FEATURE PRIORITIZATION AND THE MVP

AGENDA

- Explain the importance of feature prioritization
- Apply prioritization techniques
- Design an MVP and a way to test it

FEATURE PRIORITIZATION AND MVP

WHY PRORIZE?

TOO MANY FEATURES = BAD USABILITY

You can't do it all.

...AND YOU DON'T WANT TO.



"I rule!" "Guess I'd better read the manual"

"Where the f*** did they put that?!"

"Now I can't even do the ONE SIMPLE THING I bought this for."

"I suck."

"So glad they added this!"

"Nice, but I wish it did more..."

"Cool!"

Feature Fatigue: When Product Capabilities Become Too Much of a Good Thing

A common way to enhance and differentiate a product is by increasing its number of features (Goldenberg et al. 2003; Mukherjee and Hoyer 2001; Nowlis and Simonson 1996), which provides greater functionality for consumers. This strategy has become especially popular as new developments in electronics and information technology (e.g., miniaturization and integration of electronic components) miniaturization and integration of electronic components) have enabled products to include more functions yet cost less and require less time to be manufactured (Freund, König, and Roth 1997).

Each additional feature provides another reason for the consumer to purchase a product (Brown and Carpenter 2000) and may add desired capabilities, but too many features can make products overwhelming for consumers,

leading to dissatisfaction and "feature fatigue." Anecdotal evidence suggests that consumers do not use all the features of the products they buy (Ammirati 2003), and even more significantly, empirical evidence indicates that consumers may experience negative emotional reactions, such as anxiety or stress in response to product complexity (Mick and Fournier 1998).

Why do consumers seem to make choices that do not maximize their long-term satisfaction? One potential reason is that consumers do not make a connection between increasing the number of product features and the difficulty of using a product. Another reason is that consumers understand that products with more features will be more difficult to use, but because features are bundled together, they are forced to buy features they do not want in order to obtain features they do want. Finally, consumers may understand that products with more features will be more difficult to use, but they may give ease of use too little weight in their purchase decisions.

In this research, we examine how consumers balance their competing needs for functionality and ease of use when evaluating products. First, we measure the effects of

^{*}Debora Viana Thompson is a doctoral candidate (e-mail: dthompso@ rhsmith.umd.edu), Rebecca W. Hamilton is an assistant professor (e-mail: rhamilto@rhsmith.umd.edu), and Roland T. Rust is David Bruce Smith rhamilto@rhsmith.umd.edu), and Roland T. Rust is David Bruce Smith Chair in Marketing, Director of the Center for Excellence in Service, and Chair of the Department of Marketing (e-mail: rrust@rhsmith.umd.edu),

