

Week 8: Final Product Presentation

Agenda

Recap of last week's session: Story Mapping

Product vs Feature

Reducing 'Waste'

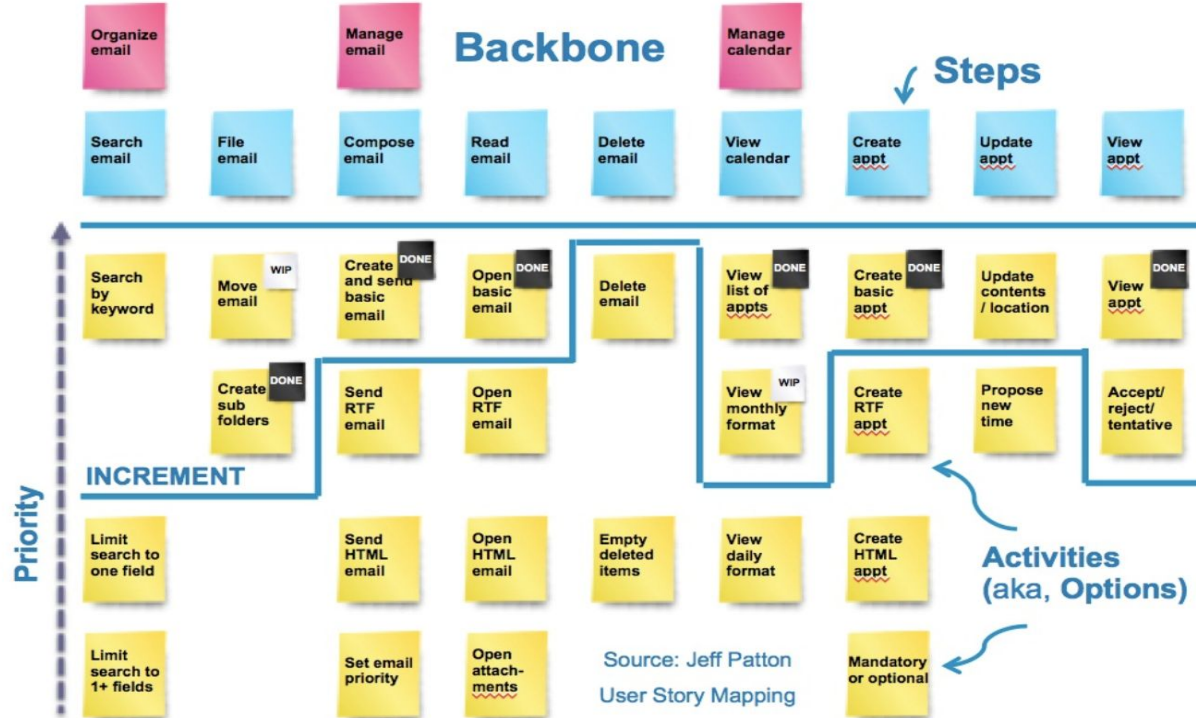
Product Prioritization Techniques

Recap of last week's session

Story mapping

EXAMPLE

Story Mapping Example



WHAT ARE STORY MAPS

Story maps are a visual representation/map of the user interactions with your product

WHY CREATE A STORY MAP

Story maps help to map the big picture and scope it down to narrow features and functionalities

Product vs Feature

WHAT IS A PRODUCT

A product is something that delivers value to users by solving their problems/needs

WHAT IS A FEATURE

Features get a job done, but they are a part of a larger application

WHAT IS A FEATURE

Features cannot bring value as a standalone application

PRODUCT VS FEATURE

Product

Solves for end-to-end user need

Collection of features

Feature

Solves for a part of the problem

Cannot bring value being standalone

Reducing 'Waste'

