## Startup Tales

Pilgrim Beart 16 May 2013 CL LT2

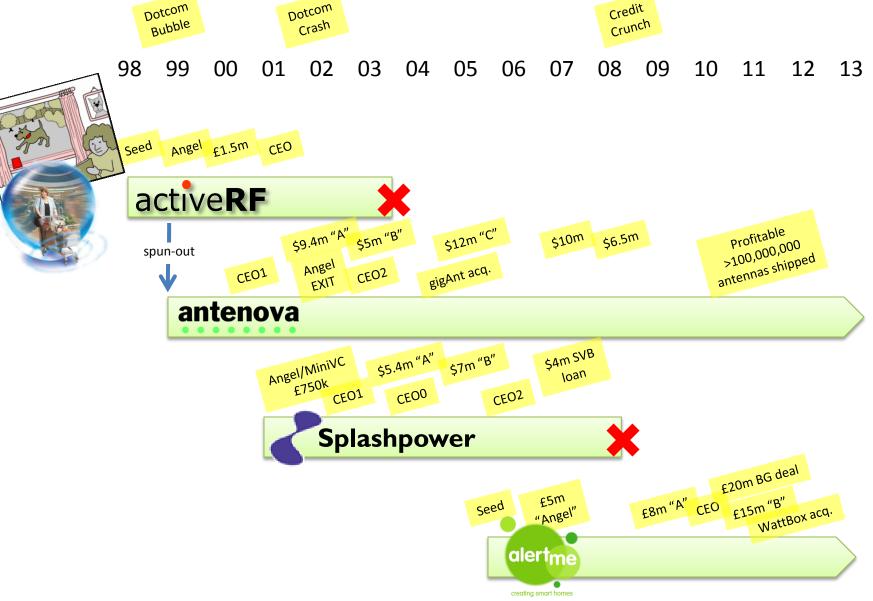
## Today

- Intro
- Splashpower A Cautionary Tale
- Lessons learned
- Q&A

#### Intro

- Computer Engineer
- In tech innovation startups since age 17
- Started starting companies myself in 1998
- 4 startups, raised £50m+, various outcomes
- So I've played a few rounds of the "game"

