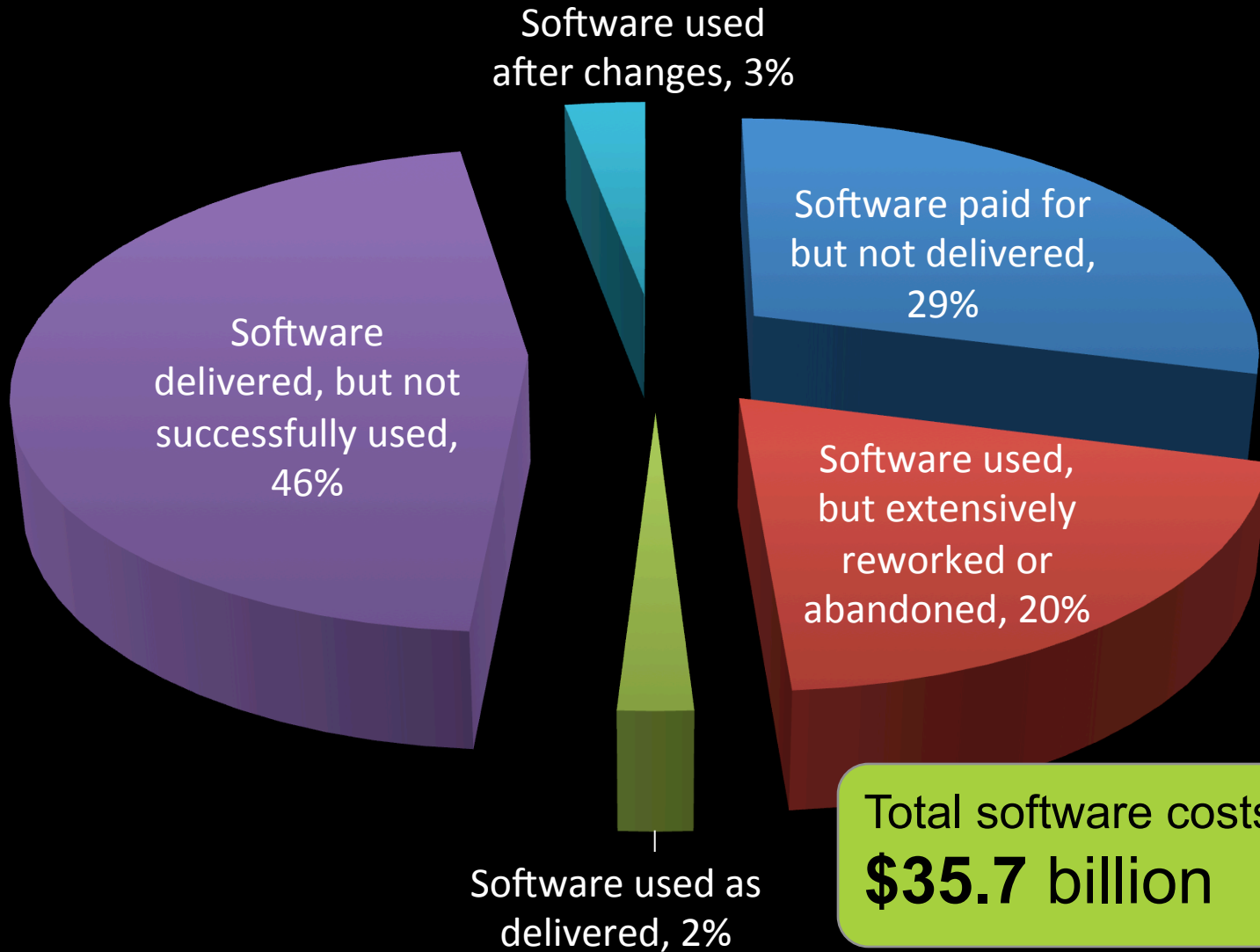


Stop building the wrong thing
righter, build the right thing

The state of software



we said the process was to blame



new silver bullet processes emerged



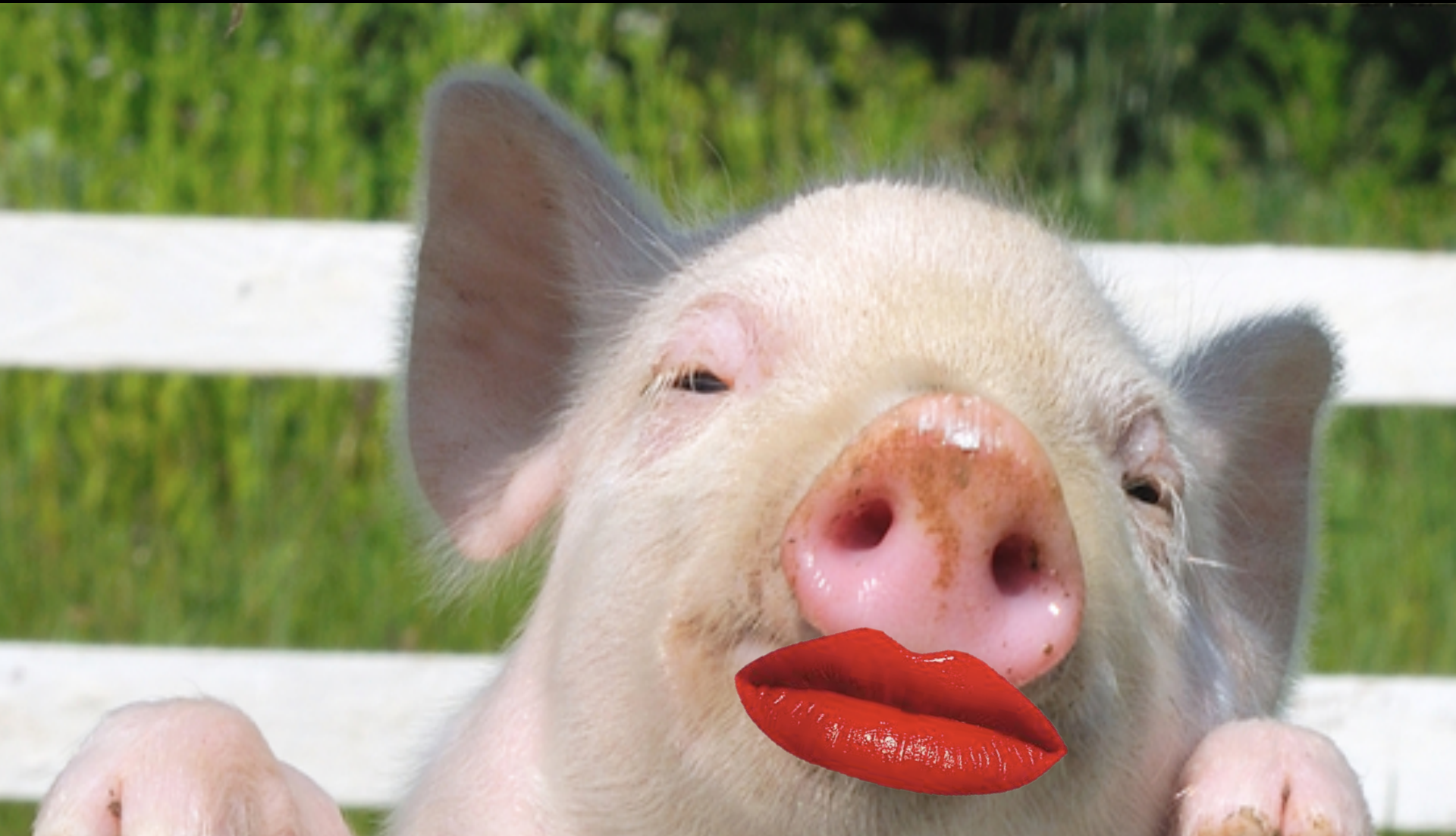
Kill
Kanban!

