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FORERUNNER

Fall 2025



Software has long moved

*beyond* the workplace



# Consumers crave software in personal & work life

01

Digitize routine  
tasks



02

Real-time document  
collaboration



03

Power building



04

Facilitate  
communication



05

Power creativity





And are increasingly driving  
product direction



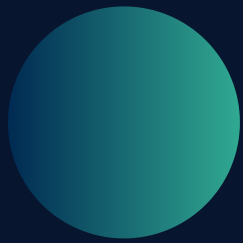


So much so that a category  
now has staying power:

# Prosumer

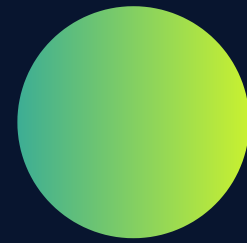


# Building in Prosumer today



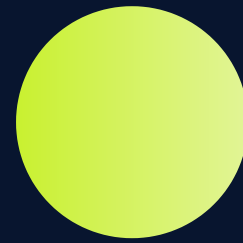
## Solving for AI-Native Needs

AI creates entirely new workflows to solve previously unaddressable challenges. Building in the path of what was not possible before creates an edge.



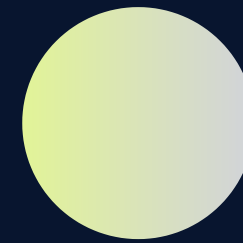
## Vertical Differentiation

Gen AI is a powerful general purpose technology. Prosumer companies may find success building for the most engaged users even if that means going vertical.



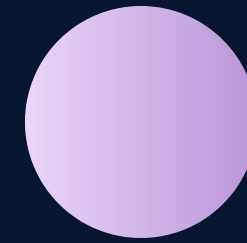
## Platform Over 'Best of' Approach

Consumers are fatigued from an increasingly fragmented software ecosystem. This poses a risk for companies that occupy a spot in a "best of" approach. Prosumer platforms will have an advantage.



## Low Switching Costs

Consumers have minimal lock in today as models improve, new products launch (especially from LLMs), and pricing changes are rolled out.



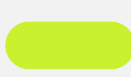
## Margin Compression

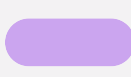
While model costs, infrastructure stack, and pricing models are changing in real-time, companies may have to give up margin in order to compete.

# Table of Contents

 Defining Prosumer

 History of Prosumer

 Data Analysis

 Look Forward

Prosumer software  
exists within a  
*large &  
growing  
market*

\$90-120B

Market  
Opportunity

\$10-13B

Creativity  
Software

(video/image creation,  
design tools)

\$17-23B

Collaboration  
Software

(knowledge management,  
file transfer, scheduling)

\$33-44B

Workplace Software

(workbooks, presentations, writing)



# What makes a company Prosumer today?

01

**Powers personal and work use cases,** starting in either and crossing over to the other

02

**Built for a general user base** with no specific skill or job requirement

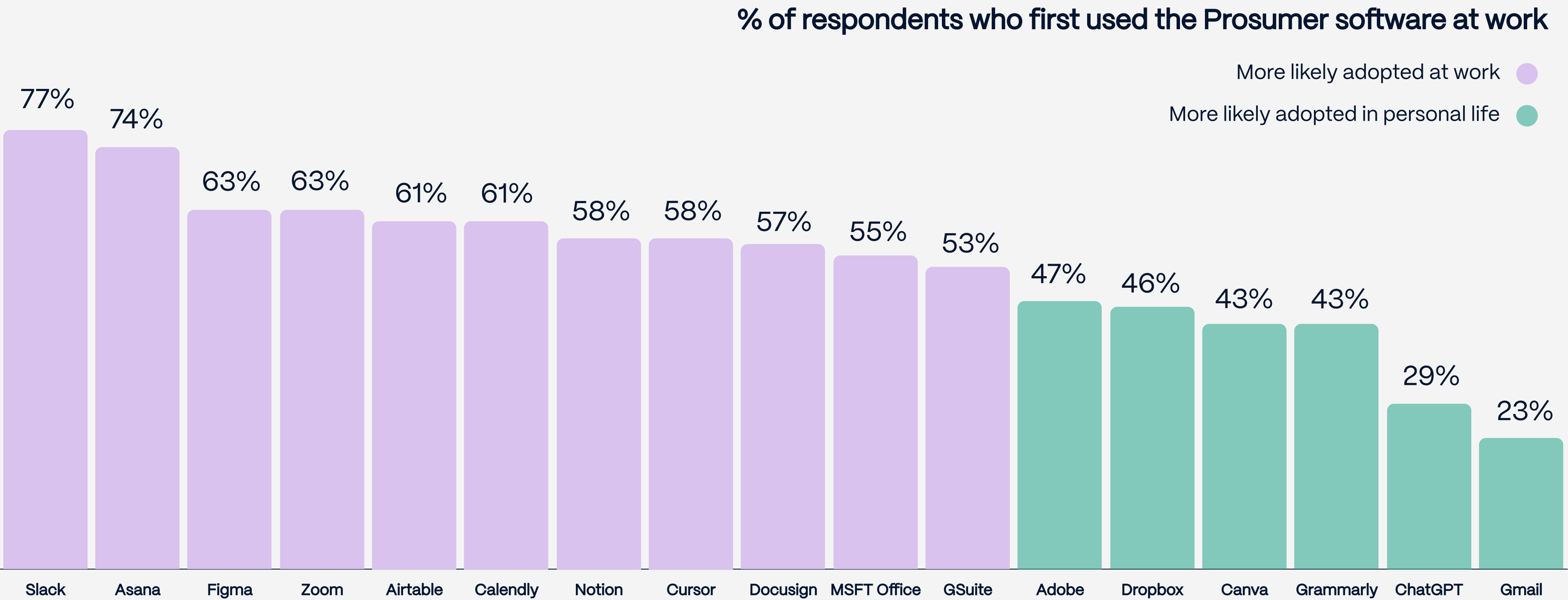
03

**Product-led growth is a requirement,** though not a unique characteristic

04

**Creates a powerful brand and engaging community**

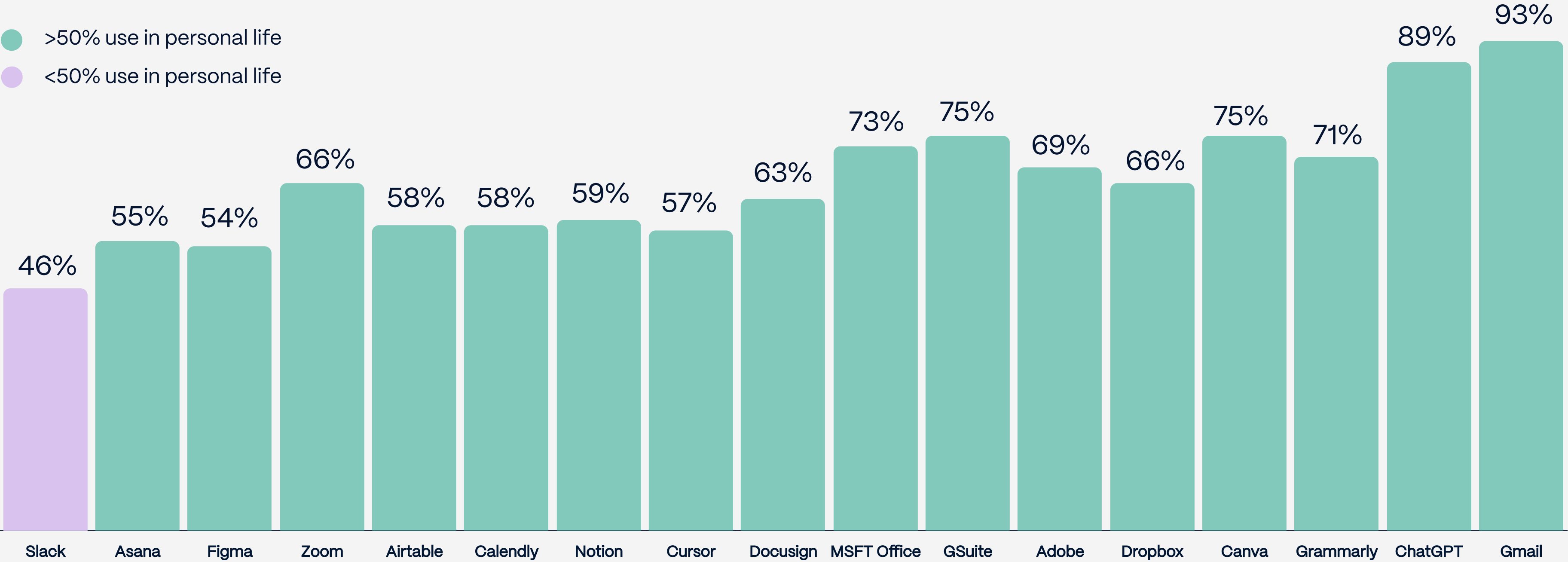
# Forerunner's survey shows consumers typically first adopt Prosumer software at work





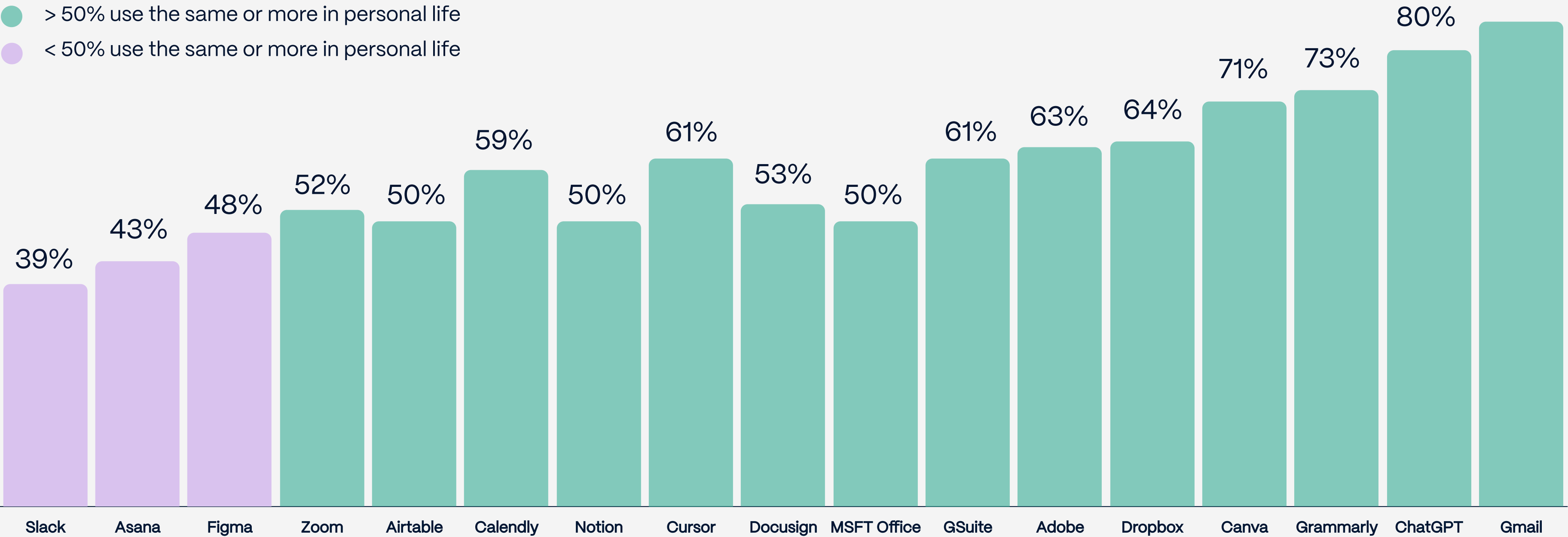
# Over half of consumers eventually use Prosumer software in personal life

