# Product Definition & Validation

Fall, 2016 Week 1

Professor Sheryl Root
Professor Tony Wasserman

## Agenda

- Administrative matters
- Class overview IW/PDV
- Discussion Ideation
- Problem identification team review
- Problem definition discussion
- Ice Cream Store task
- Revise problem statement & submit

#### Welcome

- Teaching team:
  - Prof. Tony Wasserman
  - Prof. Sheryl Root

## Logistics

- Sheryl's email: <u>sheryl.root@sv.cmu.edu</u>, <u>sherylr@rootanalysis.com</u>
- Tony's email: tonyw@sv.cmu.edu
- Class information site: http://sm.sv.cmu.edu/PDV

#### **Course Details**

- Schedule
  - Idea Workshop = 2 weeks
  - Product Definition = 6 weeks
  - Validation = 7 weeks
- Readings
  - As identified in syllabus
- Deliverables
  - As identified in syllabus

## **Course Grading**

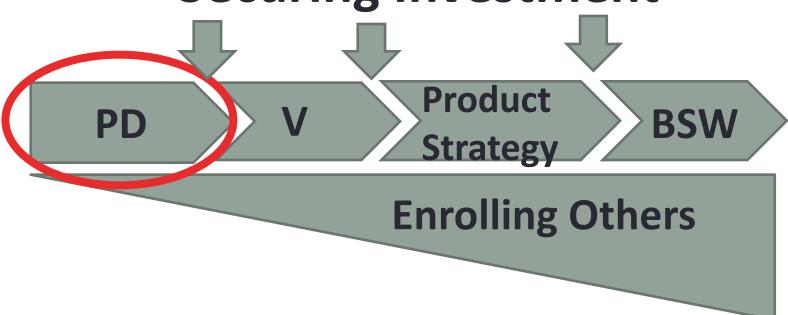
- Class Individual participation 10%
- Individual assignments 40%
- Team assignments 50%



"My team has created a very innovative solution, but we're still looking for a problem to go with it."

## Creating a Product Vision – Why?

#### **Securing Investment**



#### **Problem Definition**

- A problem is the difference between the expected/desired state of affairs and the actual state of affairs.
- A problem statement is a concise description of the issue(s) that must be addressed.
- Most of the time, a problem is hidden.
- What is evident are the symptoms of the problem.
- Don't make hasty assumptions or solutions before having a clear understanding of the problem.
- What are your hypotheses?

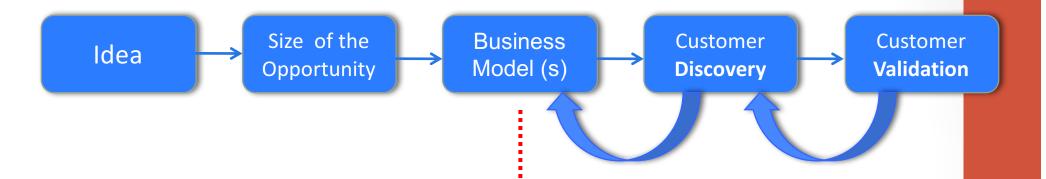
## Share your problem statement

- Write your problem to be addressed on a sheet of paper with your name in upper right corner.
- In teams, pass your statement around your team.
- Each team member is to comment on each idea...
- Add questions, add additional thought, add clarity
- Return to original owner
- -----
- Restate your problem statement based on the feedback you received.
- Email your statement by noon Wednesday to Sheryl and Rina using your sv id.

#### **Product Definition**

- Your task: take an innovative idea from a raw concept to a refined vision
- We will give you:
  - \* Tools for sharpening and presenting your vision
  - \* Framework for understanding the dynamics of innovation
- More art than science...

## How to Build A Startup



#### **Theory**

What is the problem to be solved?
Target market?
Customer potential?
Value of Solution?
Reality Check?

#### **Practice**

What is strategy to reach customer?
Approach to overcome issues in solving problem?
Coherent roadmap of actions?

#### **Business Model**

Key Partners	Key Activities Key Resources	Value Propos		Customer Relationships Channels	Customer Segments
Cost-Side Social Costs			Value-Side  Social Benefits		

