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

Jei-Zheng Wu

Department of Business Administration Soochow University, Taipei, Taiwan Tel: (+886) 2-2311-1531 ext. 3403, Email: jzwu@scu.edu.tw

> **Tzu-Wen Yin** Department of Business Administration Soochow University, Taipei, Taiwan

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 dealt 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 decisionmaking 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.

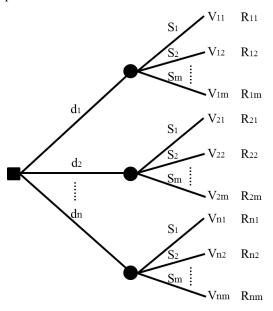


Figure 1: The minimax regret calculation process.

- d_i Alternative of decision i=1,2,...,n.
- S_j Uncertain situation j=1,2,...,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:

- 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.

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

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

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

3. THE APP PRICING 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/	Alternatives/Situations							
	Event								
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	A _{Y1} : Accept the price setting							
	demand	A _{N1} : Decline the price setting							
Decision	2nd Price	F _{N2} : High development fee, high							
		maintenance fee, no transaction fe							
		F _{Y2} : Low development fee, low							
		maintenance fee, claim transaction							
		fee							
		F _{C2} : Terminate the trade							
Chance	2nd Realized	A _{Y2} : Accept the price setting							
	demand	A _{N2} : Decline the price setting							
Chance	Customization	C _H : High customization cost							
	cost	CL: Low customization cost							
Decision	Quality	M _H : High engagement							
	Maintenance	M _L : Low engagement							
Chance	User	U _Y : Like							
	Preference	U _N : Dislike							

4. THE CASE AND NUMERICAL STUDY

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
CL	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

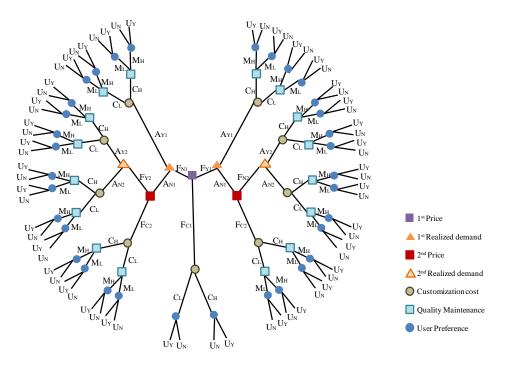


Figure 2: The complete decision tree for app pricing and negotiation.