% of respondents who currently use the Prosumer software in personal life



# Ongoing, over half use Prosumer software at least the same in personal and work life

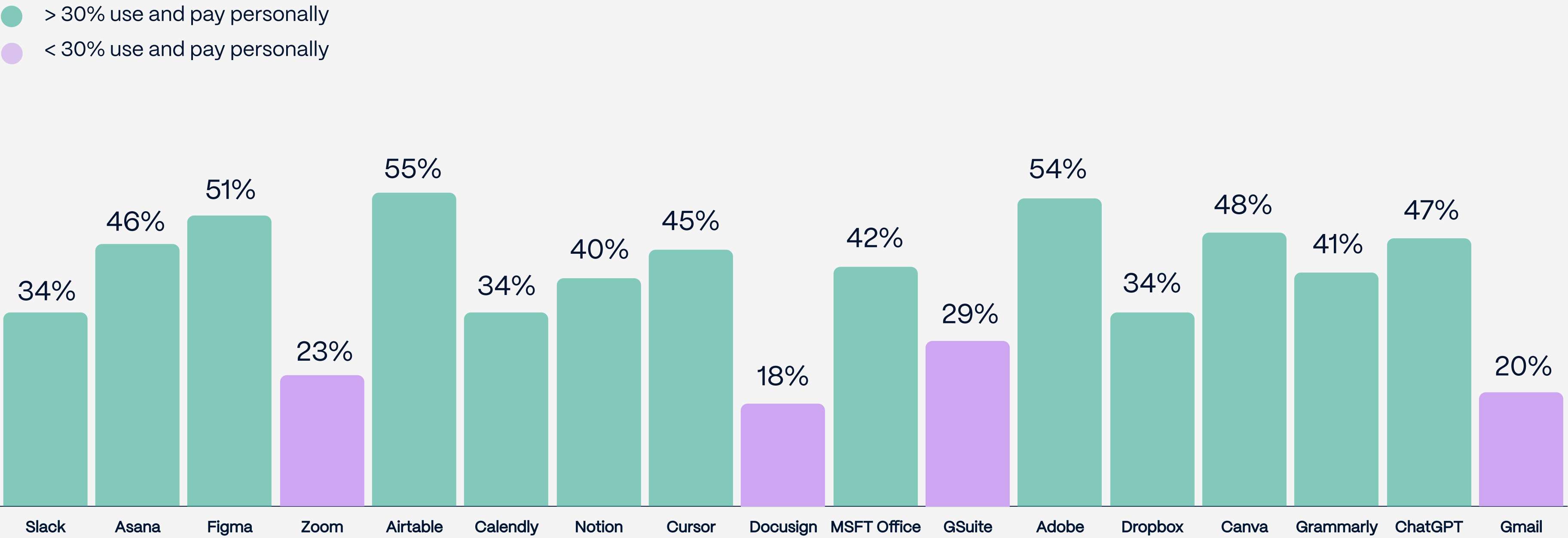
% of respondents who currently use the Prosumer software the same or more in personal life





# And over a third who use the software personally pay for it personally

% of respondents who currently use and pay for the Prosumer software personally



**Noteworthy:** A handful of companies we expected to lean professional surprisingly have high personal engagement

|                             | <div>Adobe</div> | <div>CURSOR</div> | <div>asana</div> | <div></div> |
|-----------------------------|------------------|-------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
| Core User                   | Designer         | Engineer          | Proj. Mgmt                                                                                          | Designer                                                                                       |
| Use Personally              | 69%              | 57%               | 55%                                                                                                 | 54%                                                                                            |
| Use Same or More Personally | 63%              | 61%               | 43%                                                                                                 | 48%                                                                                            |
| Use & Pay Personally        | 54%              | 45%               | 46%                                                                                                 | 51%                                                                                            |



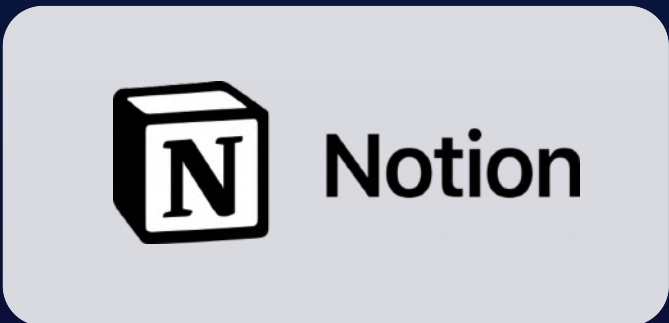
The best Prosumer  
companies create  
  
powerful brands,  
& engaging  
communities



**220M+** monthly users  
**2.5M+** Create conference attendees  
**600K+** templates



**1M+** active users  
**140K+** Config conference attendees  
**3.4K+** plugins

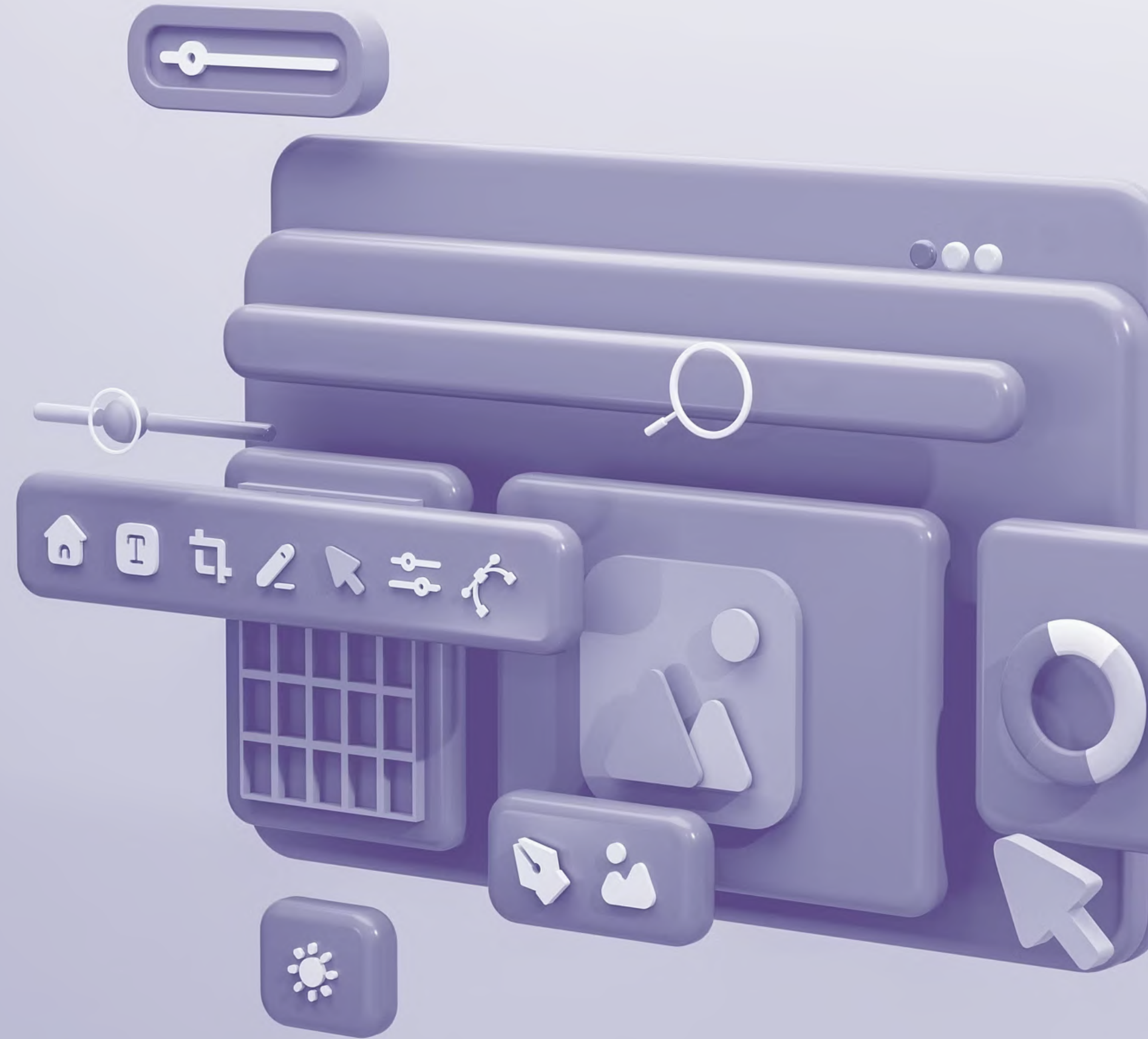


**4M+** active users  
**150+** dedicated social media groups  
**200K+** templates



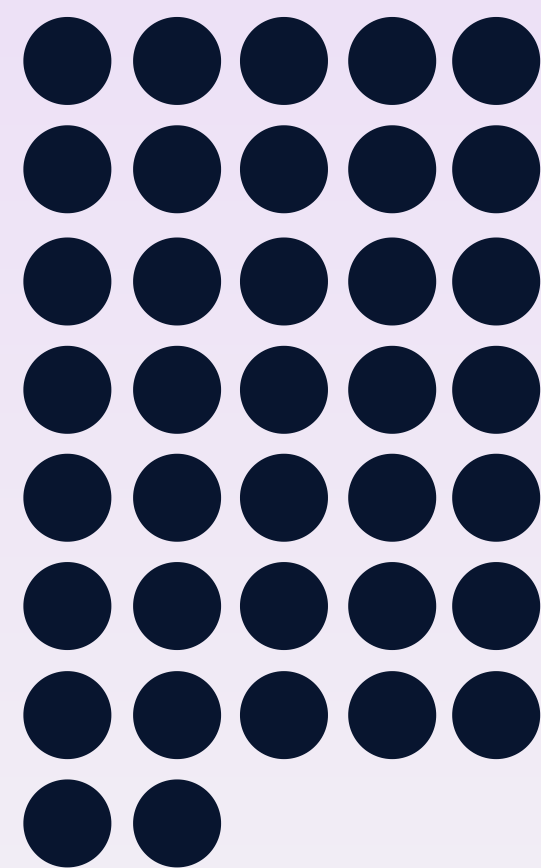
**38M+** daily active users  
**400+** dedicated social media groups  
**650K+** internal custom apps

# A Quick History of Prosumer



We analyzed 36  
public and private  
Prosumer software  
companies\*

Forerunner analysis



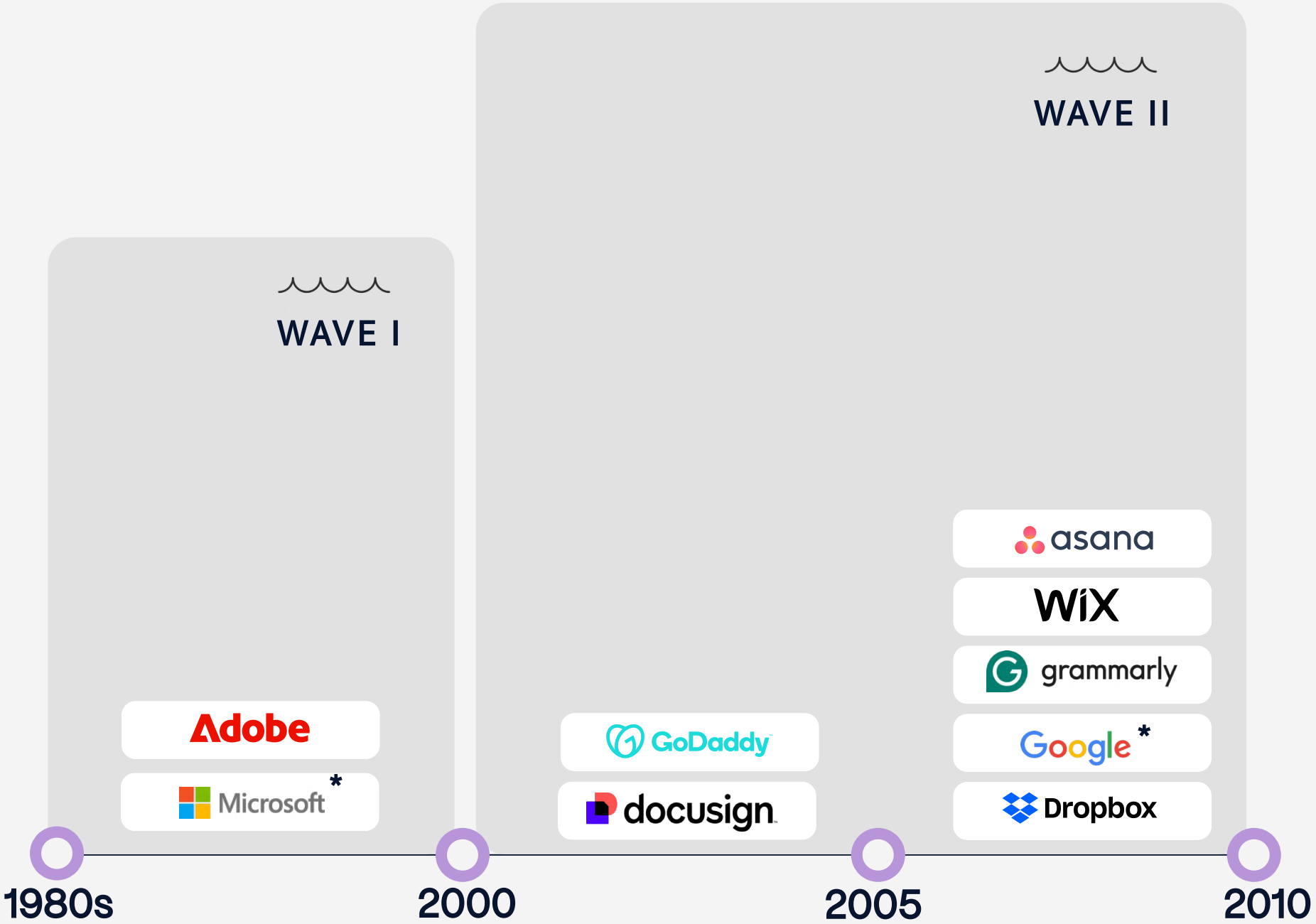
36 PUBLIC & PRIVATE  
COMPANIES

\*Data analysis excludes:

