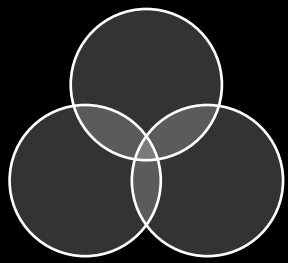
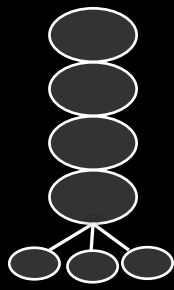




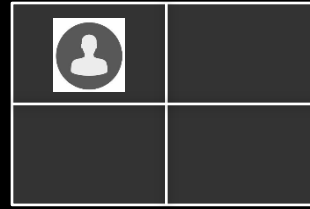
Triangulation



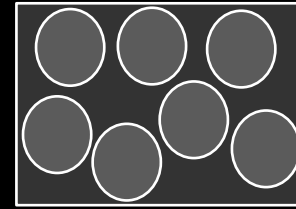
triangle



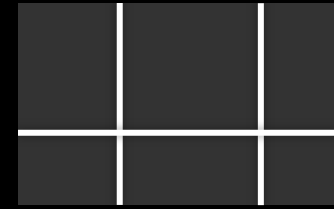
story



persona



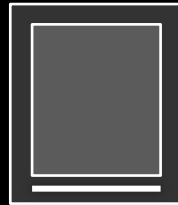
topic map



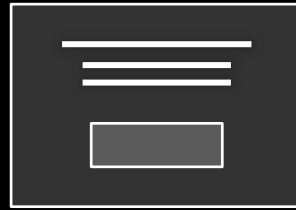
radiator



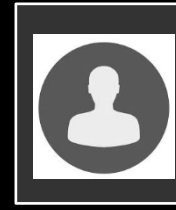
six pack



