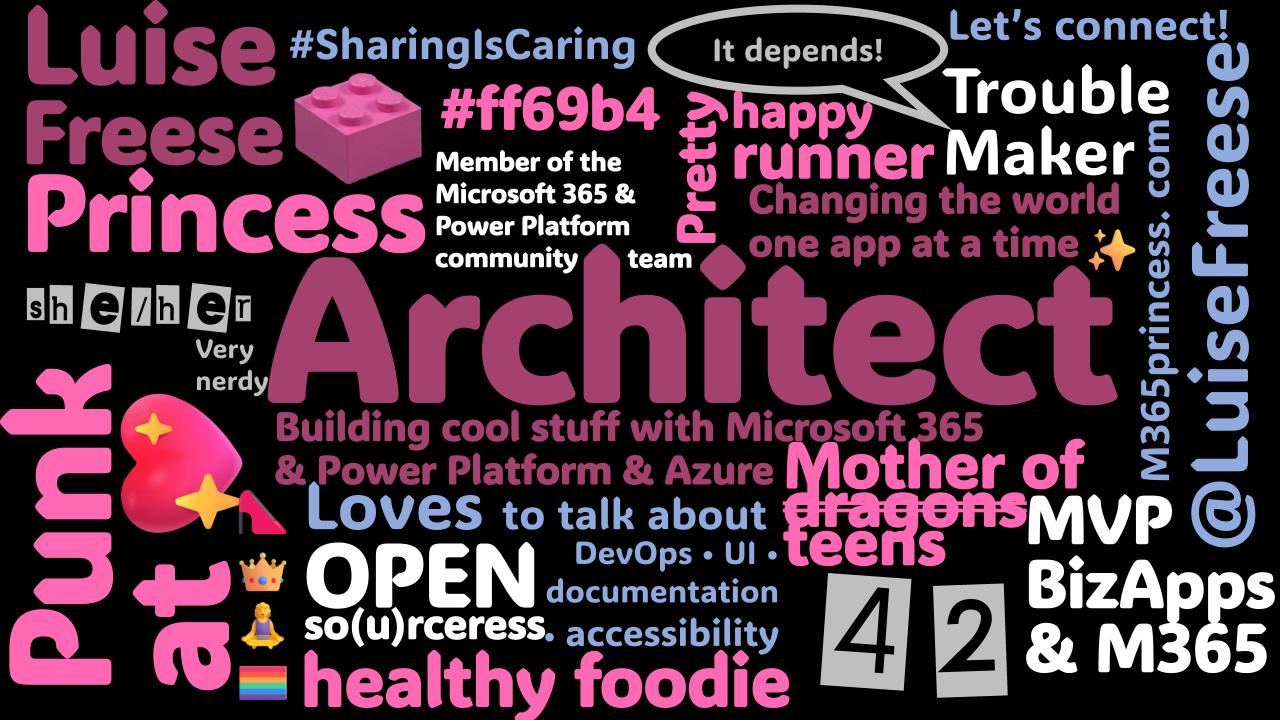
How your minimal lovable product will delight your users



Once upon a time...

- Bloated products with not a lot of value
- Waterfall approaches
- Meh

7 Stages of Waterfall





2 WILD ENTHUSIASM



3 TOTAL CONFUSION



4 DEATH MARCH



THE SEARCH FOR THE GUILTY



THE PERSECUTION OF THE INNOCENT



7 THE PROMOTION OF THE INCOMPETENT





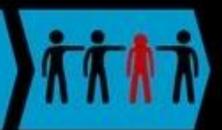
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5 THE SE