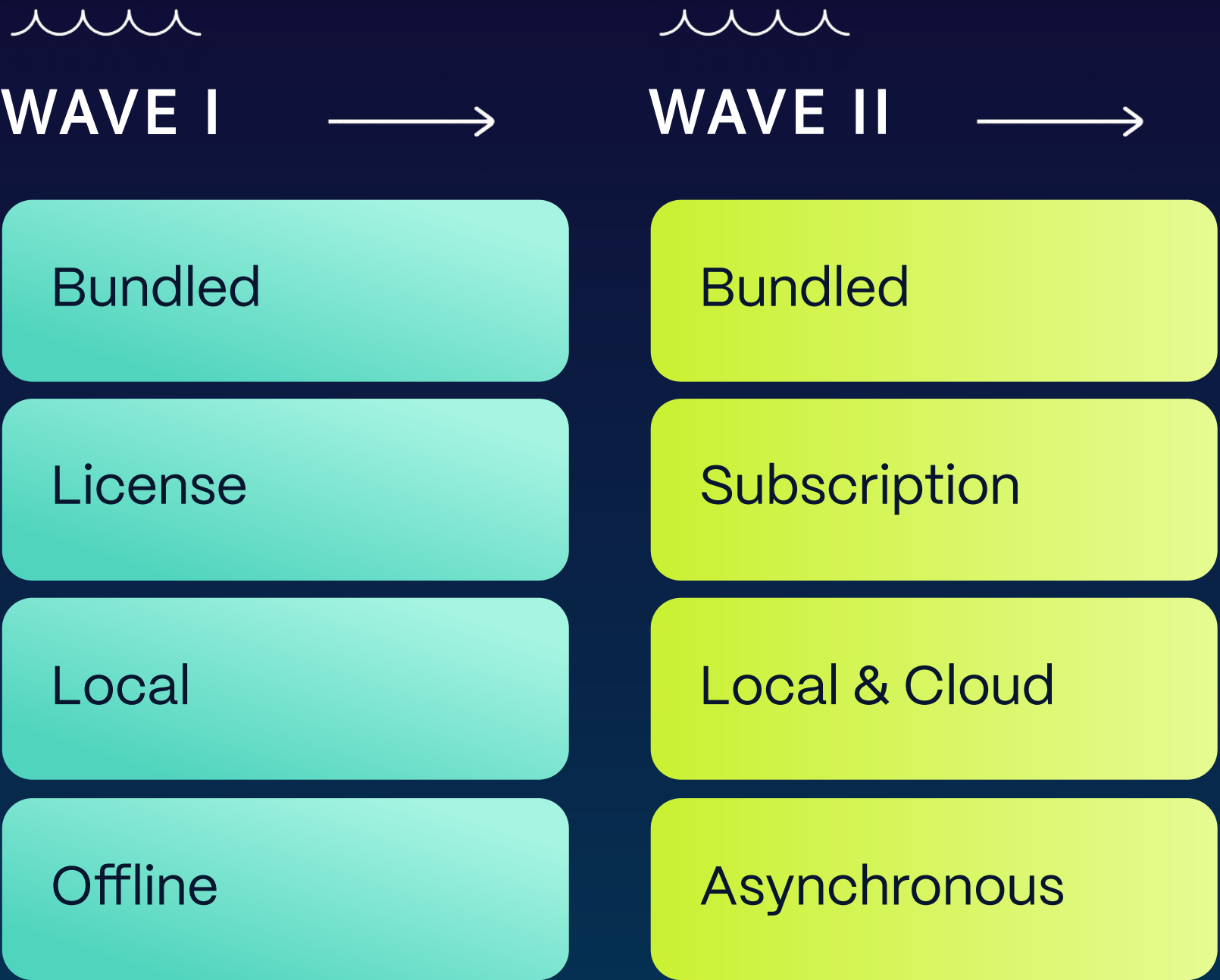
1) Prosumer companies with multiple revenue models and business units (Microsoft, Google)  
2) Vertical SaaS for a specific market rather than a function or workflow (Shopify, Service Titan, Autodesk)



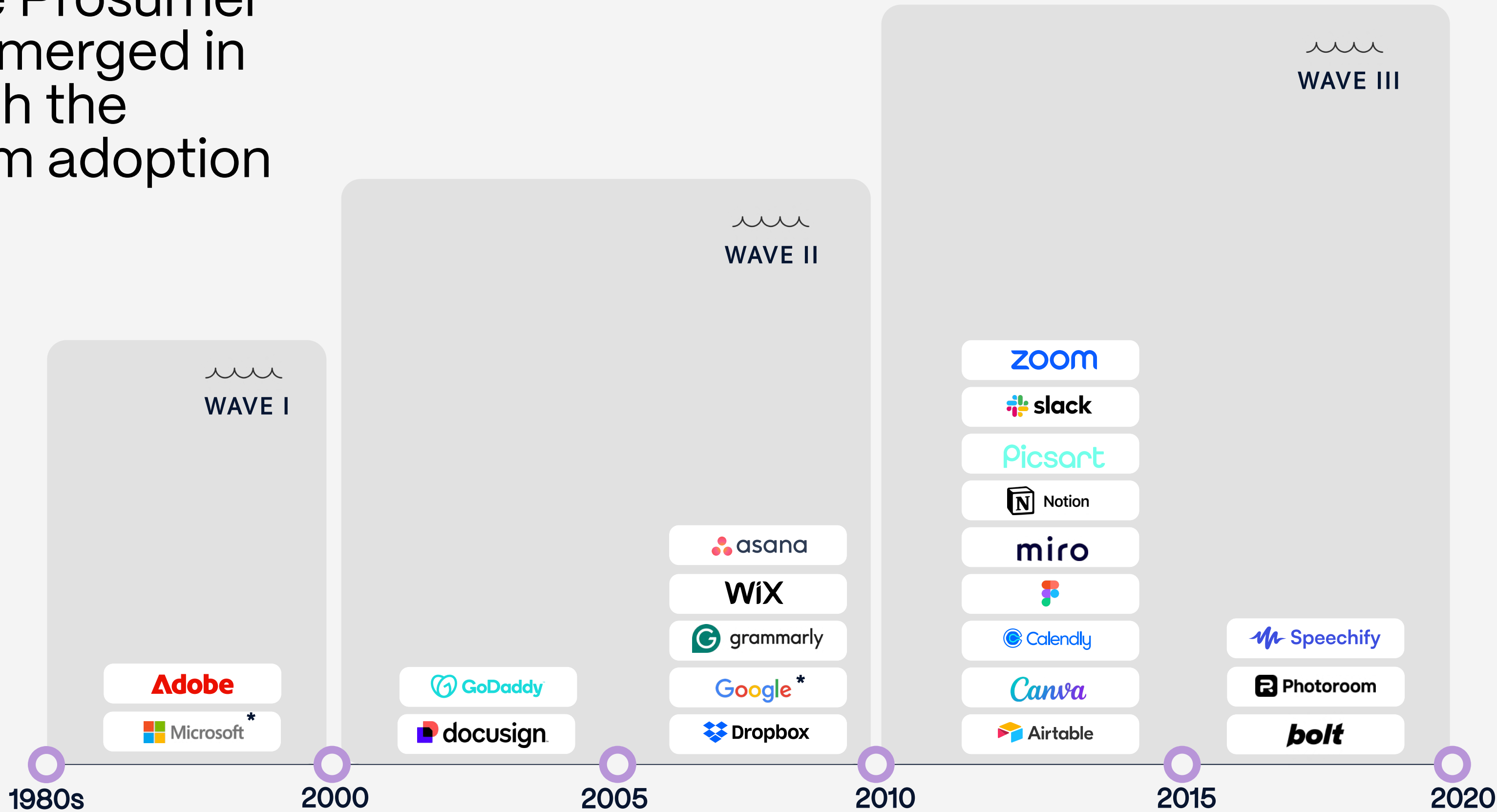
The first waves of Prosumer software originated with the Internet & early days of cloud



Second-wave  
Prosumer software  
introduced  
subscription and  
asynchronous  
products

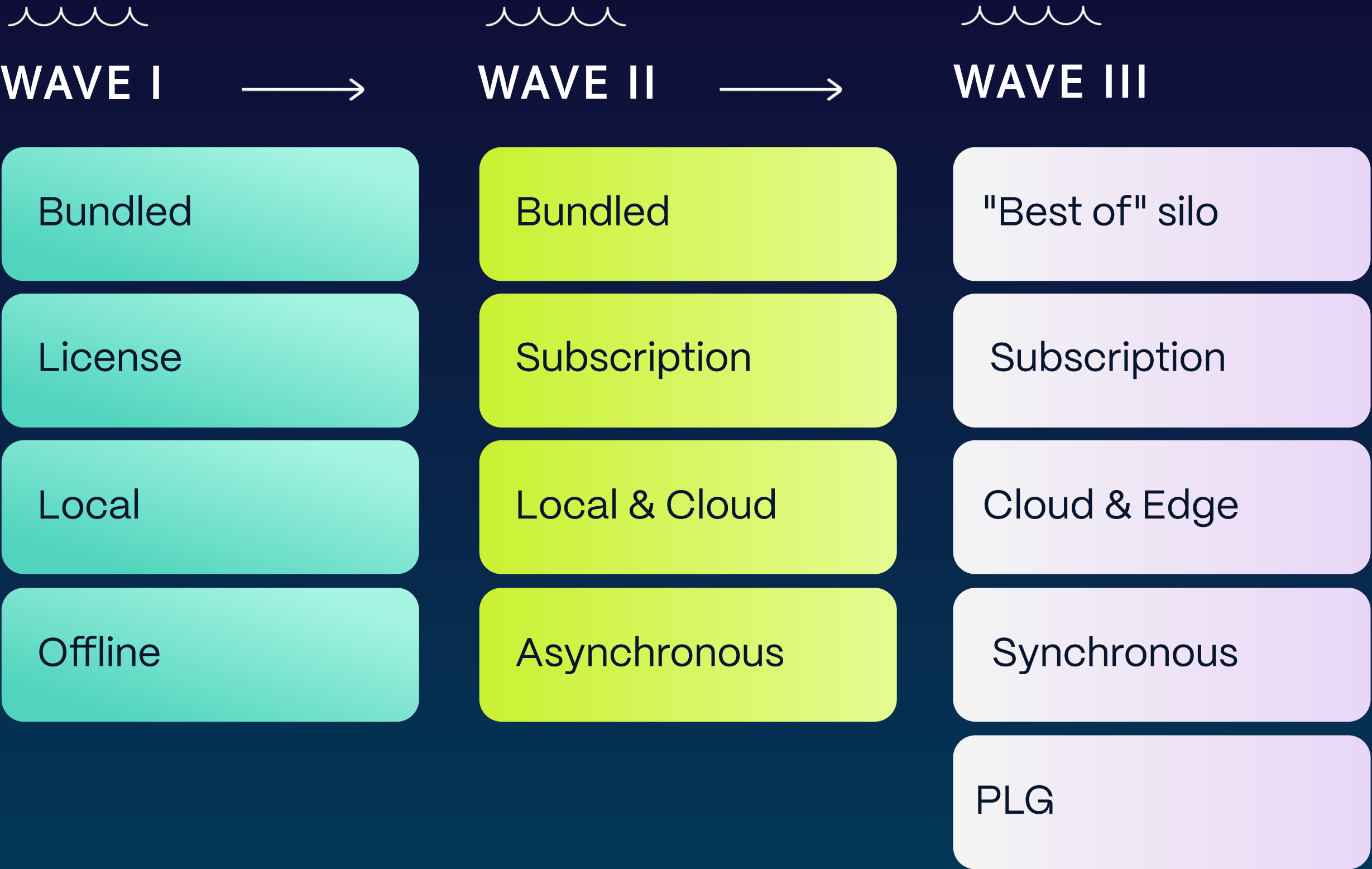


Third wave Prosumer software emerged in parallel with the mainstream adoption of cloud

