

PROJECT AND PRODUCT MANAGEMENT

Have you said lean ?

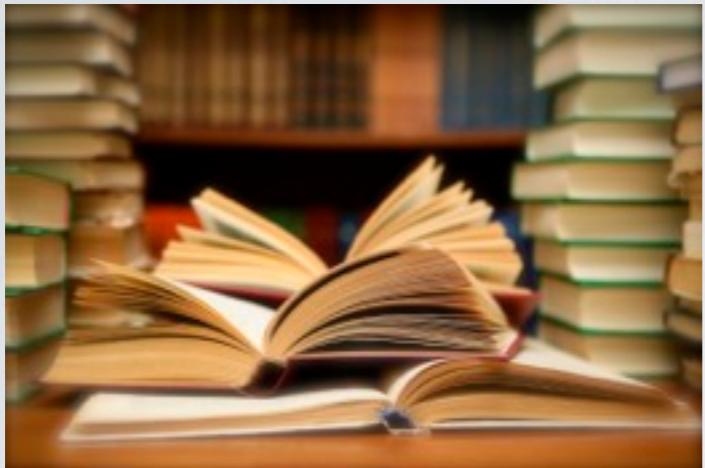
Gilles Toussaint
@mrjeal
0162 671 6234



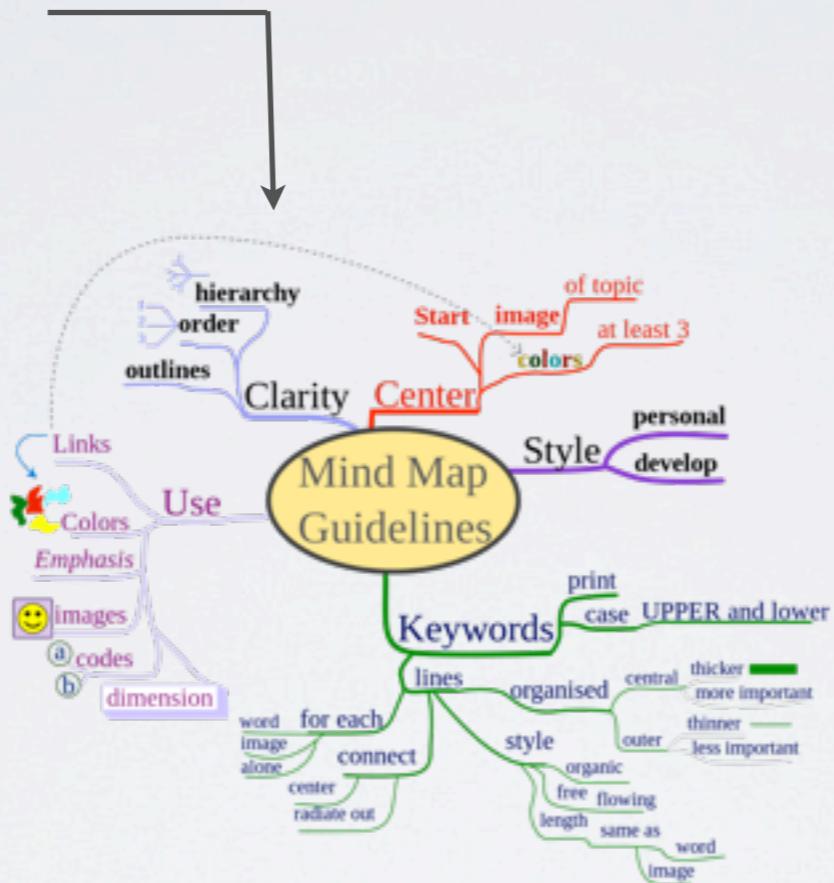
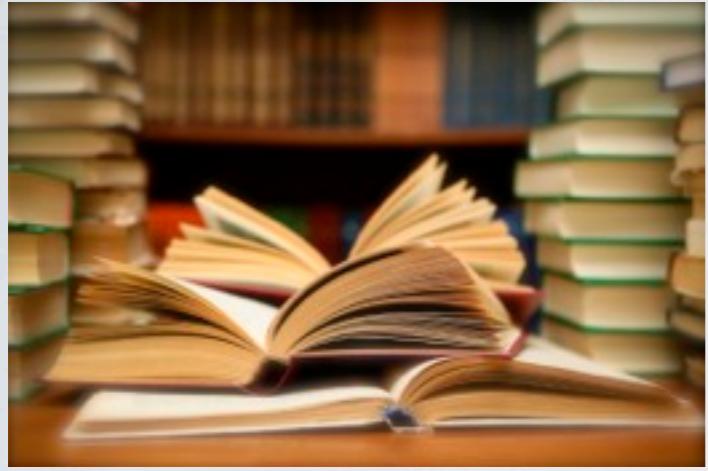


LEAN STUDYING ?

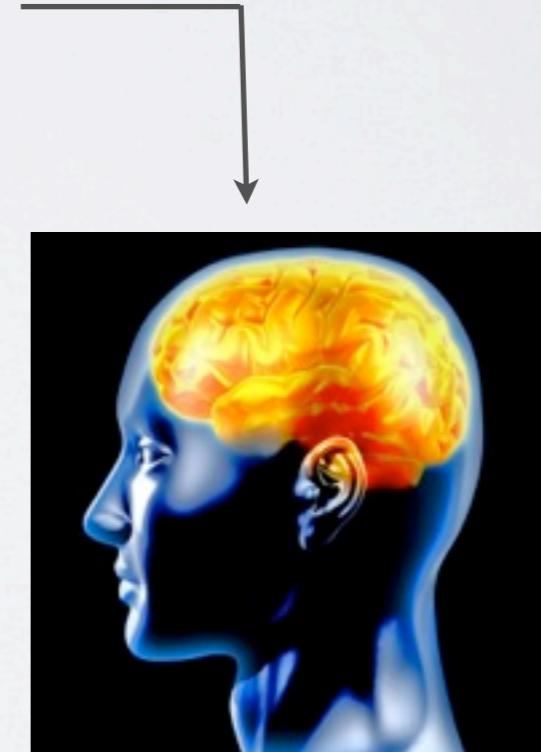
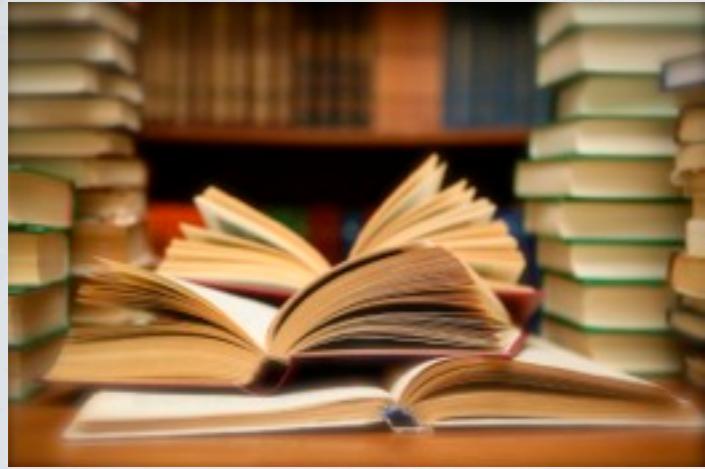
CONVENTIONAL



CONVENTIONAL



CONVENTIONAL



LEAN

LEAN

What does your
teacher wants
ABSOLUTELY ?

LEAN

What does your
teacher wants
ABSOLUTELY ?



Easiest way to study it ?

LEAN

What does your
teacher wants
ABSOLUTELY ?



Easiest way to study it ?



Study it

LEAN

What does your
teacher wants
ABSOLUTELY ?

↓
Easiest way to study it ?

↓
Study it



Time left ?

LEAN

What does your
teacher wants

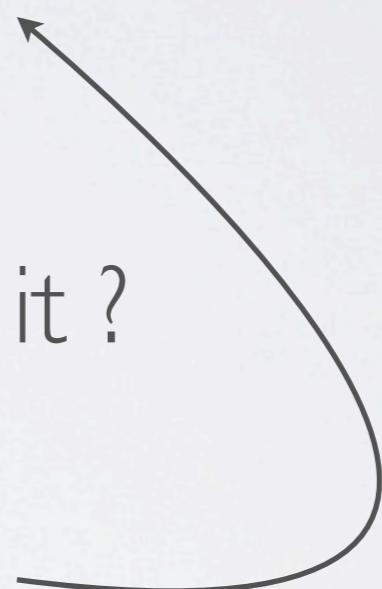
MAYBE ?



Easiest way to study it ?



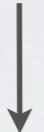
Study it



Time left ?

