

Audience request miner for creators selling products

The audience keeps saying what it wants - in comments, DMs, and replies - but the signal is scattered across thousands of messages, so creators launch products on gut feel and miss the requests repeated a hundred times.

Audience request miner for creators selling products should be tested as a narrow first-win workflow for one buyer: Creator deciding what product to sell next.

LOW DIFFICULTY

MONTHLY SUBSCRIPTION TIERED BY AUDIENCE SIZE.

55/100

VALIDATION VERDICT / RESEARCH

Validation is a weighted rubric, not a guarantee. Use the next validation step before building.

Confidence	42%
Lifecycle	Validating
Timing	59/100
Rubric	INAV-VALIDATION-2026-06-04



VALIDATING Watch window

Demand signal	4.6/10
Problem severity	5/10
Willingness to pay	5.5/10
Competitive saturation	5.3/10
Feasibility	7.8/10

VERDICT

Research • 55/100

Audience request miner for creators selling products should be tested as a narrow first-win workflow for one buyer: Creator deciding what product to sell next.

THIS WEEK'S TEST

Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

KILL IT IF

Fewer than five qualified buyers agree to discuss the workflow after targeted outreach.

— READER DEMAND SIGNAL

Would you build this? Would you pay?

One tap each — anonymous, one vote per question per day. Tallies update as readers weigh in.

Would you build this?

Be the first to weigh in

Would you pay for this?

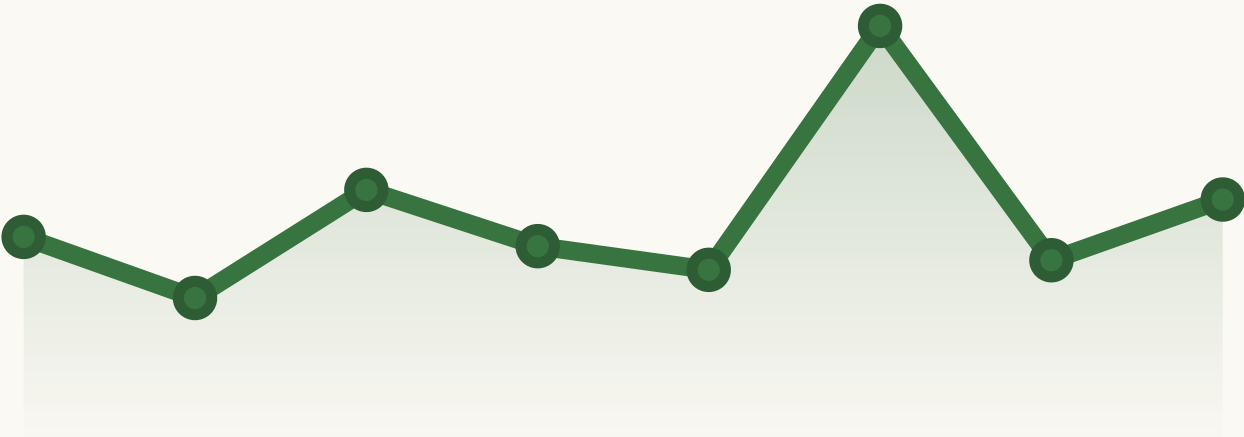
Be the first to weigh in

CREATOR COMMERCE ANALYTICS

SIGNAL MODEL

Audience request miner for creators selling products

Audience request miner for creators selling products should be tested as a narrow first-win workflow for one buyer: Creator deciding what product to sell next.



Point	Signal Level (approx)
1	45
2	35
3	55
4	50
5	48
6	85
7	45
8	55

VALIDATION

55/100

Research

CONFIDENCE

42%

Editorial confidence

SCORE AVG

6.5/10

Scorecard average

PROOF

4.8/10

Proof signal average

SCORE RADAR

Decision balance



VALUE EQUATION

Offer strength



MARKET MAP

Low-impact hypothesis

CUSTOMER VALUE



High value plus high uniqueness deserves deeper research; lower uniqueness requires a clear distribution advantage.

VALIDATION FUNNEL

From pain to product.

1	Buyer pain Creator deciding what product to sell next	4.4/10
2	Concierge proof Mine twenty creators' histories, have five launch the top-requested product, and...	4.8/10
3	Paid wedge Concierge review or paid template	7/10
4	Repeatable product Monthly subscription tiered by audience size.	5.2/10

EVIDENCE HEATMAP

Signal intensity.

