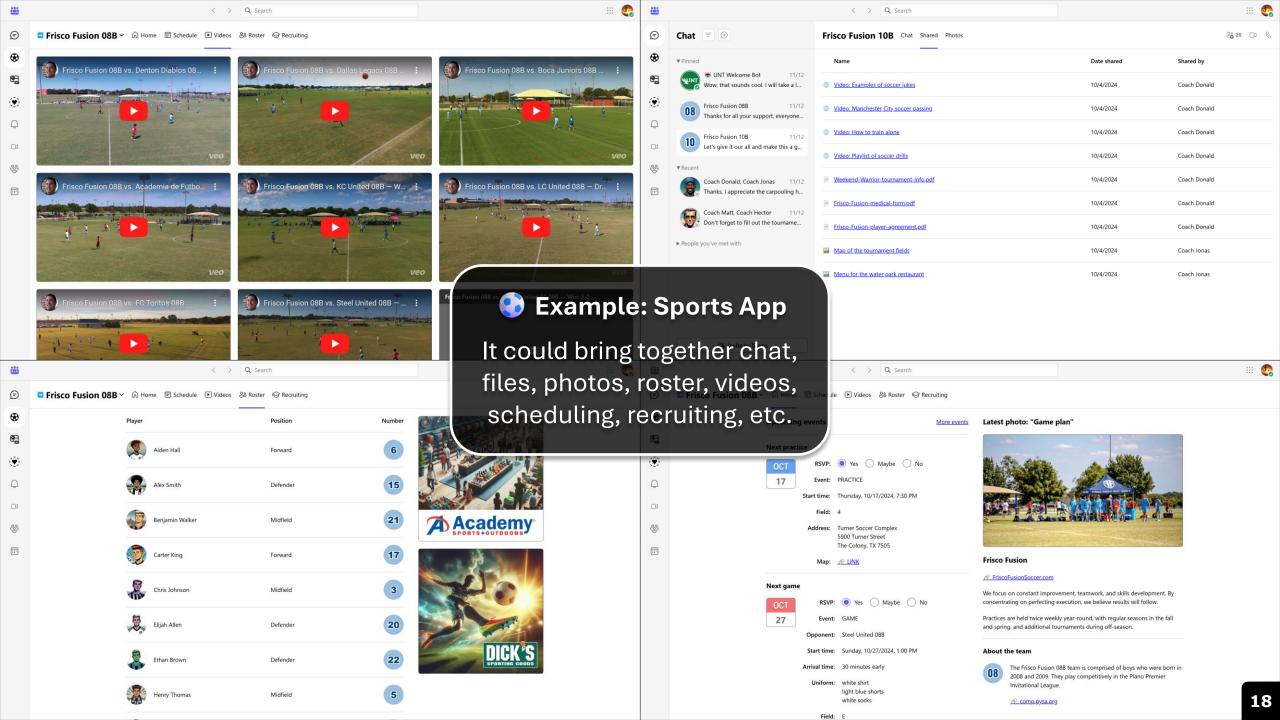
He has expressed interest in the possibility of Teams for Home having a plugin system.

