

Product Discovery

Construyendo mejores productos

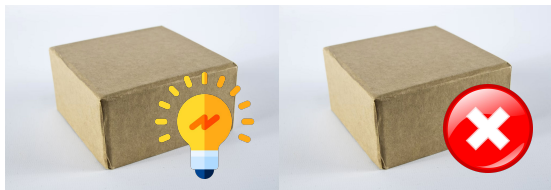
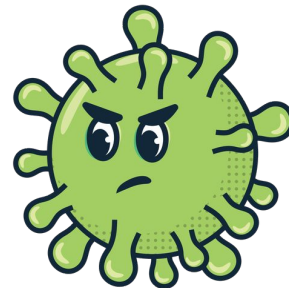
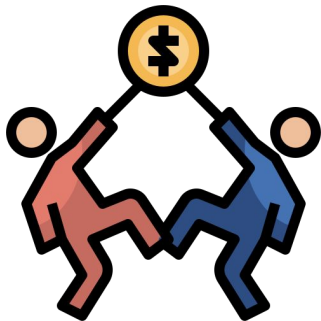
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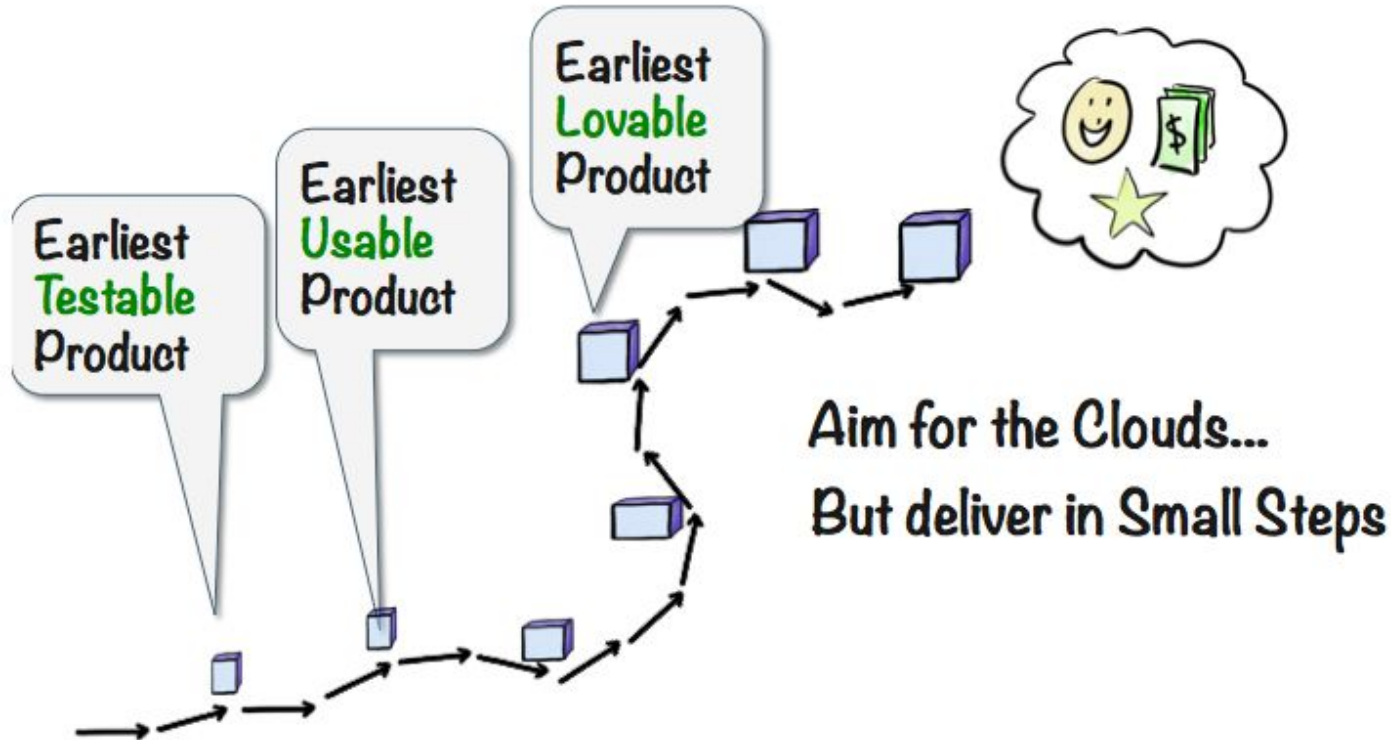
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Minimum viable \Rightarrow Earliest testable/usable/lovable