LIMITED RESOURCES

EVERY PROJECT HAS RESOURCE LIMITATIONS



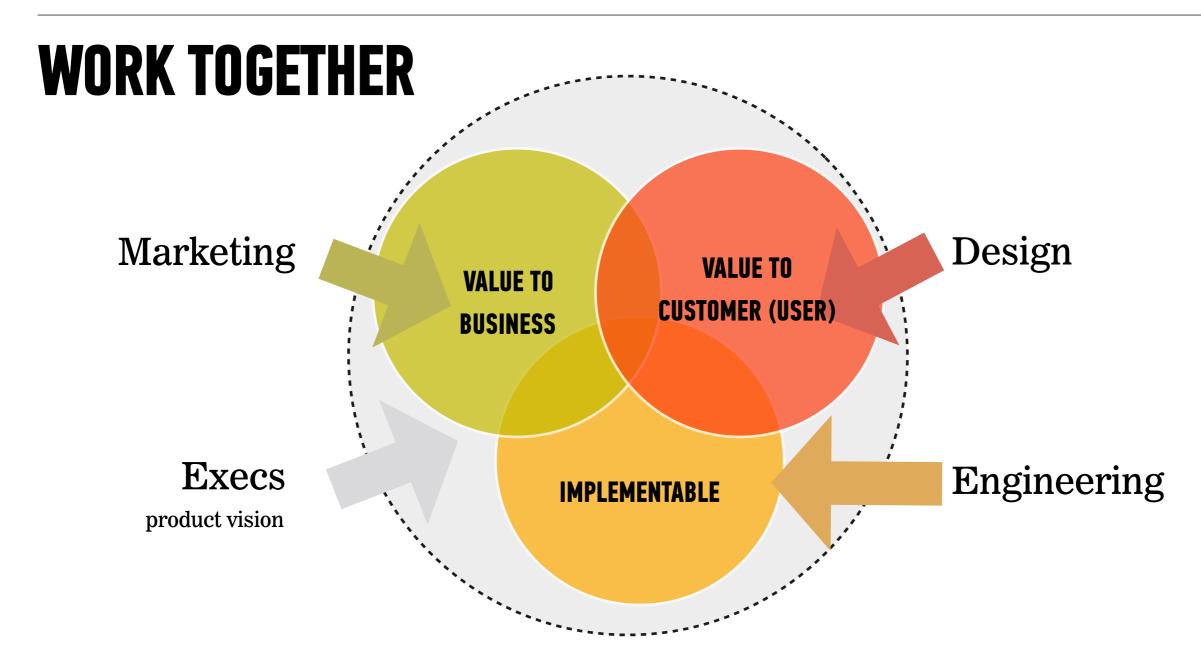




Money

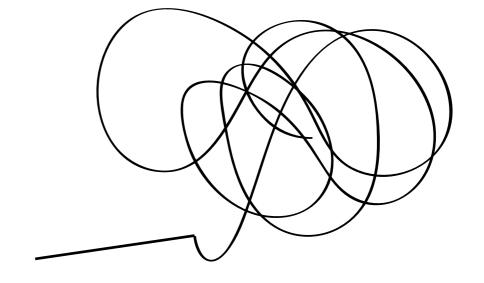


People



WE ARE PART OF THE PROBLEM

STEP 1 STEP 2 PROFIT



Business Planning

Design Process

WAYS DESIGNERS INCREASE SCOPE

- · "Yes, and..."
- "Wouldn't it be great if..."
- "How does Facebook do it?"
- "We just showed it to some users and..."

WHERE TO START?

Business Goals

- Stakeholder interviews
 - Business model
 - Success metrics
 - Most important metric

User Goals

- User research
 - Persona development
 - Primary persona
 - Most important scenario

WHERE TO START?

Business Goals

- Stakeholder interviews
 - Business model
 - Success metrics
 - Most important metric

User Goals

- User research
 - Persona development
 - Primary persona
 - Most important scenario



What is the <u>simplest</u> way to satisfy the business need and the user need?