Destroy
Scrum

Die infidel
waterfall

did it help?

or were we simply building the wrong
thing righter?



how people measure progress

Activity based

Milestone achieved e.g.
Planning, design, beta,
alpha, testing complete

Throughput based

Points delivered, number
of stories delivered per
cycle

Output based

Features, defects fixed,
releases delivered

which sounds better:

‘our velocity is 46 points and
we delivered 100 new
features’

or:

‘we just implemented one
feature in three days which will
save us £12 million pounds
over the next year’



We have a
silver bullet!

Bullets haven't
been invented, Idiot

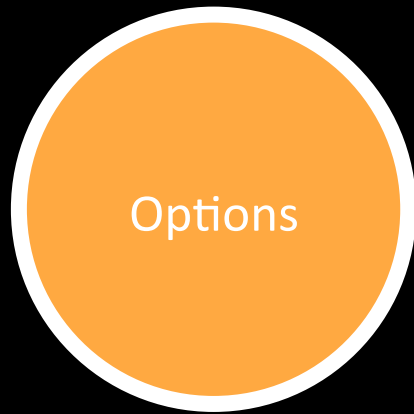
build

Outcomes over Outputs



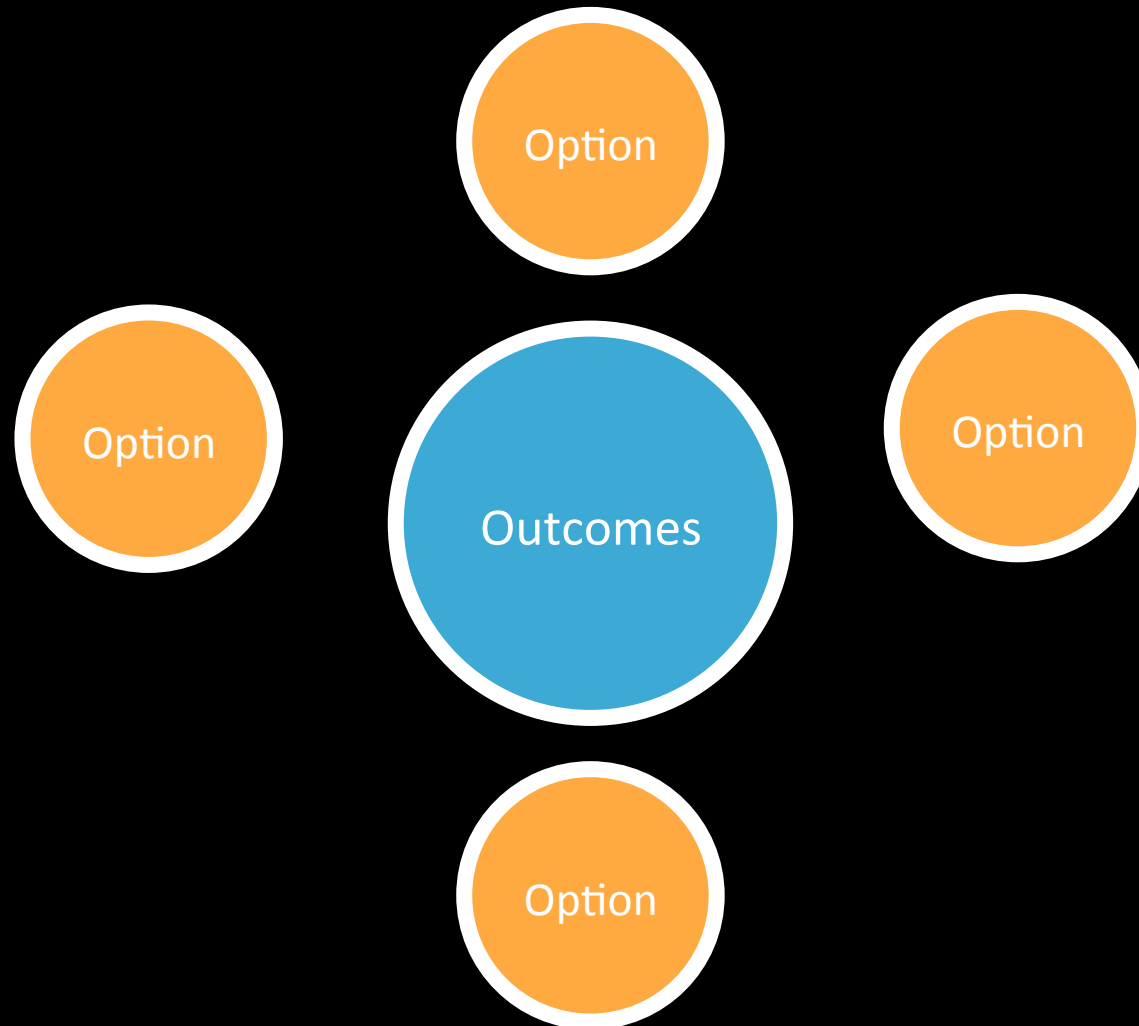


outcomes are the
destination you
want to get to

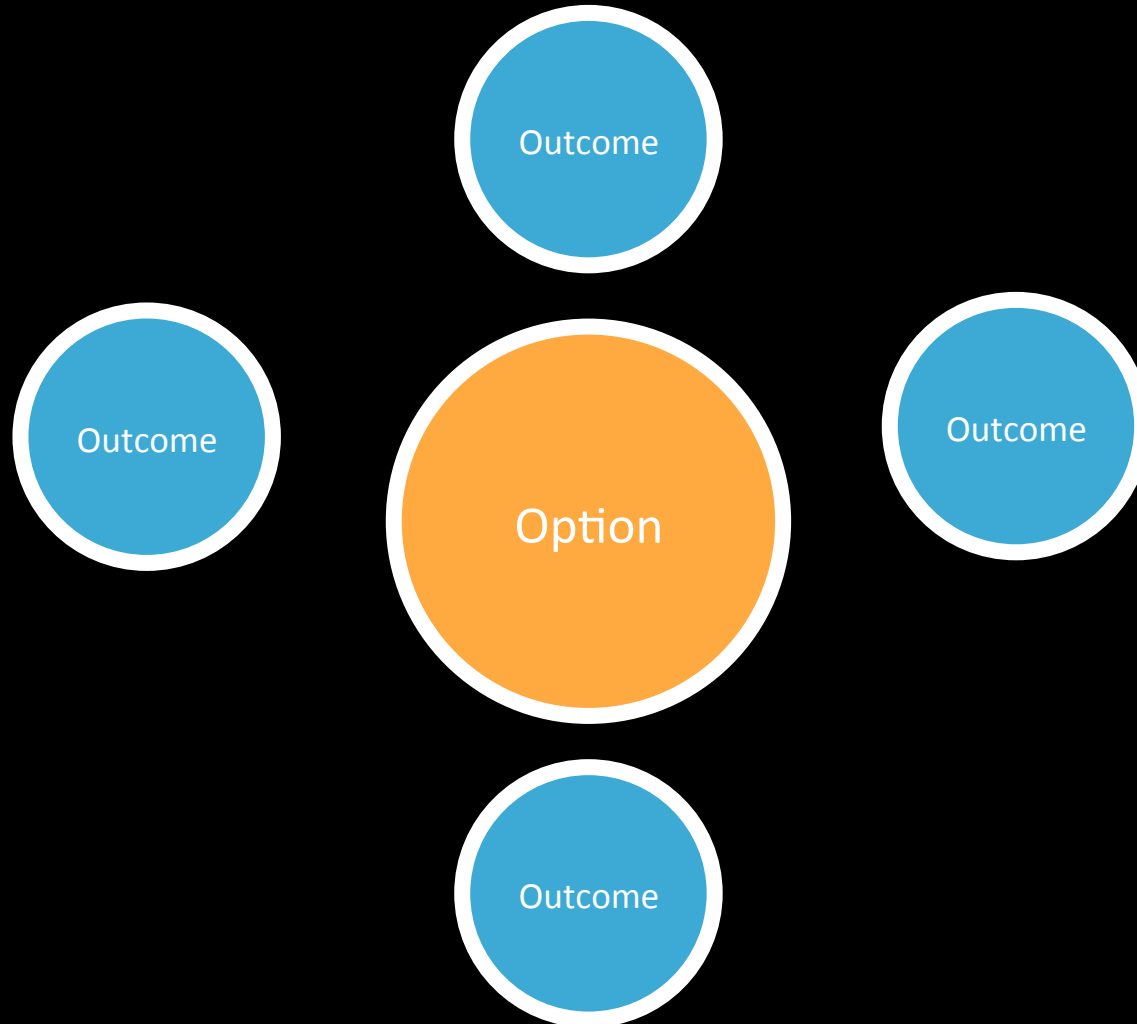


options are how
you get there

For everyone outcome, there are multiple options



Every option can affect multiple outcomes



Indras net – all things connected





Outcomes

Step 1. Deep Understanding

Step 2. Set target outcomes

Step 3. Create options

Step 4. Deliver, measure, adapt

Step 5. Do over and over until
bored/rich/famous



Outcomes

