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"



A Cautionary Tale



I'm in CUCL room SN31 Mondays & Tuesdays – come & say hi!

2 Cambridge grads with a great idea



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Trends in the mobile market



cut loose™



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
- In 2008 company was sold for \$4.5m (firesale)

Spawned an industry...

mm



Qi consortium 130 members

DOWER



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Total Addressable Market of Wireless Charging in Revenue



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16

...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 <u>was</u> 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

Success





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





"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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