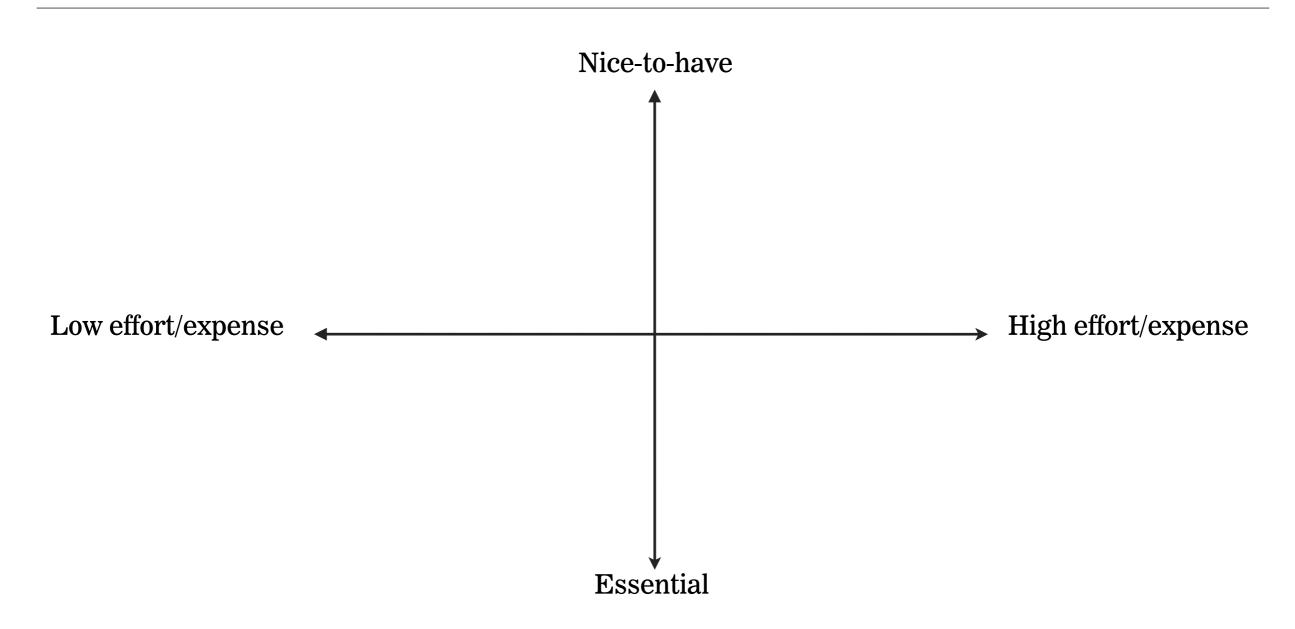
2 TIPS

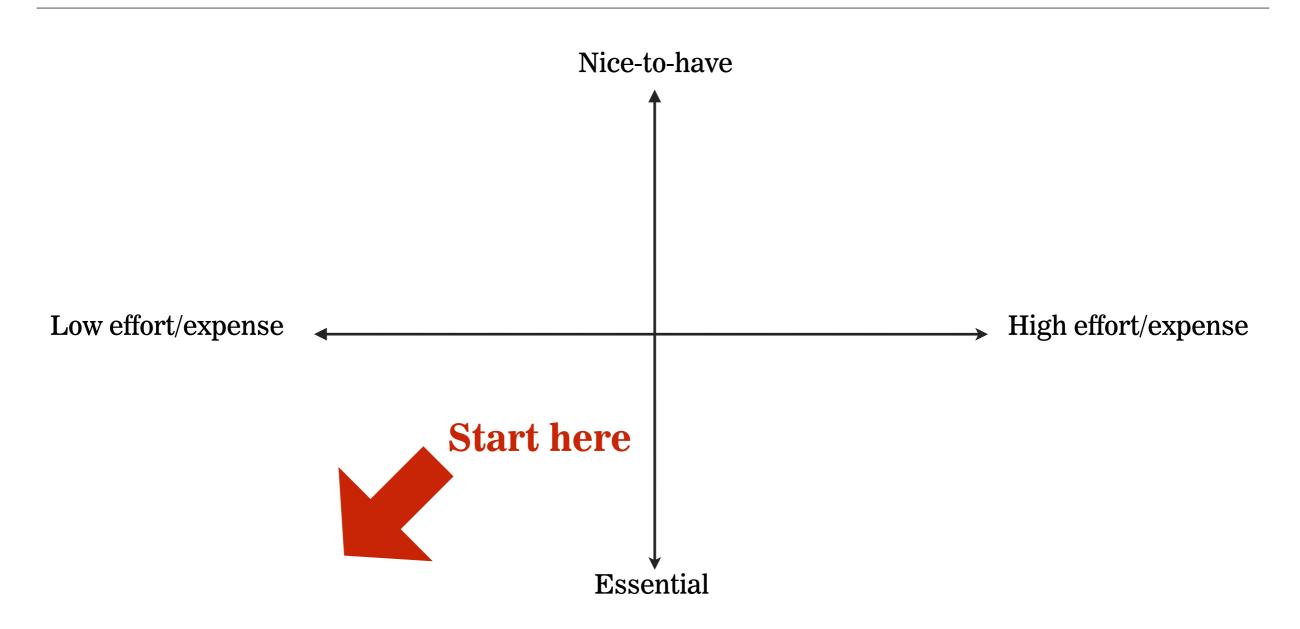
THE MOSCOW METHOD

Must have Should have Could have Won't have

THE MOSCOW METHOD

Must have
Should have
Could have
Won't have





ACTIVITY 20 min

PRACTICE

KEY OBJECTIVE(S)

• Identify the highest priority features for your Scrum project.