LEAN

What does your
teacher wants



Easiest way to study it ?

LEAN

What does your
teacher wants



What does your
customer want ?

Easiest way to study it ?

LEAN

What does your
teacher wants



Easiest way to study it ?

What does your
customer want ?



Easiest way to make it ?

LEAN

What does your
teacher wants



Easiest way to study it ?

how does your teacher
like it ?

What does your
customer want ?



Easiest way to make it ?

LEAN

What does your
teacher wants



Easiest way to study it ?

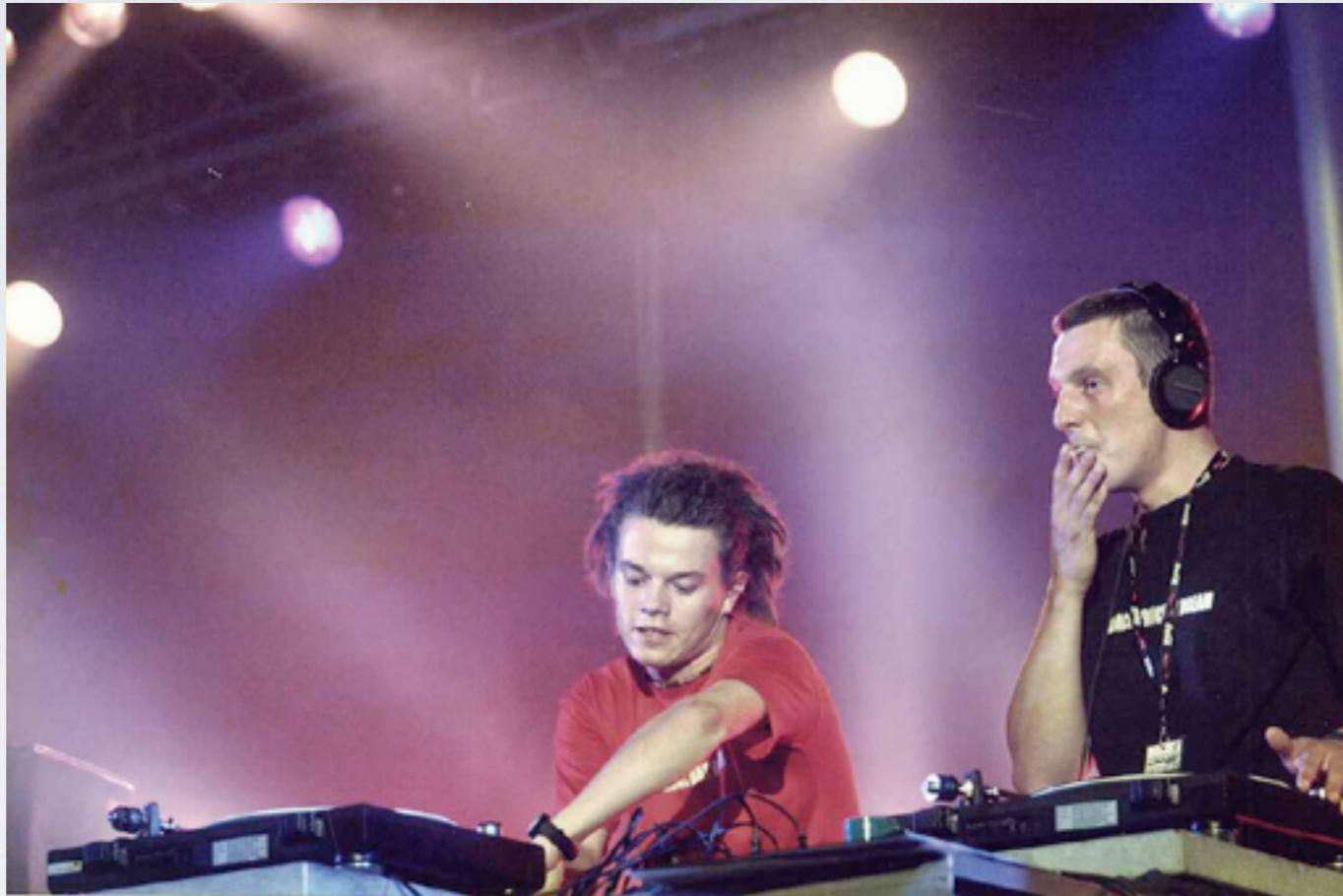
how does your teacher
like it ?

What does your
customer want ?



Easiest way to make it ?

how does your customer
like it ?