WHY NOW 4/10 Demand visibility	WHY NOW 8/10 Tooling readiness
WHY NOW 3/10 Budget clarity	WHY NOW 6/10 Competitive window
PAIN 4/10 Repeated workflow friction	MONEY 3/10 Budget hypothesis

URGENCY

5/10

Switching pressure

DISTRIBUTION

7/10

Reachable buyer language

— LIFECYCLE TIMING

Validation window (59/100): enough signal exists to run the sprint, but the market has not clearly heated yet.

Deterministic stage assignment from re-check status, demand signals, complaint echo, and competitive saturation.

59/100

VALIDATING

No matched company/funding signal is crowding this vertical yet.

No funded competitor penalty is currently applied.

Demand

53/100

Not old enough for a 30-day re-check yet.

Saturation

0/100

0 funded signals across 0 matched competitor signals.

Complaint echo

22/100

Complaint and trend echoes carry the timing call until adoption data matches this wedge.

Evidence-backed idea-validation score.

The score uses a versioned 2026 rubric across demand, problem severity, willingness to pay, competitive saturation, and feasibility.

55/100

Research

Research is the current validation verdict: feasibility is the strongest signal, while demand signal is the main evidence gap to close before scaling the build.

Rubric version: INAV-VALIDATION-2026-06-04 / generated October 10, 2026

Demand signal

24% WEIGHT

4.6/10

Demand looks weak because the report has 2 source-backed signal(s), an editorial confidence of 42/100, and a defined buyer in Creator commerce analytics.

• Creator product flops routinely coexist with unmined comment histories full of explicit requests for something else.

• Target buyer: Creator deciding what product to sell next

Problem severity

22% WEIGHT

5/10

Problem severity is weak when the buyer pain, customer value, and dream-outcome scores are combined.

• The audience keeps saying what it wants - in comments, DMs, and replies - but the signal is scattered across thousands of messages, so creators launch products on gut feel and miss the requests repeated a hundred times.

• Creator product flops routinely coexist with unmined comment histories full of explicit requests for something else.

Willingness to pay

5.5/10

20% WEIGHT

Willingness to pay is weak; the model has a monetization hypothesis, but it must still be proven through paid pilots or explicit pricing objections.

- Monthly subscription tiered by audience size.
- Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

Competitive saturation

5.3/10

18% WEIGHT

No source-backed direct match is recorded yet, so saturation risk is treated as unknown rather than proof of novelty.

- Existing-product check has no named direct match.
- Competitive score rewards a narrow wedge, not absence of research.

Feasibility

7.8/10

16% WEIGHT

Feasibility is strong for a low build if the MVP is limited to the first measurable workflow.

- Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.
- Platform API limits on DM/comment access constrain coverage.

Next validation step

Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

Seven days to a build / kill decision.

Derived from this report's own validation test, channels, offers, and kill criteria.

Each day has a threshold, so the week ends in a decision instead of a feeling.

DAY 1

Build the buyer list

List 50-100 named creator deciding what product to sell next prospects from Community pain posts and Direct outreach — names, not categories.

Threshold: 50+ named, reachable buyers on the list.

DAY 2

Join the watering holes

Join and observe Reddit / forums, Launch communities, Review and alternative pages. Collect the exact words buyers use for this pain.

Threshold: 10+ verbatim pain quotes captured.

DAY 3

Send first outreach

Send the cold outreach template (below) to 15 buyers from the day-1 list, personalized with one detail each.

Threshold: 15 sent; 3+ replies of any kind.

DAY 4

Run buyer interviews

Hold 15-minute calls using the interview script (below). Listen for current workarounds and what they cost.

Threshold: 3+ completed interviews.

DAY 5

Run the report's validation test

Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

Threshold: Problem resonance: 5+ calls or 10+ detailed replies.

DAY 6

Make the smoke offer

Offer "Concierge review or paid template" at \$19-\$99 to every interviewed buyer. Manual delivery is fine — payment is the signal.

Threshold: 1+ pre-commitment (payment, signed LOI, or scheduled paid pilot).

DAY 7

Decide against the kill criteria

Score the week against this report's kill criteria, then take the stated next validation step: Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

Threshold: A written build / keep-testing / kill decision.

Pass signal

Pass: thresholds on days 3, 4, and 6 are met — proceed to the next validation step with real buyer language in hand.

Fail signal

Kill or rethink if the week confirms: Fewer than five qualified buyers agree to discuss the workflow after targeted outreach.

Decision scorecard.