TIMING

5 min

1. List out the features being considered for your project

10 min 2. Use one of the previous methods to identify the most important features to focus on

5 min

3. Share your approach with class

FEATURE PRIORITIZATION AND MVP

MVPS

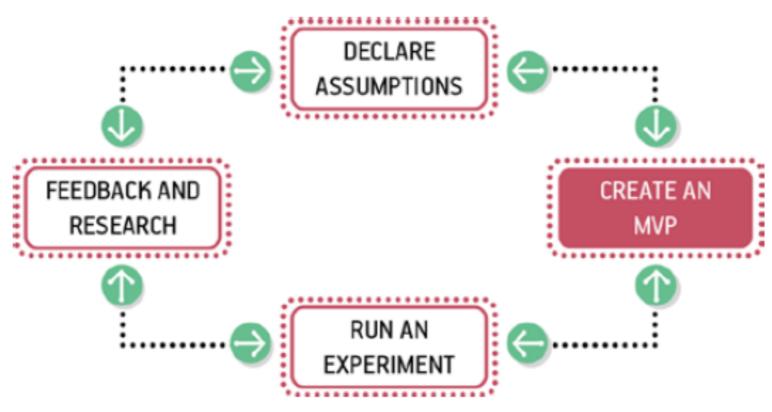


WHAT IS IT?

The most basic way to test a product idea

A tool for learning

Not necessarily fully functional



Lean UX





Minimal Viable Product does not mean "Ship anything without regard to how crappy it is."







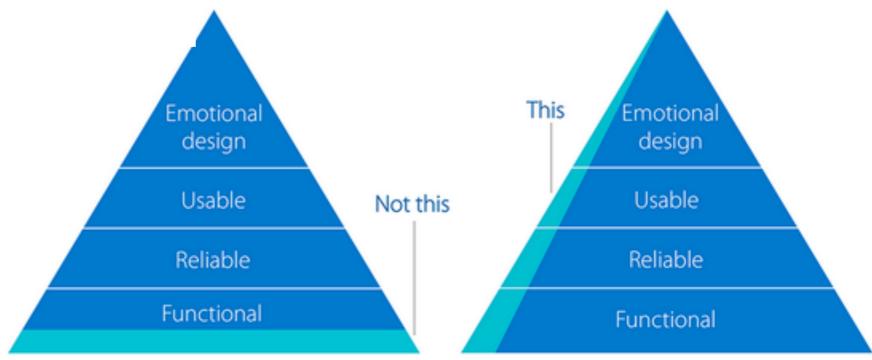
.@stephenanderson I've replaced the word MVP with the phrase "what's the smallest thing we can do to learn what we need to learn?"





RT @scott_kerr Great illustration for Minimum Viable Product: Build a slice across instead of one layer at a time #UX

Minimum Viable Product



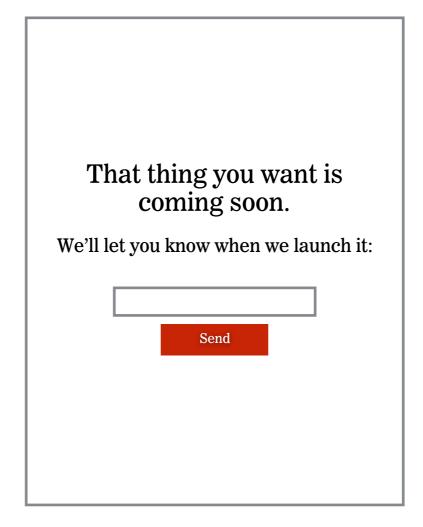
WHAT IS IT?