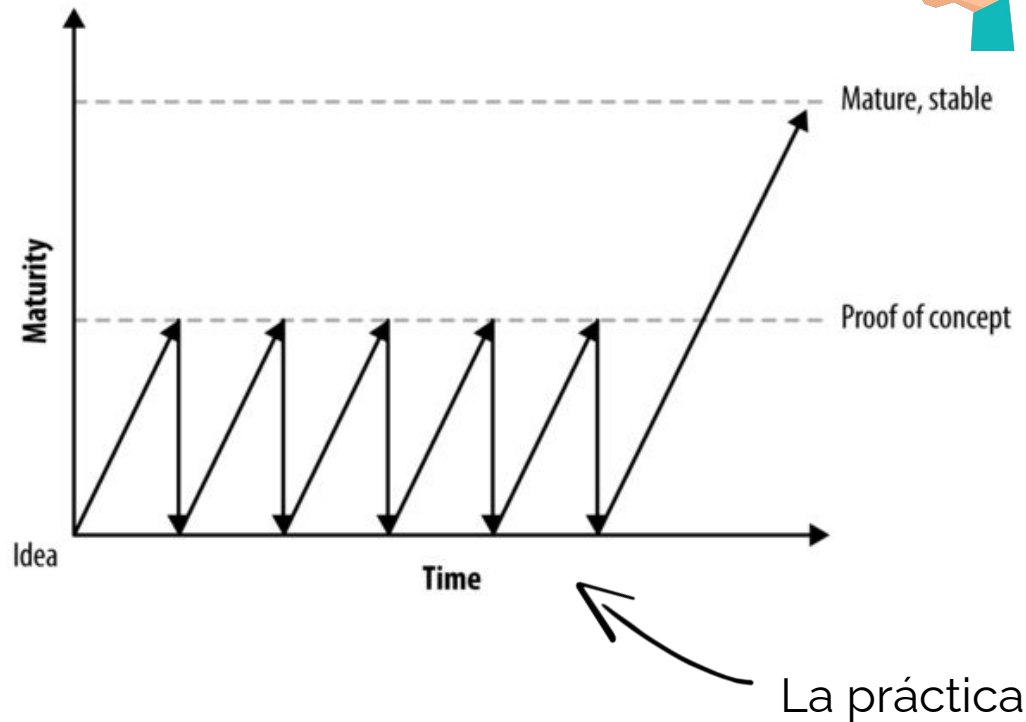
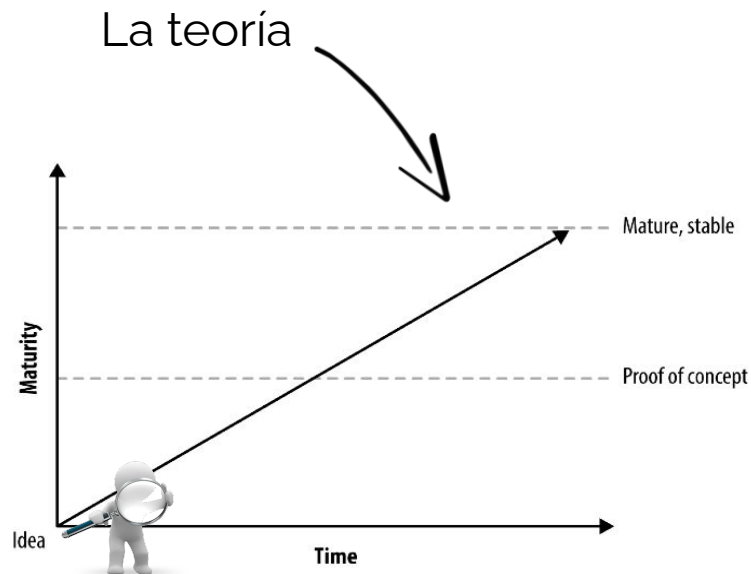
Concepto

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¿Qué es product Discovery?



