Kickoff

The Lean Inception starts with a kick-off, followed by a sequence of intense activities, and ends with a workshop showcase. The team directly involved with the initiative must participate in all activities; the other interested parties must participate in the kick-off and the showcase, where the expectations and results obtained in the workshop are presented, respectively.

Think big, start small, learn fast!



Make a brief presentation about the Lean inception agends and the concept of MiP. Ask everyone to write their names, using the color that identifies the level of participation.

Sou Fernando, e serei Scrum Master. Sou Lúcia, serei Analista de Dados. Sou Maria, Ideranei os extorços de Quality Assurance e Implementanei prásticas de segurança.

Man. Soutes, serve responsabled perioricação de controldo, galaretirales que rescumentalizar e manifestira a engajamenta. Sou jollo, generolarei a infraetrutura de servidorei como DevOpt e fornecerei suporte ao cileme.

Sou Camila, Desenvolverel o front end.

Sou Tago, stuerel como deservolvedor de backend e também stuerel como Product Damer Sou Ana, focarel nan atividisdes de marketing digital e anilitie de metosdo para melhor posticionar nosso produco

Sau Silva, Desenvolverei o Uh/Ul.

Agenda



Parking-lot

The Parking Lot helps to momentarily park conversations, ideas or questions that are raised during a conversation but are not useful for discussion at that specific time. It is an essential tool for the facilitator at any time during the workshop, as it is a polite way of saying: "yes, I heard you, but this conversation is for later".



Glossary

Take advantage of the Lean Inception to validate, adjust and give visibility to the vocabulary of the domain. It is very important that everyone involved - business, technology and user representatives - communicate and register the generated artifacts with a common language. Make sure to check the understanding of each word in the domain, and place it in the Glossary, visible to everyone.



Product Vision

Somewhere between the idea and the launch of the MVP, the product vision helps you to walk the initial path. It defines the essence of your business value and should reflect a clear and compelling message to your customers. This activity will help you to define the product vision in a collaborative way.

With a clear view of the product, you can determine how the initial "pieces" of the business will come together.















Pill in the Marks, reached with year its trypur collar



Pill in the Monte, marked with good the original value

THE PRODUCT VISION



Fill in the blanks, marked with postits in your color.

the product vision



THE PRODUCT VISION

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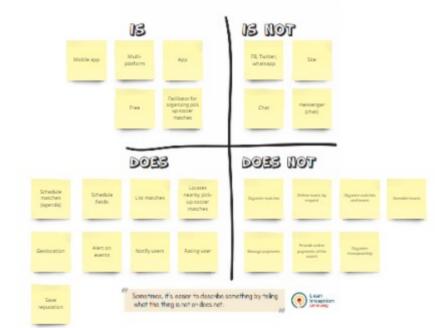
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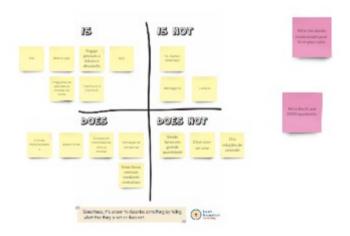
The Product IS - IS NOT - DOES - DOES NOT DO

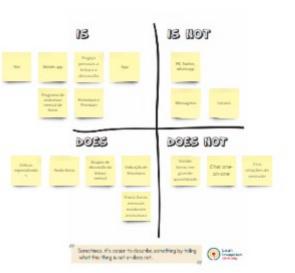
It is often easier to describe what something is not or does not do. This activity seeks classifications about the product following the four guidelines, specifically asking each positive and negative aspect about the product being or doing something.

Deciding what NOT to do is AS IMPORTANT as deciding what to do.

- Divide the team into two groups and request that each group fill only the blanks selected in its respective template.
- Ask a person to read a note. Talk about it. Group similar ones into a 'duster' and place it on Carvas 1.
- Go back to step 2, then ask the same for another person in the next group, until all notes are foliated.