The most basic way to test a product idea

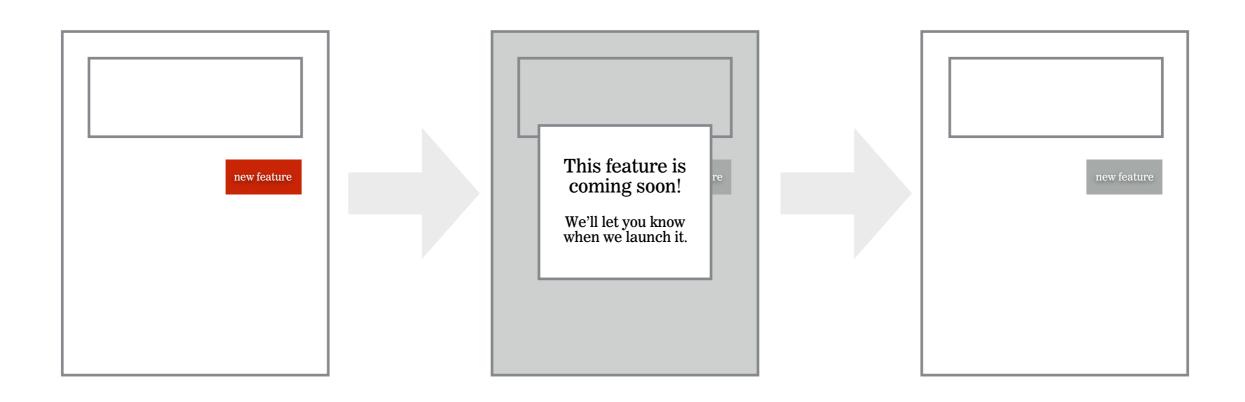
A tool for learning

Not necessarily fully functional

SITE SMOKE TEST



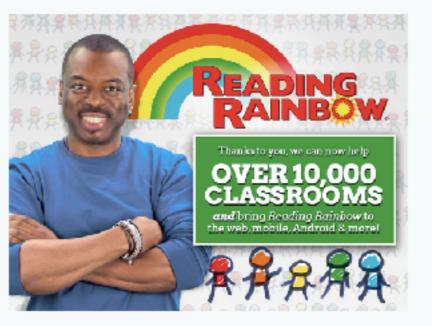
VARIATION: FEATURE SMOKE TEST



CROWDSOURCED

- Pre-order platform
- Gauging demand while receiving funding!
- Also serves as a PR tool.
- But! How do you create a compelling reward?





Bring Reading Rainbow's library of interactive books & video field trips to more platforms & provide free access to classrooms in need!

Ceated by LeVar Burton & Reading Rainbow



105,857 bankers pledged \$6,408,916 to help bring this project to life.

EXPLAINER VIDEOS



WIZARD OF OZ

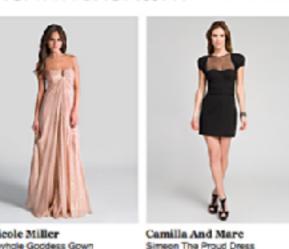
- "Pay no attention to that man behind the curtain."
- Gauging demand with little investment
- Gets your product to market before infrastructure exists



CONCIERGE

- Substitute a manual service for a digital product.
- Validate service while gathering requirements, learning about pain points, & opportunities
- Grow your business organically through referral until it reaches a tipping point

RENTTHERUNWAY love, wear, return.

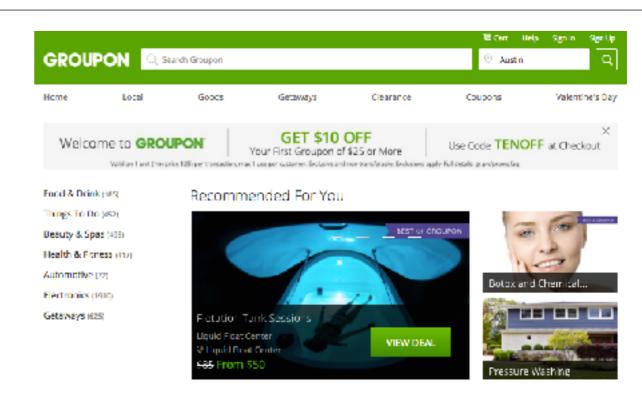




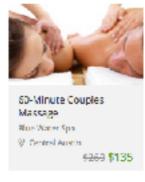


PIECEMEAL

- Putting together different technology that already exists
- Instead of delivering services manually, repurpose existing tools.
- Validate your solution, then build the features.

