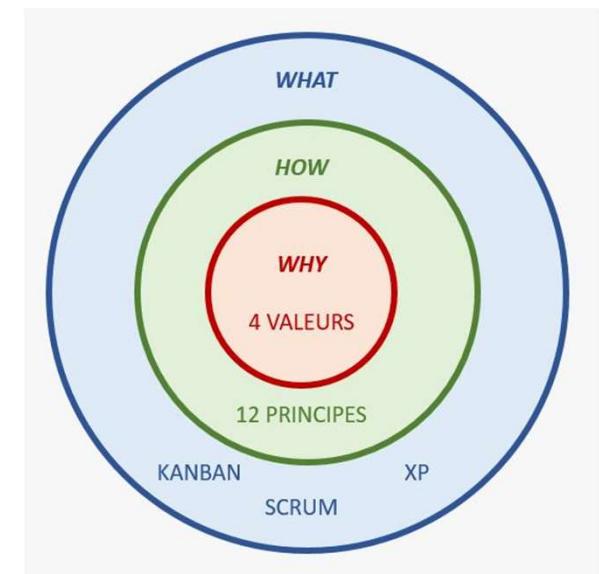


FOCUS AGILITE ! INTRODUCTION



SOULEYMANE SANOGO

Agile ?



SOULEYMANE SANOGO

Agile ?



SOULEYMANE SANOGO

Agile ?



SOULEYMANE SANOGO

Agile ?

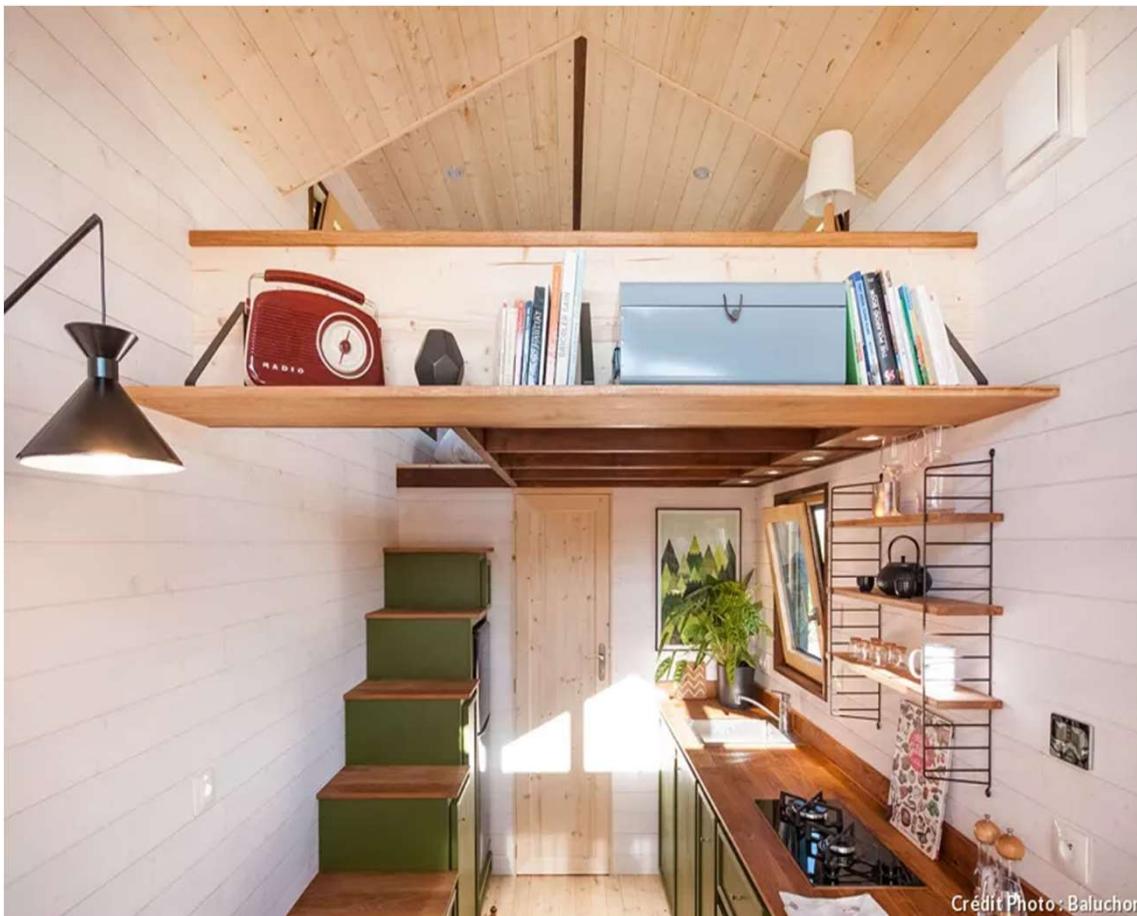


Crédit Photo : Baluchon



SOULEYMANE SANOGO

Agile ?



Credit Photo : Baluchon

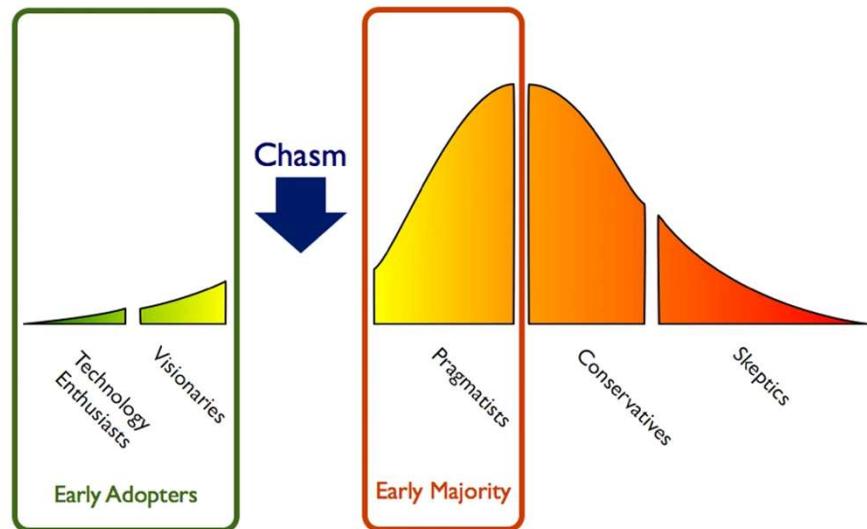


Credit Photo : Baluchon



SOULEYMANE SANOGO

EQUATION DU CHANGEMENT !



EQUATION du CHANGEMENT



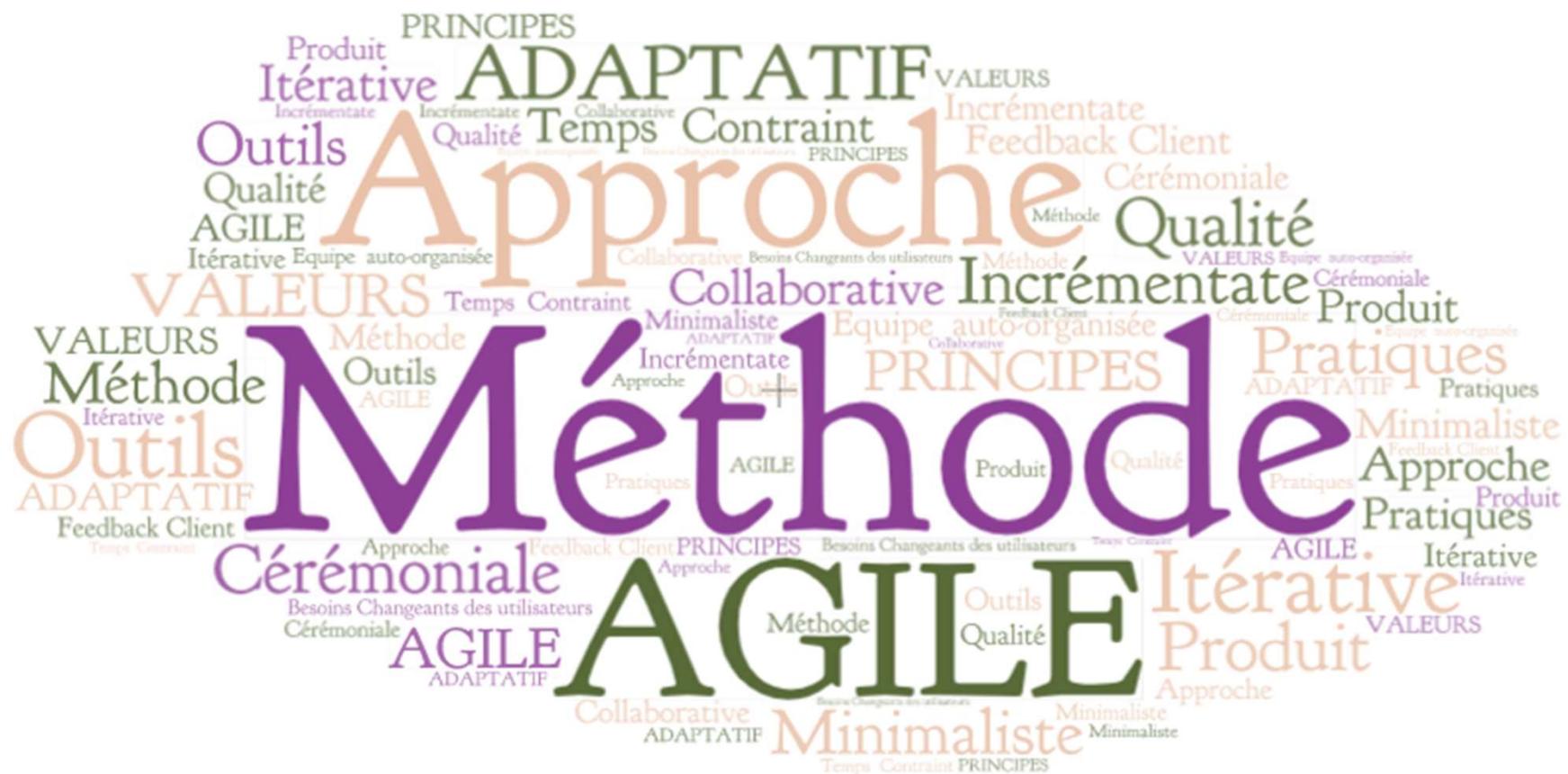
SOULEYMANE SANOGO

Les Méthodes AGILES ?



SOULEYMANE SANOGO

Les Méthodes AGILES ?



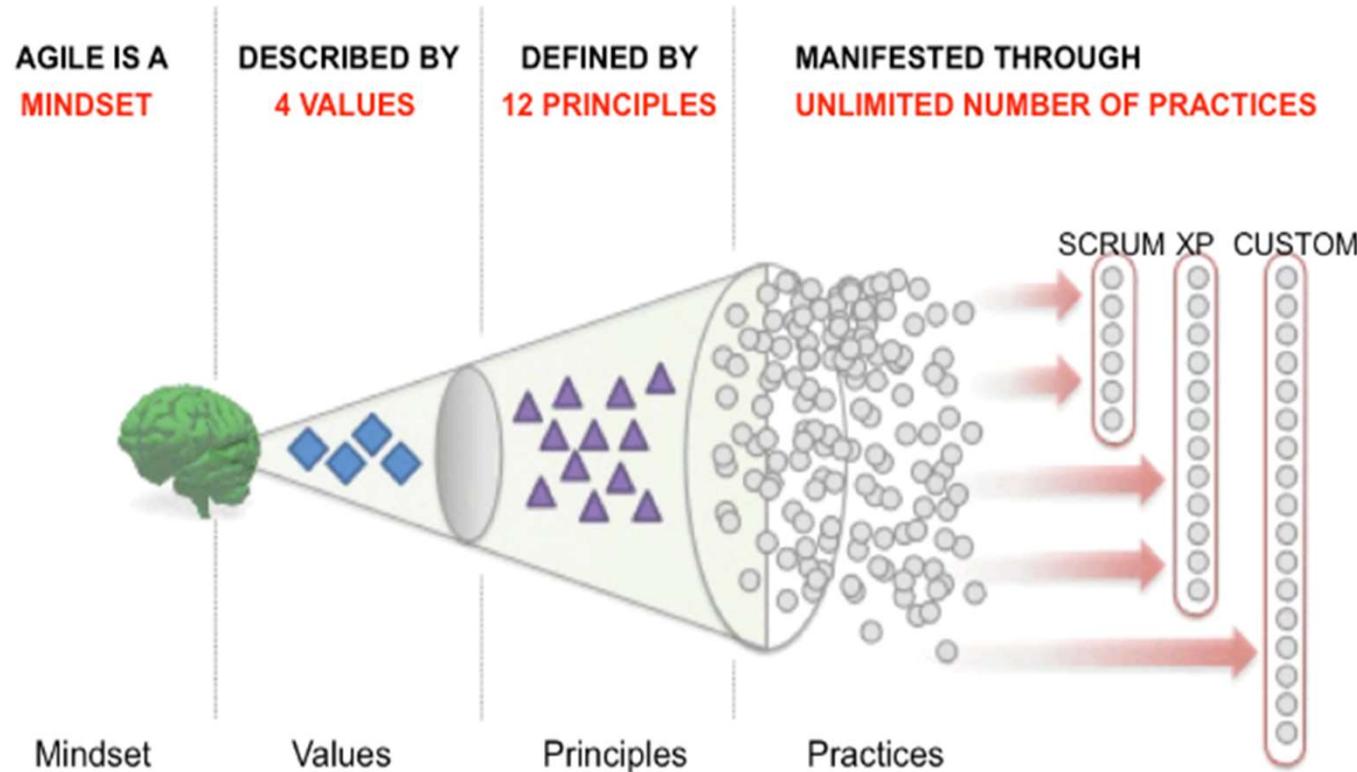
SOULEYMANE SANOGO

DREAM TEAM : HOTS ?



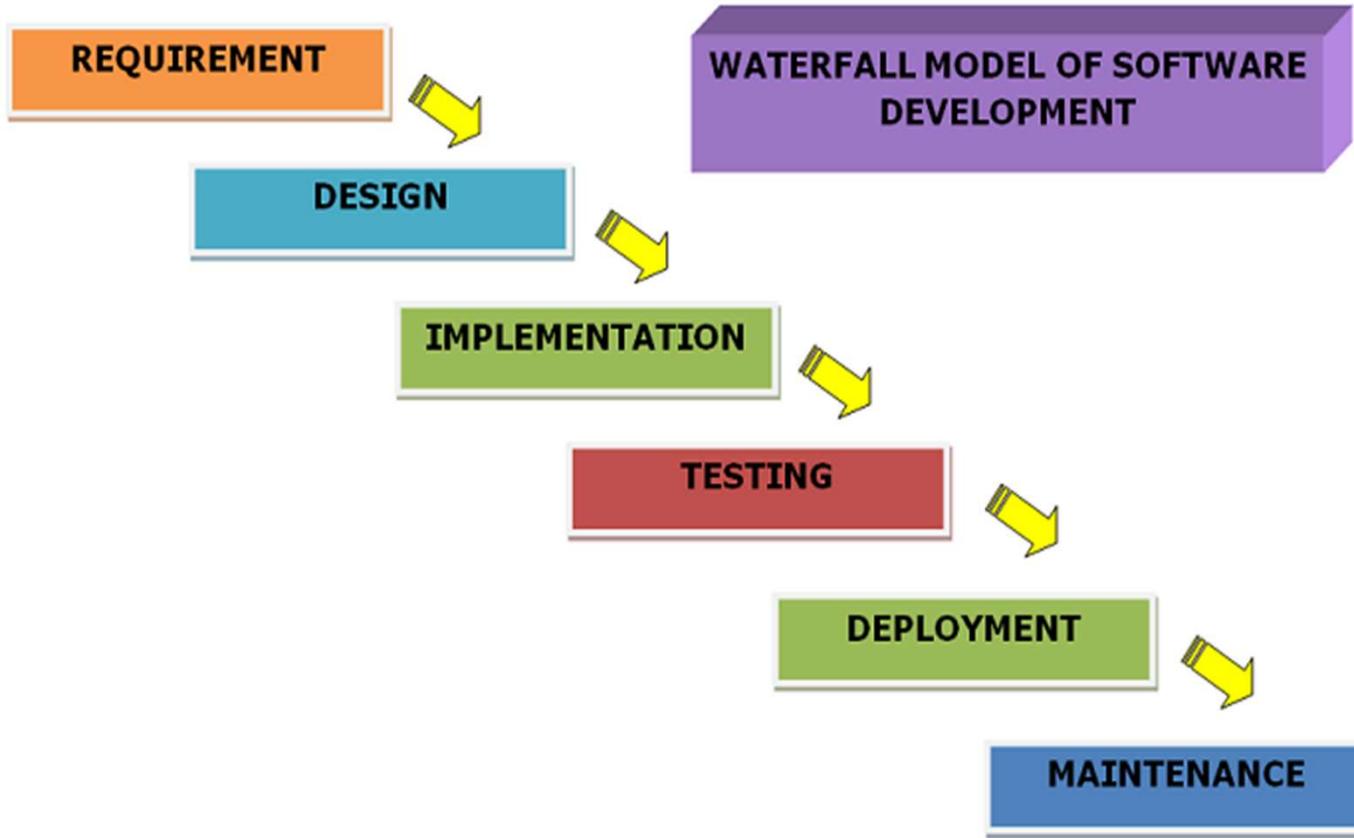
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AGILE MINDSET ?



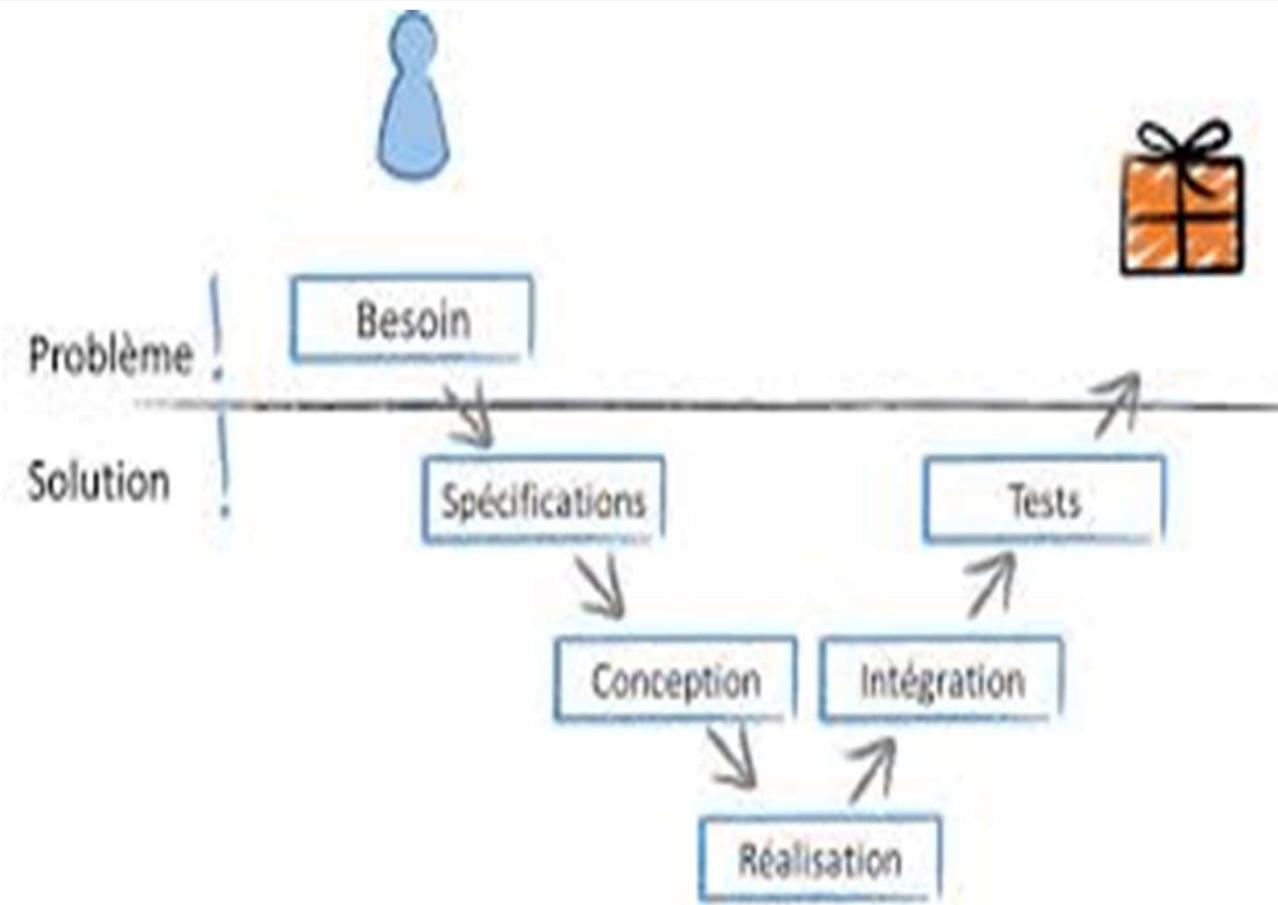
SOULEYMANE SANOGO

LA CASCADE !



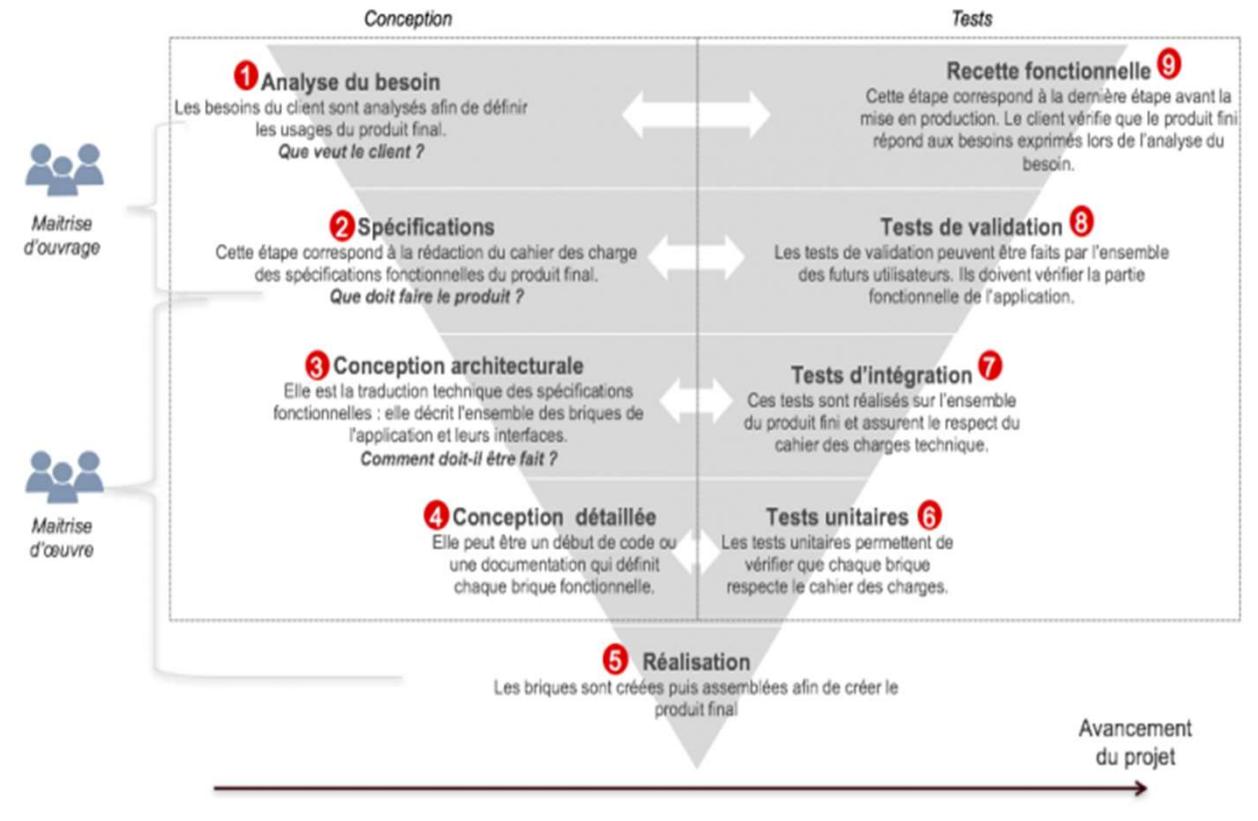
SOULEYMANE SANOGO

LA CASCADE / CYCLE EN V



Introduction: CYCLE en V

- La méthode « Cycle en V » provient du secteur de l'industrie et s'est répandue aux projets informatiques dans les années 80.

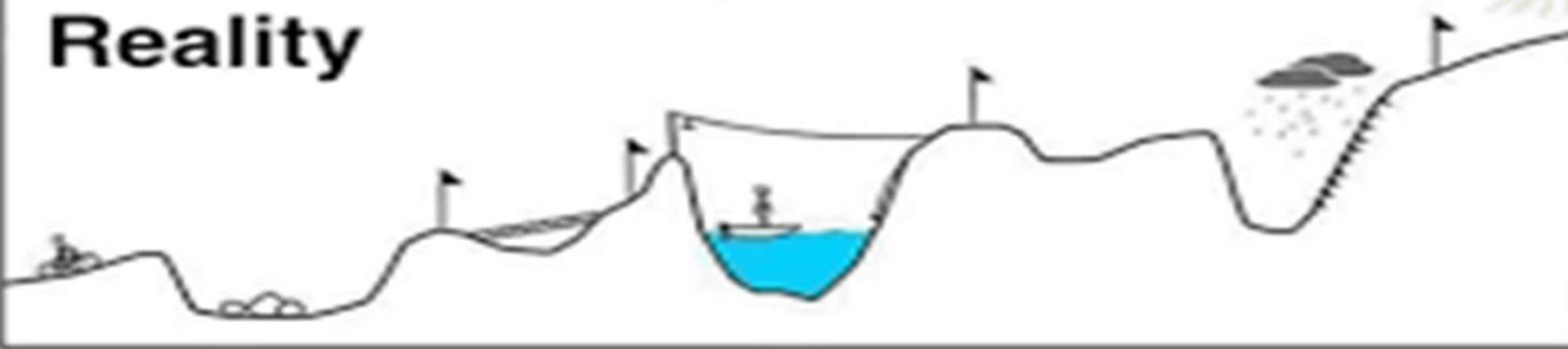


INTRODUCTION : Your Plan vs Reality

Your plan

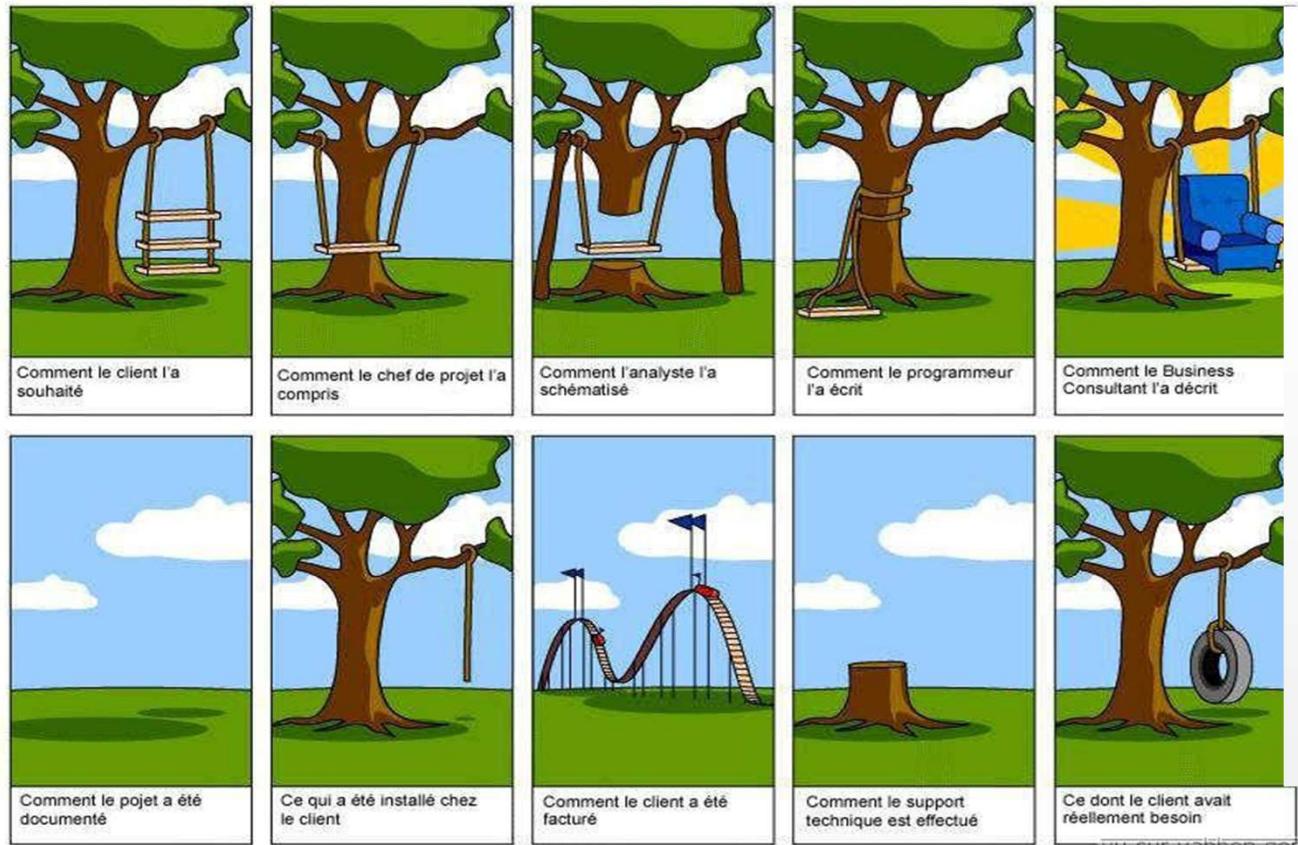


Reality



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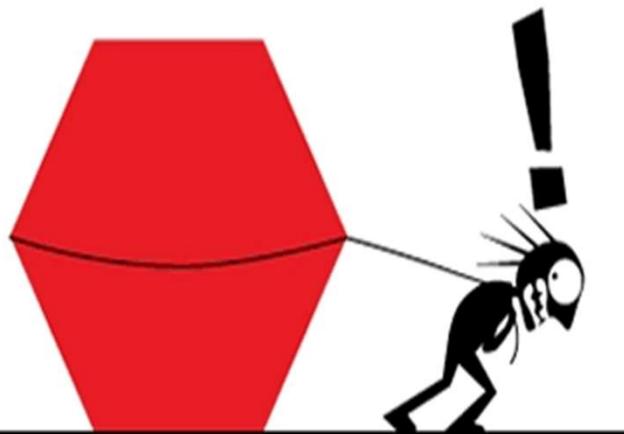
INTRODUCTION : Les causes des échecs !