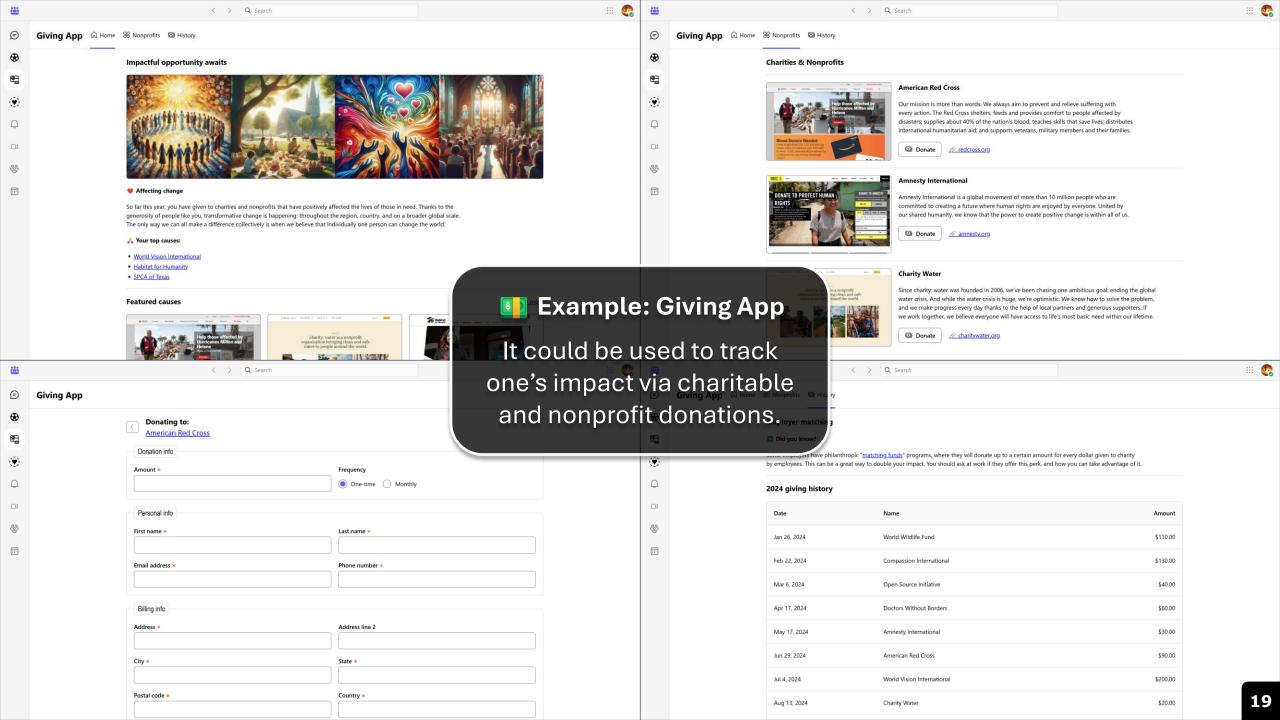
A Nurl app for TFH would allow gamers to have richer realtime interactions online.