feelthebeat

learn music with all your senses



Gilles Toussaint
Product Manager
Guitar Player



Florian Simmendinger
Marketing
Piano Player



Vini Tiet
Entrepreneur
Violin Player

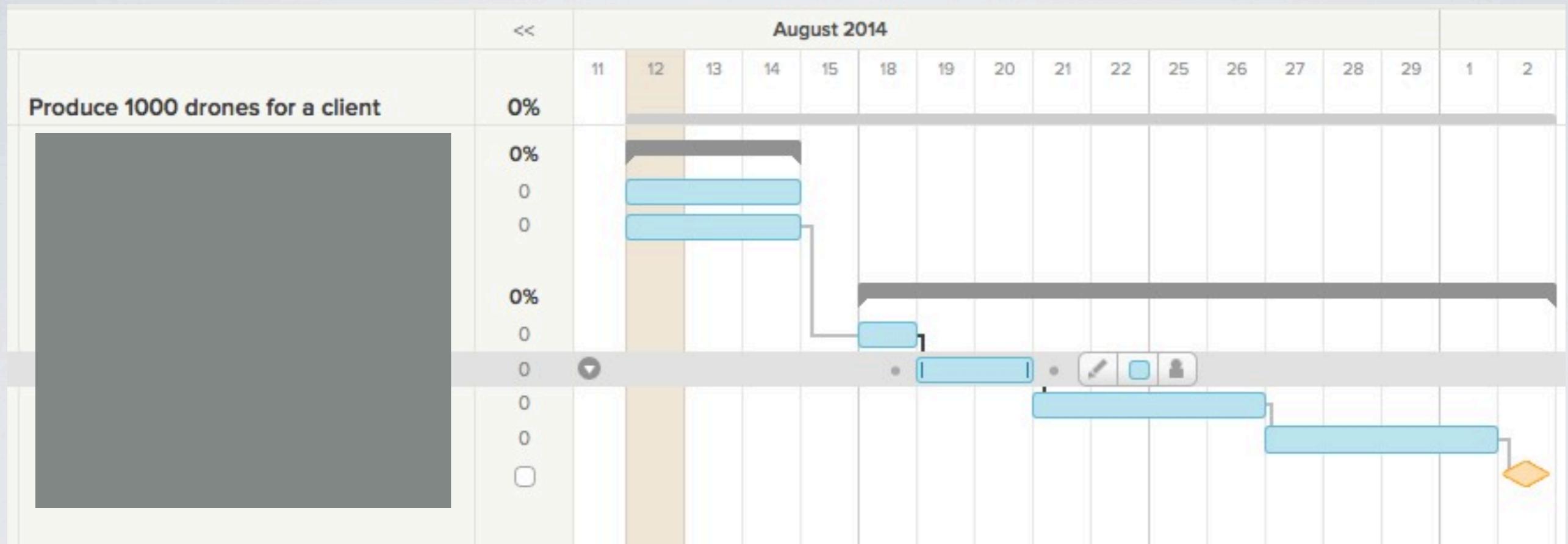


Jose Cunyat
Product Designer
Haxir8r Shenzhen

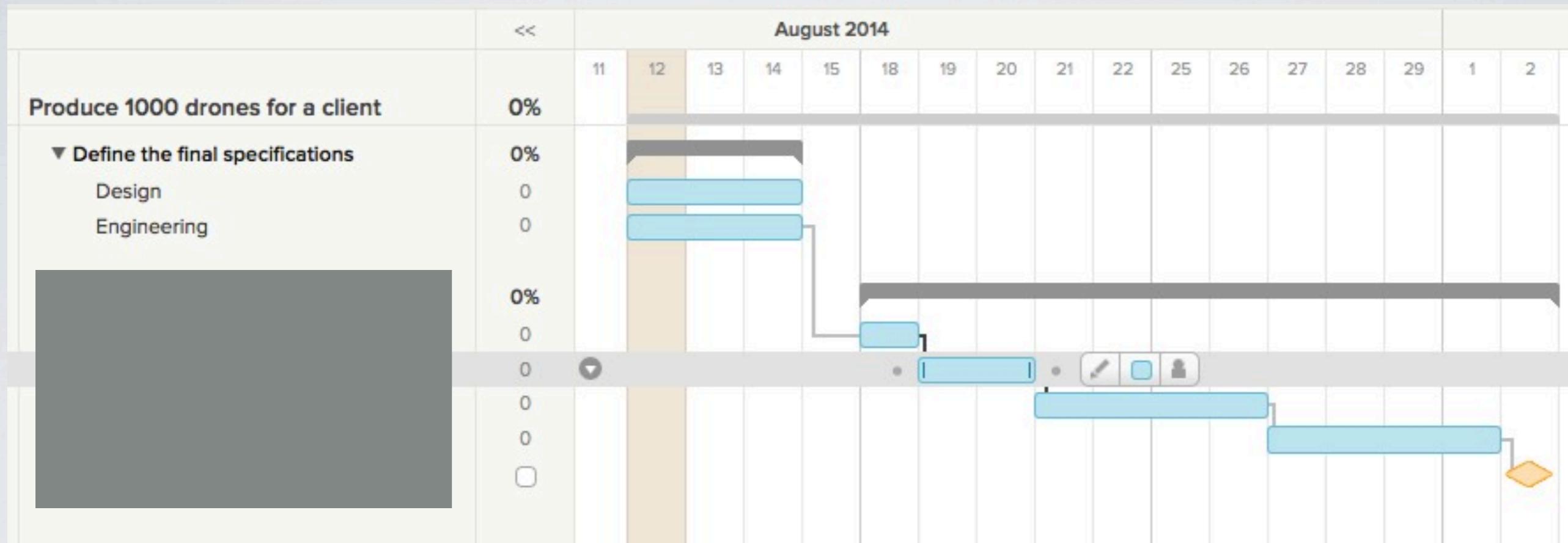
PROJECT VS PRODUCT

the tools

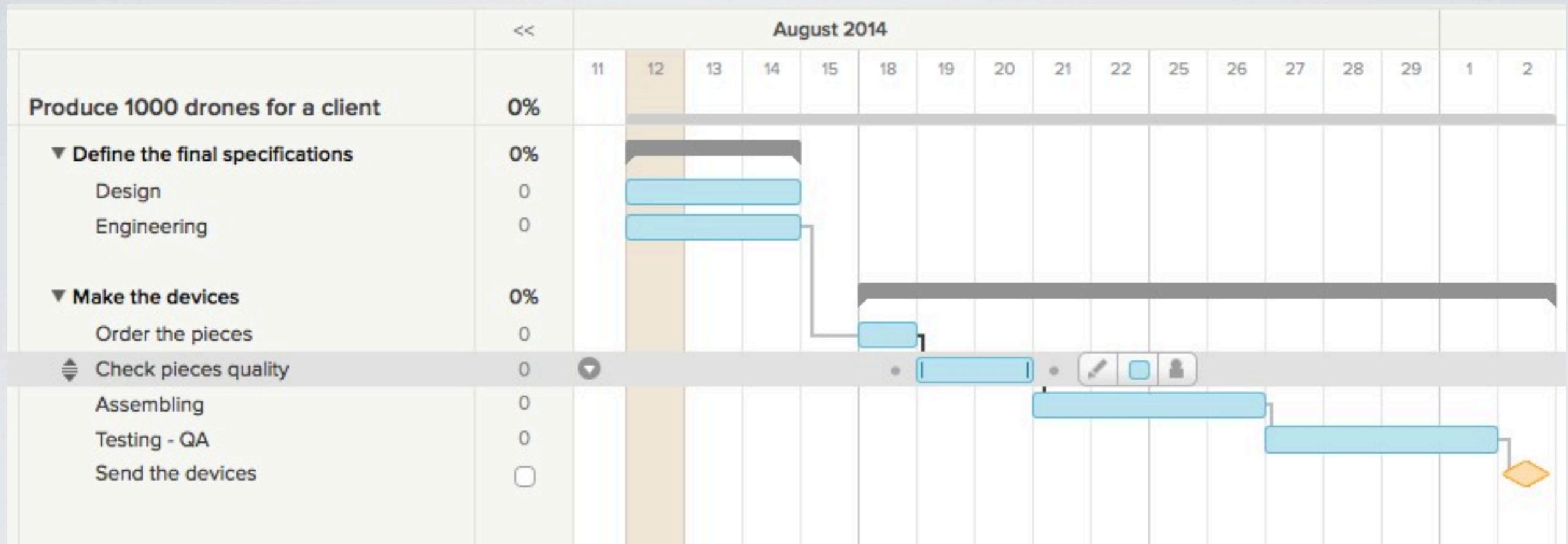