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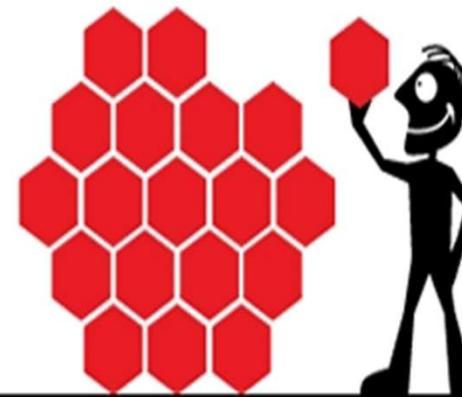
INTRODUCTION : Les Méthodes Agiles !

THE WATERFALL PROCESS



*'This project has got so big,
I'm not sure I'll be able to deliver it!'*

THE AGILE PROCESS

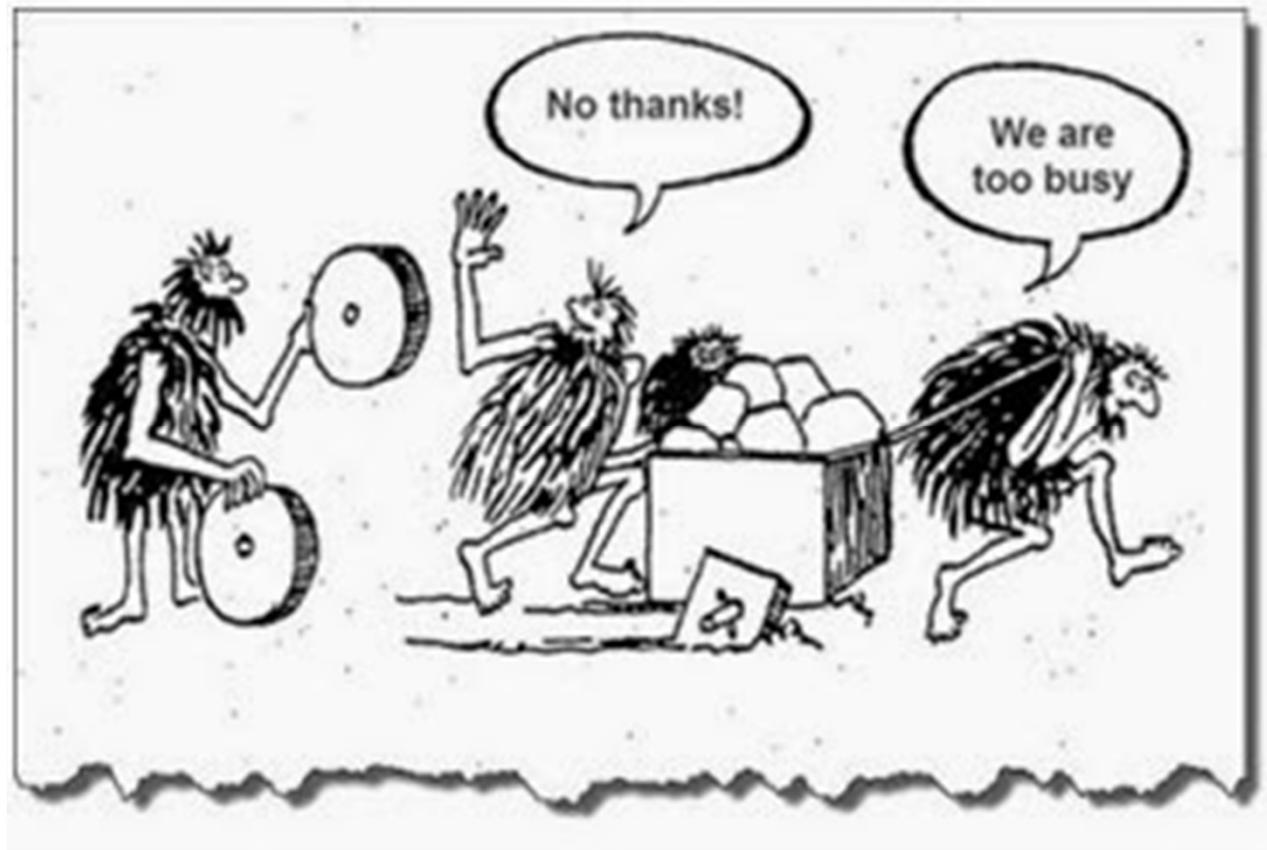


*'It's so much better delivering this
project in bite-sized sections'*



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INTRODUCTION : Les Méthodes Agiles !



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INTRODUCTION : Les Méthodes Agiles !

Traditional waterfall



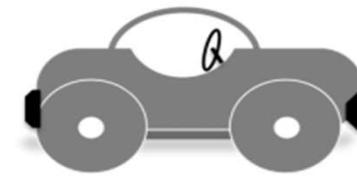
wheel



chassis



chassis + body



practical car



Agile prototyping



transportation



improved control



bigger distance



motorised

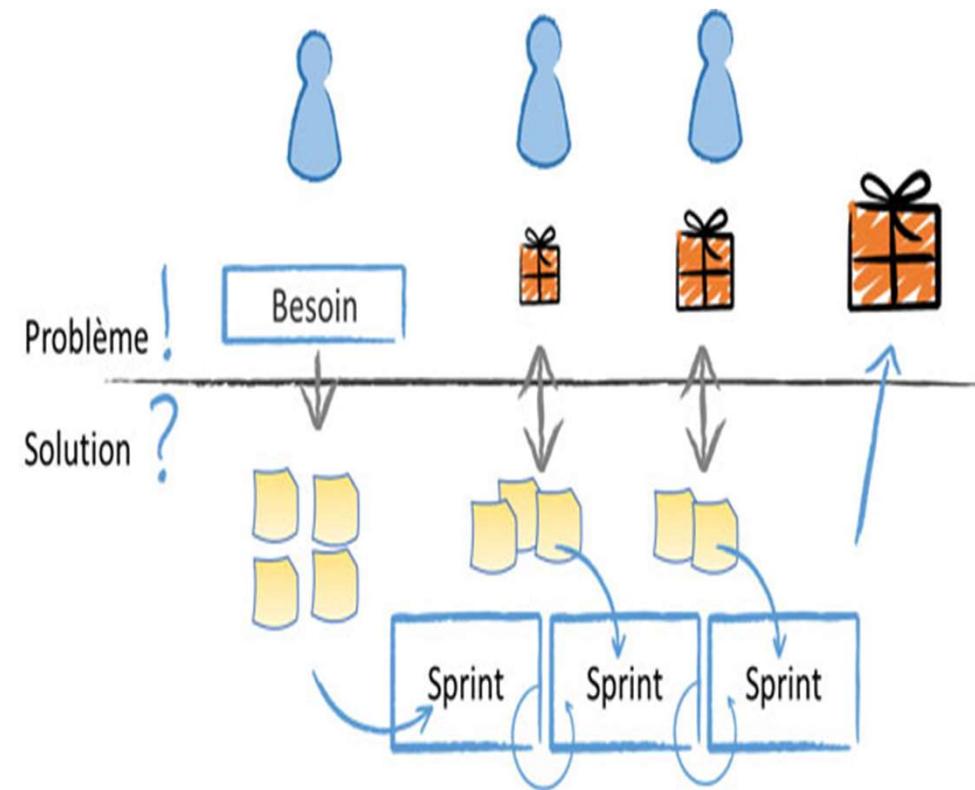
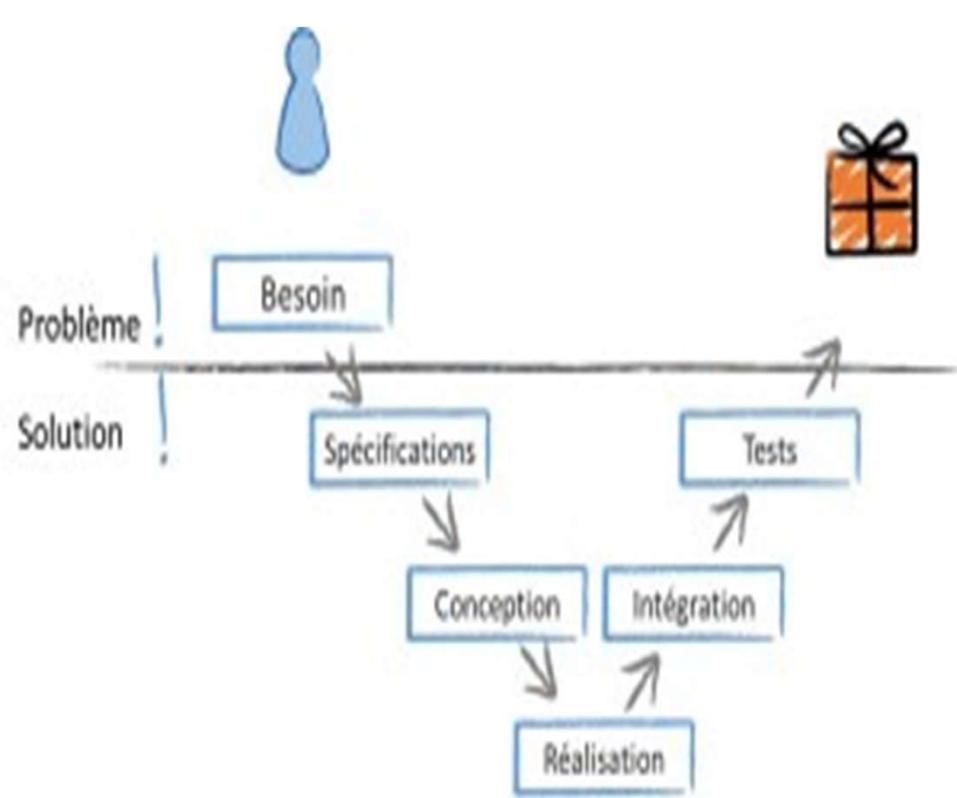


practical & fun
= convertible car!

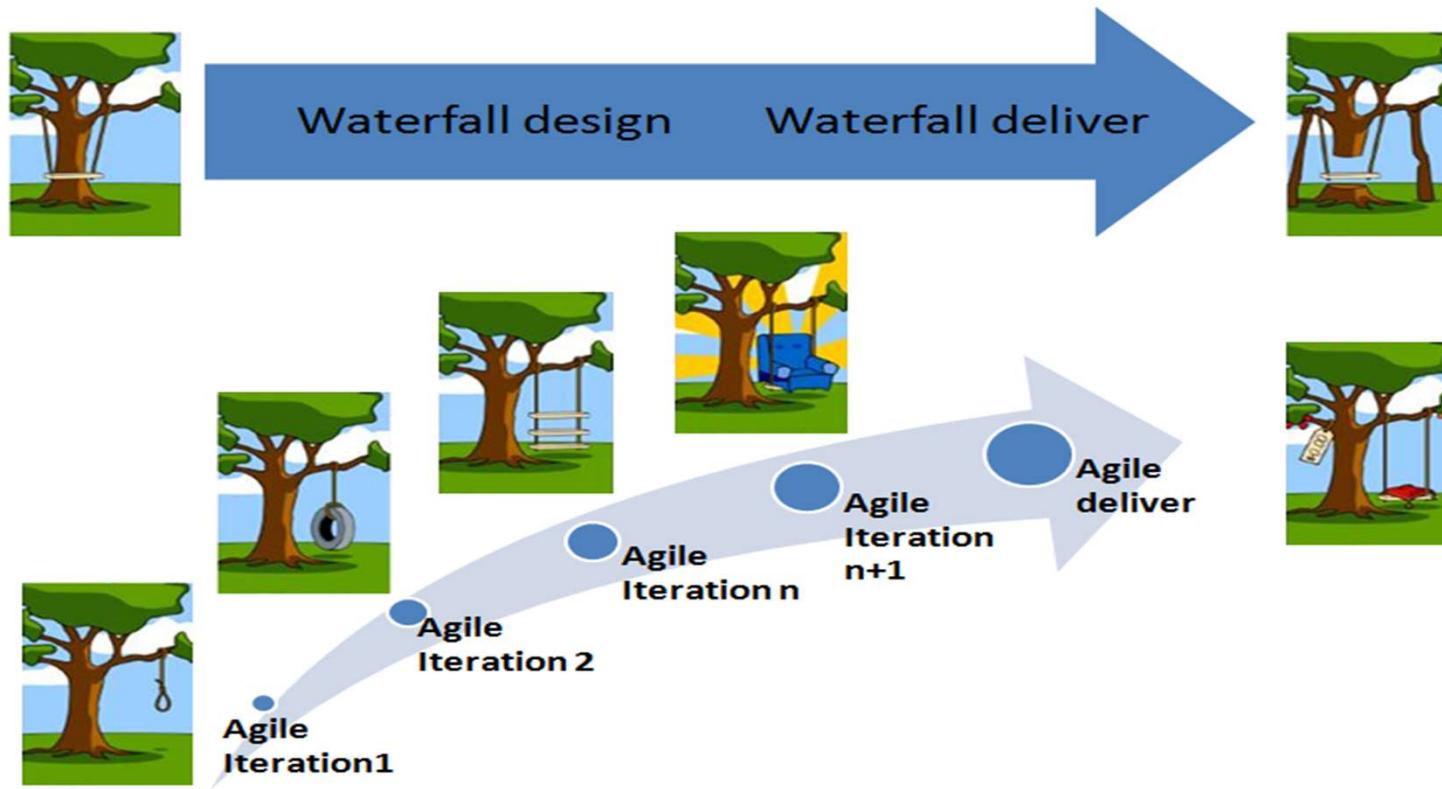


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INTRODUCTION : Cycle en V / Agile

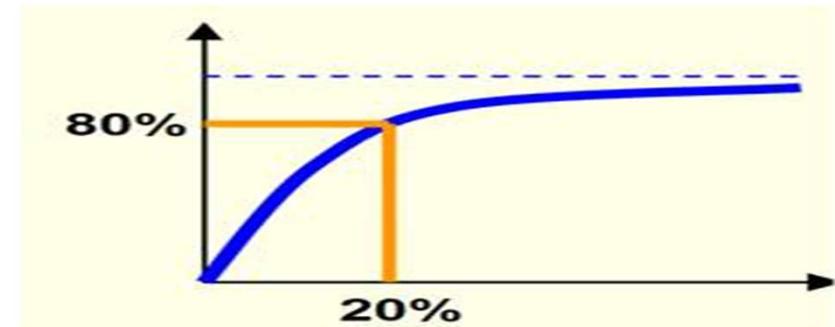
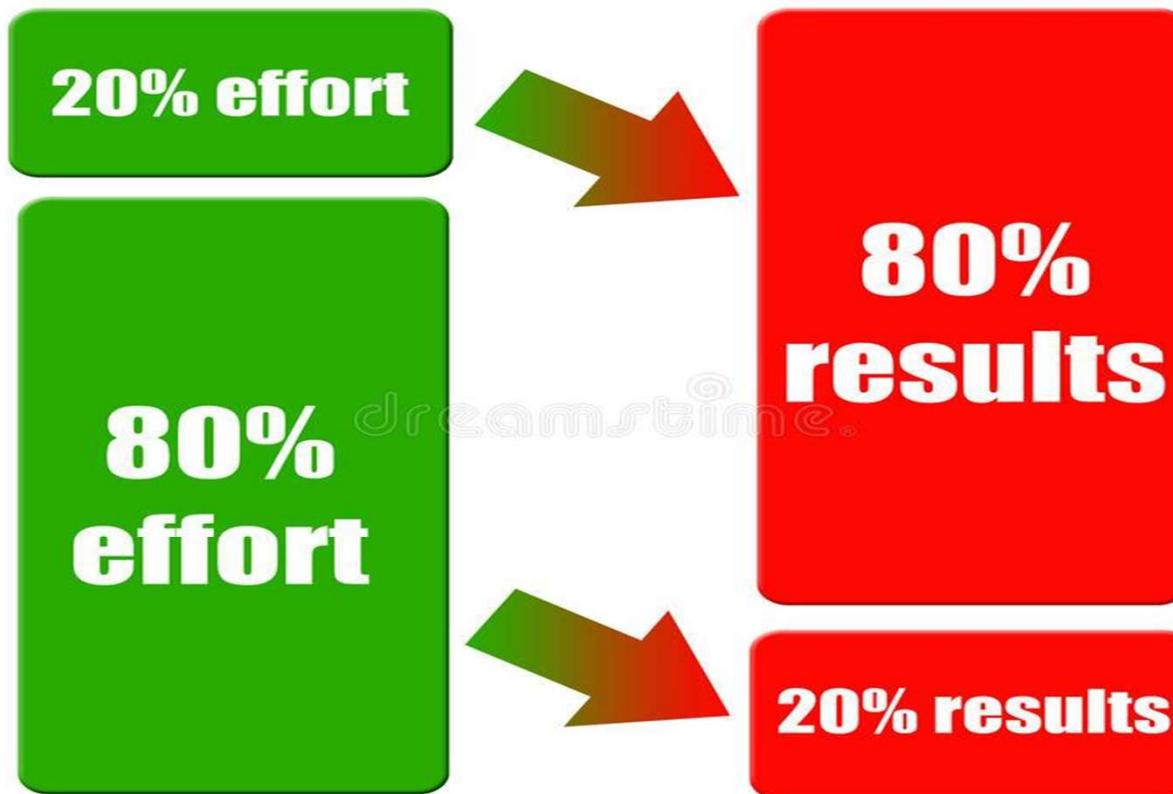


INTRODUCTION : Waterfall vs Agile



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INTRODUCTION : Loi de PARETO !



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GESTION DES PRIORITES : GROS CAILLOUX ET PETITS CAILLOUX !

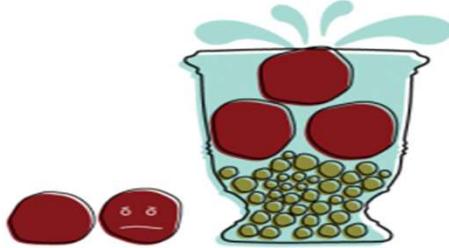
Je subis



je suis submergé par les petites bricoles



en ajoutant ce que je dois faire, mon agenda déborde

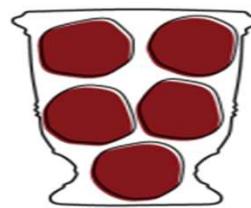


je n'ai plus la place pour mes projets principaux

OU

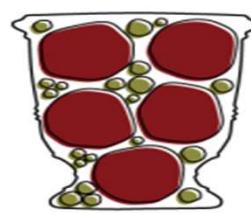
1

Je priorise



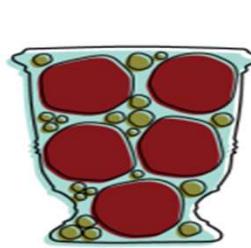
je commence par les projets prioritaires

2



puis j'intègre ce que je dois faire d'autre

3



et enfin, les petites bricoles, selon mes envies

Identifiez vos gros cailloux !

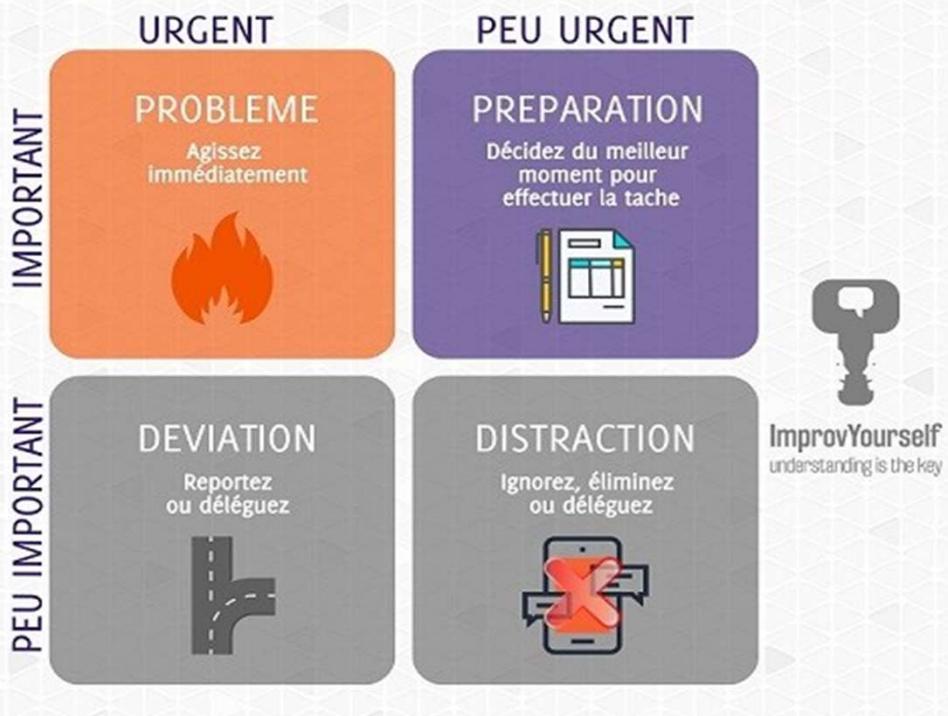
Identifiez vos gros cailloux !



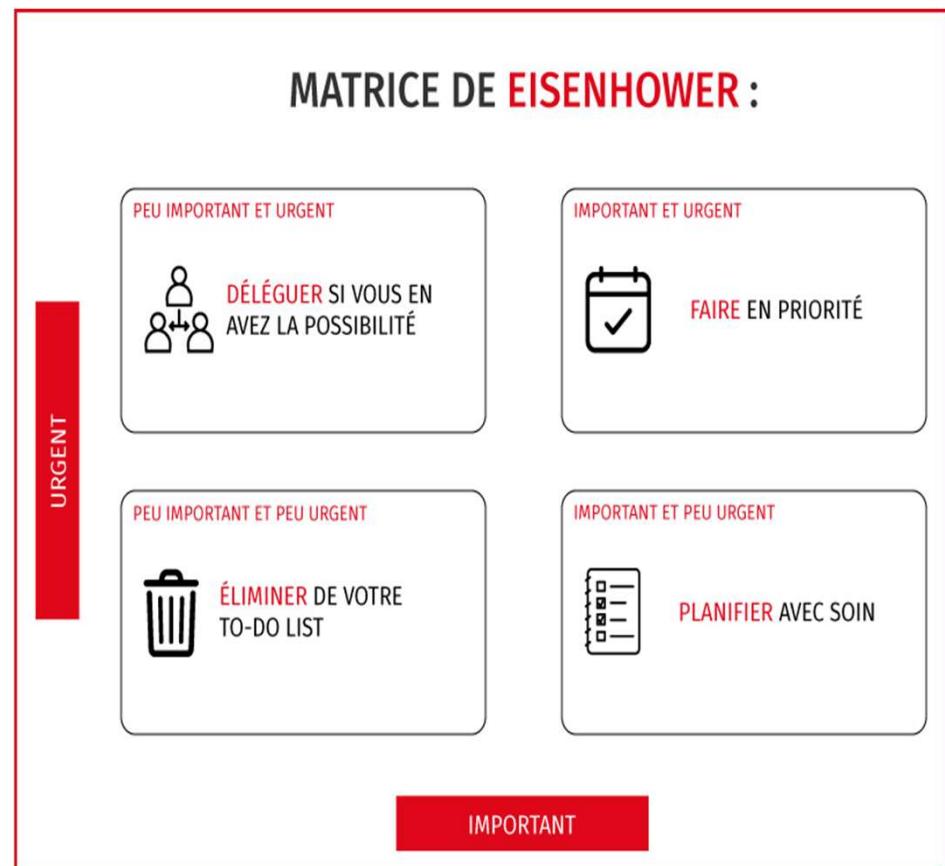
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GESTION DES PRIORITES / MATRICE EISENHOWER

MATRICE DE GESTION DES PRIORITES

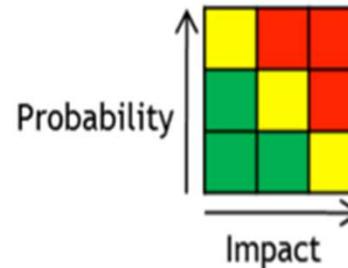


MATRICE DE EISENHOWER :



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GESTION DE RISQUES : TEST FIRST AND ?