THE SEARCH FOR THE GUILTY



THE PERSECUTION OF THE INNOCENT



7

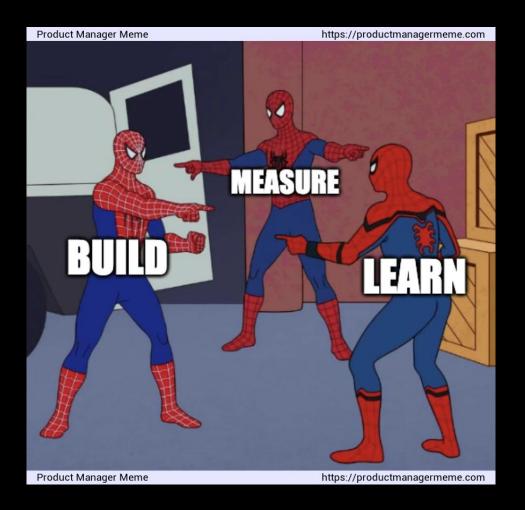
THE PROMOTION OF THE INCOMPETENT

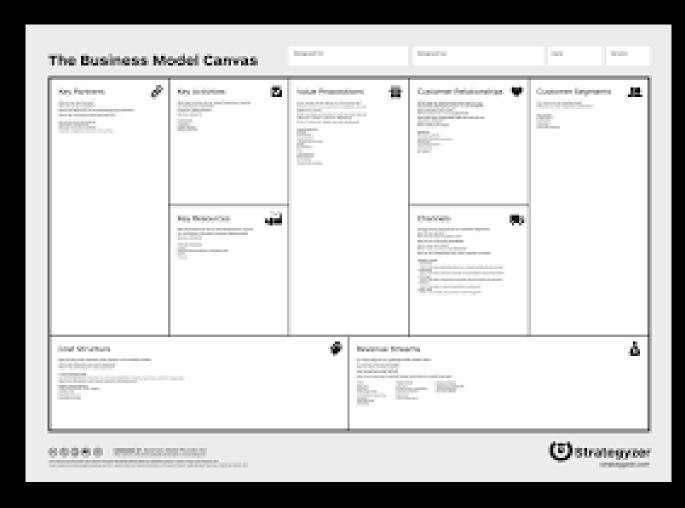


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Chris Chan @c2reflexions http://c2reflexions.com

Then Lean Startup happens



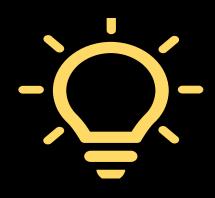


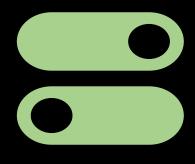


Minimal Viable Product

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Minimal viable product?







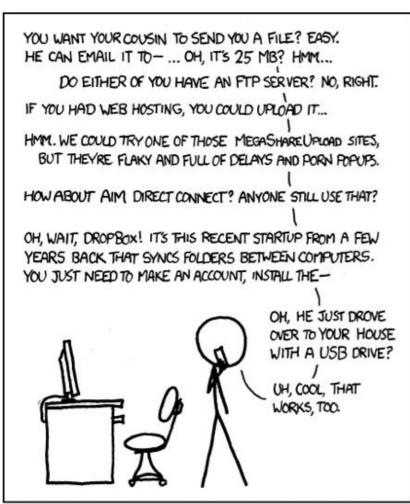
Collect the max amount of insight with the least effort

Only a rudimentary functioning version

Don't waste time, money, effort (and coffee)

Lean bs

"If You're Not Embarrassed By The First Version Of Your Product, You've Launched Too Late"



I LIKE HOW WE'VE HAD THE INTERNET FOR DECADES, YET "SENDING FILES" IS SOMETHING EARLY ADOPTERS ARE STILL FIGURING OUT HOW TO DO.



It wasn't even a product - yet!

