# Roadmap

Check-in 01: Thursday, Feb 23 David Ory



# Today's Check-in

Month	Subject
February	<ul> <li>Proposed Roadmap Outline</li> <li>Proposed Interview Approach</li> <li>Proposed Check-in Schedule</li> </ul>

# **Proposed Outline**

Context Direction Progress

What is the context in which ActivitySim operates? What it is, history, customers, stakeholders, financials, competition, addressable market, etc.

Direction

Progress

Direction

Proposed direction for the Consortium, i.e., what is the Consortium trying to achieve?

**Progress** 

Contribute to and support an open-source travel modeling ecosystem. → Continue to support Populationsim

Direction

**Contribute to and support an open-source travel modeling ecosystem.** → Stop supporting Populationsim

**Example Consortium Objective** 

Direction

Proposed direction for the Consortium, i.e., what is the Consortium trying to achieve?

Proposed direction for ActivitySim, i.e., what is the product trying to achieve moving forward?

**Progress** 



Direction

**Progress** 

How should we measure the progress of the Consortium? Of ActivitySim?

- Narrative to provide background, level sets
- Key learnings from customer interviews

#### Direction

- Consortium Objectives
- Consortium Management Plan
- ActivitySim 2.0 Vision

#### **Progress**

- Consortium Key Results
- ActivitySim Product Roadmap

# Proposed Interview Approach

## **Interview Approach**

- Open-ended, listen & learn (rather than collect data)
  - Each Consortium member will be interviewed
  - Secondary objective: letting (non-Consortium) stakeholders know the Consortium is interested in their opinions
- Topics of interest
  - Experience with and/or impression of ActivitySim
    - Performance, usability, features
  - What you would like to see in ActivitySim in the future?
    - Performance, usability, features
- Synthesize to key learnings
  - No attribution of individual comments background to encourage open dialogue

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# **Anticipated Check-ins**

# **Proposed Check-ins**

Month	Subject
February	<ul><li>Roadmap Outline</li><li>Interview Approach</li></ul>
April	Key Learnings from Interviews (to date)
May	<ul> <li>Preliminary Draft Consortium Objectives</li> <li>Preliminary Draft ActivitySim 2.0 Vision</li> </ul>
June	<ul> <li>Preliminary Draft Consortium Key Results</li> <li>Preliminary Draft Product Roadmap</li> </ul>
July	Draft Roadmap Document