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LA RÉSILIENCE ? (Diversification, Flexibilité, Redondance, Echec, Décentralisation, Collaboration,Sagesse/Prévoyance)

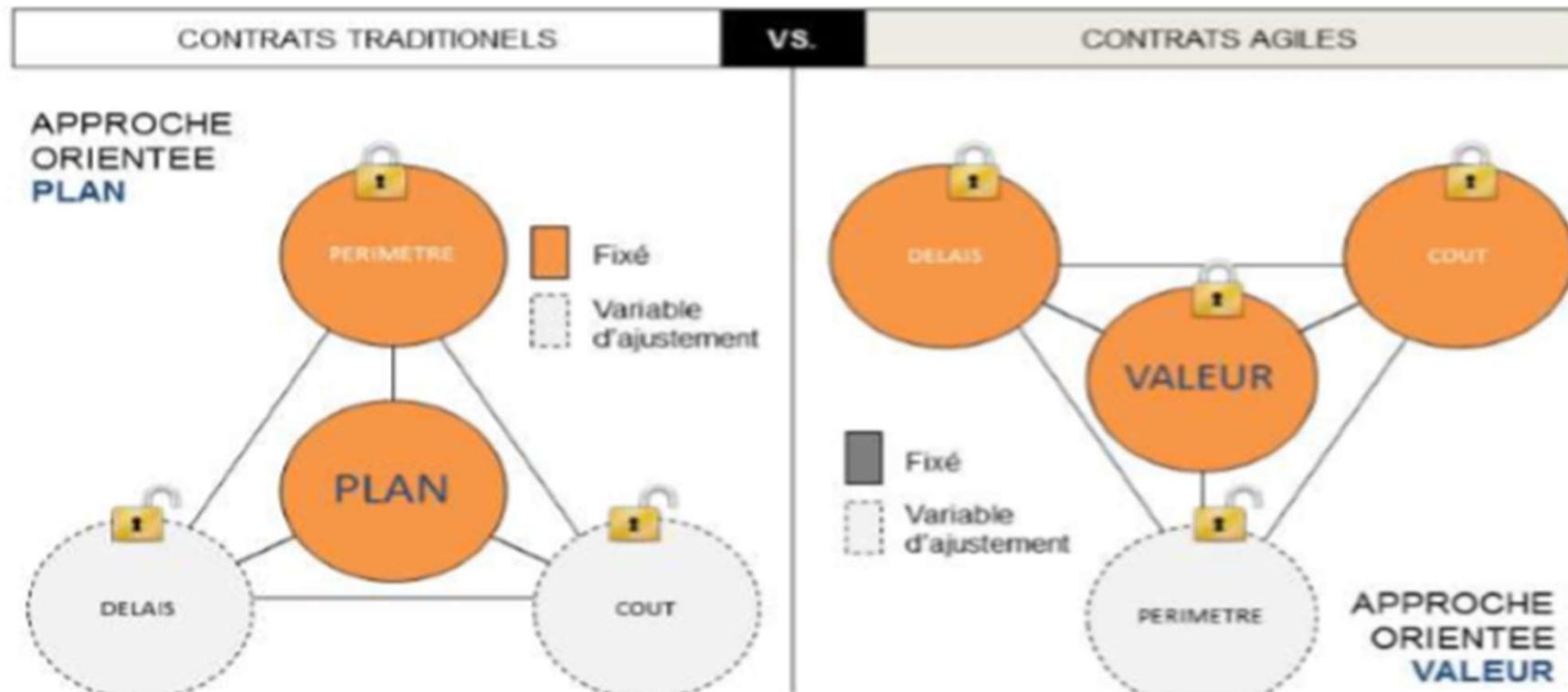


8 Principles of Resiliency

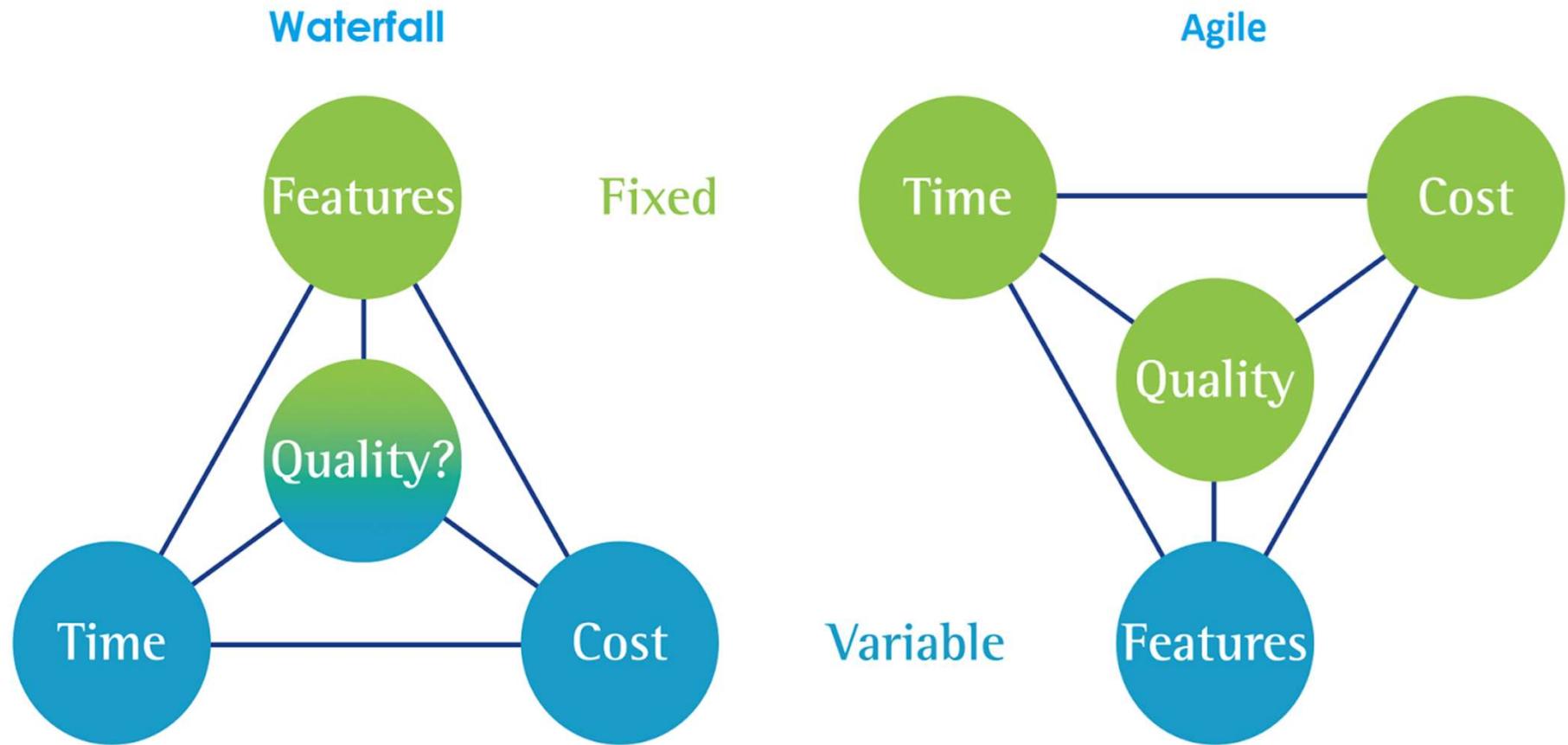


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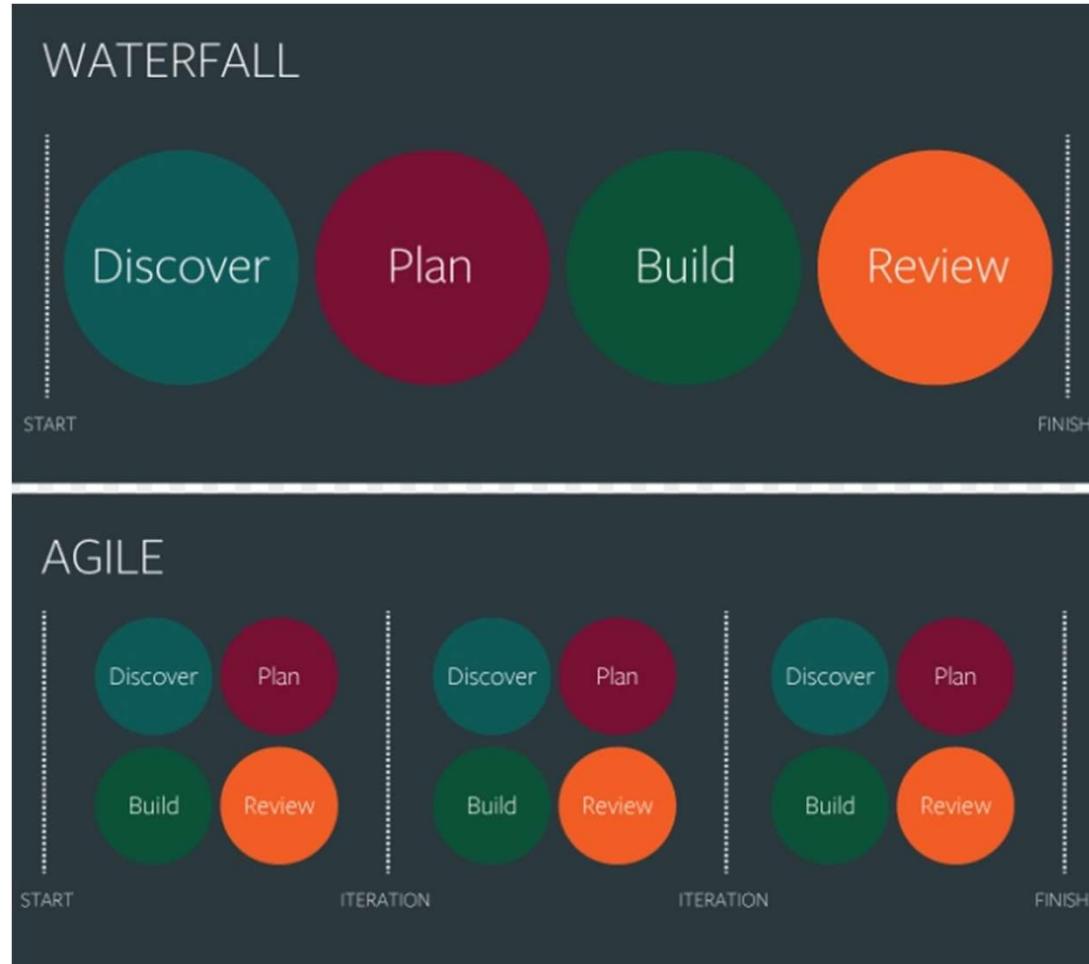
Les Types de Contrats ?: Plan / Valeur



Les Types de Contrats : Features ?/ Time-Quality ?

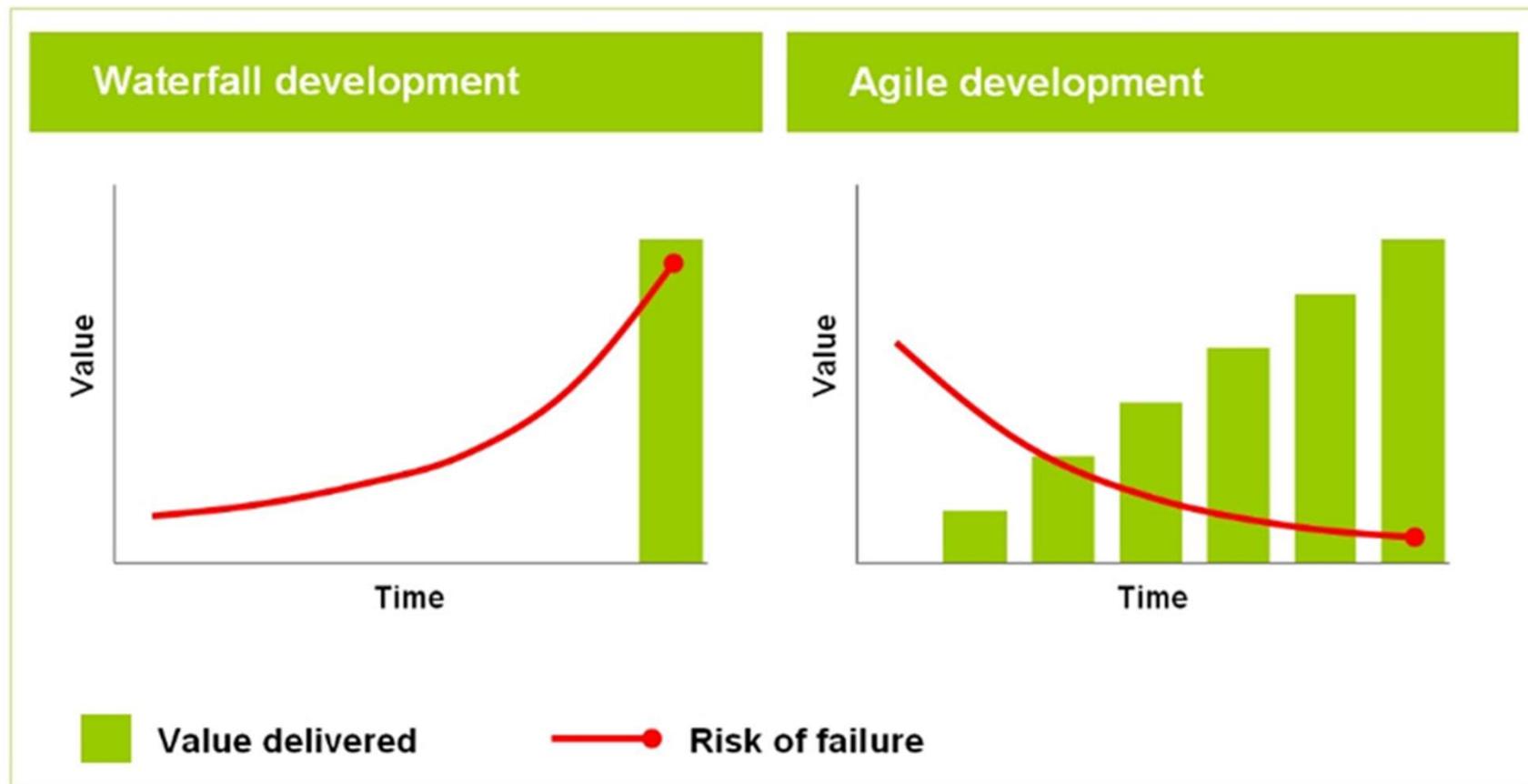


AGILE = Waterfall + Waterfall + Waterfall + Waterfall !!!



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Les Risques en Agile vs Waterfall ?



Agile projects being roughly **2X more likely to succeed**, and 1/3 less likely to fail.

PROJECT SUCCESS RATES AGILE VS WATERFALL

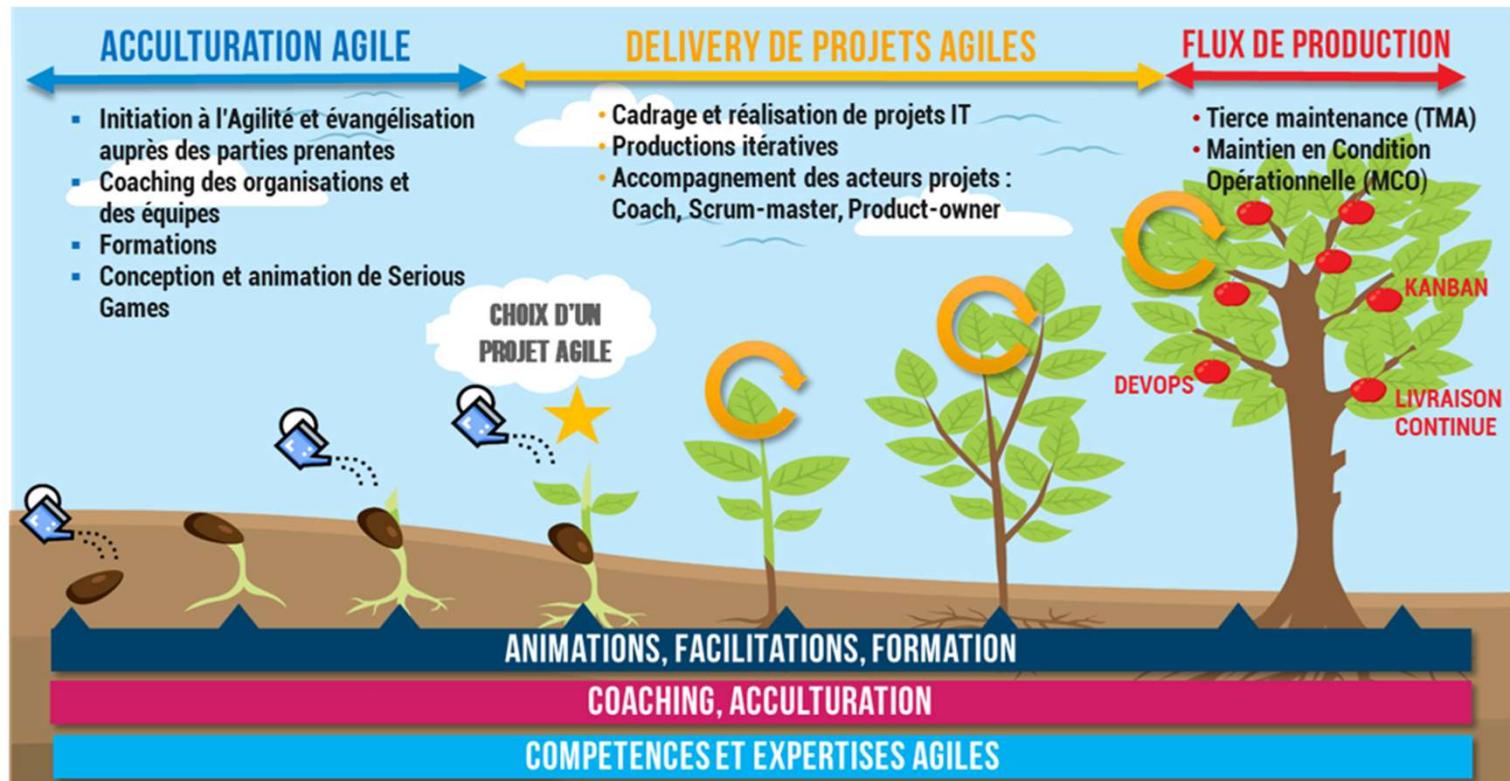


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Les Méthodes Agiles



Les Méthodes Agiles



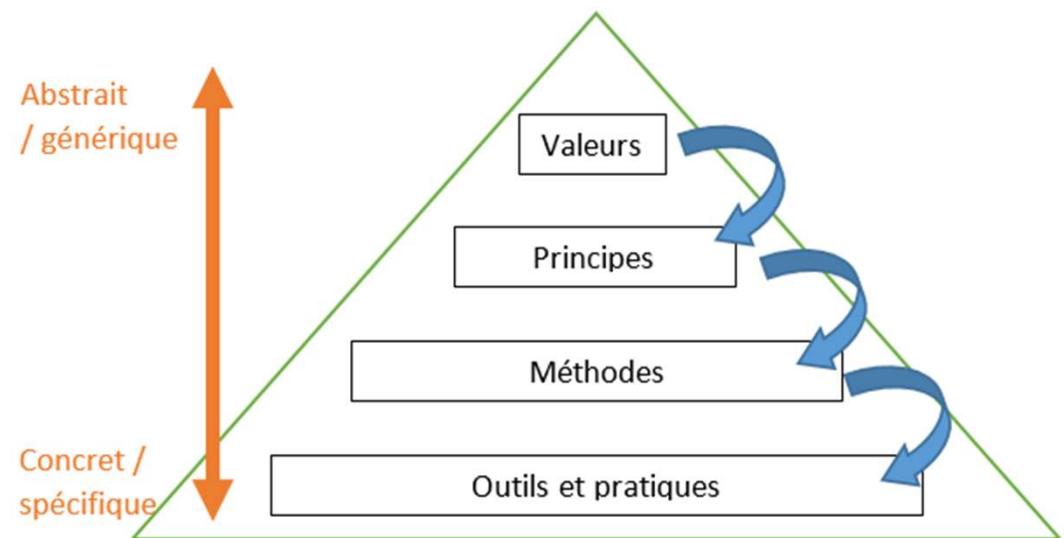
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CONCLUSION !!! :

L'agilité c'est avant tout un **Etat d'esprit** §...

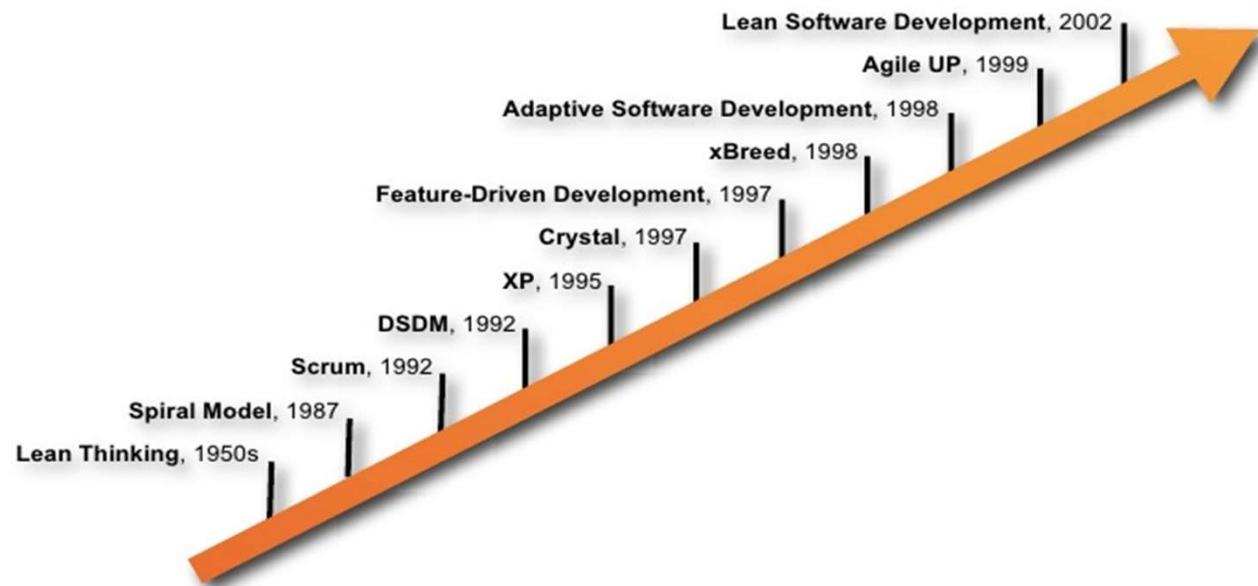
L'agilité, c'est des **Valeurs** (4) et des **PRINCIPES** (12) et des pratiques SCRUM,KANBAN,XP,LEAN

- * Valeur vs Précepte vs Principes
- * Principes vs Pratiques
- * Méthodes !



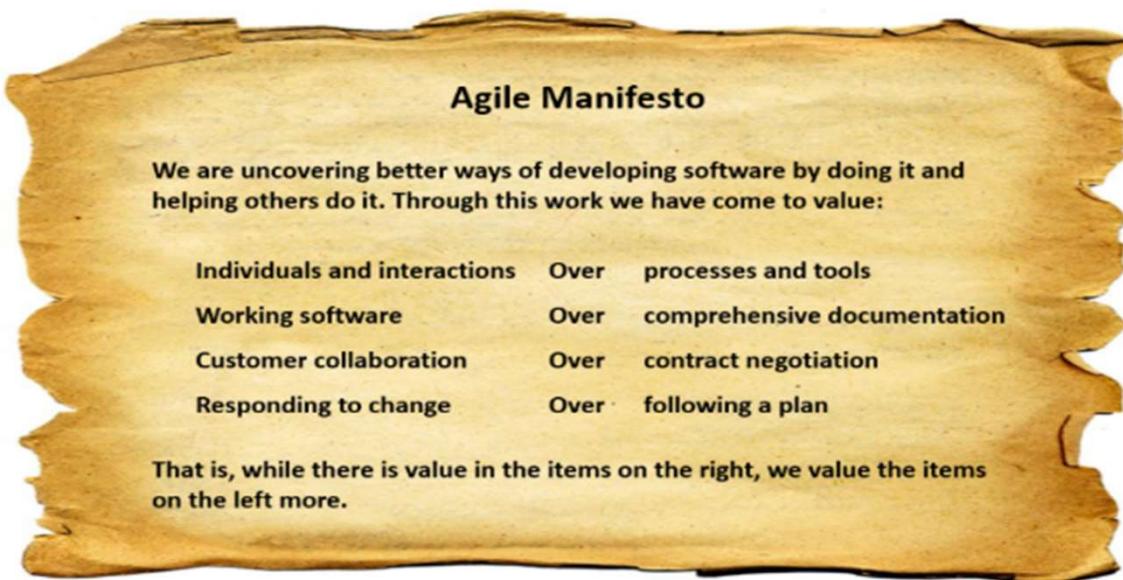
Historique

Historique



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Agile/adaptive Manifesto !: 2001



Kent Beck Ward Cunningham Andrew Hunt Robert C. Martin Dave Thomas
Mike Beedle Martin Fowler Ron Jeffries Steve Mellor
Arie van Bennekum James Grenning Jon Kern Ken Schwaber
Alistair Cockburn Jim Highsmith Brian Marick Jeff Sutherland

The Agile Manifesto

Individuals and interactions	over	Processes and Tools
Working Product	over	Comprehensive Documentation
Customer Collaboration	over	Contract Negotiation
Responding to change	over	Following a plan

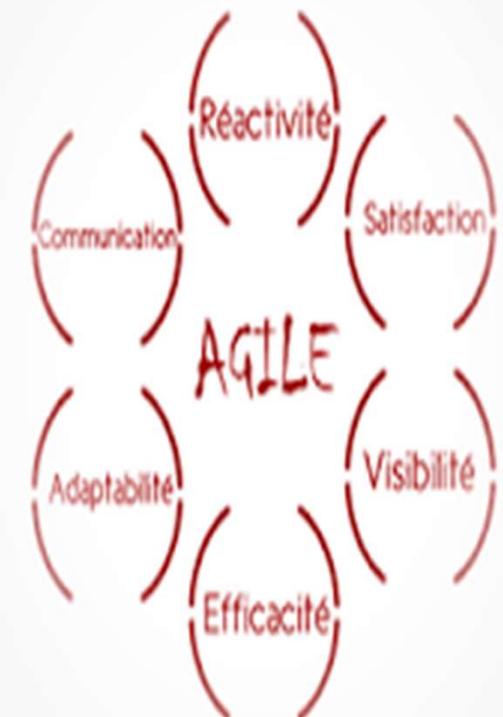
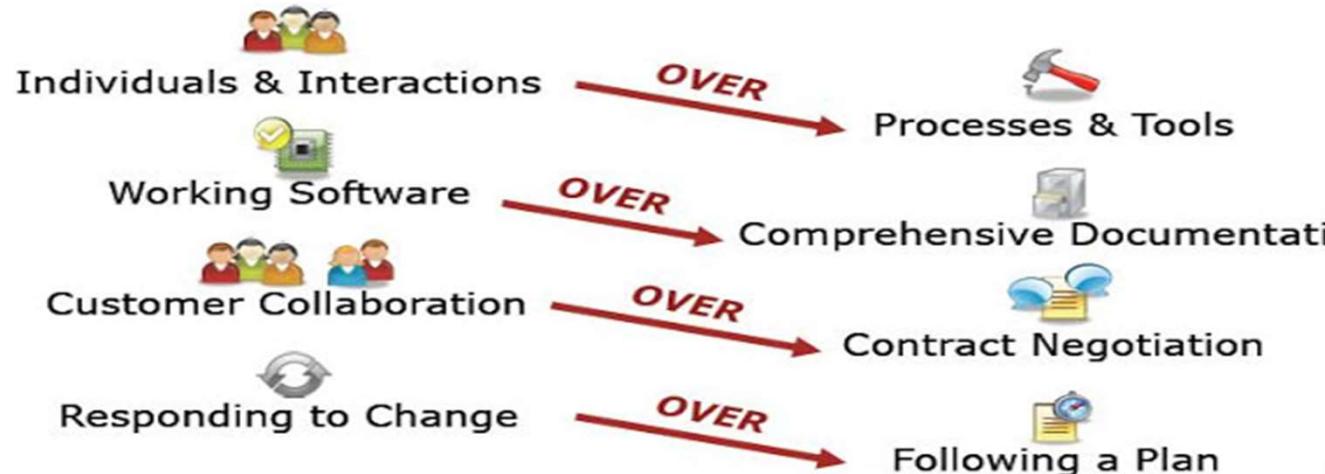
That is, while there is value in the items on the right, we value the items on the left more.

www.agilemanifesto.org

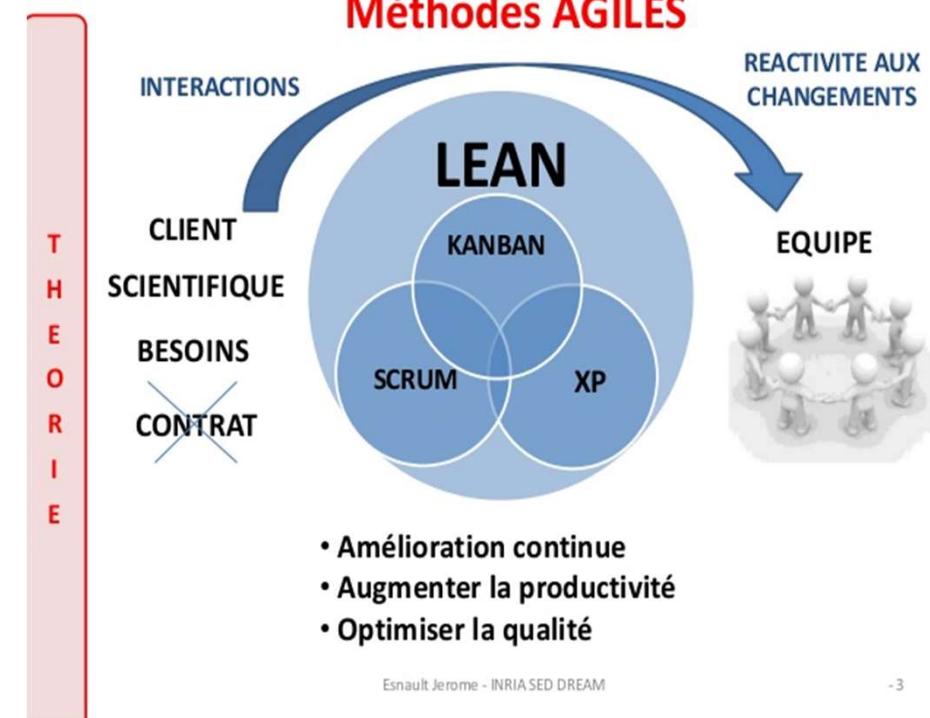
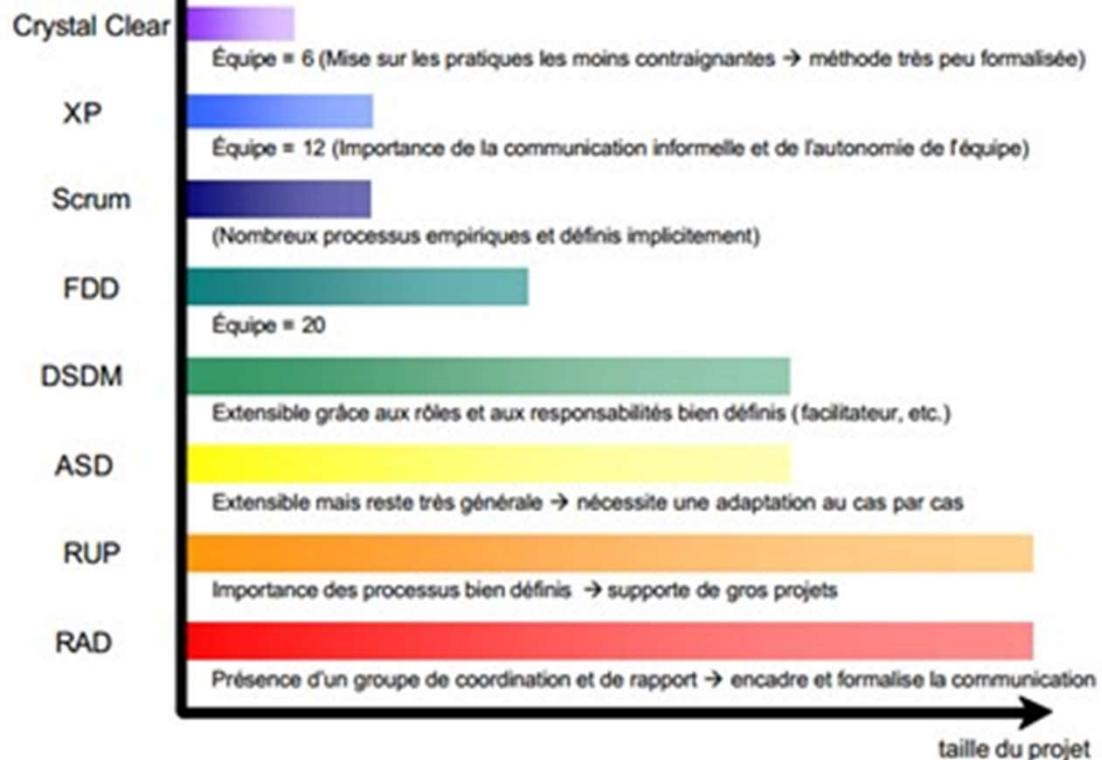


