

Product Delivery & Organizational Structure

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#KCDC16

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My Perspective



Expected Outcomes

Have conversations about your product

Grow awareness on constraints on learning

Ideas on addressing constraints

We Build Products

What is a product?

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What is your product?



Knowing Your Product

What is our product?

Who uses our product and how?

What problem(s) does our activity help with?

Which do you think has product alignment?

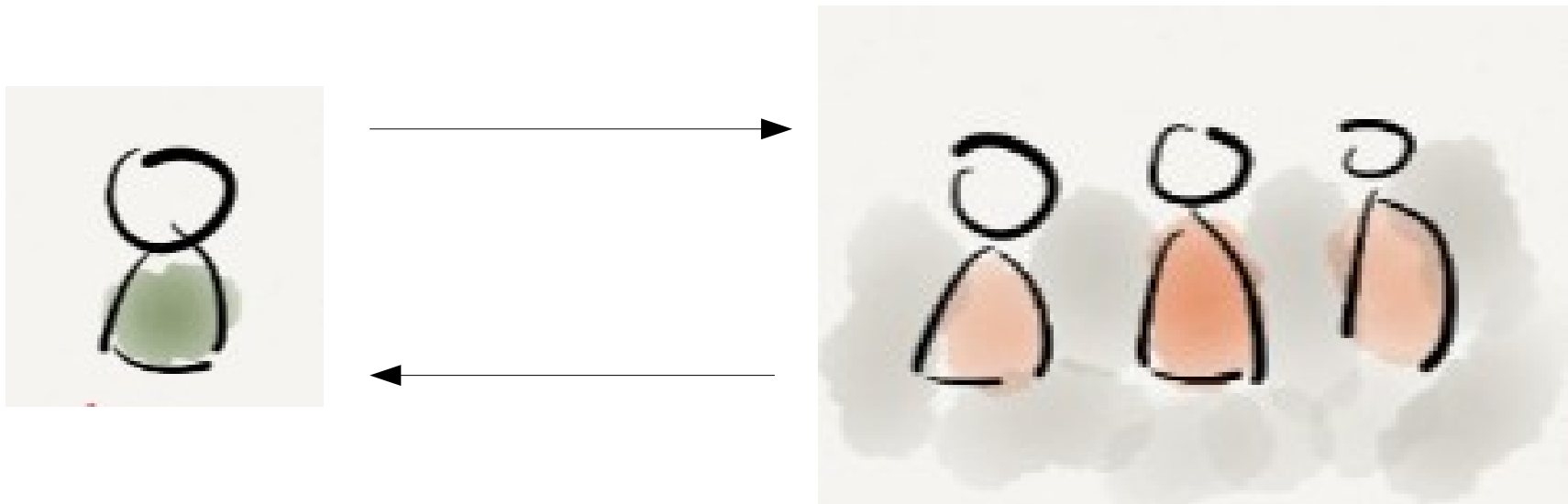
'CME Group is the world's leading and most diverse derivatives marketplace, handling 3 billion contracts worth approximately \$1 quadrillion annually (on average).'

<http://www.cmegroup.com/company/history/>

'Hipmunk is the fastest, easiest way to plan travel.'