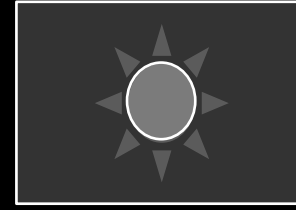
UVP



validation



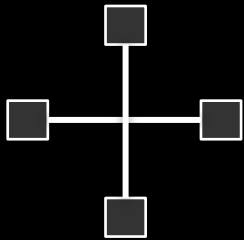
HRB



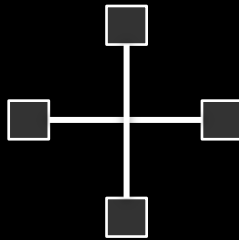
sunny day



proto



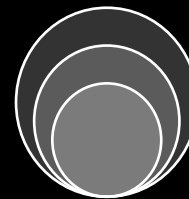
compet'n



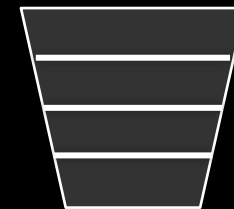
MVP



USP



TamSamSom



funnel

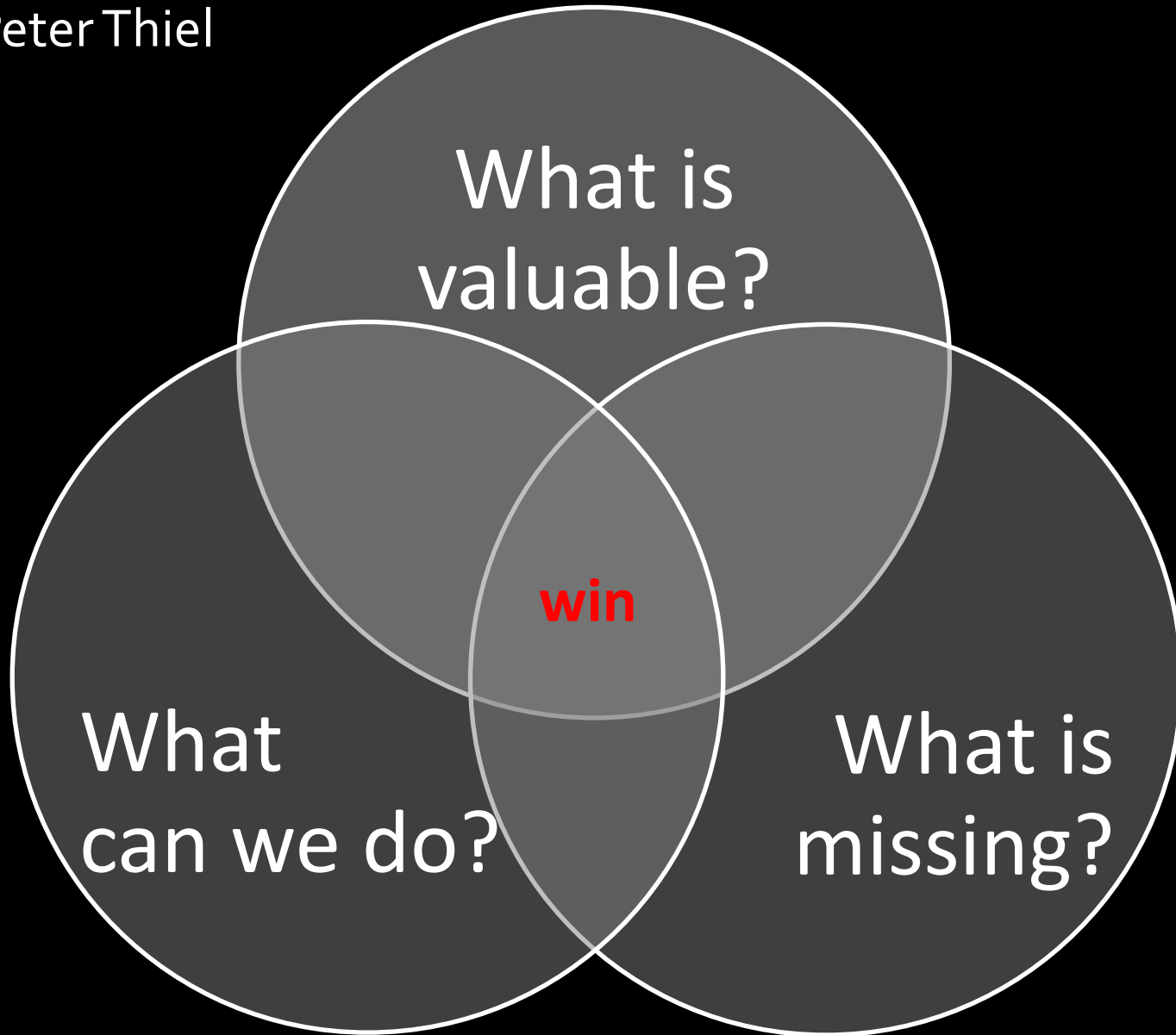


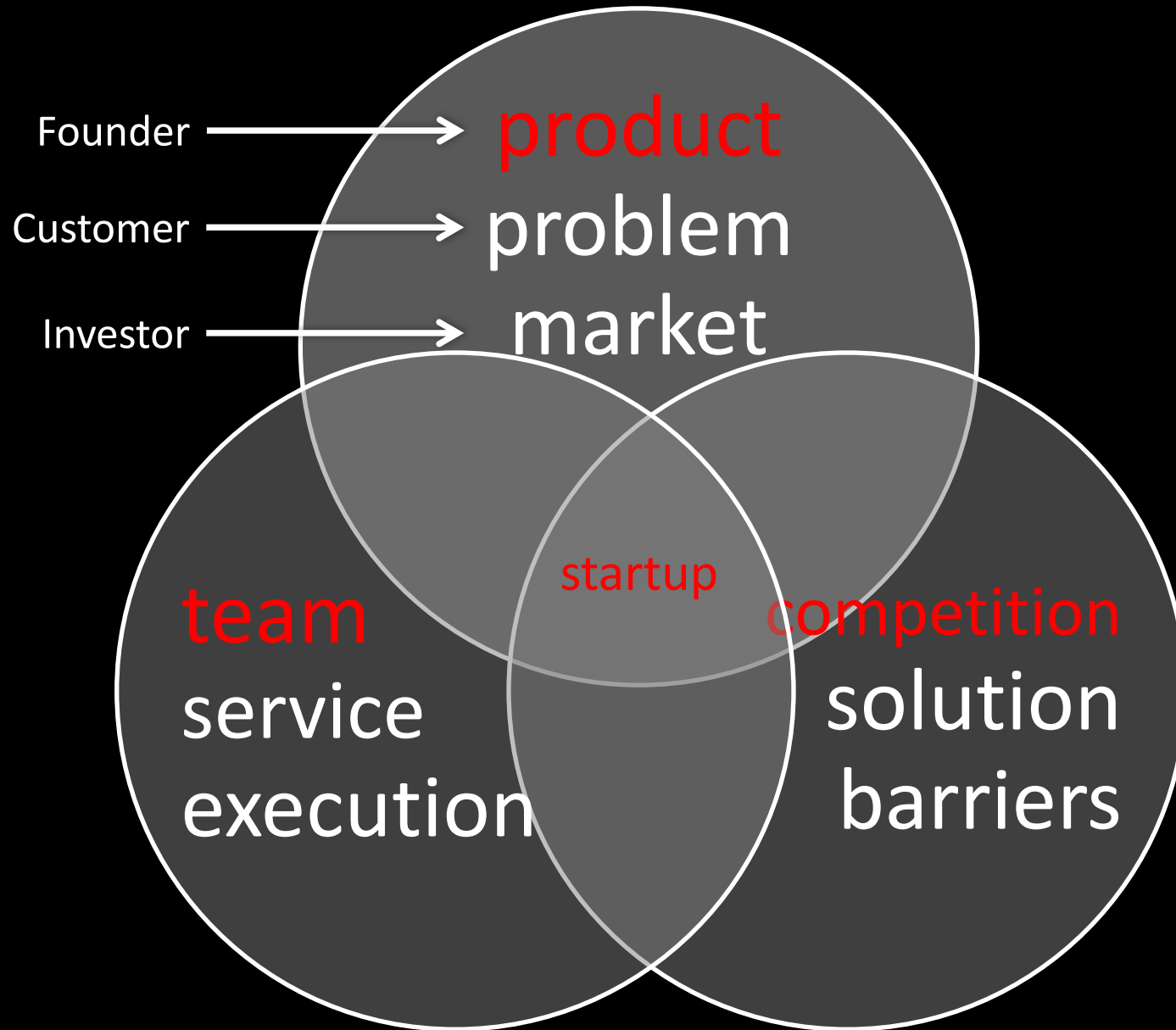
pitch

What makes Innovative Products?