Les 4 Valeurs : AGILE

The Agile Manifesto*... we know it well

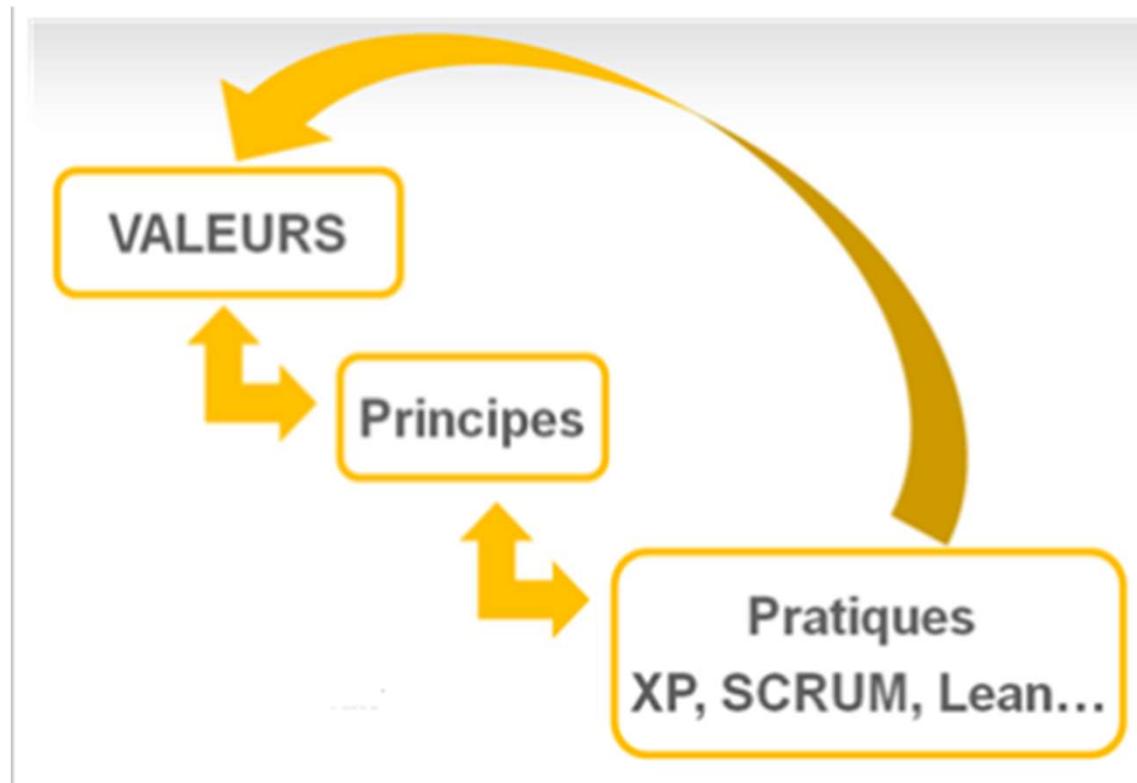


Les MÉTHODES



Les Méthodes Agiles : Valeurs – Principes - Pratiques

- La méthode « Cycle en V » provient du secteur de l'industrie et s'est répandue aux projets informatiques dans les années 80.
- Agile en 2000 d'une reflexion sur les bonnes pratiques de 1980 -2000 et faire une synthèse et des recommandations



Les Méthodes Agiles : **Les 4 Valeurs à favoriser vs Imposer !**



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Les Méthodes Agiles : Les Valeurs dans le Projet !



*The 12 agile principles**

1 Satisfy the **customer**



2 Welcome **change**



3 Deliver **frequently**



4 Work **together**



5 Trust and **support**



6 Face-to-face **conversation**



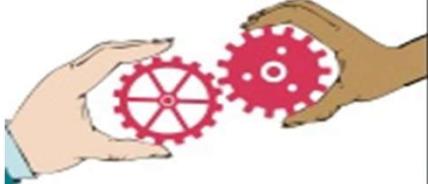
7 Working **software**



8 Sustainable **development**



9 Continuous **attention**



10 Maintain **simplicity**



11 Self-organizing **teams**



12 Reflect and **adjust**



Les Méthodes Agiles : 12 principes

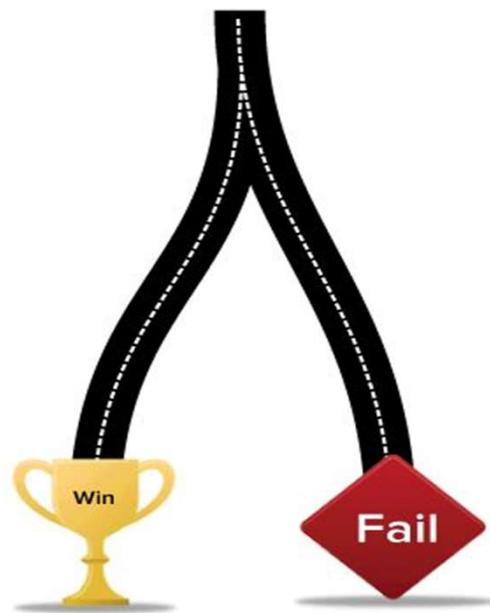
- Satisfaire le client est la priorité
- Accueillir les demandes de changement « à bras ouverts »
- Livrer le plus souvent possible des versions opérationnelles de l'application
- Assurer une coopération permanente entre Client et Equipe projet
- **Construire des projets autour d'individus motivés**
- Privilégier la conversation en face à face
- Mesurer l'avancement du projet en termes de fonctionnalités de l'application
- Faire avancer le projet à un rythme soutenable et constant
- Porter une attention continue à l'excellence technique et à la conception
- Favoriser la simplicité
- Responsabiliser les équipes: les meilleures architectures, spécifications et conceptions émergent d'équipes auto organisées.
- Ajuster, à intervalles réguliers, son comportement, ses processus pour être plus efficace



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Fail Fast Succed Faster : Agile

What Most People Think



What Successful People Know



@dougaskarr



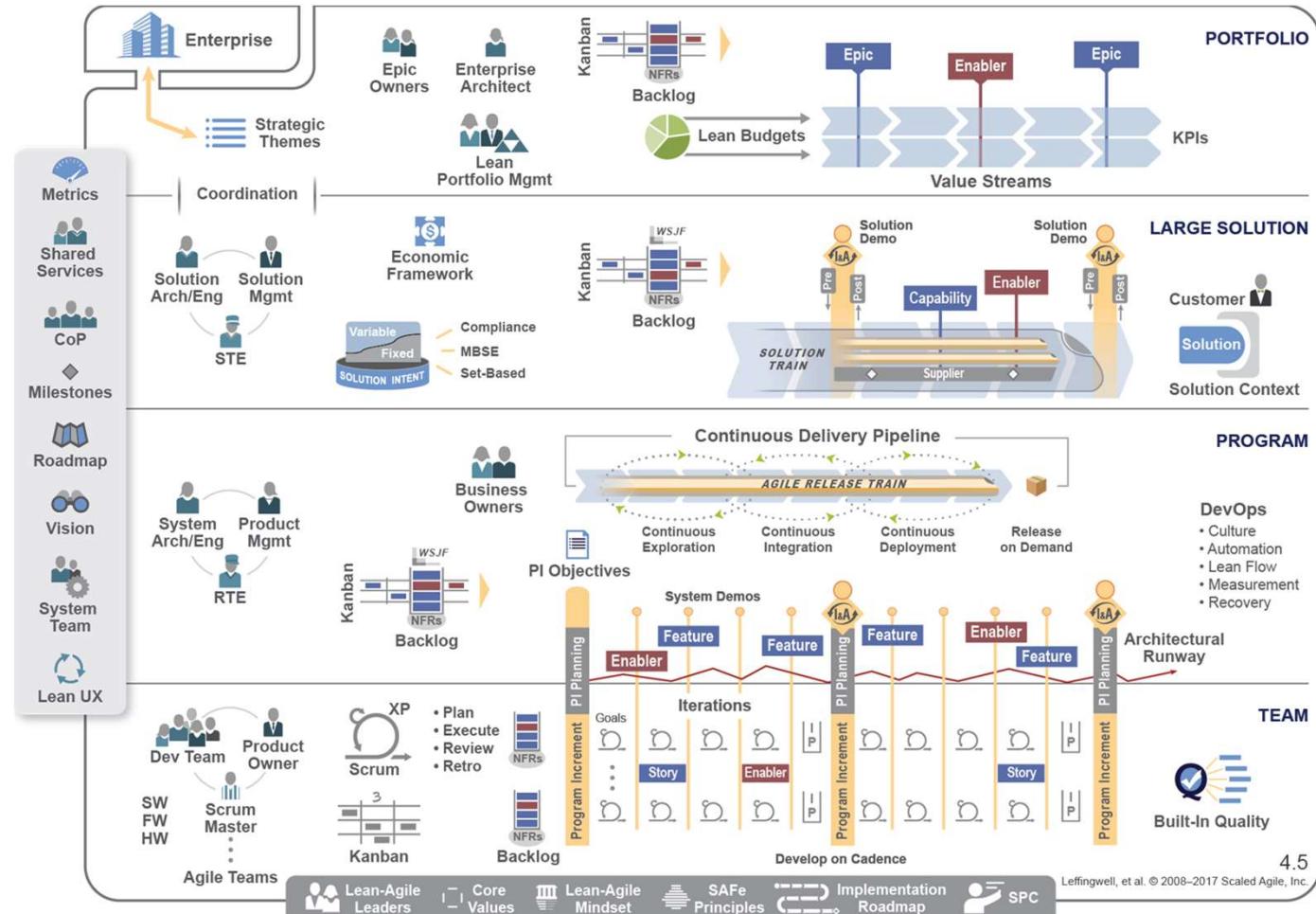
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Les avantages du développement itératif

- ✓ Meilleure qualité de la communication : L'utilisateur à la possibilité de clarifier ses exigences au fur et à mesure
- ✓ Meilleure visibilité : Le client a eu meilleure visibilité sur l'avancement des travaux
- ✓ Meilleur contrôle de la qualité : les tests sont effectués en continu
- ✓ Meilleure détection des risques : Les risques sont détectés plus tôt
- ✓ Motivation et confiance de l'équipe : satisfaction d'atteindre un objectif fixé
- ✓ Contrôle des coûts : le projet peut être arrêté s'il n'y a plus de budget



Entreprise Agile !



- Portfolio = Discover
- Value Stream = Define
- Program = UX Design
- Team = Deliver



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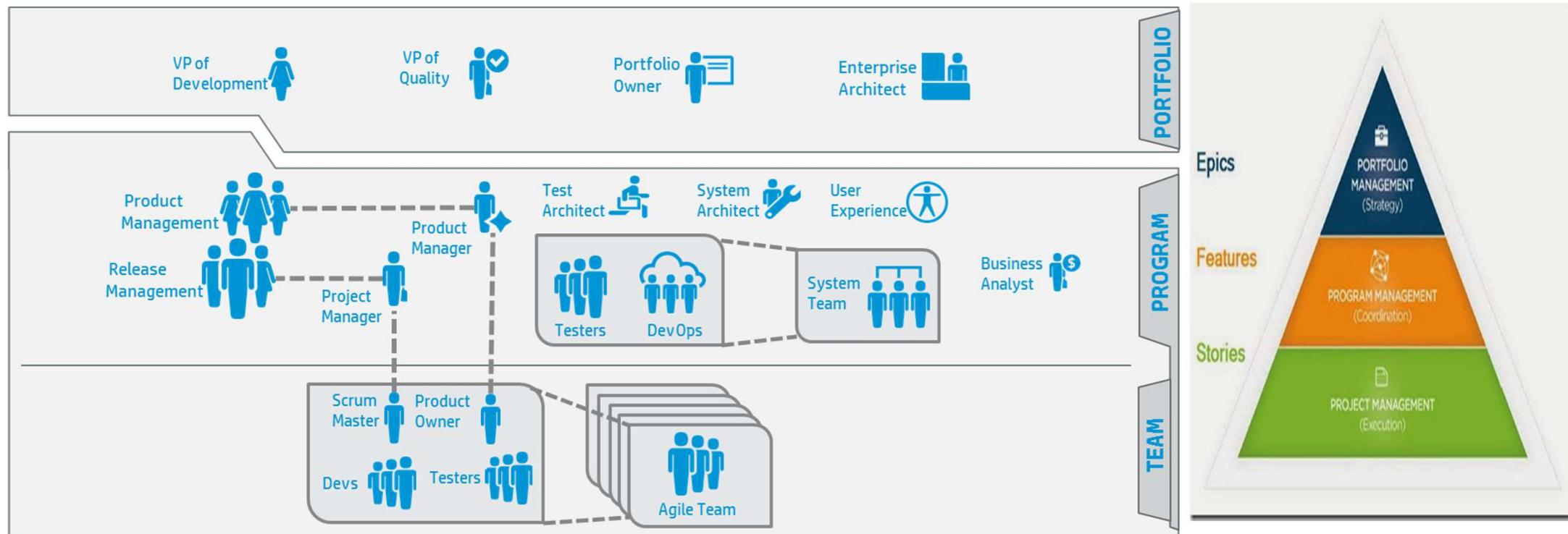
Entreprise Agile !



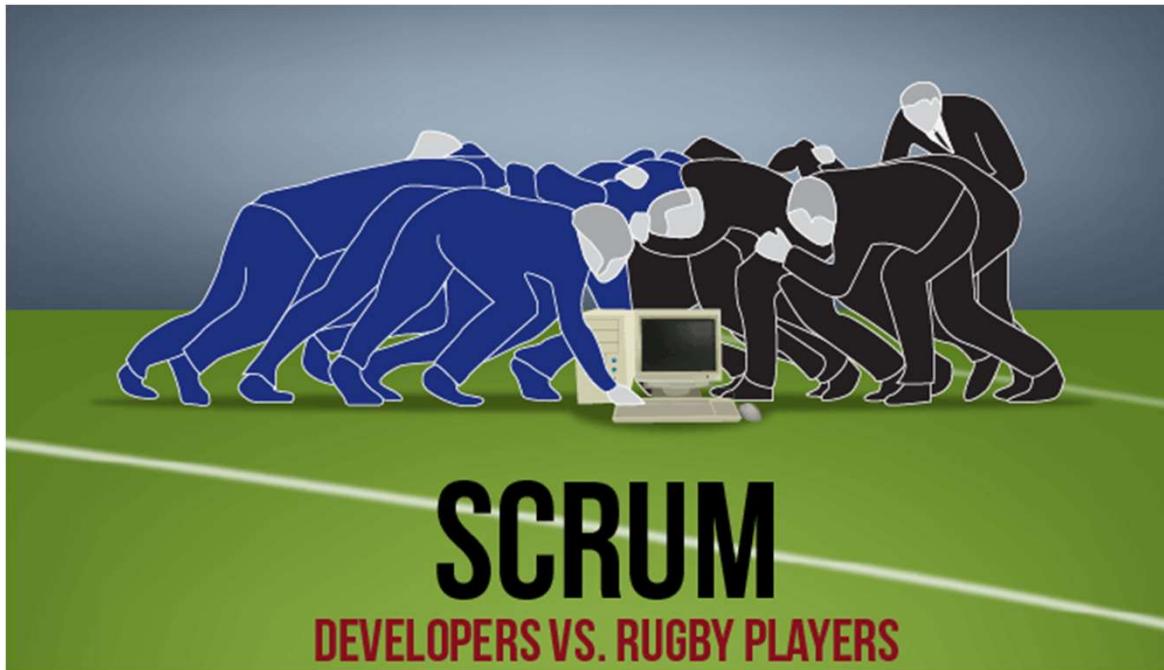
	« ENTREPRISE CLASSIQUE »	« ENTREPRISE AGILE »
1. Vision, culture, valeurs	Vision financière	→ Vision inspirante
2. Simplification	Persévérence	→ Renoncement
3. Gouvernance	Gouvernance centralisée	→ Gouvernance partagée
4. Autonomie	Maitre du connu	→ Exploration de l'inconnu
5. Recrutement	Compétences	→ Motivation intrinsèque
6. Relation	« To all »	→ « To one »
7. Leadership	« Command and control »	→ « Au service de »
8. Gestion des projets	Suivi précis du plan	→ Ajustements itératifs



Entreprise Agile : Les Rôles !

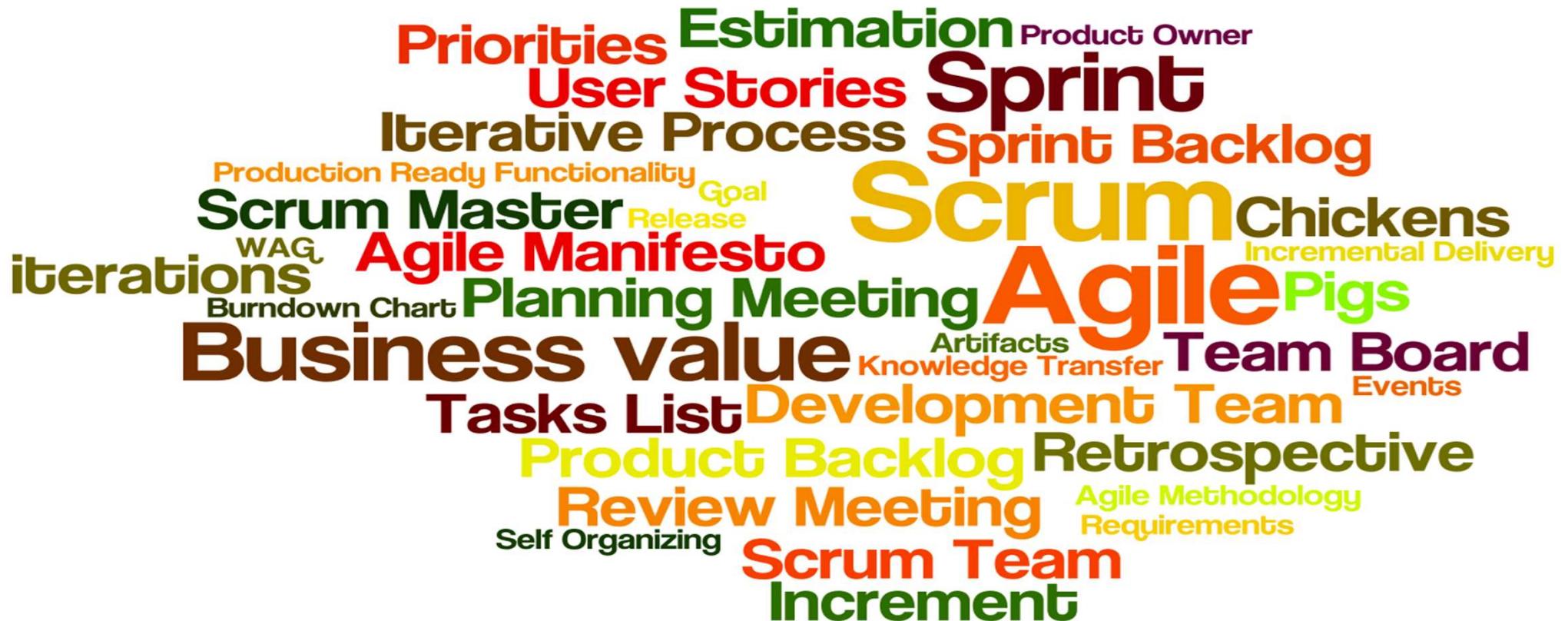


SCRUM



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INTRODUCTION : Les Méthodes Agiles I: SCRUM

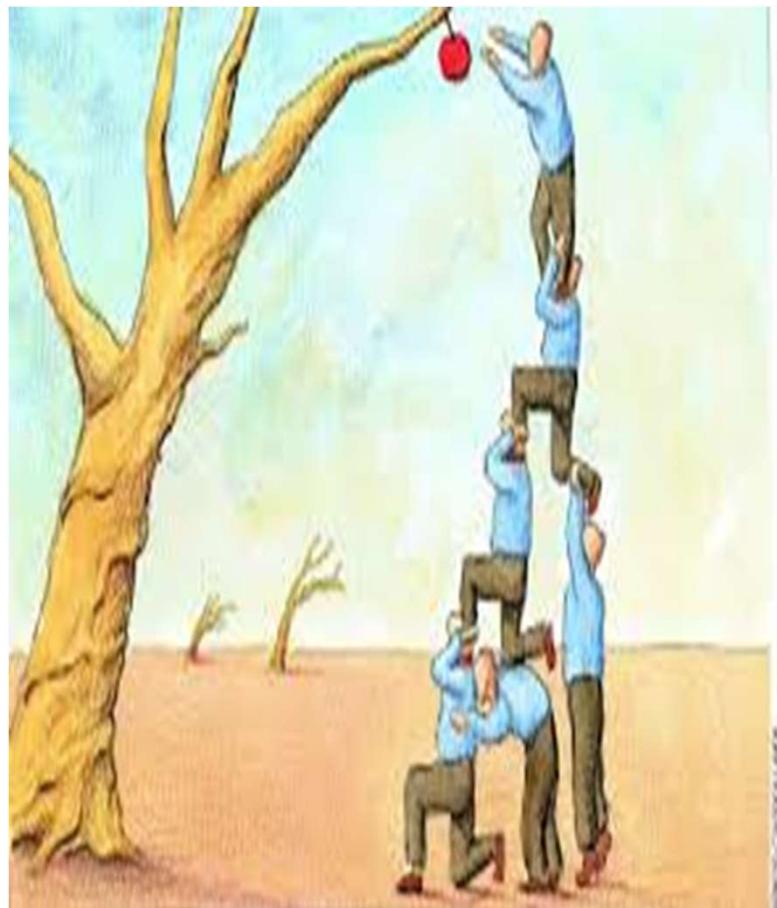


A central word cloud composed of various Agile and Scrum-related terms, each associated with a small descriptive tag or icon:

- Priorities
- Estimation
- Product Owner
- User Stories
- Sprint
- Iterative Process
- Sprint Backlog
- Scrum Master
- Production Ready Functionality
- Goal
- Release
- Scrum
- Chickens
- Agile Manifesto
- WAG
- Planning
- Meeting
- Agile
- Pigs
- Iterations
- Burndown Chart
- Business value
- Artifacts
- Knowledge Transfer
- Team Board
- Tasks List
- Development Team
- Events
- Product Backlog
- Retrospective
- Review Meeting
- Agile Methodology
- Requirements
- Self Organizing
- Scrum Team
- Increment



SCRUM Framework : TEAM



Agile Team

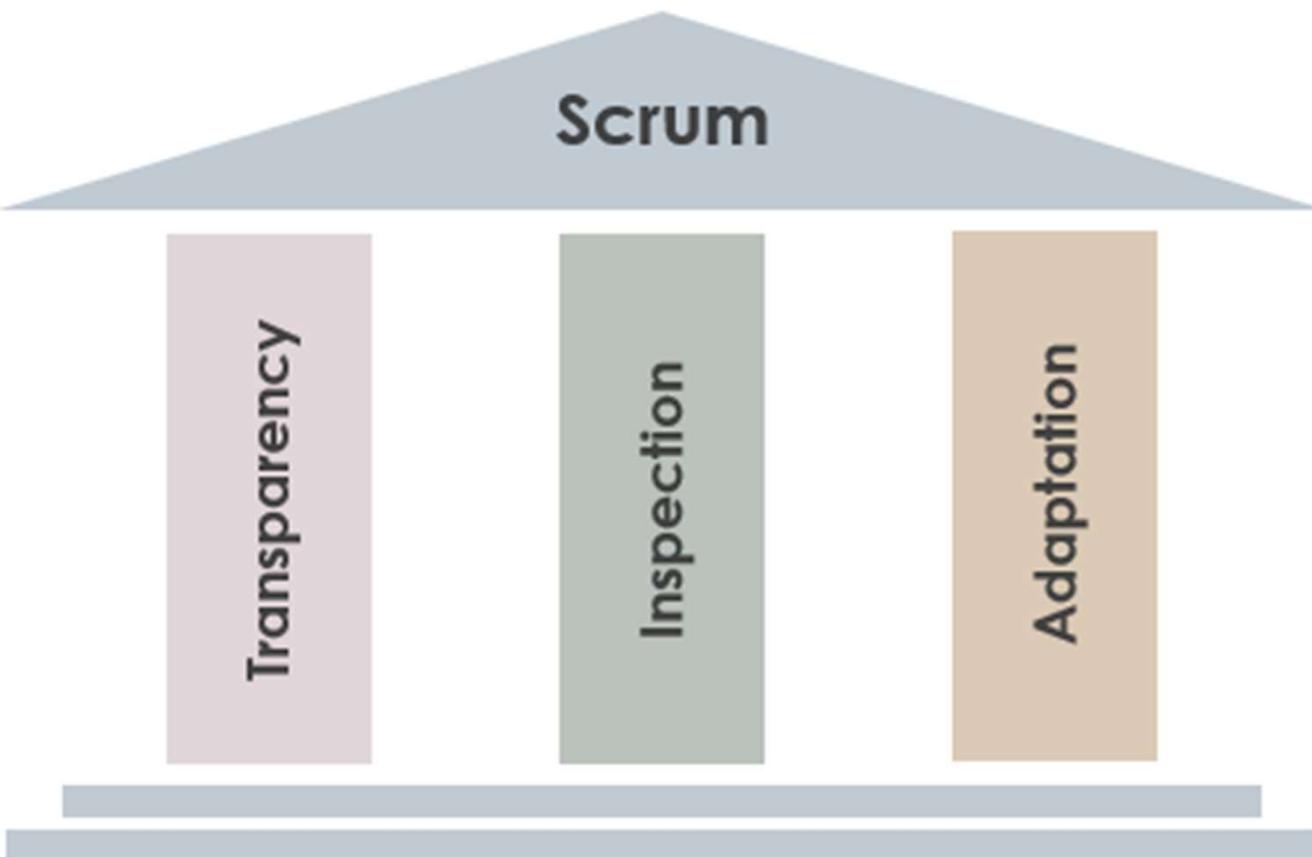
Together,
Every one
Achieves
More

Agile



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Trois Piliers de SCRUM



Transparency

Giving visibility to the significant aspects of the process to those responsible for the outcome.