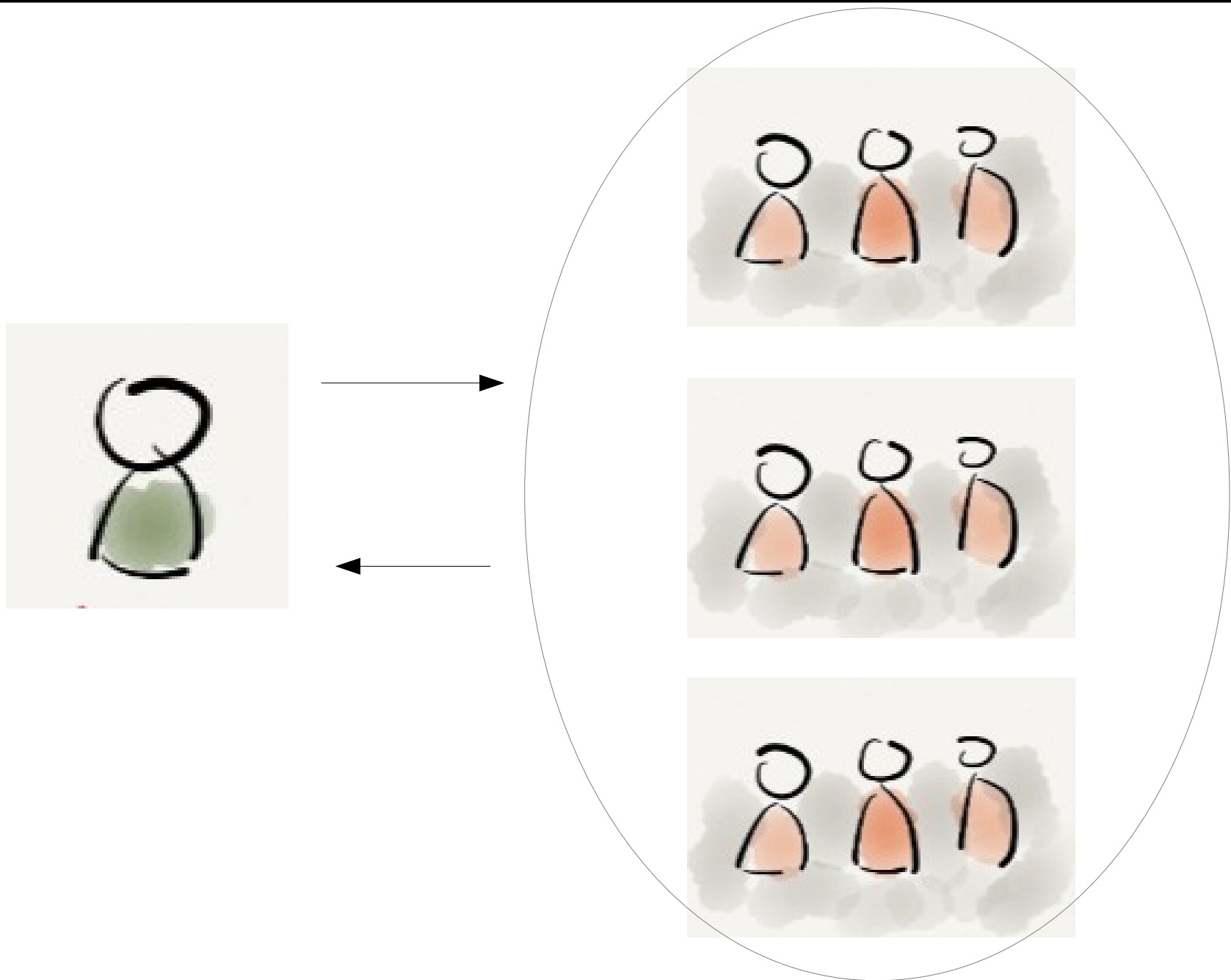
<https://www.hipmunk.com/about>

One Team - One Product

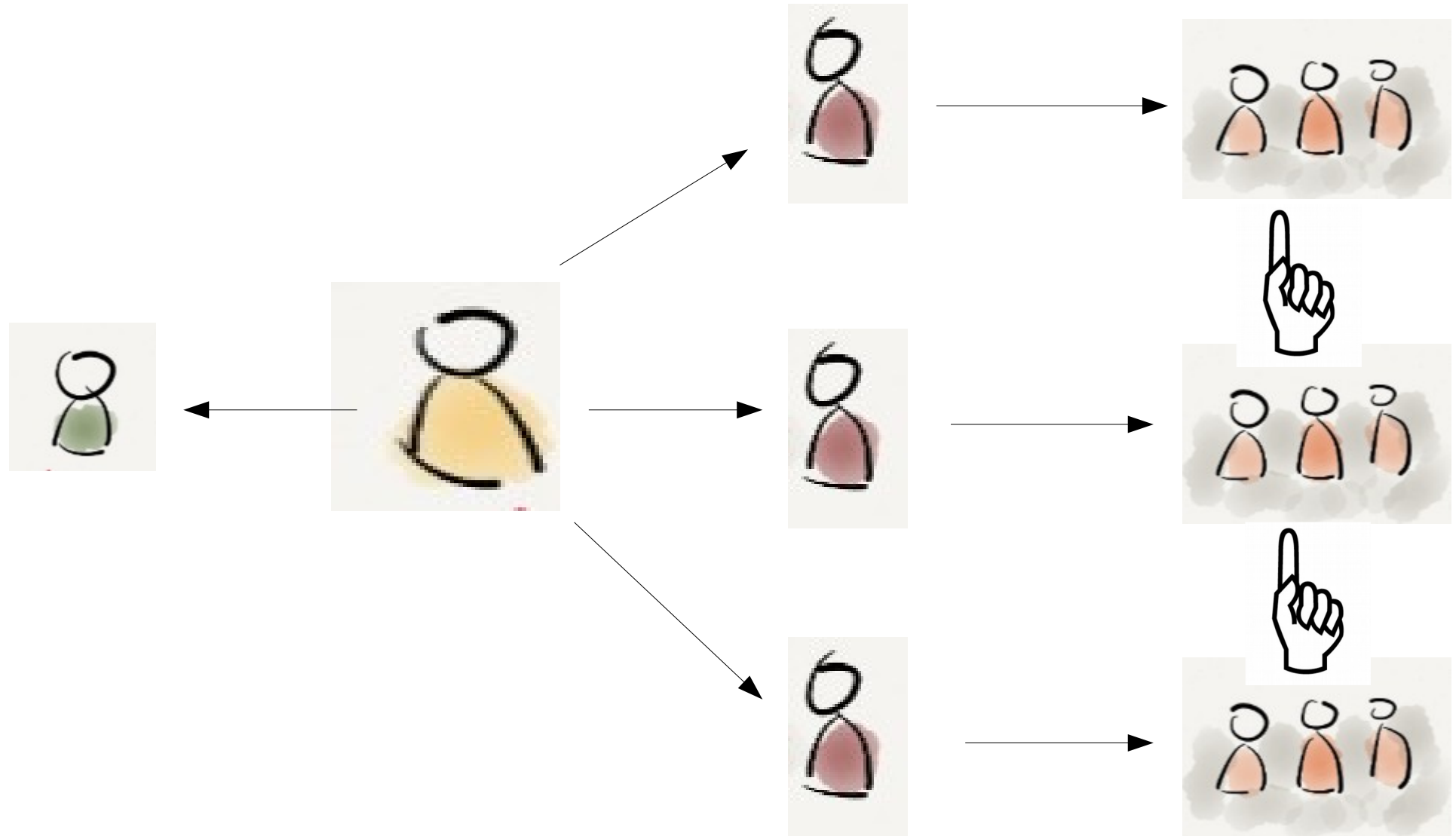


The Focus is on Growing the Customer