PROJECT



PROJECT



PROJECT



GANT DIAGRAM



GANT DIAGRAM

Easy / conventional



GANT DIAGRAM

Easy / conventional

Big picture



GANT DIAGRAM

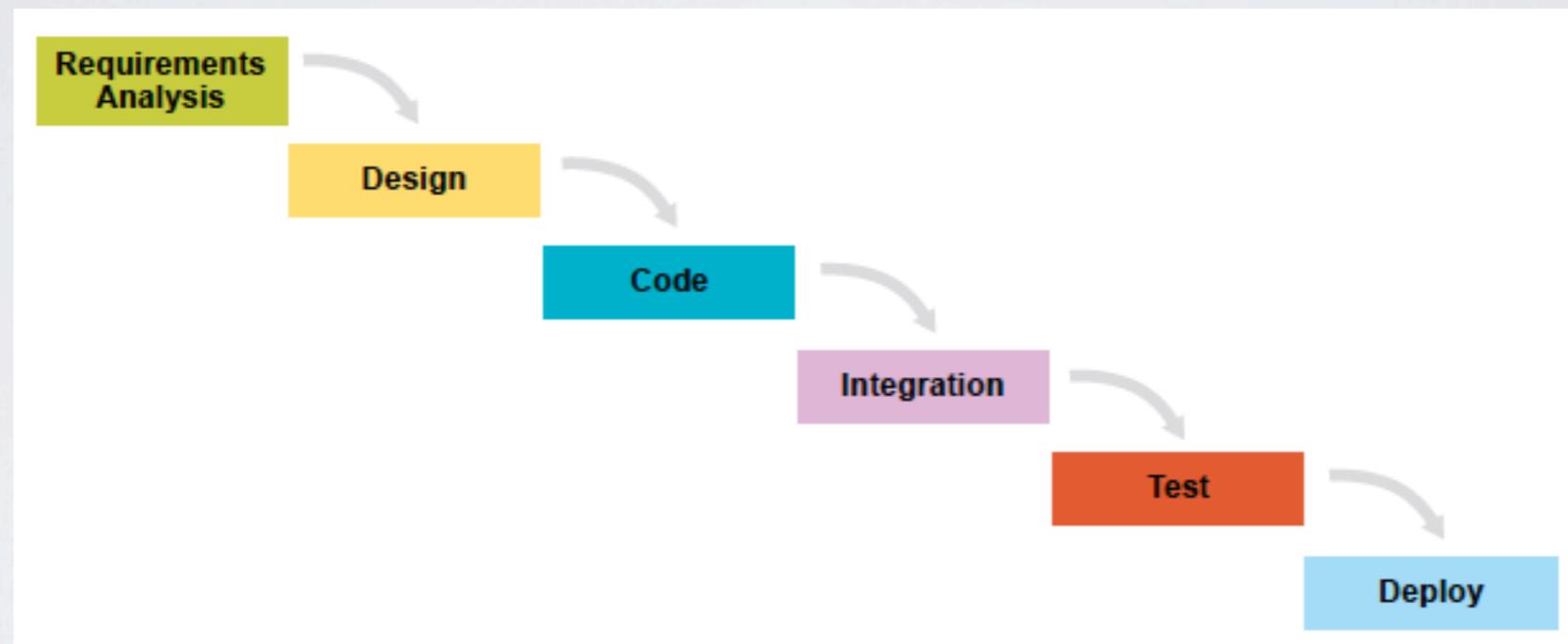
Easy / conventional

Big picture

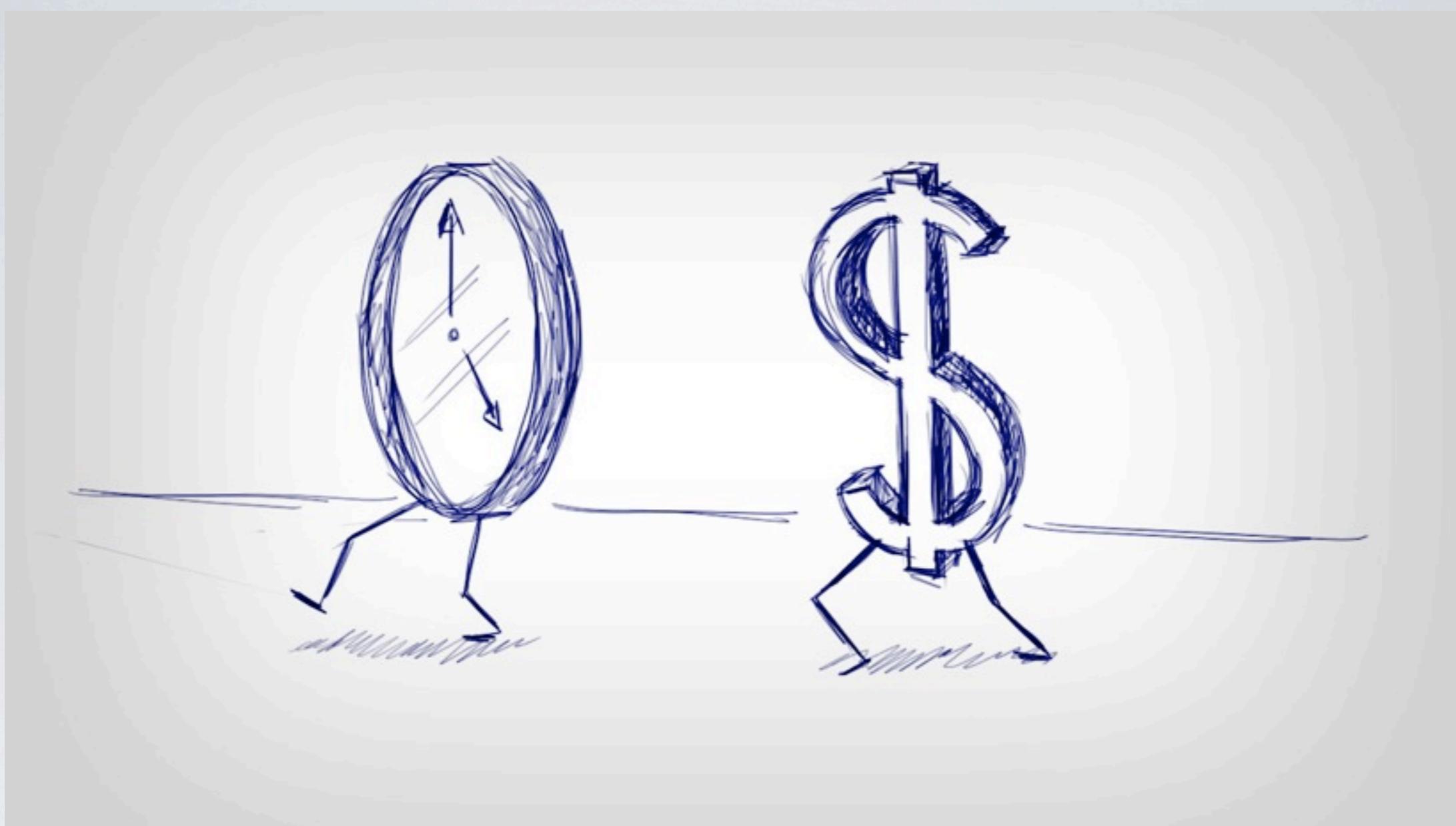
Clear timeline



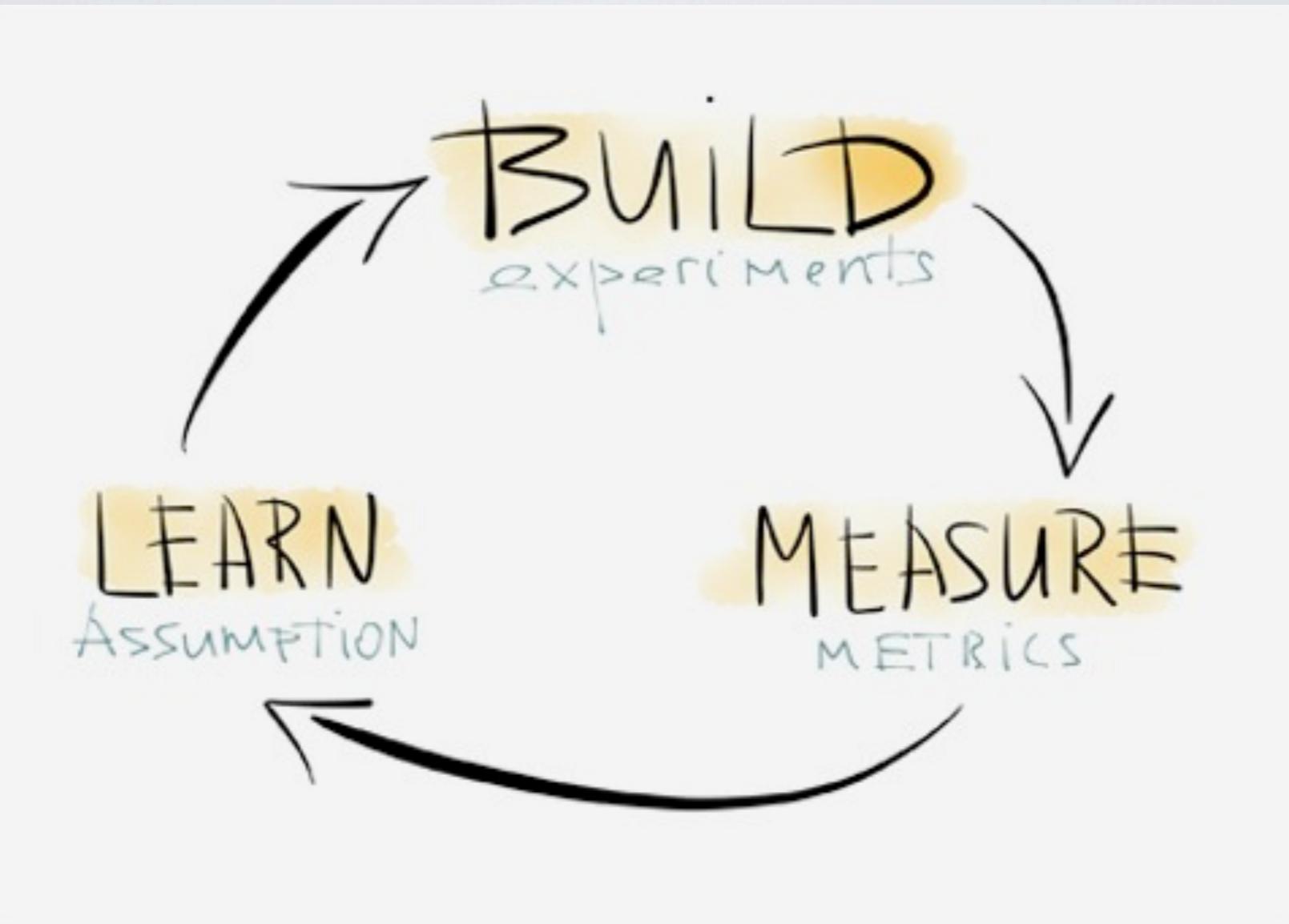
PRODUCT DEVELOPMENT ?