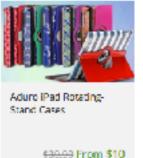














Groovy Automotive and Lube

9 Multiple Locations

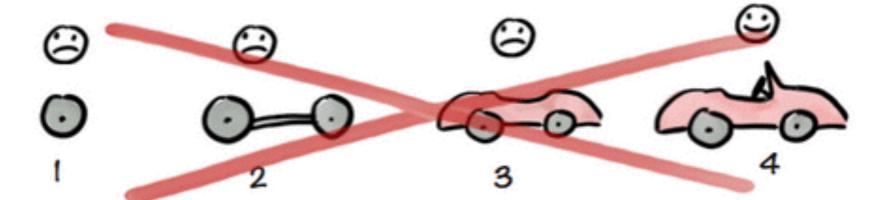
935 \$21

PAPER & INTERACTIVE PROTOTYPES

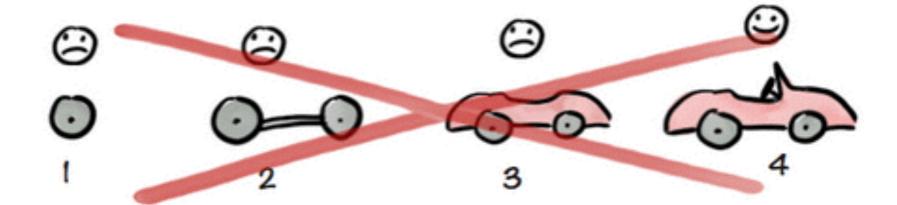
You got this.



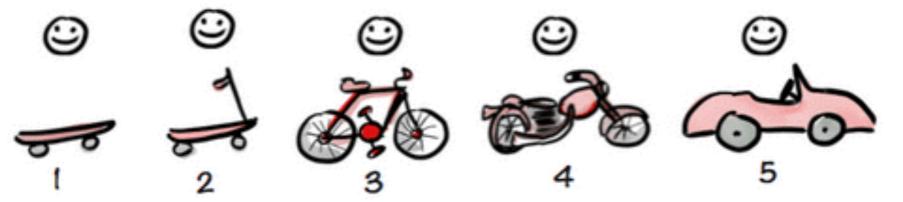
Not like this....



Not like this



Like this!





Minimum viable product (MVP) focuses on the wrong problem(s). Better to think in terms of minimum viable experience (MVE).



rasmusskjoldan @rasmusskjoldan - May 20, 2014

@williamlidwell I think most people building MVP's are definitely thinking about the experience all the time. I don't really see the diff?











William Lidwell @williamlidwell · May 20, 2014

.@rasmusskjoldan MVP is feature-centric. MVE is more holistic—includes brand, service, packaging, support, etc. critical for success.









View other replies



rasmusskjoldan @rasmusskjoldan · May 20, 2014

@williamlidwell That distinction might be useful for some but I think you're out of business if "product" is not planned holistically anyway











William Lidwell @williamlidwell · May 20, 2014

@rasmusskjoldan You *will be* out of business ... the idea is to frame the problem correctly before natural selection takes over.













Karl Smith

CEO Paradigm Interactions Inc. | Founder and Director, The User Centered Design Society | Futurist | Interim Director

Follow

Minimum Viable Experience (MVE), because the viability in an MVP is not Customer Centered

ACTIVITY 15 min

PRACTICE

KEY OBJECTIVE(S)

Identify your MVP for your Scrum project

TIMING

10 min 1. Identify the core feature(s) that should comprise your MVP.

5 min 2. How would you test this?

Site smoke test

Wizard of Oz

Concierge

Piecemeal

Crowdsourced

Other prototypes

FEATURE PRIORITIZATION AND MVP