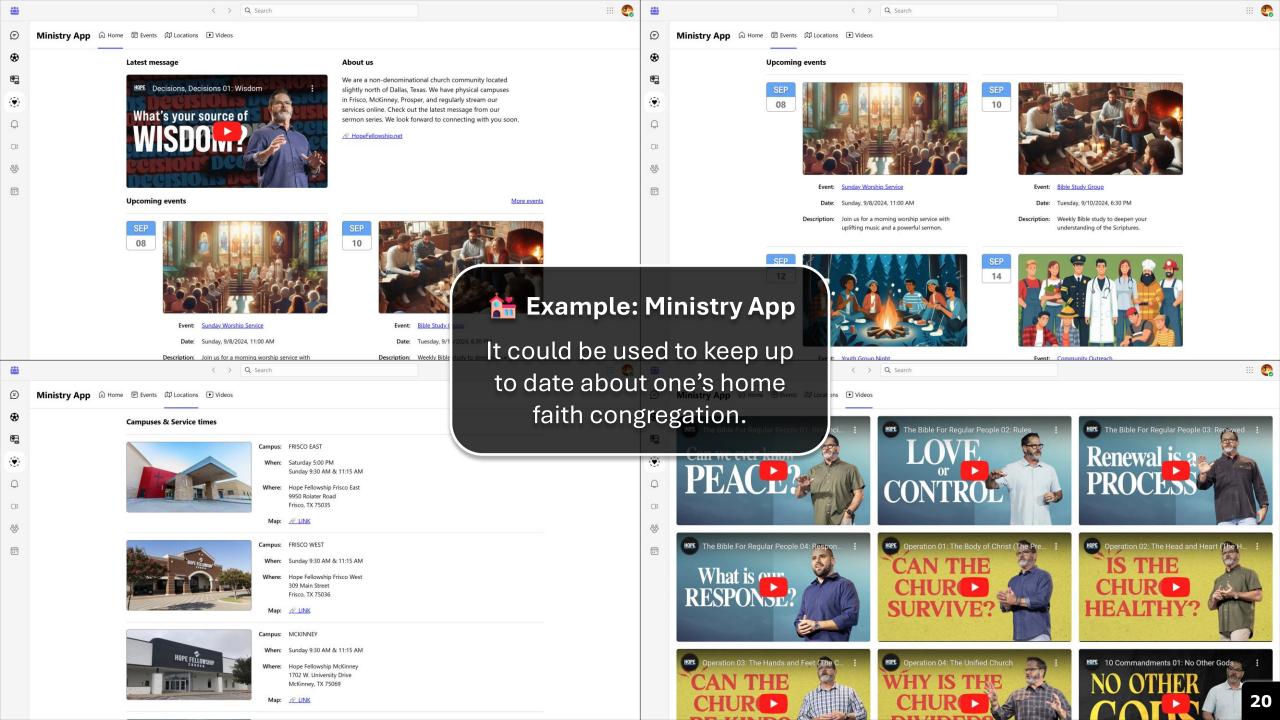


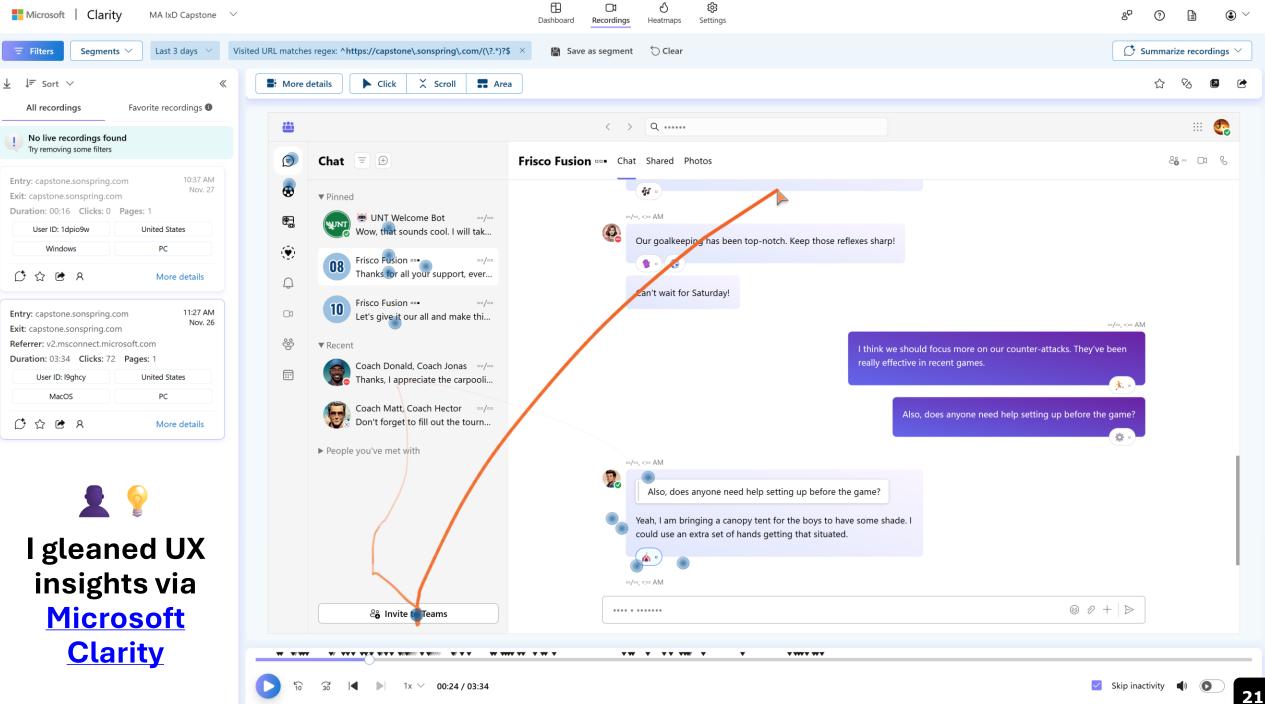












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Demo: Fake Teams app

https://capstone.sonspring.com



My résumé

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US Army THIRD-PARTY PLUGIN IDEA

The US Army has struggled in recent years to meet their quota for new recruits.