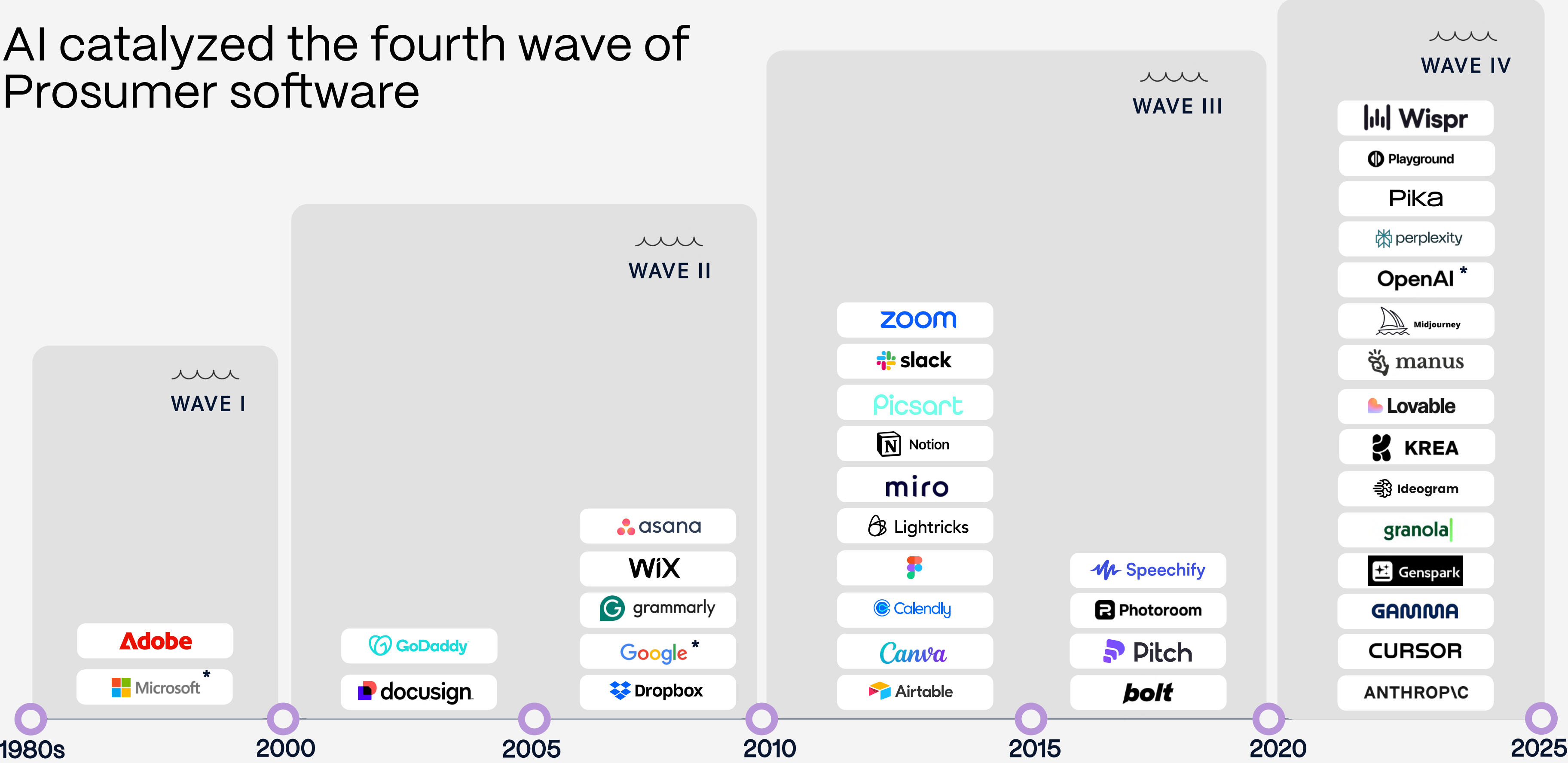




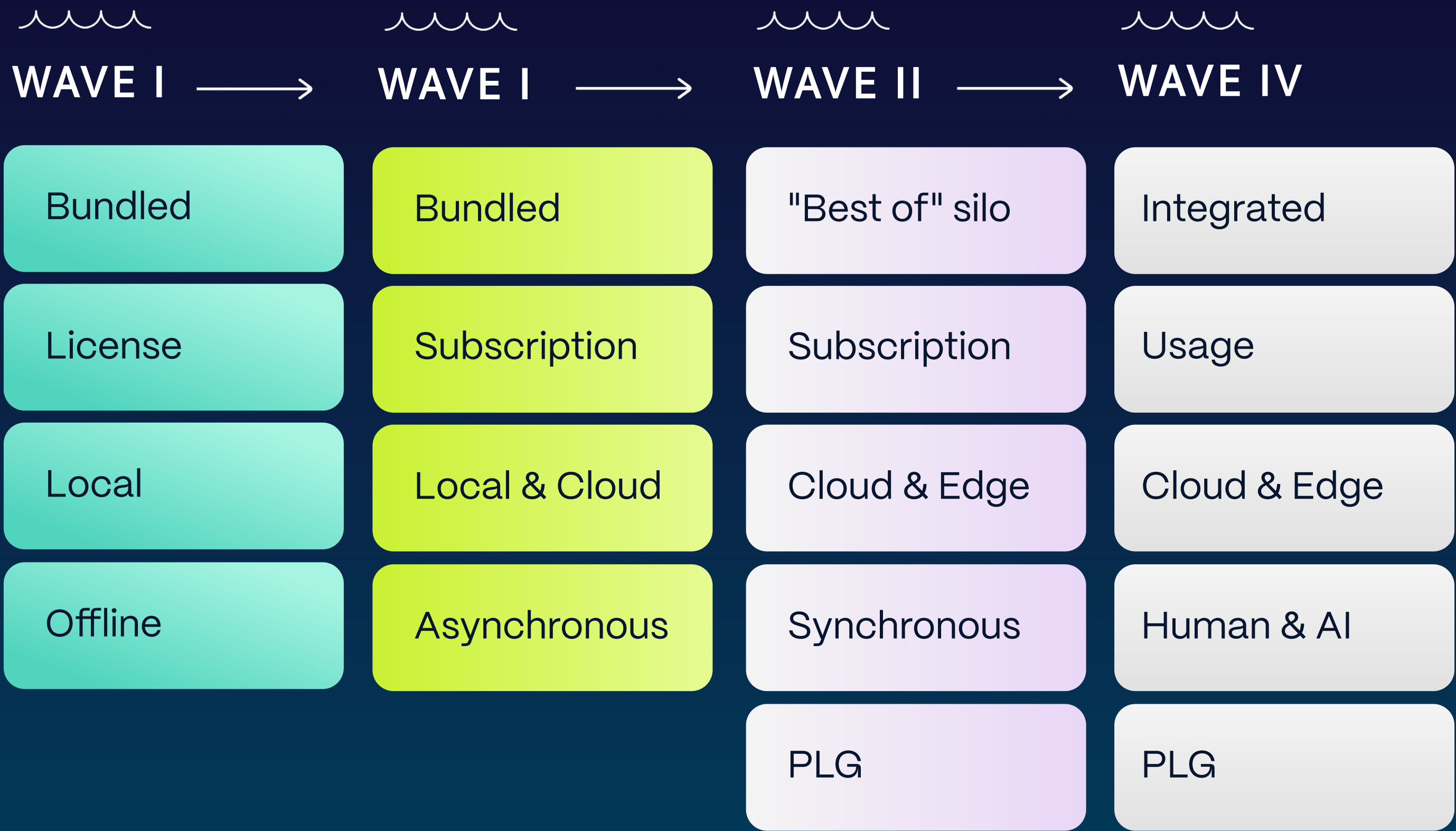
Third-wave Prosumer software introduced the "best of" software movement, PLG strategies, and synchronous and edge products



# AI catalyzed the fourth wave of Prosumer software



Fourth-wave Prosumer software prioritizes integration and introduces usage-based pricing and human & AI collaboration