## 15 years starting companies...



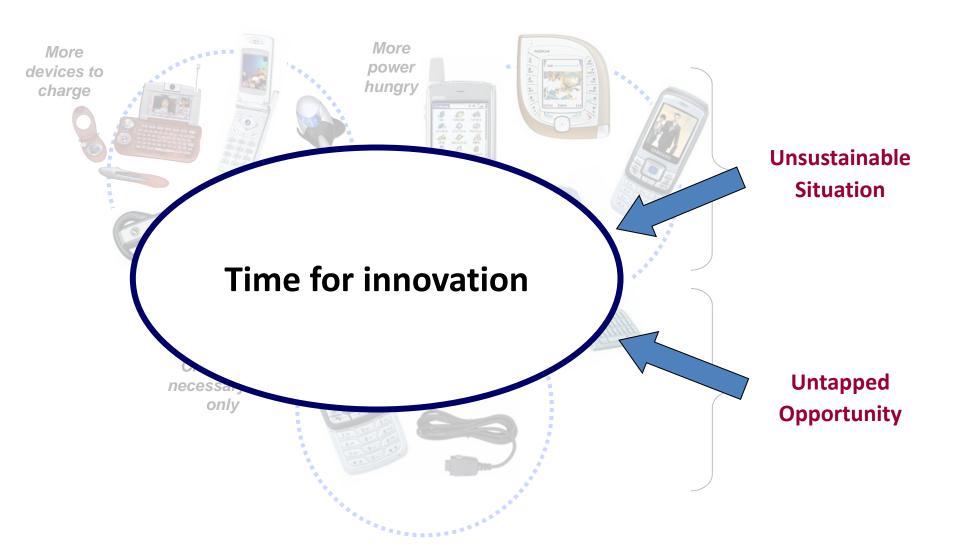
## A Cautionary Tale



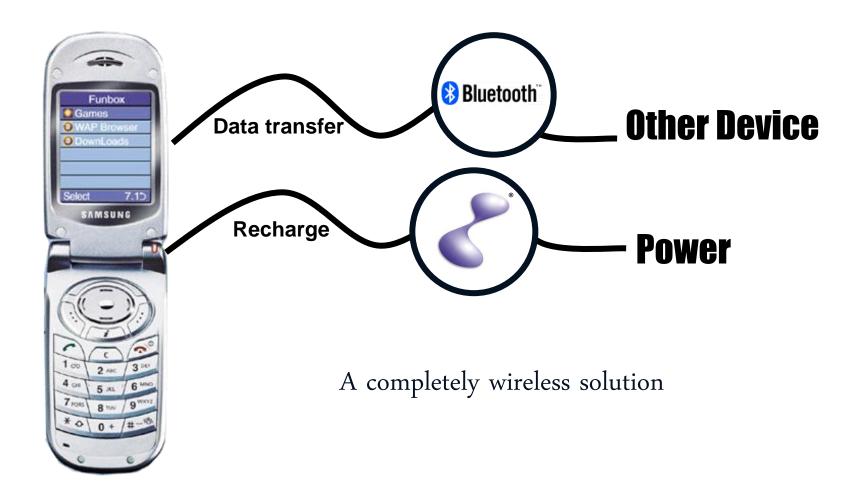
## 2 Cambridge grads with a great idea



#### Trends in the mobile market



#### cut loose<sup>TM</sup>



## 2003



#### How hard can it be?

- Magnetics
- Power Electronics
- Materials

## How hard can it be? (2)

- Size
- Cost
- Thermal budget
- Safety

...in a consumer device

## Significant interest shown

- Nokia, Motorola, Sony
  - "It's magic"
- New Scientist, Popular Science etc.
- Even the sincerest form of flattery...
  - MIT's "Witricity"
- But we failed to get a license signed



...So we decided we'd launch our own product

#### Outcome

- Benchmark was our VC
  - Totally supportive for the first few years
- We failed to deliver functional product on-time
- So plans cut back still further
  - One-device, one-orientation pad





## Spawned an industry...

**DENSO** PLDS

NOKIA

SAMSUNG

XAMISS

SANGFEI UW@M

EMS, ODM

Infrastructure

Sony Corp.

**Energizer Panasonic** 











orange

SoftBank

Operators

**Consumer Brands** 

▲ TÜVRheinland **Testing and Certification** 

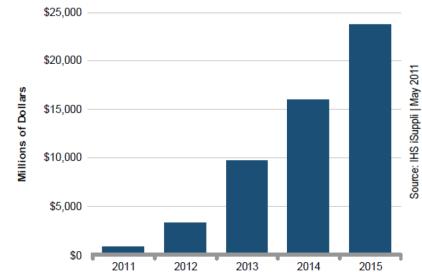
verizonwin

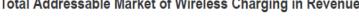


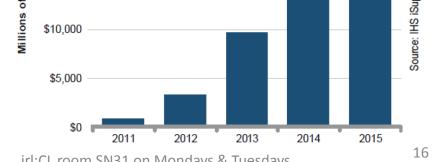
palm



Total Addressable Market of Wireless Charging in Revenue









Semiconductors

← Fulton

**Hanrim** Wireless Power

Technology

#### ...but didn't survive to benefit

- Could Cambridge have had the "ARM" of wireless charging?
- Now all the IP is owned by US company
- No return for founders, investors, employees

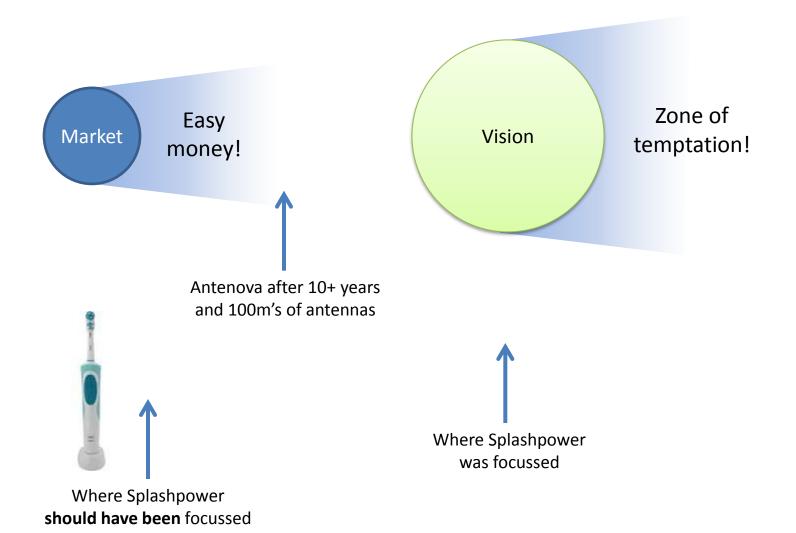
#### Lessons learned

#### Causes of failure

- Proximate cause: Credit crunch, SVB
- "Technology took too long"
  - We'd thought tech was the challenge
  - Multiple devices, different powers, any orientation
  - We did achieve all these, eventually
- Failure to sign licensees ("too early")
- Strategy, timing, execution
  - By the time we'd worked-out what to do... it was too late

