

Negotiation Decision Analysis on Pricing of Mobile Application Development with the Trading Platform under the B2B Market

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Abstract. The rapid advancement of wireless network, cloud computing, and mobile technology has fostered developments of mobile services and applications (app hereafter). More and more companies have been launching their apps in mobile platforms. Third-party app developers can help companies to achieve cost-effective and fast development of high quality apps. Most Taiwanese app developers belong to small and medium enterprises who utilize cloud computing services to reduce initial cost and to lower entry barrier. Most of the app developments are in the business-to-business market which is highly competitive and hard to survive without careful pricing and negotiation calculation. This study aims to develop a decision tree analysis (DTA) model for app developers to plan their pricing decisions by considering interactive bargaining with their business customers and interrelated consequences among the sequential decisions. To tackle with challenges of estimating probabilities precisely in existing studies, alternatively the proposed DTA model is embedded with the minimax regret evaluation rather than expected value calculation. Results from one case with real settings suggest decisions for app developers' benefit and to make business deal which also shows the viability of the proposed model to help set reasonable pricing contracts.

Keywords: mobile application, pricing, bargaining, decision tree analysis, minimax regret

1. INTRODUCTION

The rapid advancement of wireless network, cloud computing, and mobile technology has fostered developments of mobile services and applications (app hereafter). More and more companies have been launching their apps in mobile platforms. Third-party app developers can help companies to achieve cost-effective and fast development of high quality apps. Most Taiwanese app developers belong to small and medium enterprises who utilize cloud computing services to reduce initial cost and to lower entry barrier. Most of the app developments are in the business-to-business (B2B) market which is highly competitive and hard to survive without careful pricing and negotiation calculation. From the app developer's view point, the pricing and negotiation process in B2B market is

a multi-stage decision where iteratively responses to uncertain buyer's reaction will affect whether the deal is done or not and will derive the final benefit or loss to the developer.

Decision tree analysis (DTA) is suitable to facilitate the aforementioned pricing and negotiation decision-making process. However, conventional DTA applies the expected monetary value to evaluate alternatives and their consequences (Wu et al., 2015). In practice, it is very hard to assess probabilities for each uncertain event. Therefore, this study aims to develop a hybrid DTA model to embed with the minimax regret assessment to replace the expected value calculation for each uncertain node of DTA. The validity of the proposed approach was examined by considering a numerical example with real settings derived from a Taiwanese app developer.

The remainder of this paper is structured as follows: Section 2 addresses the fundamentals of DTA and minimax regret evaluation; Section 3 shows the proposed DTA model to formulate the app pricing decision; Section 4 explains the case and numerical study; Section 5 provides the conclusion.

2. DECISION TREE ANALYSIS AND MINIMAX REGRET

A decision tree comprises a number of decision nodes (squares) and chance nodes (circles) and branches to connect nodes to form directed acyclic graph, i.e., a tree (Figure 1). An alternative at a decision node is denoted by a branch emanating from the upfront square decision node. Only one alternative can be chosen from all branches emanating from a decision node. A possible outcome of an uncertain event is denoted by the branch emanating from a circled chance node under which is a set of mutually exclusive and collectively exhaustive uncertain situations (Clemen, 1996).

The DTA performs backward evaluation, i.e., starting from the end branches to their roots. Conventionally, each decision is made by choosing the optimal alternative that provides the maximal or minimal sum of the expected values of payoffs corresponding to their consequences. (French, 1988). DTA has become a convenient tool for structuring sequences of decision problems and for solving multistage decision problems from various aspects (Chien and Wu, 2003, 2007; Bakır 2008; Wu et al., 2015). The decision tree is a more general analysis tool than the net present value or discounted cash flow method.

