

Value Creation in the Age of Imagination

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Human – Technology Interface



Every Advancement of
Technology Has Made
Humans Lazier



Latest Developments are
making us Weaker



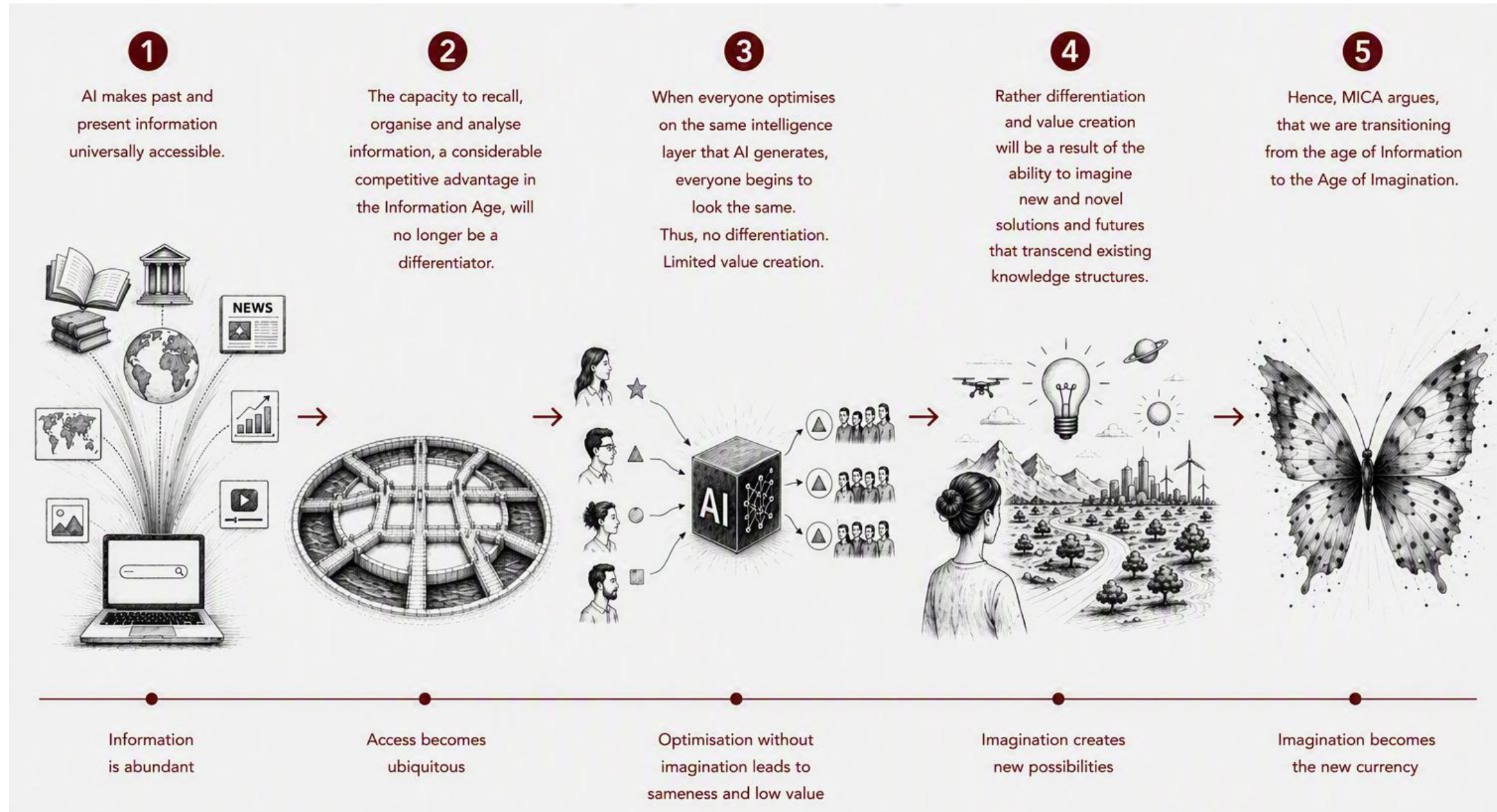
It is leading us towards

**CONGITIVE
SURRENDER**



We may be moving
towards the end of the
Age of Information

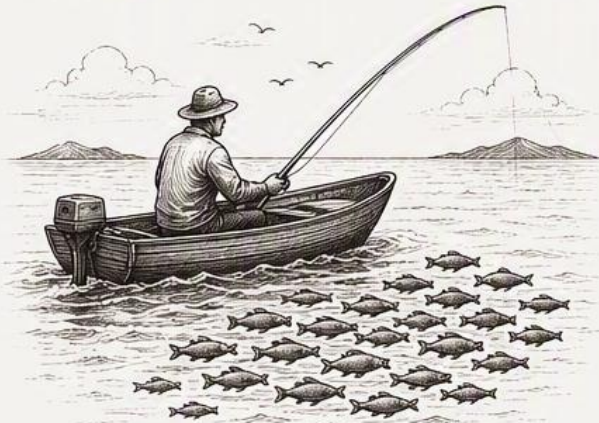
From the Age of Information to the Age of Imagination



