What makes a great product?



SKILL?

UX Matters

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STORY TIME

^{*} based on true incidents



Designer - Visual Design





Management - **Profits**



Developer - less CODE





Product Owner - Use Cases



Manager - **Delivery**



Perf Engineer - Performance





Designer - Visual Design



Developer - less CODE



Manager - Delivery





PRODUCT OWNER

Product Owner - Use Cases



Management - Profits



a alamy stock photo

Perf Engineer - Performance





Designer - Visual Design





Management - Profits





Developer - less CODE





Product Owner - Use Cases

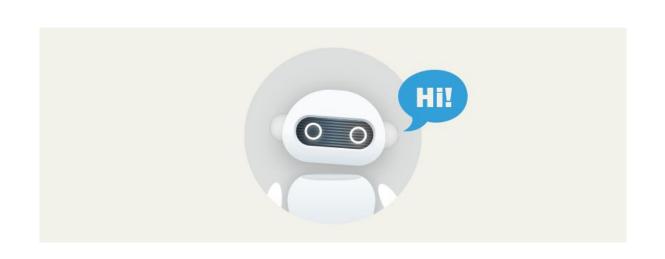


Manager - Delivery





Perf Engineer - Performance





Designer - Visual Design



Developer - less CODE



Manager - **Delivery**







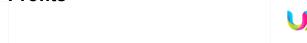




Perf Engineer - Performance



Management - Profits





Product Owner - Use Cases







Designer - Visual Design



Developer - less CODE



Manager - **Delivery**









Product Owner - Use Cases



Perf Engineer - Performance







WHAT GREAT PRODUCTS did in common?

Microsoft - Desktop

Apple - Phone

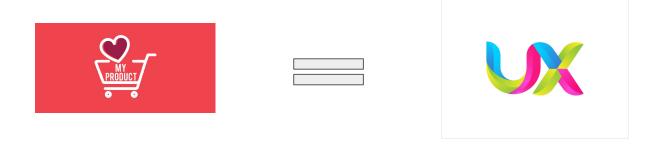
Google - Search

WhatsApp - Messaging

Uber - Travel



What makes a great product?



MINDSET



Top 10 skills

in 2020

- Complex Problem Solving
- 2. Critical Thinking
- Creativity
- People Management
- Coordinating with Others
- 6. Emotional Intelligence
- 7. Judgment and Decision Making
- 8. Service Orientation
- Negotiation
- 10. Cognitive Flexibility

in 2015

- 1. Complex Problem Solving
- 2. Coordinating with Others
- People Management
- 4. Critical Thinking
- 5. Negotiation
- Quality Control
- Service Orientation
- 8. Judgment and Decision Making
- 9. Active Listening
- Creativity





Technology gets simpler and simpler

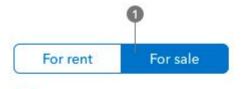
Aurzart

Open Banking

API Commons

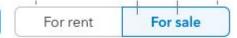
API Marketplaces

Challenges





For sale For rent





One visual cue:

1. Dark shading



Direct color scheme

Four visual cues:

- 1. Light shading
- 2. Bold text label
- 3. Darker border
- 4. Lighter border & label

Hard to explain - Solid and Sound

Front End Architecture should allow experiments

Feedback accuracy

SIMPLICITY **CLARITY PROFITABILITY**

#UXMatters