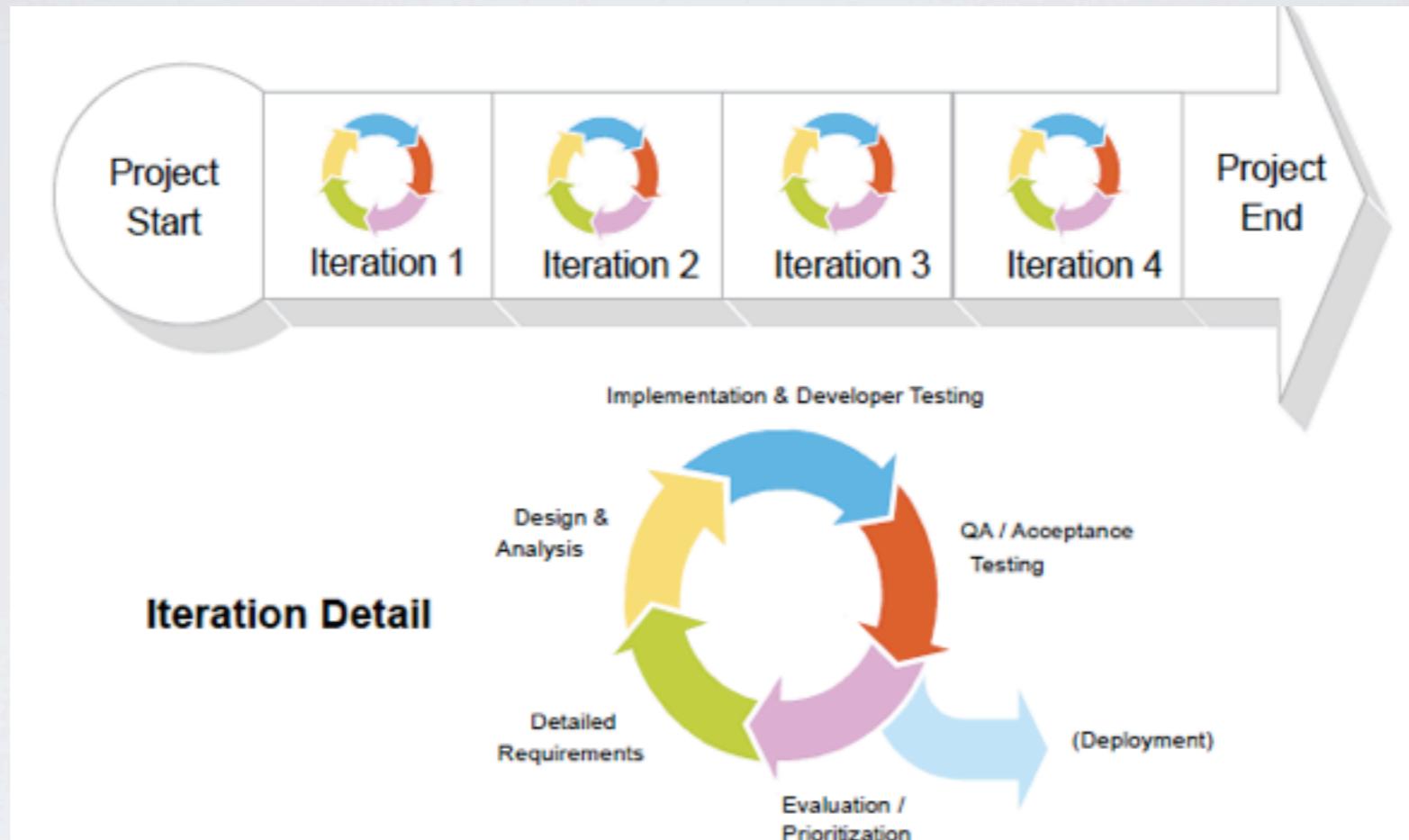


WASTE





VALIDATED LEARNING



«When you have only one test/product per year, you don't have entrepreneurs, you build up politicians and salespeople »

«When you have only one test/product per year, you don't have entrepreneurs, you build up politicians and salespeople »

Intuit :

One Major release / year

«When you have only one test/product per year, you don't have entrepreneurs, you build up politicians and salespeople »

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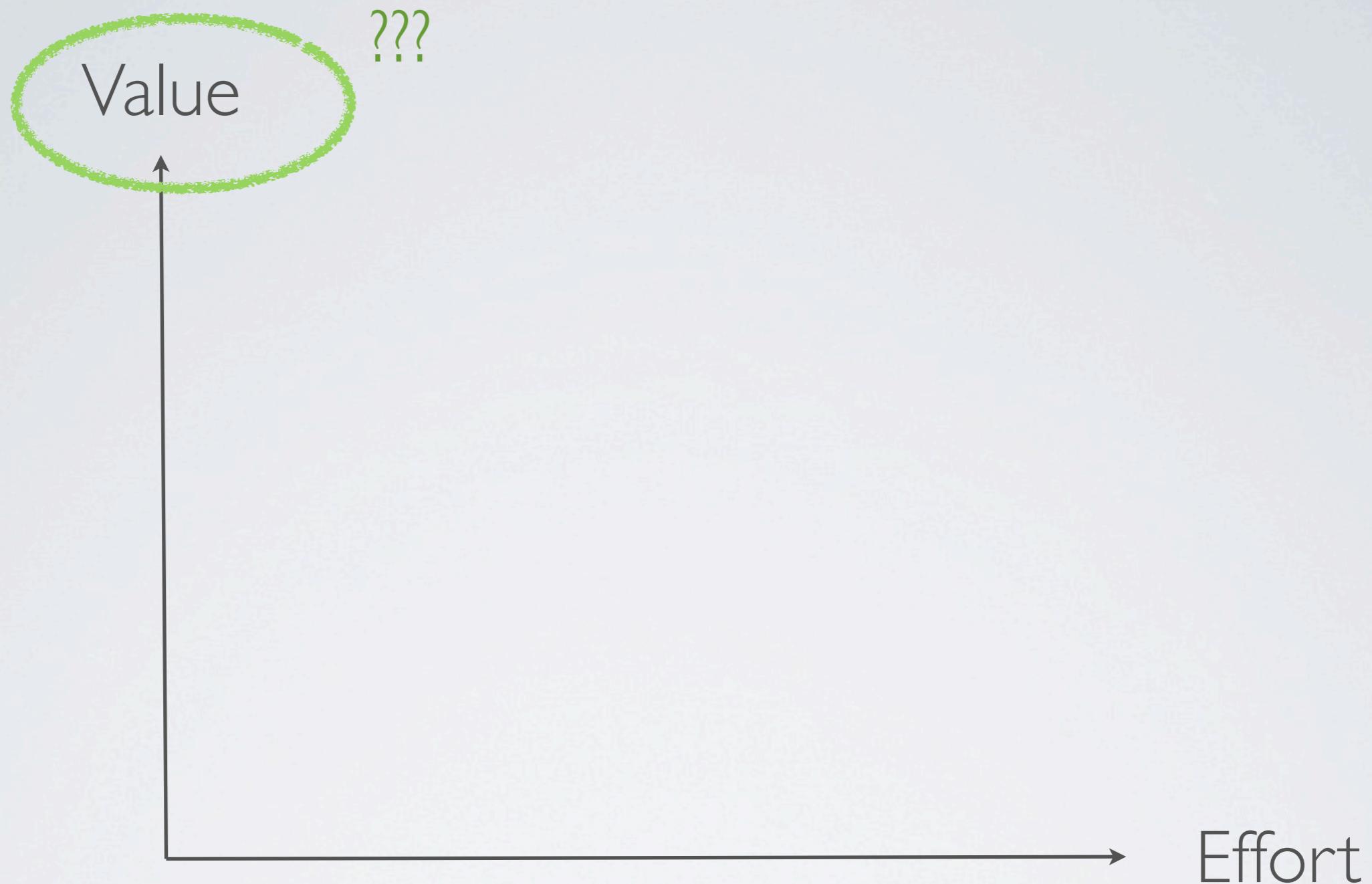
550 tests / 2,5 months