The report is structured to force a yes, no, or test decision instead of leaving the reader with a loose brainstorm.

Opportunity

4/10

NEEDS PROOF

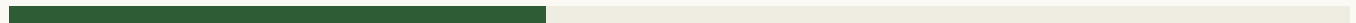


Audience request miner for creators selling products has an editorial confidence score of 42/100 before live buyer validation.

Problem

4/10

NEEDS PROOF



The audience keeps saying what it wants - in comments, DMs, and replies - but the signal is scattered across thousands of messages, so creators launch products on gut feel and miss the requests repeated a hundred times.

Feasibility

8/10

STRONG



A low build can work if the MVP stays limited to the first repeated workflow.

Why now

10/10

EXCEPTIONAL



LLM classification across comment and DM exports makes systematic demand-mining from owned-audience conversations trivially buildable now.

Business fit and offer ladder.

Revenue potential

\$250K-\$2M ARR potential if the wedge proves budget urgency and becomes a recurring workflow.

Execution difficulty

Execution is low; the main constraint is staying narrow enough for a first proof loop.

Go-to-market

Start with manual concierge output, direct outreach, and community proof before paid acquisition.

Founder fit

Best for an AI-assisted solo founder who can interview the buyer and ship a focused first version quickly.

1. Lead magnet

Audience Request Miner For Creators Selling Products checklist

Free

Helps Creator deciding what product to sell next audit the painful workflow before buying software.

Capture qualified leads and learn the buyer's exact language.

2. Frontend offer

Concierge review or paid template

\$19-\$99

Delivers the first useful output manually before automation is trusted.

Validate urgency, workflow fit, and willingness to pay.

3. Core offer

Audience request miner for creators selling products focused SaaS

\$49-\$499/month

Turns the recurring manual workflow into a repeatable product loop.

Create the recurring revenue product after the narrow wedge survives tests.

4. Continuity

Monitoring, benchmarks, and monthly reporting

\$99-\$1,000/year add-on

Keeps the buyer engaged with ongoing proof, saved time, or reduced risk.

Increase retention and make the product part of a routine.

5. Backend offer

Done-with-you setup, agency, or team rollout

Custom

Adds implementation help, integrations, and workflow migration.

Capture higher-value accounts once the productized wedge is proven.

Price-anchored revenue scenarios.

Derived from this report's "Core offer" offer-ladder stage (\$49-\$499/month). These are price-anchored scenarios, not market-size claims.

Proof

\$490-\$4,990 MRR**10 CUSTOMERS**

Ten paying customers proves willingness to pay and funds continued validation.

Wedge

\$2,450-\$24,950 MRR**50 CUSTOMERS**

Fifty customers in one niche makes the workflow the default in that circle and feeds referrals.

Vertical leader

\$12,250-\$124,750 MRR**250 CUSTOMERS**

A few hundred accounts in one vertical is a real business before any horizontal expansion.

Break-even

At \$49-\$499/month, 1 customers cover the stated Local-first MVP budget: \$0-\$10K before paid acquisition. budget within a month; fewer if they land at the top of the range.

Sizing the buyer universe

Size the buyer universe in one day: count creator deciding what product to sell next reachable through the report's channels (directories, associations, communities) until the list stops growing — the test only needs the first 100 names, not a TAM estimate.

Pricing benchmark

No public look-alike products were recorded in this report, so price against the manual workaround's time cost, not against software.

Mixed reflexivity — execution over secrecy.

Does publishing this opportunity strengthen it or crowd it? low confidence.

Publish or protect

No dominant reflexivity signal. Publish the analysis, but note that execution speed and distribution matter more than secrecy here; revisit if the space shows saturation.

Signals

No dominant network or scarcity marker — a mixed case where execution speed and distribution matter more than secrecy.

— EVIDENCE	
Why now and proof signals.	
Why now	
4/10 Demand visibility Creator product flops routinely coexist with unmined comment histories full of explicit requests for something else. Build only if the complaint repeats across interviews, posts, or existing workflow artifacts. youtube.com	
8/10 Tooling readiness AI-assisted product work and managed infrastructure reduce the first-version cost. The first release should automate one high-friction step rather than become a broad platform. en.wikipedia.org	
3/10 Budget clarity Monthly subscription tiered by audience size. Ask for money during validation before building the full workflow. youtube.com	
6/10 Competitive window The wedge is specific enough to test without claiming the whole market. Position around one buyer and one measurable first-win outcome. youtube.com	
Proof signals	
4/10 Pain: Repeated workflow friction Creator product flops routinely coexist with unmined comment histories full of explicit requests for something else. youtube.com	

3/10

Money: Budget hypothesis

Creator deciding what product to sell next is the first group to test because the monetization path is: Monthly subscription tiered by audience size.

youtube.com

5/10

Urgency: Switching pressure

Urgency becomes real only if the current workaround costs time, risk, money, or reputation every week.

en.wikipedia.org

7/10

Distribution: Reachable buyer language

The first channel should be whichever source lane already contains the buyer's vocabulary.

youtube.com

Market gaps and execution plan.