## As an innovator, you will be too early

So fit your vision back to today's market

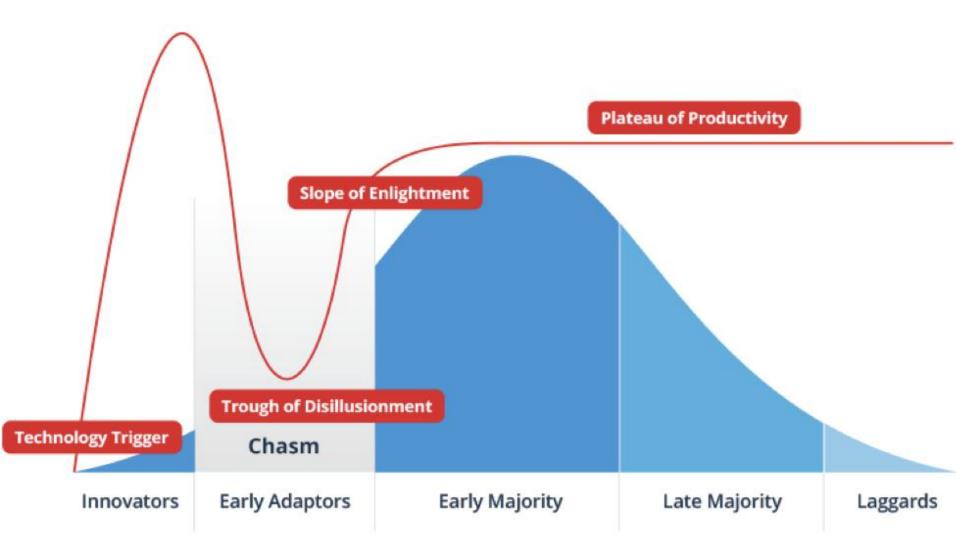


# From innovative concept to successful exit

("overnight success" can take 10+ years)