Most MVPs

- Low investment in UX and Design
- Low standards for reliability
- Low accessibility
- Low efforts on usability



Danger

- Users don't feel addressed
- They don't consider this product to be solving their issue
- They don't feel connected



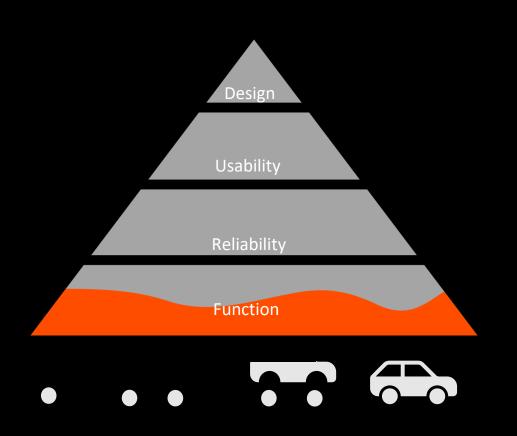
You created distance between your product and your user by design (meh)

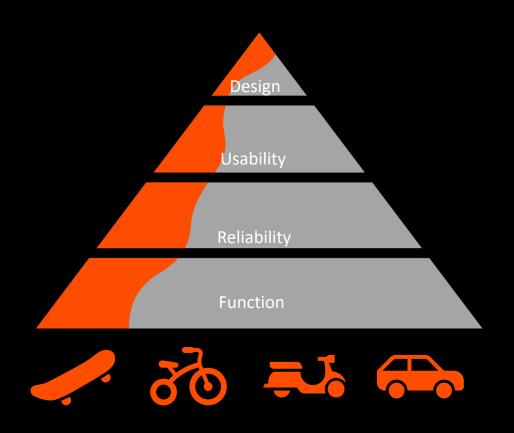
MVP

- •Goal is to learn about a business model
- •Not necessarily a viable product that solves a customer problem
- •Not even necessarily a product at all

Don't do this

Also don't do this





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"It was pink and it had rainbow-colored tassels hanging off the handle grips and a bell and this big white basket with those plastic daisies stuck"



So tell me what you want what you really really want



Emotional response

You can't have it all - Pick 2



Don't boil the ocean?!*

- Complicated (= mechanistic): 100% solvable with the right expertise/technical skill
- Complex (= interconnected, dynamically changing, non-deterministic): solutions may only be guessed at and shown to work in retrospect

Let's level up

- technical core + promising of the product
- Get the audience hooked



* Are you old enough to recall that sound?

Build a minimal l\vable product

- Have a viable product to extend it
- Focus on what users will love
- Find that tiny little detail
- Timebox your efforts



Don't fall into the "Marketing can fix that later" trap!

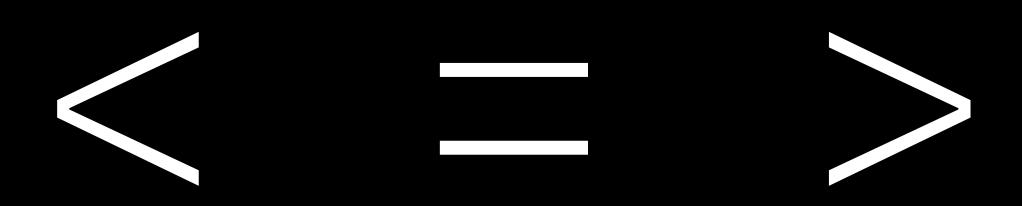
Emotional response needs to be baked into our product

- It's not the icing on the cake.
- Not the sprinkles.
- Not the whipped cream.
- Not the cherry on top.
- It's in the quality of the recipe, the art of manufacturing, and the secret ingredient love.

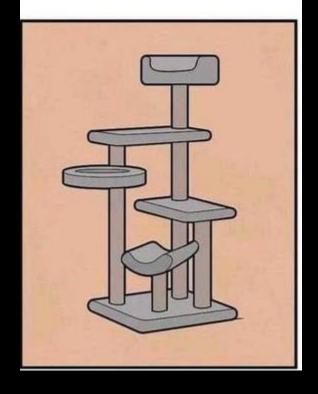
Also don't fall into the "let's add another feature" trap!

Also don't fall into the "let's add another feature" trap!