Eligible young Americans typically do not have military service on their radar. Dropoff during the recruiting process has also been problematic.

Having a TFH plugin that reaches interested would-be recruits where they are at could help mitigate this.



Slidetackl

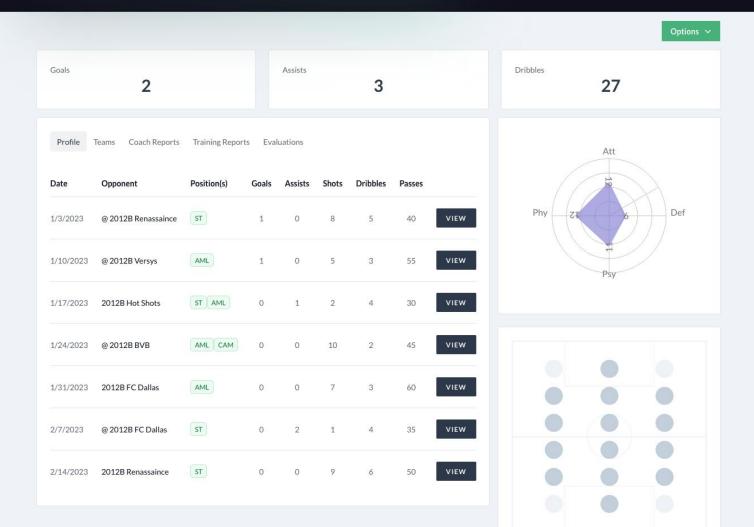
INDIE PLUGIN HYPE

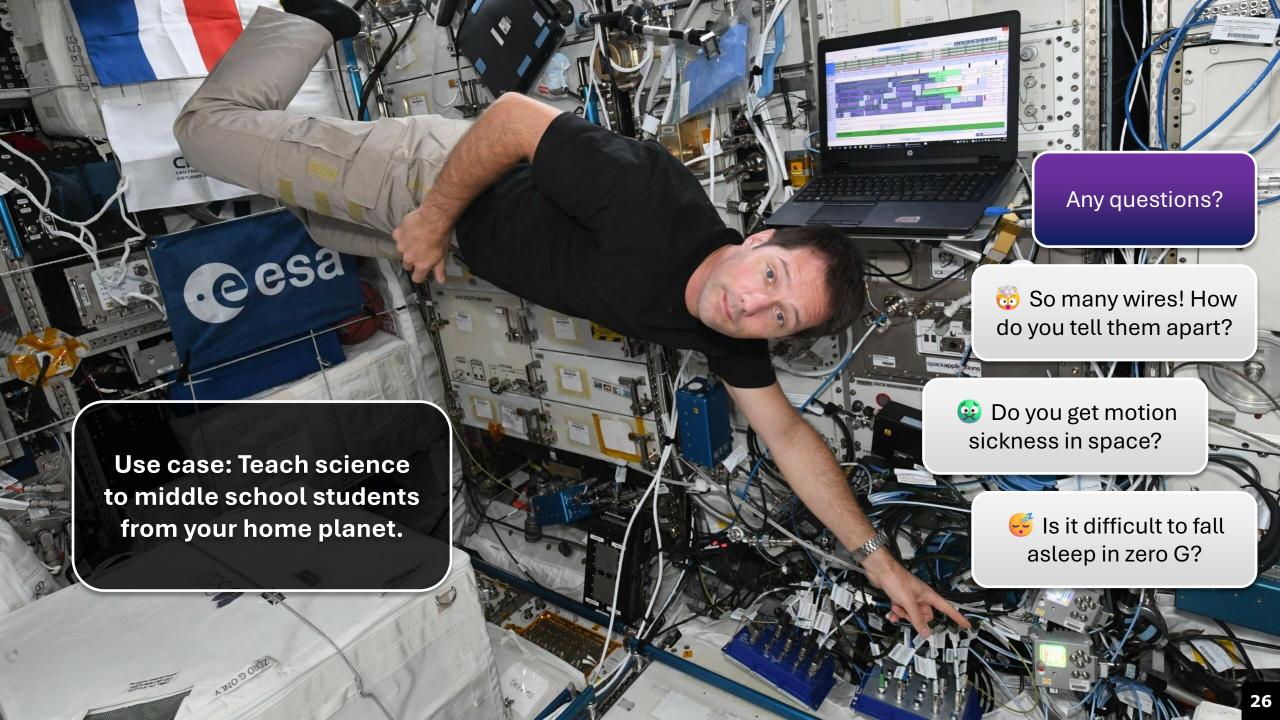
I spoke with Abel Rios. He is in the process of building Slidetackl, an app focused on helping coaches and players improve their soccer tactics.