FII in the blanks marked with postits in your color,

Ritin the IS and DOES quadrants.

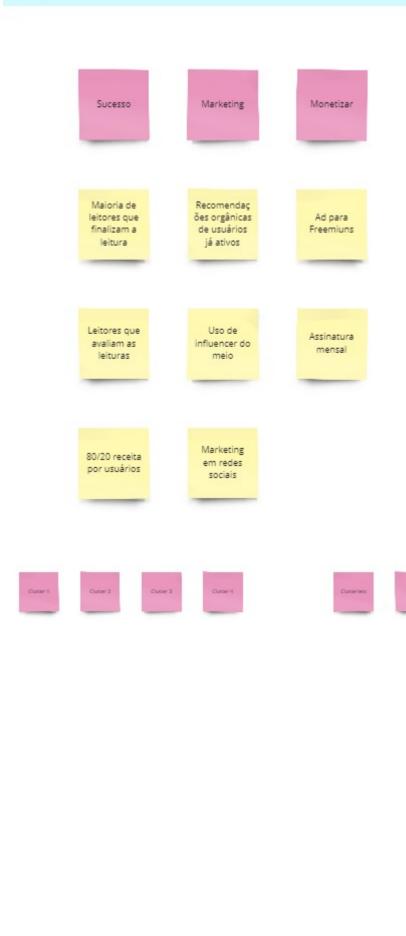
Product Goals

Each participant must share what they understand as a business goal, and the various points of view must be discussed to reach a consensus on what is really important. This activity helps in raising and clarifying the main objectives.

If you have to summarize the product in three business goals, what would they be?



Activity 3: Product Goals



Personas

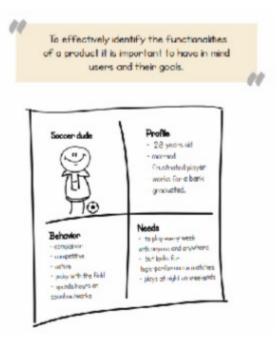
To effectively identify the features of a product, it is important to keep users and their goals in mind. A persona creates a realistic representation of users, helping the team to describe features from the point of view of those who will interact with the final product.

A persona represents a user of the product, describing not only his/her role, but also characteristics and needs.

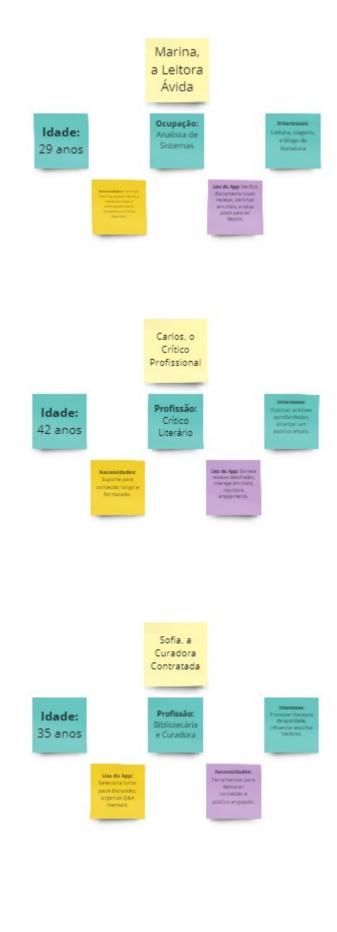








Activity 4: Personas



User Journeys

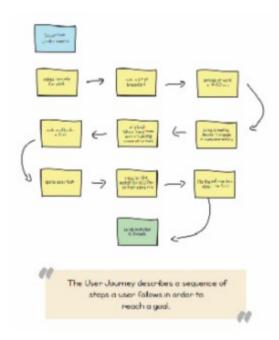
The journey describes a user's journey through a sequence of steps to reach a goal. Some of these steps represent different points of contact with the product, characterizing the person's interaction with it.

What goal does the persona want to achieve? Describe the journey step by step until the persona reaches it.