Peter Thiel





Make something people want

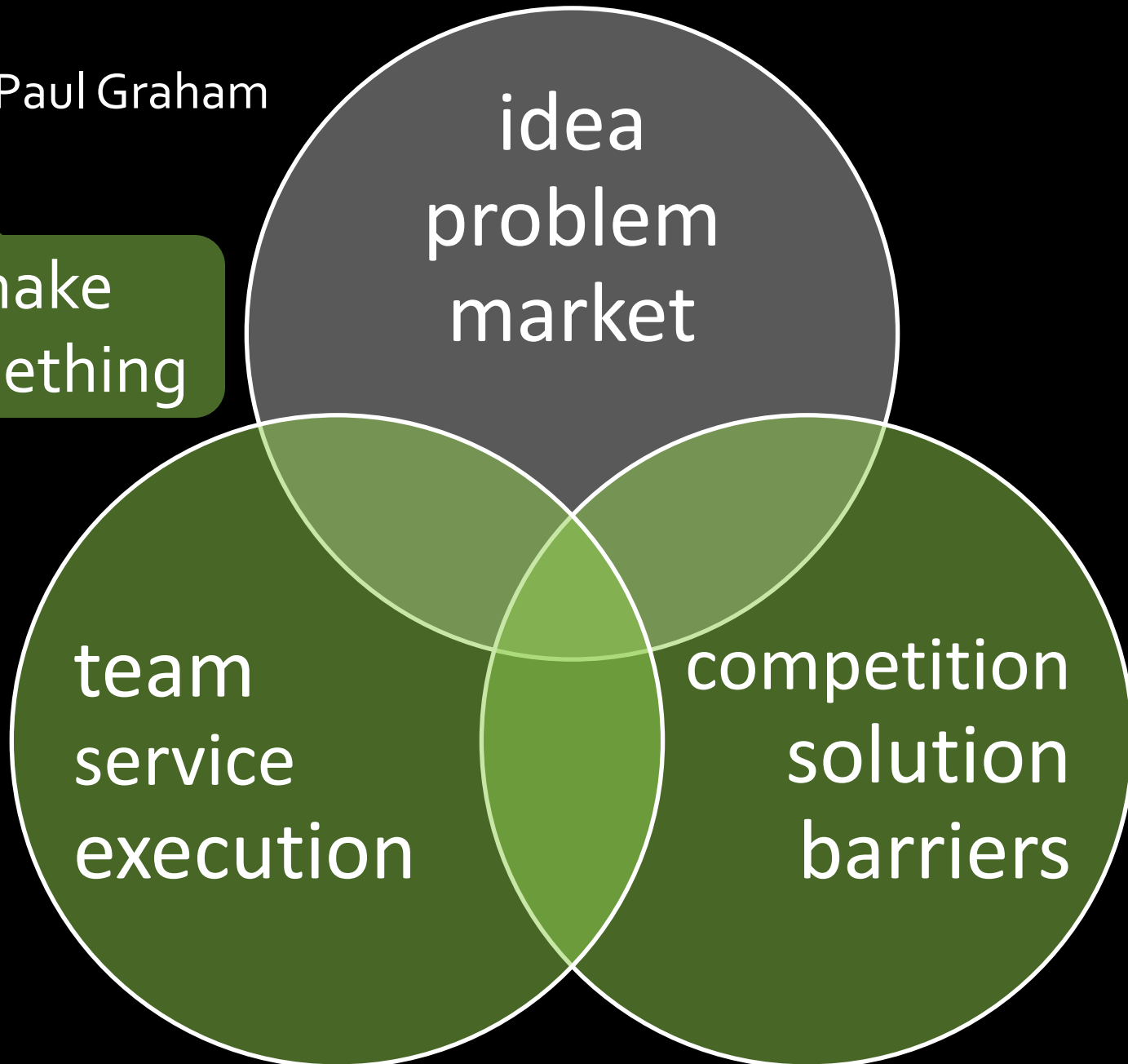


Paul Graham



Paul Graham

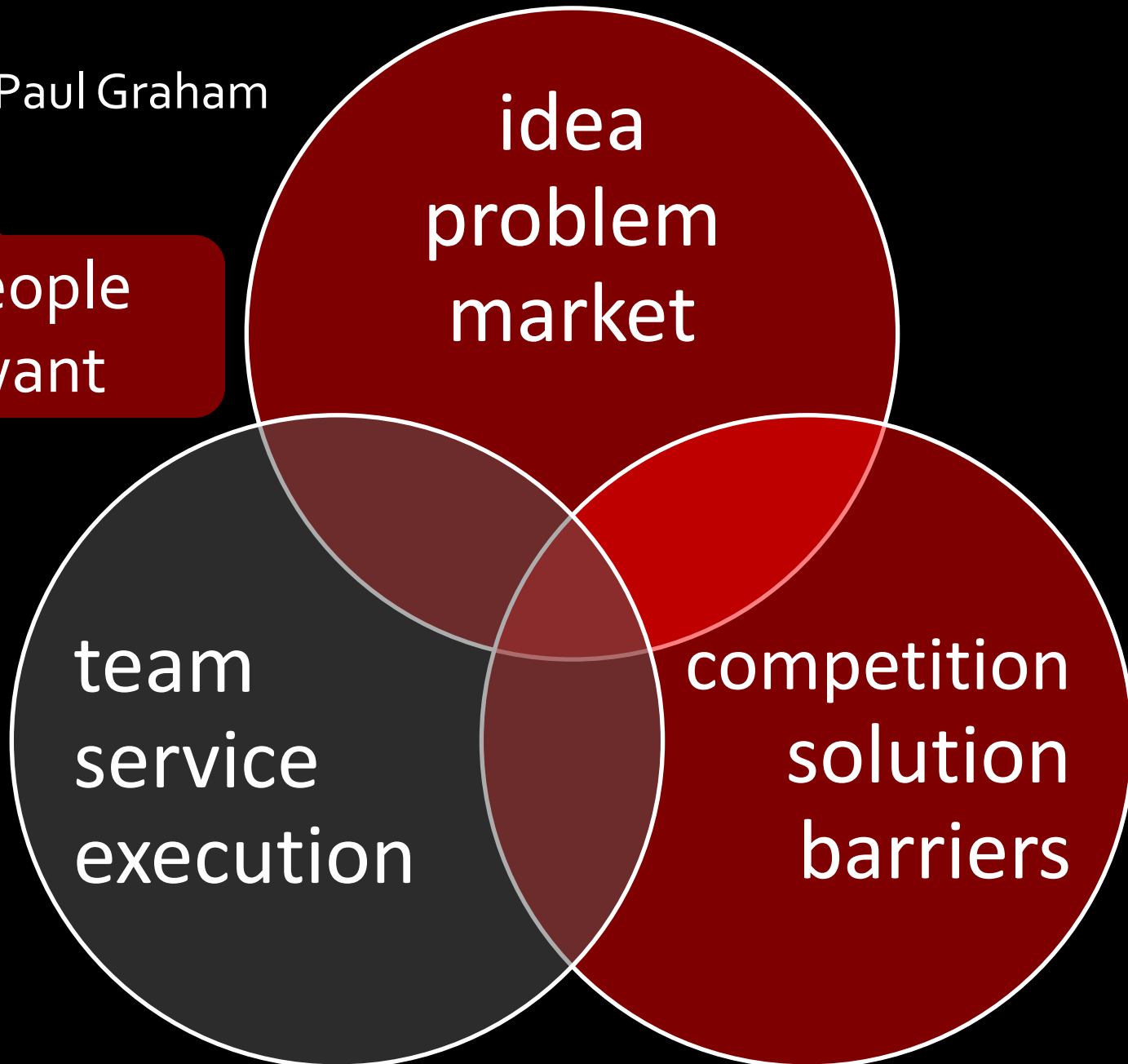
make
something





Paul Graham

people
want



Knowing what
People Want
is harder than
Making Something

- (a) Find **simple solutions**
- (b) to **overlooked problems**
- (c) that actually **need to be solved**, and
- (d) **deliver** them as **informally** as possible,
- (e) **starting with a crude version 1**, then
- (f) **iterating rapidly**.