Learning what works

Many Teams - One Product

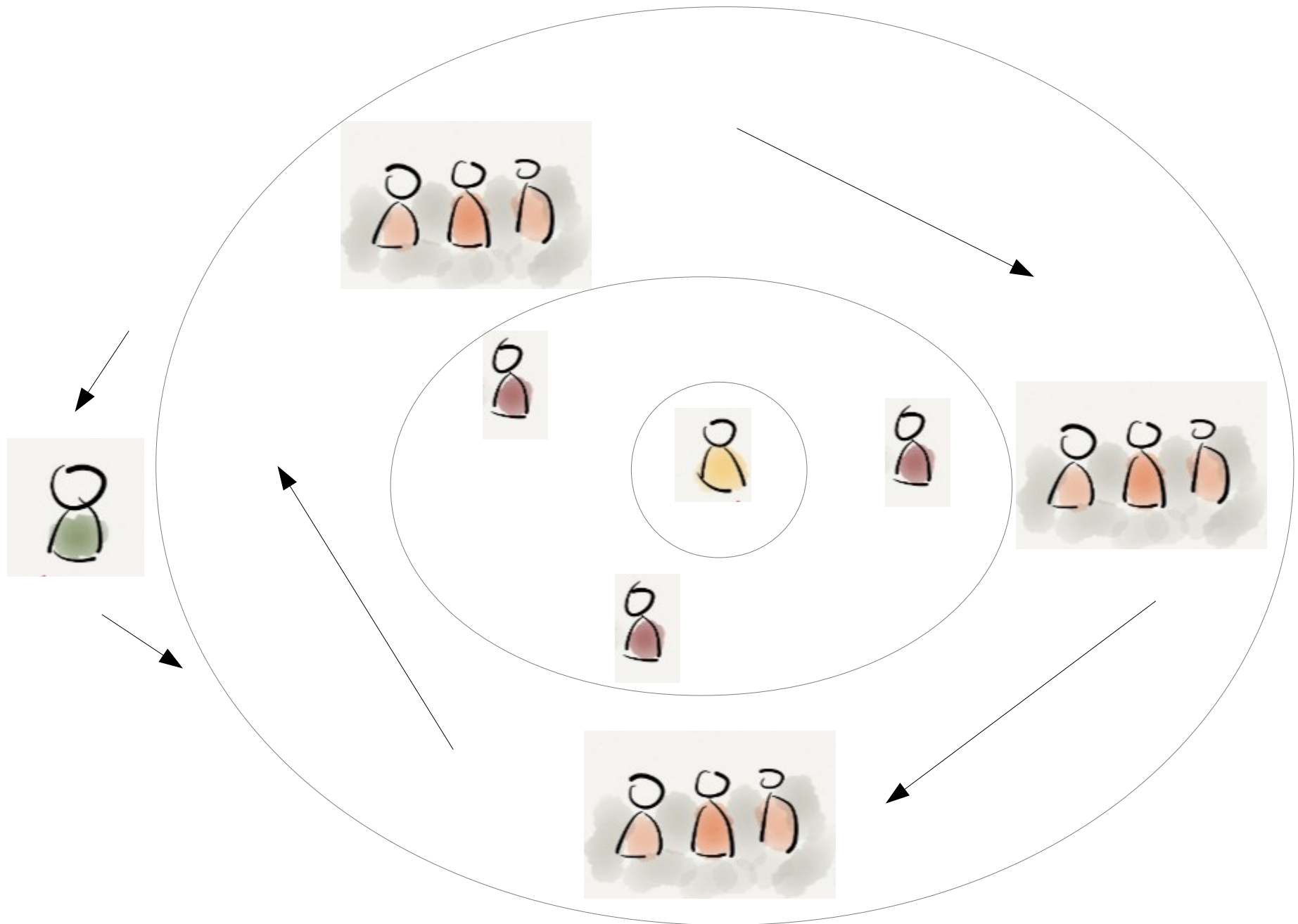


What to look out for

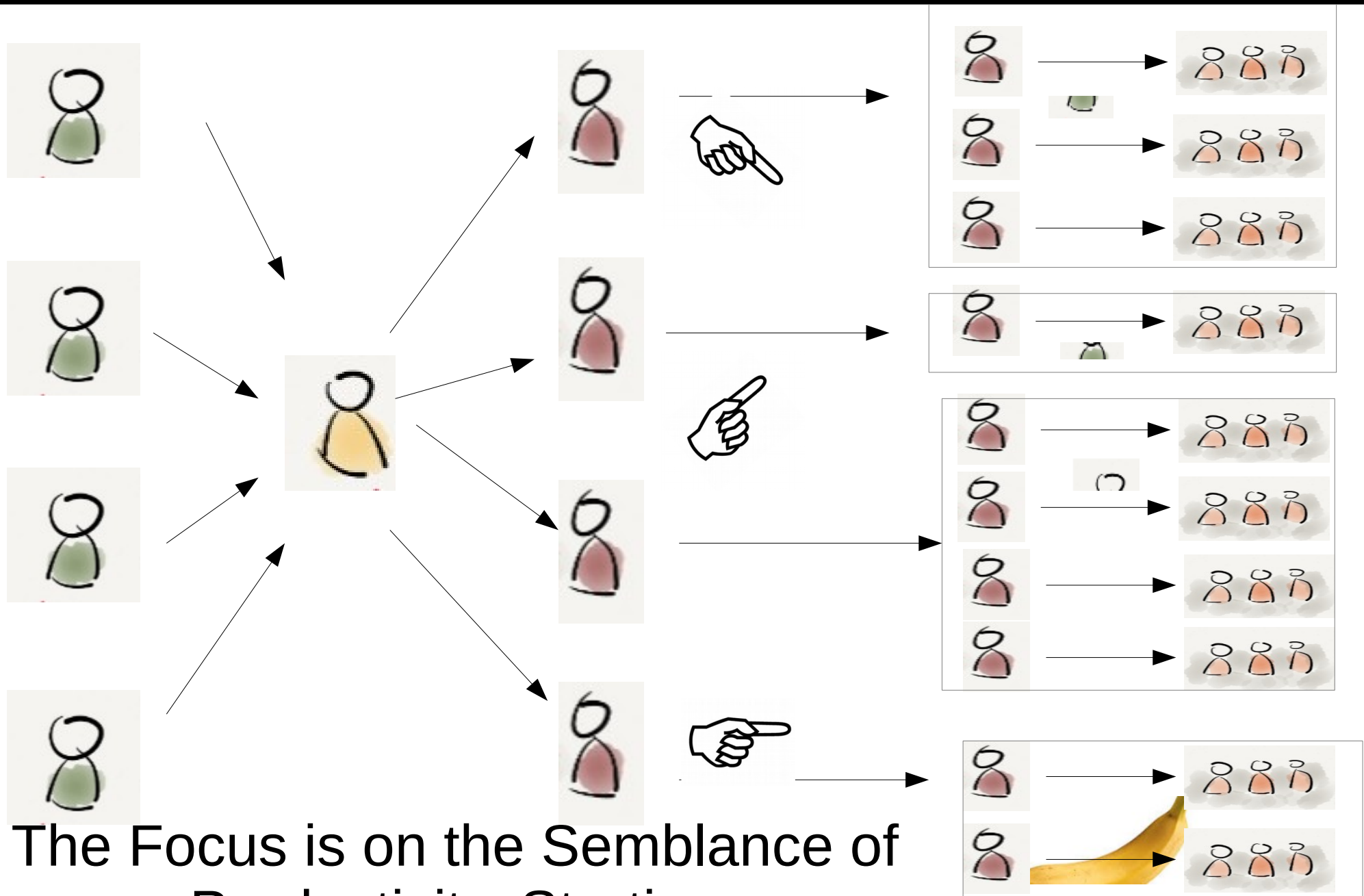