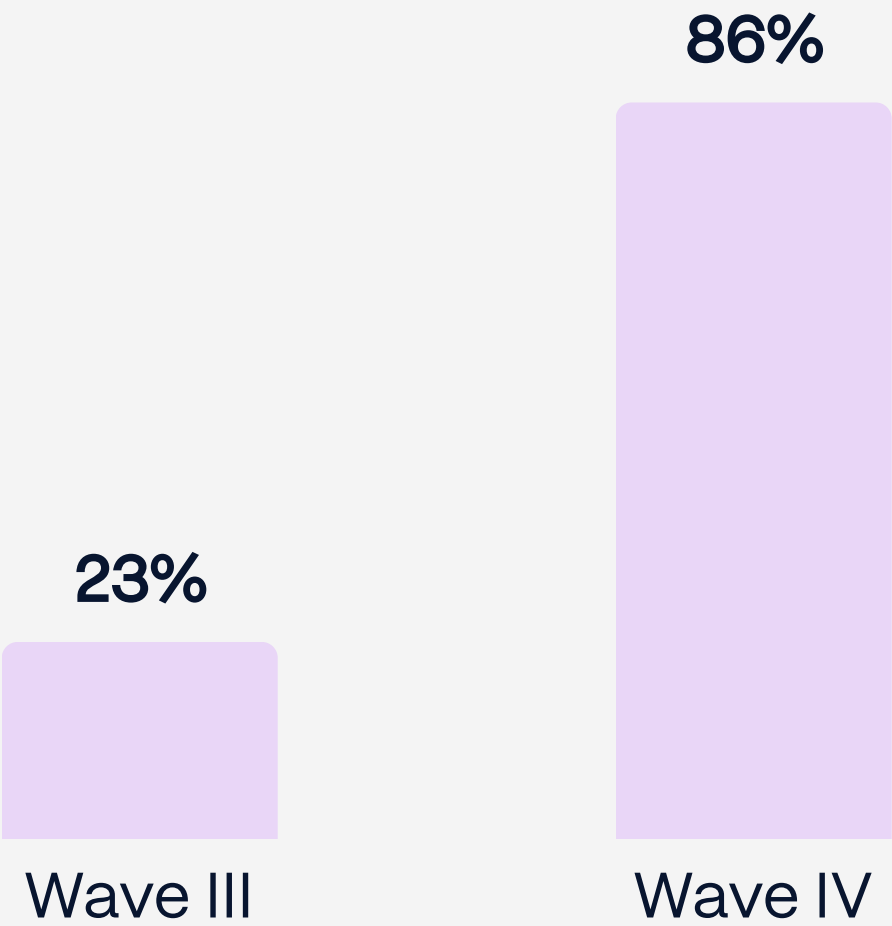




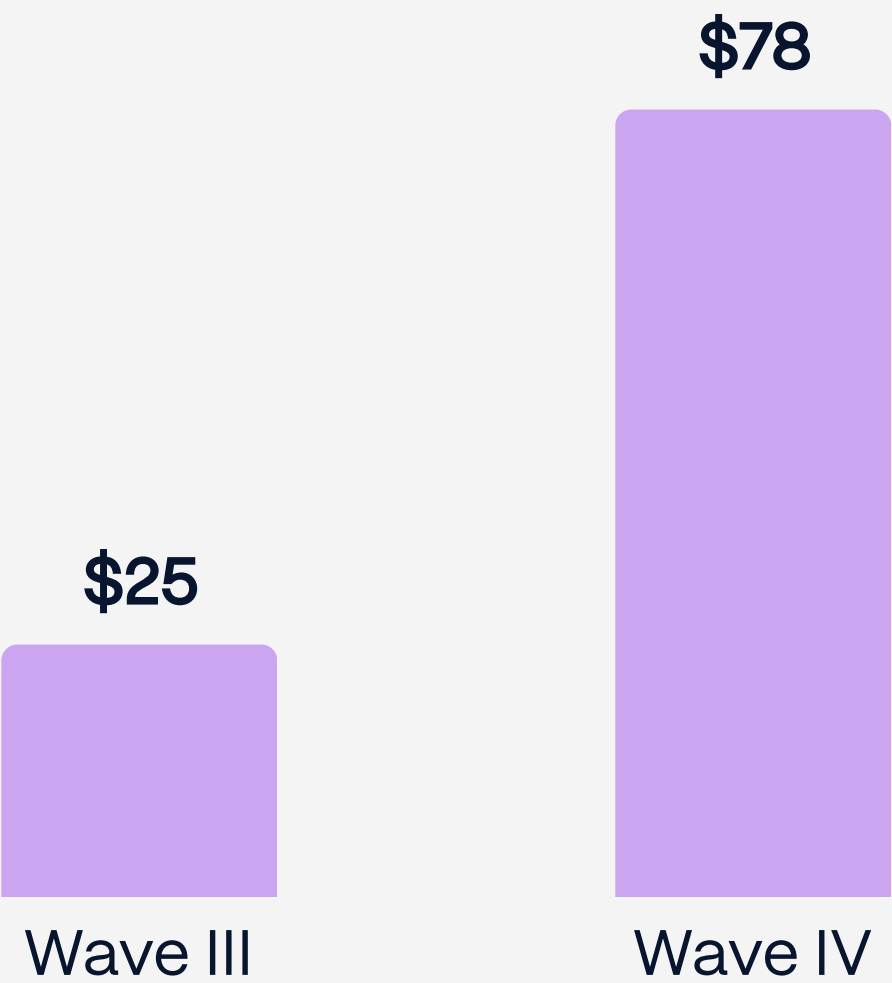
# Wave IV Prosumer software already demonstrates consumers are willing to spend more & are open to usage-based pricing

## Usage-Based Pricing

*Percentage of companies*



## Median Highest Listed Price Point



# Let's dig into the data

# Prosumer KPIs

TTM data shows Prosumer software performs in line with other Consumer Tech segments

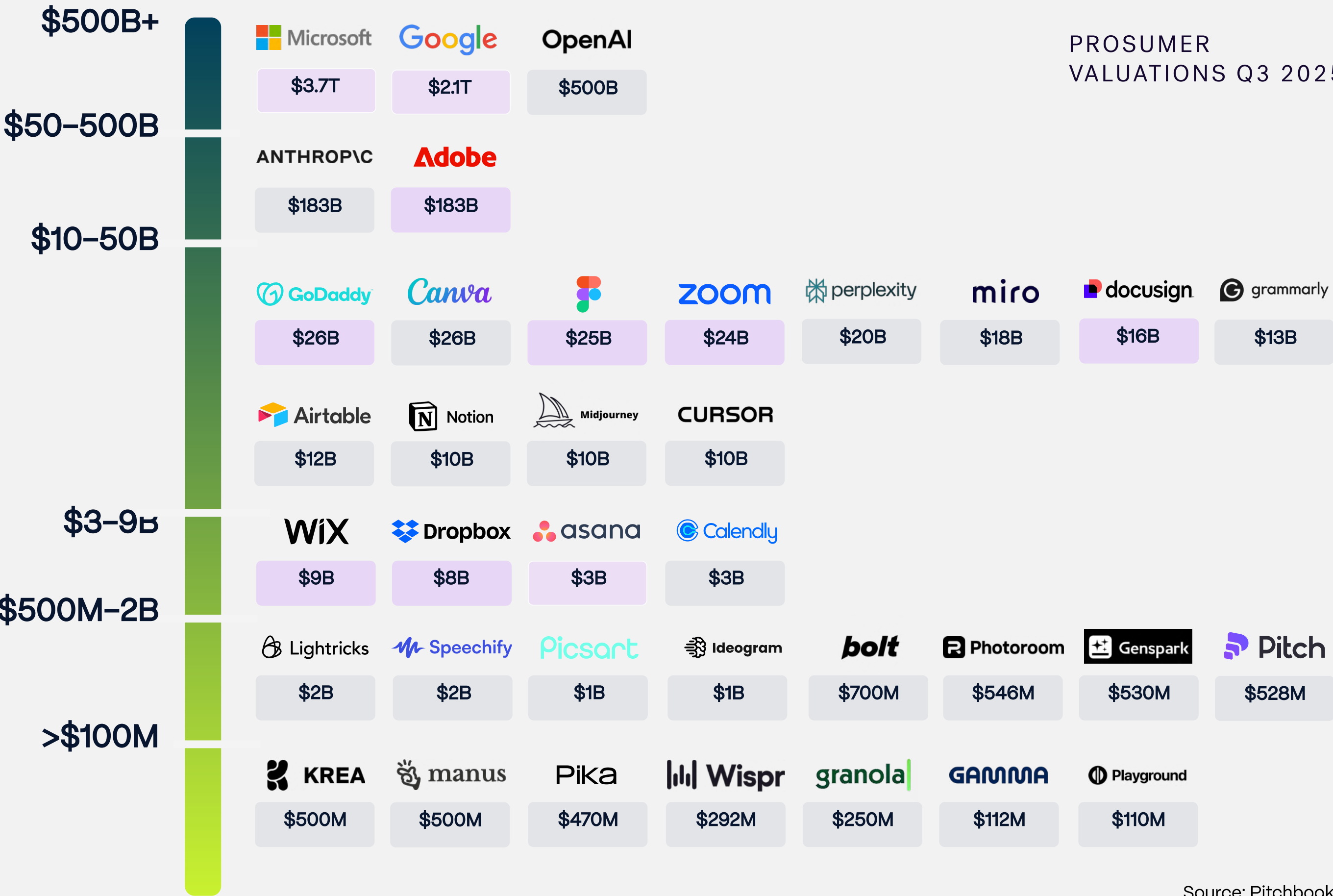
|                       | Valuation<br>MC (\$B) | Revenue<br>(\$M) | Revenue<br>Growth | Gross<br>margin | EBITDA<br>margin | Rule of<br>40 | EV /<br>Revenue | Companies                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------------|-----------------------|------------------|-------------------|-----------------|------------------|---------------|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Prosumer Software     | \$17                  | \$2,814          | 9%                | 80%             | 16%              | 23%           | 4.7x            | <div><div> Dropbox</div><div> zoom</div><div> Wix</div><div> docusign</div><div> GoDaddy</div><div> asana</div><div> Adobe</div></div>                                                                                                                                                                                                                                                                                                                                          |
| Consumer Subscription | \$8                   | \$2,490          | 15%               | 64%             | 8%               | 24%           | 6.0x            | <div><div> Spotify</div><div> NETFLIX</div><div> hims</div><div> Bumble</div><div> duolingo</div><div> CLEAR</div><div> HELLO FRESH</div><div> match</div><div> PELOTON</div></div>                                                                                                                 |
| Marketplace           | \$5                   | \$3,192          | 10%               | 74%             | 14%              | 22%           | 2.9x            | <div><div> GoodRx</div><div> Opendoor</div><div> udemy</div><div> airbnb</div><div> fiverr.</div><div> upwork</div><div> DOORDASH</div><div> Uber</div><div> Etsy</div><div> instacart</div></div> |



# Prosumer valuations

There's a broad and deep range of outcomes in public and private markets

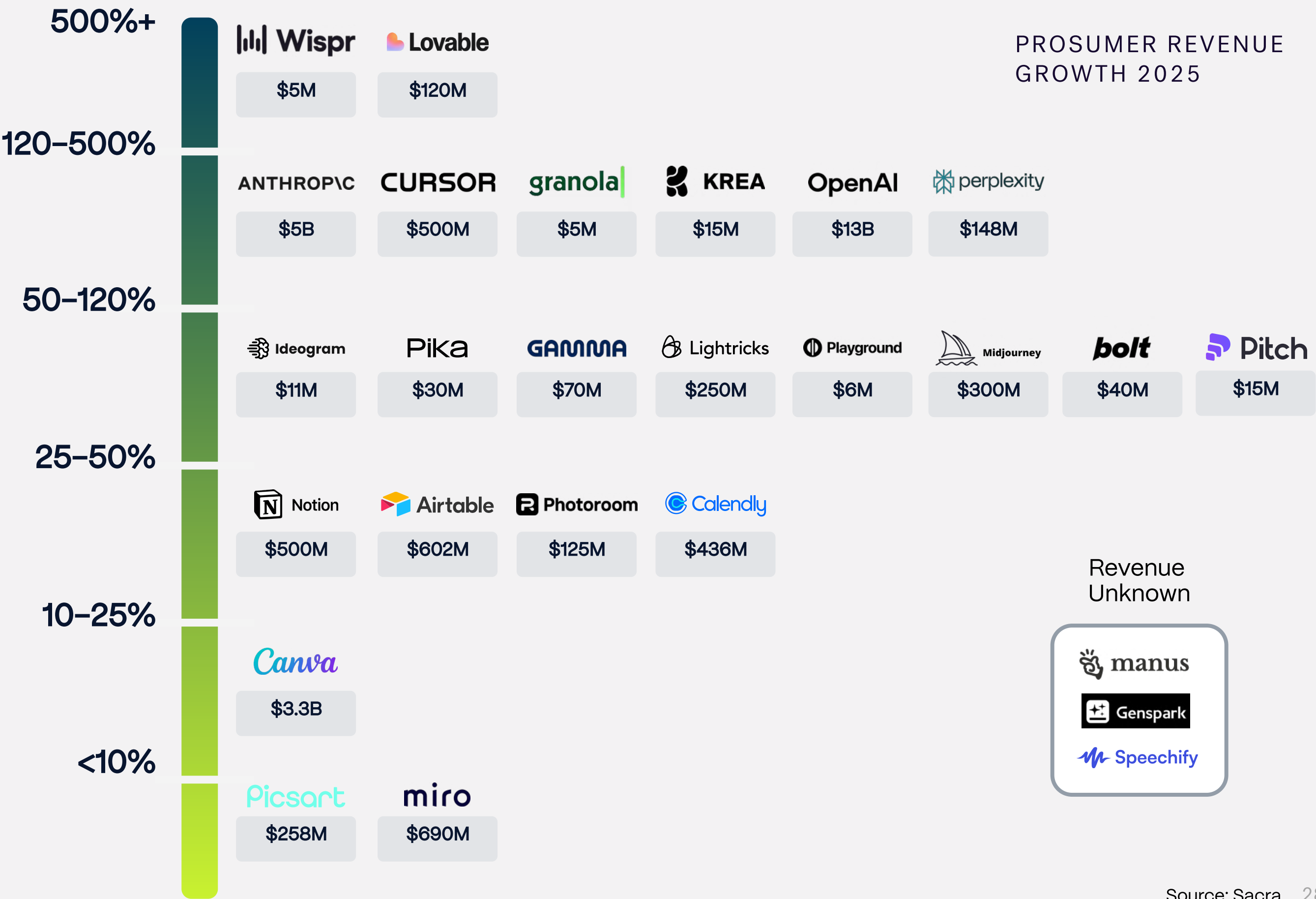
- Public
- Private





# Prosumer growth rate

Wave IV Prosumer companies are setting new records for revenue scale and growth rates