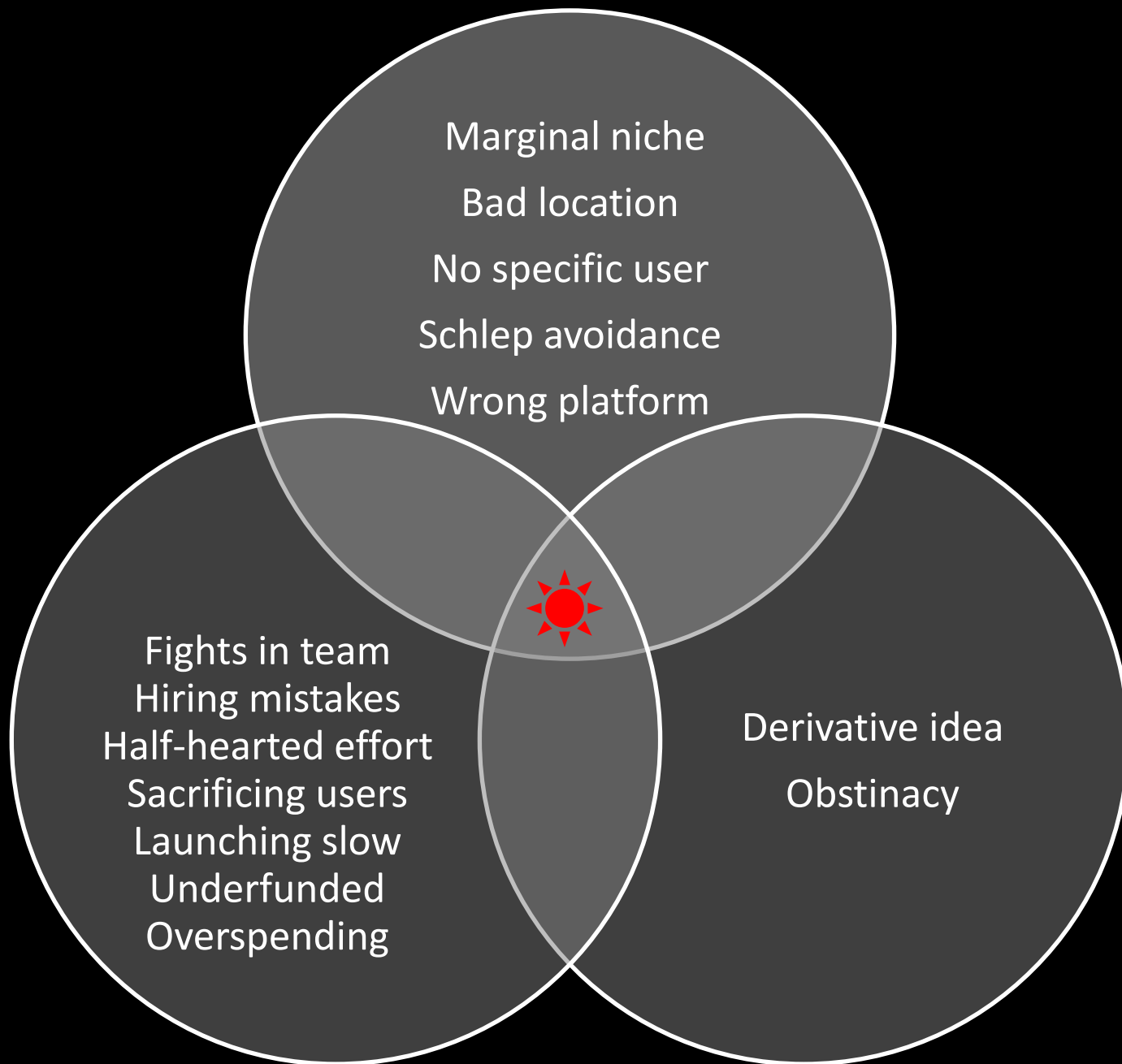


Paul Graham

What can go wrong?

What **breaks** the Product?

<http://www.paulgraham.com/startupmistakes.html>

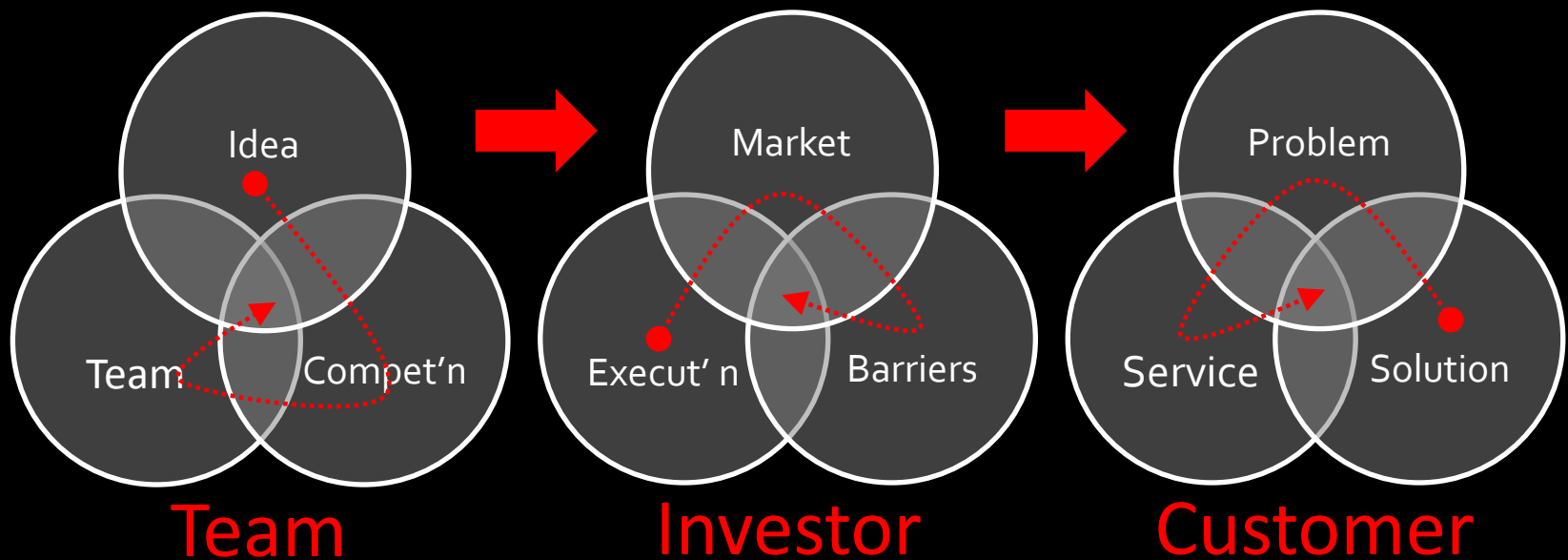


Rookie mistake:

