# Kickoff

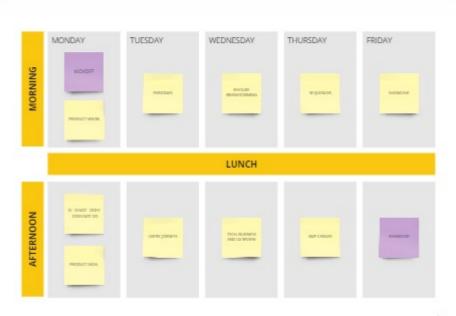
The Lean Inception starts with a kick-off, followed by a sequence of intense activities, and ends with a workshop showcase. The team directly involved with the initiative must participate in all activities; the other interested parties must participate in the kick-off and the showcase, where the expectations and results obtained in the workshop are presented, respectively.

# Think big, start small, learn fast!

- Ask the main sponsor of the initiative to open the Lean inception with a speech about the initiative to be worked on.
- Make a brief presentation about the Lean inception agends and the concept of MVP.
- Ask everyone to write their names, using the color that identifies the level of participation.



# Agenda



# Parking-lot

The Parking Lot helps to momentarily park conversations, ideas or questions that are raised during a conversation but are not useful for discussion at that specific time. It is an essential tool for the facilitator at any time during the workshop, as it is a polite way of saying: "yes, I heard you, but this conversation is for later".



# Glossary

Take advantage of the Lean Inception to validate, adjust and give visibility to the vocabulary of the domain. It is very important that everyone involved - business, technology and user representatives - communicate and register the generated artifacts with a common language. Make sure to check the understanding of each word in the domain, and place it in the Glossary, visible to everyone.



# **Product Vision**

Somewhere between the idea and the launch of the MVP, the product vision helps you to walk the initial path. It defines the essence of your business value and should reflect a clear and compelling message to your customers. This activity will help you to define the product vision in a collaborative way.

With a clear view of the product, you can determine how the initial "pieces" of the business will come together.

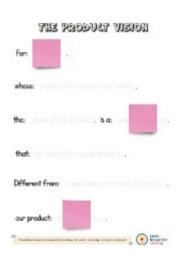






# THE PRODUCT VISION











# THE PRODUCT VISION



PID in the Marsh, marked with good th oxyginal value

For:

whose: problem that needs to be solved ;

the: name of the product , is a: product

that: key benefits, receson to buyof ...

Different from:

our product:

Screening infrared Process and the Economy, Trasposition on the Section for the Section (III)



fill in the blanks, marked with potoits in your splot.

For: fine dead ,

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Different from: cancer went districtive

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Sometime before the date and the Booking Traperiotic visits below to be a below to

fill in the blanks marked with postits in your color.

For: find dead ,

whose: problem to be solved to

the: no product is a: product categoric

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Different from: competition or current diternative .

our product:

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Fill in the blanks marked with postits in your color.

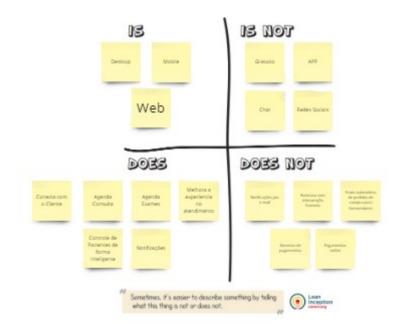
# The Product IS - IS NOT - DOES - DOES NOT DO

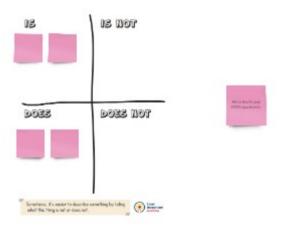
It is often easier to describe what something is not or does not do. This activity seeks classifications about the product following the four guidelines, specifically asking each positive and negative aspect about the product being or doing something.

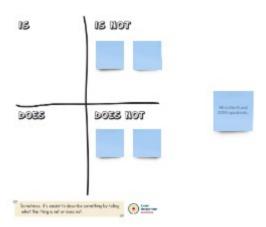
# Deciding what NOT to do is AS IMPORTANT as deciding what to do.

