Product tool Kano model Delighted Done poorly Done very (or not done) well Disgusted

**Not all user needs are equal.** Customers have different priorities and meanings attached to these needs, and as a product manager, we need to understand this. The Kano model can help.

The Kano model was developed to *categorize and prioritize* customer needs, guide product development, and enhance customer satisfaction. During customer interviews, we often hear a long list of customer needs, and it helps to place each of these needs into one of the Kano model categories.

Focusing on a single customer segment, the *Kano model* can help separated customer needs into:

## Attractive needs (delighters)

- The extra needs that customers don't articulate but love when we deliver on them. Unspoken and not expected. If we don't provide a delighter, customers are neutral – they weren't expecting this in the first place. But deliver on these and customers will be delighted.
- Airline example: Getting upgraded to 1<sup>st</sup> class
- Guidance: Include 1-2 delighters into our products for customer happiness and competitive differentiation

## **Performance needs**

- The areas that we typically compete on, like service quality, response time, pricing, etc. Customers will tell us about these performance needs are visible and articulated. Typically, more is better (except for price).
- Airline example: Seat comfort, movie selection, quality of snacks, etc.
- Guidance: Choose the right set at the right level to ensure an attractive, competitive product

## **Basic needs**

- What we must do these are table stakes to play in this market. They are "must-be" requirements. Meet these needs and our customers are neutral (it's what they expected). However, if we don't meet these needs, customers won't be happy or to use the model's language they will be disgusted.
- Airline example: Getting our checked luggage to our destination
- Guidance: We include these into our product requirements. No choice!

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