Consistent with Consumer Tech, Prosumer companies typically IPO after reaching several hundred million in revenue

| Company                                                                                      | IPO Year | IPO Revenue | YoY Revenue |
|----------------------------------------------------------------------------------------------|----------|-------------|-------------|
|  GoDaddy  | 2015     | \$1.6B      | 16%         |
|  Dropbox  | 2018     | \$1.4B      | 26%         |
|           | 2025     | \$749M      | 48%         |
|  docuSign | 2019     | \$519M      | 35%         |
|  zoom   | 2019     | \$331M      | 118%        |
|  asana  | 2020     | \$143M      | 86%         |
|  Wix    | 2013     | \$80M       | 84%         |
| Median                                                                                       |          | \$519M      | 48%         |

\*Excludes Adobe IPO in 1980s  
Source: Pitchbook

This holds true for private Prosumer companies nearest to IPO potential

| Company                                                                                       | Founding Year | 2025E Revenue | YoY Revenue |
|-----------------------------------------------------------------------------------------------|---------------|---------------|-------------|
|  Canva     | 2012          | \$3.3B        | 18%         |
|  Airtable  | 2011          | \$602M        | 26%         |
|  grammarly | 2009          | \$700M        | 8%          |
|  Notion  | 2013          | \$500M        | 45%         |
|                                                                                               |               |               |             |

With greater scale,  
Prosumer companies  
also IPO with positive  
free cash flow even when  
the market did not  
require profitability

| Company                                                                                             | IPO Year | FCF / Rev |
|-----------------------------------------------------------------------------------------------------|----------|-----------|
|  <b>Dropbox</b>  | 2018     | 28%       |
|  <b>GoDaddy</b>  | 2015     | 13%       |
|  <b>zoom</b>     | 2019     | 7%        |
|  <b>docusign</b> | 2019     | 7%        |
|  <b>Wix</b>    | 2013     | 1%        |
|                | 2025     | -9%       |
|  <b>asana</b>  | 2020     | -33%      |
| Median                                                                                              |          | 7%        |

\*Excludes Adobe IPO in 1980s  
Source: Pitchbook



Again, this holds true for private Prosumer companies nearest to IPO potential

| Company                                                                                       | Founding Year | Profitable |
|-----------------------------------------------------------------------------------------------|---------------|------------|
|            | 2012          | Yes        |
|  Airtable  | 2011          | Yes        |
|  grammarly | 2009          | Yes        |
|  Notion  | 2013          | Yes        |
|                                                                                               |               |            |

At IPO, Prosumer companies are on par with other Consumer Tech segments in revenue growth with slight out performance in free cash flow

|                       | Revenue (\$M) | Revenue Growth | FCF / Revenue | SG&A / Revenue | Companies                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------------|---------------|----------------|---------------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Prosumer Software     | \$519         | 48%            | 7%            | 70%            | <div><div> Dropbox</div><div> zoom</div><div> Wix</div><div> docusign</div><div> GoDaddy</div><div> asana</div><div></div></div>                                                                                                                                                                                                                                                                                                                                                |
| Consumer Subscription | \$761         | 55%            | 6%            | 58%            | <div><div> Spotify</div><div> NETFLIX</div><div> hims</div><div> Bumble</div><div> duolingo</div><div> CLEAR</div><div> HELLO FRESH</div><div> match</div><div> PELOTON</div></div>                                                                                                               |
| Marketplace           | \$1,567       | 32%            | 4%            | 57%            | <div><div> GoodRx</div><div> Opendoor</div><div> udemy</div><div> airbnb</div><div> fiverr.</div><div> upwork</div><div> DOORDASH</div><div> Uber</div><div> Etsy</div><div> instacart</div></div> |

\*Excludes Adobe IPO in 1980s

Source: Pitchbook

In the 5 years post-IPO, Prosumer companies continued to grow in line with other Consumer Tech segments and slight outperformance on free cash flow

|                       | Revenue CAGR | Avg FCF / Revenue | Companies                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------------|--------------|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Prosumer Productivity | 38%          | 15%               | <div><div> Dropbox</div><div> zoom</div><div> Wix</div><div> docuSign</div><div> GoDaddy</div><div> asana</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Consumer Subscription | 44%          | 10%               | <div><div> Spotify</div><div> NETFLIX</div><div> hims</div><div> Bumble</div><div> duolingo</div><div> CLEAR</div><div> HELLO FRESH</div><div> match</div><div> PELOTON</div></div>                                                                                                               |
| Marketplace           | 25%          | 9%                | <div><div> GoodRx</div><div> Opendoor</div><div> udemy</div><div> airbnb</div><div> fiverr.</div><div> upwork</div><div> DOORDASH</div><div> Uber</div><div> Etsy</div><div> instacart</div></div> |

\*Excludes Adobe IPO in 1980s and Figma in 2025

Source: Pitchbook

# But it's not all good news...



To date, Prosumer companies have often remained point solutions and plateaued at low single digit billions in revenue

| Company                                                                                        | TTM Revenue Growth | TTM Revenue |
|------------------------------------------------------------------------------------------------|--------------------|-------------|
|             | 46%                | \$893M      |
| Wix                                                                                            | 13%                | \$1.9B      |
| Adobe                                                                                          | 11%                | \$23.2B     |
|  asana      | 10%                | \$756M      |
|  docuSign | 8%                 | \$3.1B      |
| zoom                                                                                           | 4%                 | \$4.8B      |
|  GoDaddy  | 3%                 | \$4.8B      |
|  Dropbox  | 0%                 | \$2.5B      |

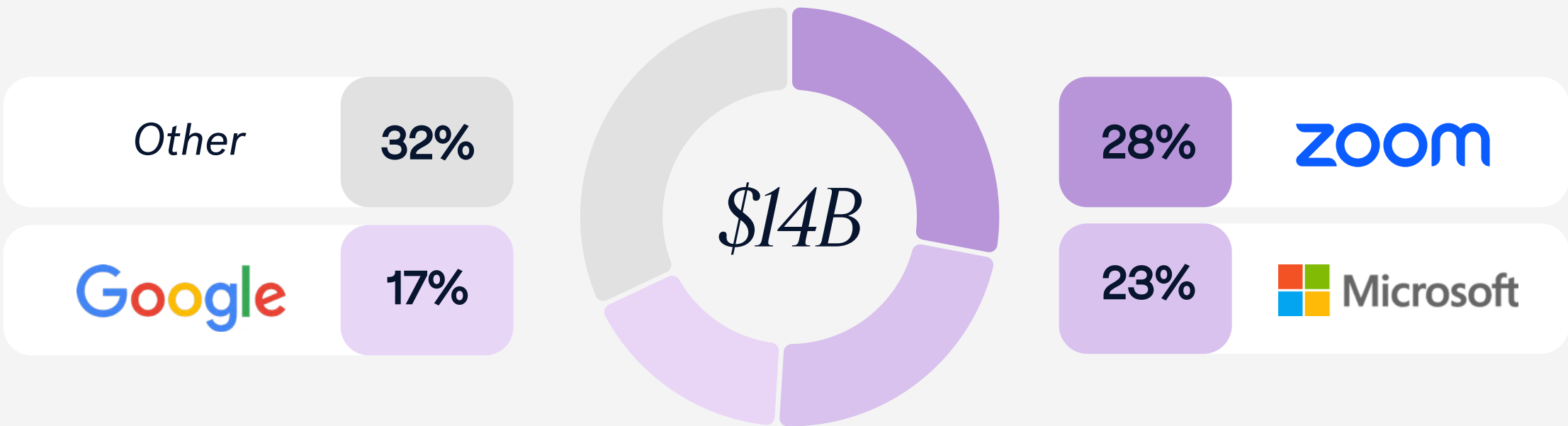
Source: Pitchbook

As expected with point solutions, net dollar retention typically declines below 100% post-IPO

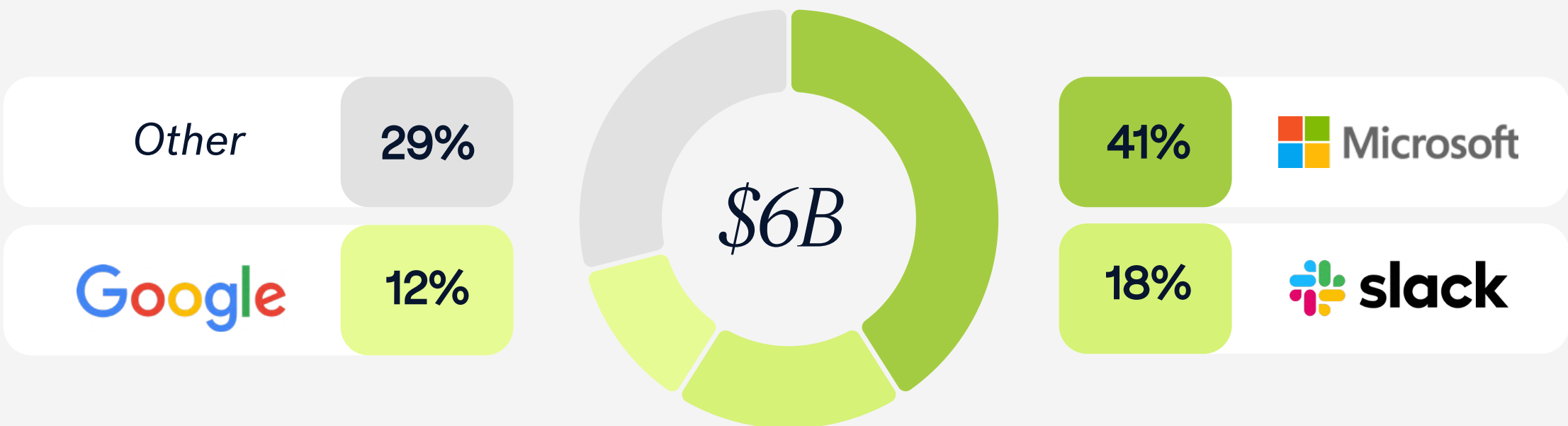
| Company                                                                                       | IPO Year | NDR at IPO | 2024 NDR |
|-----------------------------------------------------------------------------------------------|----------|------------|----------|
|  zoom      | 2019     | 140%       | 106%     |
|  asana     | 2020     | 120%       | 100%     |
|  docusign | 2018     | 115%       | 98%      |
|  Dropbox | 2015     | 90%        | 95%      |

This dynamic is further compounded by feature commoditization — compelling point-solutions are copied, leaving Prosumer markets fragmented

Video Conferencing Software Market

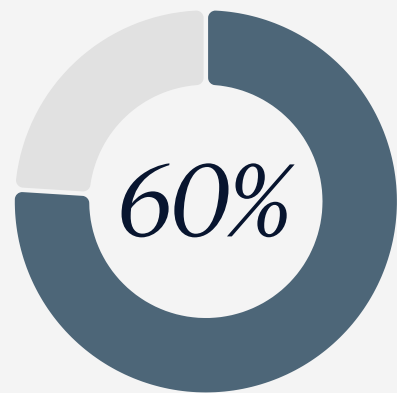


Messaging Software Market



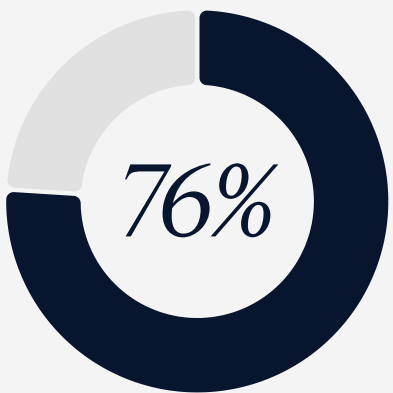
In contrast, Consumer Marketplace and Subscription segments are more likely to have network effects and be winner-take-most