Underserved segments

- Creator deciding what product to sell next who still run the workflow in spreadsheets, generic docs, email, or chat threads.
- Small teams in Creator commerce analytics that feel the pain weekly but are too narrow for broad incumbents.
- New adopters who need guided proof before committing to a larger platform.

Feature gaps

- A narrow workflow that reaches value without configuration-heavy onboarding.
- A buyer-facing proof artifact that shows time saved, risk reduced, or communication improved.
- A handoff path from manual concierge service to repeatable software.

Differentiation levers

- Use specificity as the wedge: one buyer, one workflow, one measurable result.
- Show proof earlier than broad competitors with before-and-after examples and small pilot data.
- Keep implementation lighter than incumbent suites or generic AI assistants.

Execution snapshot

Type	SaaS product
Timeline	2-4 weeks
Budget	Local-first MVP budget: \$0-\$10K before paid acquisition.
Initial offer	Concierge review or paid template
Build only the first-win workflow for "Audience request miner for creators selling products" and keep research, setup, and exceptions manual until the wedge is proven.	

Weekly

Community pain posts

Use communities and forums where Creator deciding what product to sell next already describe the painful workflow.

Problem teardown, interview ask, and short demo clip / 5 qualified calls or 10 detailed replies in 7 days

Daily during validation

Direct outreach

Direct conversations are the fastest way to verify budget ownership and switching cost.

Concierge pilot offer with a manually prepared sample / 3 paid pilots, LOIs, or budget-owner follow-ups

Bi-weekly

Searchable comparison content

Alternative and comparison pages reveal objections, pricing language, and buying intent.

Before-and-after page or alternatives memo for the exact workflow / Organic clicks, booked demos, or waitlist joins from comparison intent

Once MVP is clickable

Launch directory

Launches test whether the promise is legible to people outside the first interview set.

Single-purpose demo and first-win story / 25% demo completion or 10 waitlist joins

COMPETITIVE LANDSCAPE	
Alternatives, incumbents, and whitespace.	
This section names likely workarounds and public players so the report can argue where the wedge is still open.	
Audience request miner for creators selling products should be positioned against generic AI assistants, no-code workarounds, and any vertical incumbent that already owns Creator commerce analytics. The opening is a narrower first-win workflow for one buyer: Creator deciding what product to sell next.	
WORKAROUND	Airtable No-code database Competes when the first version can be modeled as a lightweight database and workflow view.
WORKAROUND	Notion Workspace and documentation Competes when buyers can solve the pain with templates, checklists, and shared pages.
WORKAROUND	Asana Project management Competes where the buyer can express the workflow as tasks, owners, and due dates.
WORKAROUND	Zapier Automation platform Competes when the buyer sees the product as a simple automation chain rather than a dedicated workflow.

HubSpot

CRM and marketing platform

Competes for sales, marketing, client follow-up, webinar, and service pipeline workflows.

Whitespace

- A narrow workflow that reaches value without configuration-heavy onboarding.
- A buyer-facing proof artifact that shows time saved, risk reduced, or communication improved.
- A handoff path from manual concierge service to repeatable software.
- Use specificity as the wedge: one buyer, one workflow, one measurable result.
- Show proof earlier than broad competitors with before-and-after examples and small pilot data.
- Keep implementation lighter than incumbent suites or generic AI assistants.
- Own the specific buyer workflow instead of selling a broad AI assistant.

Positioning moves

- Lead with the exact buyer: Creator deciding what product to sell next.
- Show a proof artifact for: Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.
- Name the generic-assistant workaround directly and explain what it misses.
- Offer concierge setup before promising a full platform.

Public source

Airtable

<https://www.airtable.com/>

Public source

Notion

<https://www.notion.com/>

Public source

Asana

<https://asana.com/>

Public source

Zapier

<https://zapier.com/>

Public source

HubSpot

<https://www.hubspot.com/>

Public source

Report source

<https://www.youtube.com/>

Public source

Report source

https://en.wikipedia.org/wiki/Creator_economy

Segments, channels, and intent language.