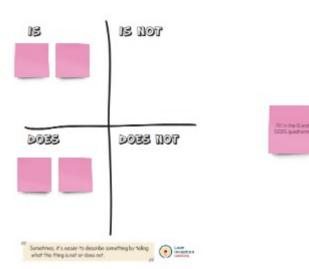
- Divide the team into two groups and request that each group fill only the blanks selected in its respective template.
- Ask a person to read a note. Talk about it.

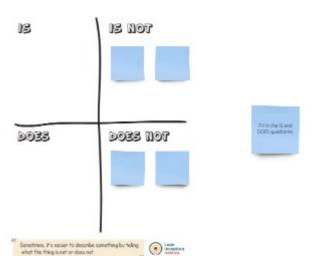
  Group similar ones into a "duster" and place it on Canvas 1.
- Go back to step 2, then ask the same for another person in the next group, until all notes are finished.











# Product Goals

Each participant must share what they understand as a business goal, and the various points of view must be discussed to reach a consensus on what is really important. This activity helps in raising and clarifying the main objectives.

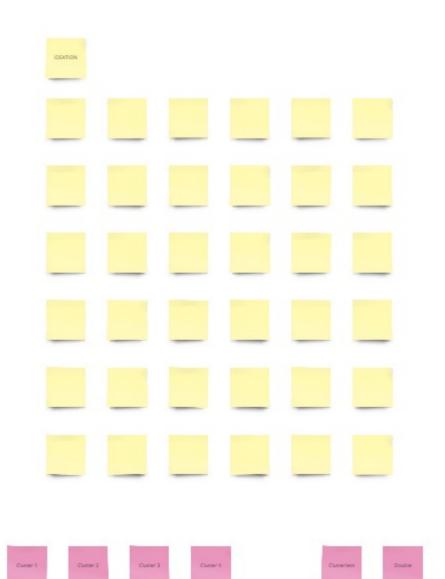
# If you have to summarize the product in three business goals, what would they be?











# Personas

To effectively identify the features of a product, it is important to keep users and their goals in mind. A persona creates a realistic representation of users, helping the team to describe features from the point of view of those who will interact with the final product.

A persona represents a user of the product, describing not only his/her role, but also characteristics and needs.

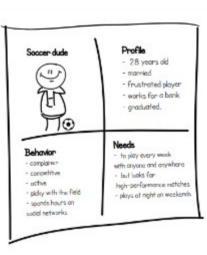


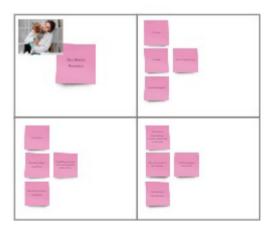


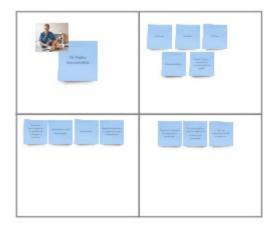




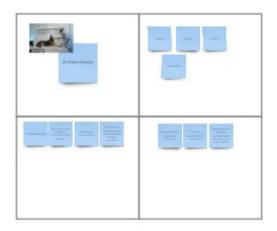
To effectively identify the functionalities of a product it is important to have in mind users and their goals.



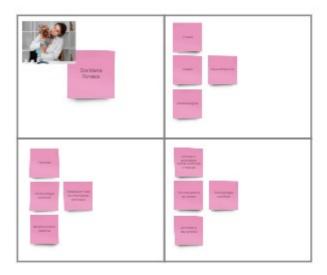


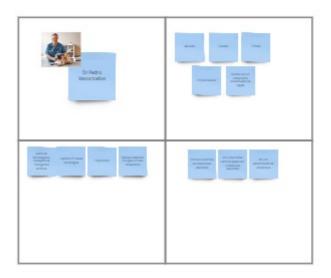










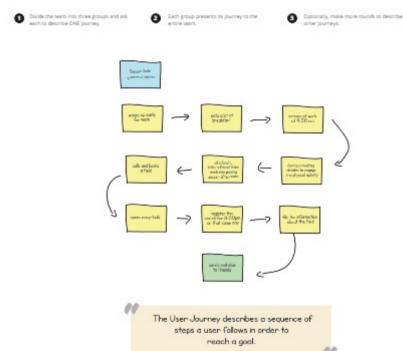


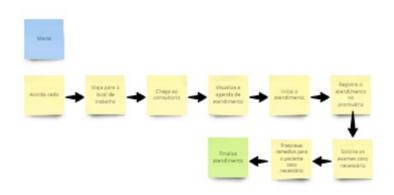
Fill in the blanks marked with postits in your color.