Inspection

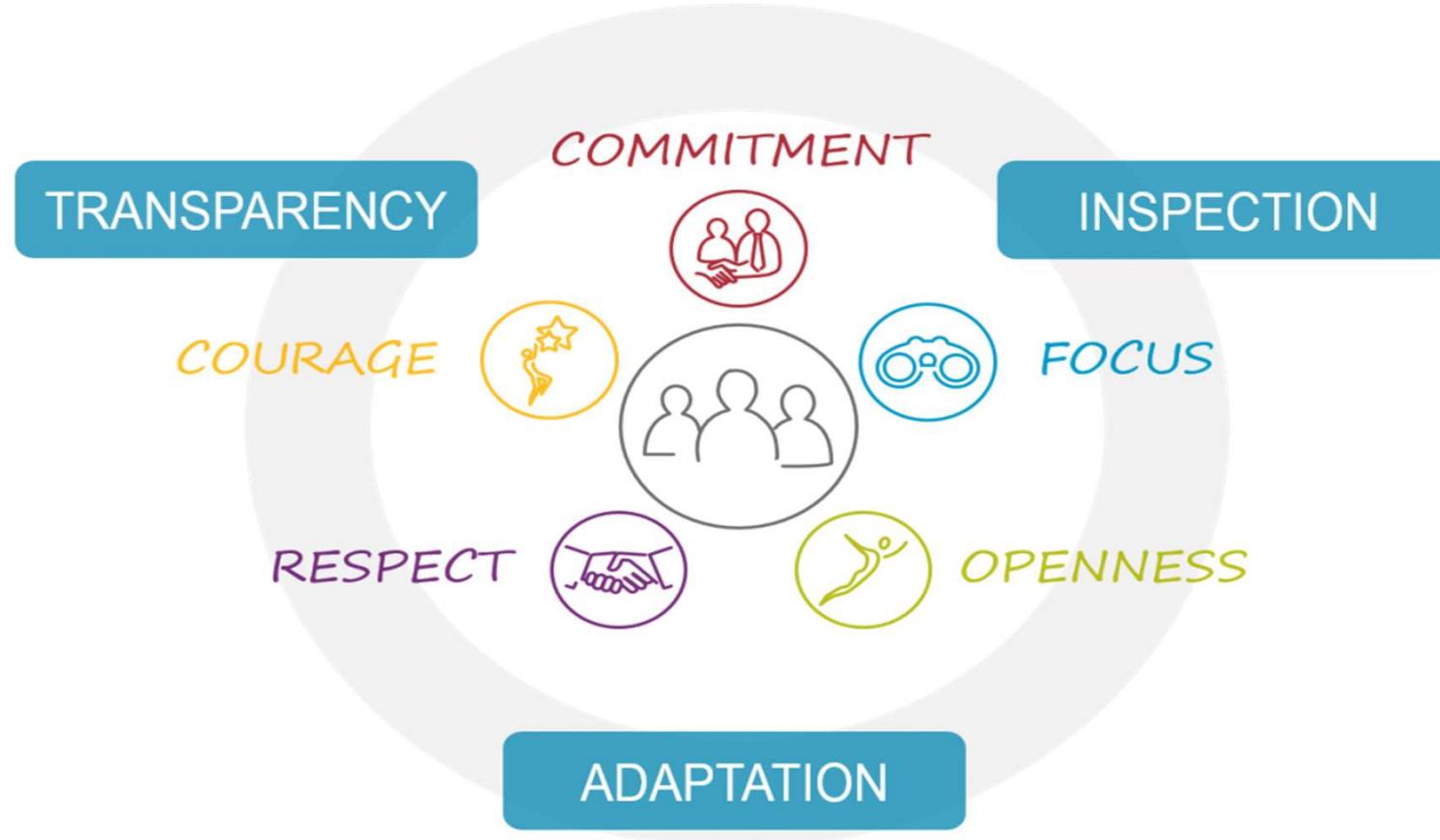
Timely checks on the progress toward a sprint goal to detect undesirable variances.

Adaptation

Adjusting a process as soon as possible to minimize any further deviation or issues.



Trois Piliers de SCRUM /5 Valeurs /H



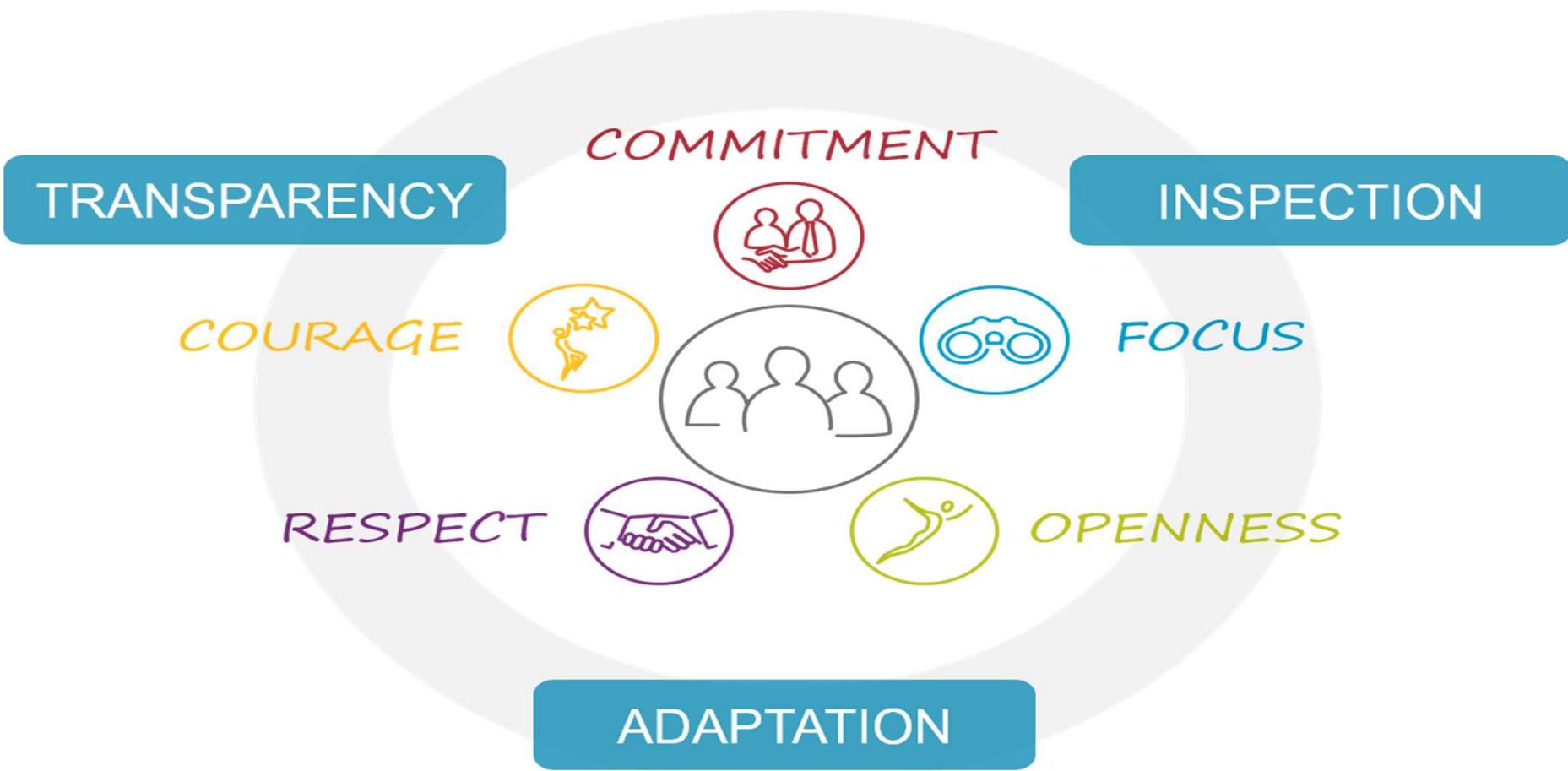
Les Méthodes Agiles : Les Valeurs pour l'Équipe avec "E"



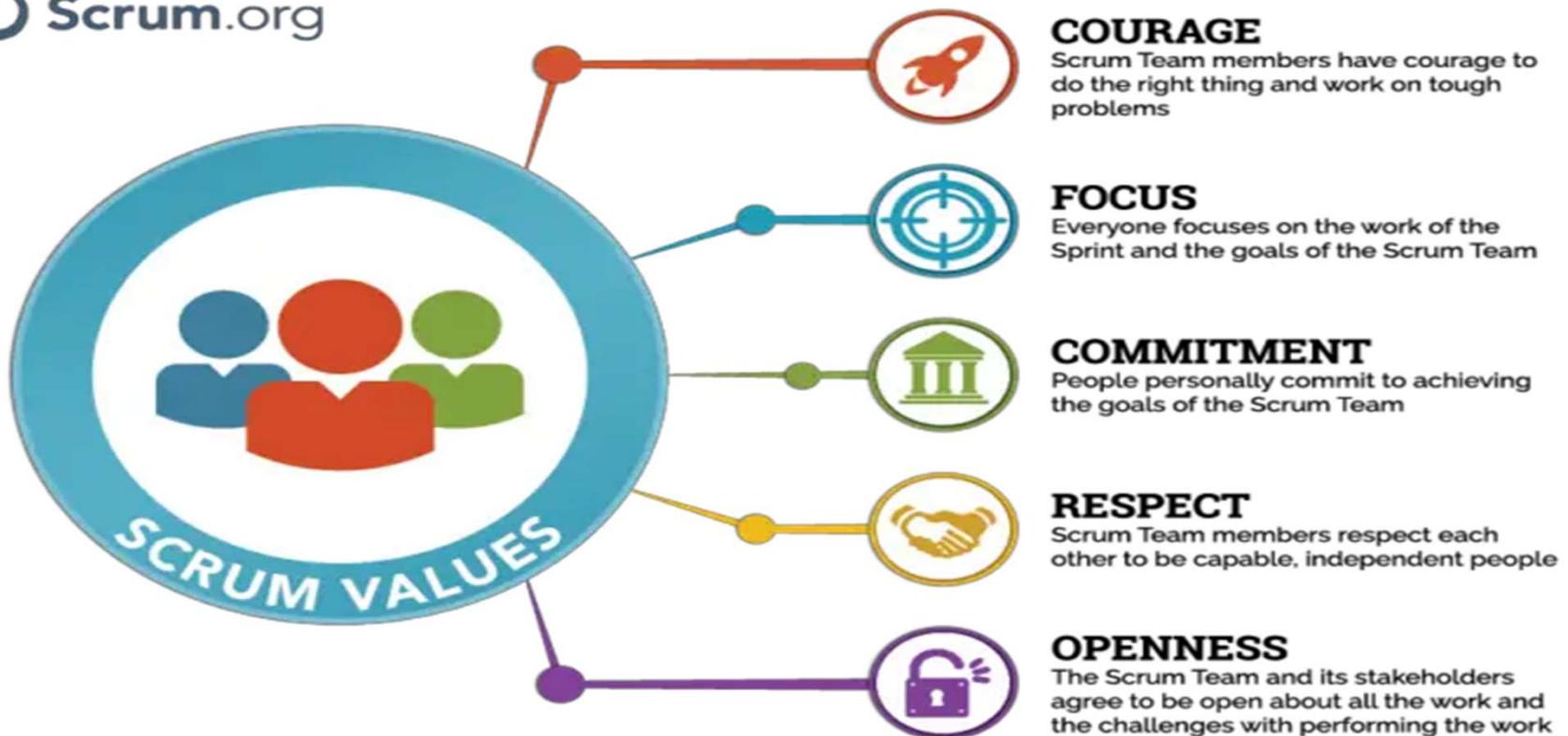
© Scrum.org



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LES 5 VALEURS de SCRUM / 3 Piliers



© Scrum.org



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LES 5 VALEURS de SCRUM

Les 5 valeurs de Scrum décrites dans le Scrum guide sont les suivantes, parfois regroupées sous l'acronyme F.O.R.C.E de Scrum :

- **Focus.**

Chacun se concentre sur le travail à faire dans le sprint et les objectifs de l'équipe Scrum.

- **Ouverture.**

L'équipe Scrum et ses parties prenantes conviennent d'être ouverts sur tout le travail ainsi que les défis liés à l'exécution de ce travail.

- **Respect.**

Les membres de l'équipe Scrum se respectent pour être des personnes capables et indépendantes.

- **Courage.**

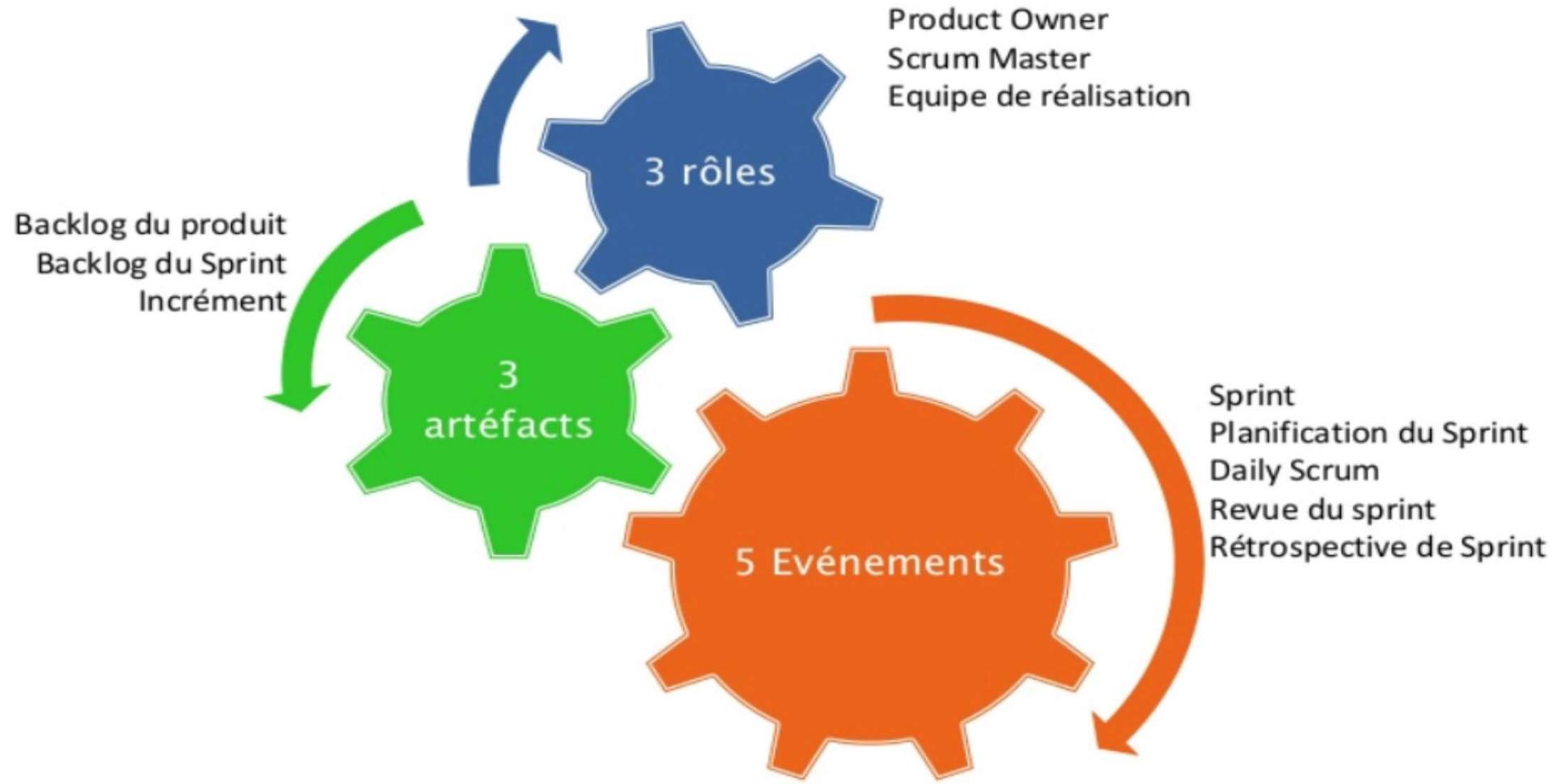
Les membres de l'équipe Scrum ont le courage de faire ce qu'il faut et de travailler sur des problèmes difficiles.

- **Engagement.**

Les collaborateurs s'engagent personnellement à atteindre les objectifs de l'équipe Scrum.

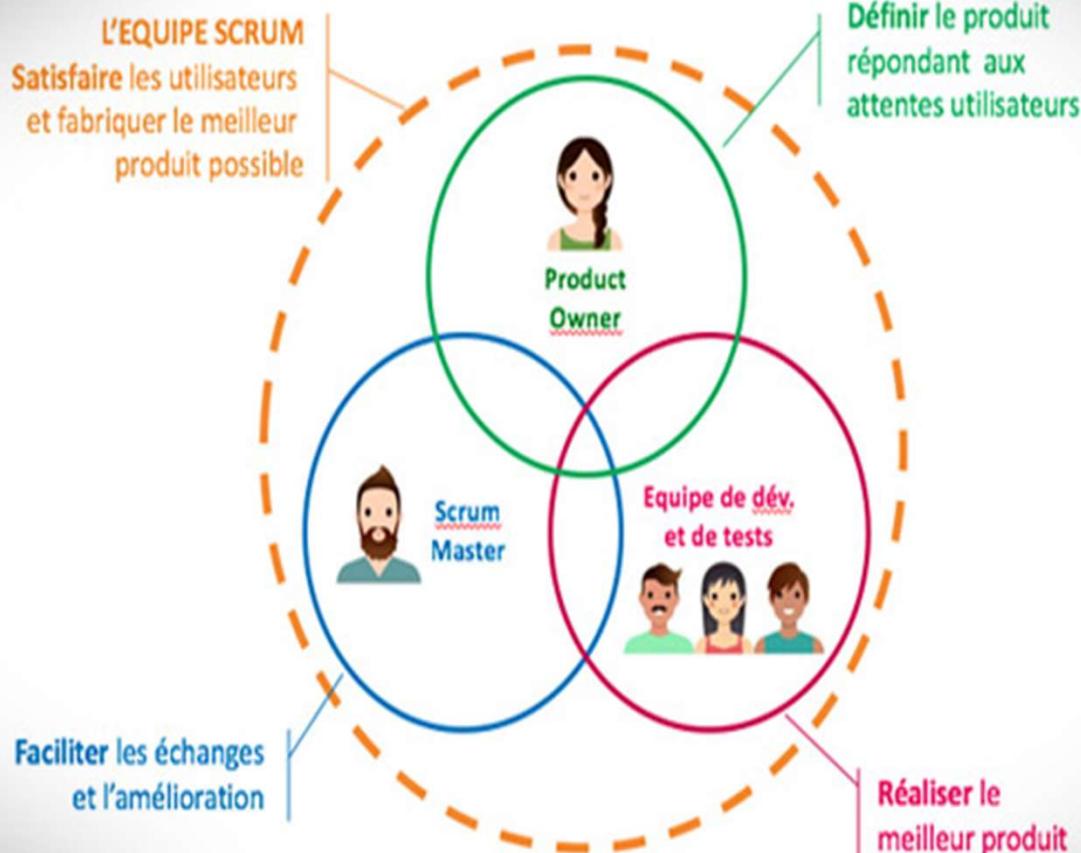


SCRUM est :



SOULEYMANE SANOGO

SCRUM Framework : TEAM



Agile Team

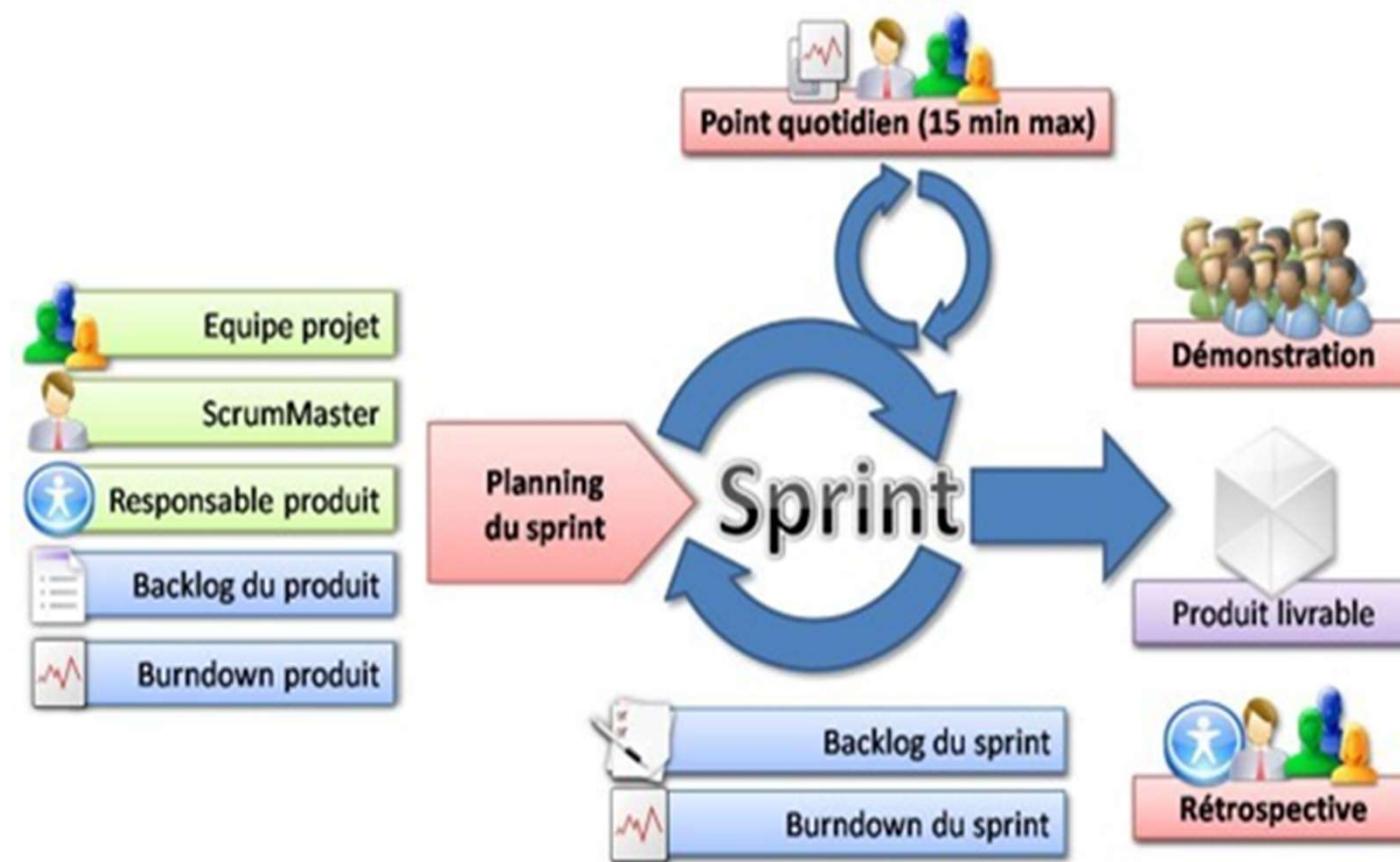
Together,
Every one
Achieves
More

Agile

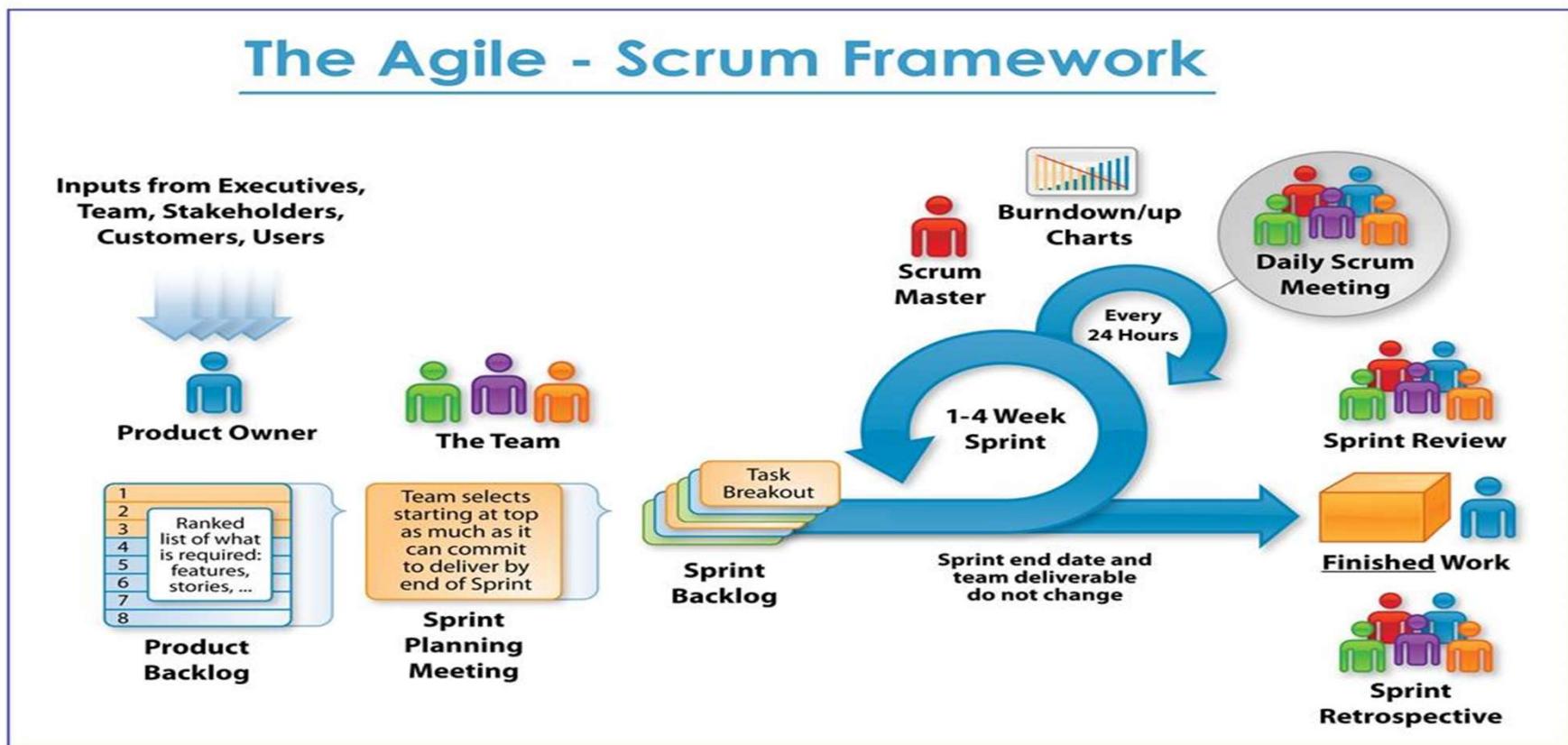


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SCRUM : Les Cérémonies !!!