						1			-						-										
					Lot																				
Initial Cost		Developer's Max Regret	Developer's Regret	Developer's Payoff	1st Realized	Buyer's Max	Buy er's Regret	Buyer's Payoff	2nd Price	Developer's Max Regret	Developer's Regret	Developer's Payoff	2nd Realized Demand	Buyer's Max Regret	Buyer's Regret	Buyer's Payoff	Customize d Cost	Quality	Developer's Max Regret	Developer's Regret	Developer's Payoff	User	Download Count	Buyerr's 5-year	Developer's 5- year Revenue
Cost	Price	Max Regret	Regret	Payoff	Demand	Regret	Regret	Payoff	Price	M ax Regret	Regret	Payoff	Demand	Regret		Payoff	d Cost	Maintenance	Max Regret	Regret	Payoff	Preference	Count	Revenue	year Revenue
1,204,598	FN1	896,001		449,673	Ay1	1,546,535	0	105,071,407 90,210,394									Сн	Мн	874,113	872,095 874,113	61,841	UY	180,000	107,334,121 92,324,498	62,460
			896,001	422,422			0	90,210,394 71,709,950									-	ML	0	8/4,113	933,936	UN UY	155,500	92,324,498 73,639,049	943,276
			236,385	523,307			0	56,545,651										IVIL.		0	1,034,821	UN	100,000	58,323,107	1,045,170
			0	1,101,388			0	38,348,492									CL	Мн	545,472	545,472	1,512,519	UY	70,000	39,943,977	1,527,644
			0	1,260,786			0	14,388,899												0	1,671,917	UN	30,500	15,744,788	1,688,636
				1,646,860			0	3,167,318										ML	1,243,780	0	2,057,991	Uy	12,000	4,410,991	2,078,571
				17,006			1,546,535	1,546,535	1											1,243,780	428,137	Un	2,000	350,000	432,419
					An1	105,071,407			FY2	0	0	1,050,491	Ay2	1,070,297	0	51,079,931	Сн	Мн	0	0	2,167,005	Uy	90,000	52,196,730	2,188,675
											0	656,093 537 370			0	41,981,352			644,587	0	1,772,607	UN	75,000	43,007,165 27.691.223	1,790,333
												537,370			0	26,817,053 14,685,613	1	ML	044,387	513,121 644,587	1,653,884	Uy Un	30,000	27,691,223	1,670,423
											0	291,842			0	11,652,754	CL	Мн	0	044,587	1,128,020	UY	25,000	12,375,281	1,321,053
											0	81,496			0	6,800,178	CL.			0	1,097,627	UN	17,000	7,474,180	1,108,604
									1			6,003			175,400	175,400	1	ML	915,667	297,845	1,010,128	UY	5,500	428,846	1,020,229
												834,170			1,070,297	1,070,297				915,667	181,961	UN	1,000	475,000	183,780
													An2	51,079,931	51,079,931	0	Сн	Мн				UY		0	0
															41,981,352	0						Un		0	0
									-						26,817,053 14,685,613	0	{	ML				UY UN		0	0
									1						14,685,613	0	CL	Мн				UN UY		0	0
									1						6,800,178	0	CL.	MIN				UN		0	0
									1						0	0	1	ML				UY		0	0
															0	0	1					Un		0	0
							105,071,407	0	FC2	2,260,089	2,260,089	1,209,598					Сн	Мн				Uy		0	0
							90,210,394	0	1		1,865,691	1,209,598										Un		0	0
							71,709,950	0				1,209,598					-	ML				UY		0	0
							56,545,651 38,348,492	0			1,501,440	1,209,598					CL	Мн				UN UY		0	0
							14,388,899	0			1,301,440	1,209,598					CL	ivin				UN		0	0
							3,167,318	0				1,209,598					1	ML				UY		0	0
							0	0				1,209,598					1					Un		0	0
1,204,598	Fyi	885,065	0	1,318,423	Ayı	779,455	0	55,568,563									Сн	Мн	0	0	2,429,937	UY	100,000	56,730,249	2,454,236
			0	759,693			0	43,323,392									1			0	1,871,207	UN	78,750	44,362,626	1,889,919
				555,517			0	27,044,517									1	Ml.	762,906	762,906	1,667,031	Uy	50,500	27,920,962	1,683,701
				302,445			0	21,498,175									1			457,248	1,413,959	UN	40,875	22,319,156	1,428,098
			528,467	572,921			0	18,400,867									CL	Мн	0	0	1,584,052	UY	35,500	19,190,875	1,599,892
			885,065	375,722			0	14,079,041												0	1,386,853	UN	28,000	14,825,832	1,400,721
			005,005	117,316			0	3,706,661									1	ML	1,204,892	455,604	1,128,447	UY	10,000	4,349,728	1,139,732
				829,171			779,455	779,455										WIL		1,204,892	1,128,447	UN	1,000	4,549,728	1,139,732
				829,171		55,568,563	7/9,455	779,455	- Dec	0		333.611	A	1,224,752	0	86.874.249	0	16-	952,803	952,803	181,960		1,000	88.954.991	183,780
					Ani	33,300,303			FN2	0		333,611	Ay2	1,224,732	0	56 545 651	Сн	Мн	752,005	952,803	182,903	Uy Un	100,000	58 323 107	184,732
															0		-	ML	0	851,918			100,000		0000000
											0	619,193			0	41,381,352		IVIL.		0	1,135,707	UY	75,000	43,007,165	1,147,064
											0	720,078			0	26,217,053				0	1,236,592	Un	50,000	27,691,223	1,248,957
											0	1,227,538			0	18,634,903	CL	Мн	412,304	412,304	1,643,669	Uy	37,500	20,033,252	1,660,106
											0	1,265,875			0	12,872,469				0	1,682,006	Un	28,000	14,213,194	1,698,826
												1,639,842			0	3,470,604		Ml.	1,206,833	0	2,055,973	Uy	12,500	4,717,310	2,076,533
] [59,041			1,224,752	1,224,752				1,206,833	475,172	Un	5,000	25,000	479,924
] [An2	86,874,249	86,874,249	0	Сн	Мн				Uy		0	0
								l	1						56,545,651	0	1					Un		0	0
									1						41,381,352	0	1	ML				Uy		0	0
									1						26.217.053	-	1					UN		0	0
															18,634,903		CL	Мн				UY			
									1						18,634,903	-	~		<u> </u>			UN		-	
									1							0	ł	M						0	0
															3,470,604	0	4	ML				Uy		0	0
															0	0						Un		0	0
							55,568,563	0	FC2	2,475,473		1,209,598					Сн	Мн				UY		0	0
							43,323,392	0	4			1,209,598					ł					Un		0	0
							27,044,517	0			1,828,791	1,209,598					l	ML				UY		0	0
							21,498,175	0			1,929,676	1,209,598										Un		0	0
							18,400,867	0			2,437,136	1,209,598					CL	Мн				Uy		0	0
							14,079,041	0			2,475,473	1,209,598					1					Un		0	0
							3,706,661	0				1,209,598					1	ML				Uy		0	0
							0	0				1,209,598					1					UN		0	0
	FC1	2,523,021	2,523,021	1,204,598		-						- ,					Сн					UY		0	0
			1.964.291	1,204,598																		UN		0	0
			2,305,986	1,204,598													CL							0	0
			2,305,986	1,204,598													CL.					UY		0	0
			2,465,384	1,204,598		1			1													UN		0	0