The Focus is on Growing the Teams & Pointing the Finger

What might help



Many Teams – Many Products

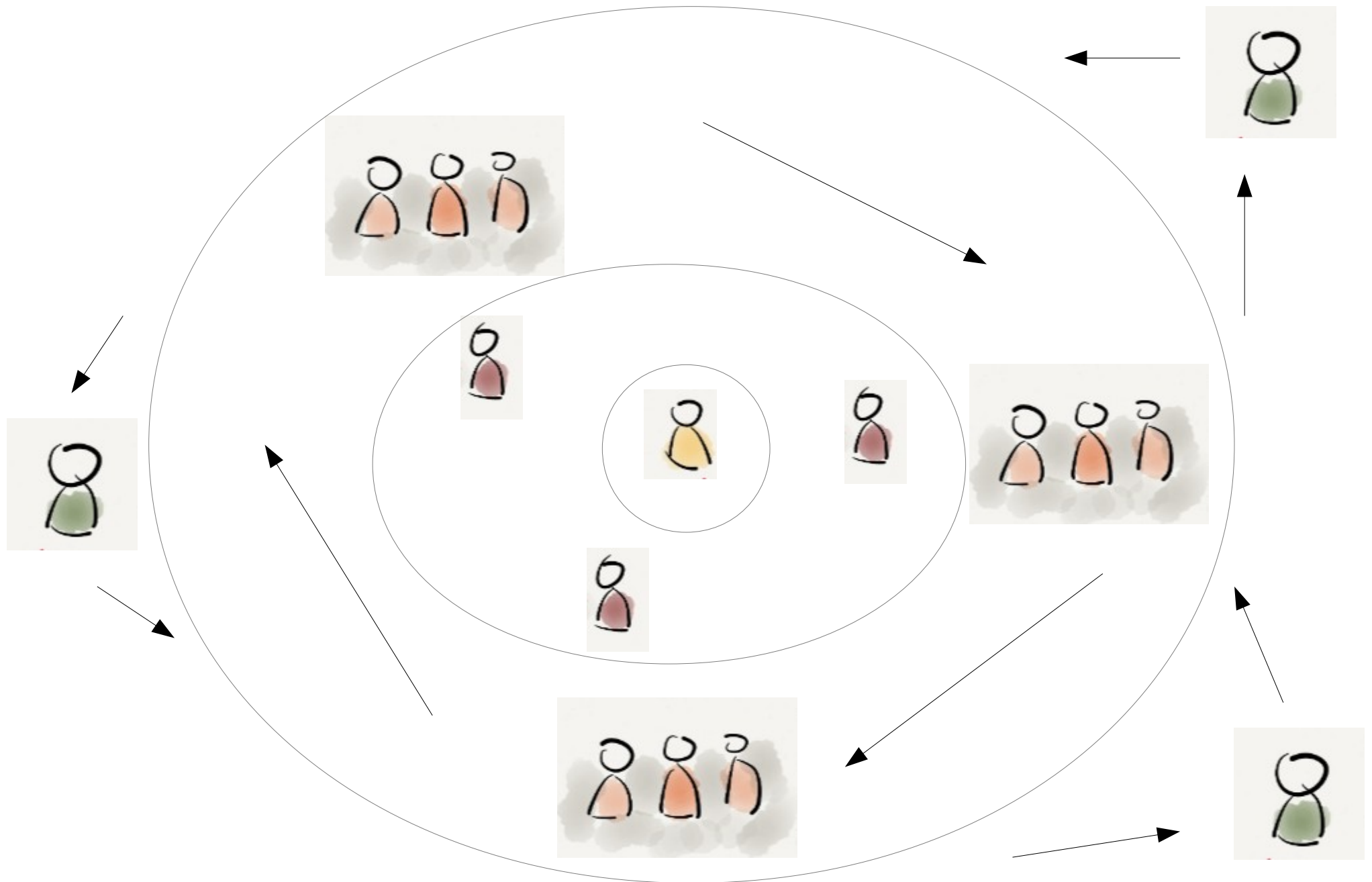


The Focus is on the Semblance of Productivity, Starting

Time hits ... And you get this



What might help



Grow Collective Product Ownership

As number of people grow

Safety in environment (build, deploy)