SCRUM Framework

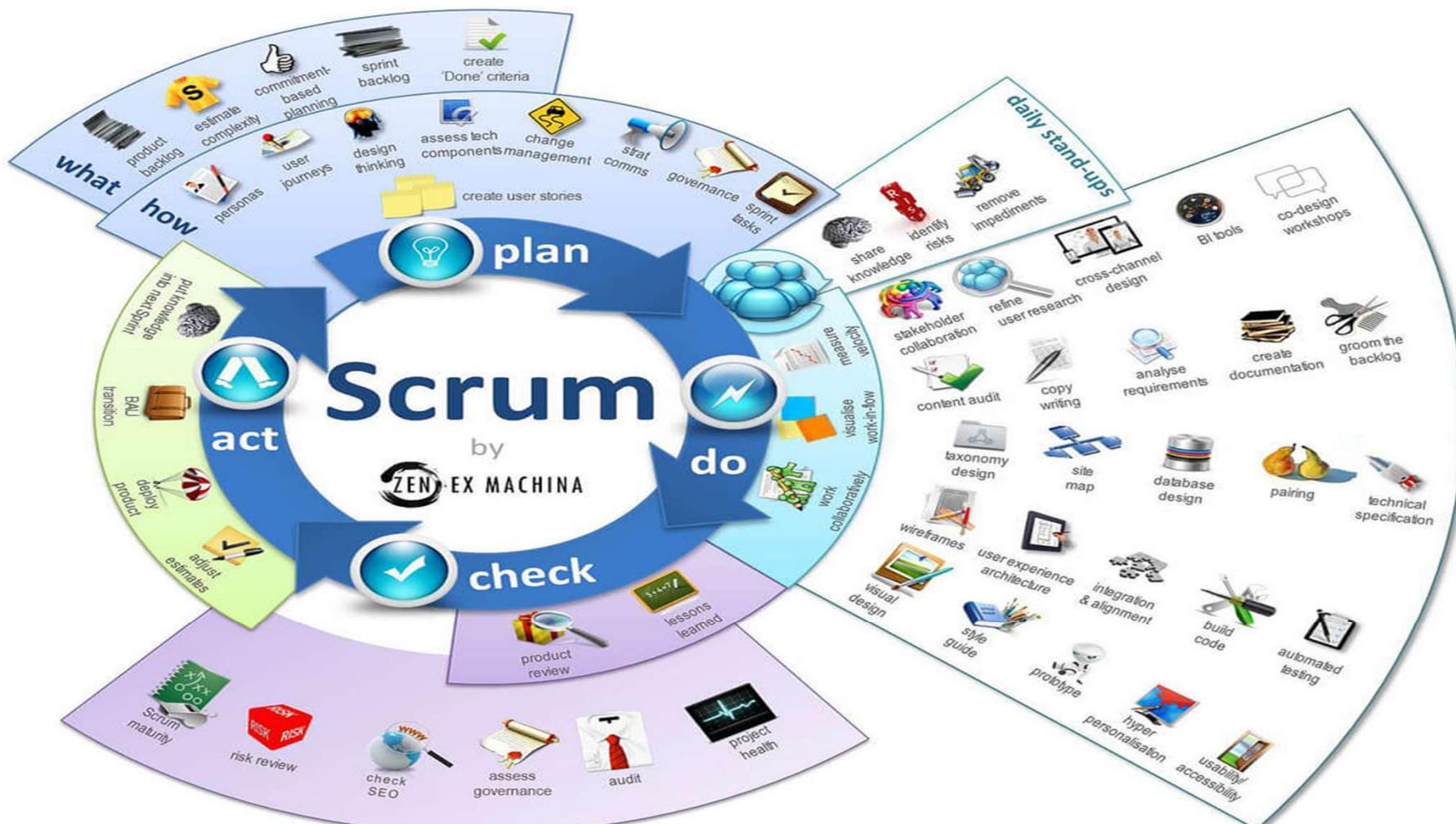


SCRUM : Retrospective



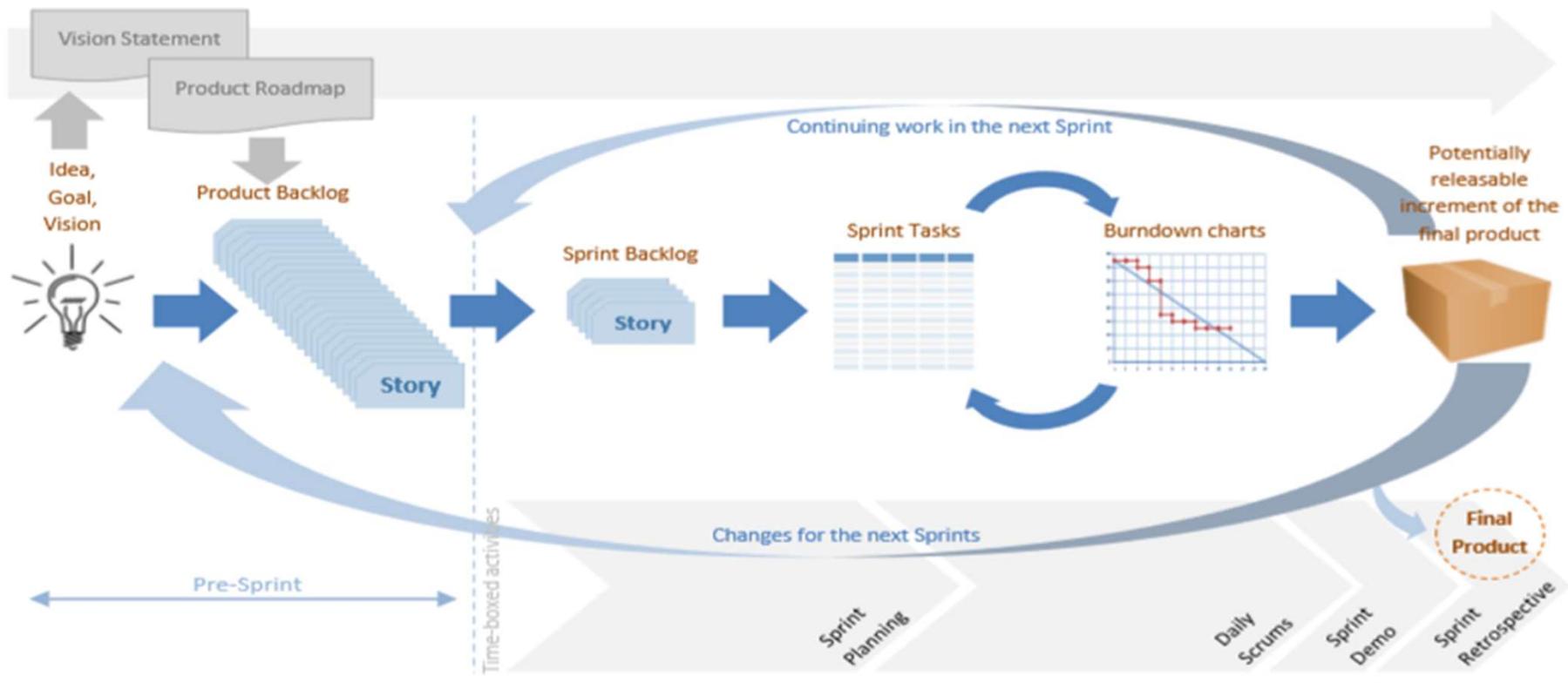
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Full SCRUM Plan-Do-Check-Act avec + 50 PRATIQUES ??? =Framework



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Full SCRUM : Cycle



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SCRUM : Les Trois Rôles !

Product Owner



1 person
Full-time or part-time
Business oriented

Scrum Master



1 person
Full-time or part-time
Scrum coach and facilitator

Development Team



3 to 9 people
Full-time (recommended)
Specialist



SCRUMMASTER / Point sur les TASKS TOUS LES JOURS

Story Name

Details of Story

DoD

- Checked in and released
- All unit tests passing
- All acceptance tests passed
- NFR tests passing
- Automated regression tests in place for critical flows
- Help file created
- Demo done with Team
- Demo Done with PO
- Deployed to staging

Task Name

Details of Task

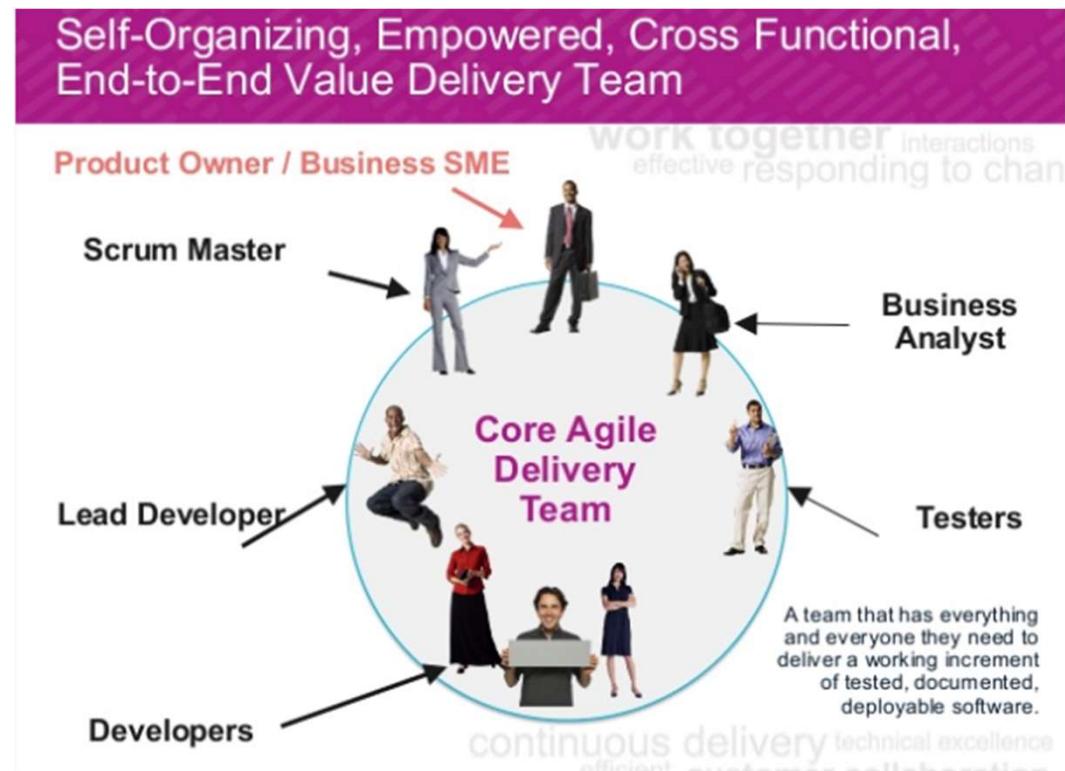
DoD

- Code Reviewed
- All unit tests passing
- Checked in
- New unit tests in place
- Refactored
- How to test notes created
- Informed all effected by API change



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SCRUM : Value Delivery Team !

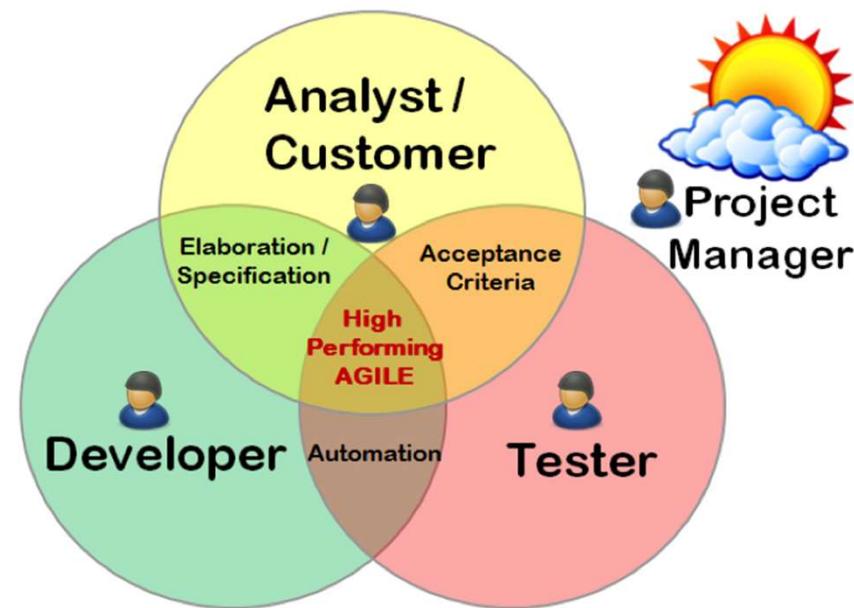


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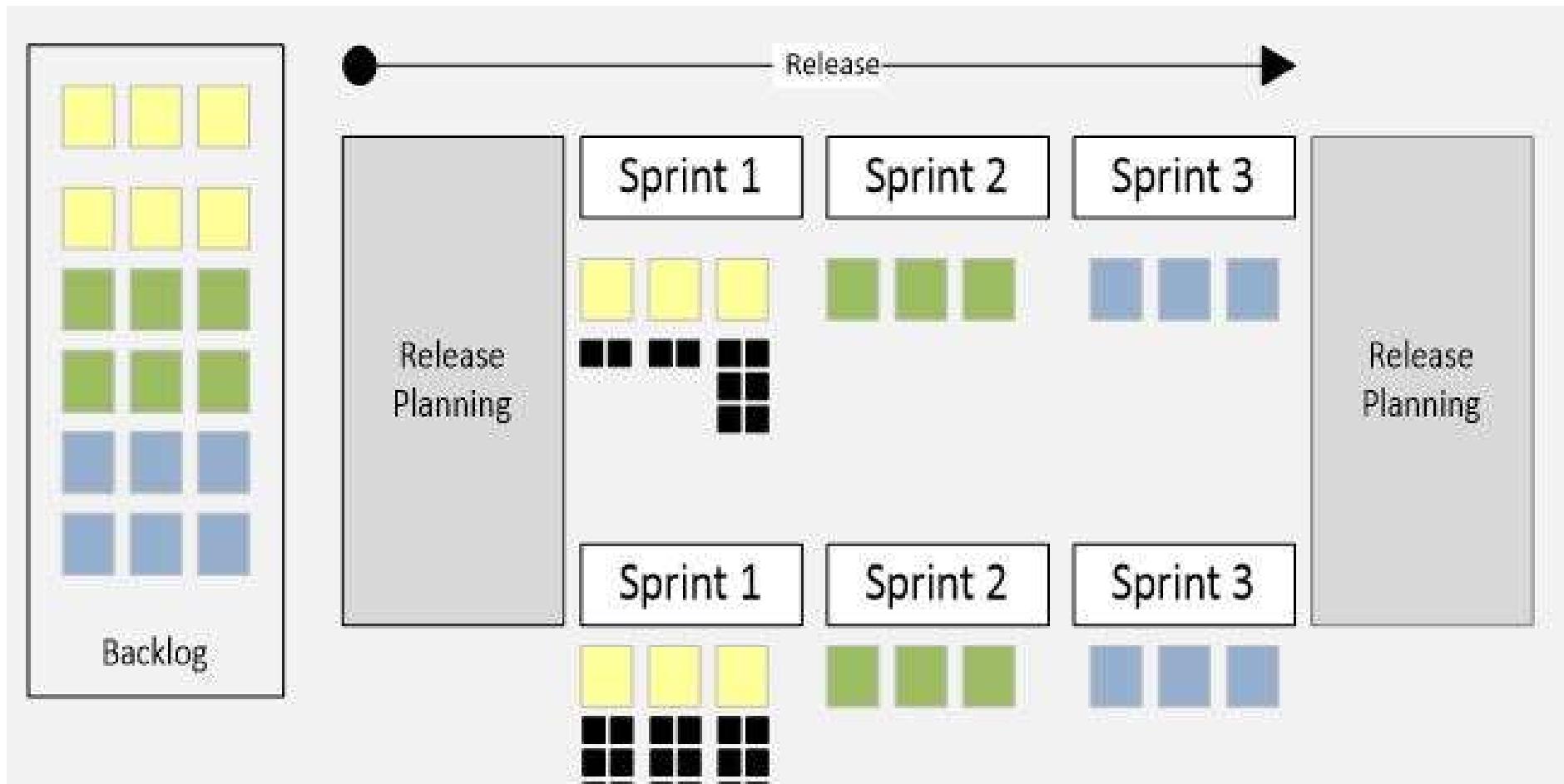
SCRUM : Les Trois Rôles !

Scrum Team

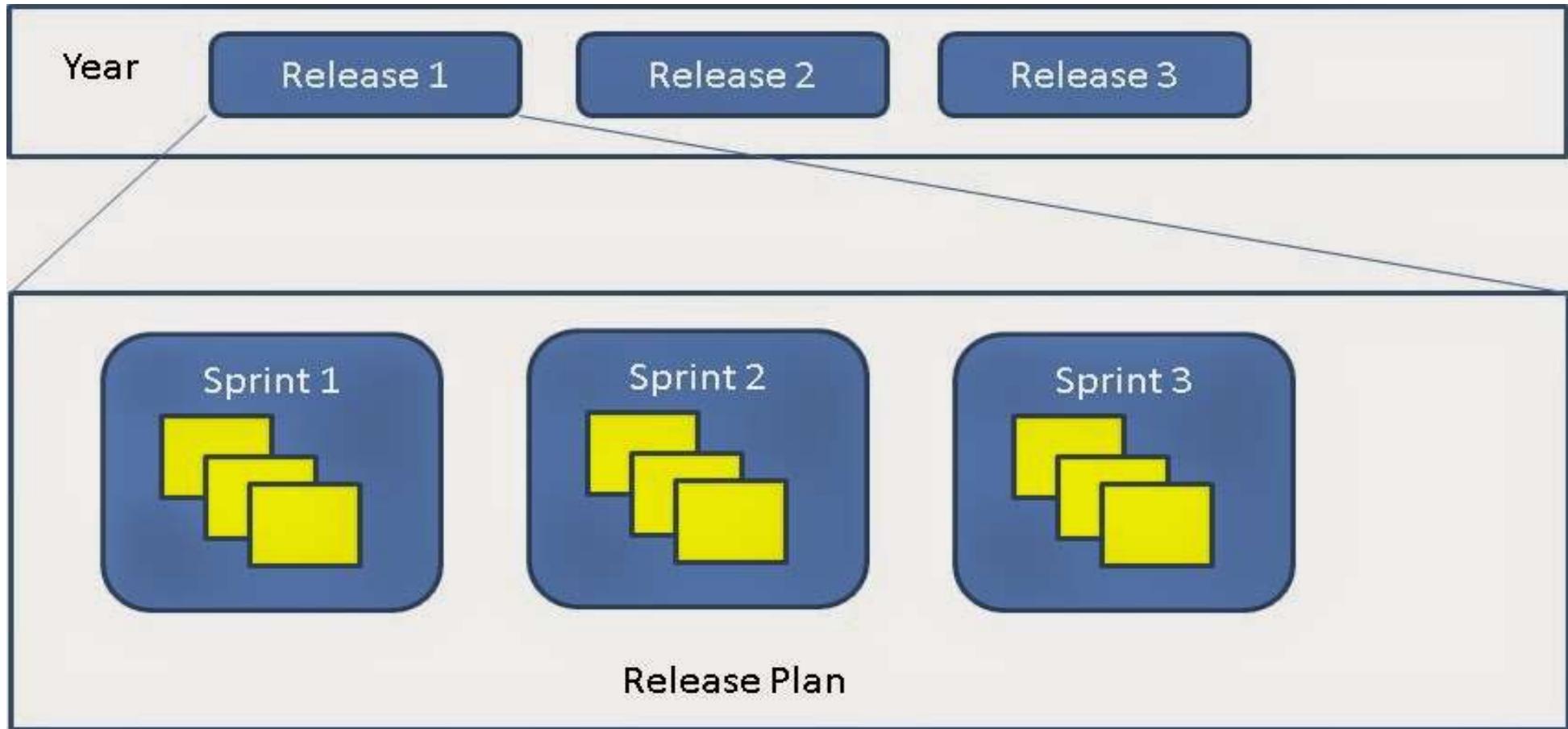
Product Owner	ScrumMaster	Team
<ul style="list-style-type: none">• Feature definition• Release dates• Single decision point• Accepts or rejects work• ROI	<ul style="list-style-type: none">• Represents management• Removes obstacles• Ensures Scrum process• Servant leader	<ul style="list-style-type: none">• Self organizing• Cross-functional• Estimates• Tracks• Gets 'er done



SCRUM : Release Planning

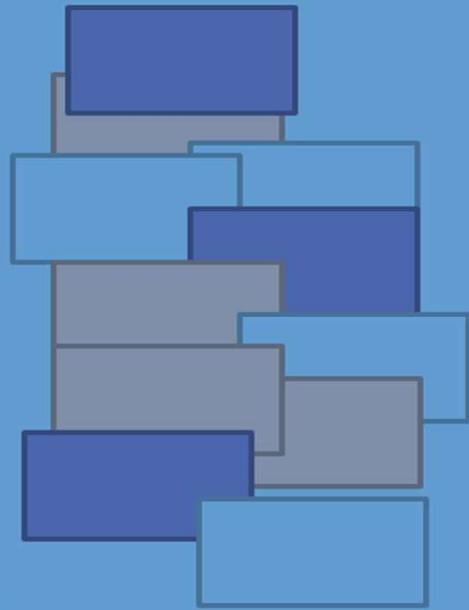


SCRUM : Release Planning



SCRUM : Release Planning

Product Backlog



Plan de Release

Sprint 1

Objectif #1

Sprint 2

Objectif #2

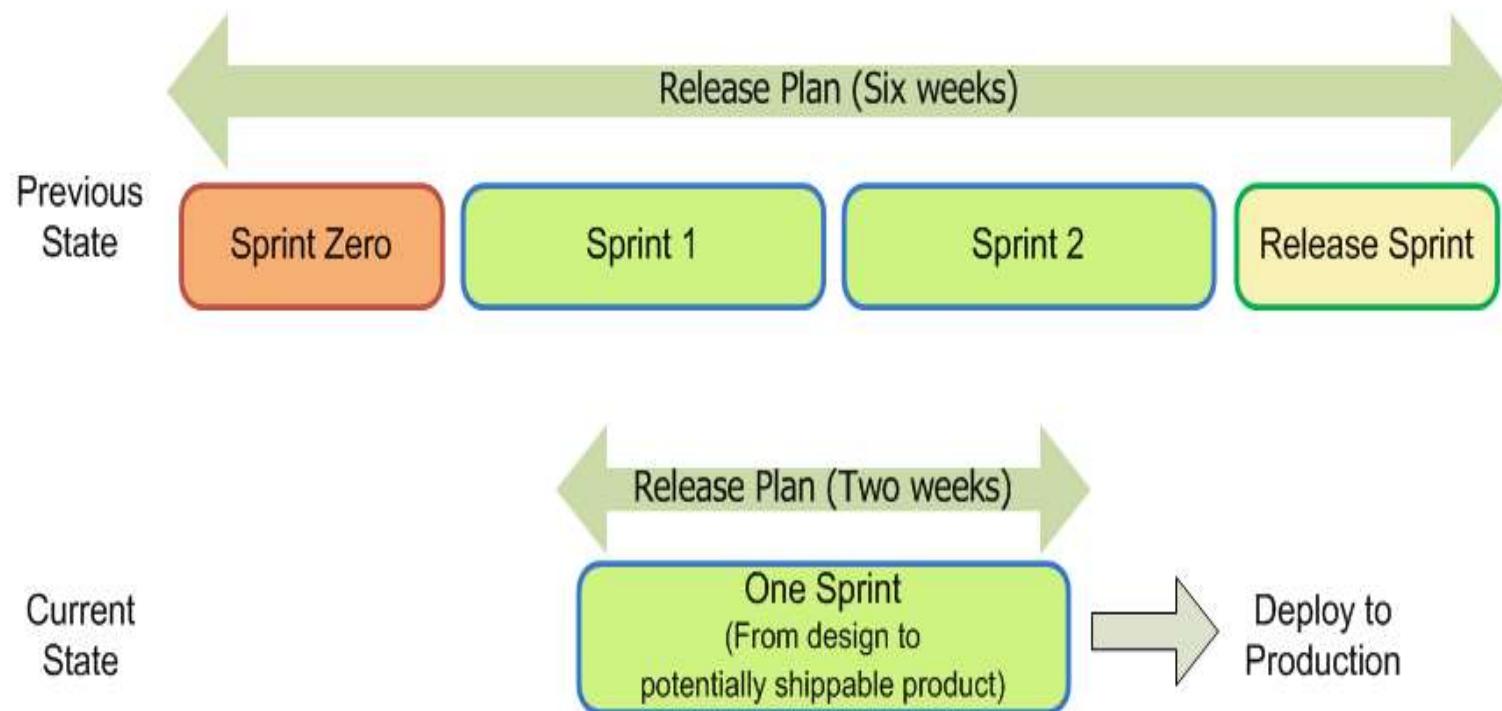
Sprints 3-5

Objectifs #

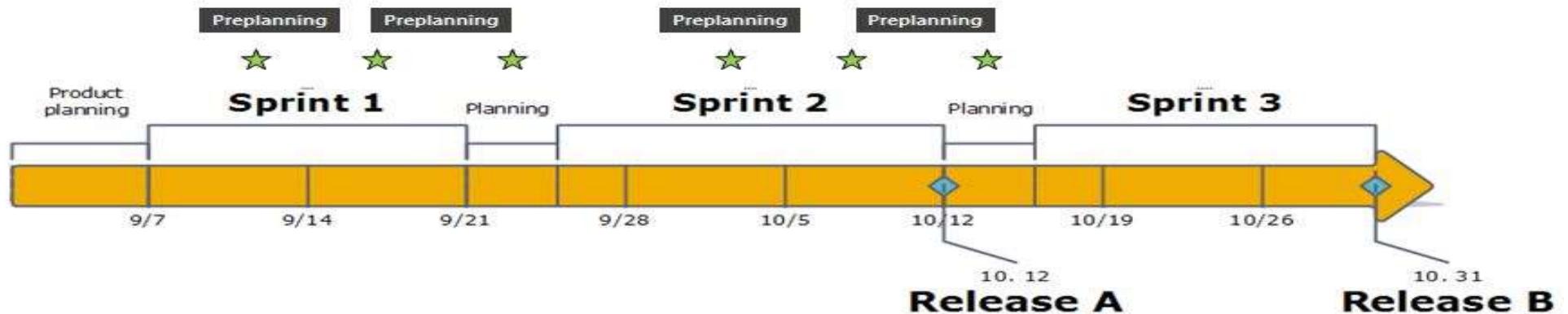


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SCRUM : Release Planning



SCRUM : Release Planning



Pre-Planning Process

Development Execution



Pre-Planning



SCRUM : User Story

Agile User Story Template



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User Story

Title:	Priority:	Estimate:
User Story: As a [description of user], I want [functionality] so that [benefit].		
Acceptance Criteria: Given [how things begin] When [action taken] Then [outcome of taking action]		



SCRUM : User Story

USER STORY TEMPLATE

Story Title	User ID
User Story 1 As a(stakeholder) I want to (task), So That (desired result)	Importance Estimate
Acceptance Criteria Measurable results, what defines "done"? And I know I am done when	Type <ul style="list-style-type: none"><input type="radio"/> Payment<input type="radio"/> Report/view<input type="radio"/> Search<input type="radio"/> Manage data<input type="radio"/> Workflow 



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DEFINITION OF DONE



AC met



Tested



Documented



Deployed to Prod



PO Approved



Definition of Done – Product Backlog Management

As a Product Owner, I will ensure that User Stories are clearly defined so the Development Team understands them

- User Stories address functional behavior
- User Stories address nonfunctional behavior
- User Stories are specific to a single user
- User Stories adhere to INVEST
- User Stories are small enough to fit into a Single Sprint
- User Stories have Acceptance Criteria
- User Stories have Conditions of Satisfaction



Definition of Done vs. Conditions of Satisfaction

Definition of Done

- User Stories address functional behavior
- User Stories address nonfunctional behavior
- User Stories are specific to a single user
- User Stories adhere to INVEST
- User Stories are small enough to fit into a Single Sprint
- User Stories have Acceptance Criteria
- User Stories have Conditions of Satisfaction

Conditions of Satisfaction

- Only users with credentials can log in
- Users who don't have credentials are denied access
- Users can set profile to remember user name
- User is locked out after 3 unsuccessful log in attempts
- User with credentials can request password reset
- Request for password reset fails if user does not have credentials



DONE

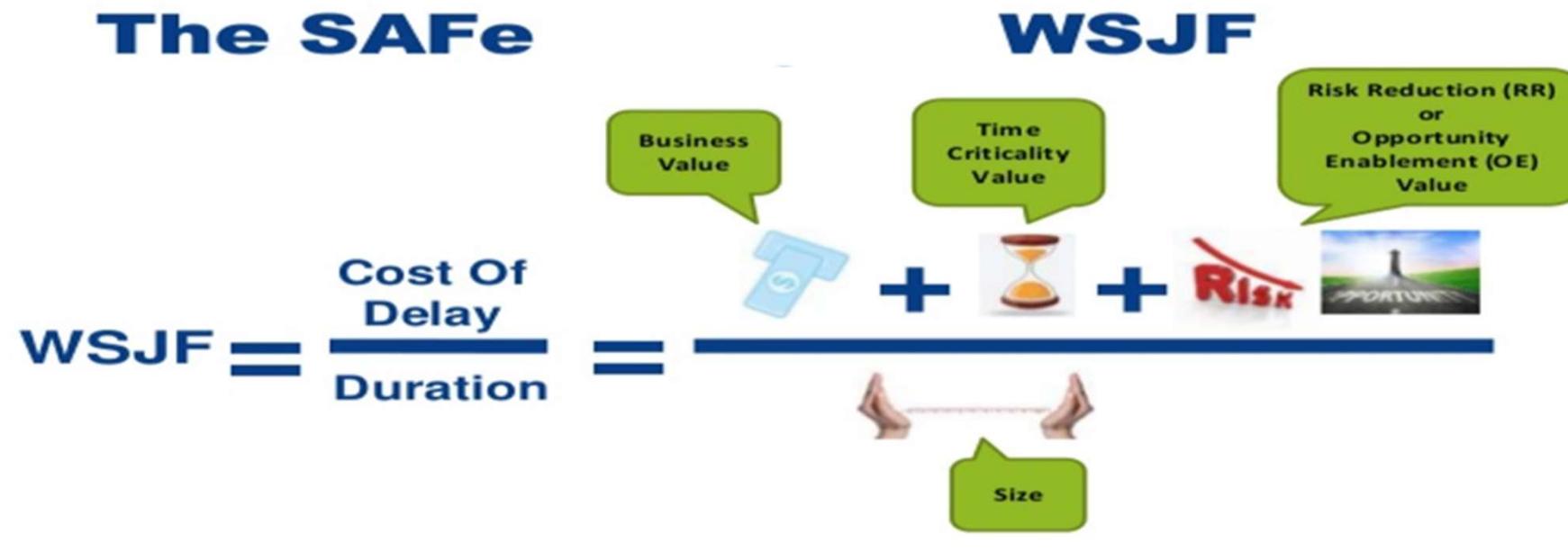
adjective

1. Unit tests passed
2. Code reviewed
3. Acceptance criteria met
4. Functional Tests passed
5. Non-Functional requirements met
6. Product Owner accepts the User Story



SCRUM : Priorisation !

Weighted Shortest Job First (WSJF) is a prioritization model used to sequence jobs (ex., Features, Capabilities, and Epics) to produce maximum economic benefit.