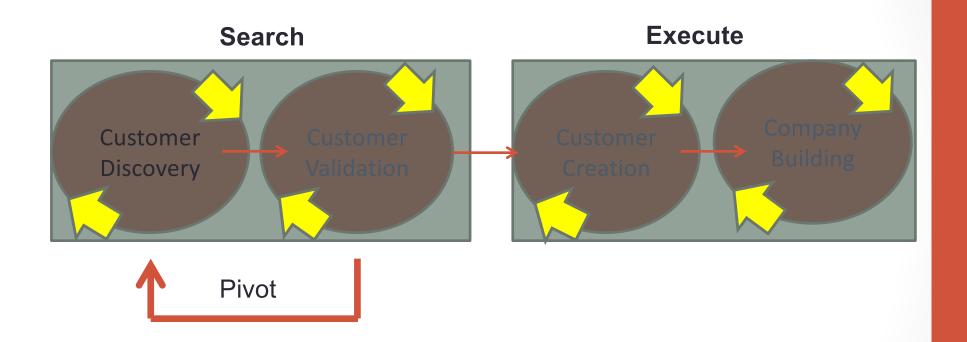
What to raise/create

**Cost Implications** 

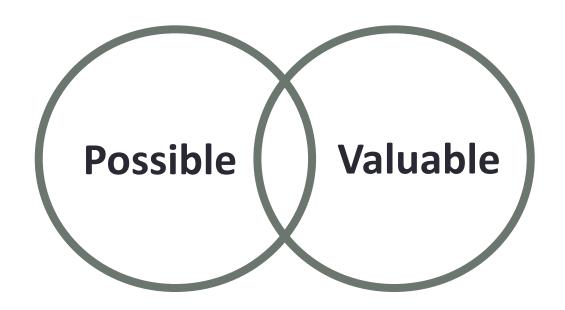
What to eliminate/reduce

**Value Creation** 

## Customer Development



#### Vision-Out or Market-In?



#### What's Possible: Discussion

Give examples of things you consider to be great innovations – were they vision-out or market-in?

#### Consider *Creation Myth* and Xerox PARC

- Windowing and the Mouse who invented it?
- Personal computing and failure to commercialize
- Laser printer productization at Xerox
- Laser printer productization at Apple

"Mother of all Demos" video: http://sloan.stanford.edu/mousesite/1968Demo.html

#### Discussion

- For the personal computer, Xerox knew what was possible but failed to connect it to what was valuable
- Apple knew (intuitively) what was valuable and "borrowed" what was possible
- Time changes perspective on vision-out or market-in:
- "Xerox had been infested by a bunch of spreadsheet experts who thought you could decide every product based on metrics. Unfortunately, creativity wasn't on a metric." Starkweather at Xerox
- "... give me all the information you can come up with on when people buy
- one of our products—what software do they buy, what business are they in —so I can see the model of how people are using the machines. Where was the rigor?" Starkweather at Apple

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## **Discussion Summary**

Neither Vision-out nor Market-in alone is a sustainable, winning approach

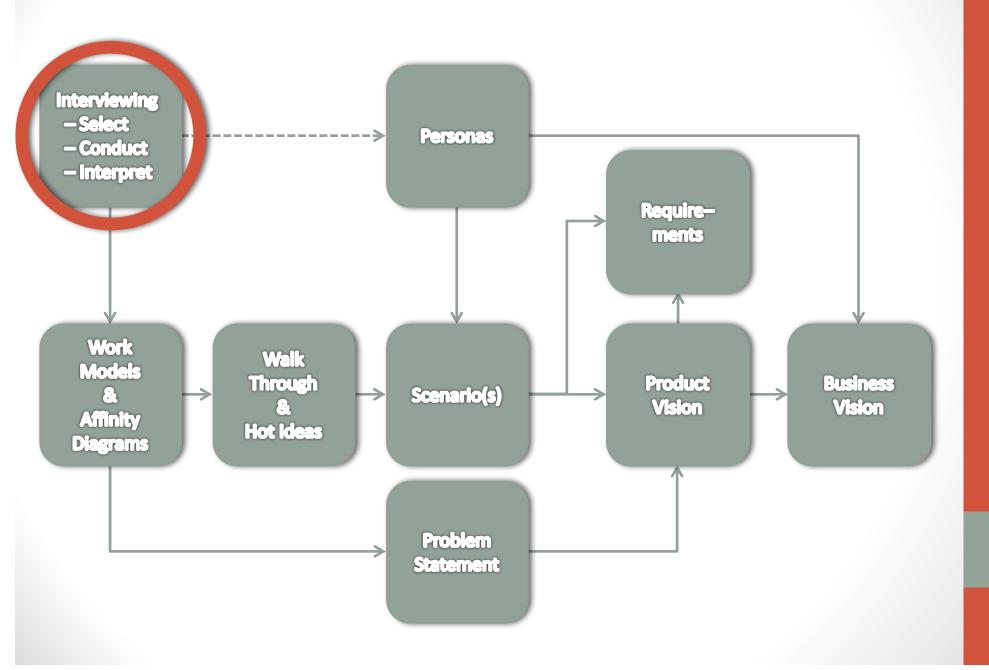
Technology explorations can inform what's possible

The Voice of the Customer can inform what's valuable

The dialog and matching are often indirect

>> Your task in PDV: start with the possible, explore what's valuable, and <u>tell a good story about the</u> <u>overlap</u>

#### The PDV Process - Market-In



## Exercise: Task 0 Discussion The Ice Cream Shop

- What key problems did you identify?
- What opportunities occurred to you?
- How did you conduct research?
- How did you validate your assumptions, ideas?