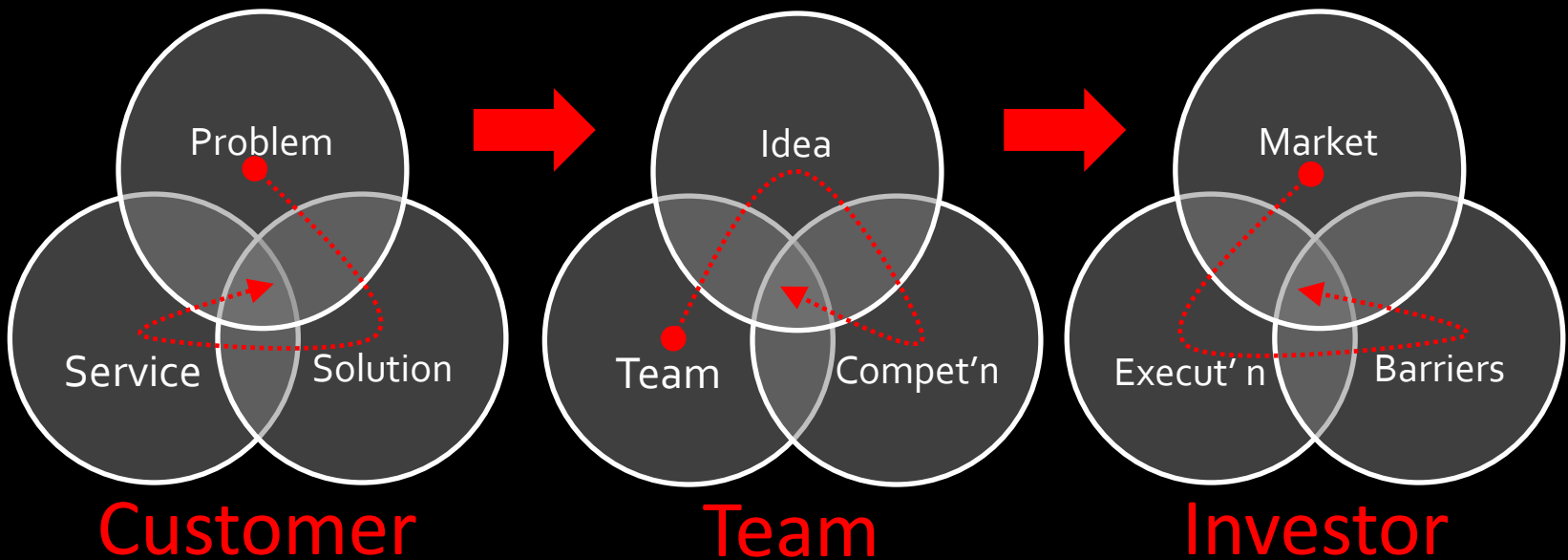
Starting with
cool/ego/itch idea

Product development equivalent of
convenience sampling

Rookie Mistake



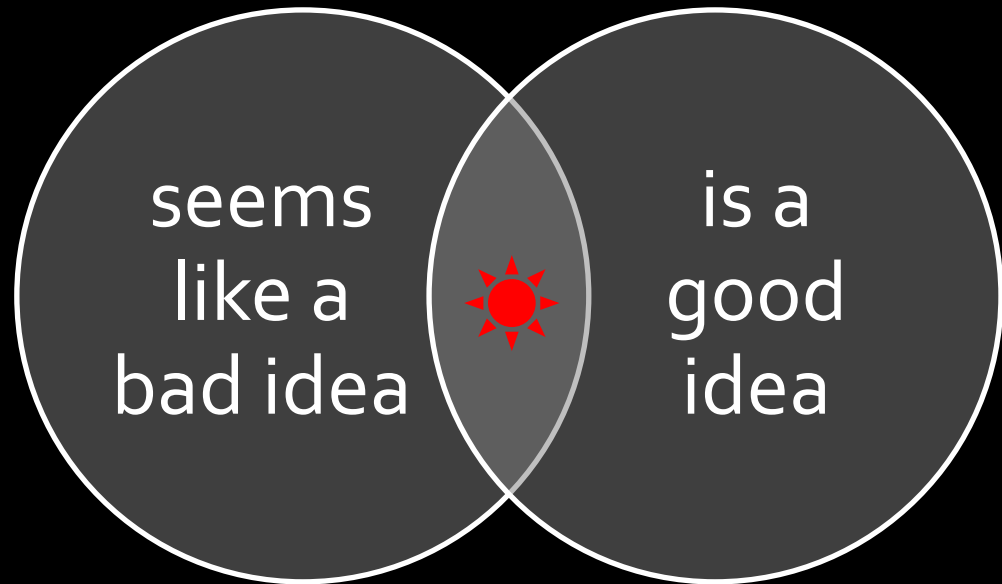
Better Path



If you had to start with an
Idea, then what are the
attributes of Great Ideas?

They seem bad initially

look for:



Peter Thiel

They challenge social
norms and touch taboos

Taboo = wrong answer +
most of us believe

Best opportunities are
in places where
taboos cross schlep



Powerful people initially
dismiss them as **silly toys**



They seem weird, niche,
and kind off hipster



They originate as Hobbies

Near past: AI, VR, bitcoin, drones
What are current hobbies?

They **attack or create**
large, crowded markets

either way, team can't avoid
competition

They Unbundle and Rebundle

universities, newspapers, TV, telcos



Great ideas are about
reordering existing +
connecting together +
with right timing

Creativity is just connecting things. Creative people feel a little guilty because they just saw something obvious



Steve Jobs

How does one get Product Ideas?