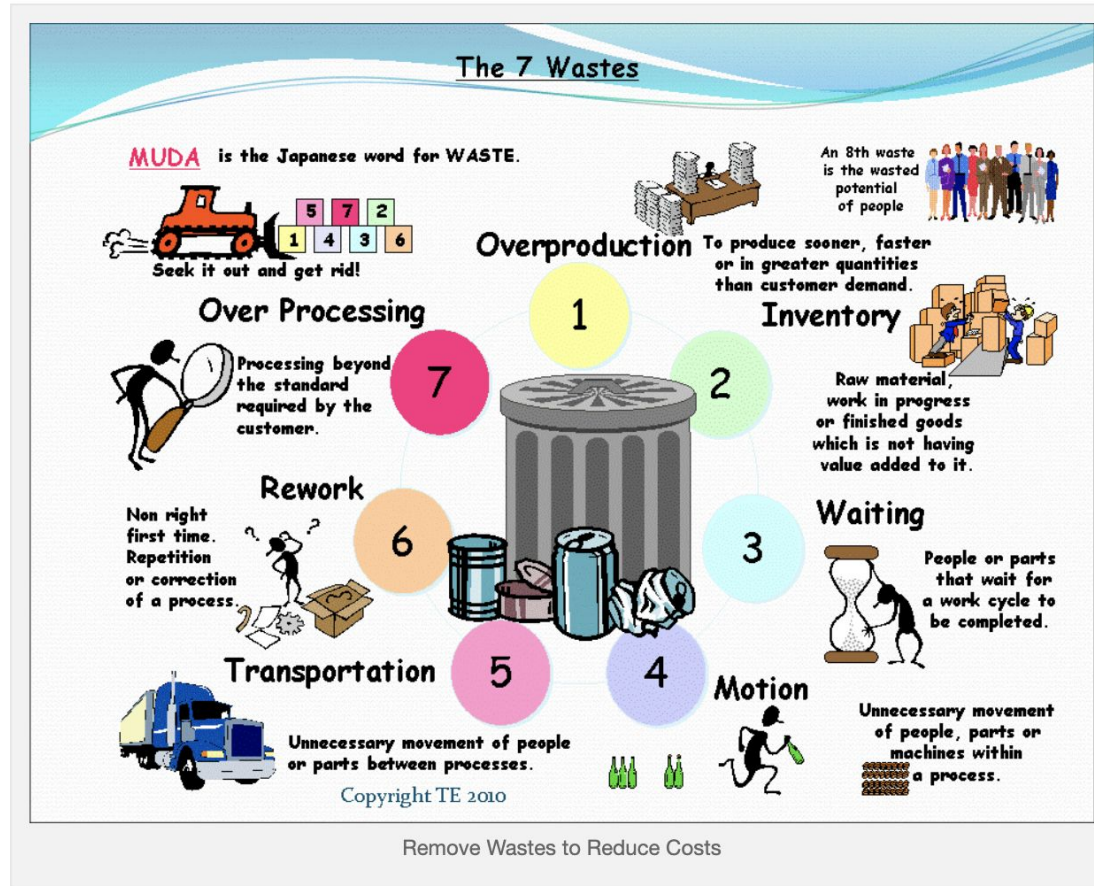
WHAT IS WASTE IN PRODUCT DEVELOPMENT

Waste: Anything that doesn't add value

WHY DO WE NEED TO ACKNOWLEDGE WASTE

Waste also contributes to the costs of developing a product, except that they don't add any value.

