# How to organize a Research team

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# Why talk about this?

2015 - 2018 Data/Research Scientist + Head of Research at Feedzai

- 2012 - 2015 Research Scientist at Priberam

- 2018 2019 Consultant at Pionér Labs, Oslo

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- Different transfer processes

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- 2015 2018 Data/Research Scientist + Head of Research at Feedzai
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- (Data Engineer / Data Scientist) ratios in [0, 2]
- Different transfer processes
- Less than half of successful projects actually implemented

# How are Research teams born?

- Product Manager
- Frontend
- Backend
- UI Designer

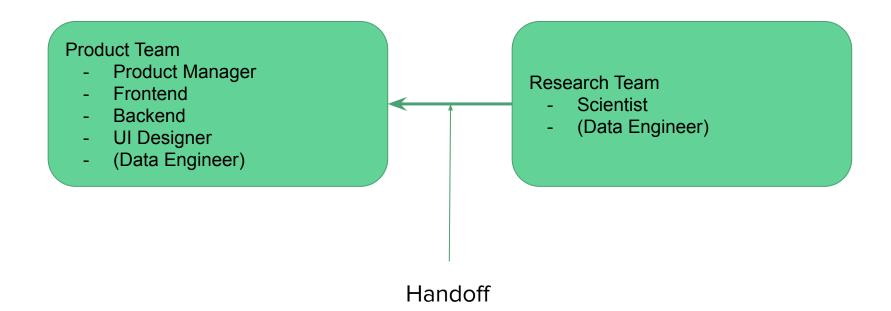
## Research Team

- Scientist

- Product Manager
- Frontend
- Backend
- UI Designer
- (Data Engineer)

## Research Team

- Scientist
- (Data Engineer)



## Two concepts

## Successful project vs. successful transfer

- + Successful project: you want to put it in your product
  - + E.g. "Algorithm B is a one-line change from our current algorithm A and improves accuracy from 50% to 80%"

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  - + E.g. you can run an A/B test in production between the two algorithms

## Successful project vs. successful transfer

- + Successful project: you want to put it in your product
  - + E.g. "Algorithm B is a one-line change from our current algorithm A and improves accuracy from 50% to 80%"
- + Successful transfer: it actually gets put into your product
  - + E.g. you can run an A/B test in production between the two algorithms
- + Not considered
  - + Novelty / papers / patents
  - + Thought leadership / marketing value
  - + "Let's try this script we got from Research"

## Some anecdotal data!

+ I've researched/managed 22 projects

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- + Of which 16 were **successful projects**

- + I've researched/managed 22 projects
- + Of which 16 were successful projects
- + Of which 7 were successfully transferred

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Research Team

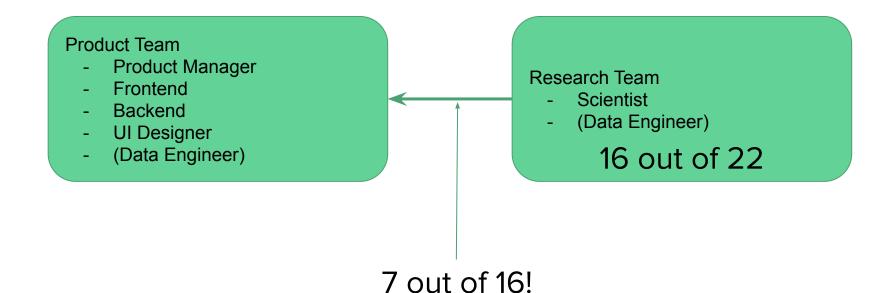
- Scientist
- (Data Engineer)

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Research Team

- Scientist
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16 out of 22



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- Backend
- UI Designer
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#### Research Team

- Scientist
- (Data Engineer)

16 out of 22

## 7 out of 16!

## Approaches:

- Dedicated Engineer per Scientist
- Transfer the people
- Add to Product backlog

## Why are handoffs so difficult?

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  - + 3 out of 3 projects transferred (100%)
  - + Inefficient, not scalable

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  - + 1 successful project per researcher

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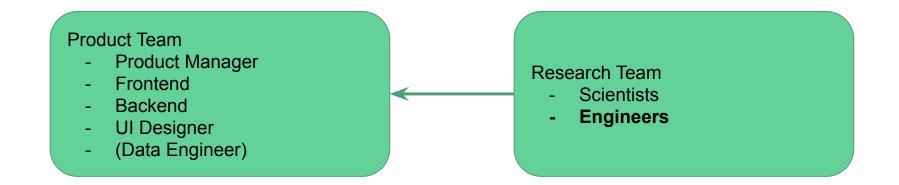
- + Dedicated Engineer per Scientist:
  - + 3 out of 3 projects transferred (100%)
  - + Inefficient, not scalable
- + Transfer the People:
  - + 4 out of 5 projects transferred (80%)
  - + 1 successful project per researcher
- + Add to backlog:
  - + 0 out of 8 projects transferred (0%)
  - + Cost too high for people who never worked on it

Alternative 1: Separate team

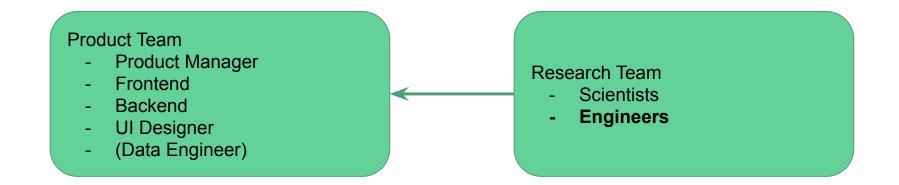
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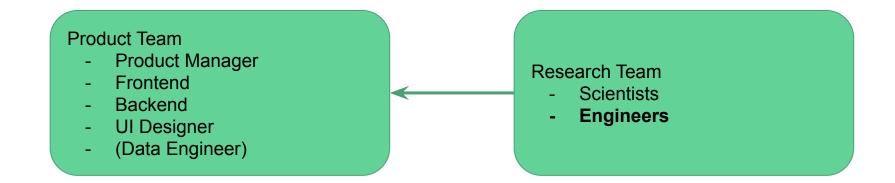
- Scientists
- Engineers



+ Handoff through APIs



- + Handoff through APIs
- + Still risks "sucking" Research into Product



- + Handoff through APIs
- + Still risks "sucking" Research into Product
- + ... but easy to convert existing team into this option

## Alternative 2: No team

- Product Manager
- Frontend
- Backend
- UI Designer
- (Data Engineer)

Research Team

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## Research Team

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## **Product Team**

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- Backend
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#### **Product Team**

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- Researchers should still report outside Product hierarchy
  - + Otherwise they risk just building Product

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## **Product Team**

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- UI Designer
- Scientist

#### Research Team

- Scientist
- (Data Engineer)

- Researchers should still report outside Product hierarchy
  - Otherwise they risk just building Product
- Consider having a Research guild/tribe for whiteboard discussions

# "We need Research" ≠

"We need a Research team"

## Thank you!