Trick to get product
ideas = don't think of
product ideas

Start with Problems you
experience or observe

Ensures the problem *really* exists

Keep living with the
problem and you will arrive
at very elegant and simple
solutions



Steve Jobs

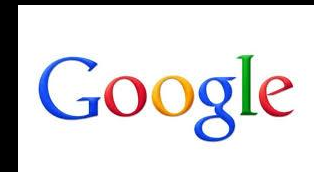
Wozniak wanted a
computer

=



Larry and Sergei
couldn't find
stuff online

=



Get to the edge of
a. rapidly changing field
and/or
b. slow-moving industry
and observe

Build the idea maze

Balaji Srinivasan's concept:

<http://bit.ly/1dmxWj4>

Then cultivate **Secrets**

Secret = you believe in it +
 most others don't +
 you are right

Live in the future and look back



Paul Graham

Solve a problem
for **few users** who
want a solution a lot

instead of 'many users want a little'
narrow+deep trumps wide+shallow

Start small and grow in
concentric circles

Like an onion

Is the initial solution
a lifestyle niche or germ
of a giant company?

Nobody can know

Solution must be 1st in
performance dimension
that matters

E.g. Google 1st in page rank

Facebook 1st in actual identity

Solution must
Outperform 1 OoM

Beat the next best thing by 10x
or go home

What are the attributes
of a **worthy problem?**

- (a) Find simple solutions
- (b) to **overlooked problems**
- (c) that **actually need to be solved**, and
- (d) deliver them as informally as possible,
- (e) starting with a crude version 1, then
- (f) iterating rapidly.



Paul Graham

1. Hard
2. Schleppy
3. Unsexy
4. Frequent
5. Urgent

1. Hard
 2. Schleppy
 3. Unsexy
 4. Frequent
 5. Urgent
- = Overlooked

Hard = Both

Meanings of Hard

Like lifting weights, *and*
solving a puzzle

Hard = Worry+Suspense

if you worry you won't be able to understand, and solution will come out badly, then it's hard

1. Hard

2. Schleppy

3. Unsexy

4. Frequent

5. Urgent

= Overlooked

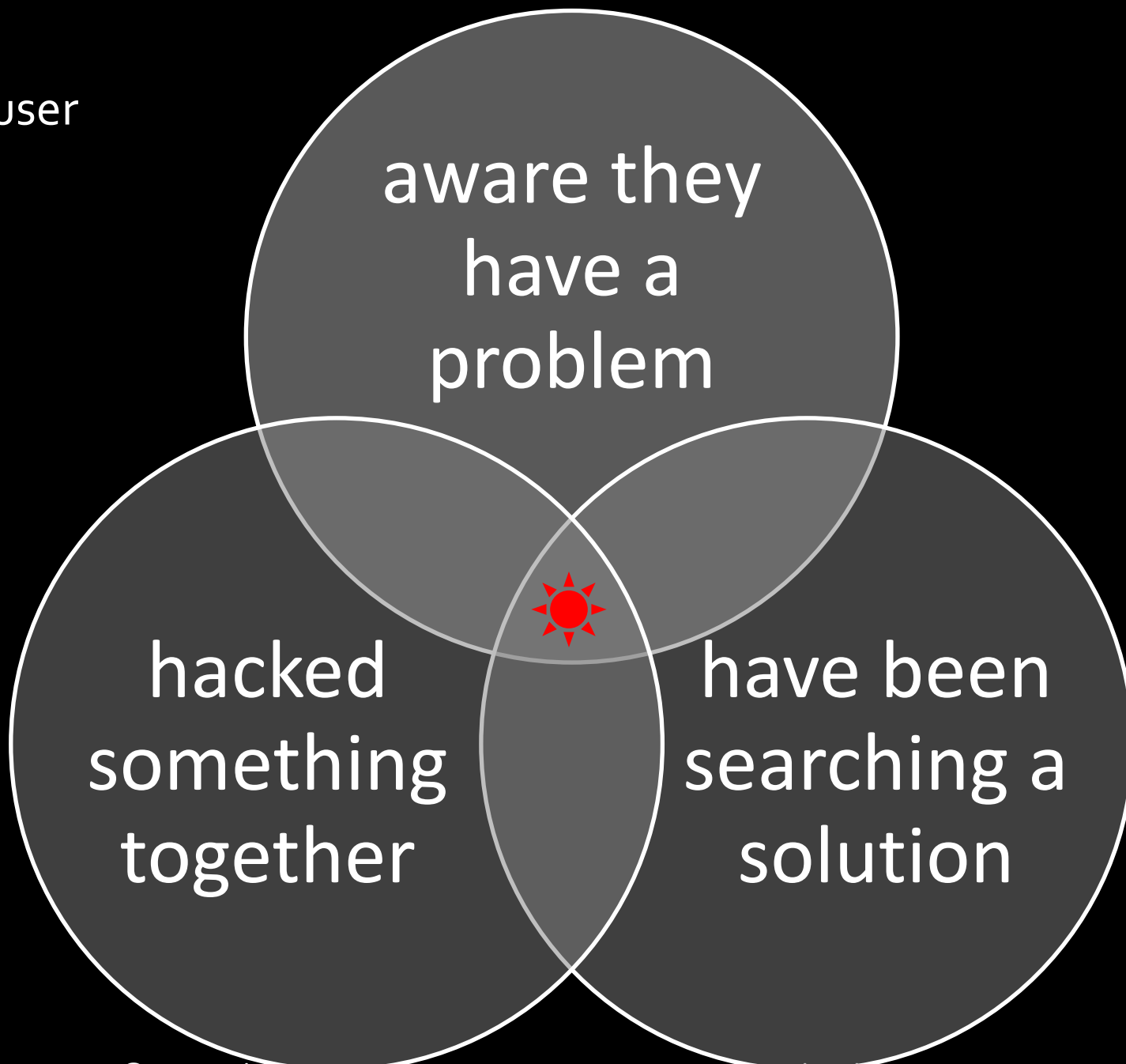
= Needs solution

Frequent + Urgent=
Complaints + DIY

if problem **a.** makes them complain,
and **b.** forces them to hack a DIY
solution, then it's Frequent+Urgent



