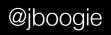
## **BETTER PRODUCT DEFINITION WITH** LEAN UX & DESIGN THINKING

QCon San Francisco – November 7<sup>th</sup>, 2012

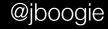


#### PLANCAST



## "While the initial launch and traction proved extremely exciting, it misled us into believing there was a larger market ready to adopt our product."

http://techcrunch.com/2012/01/22/post-mortem-for-plancast/

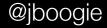


PLANCAST

## "100,000 have registered and over 230,000 people visit each month."



http://techcrunch.com/2012/01/22/post-mortem-for-plancast/



## "People often tell me "I like Plancast, but I never have any plans to share."

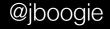


http://techcrunch.com/2012/01/22/post-mortem-for-plancast/

@jboogie

## "Most social networks feed primarily on vanity....Sharing plans, unfortunately, doesn't present the same opportunity to show off and incur the same subsequent happy feelings."

http://techcrunch.com/2012/01/22/post-mortem-for-plancast/

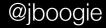


PLANCAST

## "....[lack of an invitation feature] ....caused a situation where many people feel awkwardly aware of events to which they don't feel welcome..."



http://techcrunch.com/2012/01/22/post-mortem-for-plancast/

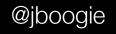


### **Key questions:**

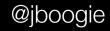
# How long do we wait before launch?

# How do we define the right requirements for our product?

# What signals are we looking for from the market?



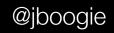
# REQUIREMENTS ARE ACTUALLY ASSUMPTIONS



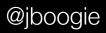








# DESIGN THINKING CANHELPH

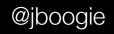


#### **Design Thinking**

"As a style of thinking, it is generally considered the ability to combine empathy for the context of a problem, creativity in the generation of insights and solutions, and rationality to analyze and fit solutions to the context."



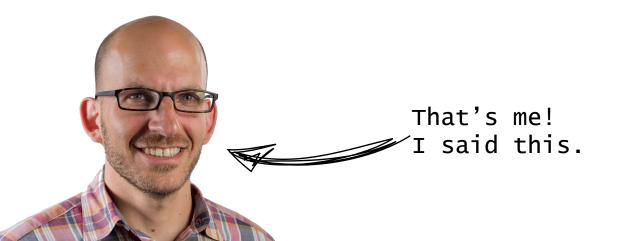
- Tim Brown, CEO & President, IDEO

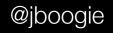


## TVE HEARD GOOD THINGS ABOUT THIS LEAN UX THING TOO

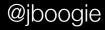
#### Lean UX

Inspired by Lean Startup and Agile development theories, it's the practice of bringing the true nature of a product to light faster, in a collaborative, cross-functional way with less emphasis on deliverables and greater focus on a shared understanding of the actual experience being designed.





## PRIORITIZE LEARNING OVER GROWTH



Early product definition assumptions include...

Who is our customer?

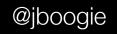
What pain points do they have related to our product or service?

How will our product/service solve their pain points?

What features are important?

What is our differentiation?

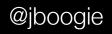
What is our business model?



#### ...which we then turn into hypotheses...

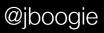
#### We believe that [building this feature] [for these people] will achieve [this outcome].

We will know we are successful when we see [this signal from the market].



Hypothesis: We believe we can make a dead cat fly.

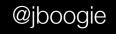






**Requirement: Provide each paying customer** with a personal job search assistant available via email and phone

Hypothesis: We believe that providing a personal assistant to each customer will drive up customer satisfaction, renewals and retention rates



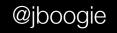
How could we have better defined our products?

**Articulated our assumptions** 

**Defined our hypotheses** 

Run lightweight tests to validate the need

What outcome were we targeting?



#### What problem are you trying to solve?

How will you solve it?

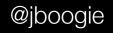
How do you know it will work?



# How does this change the way a team approaches a project?

The measure of progress changes...

... from output to outcome.