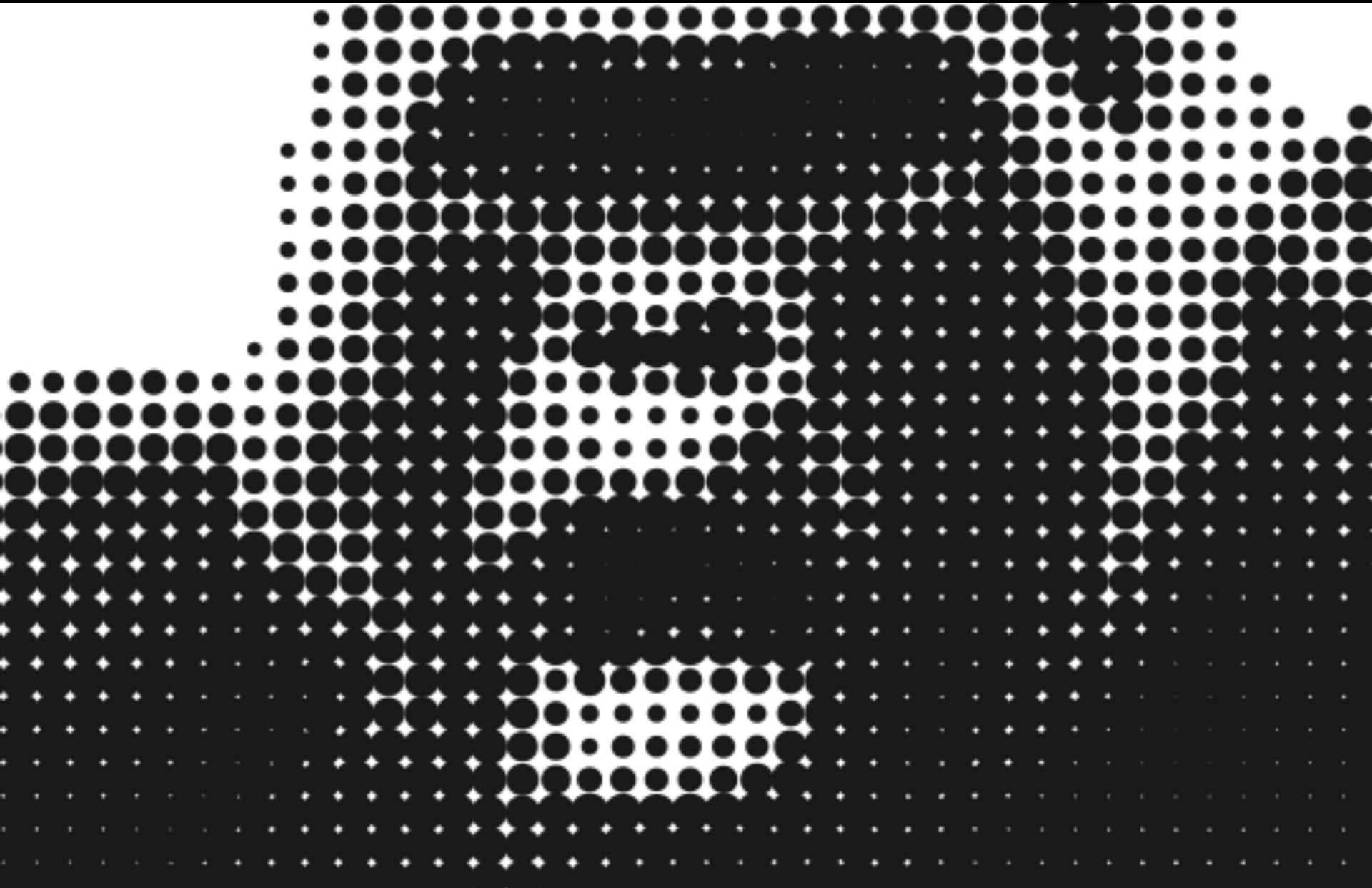
Step 1. Deep Understanding

Step 2. Set target outcomes

Step 3. Create options

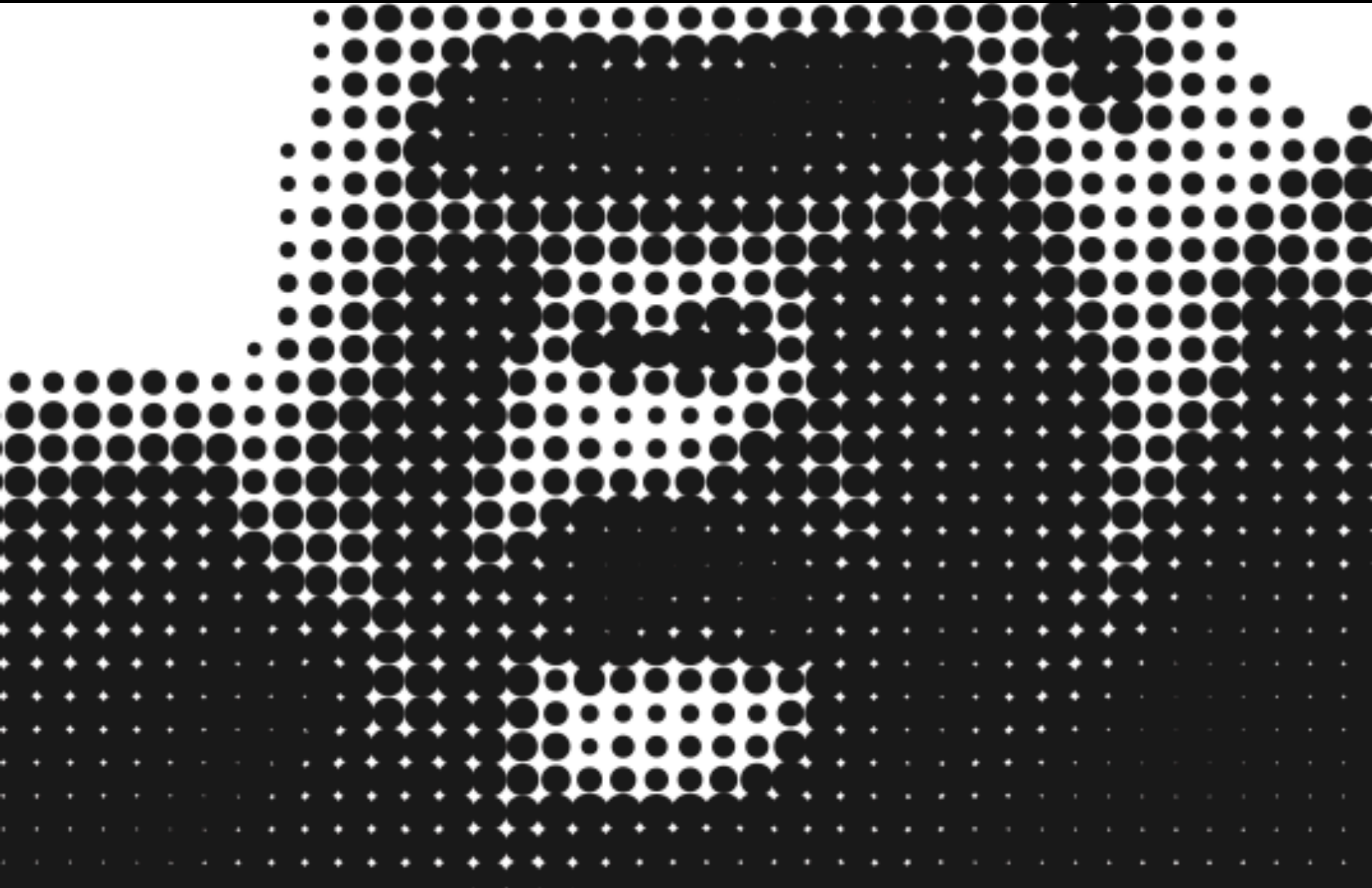
Step 4. Deliver, measure, adapt

Guerilla research





Guerilla data research



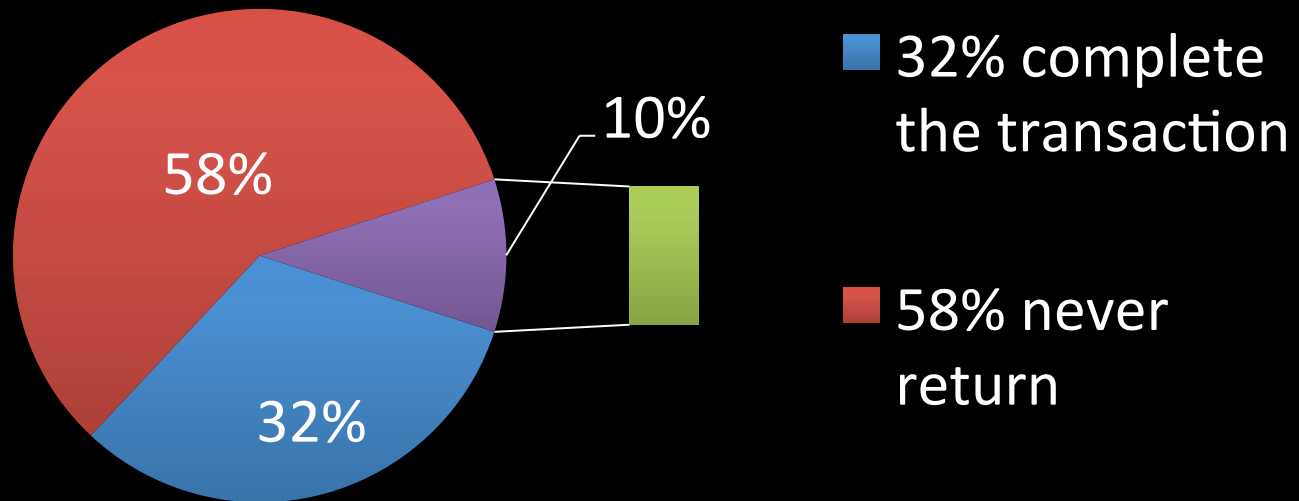
Acme.com

Online retailer

Acme.com

Online retailer

Problem:
Customer Abandonment rate



What the marketing guys said



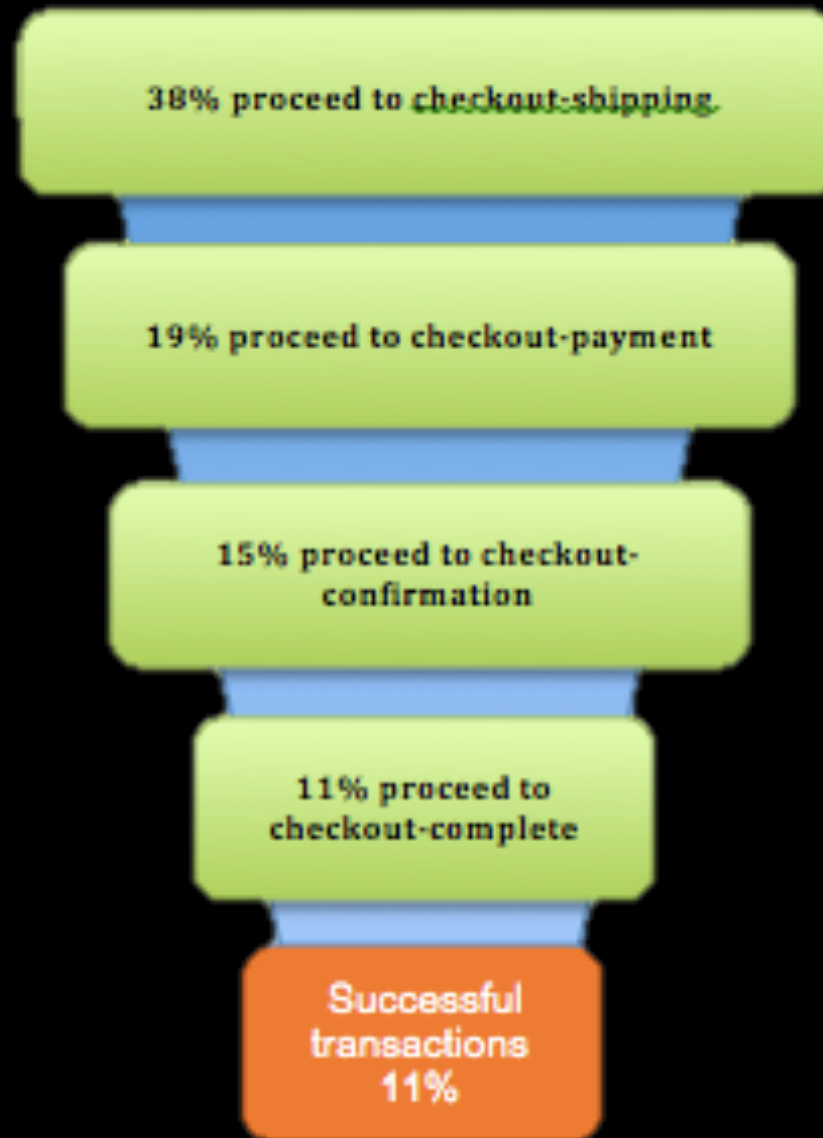
We need more
features!
Features are so
win-win

What the developers said

If we write it in quantum perl,
we can buy before we think!
universe1 = [[a1,av1],