SCRUM : Priorisation !

$$\text{WSJF} = \frac{\text{User|Business Value} + \text{Time Criticality} + \text{RR|OE Value}}{\text{Job Size}}$$

WSJF = Weighted shortest job first

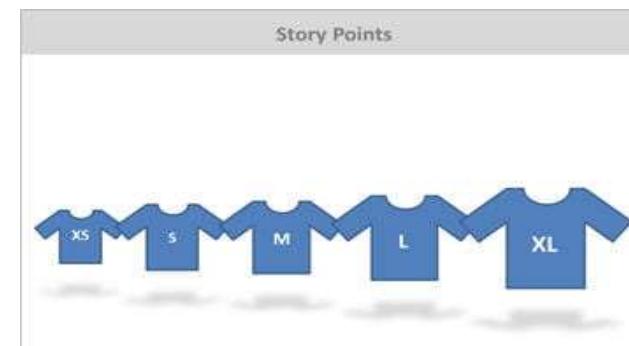
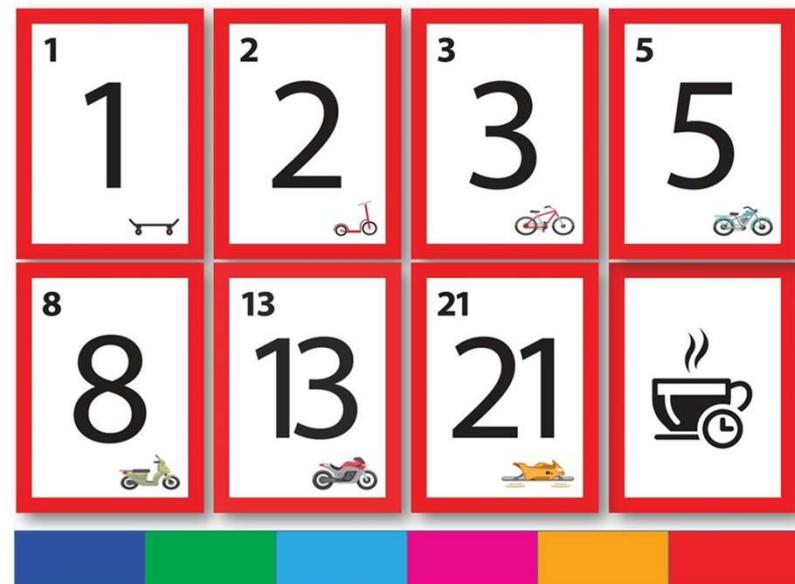
RR = Risk Reduction

OE = Opportunity Enablement

Feature	Time Criticality	User/ Business value	Risk reduction/ Opp. enabler	Story points	WSJF
Basement/Foundation					
Bedroom					
Kitchen					
Living room					
Power (runway)					
Plumbing,water, garbage(runway)					
Frame					
Dining room					
Roof/attic...etc					



User Story: Complexité, Priorité selon la suite de Fibonacci



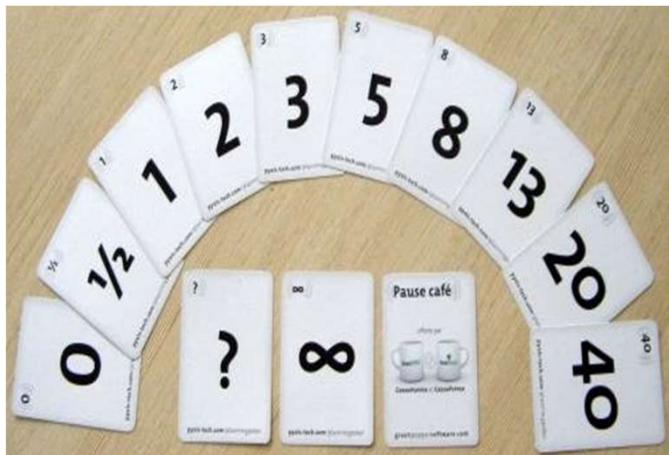
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Exemple d'application de la suite de Fibonacci User Story/Feature/Epic

Scale	Days/weeks/months	Story/feature/epic
1	One ideal day	Small Story
2	2-3 ideal days	Mid-sized story
3	One week	Mid-to-large story
5	1 ½ weeks	Mid-to-large story
8	Two weeks/two-week sprint	Large story, maybe a feature
13	3 weeks/three-week sprint	Feature
20	2 months	Feature/Capability
40	3 months/program increment	Feature/Capability
100	6 months	Epic
200	1 year	Epic
300	2-3 years	Epic



Backlog: Product, Release, Sprint !



Product Backlog	Release Backlog	Sprint Backlog
List of all preferred product features. Each user story has story points assigned to it.	Subset of product backlog. Release backlog may involve one or more sprints dependent on the release date.	Sprint backlog has a to do list for the sprint. Sprint tasks are decomposed from user stories and team estimates tasks in hours .
List can also contain bugs, non-functional items.	Product backlog items required for a release.	Other technical work items like upgrade to SQL Server 2012 etc. can be included. Knowledge gaining / sharing activities like researching on new technologies can also be included.
Items in product backlog can be added by anyone at anytime - Scrum product backlog is then allowed to mature or change as more is learned about the product and its customers.		Sprint backlog is created by scrum team from release backlog or product backlog if there is no release backlog. Team updates the sprint backlog at least daily.
Maintained by the product owner.		Maintained by the scrum team.
Duration - Project. Product owner maintains the same product backlog throughout the project.	Duration - Release.	Duration - Sprint. Team creates a new sprint backlog for each sprint.

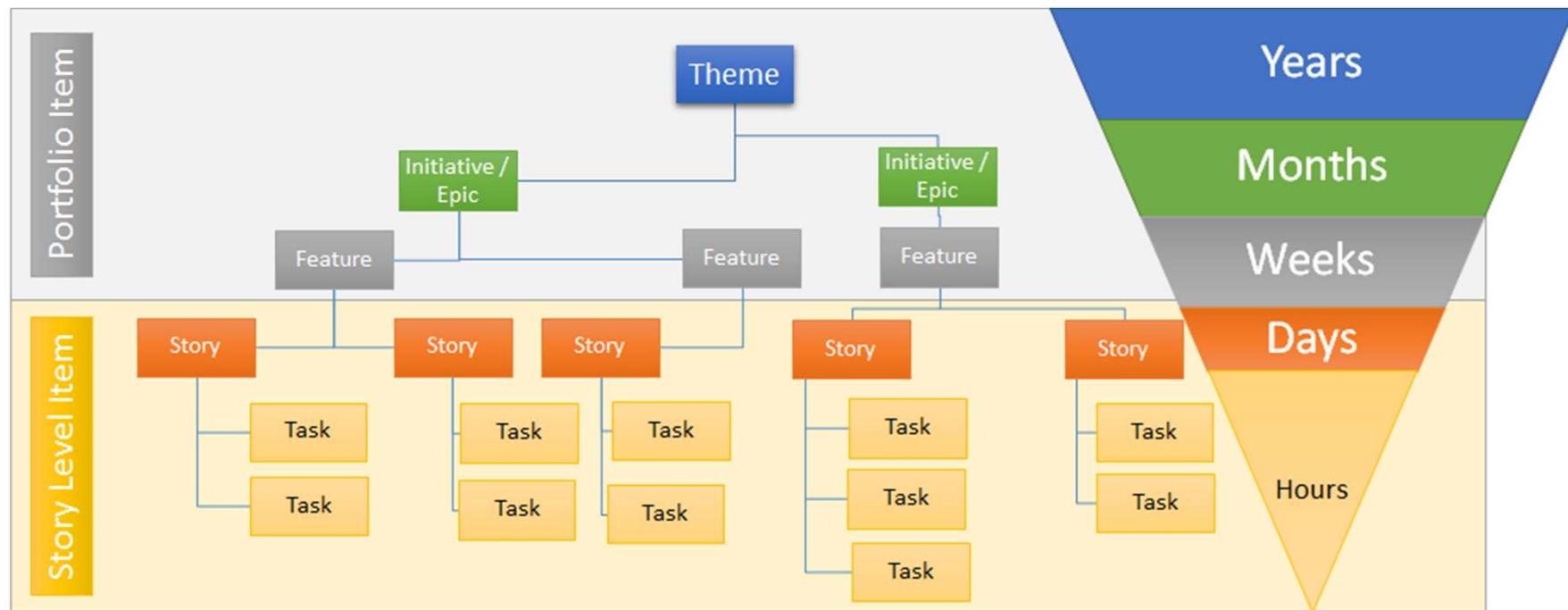


SCRUM : SPRINT sur 2 à 3 semaines !

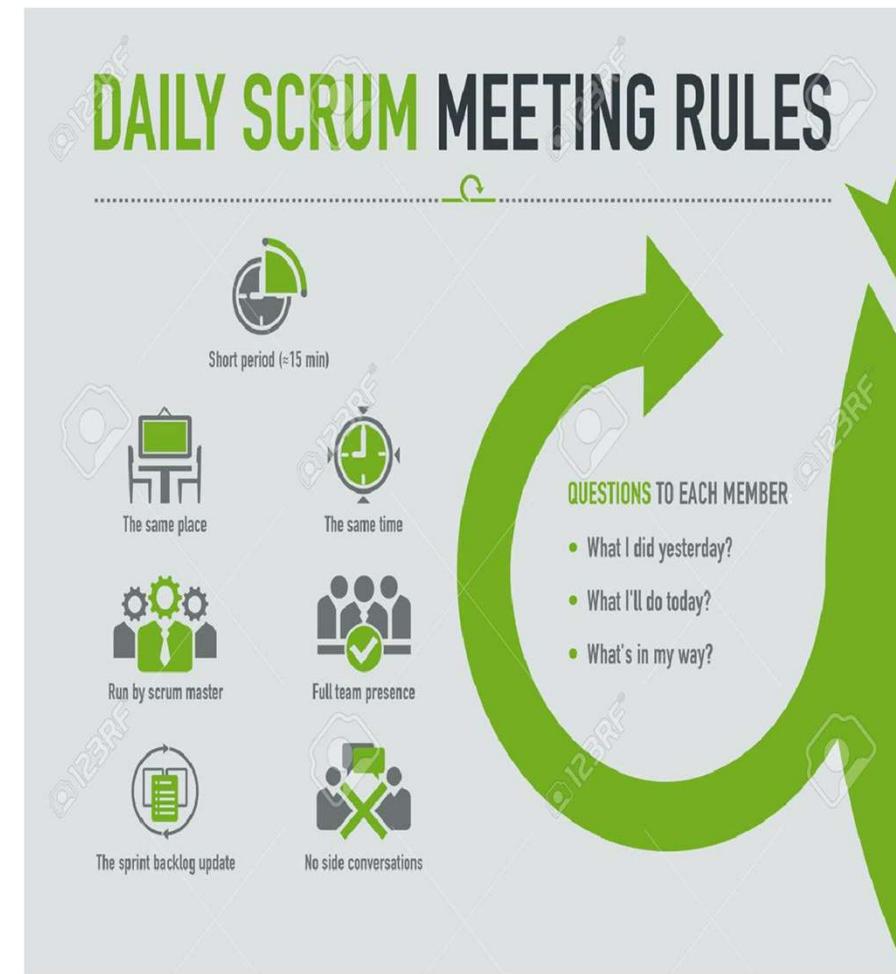
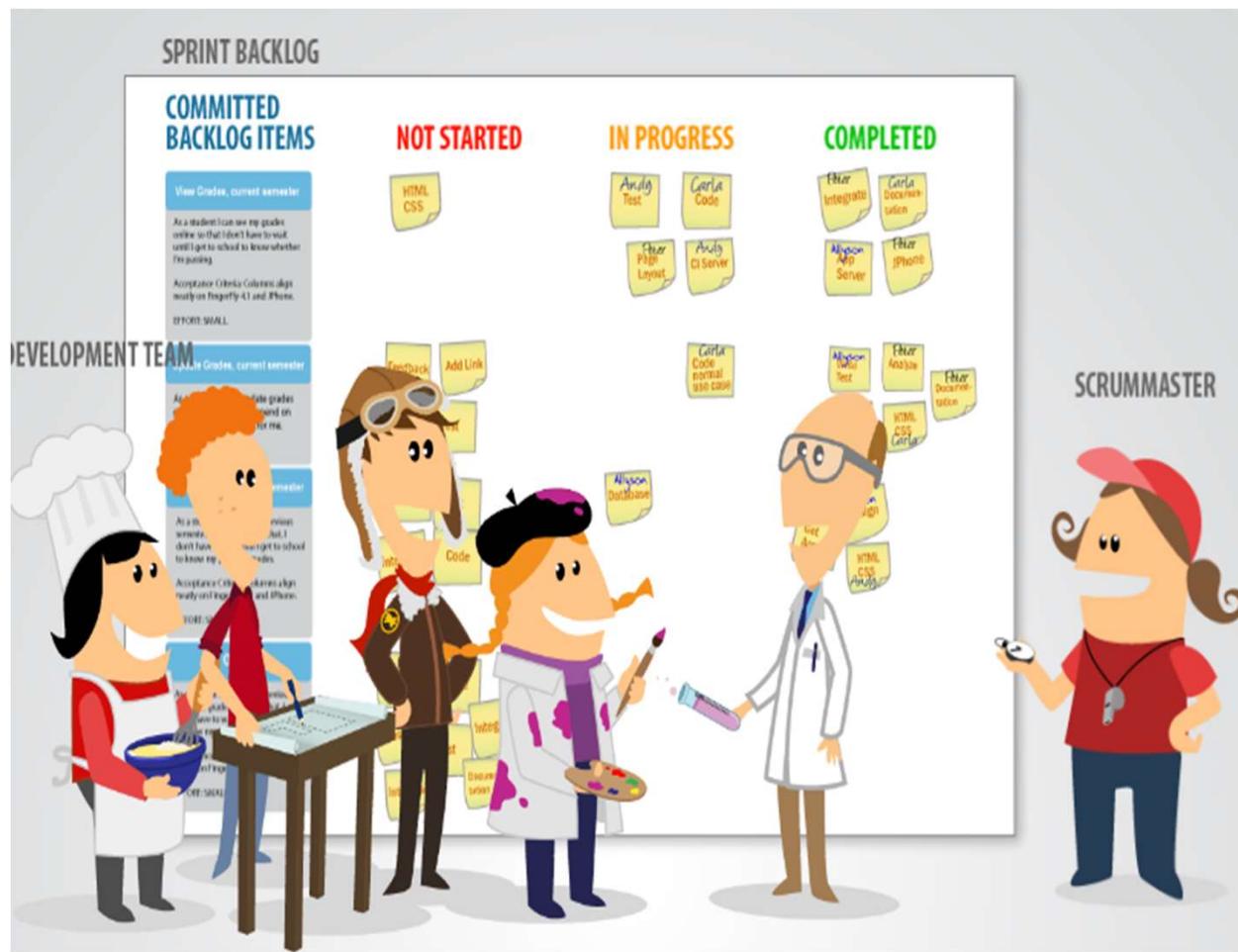


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SCRUM : Theme To Task ?



SCRUM : Daily Meeting !



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SCRUM : Daily Meeting ! /SCRUM BOARD



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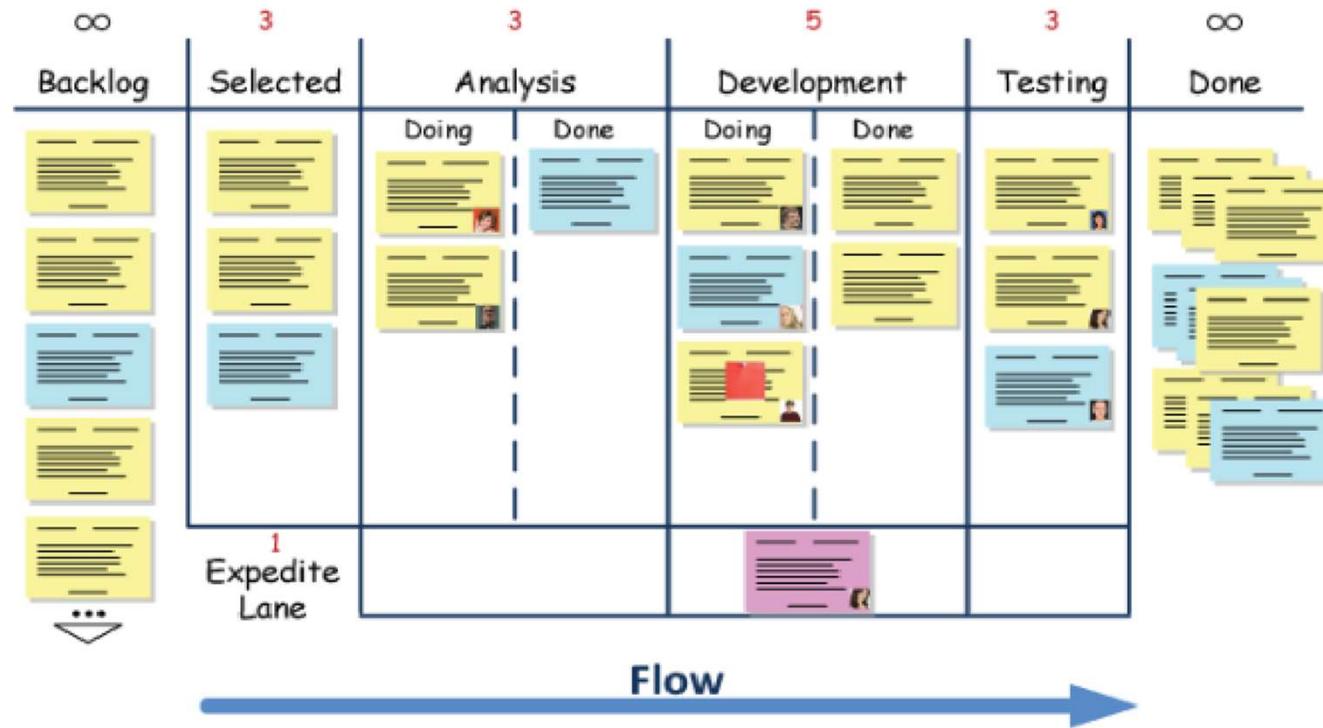
SCRUM : TODO à DONE !

Sprint Goal	To Do	Doing	Done
The goal of this sprint is To make the purchasing part of the website mature enough to be able to handle the whole process and users can experience a full purchasing process, through which other functionalities of the website will be more meaningful.	Item #1 t.1.6 t.1.3 t.1.2 t.1.4 t.1.1 t.1.5		
	Item #2 t.2.1 t.2.2 t.2.3		
	Item #3 t.3.4 t.3.1 t.3.3 t.3.2		
	Item #4 t.4.4 t.4.2 t.4.1		
	Item #5		



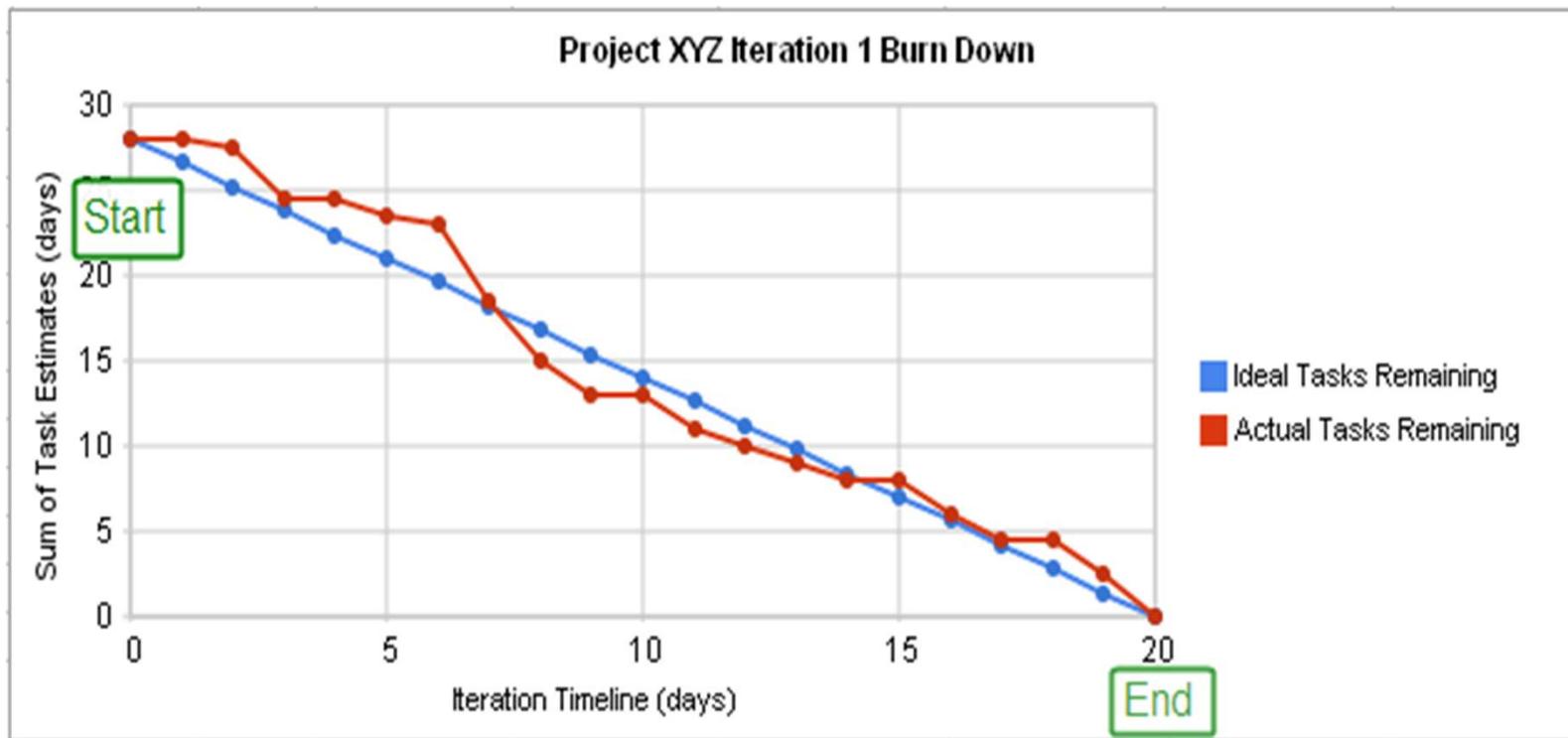
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SCRUM : TODO à DONE !



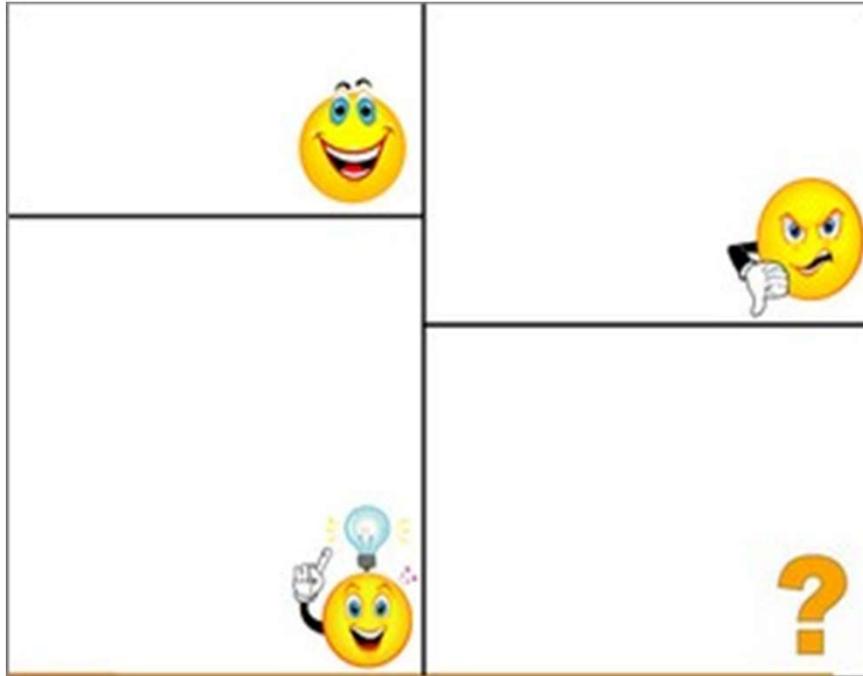
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SCRUM : BURN DOWN !

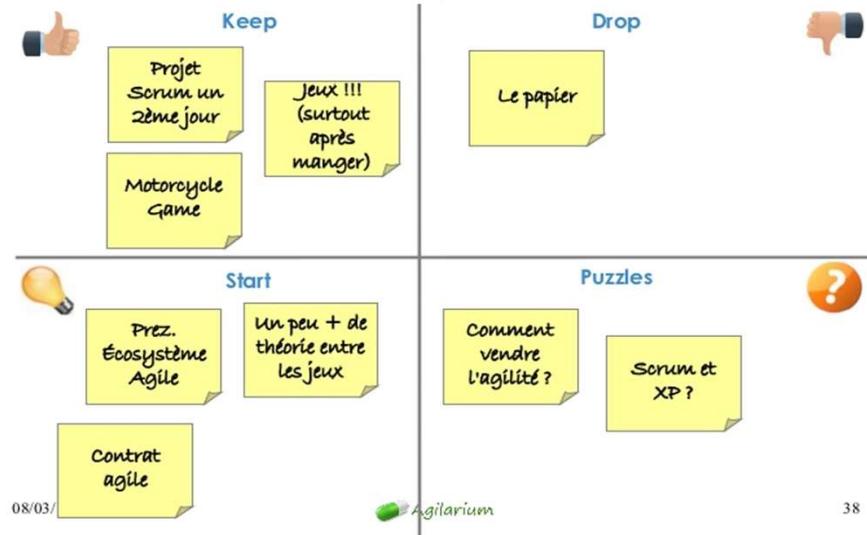


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Sprint : Demo et Retrospective !

