Advanced Product Monngement - vision, Strategy & metrics

Huving vision is just having an opinion about the future

∴ vision — you imagine a possible future, and then you

work to make it happen

A strategy — a series of good mores that you make in order to achieve a goal

Goals __ Initiatives __ Releases __ Futures __ subtasks = Stories / Tasks = [Epics]

vision	What you want to achieve to meet your	Goals
 r 90als	high-level effort that will help you achieve your	<i>Initiatives</i>
ex periorce	A release or a new delivery of a new constormer	Peleoces
2 and	one or several sets of capabilities delivered to the	Features
completed	A related body of work which can not be a in one week (will take 1 sprint or more)	Epics
•	A set of things to be done that deliver user and come together to form the completion of an	Stanes / Tusks
r epic	one or many things that need to be done to	Subtasks

	The vision	has to 2	e conti	nously	checked	2 again	st realit	- <u>J</u>
<u> </u>	Vision /	global vis	ion: Te a	yon m	nust be I look	oble $+$ in the f	o guess uture	how
		product /co	or c	rision:	you mu fits int	ist Icnov to That	o where future b	your L how

Having a clear & consistent vision allows your team to make the right decisions

A vision helps you understand which goals you have to achieve to get there

1 Competition Stretegies

cost
differentiation
focus

A Strategy is something that you do to achieve a goal of some kind, and it's necessary primarly because there are competitors, potential competitors or some other force that are likely to impede you from achieving your goals

A Strategy takes place in any level of a business

$ \Lambda $	why do we create quarter-based roadmap as we know
	that they tre not accurate
	executives & investors like to see quarter-based maps you could be against on actual deadline
Δ	Roadmanps tell people what features / products will be launched at what times
A	OKR (Objedive & key results)
	L J L will X as measured by Y
	X => the objective
	Y -> the set of Icey results you want to achieve
<u>\id</u>	Motrics tell you how your overall product strategy is guin
<u> </u>	Be data informed not dota driven
	uses data to smake decisions solely off make obcisions data alone

As a PM, you should directly tie metrics to your overall business goals and product strategy

\triangle	Boseline metric
	I the metric that tells us if we're succeeding
<u>\(\) </u>	torget metrics
	L.s they make the base line metric increase
	Exploratory metrics
	Les métrices that you're not always tracking, or always
	really telling investors about how they're doing
$\overline{\nabla}$	Reporting metrics
	Les metrics that we're tracking over long periods of time
	to ensure our product is doing well
À	what makes a metric, good?
	rate or ratio
	Lo correilation
	Ls changeable
<u>\(\frac{1}{2} \)</u>	Louding metric

Ly a metric that when changed results in a change of another metric

A Lagging metric

L.s A motric that changes because of changes to other metrics in the past

A Cohort

Group of users that are segmented by when they first interacted with your business

1 Cohort Analysis

Les you take users that joined at a certain time and compare their behaviour on key metrics to users that joined at a different time

ith 7-testing, we can check two things

Are the cohort values meaningfully different?

Do we heed to wait until we have more data?

A if the 7 value is high, the difference between oborts ove meaningful

A if you want to make a large strategic change, you can't always rely on data

A E-Commerce metrics
1) Acquisition (2) conversion (3) repurchase (4) size
5 retention 6 satisfaction
1 AARRA
Los A: Acquisition
A: Activation
R: Retention
R: Referal
R: Revenue
1 Mobile App metrics
1) DAU 2 MAU 3) N day retention 4) CTR
5 ARPU 6 CAC
1 Marice+place metrics
@ GMV @ take rate 3 AOV
4) contribution margin 6) Liquidity 6) MPS
Average time for fulfillment
(E) 1. orders Rulfilled