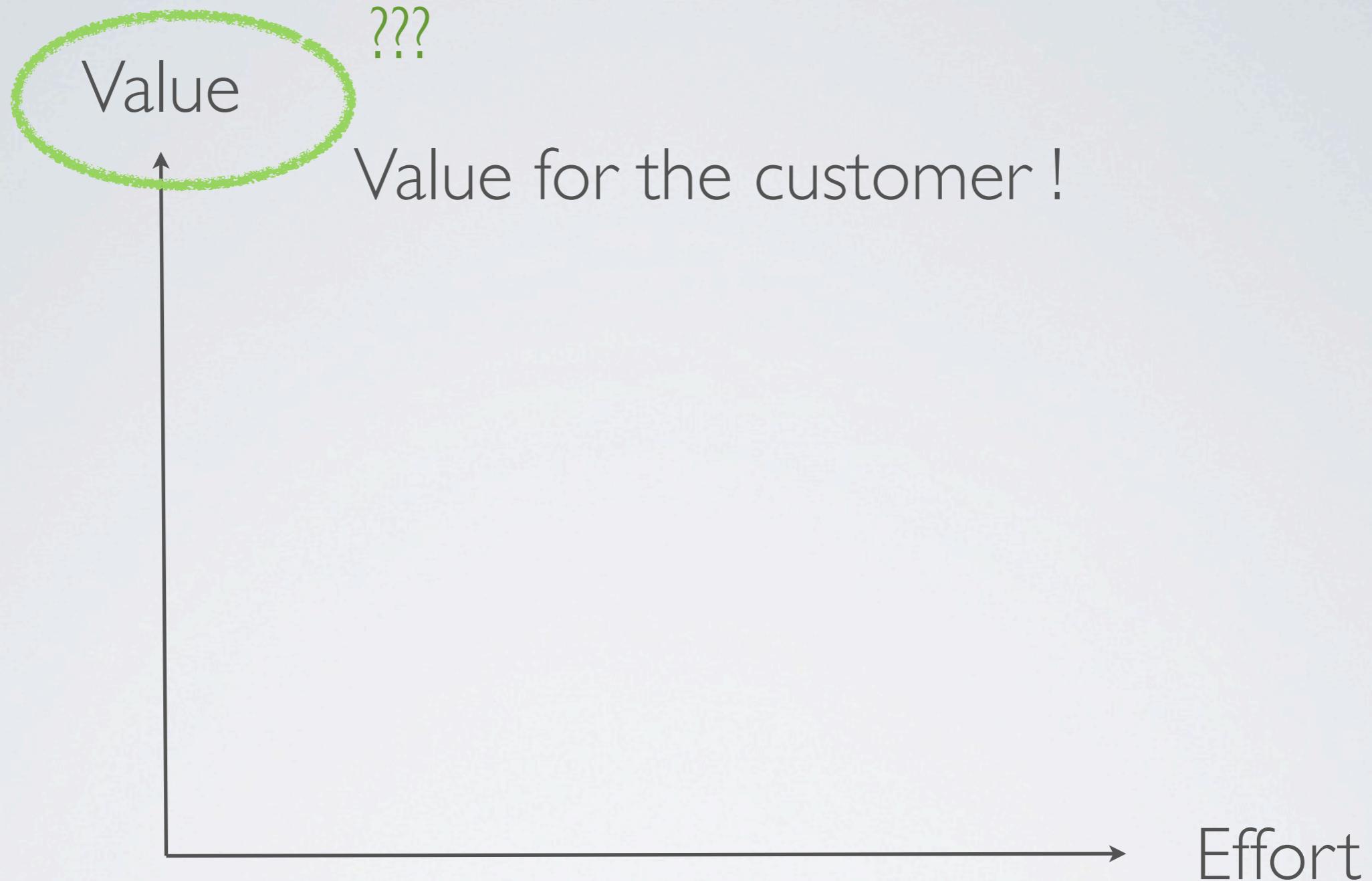
Value



Effort

???







SCRUM

Product backlog

Sprint

SCRUM



Product backlog

Sprint

SCRUM



Product backlog



Sprint

SCRUM



Product backlog



Sprint

User story A

SCRUM



Product backlog

User story A

User story B



Sprint

SCRUM



Product backlog

User story A

User story B

User story C



Sprint

SCRUM



Product backlog

User story A

User story B

User story C

User story D



Sprint

SCRUM



Product backlog

User story A

User story B

User story C

User story D



Sprint

SCRUM



Product backlog

User story C
User story A

User story B

User story D



Sprint

SCRUM



Product backlog

User story C

User story B

User story A

User story D



Sprint

SCRUM



Product backlog



Sprint

User story C

User story B

User story A

User story D



SCRUM



Product backlog

User story A

User story D



Sprint

User story C

User story B

SCRUM



Product backlog

User story C



Sprint

SCRUM



Product backlog



Sprint

User story C



SCRUM

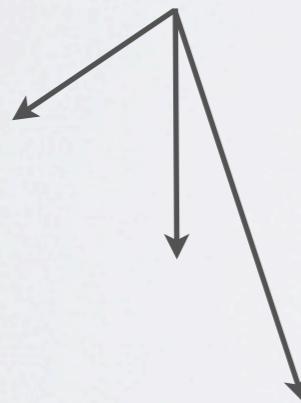


Product backlog



Sprint

User story C



SCRUM



Product backlog



Sprint

User story C
User story C'



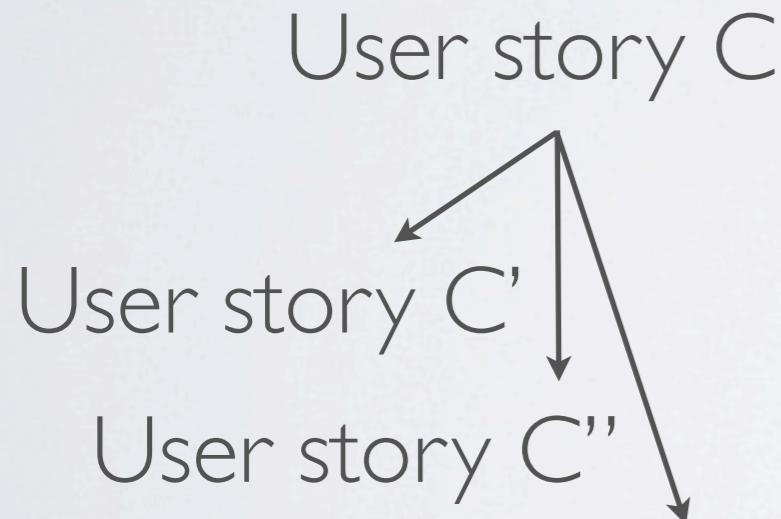
SCRUM



Product backlog



Sprint



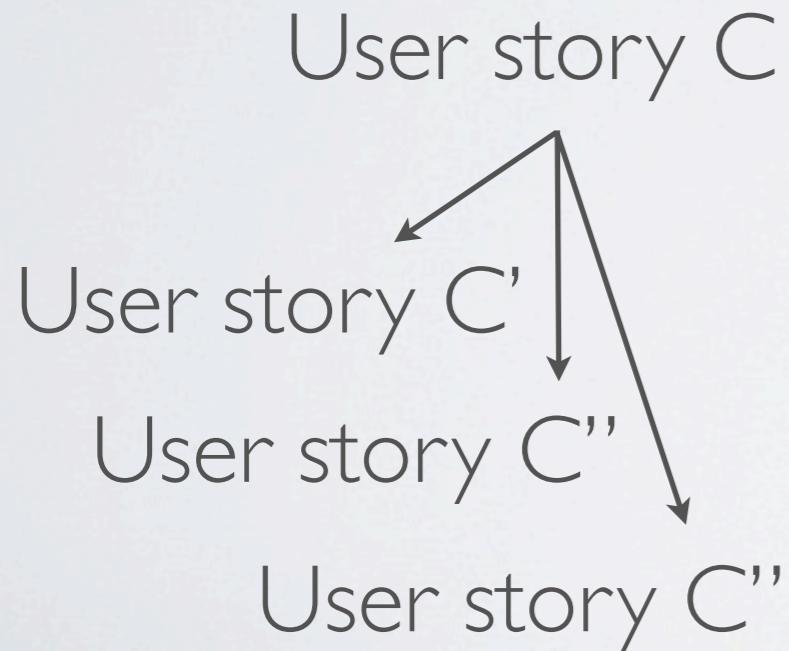
SCRUM



Product backlog



Sprint



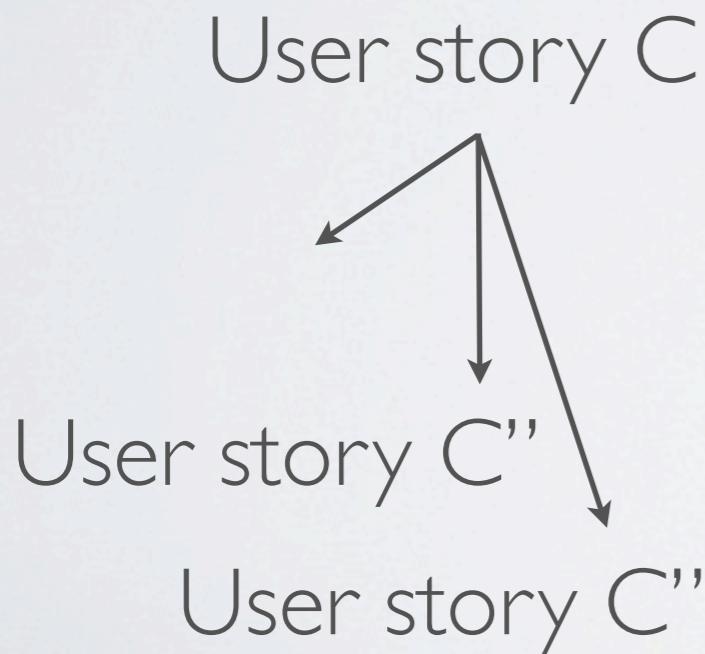
SCRUM



Product backlog



Sprint



User story C'

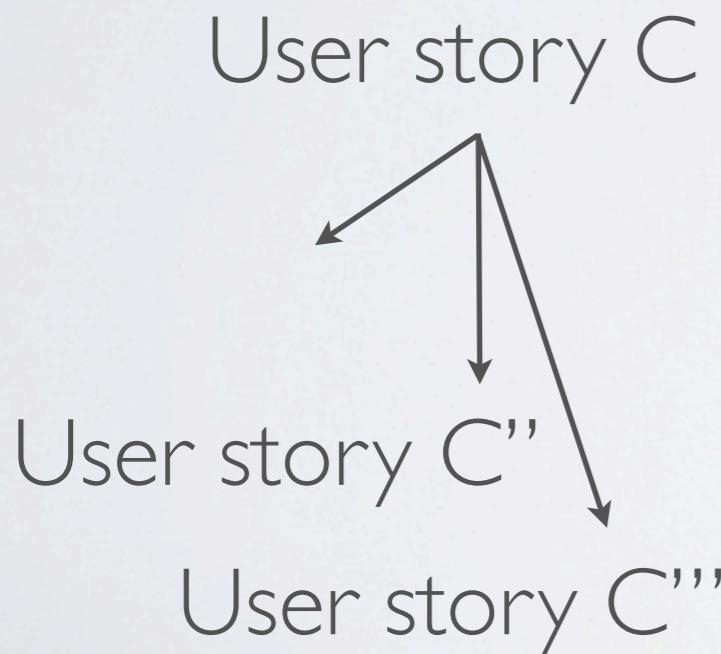
SCRUM



Product backlog



Sprint



User story C'

feelthebeat

learn music with all your senses!