The companion is also published as a standalone HTML page and Markdown file for research handoff.

Primary audience

Creator deciding what product to sell next is the first audience because the report already names a repeated pain, reachable channels, and a validation test that can be run before software is complete.

AUDIENCE WORKFLOW

REQUEST VALIDATION

AUDIENCE AI

REQUEST AUTOMATION

CREATORS

ANALYTICS

CREATOR COMMERCE ANALYTICS

First validation channels

- **Reddit / forums:** Post a problem teardown for Creator commerce analytics and ask how people solve it today.
- **Launch communities:** Ship a narrow demo and watch which promise gets clicks.
- **Review and alternative pages:** Write an alternatives page that owns one narrow use case.
- **Community pain posts:** Problem teardown, interview ask, and short demo clip

Execution-readiness scorecard.

The score turns the report into bottlenecks, accelerators, and a dated first-month launch plan.

75/100

Needs focused validation

Audience request miner for creators selling products scores 75/100 for execution readiness. The recommended next step is Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch.

Execution scorecard is generated from report validation, confidence, feasibility, founder fit, and difficulty.

Bottlenecks

- Platform API limits on DM/comment access constrain coverage.
- Stated requests overpredict purchase behavior; polls must bridge the gap.
- A broad AI assistant can flatten differentiation unless the wedge is painfully specific.
- The first release can become a generic dashboard if the job is not named tightly.
- Needs real buyer access, not only desk research.

First milestones

- 2026-10-10: Frame the wedge
- 2026-10-13: Interview 10 people who match the buyer persona.
- 2026-10-17: Ship a clickable demo or concierge workflow that produces the first useful artifact.
- 2026-10-24: Run one paid pilot or collect explicit pricing objections before automating the rest.

Value equation, matrix, and ACP.

Fit, roast, and kill criteria.

10/10

Founder fit

A solo or AI-assisted founder with direct access to Creator deciding what product to sell next.

ADVANTAGES

- Can talk to the buyer before writing much code.
- Can ship a narrow first-win demo quickly.
- Can use local-first research artifacts to keep validation moving without a large team.

GAPS

- Needs real buyer access, not only desk research.
- Needs proof of budget or repeated urgency.
- Needs a crisp wedge before broad product work starts.

Roast

Interesting hypothesis, but it needs sharper demand evidence before build time.

BLIND SPOTS

- Platform API limits on DM/comment access constrain coverage.
- A broad AI assistant can flatten differentiation unless the wedge is painfully specific.
- The first release can become a generic dashboard if the job is not named tightly.

HARD QUESTIONS

- Who wakes up already trying to solve this?
- What do they stop paying for or stop doing when this works?
- What proof would make a skeptical buyer trust it in one screen?
- What is the smallest paid version of this idea?

Kill criteria

- Fewer than five qualified buyers agree to discuss the workflow after targeted outreach.
- No buyer can name a current cost in time, money, risk, or reputation.
- The first demo does not produce a clear next step, paid pilot, or specific objection.

Next actions

- Write the one-sentence promise and test it in the strongest channel.
- Create the lead magnet and use it to recruit interviews.
- Build the smallest demo that proves the first win.

Move from reading to testing.

Local-first handoff cards copy prompts or structured data without requiring an account.

BUILD THIS IDEA

Copy the focused build brief for a coding agent.

COPY

ROAST

Copy the critique lens and blind spots before committing time.

COPY

LANDING PAGE

Copy a landing-page brief based on buyer, pain, and validation.

COPY

BRAND PACKAGE

Copy positioning inputs for naming, messaging, and design direction.

COPY

AD CREATIVES

Copy campaign angles for buyer-problem validation.

COPY

EXPORT DATA

Copy structured JSON for a research engine, roadmap tracker, or another agent.

COPY

FOUNDER FIT

Copy the founder-fit self-check before entering build mode.

COPY

Outreach template and interview script.

Built from this report's buyer, pain language, and channels. Personalize one detail per message — these are starting points, not spam ammunition.

Cold outreach message

QUESTION ABOUT AUDIENCE WORKFLOW

HOW ARE YOU HANDLING THE AUDIENCE KEEPS SAYING WHAT IT WANTS - IN COMMENTS, DMS,...

