

What is this?

The **Final Cut Canvas** is an agile decision-making tool designed to cut through the complexity of analysis paralysis and help individuals and teams make swift, intuitive choices.

This canvas encourages narrowing down a myriad of options to the most straightforward and impactful ones.

How to use?

1 LIST : Start with listing different strategies, solutions, or ideas, each on a separate card.

2 EVALUATE : Evaluate each card through the lens of three critical variables: simplicity, impact, and likelihood.

3 GO : The goal is to identify which option, given your context, is the easiest to implement, has the potential for the greatest positive effect, and is the most probable to succeed.

The canvas serves as a navigator, steering you away from the perils of overthinking and towards a practical, good-enough solution without requiring exhaustive consideration of every possible variable.

This template will guide you into making efficient, gut-driven decisions – those that promote action over endless rumination.

Expect to streamline your decision-making process in a way that's both quick and comprehensive (typically requiring no more than 15–20 minutes).

When to use?

Turn to the Final Cut Canvas when you find yourself or your team bogged down in decision-making, unable to move forward because of competing priorities or overabundant information.

It is especially useful in these situations:

- When facing a tightly constrained timeline and a decision can't wait.
- During problem-solving when each new piece of information seems to add another layer of complexity.
- If an issue has become so convoluted that simply identifying the next actionable step feels like an insurmountable challenge.

Feedback?

Looking forward to how can we improve this template for all you dear practitioners out there.

Let us know:

[Practist Team](#)

OR

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1

List

List one idea per card

TIME

This solution is the fastest to implement
This root cause is the fastest to verify
This option is the fastest to check

PROBABILITY

This occurrence is the most probable
My gut feeling tells me that this is most likely
I feel like this is the case

2

Assess

Assess how many
aspects the card fulfills

3

Go

Go with the card that
fulfills all 3 aspects

IMPORTANCE

This has the biggest potential
This delivers the most value
This has the biggest impact

HOW TO USE

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1

List

List one idea per card

TIME

This solution is the fastest to implement
 This root cause is the fastest to verify
 This option is the fastest to check

Users are not
 incentivised enough to
 leave a comment in the
 store

2

Assess

Assess how many
 aspects the card fulfills

3

Users would like to rate the
 app, but they can't access the
 feature to do it, even though
 this feature was developed

PROBABILITY

This occurrence is the most probable
 My gut feeling tells me that this is most likely
 I feel like this is the case

Rating option is
 blocked on the
 app store level

Users not only don't
 rate the app, but also,
 they don't use it

IMPORTANCE

This has the biggest potential
 This delivers the most value
 This has the biggest impact

HOW TO USE

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