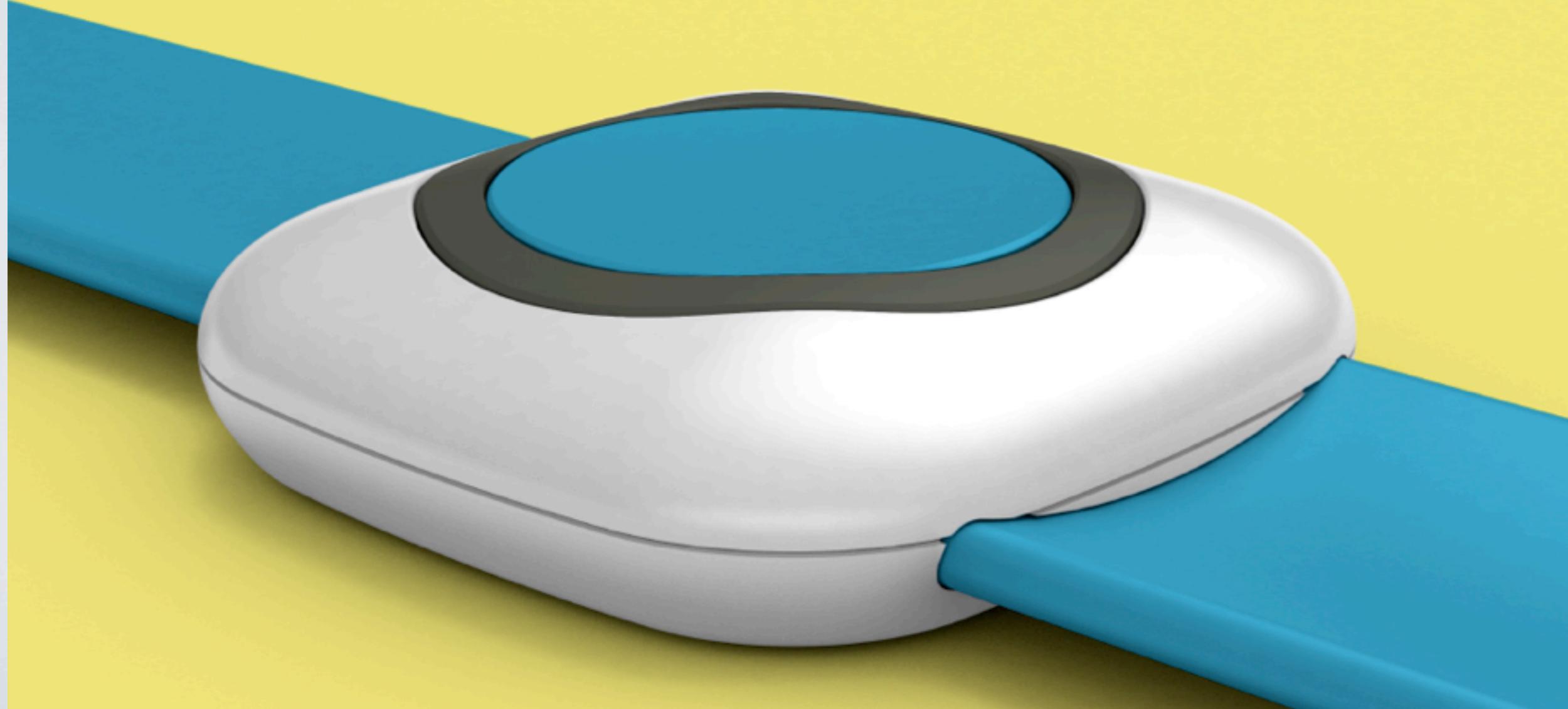
we want to help music learners to
develop a sense of rhythm