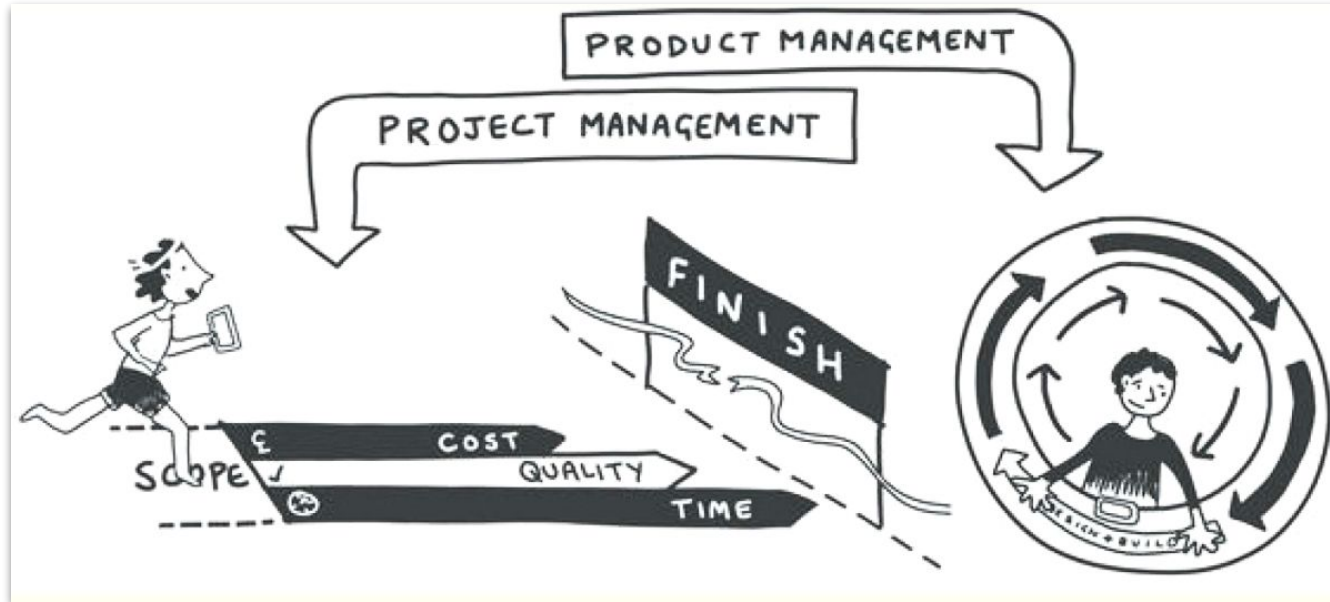
Discovery, una actividad clave



Fuente:

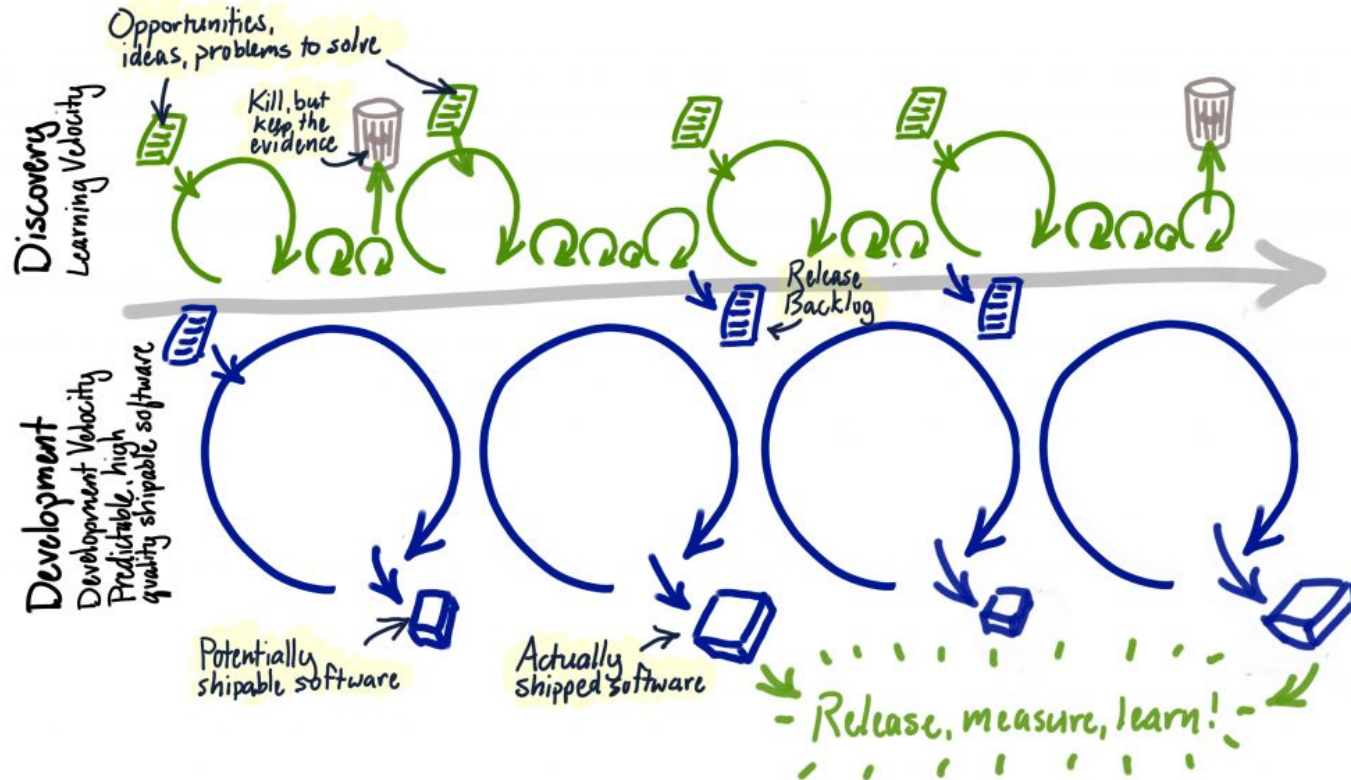
<https://www.ycombinator.com/library/4Q-a-minimum-viable-product-is-not-a-product-it-s-a-process>

Un producto nunca está "listo", está en constante evolución, siempre apuntando a entregar más valor a los clientes.



My Product Management Toolkit, Marc Abraham

Discovery, no sólo al inicio (Dual Track)



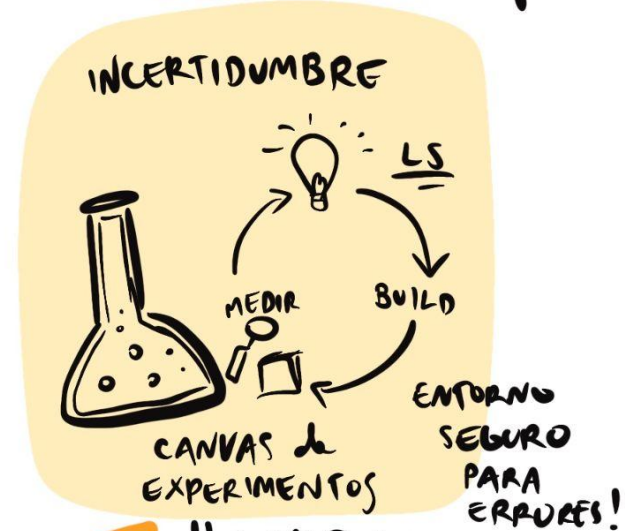
Mentalidad de Product Discovery



1 COLABORACIÓN
y APRENDIZAJE en
el EQUIPO de PRODUCTO



2 USER
CENTERED
DESIGN



3 HUMILDAD
INTELLECTUAL

Product Discovery Mindset

1) Colaboración y aprendizaje en el Equipo de Producto

- Todo el Equipo de Producto conoce y **aprende** del Product Discovery, participando en las decisiones sobre la funcionalidad a crear
- Evitando guerras de opiniones y corazonadas
- Desarrollando y manteniendo un **entendimiento compartido**
- Con artefactos de **visualización**