Marketing in the Age of Imagination

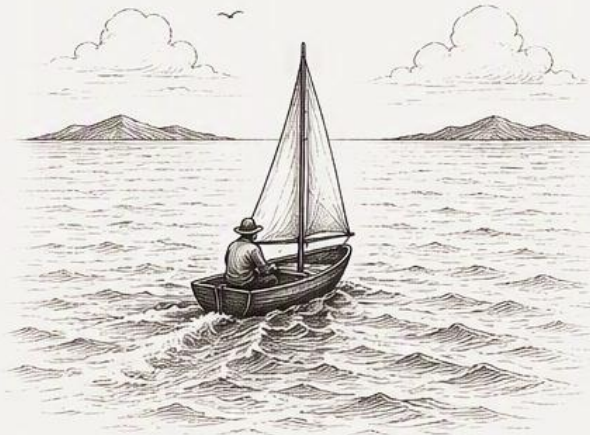
Marketing must evolve from discovering demand to *imagining demand into existence*.

1 Find the Fish



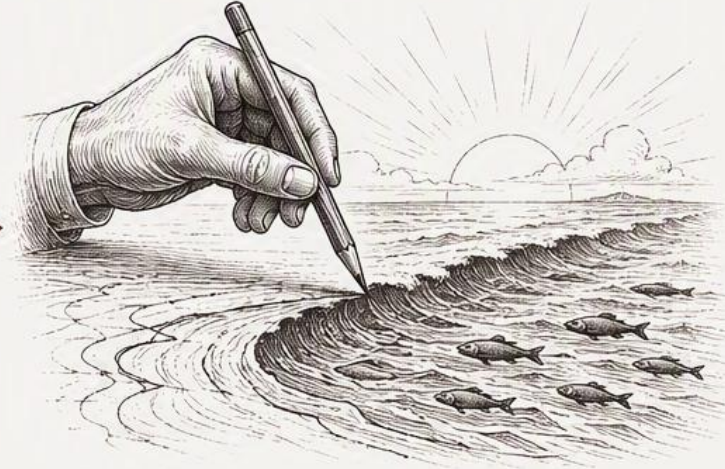
- Identify existing demand
- Locate customers
- Understand needs
- Fish where the fish are

2 Find New Oceans



- Discover uncontested markets
- Find new demand spaces
- Fish where no one else is fishing

3 Create New Oceans



- Invent entirely new categories
- Create demand that did not previously exist
- Create the ocean itself

Thus competitive advantage shifts from discovery and navigation to *imagination, creation and navigation*.

The Financial Paradox



WILL QUARTERLY RESULTS MAKE
SENSE?



HOW DO WE SET A VALUE FOR
MARKET MAKING?



HOW DO WE DETERMINE THE
VALUE OF A NEW BUSINESS
MODEL?

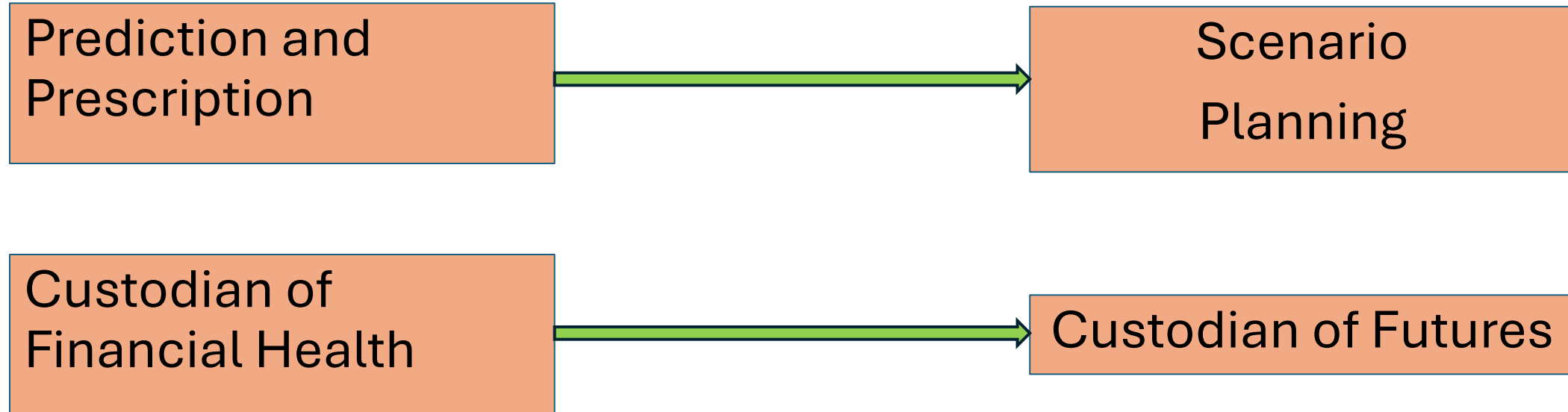
Value Measurement

- GMV
- Revenue
- Profits
- Cash at Hand
- Tangible Assets
- Intangibles / Goodwill
- Market Cap
- Leverage
- Customer Base
- Planet
- People