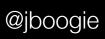


## You can launch features...and they can still suck.

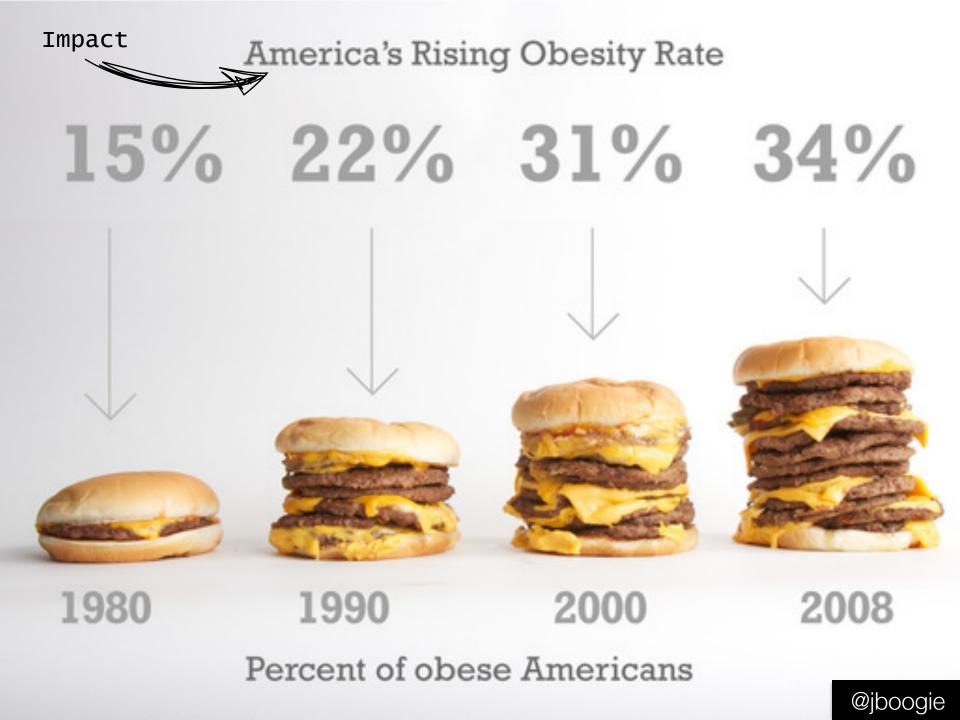


@jboogie

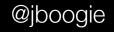




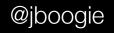




#### Many companies currently manage to output, need to focus on outcome and not task teams with responsibility for impact.



140/0







## MAKE DECISIONS BASED ON OBJECTIVE OBSERVATIONS







# **Case Study: Lenddo**



## **Case Study: Lenddo**



# MITIGATE RISK B NOT BUILDING THINGS PEOPLE DON'T WANT

# **Case Study: Sesame Street**

**Entering a new market** 

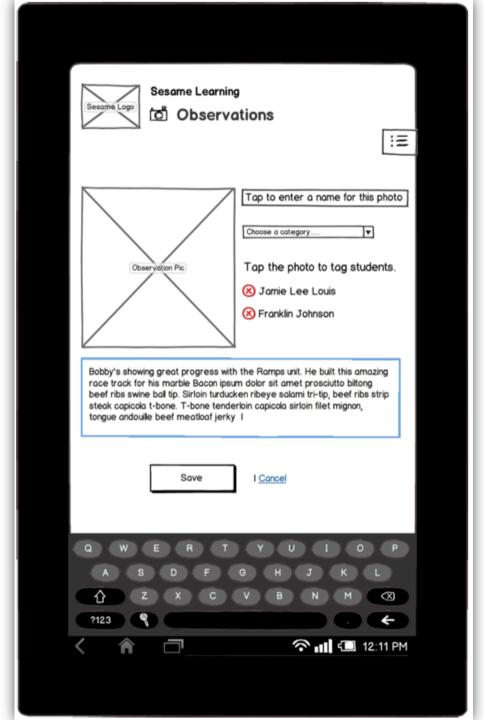
**Heavy investment** 

**High risk** 

Long term initiative

# **Case Study: Sesame Street**





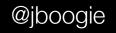
# **Case Study: Let's kill our business model!**