TYPES OF WASTE



Prioritization Techniques

PRIORITIZATION TECHNIQUES

MoSCoW

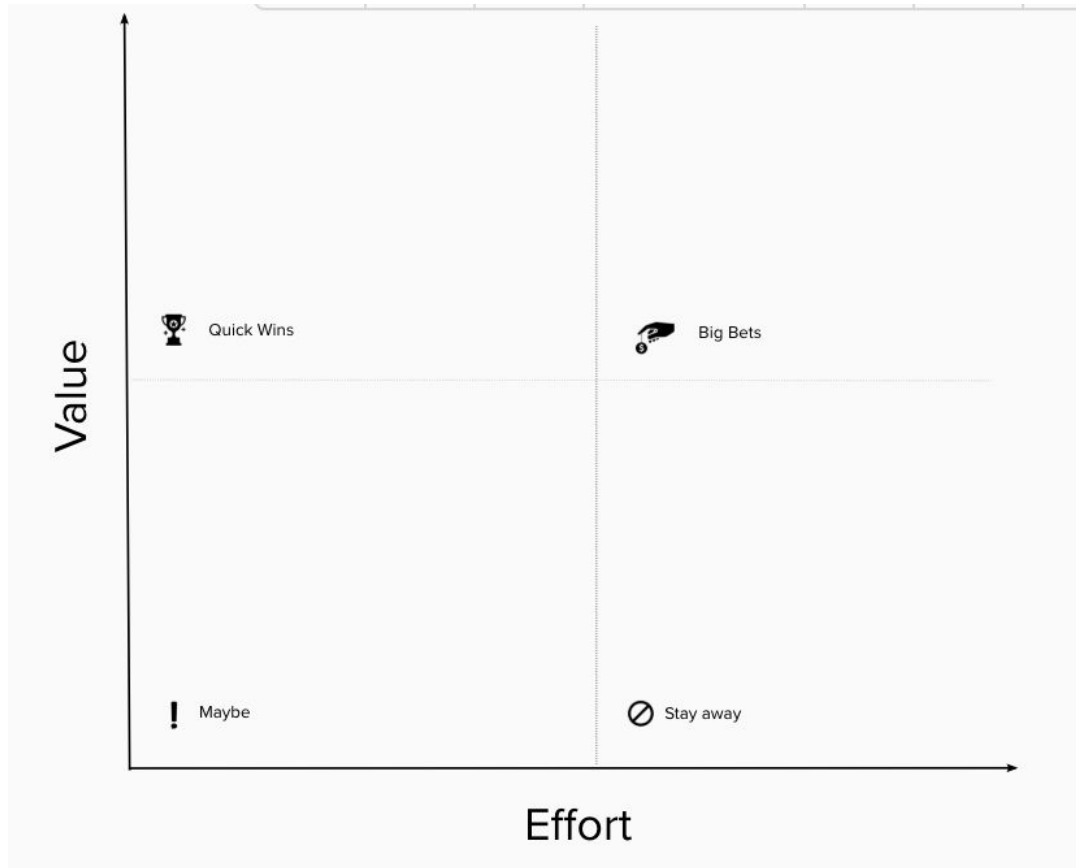
Mo - Must have

S - Should have

Co - Could have

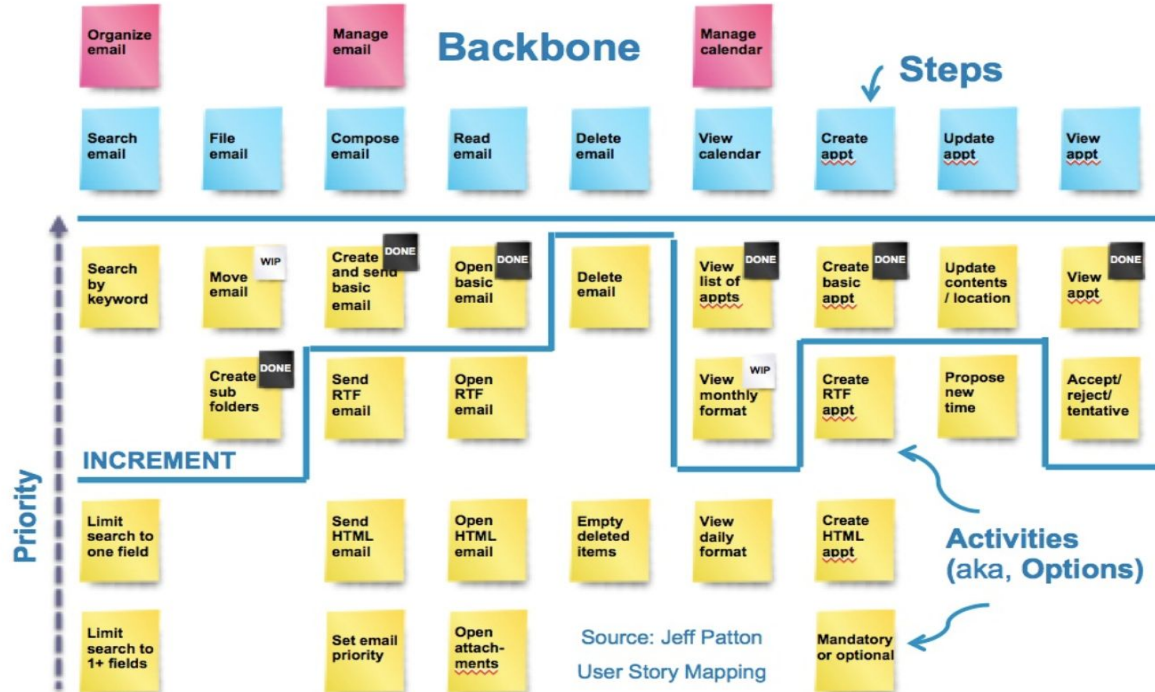
W - Would have

LEAN PRIORITIZATION



STORY MAPPING

Story Mapping Example



COST OF DELAY

Time criticality in making a product decision that could mitigate risks and increase value to the users.

OTHER METHODS

- **Prioritization by ROI (also called Bang for the Buck)**
- **Prune the product tree**
- **KJ Method and Affinity Mapping**

User Stories

User Stories

- Short simple description of a feature from a user's perspective
- User stories are focused on ***what*** experience we want to build rather than the ***how***.
- Generally follow a template - “As a **X**, I want to **Y** so that I can **Z**”
- These user stories make up the product backlog
- User stories are small, testable, valuable and informative enough to convey the need for the product teams to negotiate and develop the features

Examples

- As a *potential home buyer*, I would like to see *available properties in a certain zip code* so that I can *browse through available homes*.
- As an *real estate agent*, I would like to *post description about my properties* so that potential home buyers *can learn more about these homes*.

Thank you!

Appendix

WASTE

Transportation

**Moving products without a clear need
for value**

WASTE

Transportation

**Moving products without a clear need
for value**

Streamline processes to remove steps that don't add much value.

Overproduction

**Creating more product than is needed.
This is the most serious of wastes that
can lead to other types of waste.**

**Conduct Just in Time planning to
forecast and develop just enough and
not more**

Overprocessing

Adding more to the product than necessary.

**Clear and standardized processes that
are well understood and accepted**

Waiting and Motion

Results from disruptive flow of and lack of transparency and sync

WHY CAN WE REMEDY

Limit WiP and maintain a constant flow

Defects

Having to discard or rework a product due to poor quality

Empowered teams that try to minimize defects by testing quality of the product early and often