He has expressed interest in the possibility of Teams for Home having a plugin system.

A Slidetackl app for TFH would help clubs to better evaluate their team performance.











Teams for Home – Plugin ecosystem



The following list of presuppositions must be true for the possibility of success.

- 1. Microsoft implements a TFH plugin architecture <u>akin to TFW</u>.
- 2. Third-party vendor partners build TFH plugins. Momentum is self-sustaining.
- 3. TFH user base continues to grow. Interest in freemium plugins catches on.
- 4. TFH app performance incrementally improves. Achieves parity with rivals.
- 5. Profit from paying users is net positive and the endeavor "pays for itself."

KEY PARTNERSHIPS

Internal to Microsoft:

- Data science
- Design
- Engineering
- Marketing
- Product management

External business partners:

- Nurl
- Slidetackl
- <u>TeamSnap</u>
- US Army

Youth sports clubs:

- FC Dallas Youth
- Frisco Fusion Soccer
- Surf Nation Soccer

Other religious & non-profit orgs.

KEY ACTIVITIES

- Co-creation with partnersFirst-party example apps
- riist-party example app
- Marketing to raise awareness
- Plugin API development
- Pruning spam apps
- Security
- Telemetry

KEY RESOURCES

- API documentation
- Developer relations
- Desktop app
- Marketing site
- Mobile app
- Web app

VALUE PROPOSITIONS

Reach an audience within a key "walled garden" information hub, who thrive on both async and real-time digital communication.

Direct applicability to real-world events. Churches, military families, recruitment efforts, self-organized communities, sports teams.

Also, there would be a potential network effect of "BYOC: bring your own community."

There would be no set requirements or exclusions. New communities would simply need to be acting in good faith.

Meaning, fostering a sense of building people up and not centered around negativity or hate topics.

CUSTOMER RELATIONSHIPS

Would need to "seed" the idea among established groups.

Explain value prop and convince communities to give it a shot.

Target potential users for whom realtime communication is important.

CHANNELS

There could be an in-app notification to inform users of the plugin system.

We could also advertise in the community: airports, billboards, public transit, sports facilities, conference venues, universities.

CUSTOMER SEGMENTS

I would refer to this as a "mass niche market" for specific use cases.

- If you enjoy meeting online to discuss Dungeons & Dragons, use the new Nurl plugin to make your gaming chat more immersive.
- If you want to get reminders of uniform changes for your son's or daughter's club soccer game, use the TeamSnap plugin.
- Ping your recruiter to check on the status of your military application.
- Connect directly with those who are homebound or living abroad.
 Set reminders to follow up with people from the congregation.