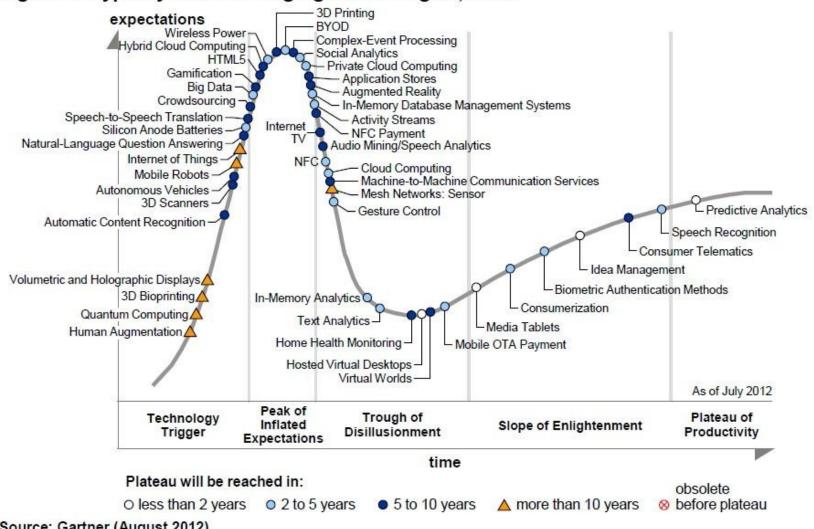


# Crossing the Chasm The Innovator's Dilemma



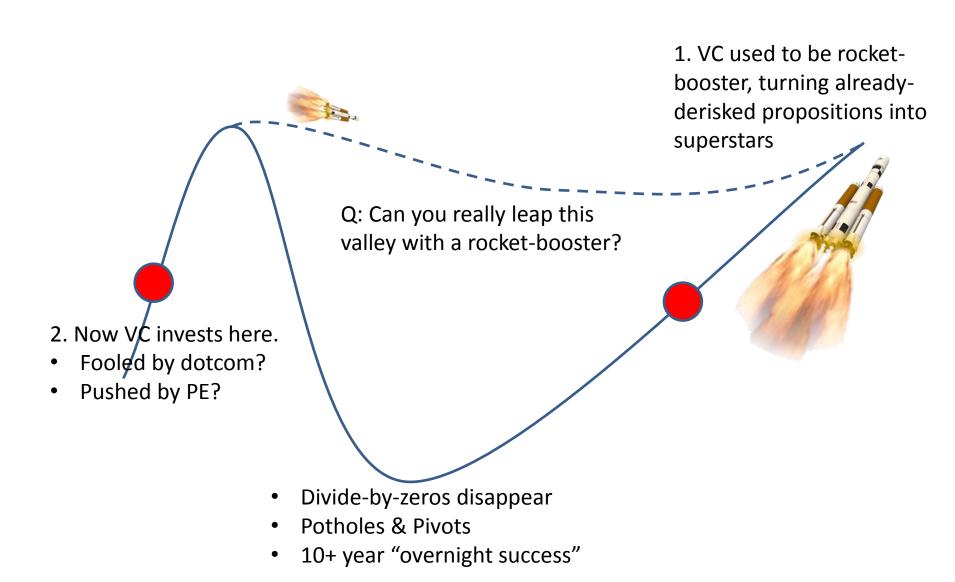
## The Hype Cycle

Figure 1. Hype Cycle for Emerging Technologies, 2012

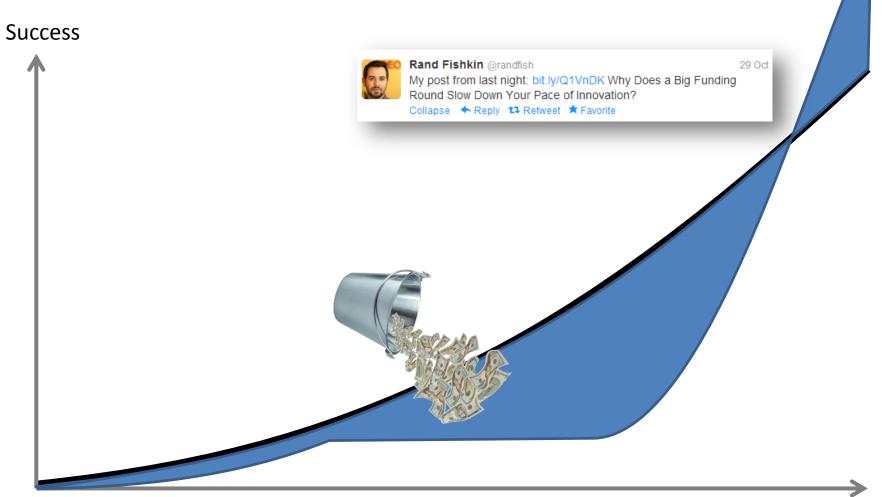


Source: Gartner (August 2012)

## Crossing the valley



#### Burn rate



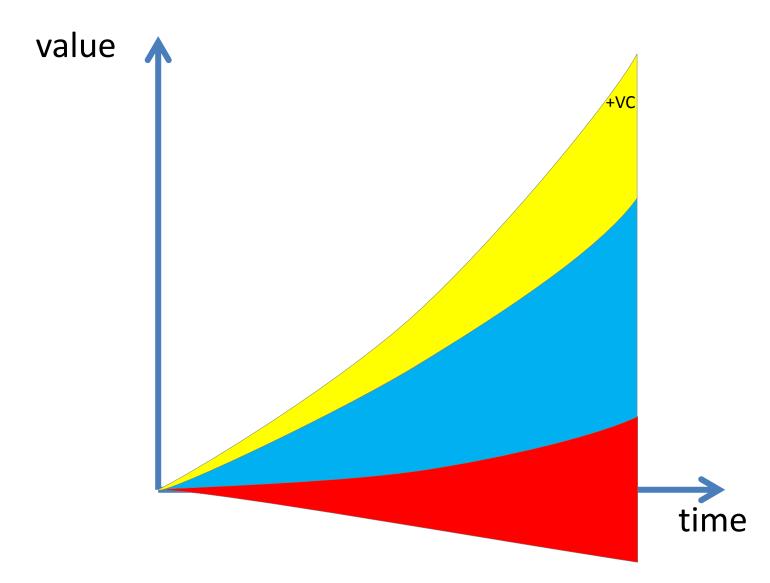
## VCs often <u>add</u> to your risk

- Not about Valuation, about Terms
  - VC's have absolute power
  - Unilaterally renegotiate deal on every round
- You inherit your investors' risks:
  - Failure (or success) of other portfolio companies
- VC fashion swings
  - One year Consumer is hot, the next not
  - One year Cleantech is hot, the next not
  - One year "software is scalable", the next "hardware is real"
- VC is a self-fulfilling prophecy, it's all down to belief
- If any investors fail to follow-on they'll get crushed-down (and so will you)
  - Founder+Angels <u>usually</u> unable to follow-on, once reach VC scale
- As a Founder your startup is your life
  - Do you want someone to own that?