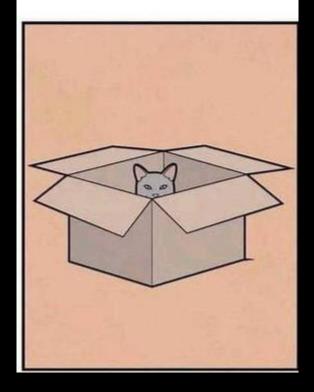
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Product features



User needs



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We buy on emotion and justify with logic



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Better chances for

- Higher price point
- Organic growth
- Access their data
- Emotions are recession proof

What happens if we want to deliver an MLP instead of an MVP?

- Focus shifts from feature centered thinking > user centric perspective
- Still it stays minimal which means we want to touch base with users asap

A comparison

MVP - explains what it could do

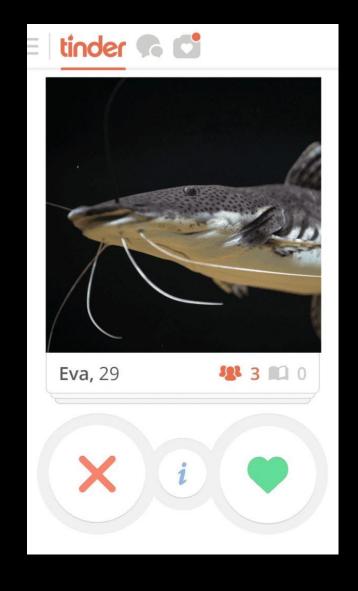
- Go live of the idea of a product
- Validate the need of a product
- Focus on product and its core features

MLP - invokes the emotion to be needed

- Go live of the promise of solving a problem
- Trigger the need for the product
- Focus on target audience and its needs

Some more examples

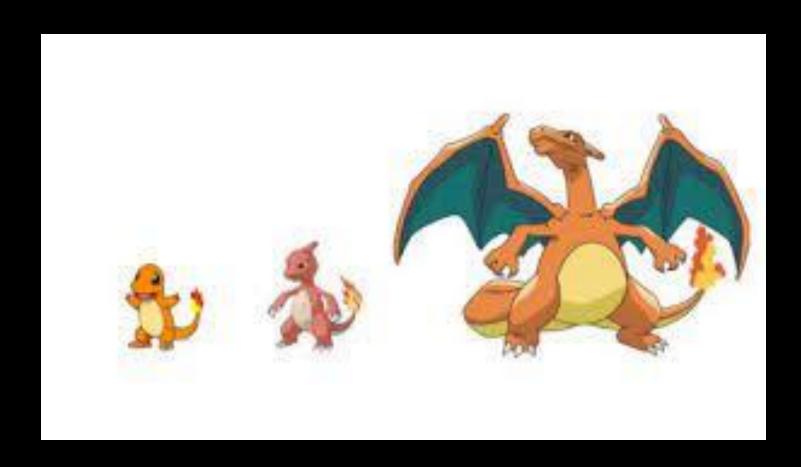
- The swipe-right on tinder*
- Infinite scroll (everywhere)
- Unsend button on gmail
- Google.com



* Yeah I know, nobody is on Tinder, but everyone knows that experience ©

What's better?

IT DEPENDS!



Do you want to build a solution?

- MLP = MVP ★ •
- Empathy is key
- Find balance between what people will love and the urgency to enter the market asap

Recap

- Go find that smallest, simplest add-on to your already viable product that makes users fall in love with it!
- Constraints are an opportunity to be creative!
- Add the tassles, flowers, glitter to the bike!
- Have fun!

Thank you! Enjoy the rest of the conference, see you tonight at the party.

Don't make customers happy, make happy customers!

And now go find a cupcake 🚔 *



Homework

- Rate the session I'd love to comeback next year!
- Download the slides!
- Share on socials what you liked the most about this session #ExpertsLiveNL