Product Discovery Mindset

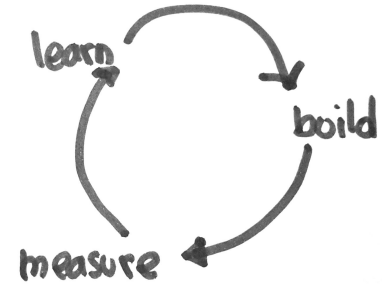
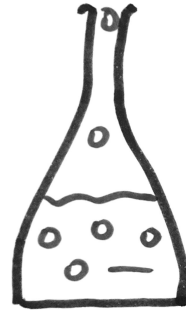
2) User Centered Design

- El Equipo de Producto trabaja en **comunicación directa** con usuarios y clientes
- No sólo validando problemas y soluciones sino además **co-creando** junto a ellos
- Diseñar **experiencias**

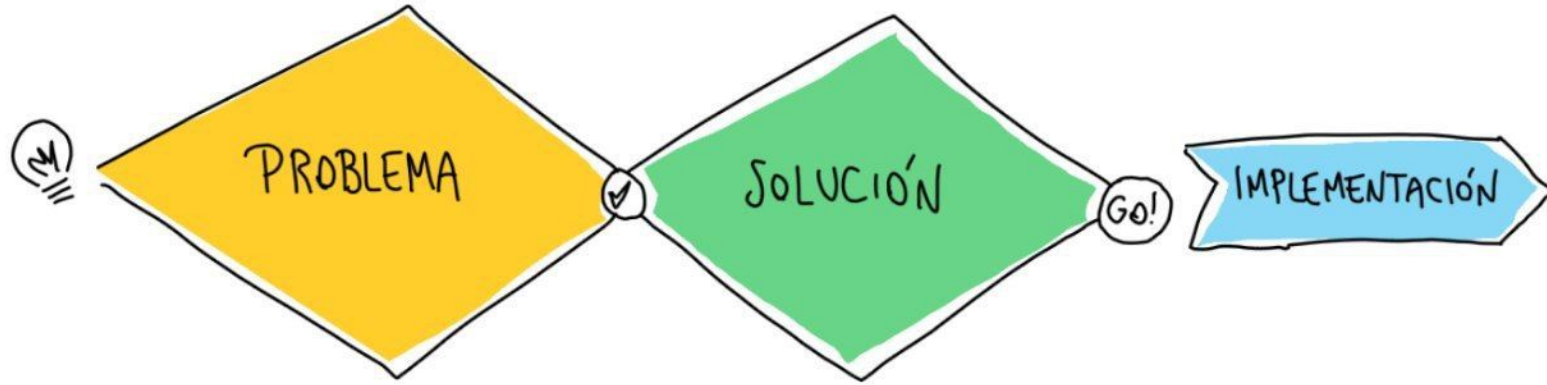


3) Humildad intelectual

- Tolerancia a la **incertidumbre**: no hay certezas sino hipótesis a validar
- **Experimentos**: tolerancia al error y a cambiar de parecer
- Construir un ambiente **seguro e inclusivo** de respeto a las opiniones de todo el equipo



Problema vs Solución



VALOR
¿PARA QUIÉN?



PRIORIZACIÓN
¿A QUÉ LE
PONEMOS
NUESTRA
atención?

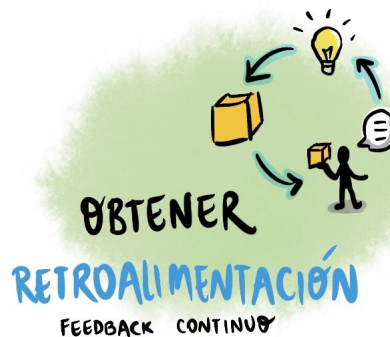
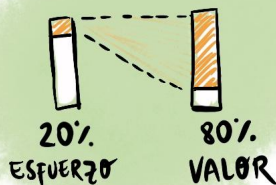


GENERAR
ingresos



ENTREGA

TEMPRANA
Y FRECUENTE




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¿Quiénes son mis usuarios/clientes?