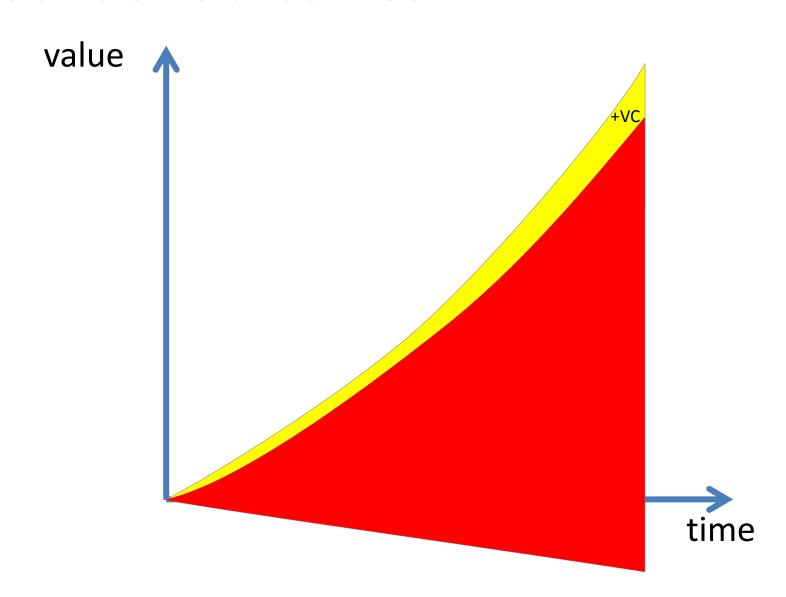
#### VC hit rate is 1:100000

- "We see 1 in 100 people who approach us"
- "We invest in 1 in 100 of those."
- 1 in 10 of those make it to a successful exit

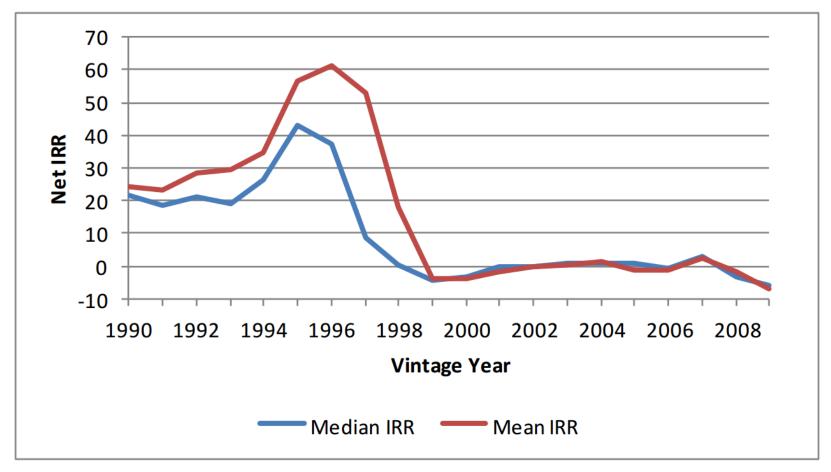
## **Company Outcomes**



### **Founder Outcomes**



## "The average VC fund barely manages to return investor capital after all fees are paid."



Source: Cambridge Associates, 2010 Benchmark Report, vintage year 1990–2009 funds (http://www.nvca.org/index.php?option=com\_content&view=article&id=78&Itemid=102).

## If I could go back in time...

- Incubate (academia/industry) before spinning-out
  - Golden Share formula
- Bring experts in early
  - "Black magic" technology
  - Licensing
- Pursue an MVP approach from day 1
  - Early revenue accept no substitute!
  - Find a market niche and get profitable in it
  - e.g. who <u>needs</u> your USP?
    - Military or watersports (waterproof)
  - Keep burn low meanwhile
- I like the "own-product plus licensing" approach
- Delay VC until profitability (or ideally forever)

## Thanks for listening

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