"Just checking in, how was your surgery? Let's catch up soon."

COST STRUCTURE

I think this could be done without greatly increasing the overhead of TFH or the broader Teams organization itself. Ideally, it would end up being budget neutral if we pulled it off successfully. Meaning, hopefully it would pay for itself.

Users would have access to a variety of freemium plugins, which may offer more functionality for a nominal fee. Or their organization (sports team, etc.) could pay on their behalf.

Perhaps there could be unlimited access to otherwise pay-per-plugin by having a Microsoft 365 individual or family plan subscription. That would incentivize paying annually for Office apps. From there, plugin creators could be paid proportionally based on their monthly active users.

REVENUE STREAMS

Depending on the plugin's revenue model, this could be a recurring subscription from the organization entity. For example, an entire soccer club pays for access to its premium TFH plugin, to be used by all coaches, parents, and players.

Or perhaps it could be a multi-sided billing model, where organizations foot most of the bill but there are additional upsells for individual users.

A plugin could potentially have a freemium model, where it costs nothing to use but non-paying members see tasteful advertising. For example, using a football-related TFH plugin could show notifications about limited time sales at sporting goods stores.

Who-What-Wow style pitch

- [Parents of youth athletes] will be [automatically prompted to coordinate carpooling] by [Al calculating home address proximity]. Location shared after opt-in from both parties.
- Sheet music can be [live edited] by [multiple musicians] working on [different continents].
- [Nonprofit volunteers] can mobilize [disaster relief efforts] through [simultaneously updating areas of influence on a shared map]. Think real-time Figma, for neighborhoods and cities.
- It takes less than 10 seconds for [ISS astronauts] to [sync files] from [their home computer].
- [Coaches of sports teams] will be [automatically alerted to event conditions] by [AI integration with weather and schedule data feeds]. This will update calendar details accordingly.

Steve Blank style pitch: "We help [X] do [Y] by doing [Z]."

- We help [youth sports coaches] [schedule practices and games] via [Al calendar integration].
- We help [US Army recruiters] [give virtual tours to students] by [streaming via a mobile app].
- We help [home-bound seniors] [stay in touch with loved ones] with [easy photo sharing].
- We help [incarcerated individuals] [talk to family] through [regularly recurring meetings].
- We help [mental health doctors] [meet virtually with patients] using [impromptu audio calls].

Mad Libs style pitch

- Our [Al sports trainer] helps [student athletes] who want to [safely maximize performance] by [planning]
 [healthy meals] and [creating] [training regimens], which is unlike [traditional fitness apps].
- Our [Al sports analyst] helps [coaches and players] who want to [dissect game footage] by [identifying] [key mistakes] and [suggesting] [specific improvements], which is unlike [reviewing hours of video].
- Our [Al equipment procurement] helps [business owners] who want to [make purchasing decisions] by [comparing] [vendors] and [uncovering] [cost savings], which is unlike [basic accounting apps].
- Our [Al academic counselor] helps [prospective students] who want to [evaluate colleges] by [identifying] [scholarships] and [aligning] [extracurriculars], which is unlike [sifting through school catalogs].
- Our [data science app] helps [software developers] who want to [demystify telemetry] by [extracting] [pattern matching] and [interpreting] [large data sets], which is unlike [comparing manual queries].



North Star | Opportunities, Keys to Success, and Risks

Capstone Vision | Vision for the future of the product (based on current research)



Opportunities & the "Why"

Current state & environmental factors supporting the vision

- 1. Competitors like Slack have made strategic missteps with pricing & data retention.
- 2. The project can scale with the number of new TFH users, as well as reaching critical mass of interested plugin app developers.
- 3. Word of mouth can potentially be crucial here, via a viral network effect. Especially for things like casual gaming.
- TFH has a unique overlap of functionality, whereas other "best in class" apps only do one or two things well. If TFH can execute consistently, it can gain market share.
- 5. Tech opportunity to make TFH a "hub" with many popular "spokes" of the wheel.