**Existing subscriber base** 

### **Growth flatlined**

### **Pivot to appeal to a broader audience**





# **Case Study: Let's kill our business model!**

### **Risks:**

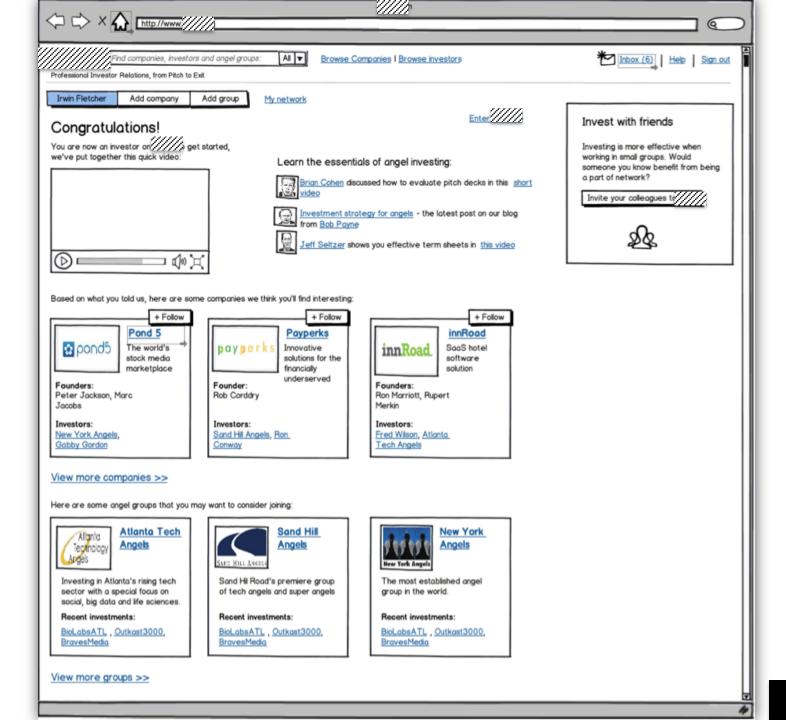
Significant investment to redesign the product to appeal to new audience

**Cannibalization of current members** 

No guarantee new audience was interested

How will we know we're on the right path?





# **Case Study: Agile UX NYC 2012**

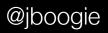
Would anyone attend our conference?

Lots of up front costs

# Increasing fidelity of testselcome



# Case Study: Agile XNYC 2012



# LEAN UX AND DESIGN THINKING **ARE NOT JUST FOR** DESIGNERS

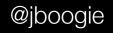
# **Cross-functional teams...**

Bring perspective to the product definition process from all disciplines

**Possess increased empathy for the user** 

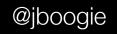
**Understand the "why" behind every initiative** 

Learn more, faster, by sharing the discovery and creation process



## **Case Study: Paypal**





# **Case Study: Paypal**

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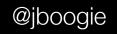
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# **Defining the right product...**

Reduces the time spent building the wrong product

Builds team-wide momentum & shared understanding

**Ensures that resources are spent on the right initiatives** 



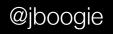
# By shifting the way we work...

**Requirements are assumptions** 

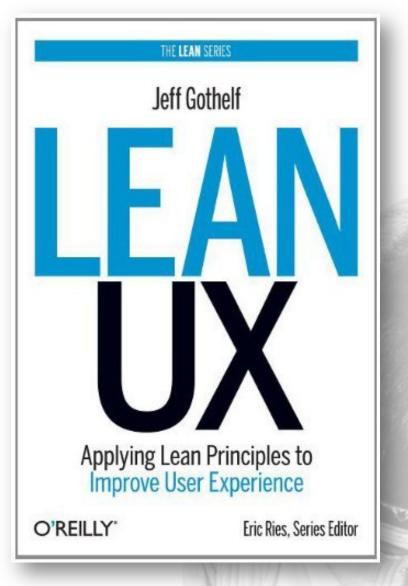
**Focus on outcomes** 

Work together to come up with ideas

**Test those ideas ruthlessly** 



# Thank you!



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