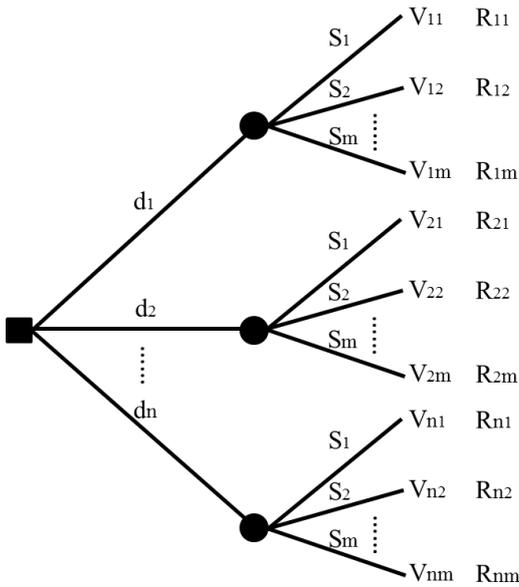


Figure 1: The minimax regret calculation process.

d_i Alternative of decision $i=1,2,\dots,n$.

S_j Uncertain situation $j=1,2,\dots,m$.

V_{ij} Payoff of decided alternative i under situation j .

R_{ij} Regret of decided alternative i under situation j .

This study develops a hybrid DTA by using minimax regret calculation to replace the expected monetary value calculation. The evaluation process is as follows:

1. Under each uncertain situation j , evaluate the payoff of alternative i to get the maximal payoff V_{ij}^* as in Eq. (1) and its corresponding alternative.
2. After that compute the regret value R_{ij} as defined in Eq. (2).
3. Finally, the best alternative can be chosen based on the minimizing the maximal regret rule.

$$V_j^* = \max_{i=1,2,\dots,n} (V_{ij}), \forall j = 1, 2, \dots, m \quad (1)$$

$$R_{ij} = V_{ij}^* - V_{ij}, \forall i = 1, 2, \dots, n, j = 1, 2, \dots, m \quad (2)$$

$$d^* = \arg \left\{ \min_{i=1,2,\dots,n} \left[\max_{j=1,2,\dots,m} (R_{ij}) \right] \right\} \quad (3)$$

3. THE APPRICING DECISION WITH MINIMAX REGRET DECISION TREE

This study develops the minimax regret decision tree to model the app pricing and negotiation process. The proposed model is three-stage. There are two stages for the app developer to provide sequential their price settings and one stage for the developer to decide the level of quality maintenance which reflects the cost and following user preferences. The price settings include the levels of development fee and maintenance fee and possible transaction fee per trade from the buyer's side. The buyer may respond to accept or decline the price settings. After that, the developer may provide an adjust price setting seeking possible acceptance from the buyer. For simplification purpose, we assume that the buyer will simply accept or decline the settings without offering a new price or request for revising the service setting. The final consequences depend on the quality and maintenance of the app. If the users prefer the app, more trade and transactions will be done which contribute to the financial benefit to the buyer and thus increase the likelihood for the buyer to accept the price settings. The details of the DTA settings are shown in Table 1 and the complete decision tree is depicted in Figure 1.

Table 1: Details of DTA nodes and branches.

Node	Decision/Event	Alternatives/Situations
Decision	1st Price	F_{N1} : High development fee, high maintenance fee, no transaction fee F_{Y1} : Low development fee, low maintenance fee, claim transaction fee F_{C1} : Terminate the trade
Chance	1st Realized demand	A_{Y1} : Accept the price setting A_{N1} : Decline the price setting
Decision	2nd Price	F_{N2} : High development fee, high maintenance fee, no transaction fee F_{Y2} : Low development fee, low maintenance fee, claim transaction fee F_{C2} : Terminate the trade
Chance	2nd Realized demand	A_{Y2} : Accept the price setting A_{N2} : Decline the price setting
Chance	Customization cost	C_H : High customization cost C_L : Low customization cost
Decision	Quality Maintenance	M_H : High engagement M_L : Low engagement
Chance	User Preference	U_Y : Like U_N : Dislike

A case study was conducted on a Taiwanese app developer, O Company, to examine the viability of the proposed model with real settings. O Company receive orders from buyers (also a company) to customize and deliver new apps. The period for benefit and cost evaluation is 5-year. The parameter settings are shown in Table 2. The DTA results are shown in Table 3.