#### Ice Cream Store

- Name of your store
- Customer Target
- Type of store/ice cream
- Location of store
- Questions you would ask to optimize your offering

#### **Notable**

- Focus is on understanding needs and environment – not solutions
  - Who are your "users"?
  - What problems do they have?
  - How do they solve them now?
  - What is the value of a better solution?
- "Competitive Analysis" is premature

## **Next Up for Thursday**

- Idea/Problem definition sharing
- Affinity problem statements
- Select the key problems to address
- Form teams to selected problems
- Begin drafting problem statement as a team

## Idea Development - Thursday

- Take your written idea on an 8x11 sheet of paper
- Post it on the wall
- Read all the ideas
- Group them and create affinity
- Label the affinity (e.g. helping the elderly or healthcare...)
- Identify your first and second choice with markers
- Select the problems with the most value and interest
- Move to a selected problem for your interests
- Create teams for selected problems

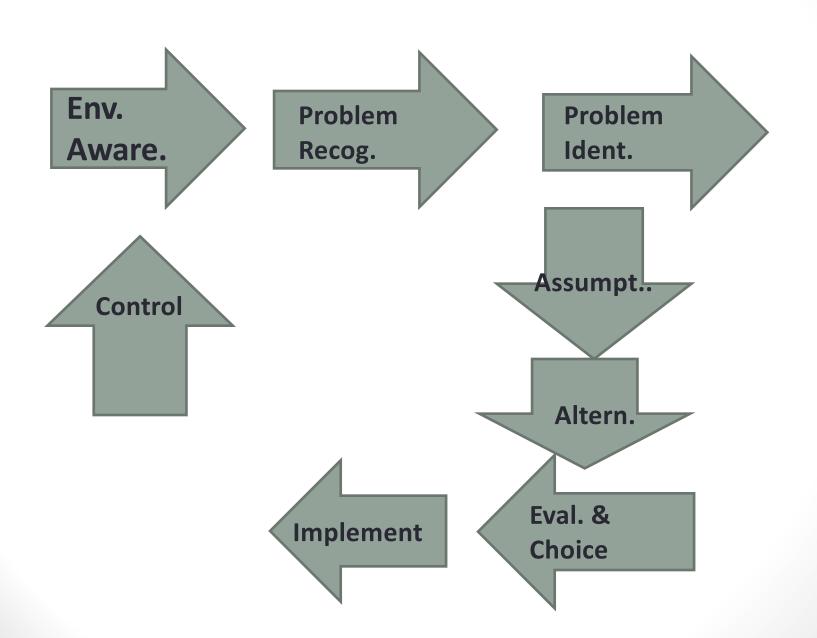
#### **Problem Statement**

- A problem is the difference between the expected or desired state of affairs and the actual state of affairs.
- A problem statement is a concise description of issue(s) that must be addressed.
- Most of the time, a problem is hidden and what is evident are the symptoms of the problem
- Don't make hasty assumptions or solutions before having a clear understanding of the problem.

## **Questions to Answer**

- Who is affected by the problem?
- What are the causes of the problem?
- When does the problem occur?
- Where does the problem occur?
- What is the impact of the problem?

#### **Problem Identification Process**



#### **Problem Statement Creation**

- Define the issue.
- Clarify why the issue is important.
- What assumptions are you making?
- Create a concise
  - description/statement
  - Question of the issue
  - Opportunity description
    - the condition you want to explore

Not the solution. And, limit the jargon.

## Problem Statement and Interview Question Examples

- Text books are too expensive. There should be a cheaper version. Why do people still want to read books?
  - Q: Which way do you like to read a book: Electronic or printed books?
  - Q: Why?
  - Q: What types of books attract you most to a printed version?
- Why is there and how can we reduce student violence in our high schools?
- More specific: How would school uniforms affect the rates of school violence in "insert your city"?
  - Q: What do you think the causes of school violence might be?
  - Q: What is the "cost" of school violence?
  - Q: Does dress or type of clothing matter?

## **Detailed Example**

- You have an idea that the sales force could be more effective.
- First step: Define the problem
  - Define the reason why this issue needs to be addressed
  - A solution is needed because the current sales process is not generating enough sales for businesses.
- Second step: Map out and validate the problem
  - Break down the overall problem definition into component parts
  - Entities, people, processes, and relationships
- Third step: Create questions you would ask based on a list of the potential people involved or impacted
  - Who, what, when, why...
  - Create a map or flowchart of the interactions
- Fourth step: Describe the problem
  - Why is the sales process not generating a 20% increase in volume after implementing CRM?

#### Make a Plan

- Types of people to interview
  - Potential users
  - Potential customers
  - Other key stakeholders
- How many people to interview
  - 3-6 per type is ideal
  - Practicalities for this class may limit you
- Discuss the plan with your coach
  - Track your progress, adapt to change, stay flexible
  - And keep your coach informed!

## **Teaming**

- Determine which area most interested you
- Move to that area to form a team
- Begin enriching the ideas and narrowing to a focused one

## Readings

- Read Chapter one of SOM (Startup Owner's Manual)
- Read materials from email: The New Yorker article on "Creation Myths"
- Read HBR "how to" on reading and analyzing cases articles: https://cb.hbsp.harvard.edu/cbmp/access/28400796