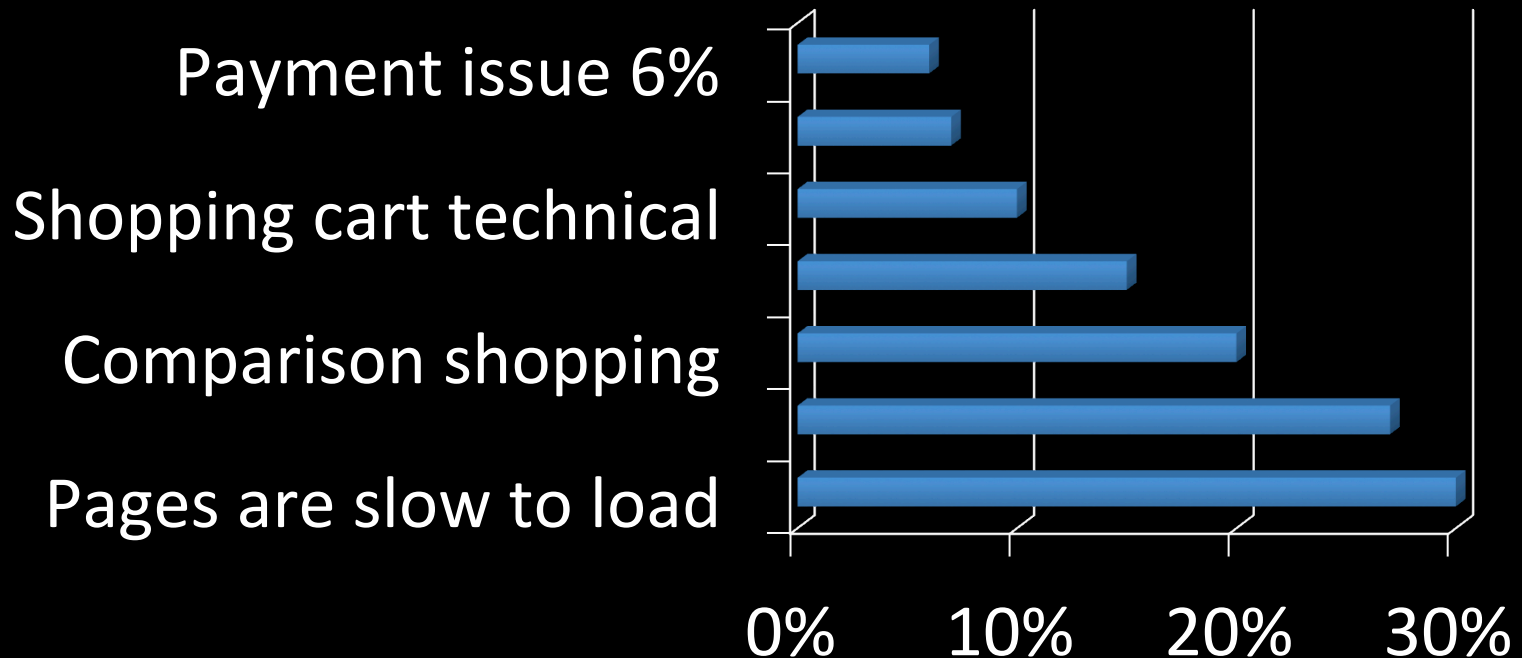


What the web analytics said



What the surveys said

Customer survey: Reasons for abandonment



What the customers needed

I just want to read a
book!