15 MINUTES ON A CREATOR COMMERCE ANALYTICS WORKFLOW?

Hi {{firstName}},

I'm researching how creator deciding what product to sell next handle this today: The audience keeps saying what it wants - in comments, DMs, and replies - but the signal is scattered across thousands of messages, so crea...

I'm not selling anything yet — I'm testing whether "Audience request miner for creators selling products" is worth building, and I'd rather learn from people living the workflow than guess.

Would you trade 15 minutes for first access (and a say in what gets built) if it goes ahead?

{{yourName}}

COPY MESSAGE

Buyer interview script

1. Walk me through the last time this happened: The audience keeps saying what it wants - in comments, DMs, and replies - but the signal is scattered across thousands... What did you actually do?
2. What does that workaround cost you — in hours, money, or risk — in a normal month?
3. What have you already tried or bought to fix it, and why didn't it stick?
4. If "Connect channels; the tool ingests comments, DMs, and replies, clusters recurring requests and pain..." existed, what would have to be true for you to switch in the first week?
5. Who else feels this worse than you do — and would you introduce me?

WHERE TO SEND IT

- Community pain posts — Problem teardown, interview ask, and short demo clip
- Direct outreach — Concierge pilot offer with a manually prepared sample
- Searchable comparison content — Before-and-after page or alternatives memo for the exact workflow
- Reddit / forums — Post a problem teardown for Creator commerce analytics and ask how people solve it today.
- Launch communities — Ship a narrow demo and watch which promise gets clicks.

Build and review prompts.

Build prompt

Build a narrow MVP for "Audience request miner for creators selling products" for Creator deciding what product to sell next. Preserve the evidence, build only the first-win workflow, include source links, and treat Mine twenty creators' histories, have five launch the top-requested product, and compare first-month sales against their previous launch. as the first acceptance gate.

Review prompt

Review the "Audience request miner for creators selling products" MVP for over-breadth, unsupported claims, weak buyer proof, privacy risk, and missing validation instrumentation. Do not approve expansion until the kill criteria and success metrics are measurable.

product / youtube.com

YouTube

Primary comment-rich platform whose audience conversations hold the unmined demand signal.

encyclopedia / en.wikipedia.org

Creator economy - Wikipedia

Background on creator monetization, where product launches are the highest-variance bet.

If this exact wedge isn't yours, these are adjacent.

Derived deterministically from this report's buyers, vertical language, and business model.

Same problem, different buyer: Budget owner who feels the operational cost of the broken workflow.

The workflow pain in this report is not exclusive to creator deciding what product to sell next. Budget owner who feels the operational cost of the broken workflow, faces the same friction with their own budget and urgency.
First test: Re-run day 3 of the sprint (15 outreach messages) against this buyer only, and compare reply rates before changing anything else.

Same workflow, adjacent vertical: pick the nearest regulated niche

No second vertical matched this report's language strongly, which usually means the wedge is horizontal. Horizontal wedges win by going vertical first.
First test: Pick the vertical where the pain costs the most per incident and rewrite the promise in its vocabulary.

Same wedge, alternate model: a productized service (fixed-price, done-for-you delivery)

This report monetizes via "Monthly subscription tiered by audience size.". Concierge delivery validates willingness to pay before any software exists and earns the workflow knowledge the product needs.
First test: Offer both versions on day 6 of the sprint and let the first pre-commitment choose the model.

Where this report sits in the intelligence graph.

Links from the ontology layer. Declared links are explicit in the research record; inferred links are keyword overlap and labeled as such. Full graph at /graph.json.

EVIDENCE INDEPENDENCE 46/100

1 source domain, 3 evidence edges. Dominant family: federalregister.gov. Audit all provenance .

— IN THIS VERTICAL

Consumer, Media & Lifestyle

Ranked 38 of 44 by validation score among published Consumer, Media & Lifestyle reports.

VALIDATE · 78/100

Auto signal monitor: Every new car sold in the European Union must include a driver monitoring camera

Auto

OPEN REPORT

VALIDATE · 78/100

Auto signal monitor: Mercedes-Benz starts large-scale production of electric axial flux motor

Auto

OPEN REPORT

VALIDATE · 78/100

Auto signal monitor: This 1918 Detroit Electric Is Powered by Modern Batteries, And It Actually Works

Auto

OPEN REPORT

SHARED TAGS

Cross-drop membership layer for Shopify drop stores

One markdown file, publish-ready for every platform

One-pipeline podcast-to-shorts for solo editors

— FULL NARRATIVE