user





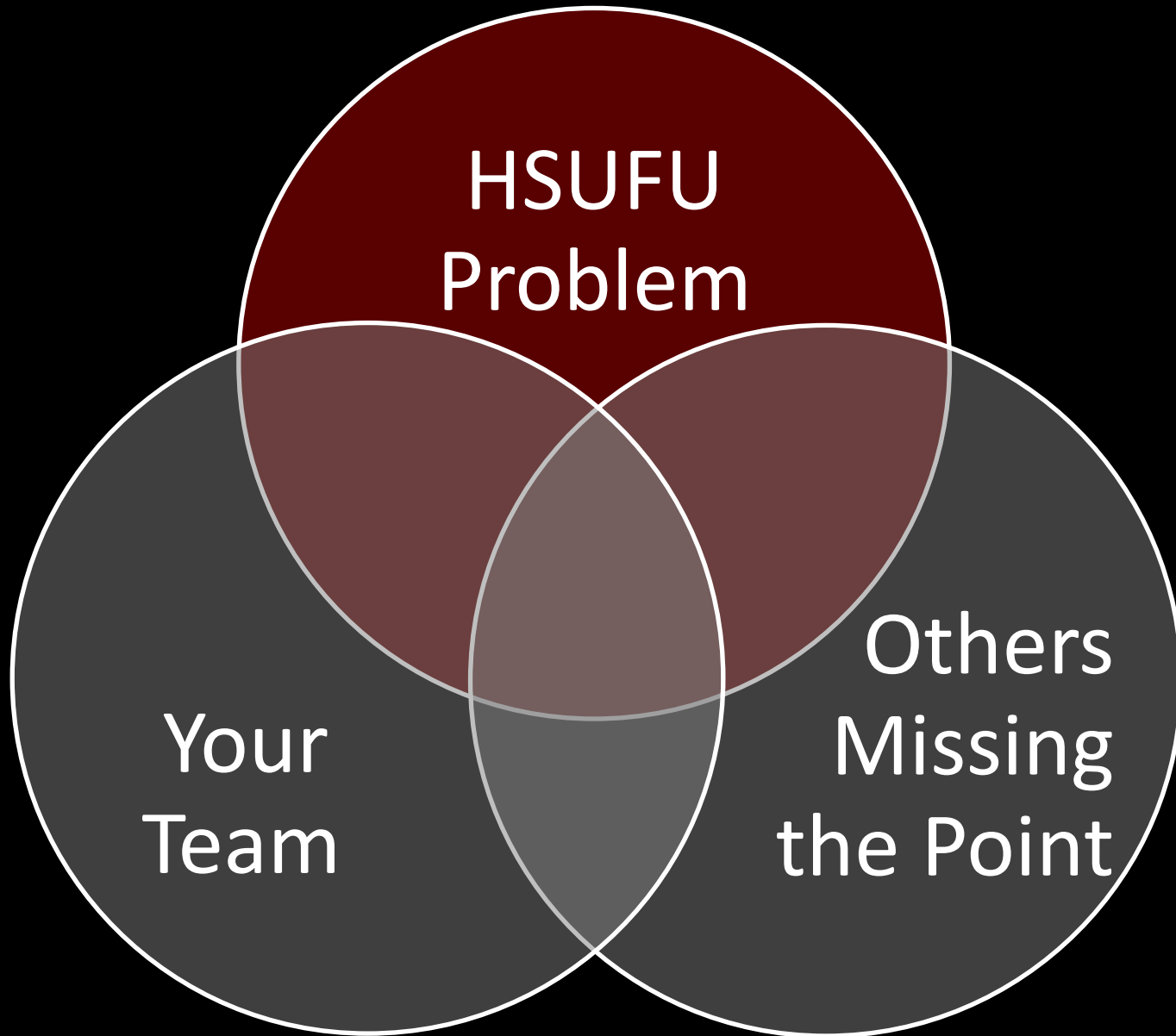
How does one notice
product-worthy
problems?