Personas (UX Personas)

- Hacer **foco en segmentos específicos**.
- Técnica para comprender las diferentes necesidades de los principales **tipos de clientes** de un producto.
- También sirve para generar conversaciones valiosas al momento de definir y priorizar las oportunidades.

 <p>Datos <nombre> <edad> <Profesión> <... ></p>	Problemas
Comportamiento	Necesidades y objetivos

User Personas: Ejemplos

John Snyder

Primary Persona



28 Years Old • Male
Los Angeles • Financial Analyst
Spotify Premium Subscriber
Favorite Artist: Gorillaz

Behaviors

- Loyal to his close friends and family
- Tries to hold a strong focus
- Enthusiastic about trying new things
- Likes to be organized

Bio

Daniel has remained close with the same several friends since childhood and into adulthood. As avids music listeners, they like to collaborate with each other on playlists and talk about music, but they often each listen alone. Daniel likes to listen to music whenever he can, whether he's traveling, working, exercising, or just hanging out. He likes discovering new music in authentic ways by going to concerts of newly discovered artists, listening to streaming radio, or checking out friends' recommendations.

Goals

- Discover new music
- Personalize playlists
- Get music recommendations based on what he's currently listening to
- Find quality yet inexpensive music events

Needs

- More accurate streaming radio stations
- Good organization of music
- Musical inspiration from various sources
- Others' opinions on songs

Frustrations

- Hearing the same song within different recommended playlists
- Inaccuracy of "related songs" played on select radio stations
- Difficulty finding and sharing playlists

Summer Lee

Primary Persona



27 Years Old • Female
New York • Graphic Designer
Spotify Premium Subscriber
Favorite Artist: Too many to choose

Behaviors

- Socially active
- Works hard, Parties harder
- Cares about what others think
- Self-aware
- Likes to be organized

Bio

Summer loves to listen to music whenever possible. Whether she listens on her commute to work, to focus while she's designing, or at one of her many parties, **music is a huge part of her life**. She comes from a large family where music was always playing in the house, so it's no surprise why she likes it so much. To that point, **Summer also likes being social**. She enjoys skateboarding with friends, **cooking for dinner parties**, and **sharing music with others**.

Goals

- Share music with friends and family
- Make connections through music
- Throw great social events
- Make her partygoers feel comfortable