Access to knowledge

Product alignment

Constraint is slowest moving skill

As number of teams grow

Grease the gears

Simplify communication channels

Amplify communication channels

Product Alignment

Constraint is slowest moving team

As number of products grow

Communities over owners

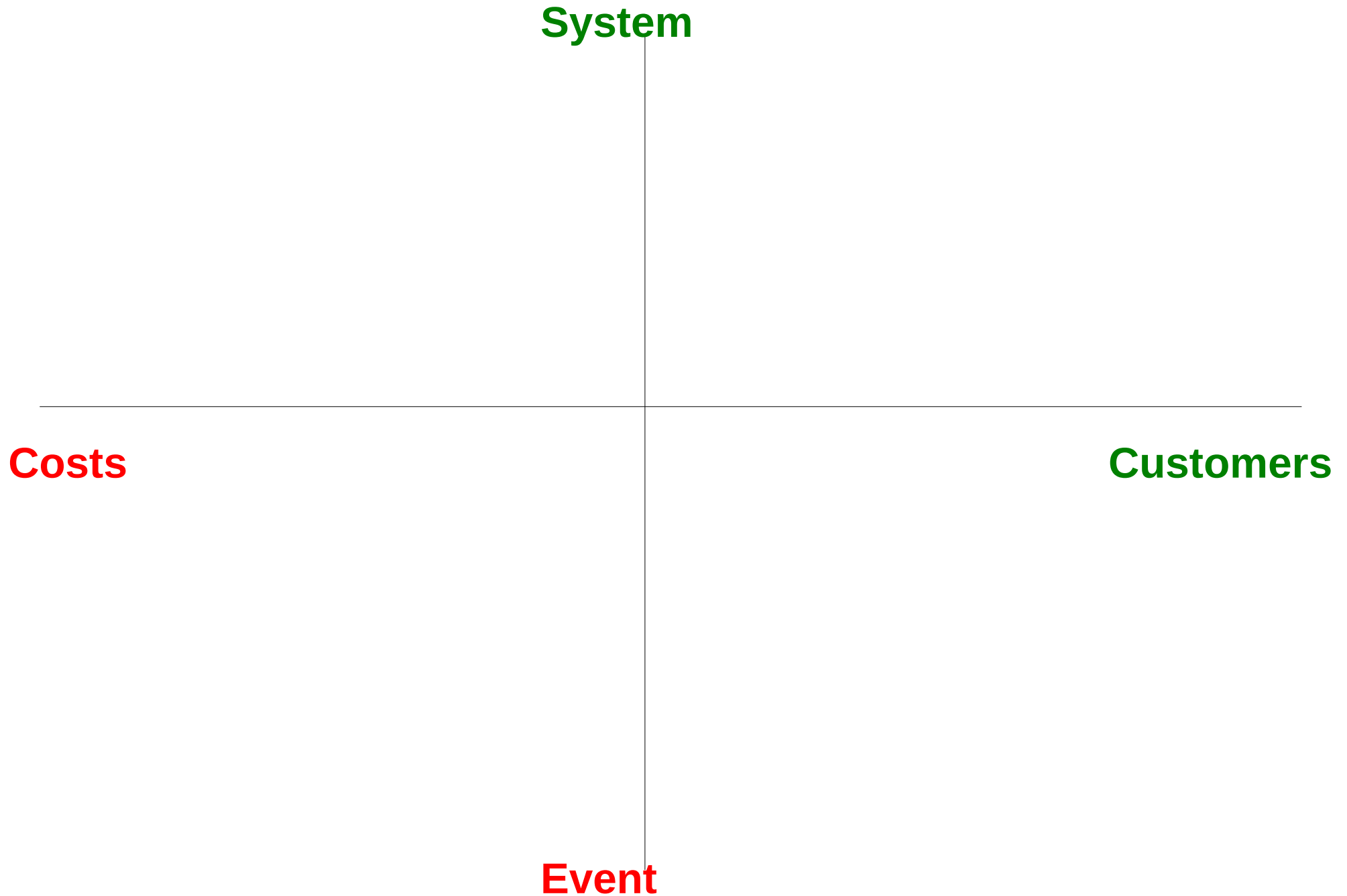
More dynamic teams

Product refactoring

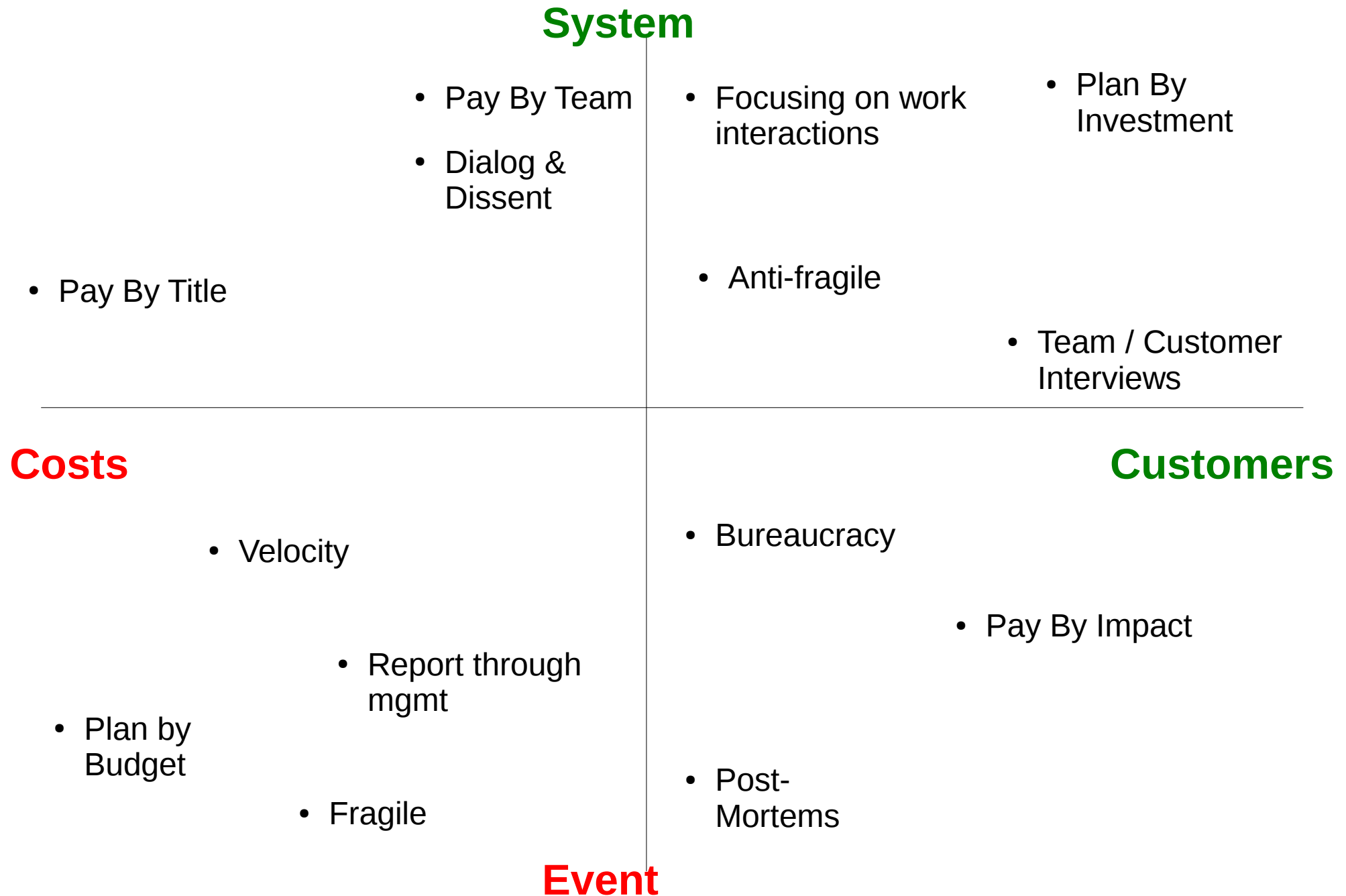
Constraint is slowest moving product

Grow Trust

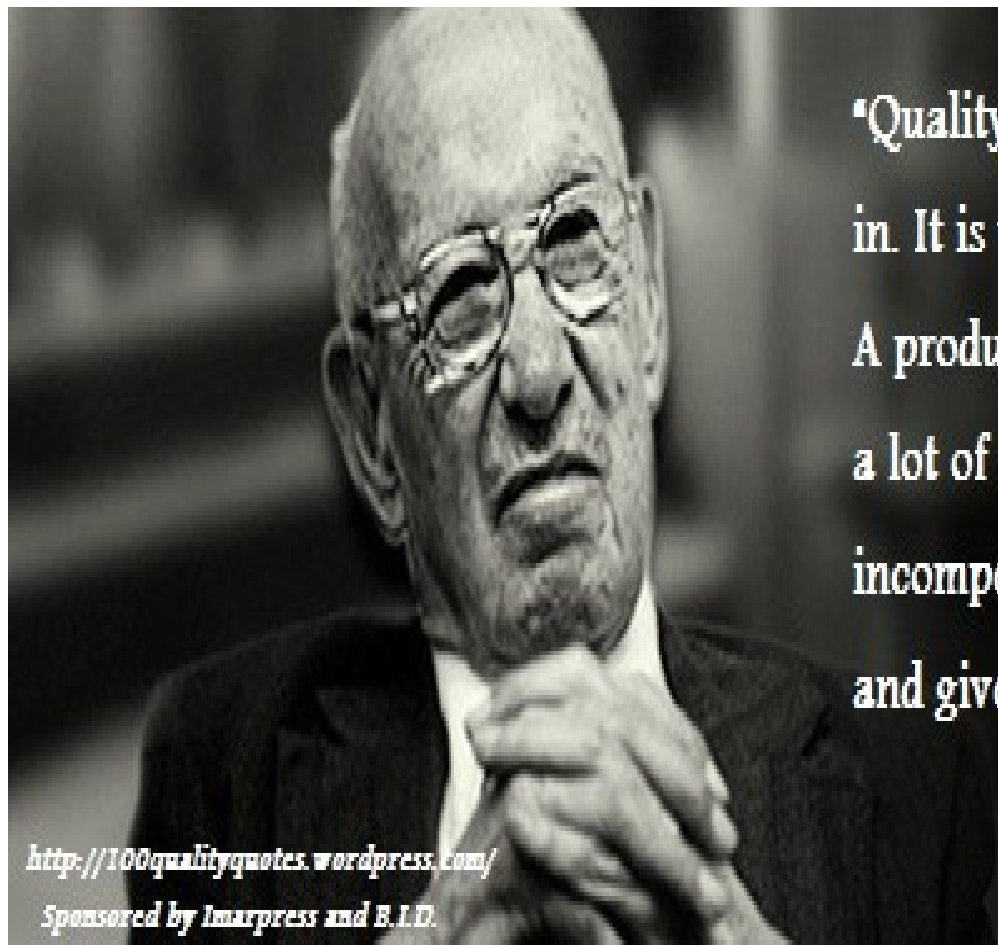
What this looks like



What this looks like



We Build Products



"Quality in a product or service is not what the supplier puts in. It is what the customer gets out and is willing to pay for. A product is not quality because it is hard to make and costs a lot of money, as manufacturers typically believe. This is incompetence. Customers pay only for what is of use to them and gives them value. Nothing else constitutes quality."

Peter F. Drucker

<http://100qualityquotes.wordpress.com/>

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Realize – it is about creating products people love with a group you enjoy being with

Fight complexity and lose

Recap

Understand what your product is

Remove distances between customer and teams

Let go of the need to be right – drive learning

Drive anti-fragility, grow trust

Most importantly – build products you are proud of

Questions?

DevJam

Coaching & Developing Product
Discovery & Delivery

<http://devjam.com/coaching/>

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