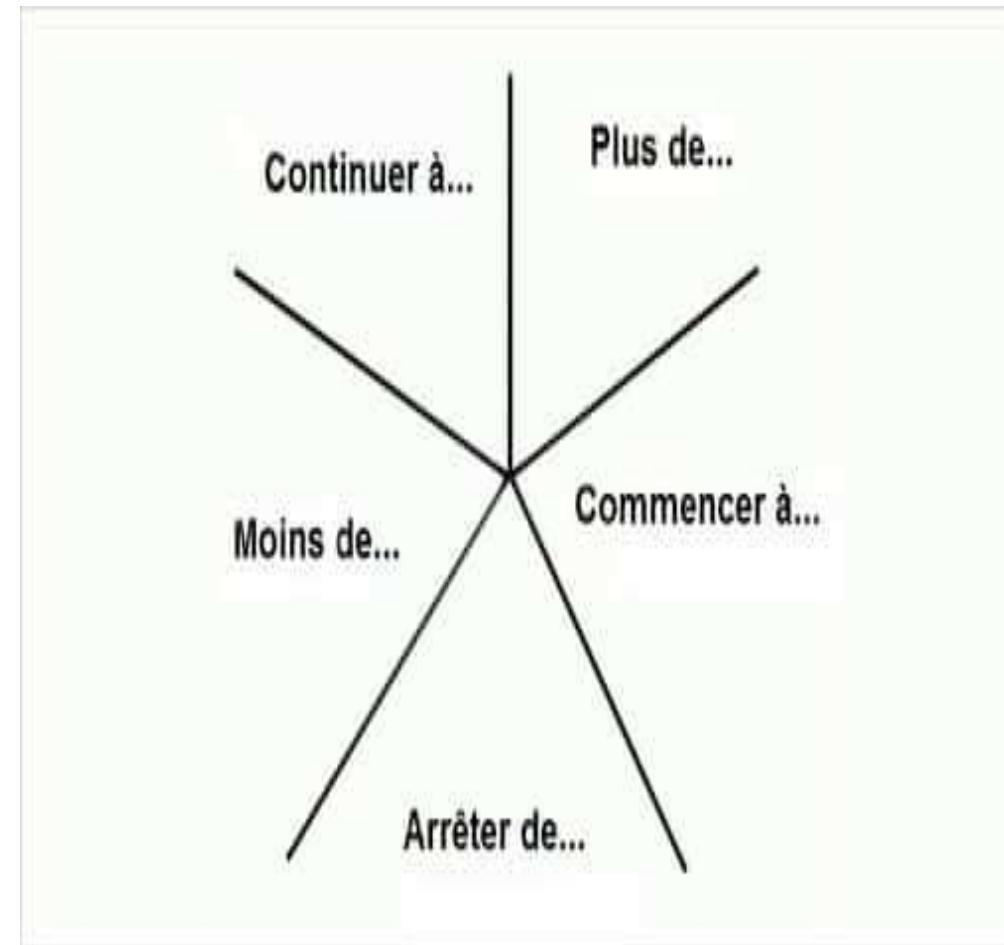
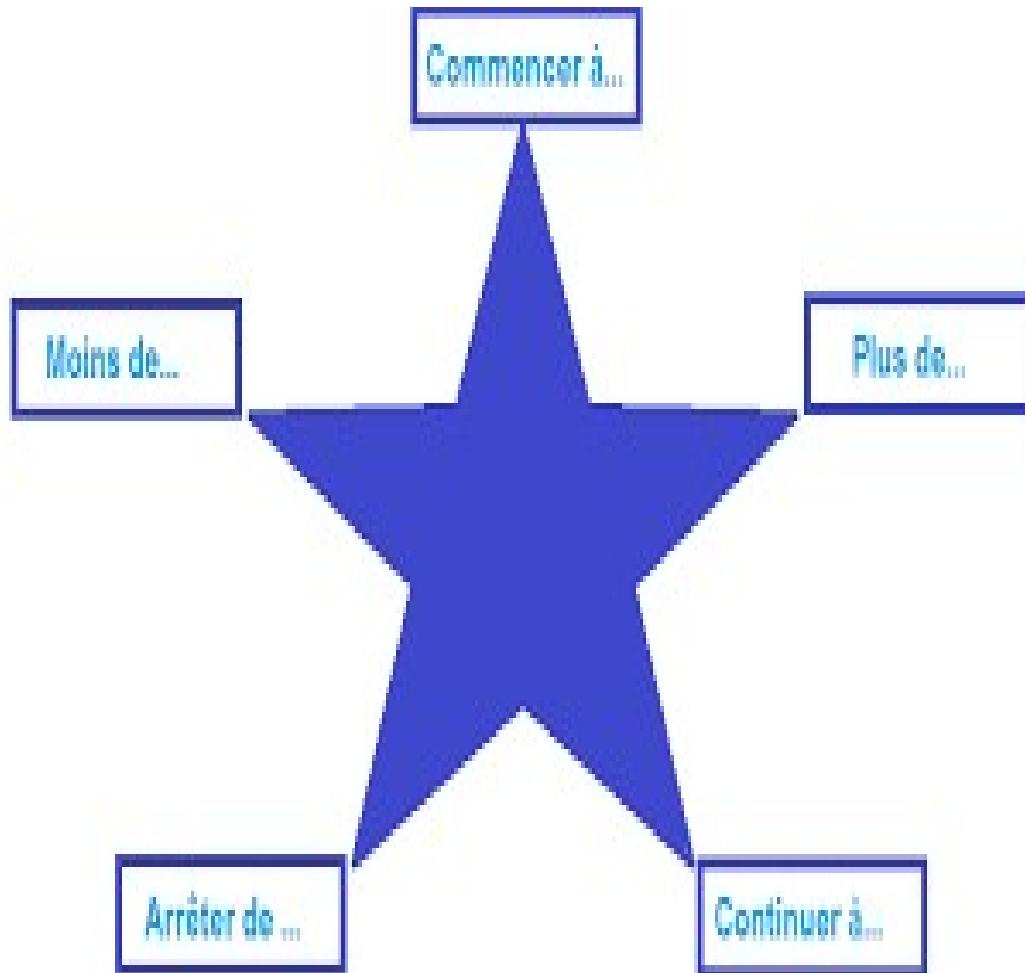


Learning Matrix

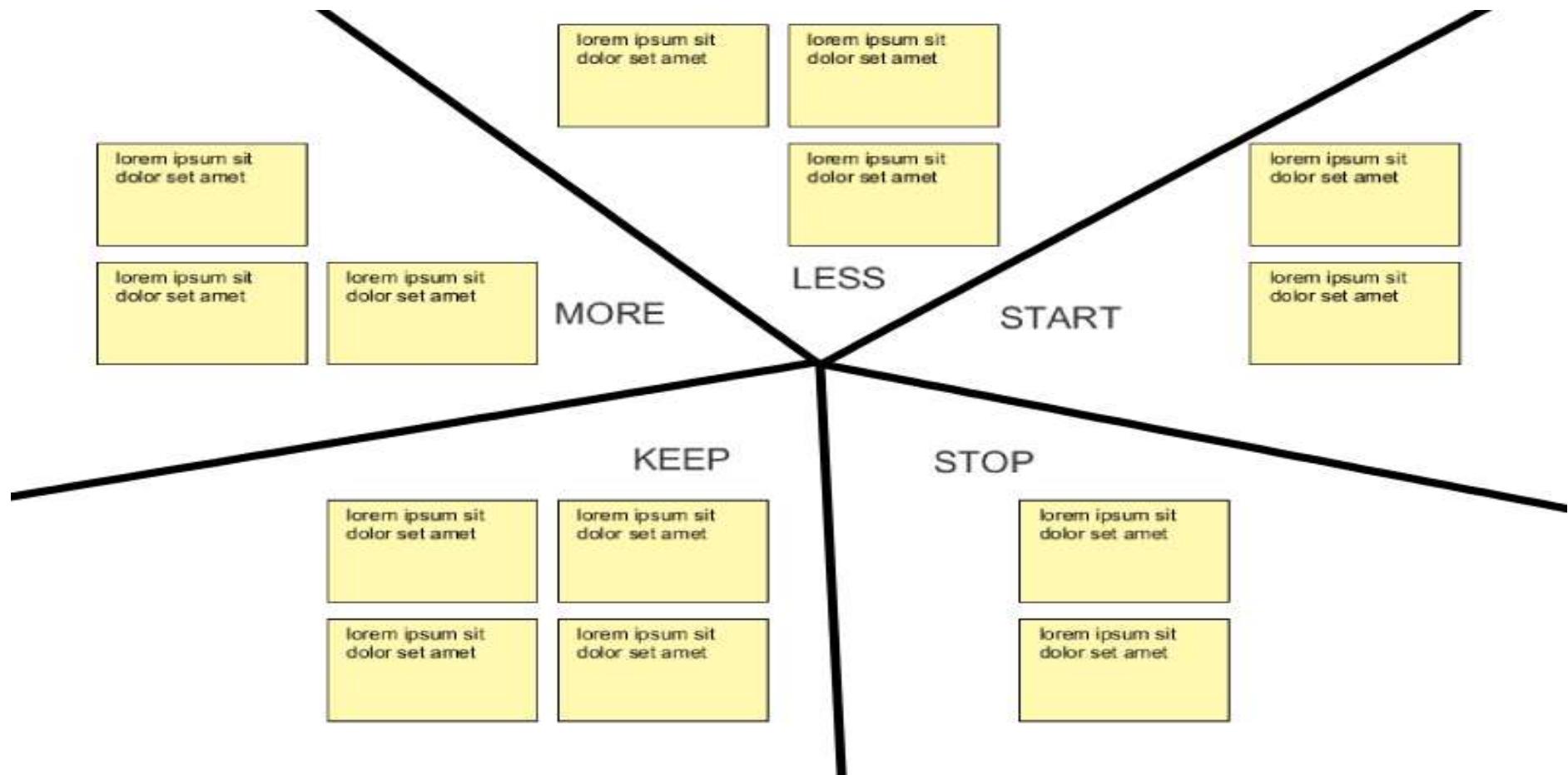


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Sprint : Demo et Retrospective ! : 5 Etoiles de Mer

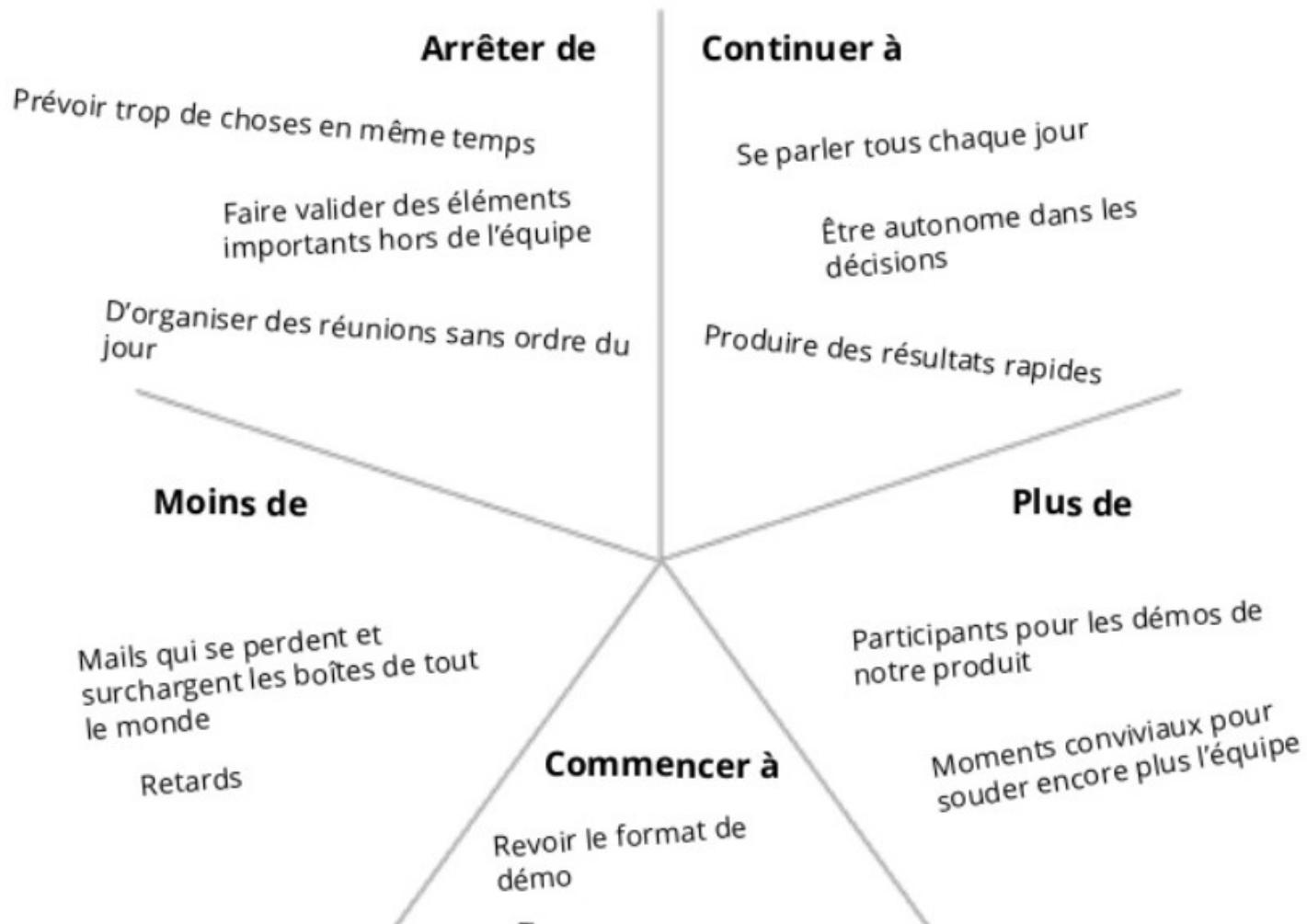


Sprint : Demo et Retrospective ! : 5 Etoiles de Mer



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Sprint : Demo et Retrospective ! : 5 Etoiles de Mer



Outils GESTION PROJET AGILE!

	Kanban Board	Scrum	Gantt Chart	Time Tracking	Calendar View	Mobile Apps	Desktop Apps	API	Free Trial
Trello	●	●	●	●	●	●	●	●	●
Basecamp	●	●	●	●	●	●	●	●	●
Asana	●	●	●	●	●	●	●	●	●
Wrike	●	●	●	●	●	●	●	●	●
JIRA	●	●	●	●	●	●	●	●	●
MS Project	●	●	●	●	●	●	●	●	●



Outils GESTION PROJET AGILE! : Trello

Taco's Tacos ☆ | Taco & Co. Free | Team Visible ... Show Menu

Resources

- Financials & Growth Data 0/5
- 2017 Goals And KPIs 0/2
- Brand Guide 0/1
- Employee Manual 0/1
- Add a card...

To Do

- Build A Better Burrito: 7 Layers To Success 0/7
- Nacho Ordinary Birthday - Event Space Rentals 0/1
- Taco Drone Delivery Service 0/3
- Superbowl Ad - "Super Salad Bowls" 0/3
- Add a card...

Doing

- The Taco Truck World Tour Oct 5 0/3
- Operation "Awesome Sauce" - A Recipe For Profit Oct 18 0/3 2/5
- #NoFiller Instagram Campaign 0/3
- Global Franchise Opportunities 0/9 4/9
- Add a card...

Done

- Focus Group: Corn vs. Flour Tortillas 0/1
- New Swag: Socks, Scarves & Salsa 0/5
- Eco Friendly Utensils & Napkins 3/3
- Update Yelp Listing 0/1
- Grand Opening Celebration Aug 11, 2016
- Add a card...



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Outils GESTION PROJET AGILE! : Trello

The screenshot shows a Jira board titled "Teams in Space Software project". The board is organized into four columns: "TO DO 5", "IN PROGRESS 5", "CODE REVIEW 2", and "DONE 8". Each column contains several tasks represented by cards. The tasks are categorized by assignee and partner.

Column	Task Description	Assignee	Partner	Status
TO DO 5	Engage Jupiter Express for outer solar system travel	SPACE TRAVEL PARTNERS		Not Started
	Create 90 day plans for all departments in the Mars Office	LOCAL MARS OFFICE		In Progress
	Engage Saturn's Rings Resort as a preferred provider	SPACE TRAVEL PARTNERS		In Progress
IN PROGRESS 5	Requesting available flights is now taking > 5 seconds	SEESPACEZ PLUS		In Progress
	Engage Saturn Shuttle Lines for group tours	SPACE TRAVEL PARTNERS		In Progress
	Establish a catering vendor to provide meal service	LOCAL MARS OFFICE		In Progress
CODE REVIEW 2	Register with the Mars Ministry of Revenue	LOCAL MARS OFFICE		Pending Review
	Draft network plan for Mars Office	LOCAL MARS OFFICE		Pending Review
	Engage JetShuttle SpaceWays for travel	SPACE TRAVEL PARTNERS		Pending Review
DONE 8	Homepage footer uses an inline style - should use a class	LARGE TEAM SUPPORT		Completed
	Engage Saturn Shuttle Lines for group tours	SPACE TRAVEL PARTNERS		Completed
	Establish a catering vendor to provide meal service	LOCAL MARS OFFICE		Completed



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MVP : Minimum Viable Product

HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3



4

ALSO HOW NOT TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3



4

HOW TO BUILD A MINIMUM VIABLE PRODUCT



1



2



3



4

FRED VOORHORST

WWW.EXPRESSIVEPRODUCTDESIGN.COM



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Lean Canvas

Model		Experiments						
PROBLEM List your top 1-3 problems	?	SOLUTION Outline a possible solution for each problem	UNIQUE VALUE PROPOSITION Single, clear, compelling message that turns an unaware visitor into an interested prospect	UNFAIR ADVANTAGE Something that can't be easily copied or bought	CUSTOMER SEGMENTS List your target customers and users			
2		4	3	9	1			
EXISTING ALTERNATIVES List how these problems are solved today		KEY METRICS List the key numbers that tell you how your business is doing	HIGH-LEVEL CONCEPT List your X for Y analogy (e.g. YouTube = Flickr for videos)	CHANNELS List your path to customers	EARLY ADOPTERS List the characteristics of your ideal customers			
		8		5	2	3		
COST STRUCTURE List your fixed and variable costs				REVENUE STREAMS List your sources of revenue				
7				6				

Lean Canvas is adapted from The Business Model Canvas (BusinessModelGeneration.com) and is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported License.

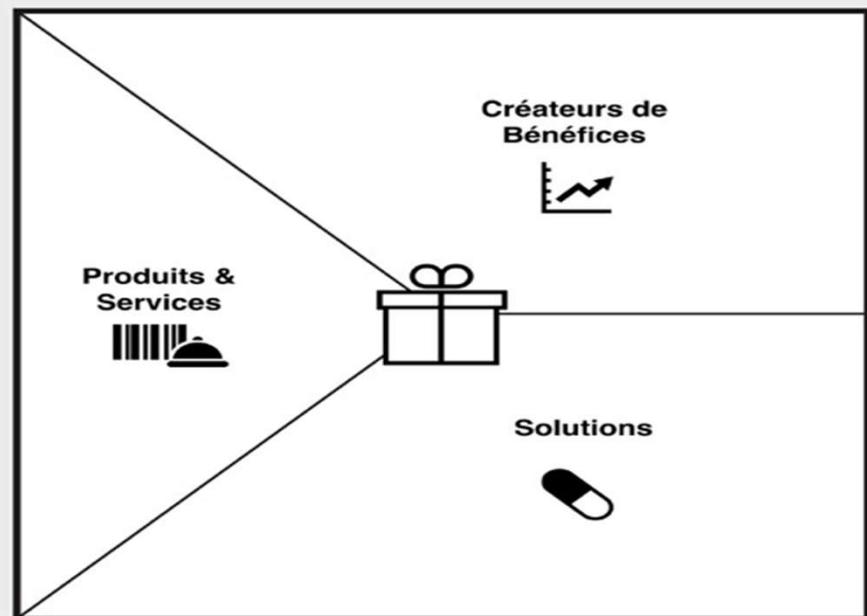


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VALUE CANVAS

The Value Proposition Canvas

Proposition de valeur



Segment Client

Scannez le code pour commander votre impression du **Value Proposition Canvas** ! ou rendez-vous sur www.onopia.com

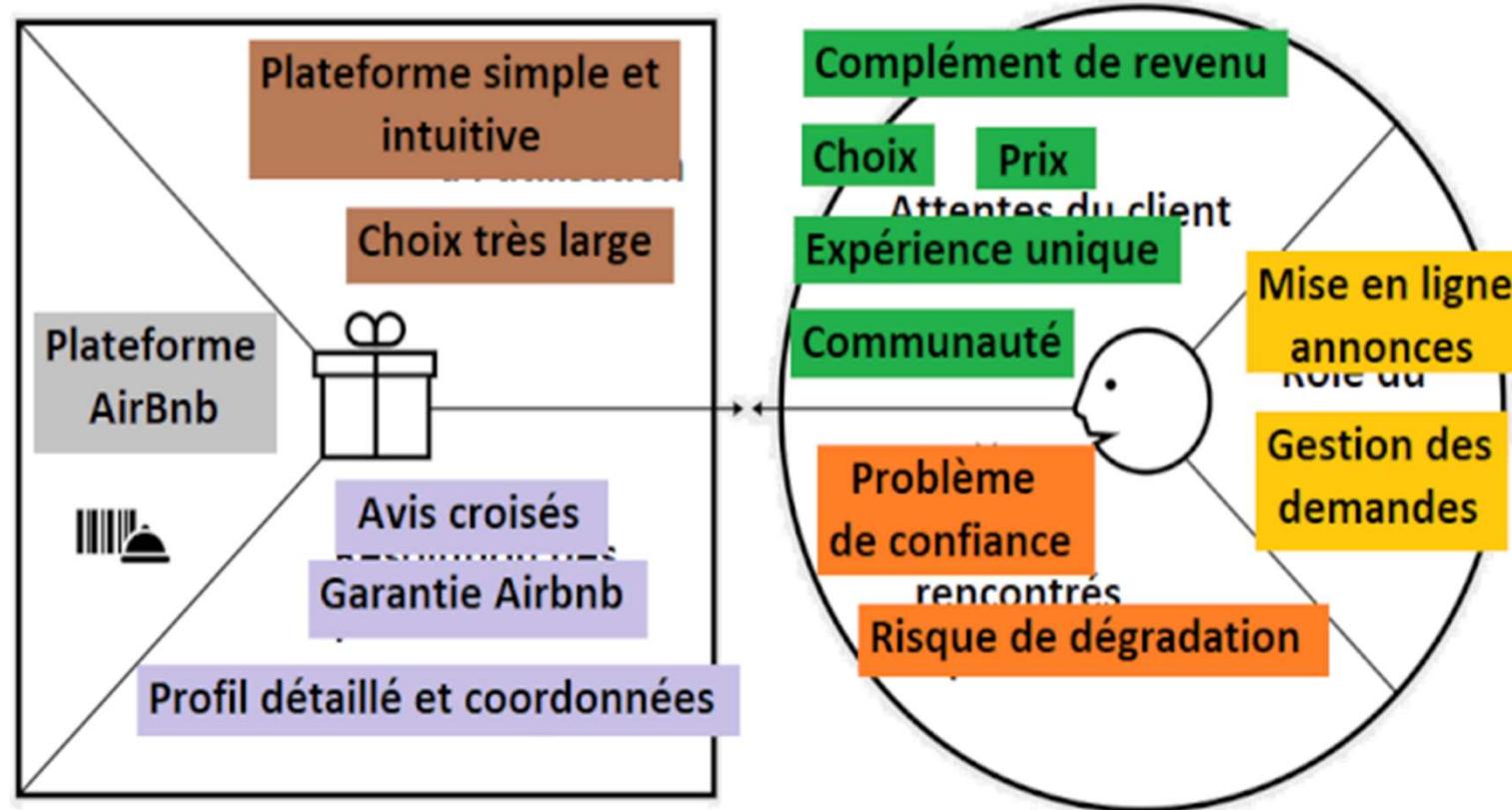


Value Proposition Canvas from www.strategyzer.com
Imprimé par Onopia www.onopia.com

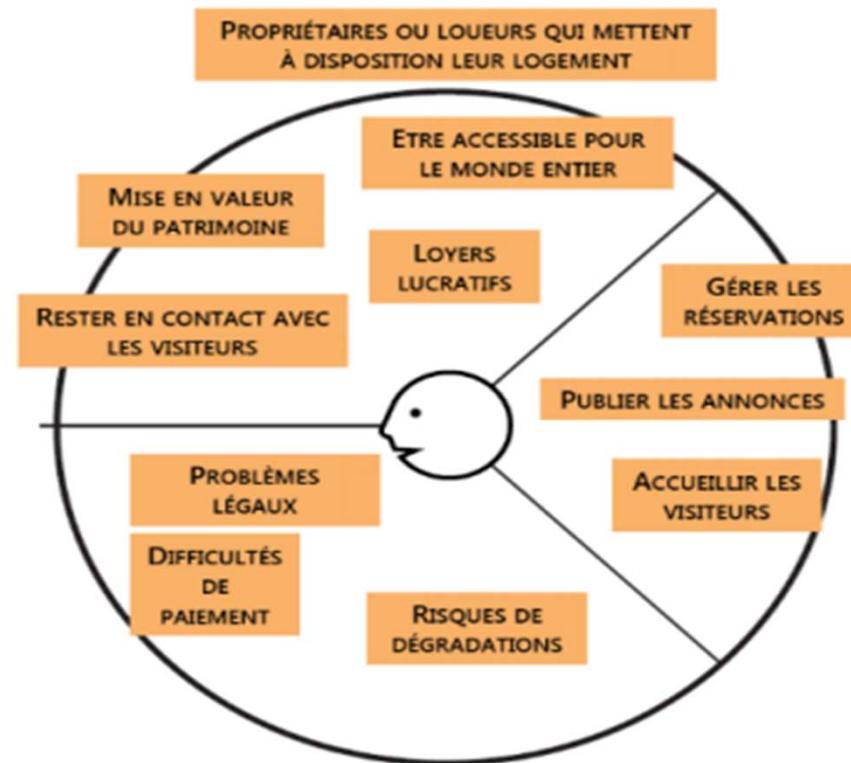
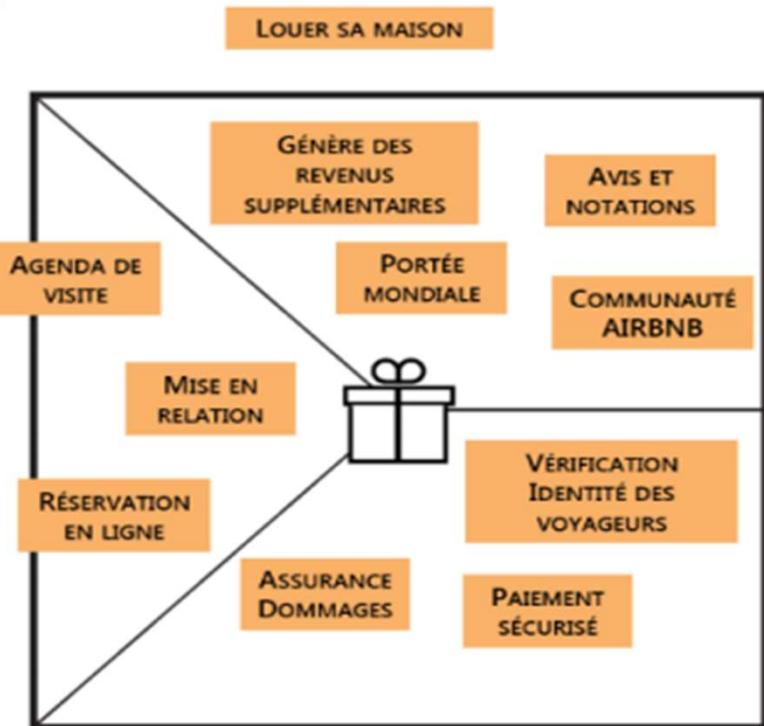


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VALUE CANVAS : Exemple

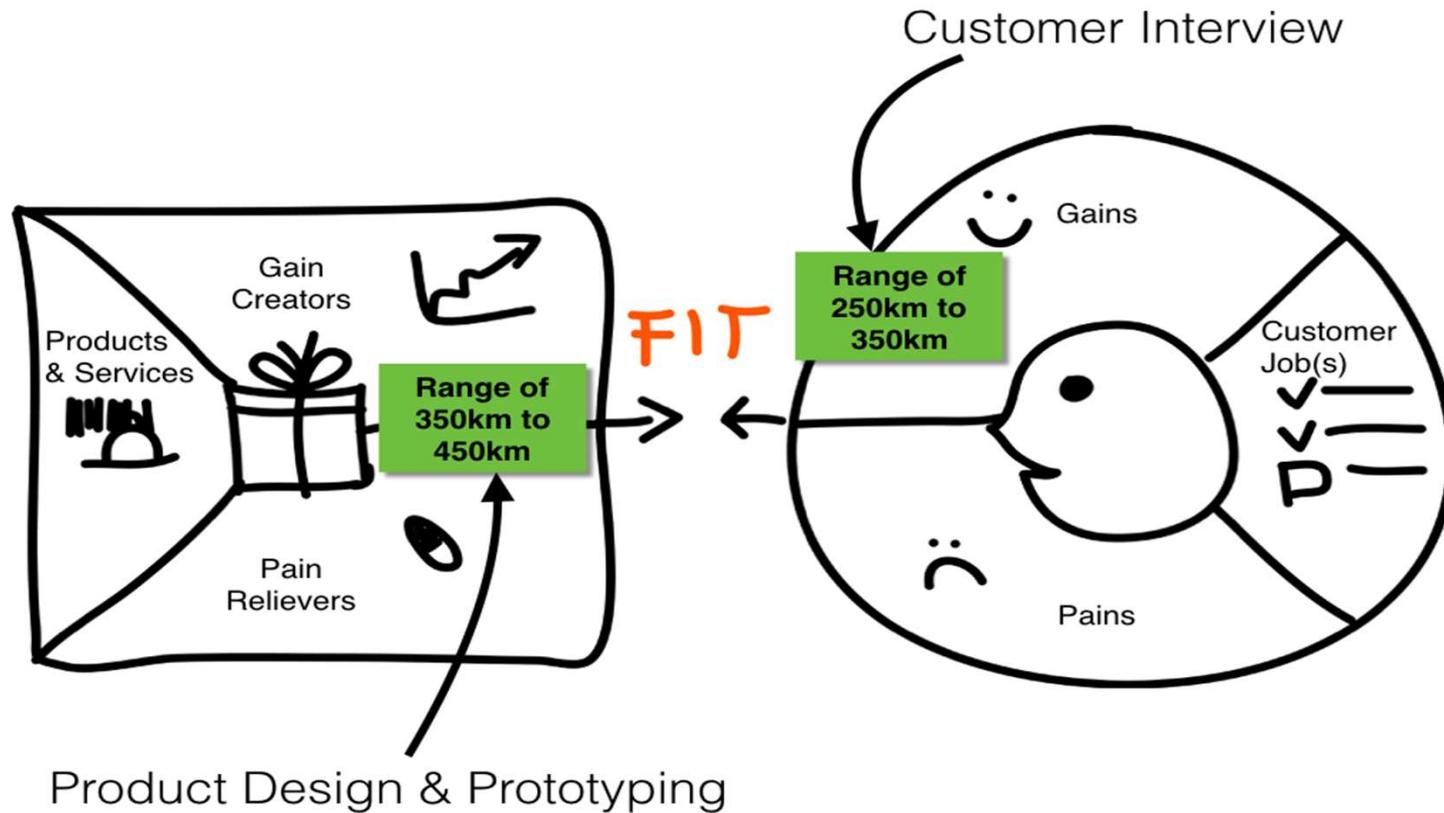


VALUE CANVAS : Exemple



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VALUE CANVAS : PRODUCT MARKET FIT !



Lean MVP : Exemple



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