Table 2: Parameters for the numerical study of DTA.

Parameter	Setting
Initial cost	About 1,204,598 TWD including the cost for Google SQL, Google Storage, personnel, Apple App Store management
F_{N1} and F_{N2}	Development: 1,200,000TWD (one time) Maintenance: 600,000TWD (every year) Transactions: no fee
F_{Y1} and F_{Y2}	Development: 600,000TWD (one time) Maintenance: 300,000TWD (every year) Transactions: 5% per transaction
F_{C1} and F_{C2}	No business is dealt. The developer will suffer from the initial cost.
C_H	501,916 TWD
C_L	401,533 TWD
M_H and M_L	Cost depends on the Google SQL and Storage package selection. Personnel expense is also included.
U_Y and U_N	Measured by download counts

4. THE CASE AND NUMERICAL STUDY

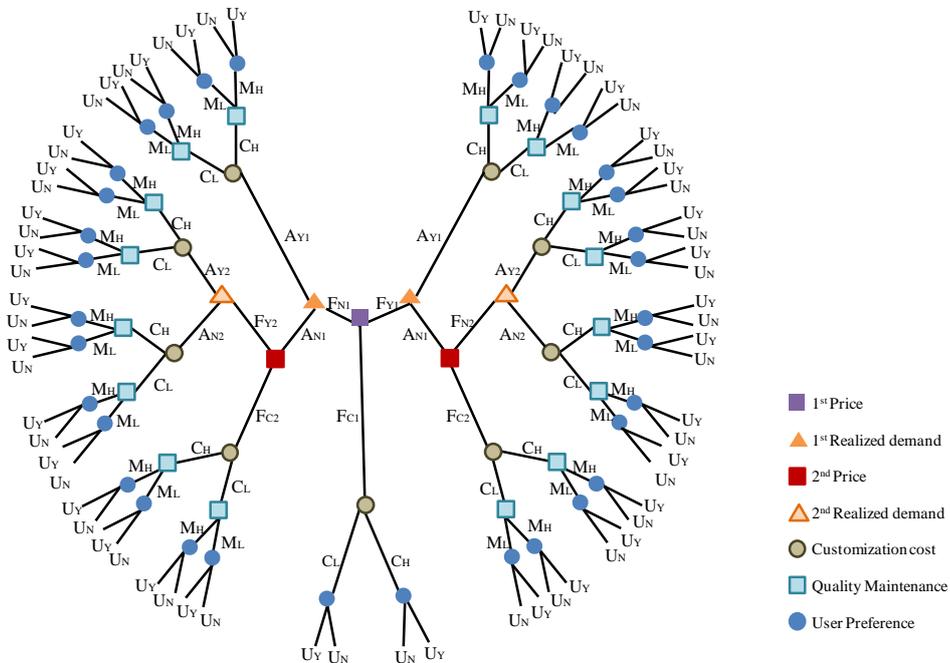


Figure 2: The complete decision tree for app pricing and negotiation.

decision is $[F_{Y1}-A_{Y1}-C_{HM_H}$ or $C_{LM_H}]$. This result coincides with domain experts' expectation and final decisions after discussions on the research results.

5. CONCLUSIONS

This study develops a decision tree analysis (DTA) model for app developers to plan their pricing decisions by considering interactive bargaining with their business customers and interrelated consequences among the sequential decisions. To tackle with challenges of estimating probabilities precisely in existing studies, alternatively the proposed DTA model is embedded with the minimax regret evaluation rather than expected value calculation. Results from one case with real settings suggest decisions for app developers' benefit and to make business deal which also shows the viability of the proposed model to help set reasonable pricing contracts. The future research should be done on the sensitivity analysis of the uncertain parameter settings.

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