Best way to
get a good idea is
to get a lot of ideas



Linus Pauling

Enter Dump & Sort



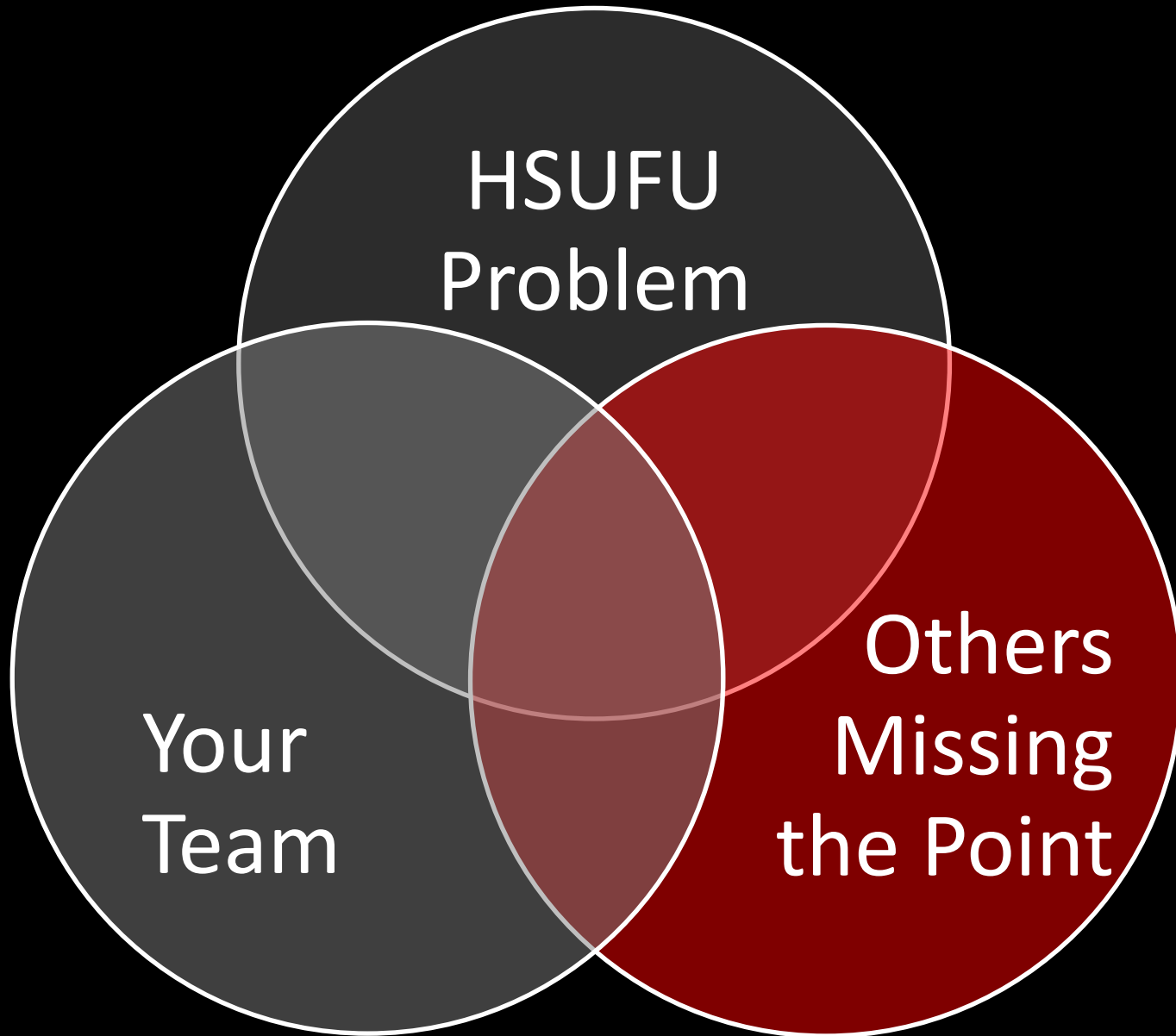
Dump & Sort Problems

- Dump hard, schleppy, unsexy, frequent, urgent (HSUFU) problems
- Write one problem per sticky

do it

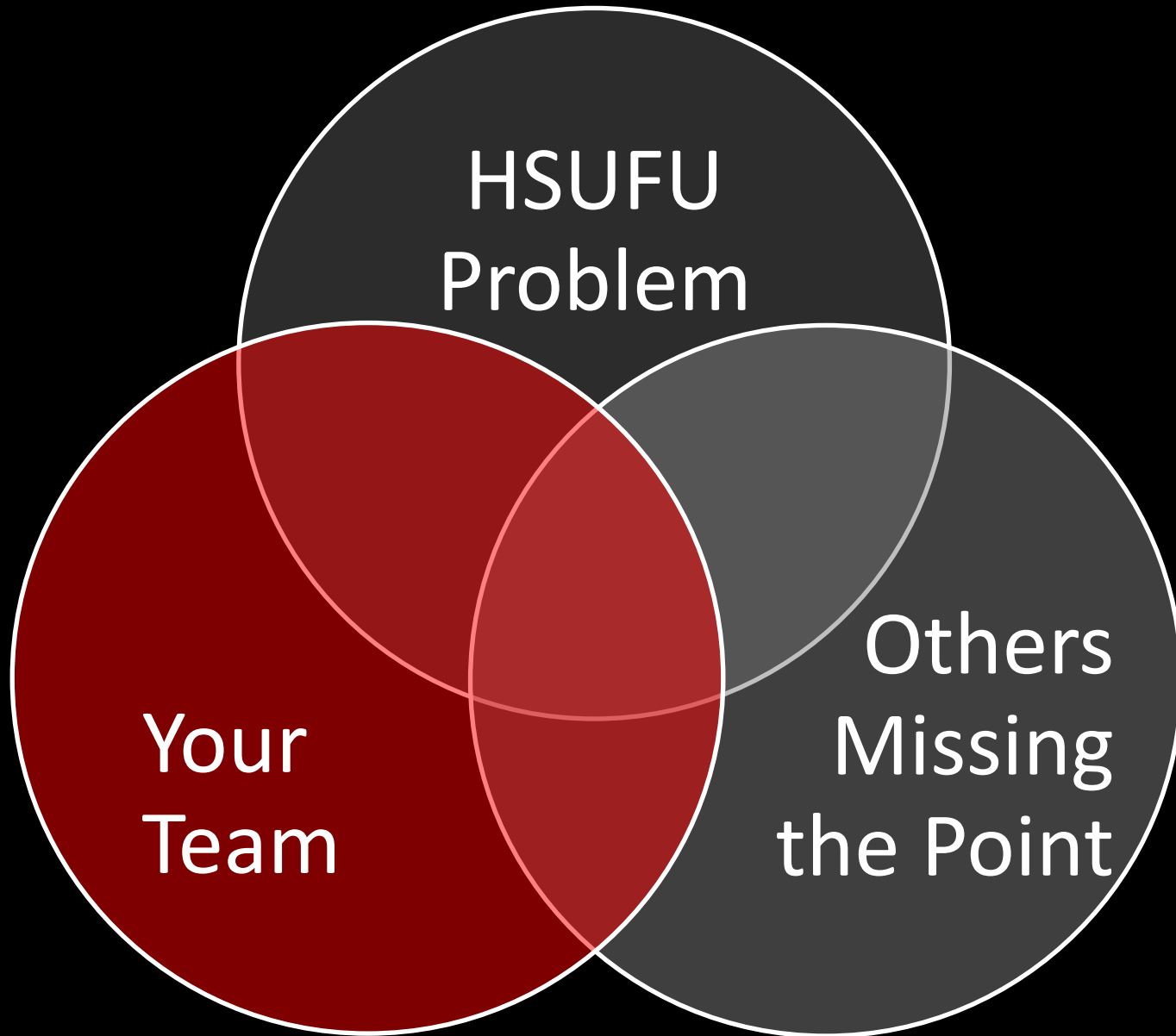
Internal questions to help

- What problem keeps you awake at night?
- What complaints (better yet, rants) do you observe firsthand?
- Where do you observe massive waste?
- B2B: For which schleppey jobs do they attempt to hire and fail?



External questions to help

- What important truth do you hold that a few people agree with?
- What is a wrong answer you observe but can't talk about? (taboos)
- What are competitor/substitute's unexpected failures? (bombed launch, zombie product, near miss)
- Where does regulation, demographic and tech shifts make life harder?



Questions to help

- What tools do you know better than anyone?
What have you built in a similar domain?
- What changes in adjacent domain make the hsufu problem solvable?
- What are competitor/substitute's unexpected successes?
- What would you like someone to build for you?

Consolidate and Dot Vote

- Pick contrarian idea that would outperform next best thing by one order of magnitude
- Combine on an A4 as a team

do it

Teams: Rotate
clockwise, quite read,
give feedback

There is nothing
more powerful than an
idea whose time has come



Victor Hugo



Triangulation