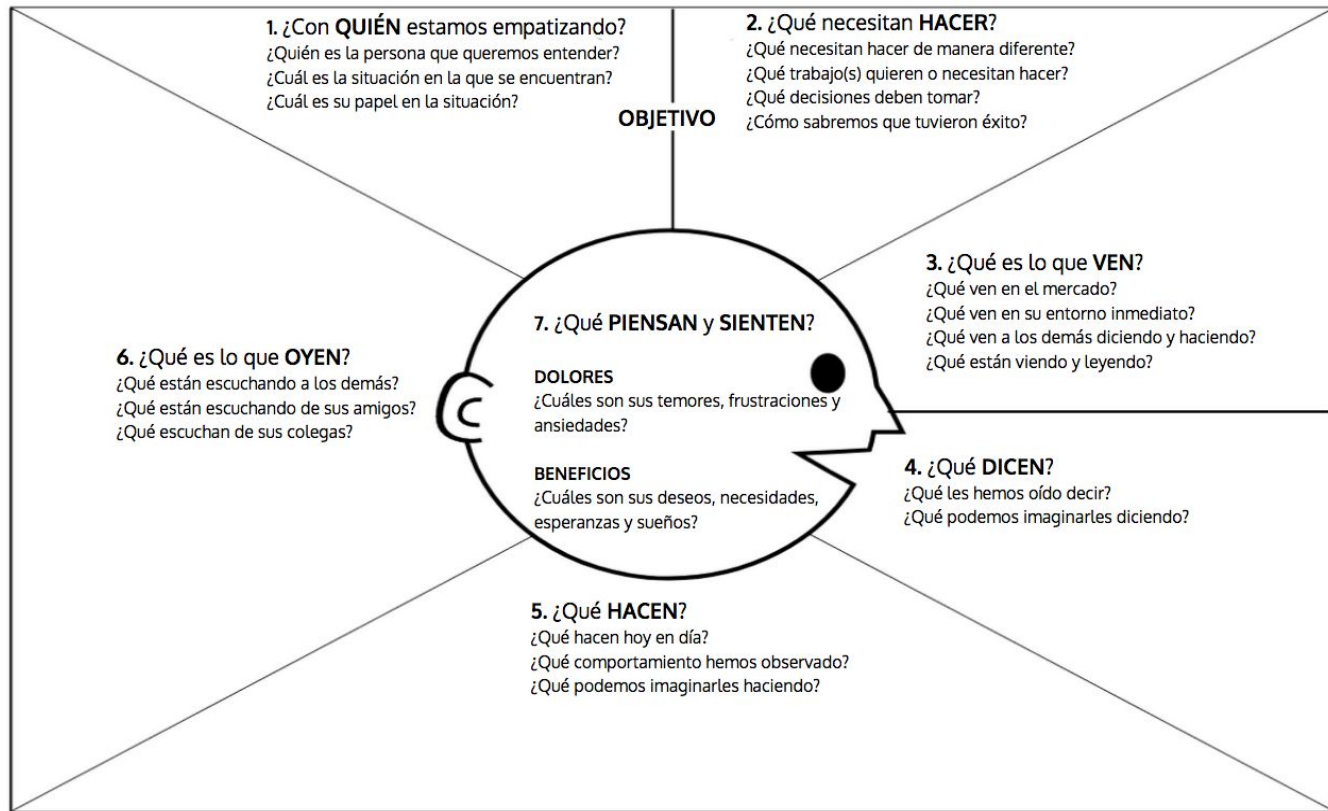
Needs

- Continuous stream of songs
- Good organization of music
- Musical inspiration from others
- Seamless way for others to contribute to what is playing

Frustrations

- Hearing the same song over and over again
- Not knowing if others like her music choices
- Difficulty finding and sharing playlists
- Not being able to socialize at her parties because she needs to be the "DJ" all night

Mapa de Empatía



- Tablero para conocer **quién es tu cliente**
- Qué **problemas y necesidades** tiene
- Y qué **propuesta de valor** le ofreceremos

Ejemplo Mapa de Empatía



¡Practiquemos!



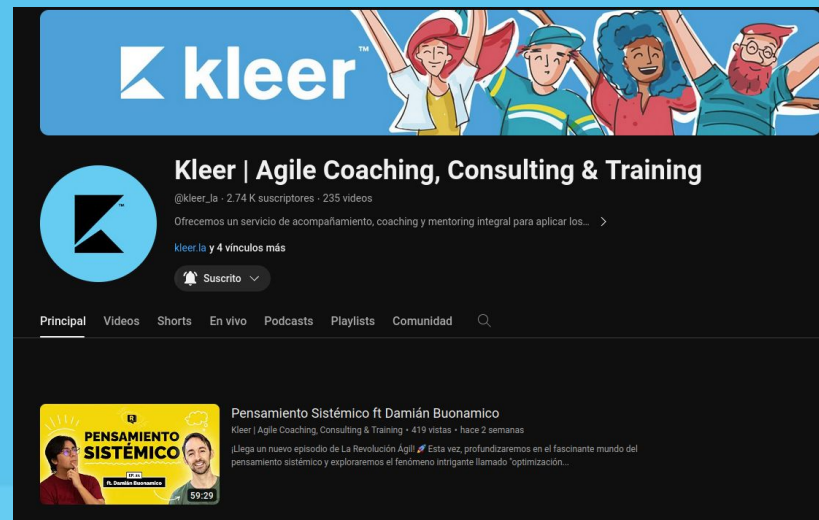
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Súmate