Language learning



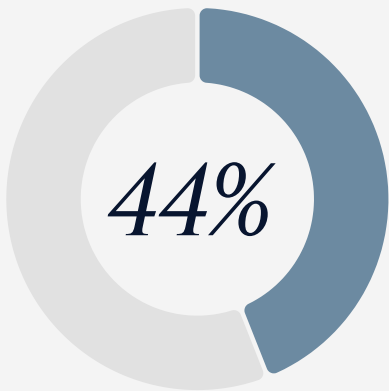
duolingo

Ride share



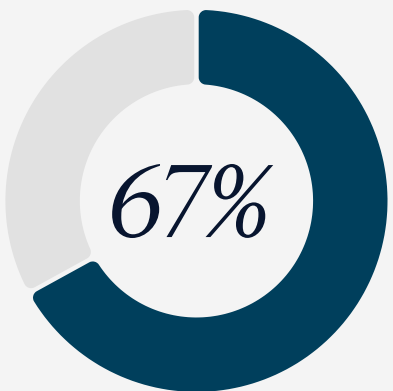
Uber

Short-term rentals



airbnb

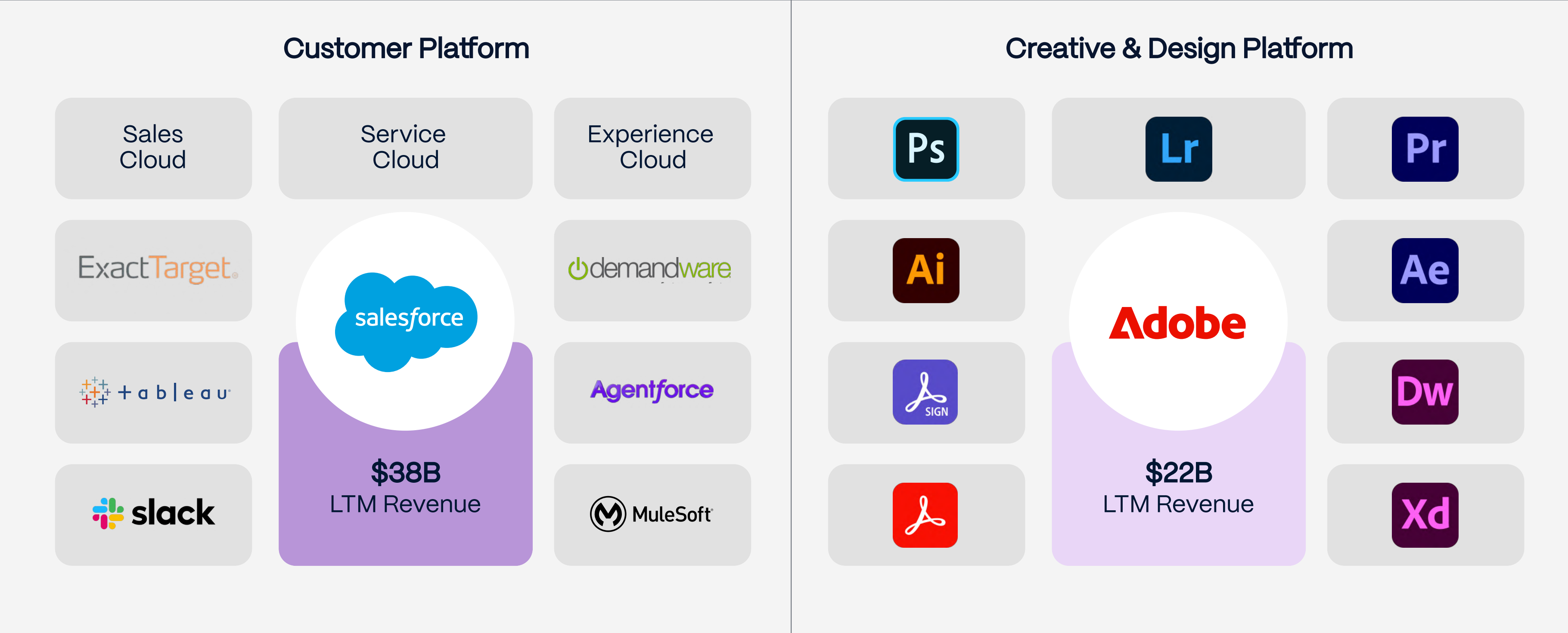
Food delivery



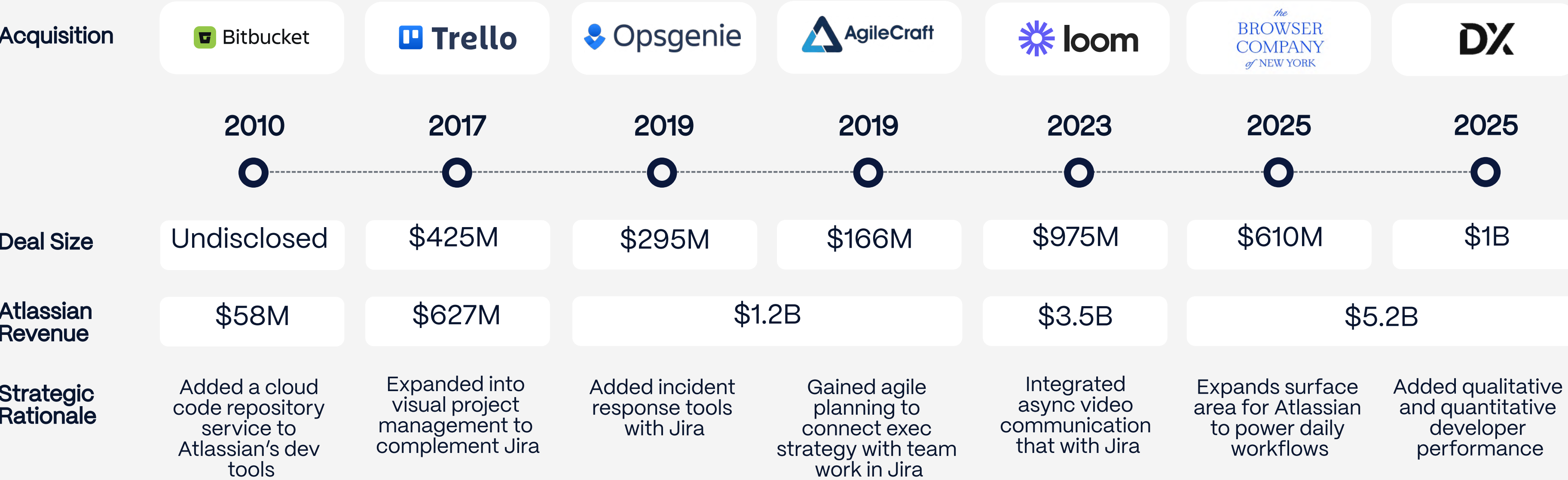
DOORDASH



# More prosumer companies should take a page out of Professional software playbooks: launch or acquire products along the way to reach platform status



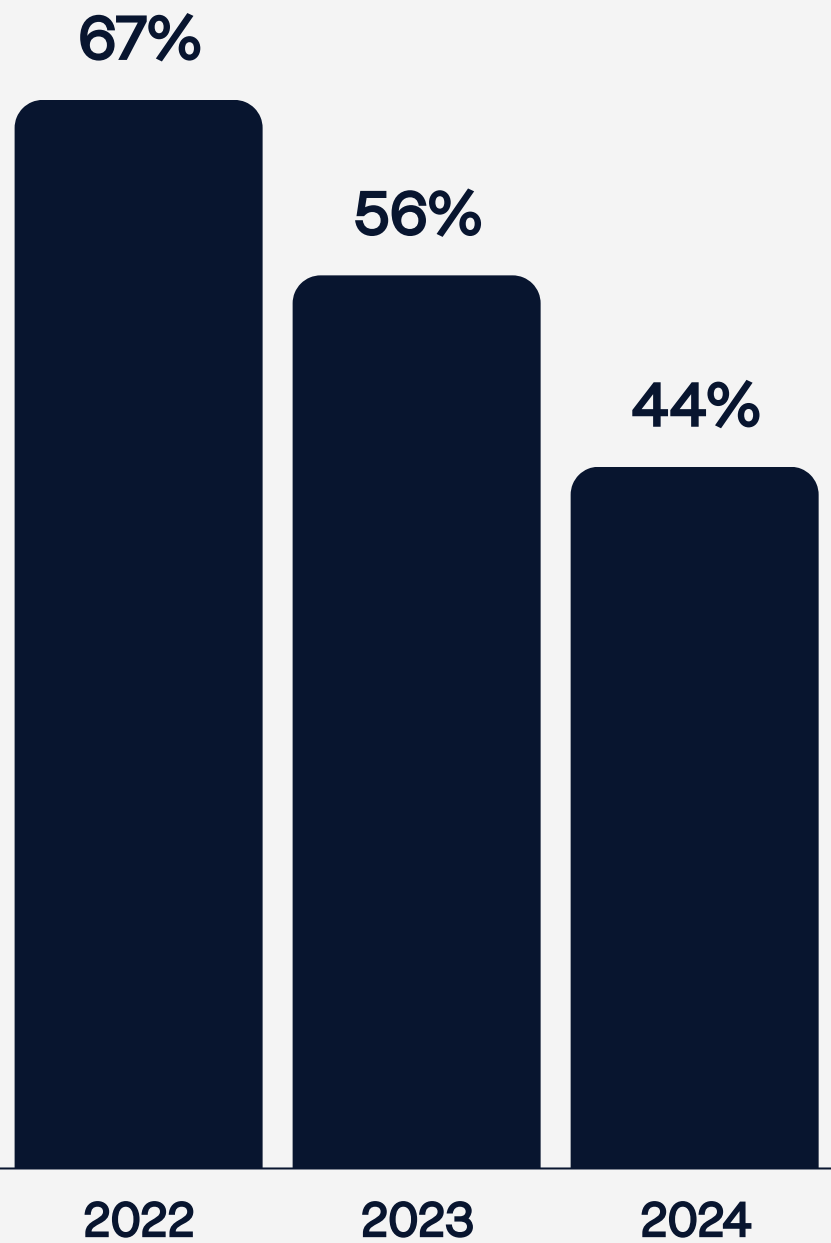
# Platforms can be built post-IPO: Atlassian has leveraged M&A to build a Professional platform around Jira



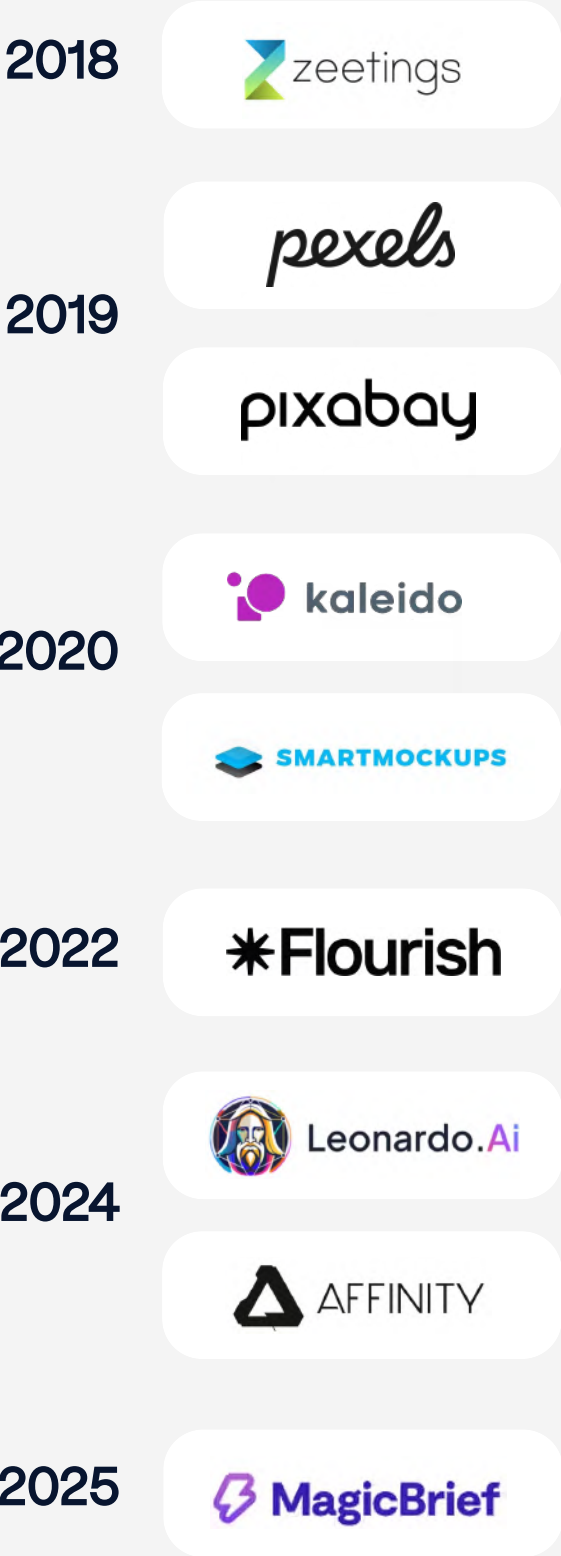
Or proactively pre-IPO: Canva has taken a hybrid approach of building and acquiring new Prosumer products to sustain growth at significant scale