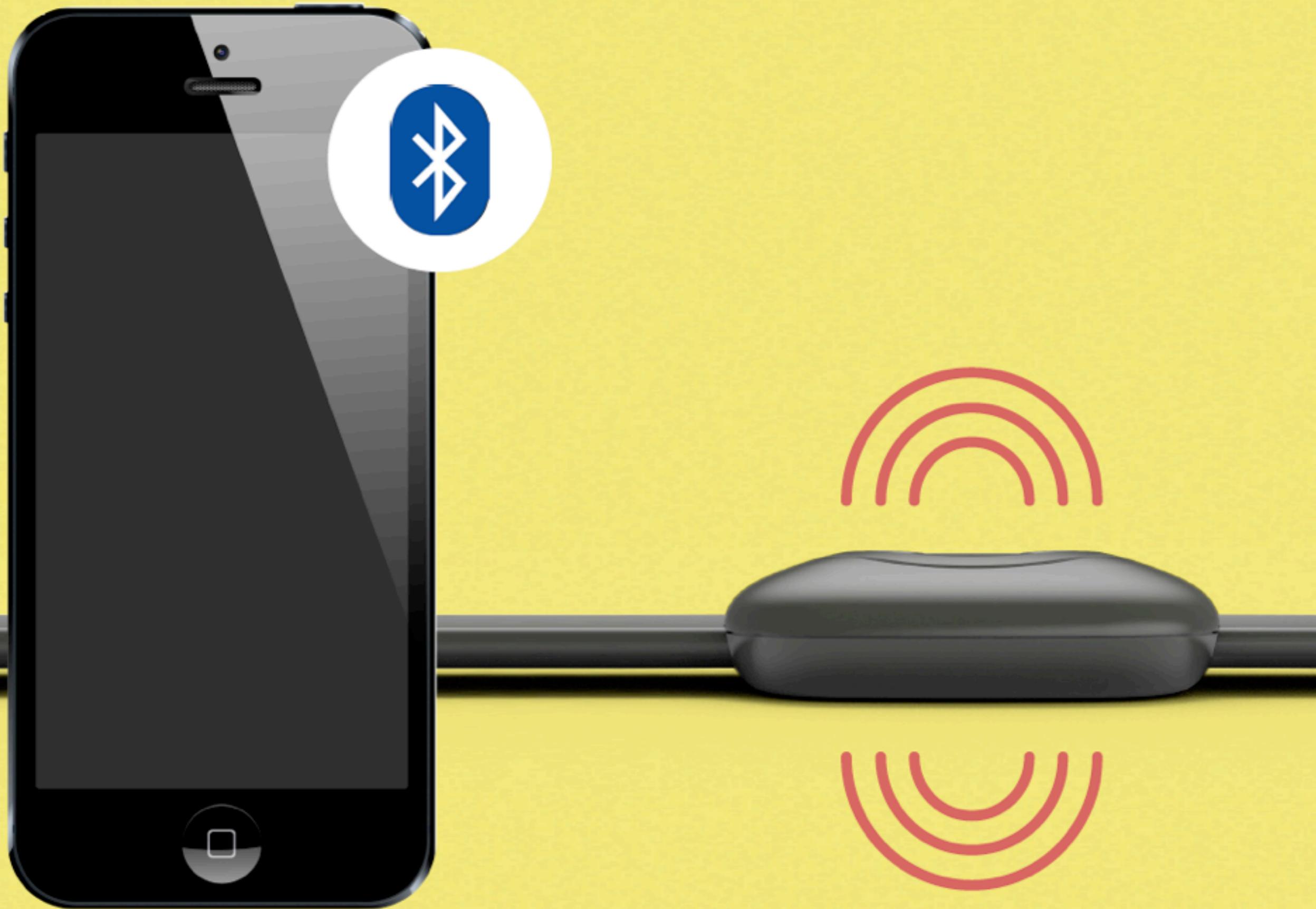


feelthebeat

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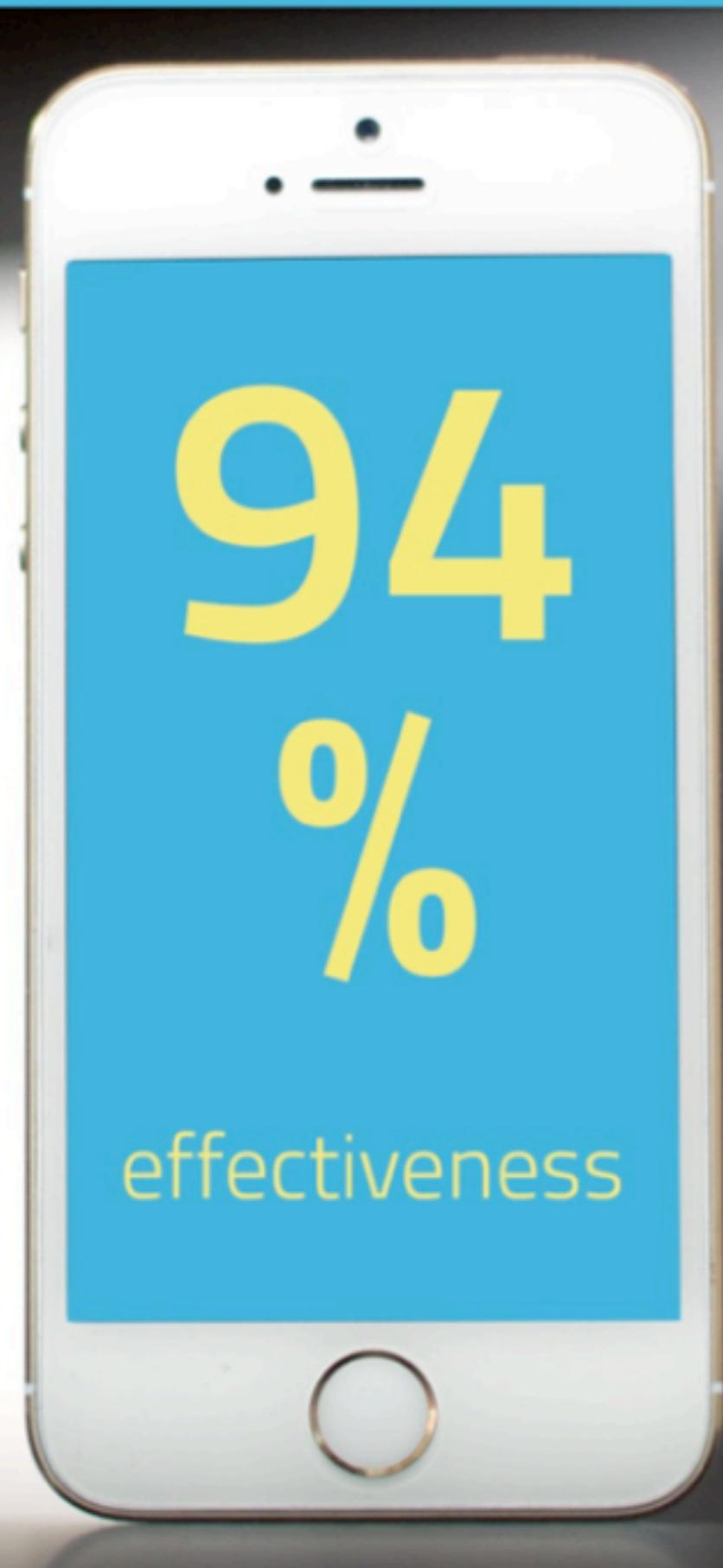




Performance Feedback

Multiple Devices Sync

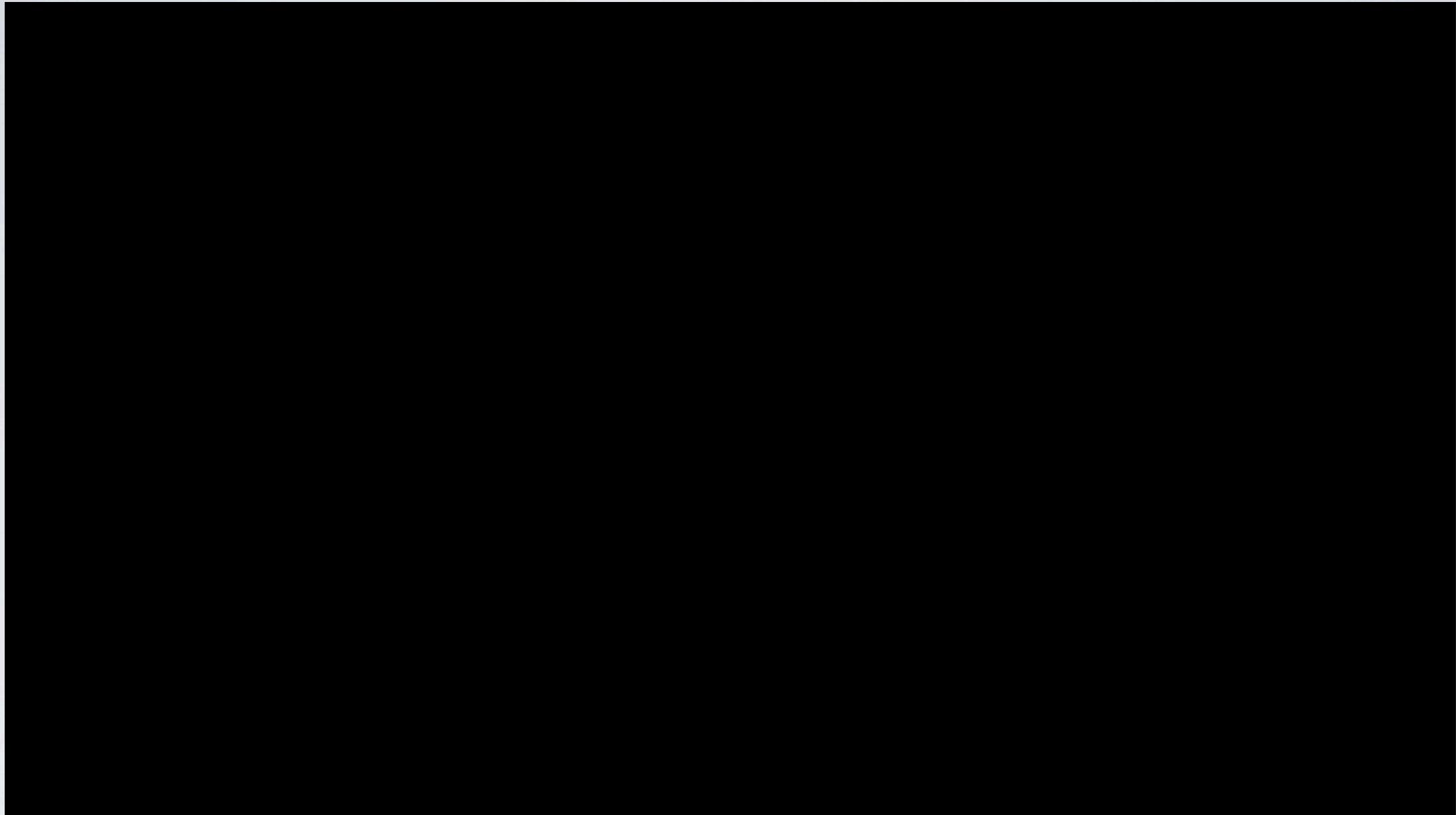
Learning Games



Case study: feelthebeat

Assumption I:
vibration helps the music learners







Product backlog

I want to use it without cable

I want a learning game

I want multi sync with other players

I want a tempo set with a tap button

I want a more precise vibration

I want to adjust the tempo with a wheel

Sprint



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Product backlog

I want a more precise vibration

I want to use it without cable

I want a tempo set with a tap button

I want multi sync with other players

multi sync
with
smartphone

multi sync
with router

2 devices
sync with
computer



I want a learning game

I want to adjust the tempo with a wheel



Product backlog

Sprint

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2 devices
sync with
computer

SOURCES



<http://scrummethodology.com/>

YOUR turn:

- What is your main assumption ?
- How can you verify it ?
- List all your features (in user story)
- Order them according to values
- If necessary: make the most important one simpler to test in terms of effort