## Sesión 4: Herramientas de Lean UX



#### En esta sesión

Business Model Canvas
Validation Board
Scope Canvas

### **Business Model Canvas**

Key Partners	<b>F</b>	Key Activities	Ž.	Value Proposition		Customer Relationships	$\bigcirc$	Customer Segments	
		Key Resources				Channels			
			•						
Cost Structure					Revenue Streams				

## Validation Board

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#### **Validation Board**

Project Name: Team Leader Name:

Track Pivots	Start	1st Pivot	2nd Pivot	3rd Pivot	4th Pivot
Customer Hypothesis	<b>Tip:</b> For two-sided markets, always validate the riskier side first				
Problem Hypothesis		Remember: Limit one sticky-note per box Write in ALL CAPS Do not write more than 5 words on any sticky-note			
Solution Hypothesis	<b>Tip:</b> Do NOT define a solution until you've validated the problem				

#### **Design Experiment**

Tip: Clear all post-its from this area after each experiment is completed

#### **Core Assumptions**

Any assumption that, if invalidated, will break the business

#### Riskiest Assumption

Which Core Assumption has the highest level of uncertainty?

#### Method

What is the lowest cost way to test the Riskiest Assumption?

Choose: Exploration, Pitch, or Concierge

#### Minimum Success Criterion

What is the weakest outcome we will accept as validation?

#### Results

#### GET OUT OF THE BLDG



Invalidated		If Invalidated, pivot at least one Core Hypothesis		Validated		If Validated, brainstorm and test the next Riskiet Assum	
	1		2		1		2
Only put the Riskiest Assumption from an experiment in these boxes Record data & learnings separately	5						
	3		4		3		4
	5		6		5		6

## Scope Canvas

**Objetivos** ¿Qué queremos lograr con este proyecto?

#### **PROYECTO:**

**Usuarios** Negocio

Necesidades
¿Qué necesitan o desean los usuarios?

**Comportamientos**¿Qué esperamos que hagan los usuarios?

Métricas
¿Qué mediremos para saber si vamos bien?

# ¿Cómo se interrelacionan?