Keys to Success

What you "have to believe" to win

- TFH has to gradually (or rapidly?) improve over time. TFW and TFH have a reputation for being somewhat clunky to use.
- The business must deem building a plugin architecture for TFH to be a strategic worthwhile endeavor.
- 3. The core product and the plugins must both be compelling enough that they will be "sticky" with consumers, who have other options.
- 4. Metrics that matter will be MAU/DAU and an uptick in either revenue share from plugin creators, or premium TFH subscriptions.



Risks & Roadblocks

What may prevent reaching the vision

- If we don't get the execution right, and/or TFH and TFW continue to become more difficult to use over time, due to PC resource usage.
- We are unable to have comparable ports of plugins on mobile platforms, which may leave non-desktop users feeling left out.
- A competitor such as Discord or Slack pushes more into a real-time "meeting" space, winning over would-be users.
- Google unifies their Workspace offering into an omni-app which also offers a plugin architecture.
- "If you build it, they will come" does not pan out. TFH launches a plugin architecture, but no third-party plugin vendors seem to care.

North Star | Aspirational Strategy Plan

Current Pain Points:

searchable.

Competitor solutions:

Slack offers a robust

- plugin platform, but Communication it tends to be more apps all seem to productivity be lacking in one oriented. Chat bots way or another. that ping after task completion, etc.
- Third-party apps (TeamSnap, etc.) • Discord is voice have temporal focused and does not tend to have rich chat that is not functionality within the app itself. TFH itself works
- pretty well but Zoom is great for video calls, but not cannot currently be extended. much else. The chat evaporates if you forget to save it.

WE BUILD THE NOW

6 months

- Create a TFH plugin architecture in the near term.
- Begin seeding the future "app store" with vendors who are interested in early access.
- Encourage Microsoft employees to use "hackathon" time to create proofs of concept.
- Build example prototype Sports App (name TBD) app for youth soccer organizations.
- Begin to tinker with monetization. Subscription fee, ad supported, paid for by org (soccer team), etc.

WE PLAN THE **NEW**

1 to 2 years

- Soft launch to members of the TFH "Insiders" NDA community. Get feedback, squash bugs, etc.
- Encourage dogfooding of plugins by Microsoft employees, garner internal feedback as well.
- Have a "friends and family" release, with a few polished plugins for the debut.
- TFH Copilot integration with plugins, to help summarize content, offer tips, etc.
- Continue revenue payouts to early plugin creators.

WE IMAGINE THE **NEXT**

3-5 years

- Roll out to general public.
- Have a small media blitz.
- Get tech reviewers to try a few plugins on a live stream.
- Show would-be plugin vendors how they have a path to profitability, with various avenues to make money.
- Promote a "best in show" plugin competition, where users can vote on their favorites for a prize.

STRATEGIC **OBJECTIVE**

2030+ aspirational

- Make some plugins interoperable with both TFH and TFW, where the functionality makes sense.
- Have an annual showcase of the best plugins that year.
- Continue to explore ways in which AI can be helpful, offered as an API "service" that a plugin can consume.
- Possibly integrate popular plugin functionality back into TFH itself. Use that to inform TFW development.

CURRENT LANDSCAPE

CAPSTONE HORIZON

MULTI-YEAR ASPIRATIONAL HORIZONS



North Star Vision | Future Quotes from Your Customers

My recruiter kept me informed, every step of the way. Hooah!

— US Army soldier

Tabletop gaming is so much fun, even when we're apart. — RPG player

I was able to spot ways that I could improve my game. — Student athlete I give player things to work on during the off season.

— Soccer coach

I'm able to easily talk with recruits about the process.

— US Army recruiter

Carpooling is easy with the proximity suggestions.

— Soccer parent

The Year is

2030





https://youtu.be/HhU4oE5Ob-M