people don't want code, or more
features, they want their problem
fixed

they need a book? give it to them

they want to make a call? help them
make it



Outcomes

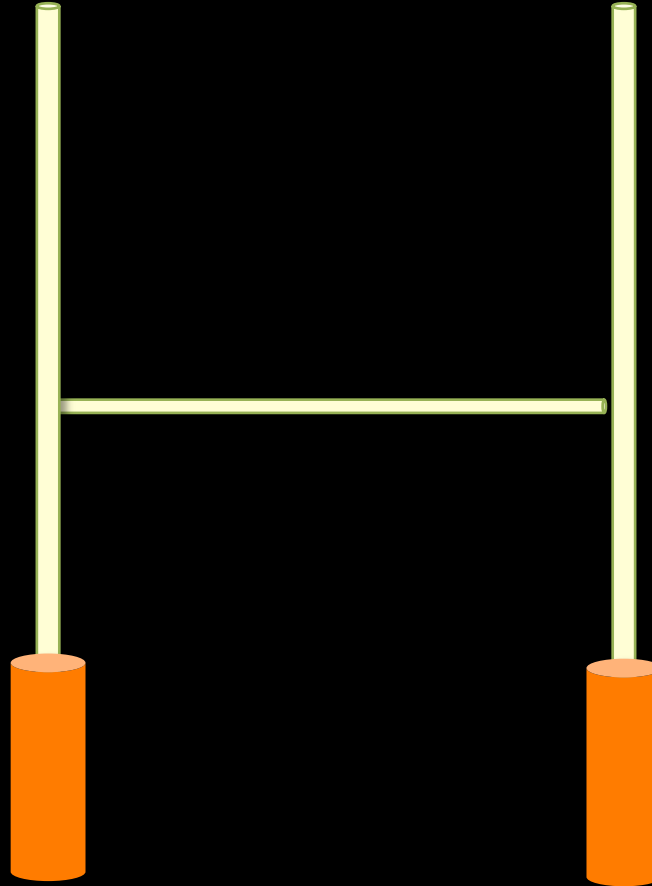
Step 1. Deep Understanding

Step 2. Set target outcomes

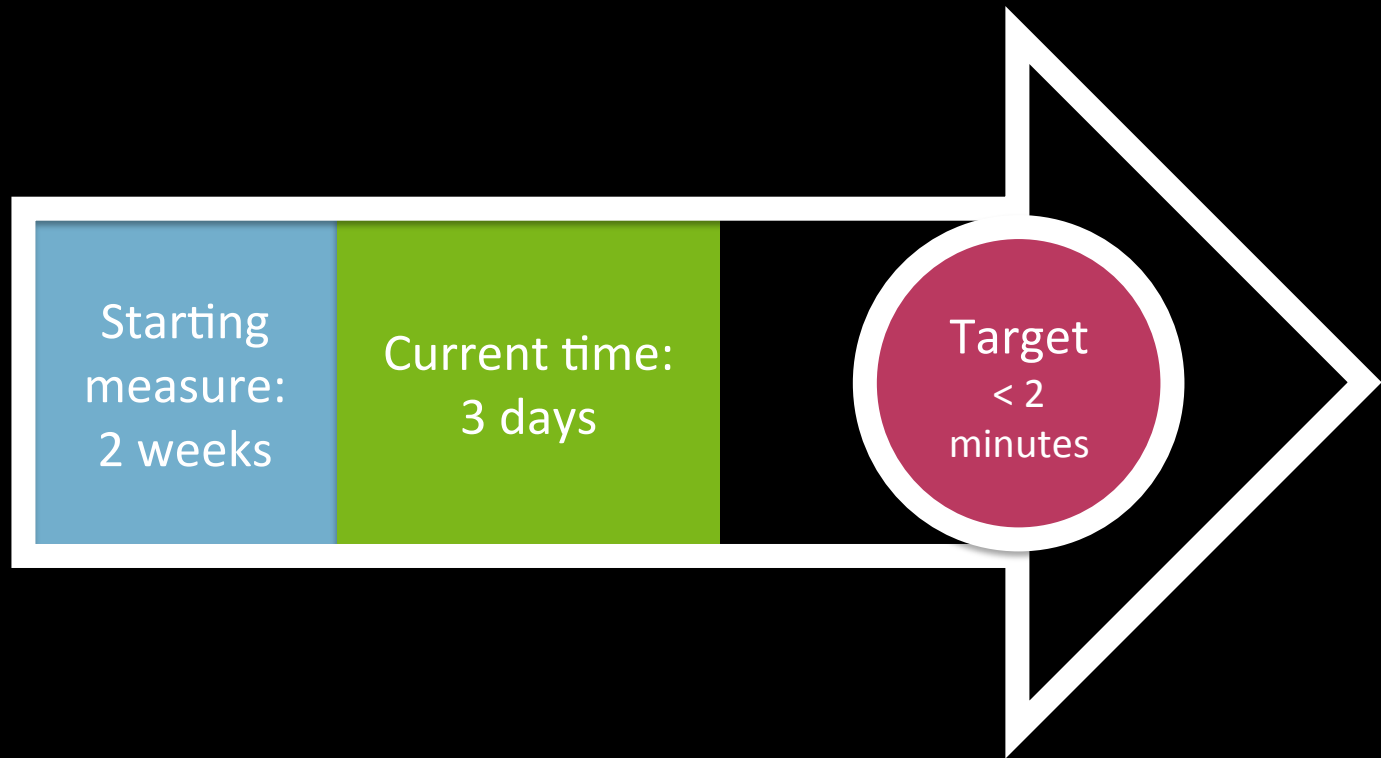
Step 3. Create options

Step 4. Deliver, measure, adapt

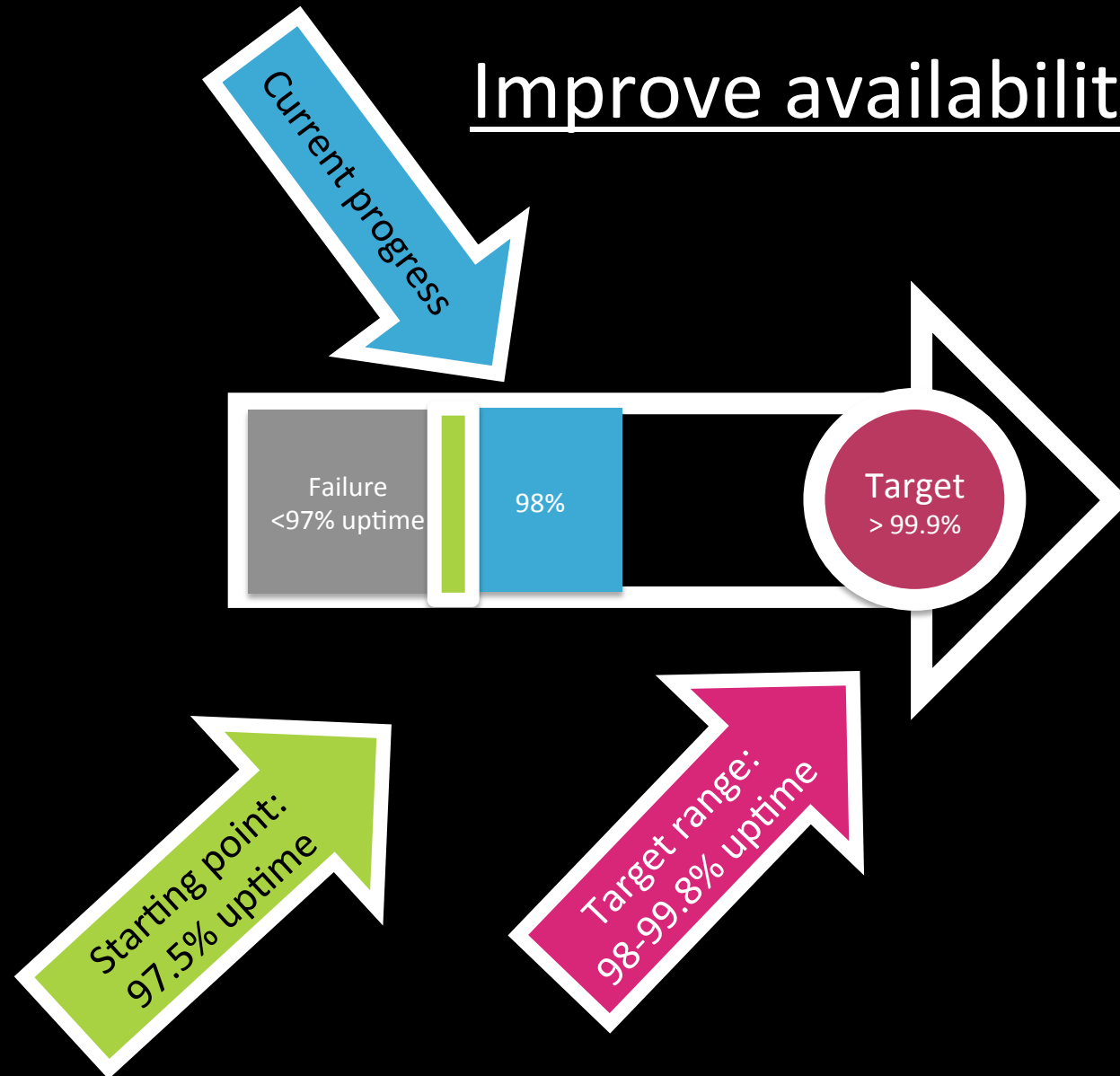
Target outcomes set the goals



Keep them big and visual



Outcomes exist at all levels



for all people



Goal:
Write a review



Goal:
Scale to 2
million
users



Goal:
Buy A book



Options

Step 1. Deep Understanding

Step 2. Set target outcomes

Step 3. Create options

Step 4. Deliver, measure, adapt



Improve shopping cart conversion

Problem:

Customers abandon the
shopping cart process

Impact:

1% conversion

improvement totals **£14
million** per year

OPTION CATEGORY: USABILITY

OPTION:
Reduce # of pages

OPTION:
Marketing package tests

OPTION:
"One click purchase"

