

# EOSC-Pillar

*Coordination and Harmonisation of National & Thematic Initiatives to support EOSC*

## Getting a Grip on Sustainability

### Business Models for Open Science IT Services

Rebecca Reichenbach (Fraunhofer IWM) & Marie Czuray (University of Vienna)

T4.5 “Business Models”

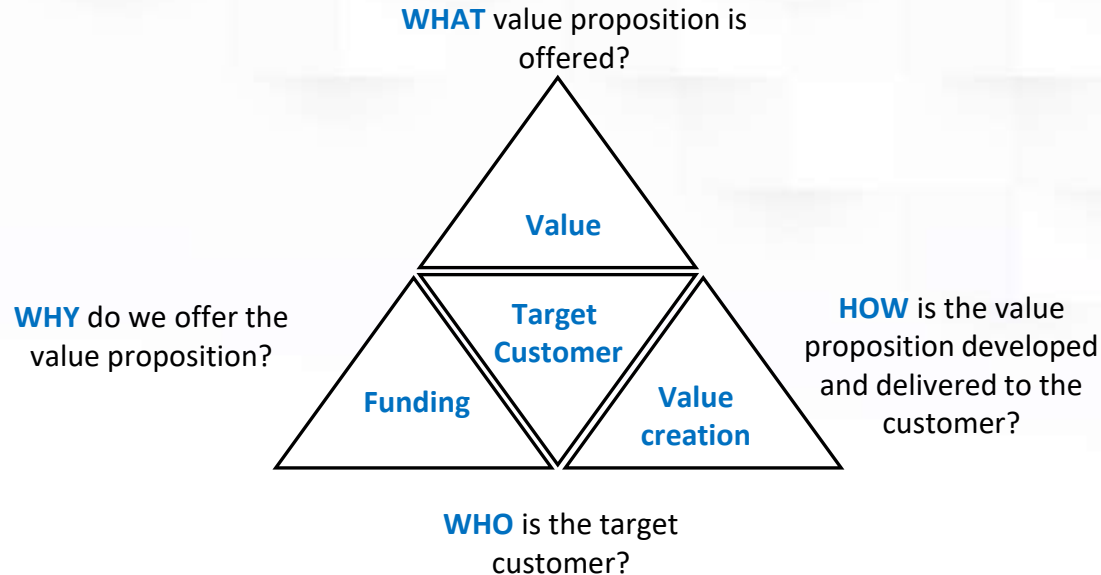


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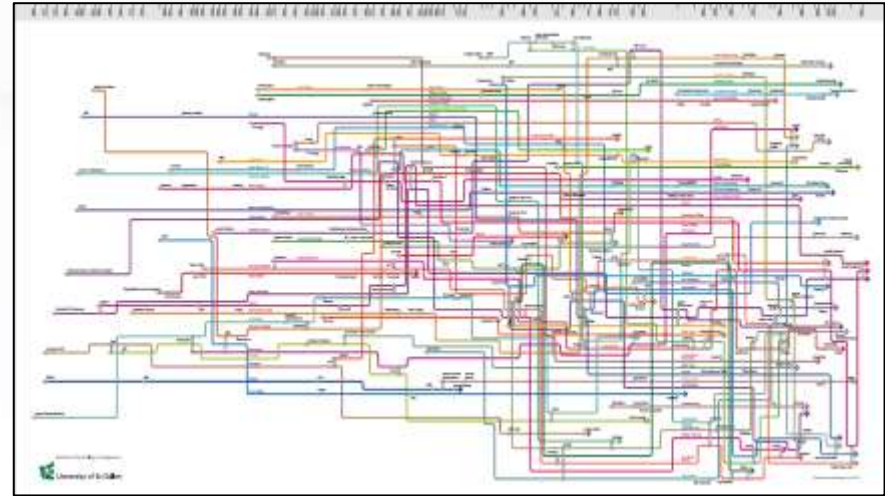
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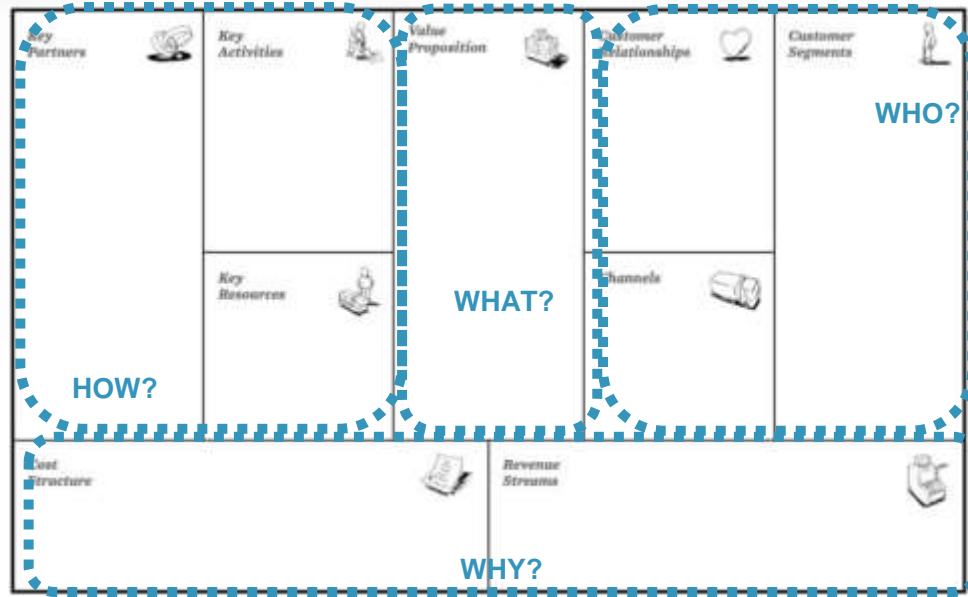
# A business model is a blueprint of how an institution creates and captures value.