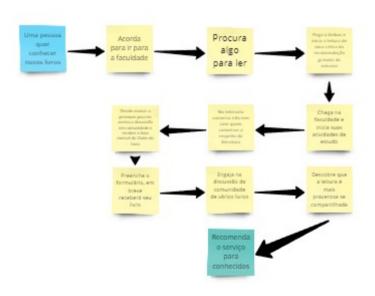


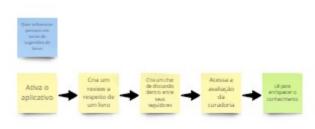


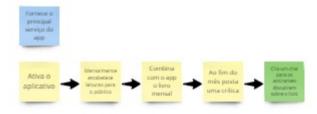




Activity 5: Users' Journeys







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> Recomenda o serviço para conhecidos

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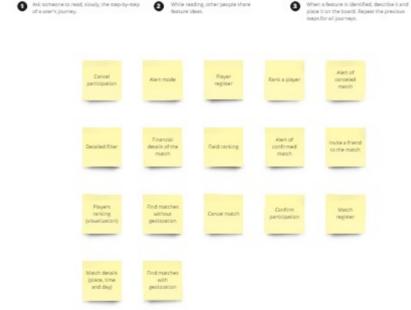
Fornece o principal serviço do app



Feature Brainstorming

A feature represents a user's action or interaction with the product, for example: printing invoices, consulting detailed statements and inviting Facebook friends. The description of a feature must be as simple as possible, aiming to meet a business goal, a persona need, and / or contemplating a step in the journey.

The user is trying to do something, so the product must have a feature for that. What is this feature?



Activity 6: Feature Brainstorming

serviço -Landing Page Registar Votar no livro leituras gratuitas mensal por assinatura

Logar

\$\$\$ E \$2 \$2 52 Feed de

leitura

Chat de suporte 555 E 525252

Tela do post

Fazer uma

assinatura

Enviar um

Chat da comunidade

para aquela leitura



Dar uma opinião com base nos livros lidos

Upload de

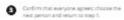
Technical, Business and UX Review

This review aims to discuss how the team feels about technical, business and UX understanding for each feature. From this activity, new clarifications will happen and the disagreements and doubts will become more apparent.

The colors and markings will assist the team in subsequent activities to prioritize, estimate and plan.



Define the color according to the confidence level and make markings (on a scale of 1 to 3) of business value, effort and UX value -5, 5 and *.





TECHNICAL, USER EXPERIENCE AND BUSINESS REVIEW



HOW to do

EFFORT	E	EE	EEE
BUSINESS	\$	\$\$	\$\$\$
UX	*	**	***

The first step in organizing your work is relatively coloring and marking each item. Then you can start prioritizing your lat, so that you decide what to focus on.











Sequencer

The Feature Sequencer assists in organizing and viewing the features and the incremental validation of the product.

Define the MVP and its subsequent increments.











"



Get ready, plan, work and conquer!

Lean Inception caroli org

MVP Canvas

The MVP Canvas is a visual chart that helps the team to align and define the MVP, the simplest version of the product that can be made available to the business (minimum product) and that can be effectively used and validated by the end user (viable product).

The team has already discussed what makes up the MVP and has already talked about what is expected of it, the time has come to summarize everything.

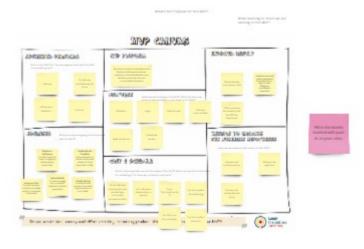
 Divide the team into two groups and ask each group to complete the MVP canvast in their nespective template. Ask each group to present their Carvast MirP.

Ask the team to consolidate the seven blocks of the MVP canvas, using and changing the previous notes as needed.









EAGURES GAIL



S in the blanks whed with postis in your color.

SHOWORS