OPTION:
Price testing

OPTION:
Alt. payment methods

OPTION CATEGORY: AVAILABILITY

OPTION:
Cache page elements

OPTION:
Setup local data centres

keep your options open, be
ready to execute rapidly



Outcomes

Step 1. Deep Understanding

Step 2. Set target outcomes

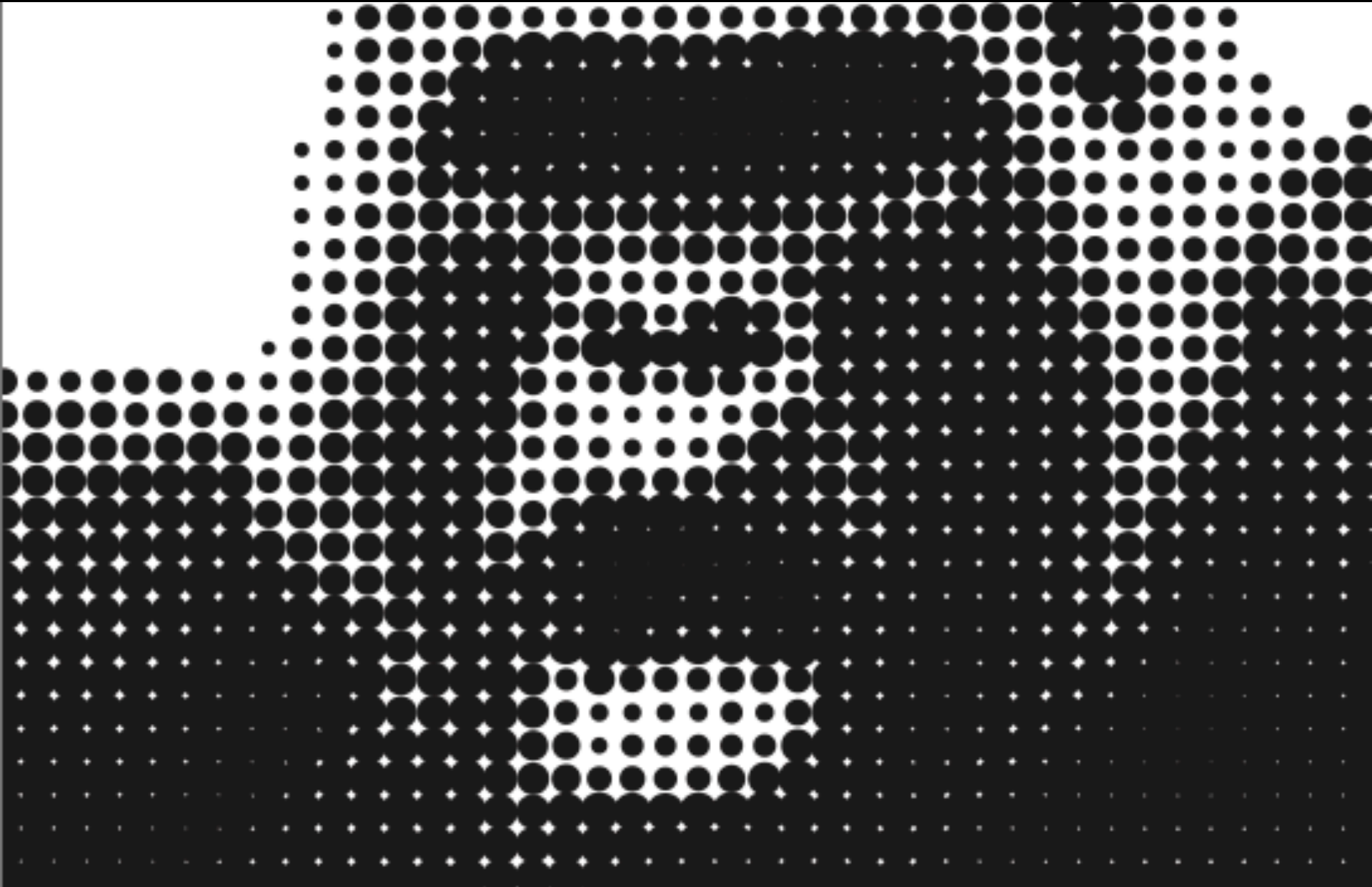
Step 3. Create options

Step 4. Deliver, measure, adapt



**Deliver
Measure
Adapt**

Guerilla testing

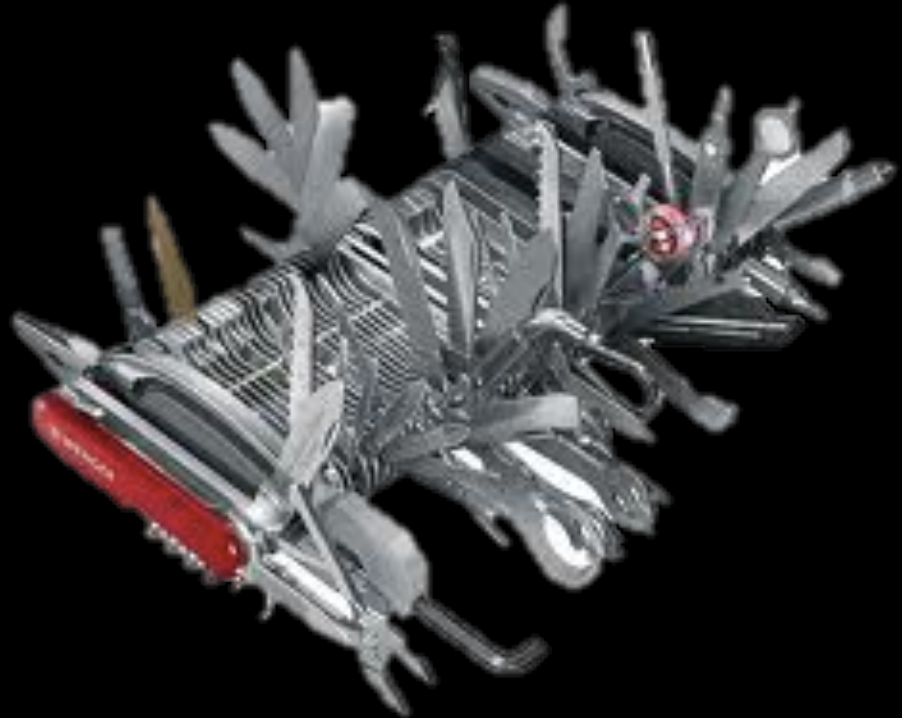




Prove it, don't plea it

A/B/C/D

Minimal viable, not maximum possible





More output \neq more value

More money to build it

More time to get to market

More defects to kill your customers

More resources to kill our planet

Save the features, save the world