There are 55 different business model patterns which can be linked in various ways.



A Business Model Canvas is used for developing new business models and evaluating existing ones.



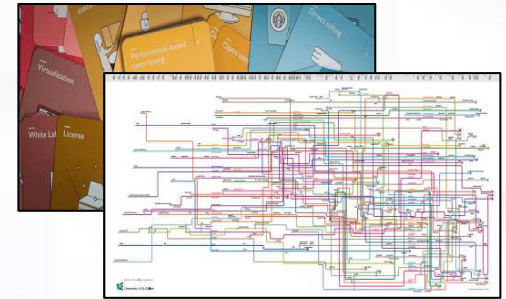
# 12 Open Science IT Services in EOSC were analyzed.



**Step 1:**  
Selection of  
Open Science IT Services in EOSC



**Step 2:**  
Interview Use Cases



**Step 3:**  
Evaluate results

4 different business model patterns were found.

**Advertising**



**Commissioning**



**Pay-per-use**



**Subscription**



*Examples*

## Open Science IT Services use different business model patterns.

	Advertising	Commissioning	Pay-per-use	Subscription	<i>Public funding</i>
Data as a Service			x	x	x

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Data as a Service			x	x	x
Software as a Service				x	x



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	Advertising	Commissioning	Pay-per-use	Subscription	<i>Public funding</i>
Data as a Service			x	x	x
Software as a Service				x	x
Platform as a Service	x	x	x	x	x

# Open Science IT Services face various challenges regarding the sustainability of their business models.

## Target Customer

- Ambivalent requests of funders
- Domain-specific differences of using Open Science

## Funding

- Human resources > 70% of the costs
- Critical number of users is needed



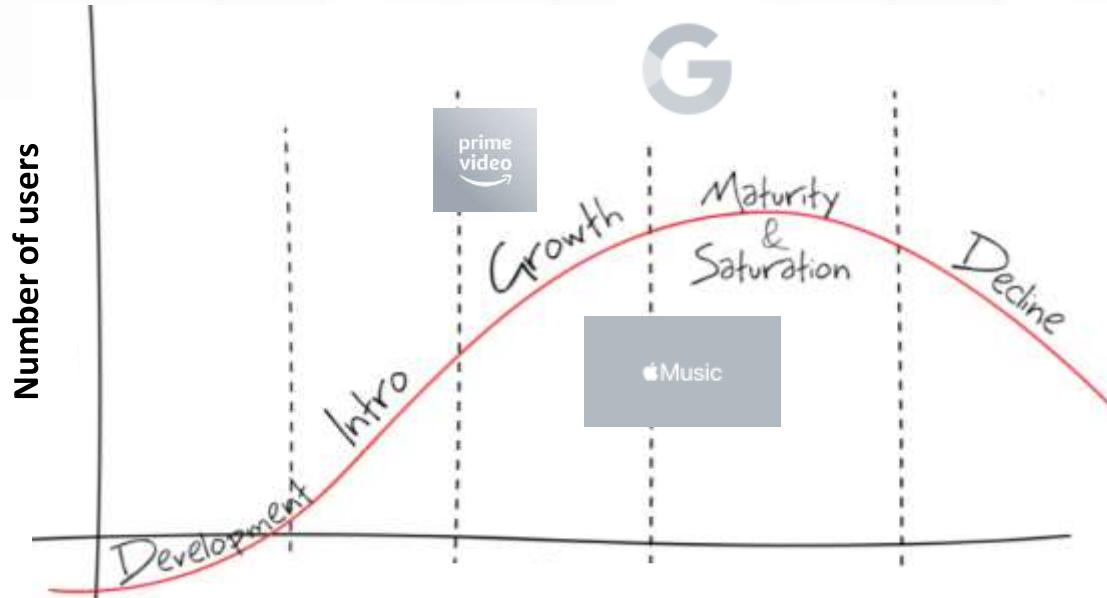
## Value creation

- Dependence on home institutions
- Shortage of (skilled) staff and project time

## Value proposition

- Technical innovation vs. value for users, science & society
- Quantity of data (provision vs. capacity)

# T4.5 analyzed suitable business model patterns for Open Science IT Services.





Thank you!