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# Technology Work Sample Task

# IEUK 2020 – Technology

## Work Sample Briefing



### The Task:

You've recently begun working as a Product Manager for a large UK Bank. A Senior Executive has asked you to plan the release of Facial Verification into the customer banking app sign-in process. You have joined the Senior Executive in the Design Sprint to gather the project requirements and the scoped user stories planned for the first iteration.

After an initial market review, you have found that there are no 'off the shelf' products that are suitable and so you need to build the feature in-house.

Using what you have learned, break down the new feature into user stories, and create a plan for its build, testing, and release, using two teams.

# IEUK 2020 – Technology

## Work Sample Briefing

### Instructions

1

Research the current market of facial verification services in mobile devices/apps

2

Describe the research you would undertake to define the key user stories and create a list of the most likely user stories and what you think would need to be included

3

Define a project management plan for how you will take the new feature from concept to release

### Core Deliverables

#### **A one-page summary, including:**

- A high-level project summary showcasing the overall aim of the project and what a successful project would look like
- Key feature and security considerations / risks to be aware of with facial verification technology
- Core User Experience considerations for the design of the feature

#### **A one-page user story summary, including;**

- The top user stories that you believe would have come out of the Design Sprint that will be required when building the facial verification software for the app
- A breakdown of the user stories into Sprints to inform your project planning
- The inclusion of each user stories level of difficulty and its acceptance criteria

#### **A one-page project management plan of how the feature will be created, including:**

- The rough guide to the team you will require for the build and what their roles would be
- A release plan taking into account the software development cycle and the sprints required for completion

#### **A one-page communications plan, including:**

- The different stakeholders involved and how you plan to minimise the project's complexity

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### Tips:

Take your time to do research on the product; understand how facial recognition technology works and any potential vulnerabilities

Consider the different users of a banking app and how this new feature may impact their user experience (it could even be negative!)

Research Agile methodologies and user story creation – keep it simple but make sure the requirements are captured in a format that your engineering team can work with.

Make your user stories user focused (obviously!). Remember to use this simple format:

"As <user>, I want <what do they need to do?> so that <why do they need to do it?>"

(i.e. As a student on IEUK, I want to be able to simply download the work sample so that I can practice the skills I have been taught.)

Don't forget to include a title slide, a contents slide, your three key deliverables, and a closing slide.

