

A discussion of:
**Reload & Relaunch: Strategic
Governance of Platform Ecosystems**

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What I particularly like

- Lots of interesting questions on strategic management of value!
 - Novel perspective of value creation and capture
 - Important insight: up and coming complementors offer higher value potential than market leaders
- Framework
 - Parsimoniously captures sources of value creation and captures
 - Highlights tensions & interactions determining when and how stakeholders can derive maximum payoff

Questions/comments – conceptual level

- Framing in platform governance literature
 - Governance as architectural control – not a central theme in the paper
 - Or develop on the novelty of platform value creation & capture?
- Clarifying endorsement
 - Match between conceptual and operational definition (awards vs. relaunch)?
 - Have all relaunched (i.e. endorsed) games previously won awards?
 - Are in-house games endorsed?
 - In-house games are developed to ensure quality games at console launch time
 - If they are endorsed, what becomes of the issues of bargaining power and exclusive rights?

Questions/comments – conceptual level

- Do all platform owners pursue the same strategy?
 - Implicit assumption in H1 and H2

H1: Platform owners will be more likely to endorse complements that experts have assessed as being of exceptional quality.
 - But could, for example, risk aversion play a role in strategic endorsement decision?
- Effect of endorsement on complement sales
 - Could the rekindled enthusiasm for a game result from reduced pricing, promotional activities or consumers' familiarity through other devices?

Questions/comments – Empirical level

- Why is Nintendo Wii excluded?
 - Is the market leader
 - Convenient use as only in theoretical argument and to test H5?
- Sample size for variables
 - High quality and medium quality
 - Top 1% and Top 2-5%
- Difference in Difference model
 - No testing of the parallel trend assumptions