Revenue Growth



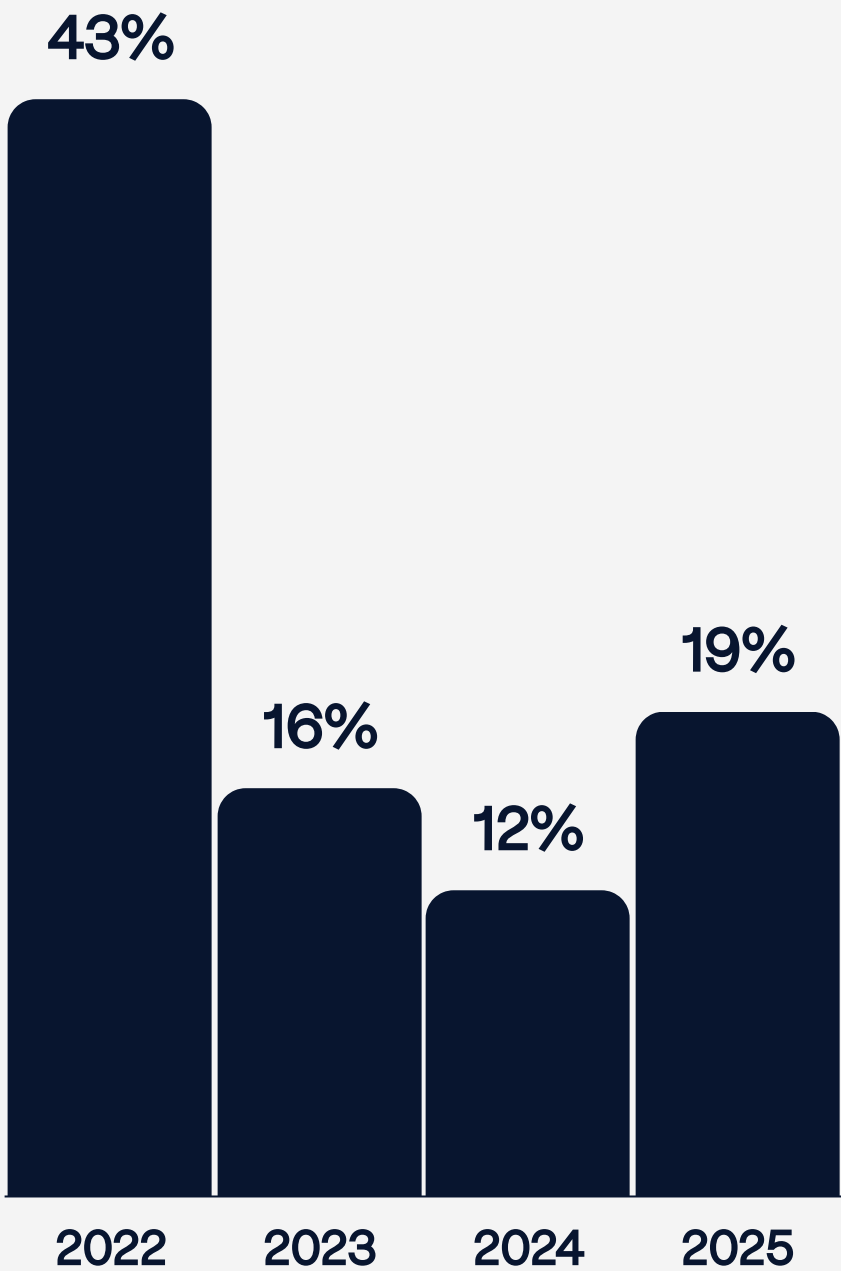
Platform M&A



Or reactively pre-IPO:  
~~Grammarly~~  
Superhuman seeks to  
regain momentum by  
acquiring companies  
to build a Prosumer  
platform



Revenue Growth



Platform M&A





# Data review in summary



## Prosumer matches Consumer Tech

In the public and private markets, performance and multiples of Prosumer softwares companies match Consumer Tech companies.



## Platforms drive outsized value

To build a break out and enduring business, Prosumer companies should think beyond features and point solutions.



## Prosumer companies skew larger at IPO

Similar to other consumer segments, Prosumer companies should aim to reach \$500M+ in revenue before IPO.



## Room for multiple winners

Markets are large and unlike other consumer categories are typically not winner-take-most.



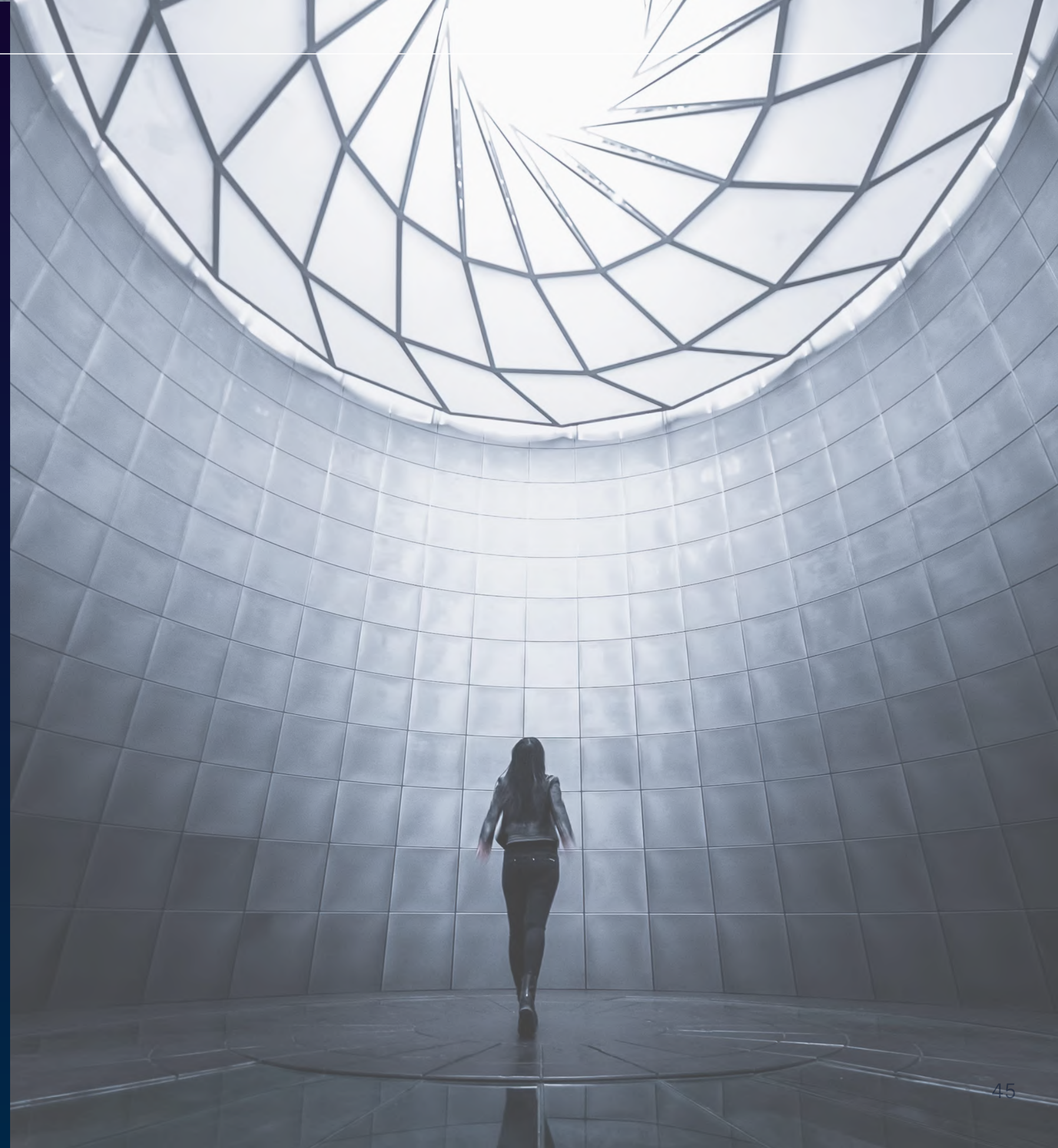
## Wave IV Prosumer demonstrates higher WTP

While entry price point remain flat from Wave III to Wave IV, AI has raised the upper bounds of willingness to pay.

LOOK FORWARD

How do these  
learnings translate to

company  
building going  
forward?





# Prosumer Scorecard

Based on our research and supported by the well-documented perspectives of product experts, we identified the key components that position a Prosumer company to thrive, and created a scorecard to evaluate overall company strength.



# Explaining the Prosumer Scorecard

The purpose of the scorecard is to eliminate the 80% of companies and categories that do not meet the best-in-class Prosumer criteria.



**New experience unlock**

New prosumer software experience is 10x better than the status quo.



**High activation rate**

Clear "aha" moment and compelling KPIs for tracking the user's journey from initial setup to establishing recurring behavior.



**Willingness to pay**

Product delivers value that users are willing to pay for — a high free-to-paid conversion and sustainable price point.



**Attractiveness of market opportunity**

What is the potential to expand the market rather than steal market share?



**Platform positioning**

Team has a clear vision for expanding from a wedge feature to a platform where the work happens.



**High frequency engagement**

Product has daily or weekly uses cases and has become or has a clear path to become a source of truth.



**High product-led growth**

Company relies on product rather than sales team to drive user and revenue growth.



**Community engagement**

Ecosystem of users emerges through groups, events, template sharing, or consultants monetizing expertise.



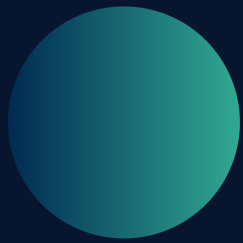
# The scorecard in practice shows how Prosumer companies stack up

SCORECARD KEY

- High
- Medium
- Low

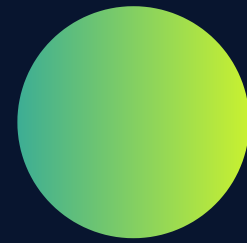
|                                      | Canva  | Notion | ChatGPT | Dropbox |
|--------------------------------------|--------|--------|---------|---------|
| New experience unlock                | Medium | Medium | High    | High    |
| Platform potential                   | High   | Medium | Medium  | Low     |
| High activation rate                 | Medium | Medium | High    | High    |
| High frequency engagement            | Medium | High   | High    | High    |
| Willingness to pay                   | Medium | Medium | Medium  | Medium  |
| High product-influenced revenue      | High   | High   | Medium  | High    |
| Attractiveness of market opportunity | High   | Medium | High    | Low     |
| Community engagement                 | High   | High   | Low     | Low     |

# Building in Prosumer today



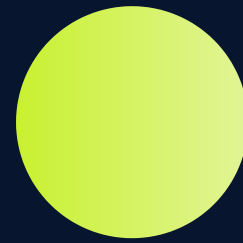
## Solving for AI-Native Needs

AI creates entirely new workflows to solve previously unaddressable challenges. Building in the path of what was not possible before creates an edge.



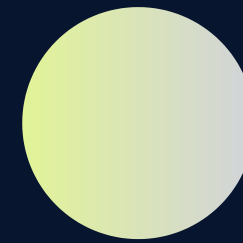
## Vertical Differentiation

Gen AI is a powerful general purpose technology. Prosumer companies may find success building for the most engaged users even if that means going vertical.



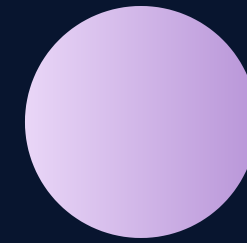
## Platform Over 'Best of' Approach

Consumers are fatigued from an increasingly fragmented software ecosystem. This poses a risk for companies that occupy a spot in a "best of" approach. Prosumer platforms will have an advantage.



## Low Switching Costs

Consumers have minimal lock in today as models improve, new products launch (especially from LLMs), and pricing changes are rolled out.



## Margin Compression

While model costs, infrastructure stack, and pricing models are changing in real-time, companies may have to give up margin in order to compete.

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