Table 2: The complete DTA data and results.

The result shows that the developer, O Company, should choose F_{Y1} with low development fee, low maintenance fee, and 5% transaction fee. It is commonly known that mobile commerce is dramatically developing. If the contract ends up with F_{N1} or F_{N2} , the developer will be forced to deal with huge amount of maintenance to ensure the high quality and high demand in the near future. The acceptable high development and high maintenance cost of F_{N1} or F_{N2} cannot justify the extra maintenance cost. In the

opposite, the transaction fee allows the developer to receive revenue from the increased demand to cover the increased maintenance cost. On the other hand, the low one-time development and low annual maintenance cost will reduce buyer's risk and entry barrier because it is not easy to predict the increase of future demand even from the buyer's side. Consequently, there is high chance for the buyer to accept the price setting and to make the deal done.

Finally, the path of the pricing and negotiation

decision is $[F_{Y1}-A_{Y1}-C_HM_H \text{ or } C_LM_H]$. 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 dealt 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.

ACKNOWLEDGMENTS

This work was supported by the Minister of Science and Technology (MOST104-2410-H-031-033-MY3).

REFERENCES

- Bakır, N.O. (2008) A decision tree model for evaluating countermeasures to secure cargo at United States Southwestern Ports of Entry. *Decision Analysis*, 5(4), 230-248.
- Chien, C.-F. and Wu, J.-Z. (2003) Analyzing the repair decisions in the site imbalance problem of semiconductor test machine. *IEEE Transactions on Semiconductor Manufacturing*, 16(4), 704-711.
- Chien, C.-F. and Wu, J.-Z. (2007). Structuring manufacturing strategy. *Proceedings of the 3rd Annual IEEE Conference on Automation Science and Engineering, Scottsdale, AZ, USA*, Sept, 22-25.
- Clemen, R.T. (1996) Making Hard Decisions: An Introduction to Decision Analysis, 2nd edition, Duxbury Press, New York, NY.
- French, S. (1988) *Decision Theory: An Introduction to the Mathematics of Rationality*, Ellis Horwood Limited, Chichester, West Sussex.
- Wu, J.-Z., Lin, K.-S., and Wu, C.-Y. (2015) Integration of scenario planning and decision tree analysis for new product development: a case study of a smartphone project in Taiwan. *International Journal of Industrial Engineering: Theory, Applications and Practice*, 22(1), 616-627.