OR

Market Making
New Business Models

Paradigm Shift

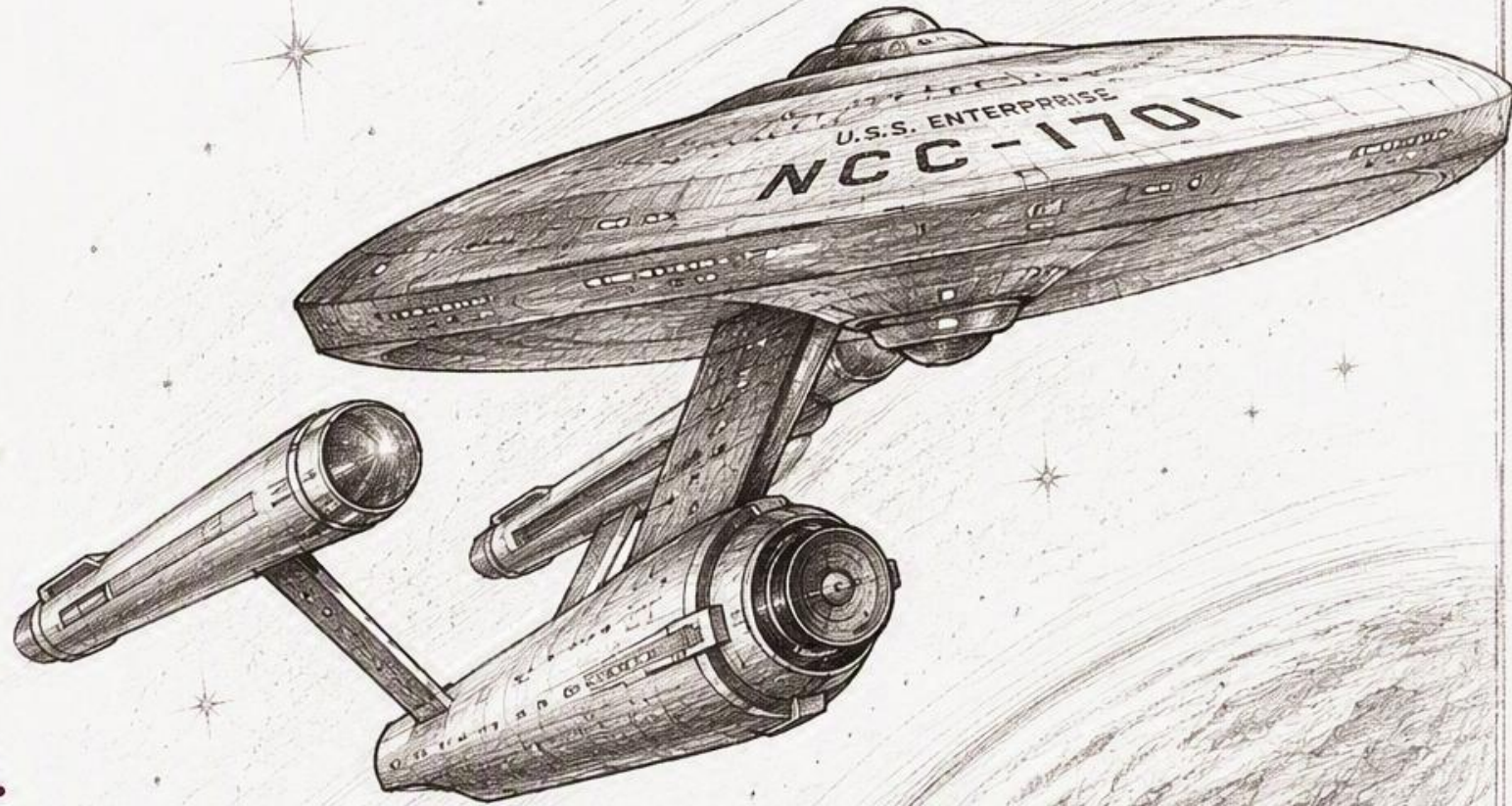


To paraphrase the most
evocative captain who
symbolises imagination
and curiosity:

Futures:
the final frontier.

*Its five-year mission:
to boldly go where no
person has gone before.*

– Captain T Kirk,
Starship USS Enterprise, 1966



Thank You