# User Journeys

The journey describes a user's journey through a sequence of steps to reach a goal. Some of these steps represent different points of contact with the product, characterizing the person's interaction with it.

What goal does the persona want to achieve? Describe the journey step by step until the persona reaches it.









# Marta



# Pedro



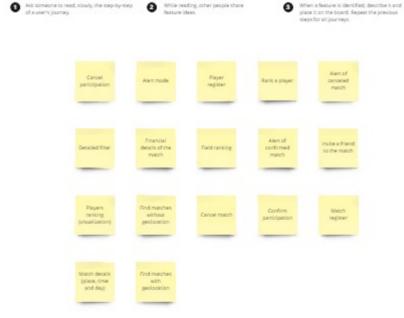
# Tabio



# Feature Brainstorming

A feature represents a user's action or interaction with the product, for example: printing invoices, consulting detailed statements and inviting Facebook friends. The description of a feature must be as simple as possible, aiming to meet a business goal, a persona need, and / or contemplating a step in the journey.

# The user is trying to do something, so the product must have a feature for that. What is this feature?





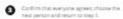
# Technical, Business and UX Review

This review aims to discuss how the team feels about technical, business and UX understanding for each feature. From this activity, new clarifications will happen and the disagreements and doubts will become more apparent.

# The colors and markings will assist the team in subsequent activities to prioritize, estimate and plan.

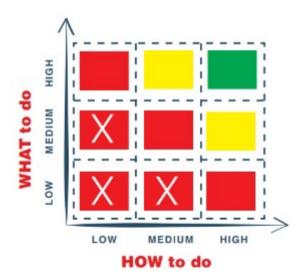


Define the color according to the confidence level and make markings (on a scale of 1 to 3) of business value, effort and UK value -5, 5 and \*.





# TECHNICAL, USER EXPERIENCE AND BUSINESS REVIEW



EFFORT	E	EE	EEE
BUSINESS	\$	\$\$	\$\$\$
UX		**	***

The first also in organizing your work is relatively coloring and marking each them. Then you can start prioritizing your lat, so that you decide what to flocus an.







# Sequencer

The Feature Sequencer assists in organizing and viewing the features and the incremental validation of the product.

# Define the MVP and its subsequent increments.



a Bring more cards to the sequencer. Respect the rules. Identify the MVP and the increments of the product.

# RULES

Rule 1: A wave can contain a maximum of three cards.

Rule 2: A wave cannot contain more than one red card.

Rule 3: A wave cannot contain three cards, only yellow or red.

Rule 4: The total effort of the cards cannot exceed five fs.

Rule 5: The sum of the value of the cards cannot be less than four 5 s and four hearts.

Rule 6: If one card depends on another, that other card must be on some previous wave.





Get ready, plan, work and conquert

# Sequencer



















# MVP Canvas

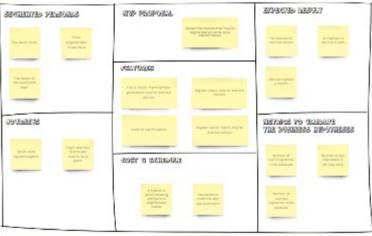
The MVP Canvas is a visual chart that helps the team to align and define the MVP, the simplest version of the product that can be made available to the business (minimum product) and that can be effectively used and validated by the end user (viable product).

The team has already discussed what makes up the MVP and has already talked about what is expected of it, the time has come to summarize everything.

 Divide the team into two groups and ask each group to complete the MVP canvas in their respective template. Ask each group to present their Canvast MicP.

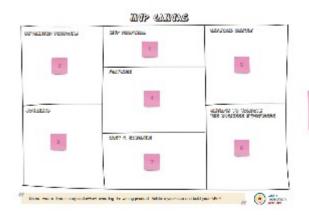
 Ask the team to consolidate the seven blocks of the MVP canvas, using and changing the previous notes as needed.

# EAVIND GIVIN



Do not waste time, maney and effort areating the wrong product, Velidate your idea and build your MVP4.

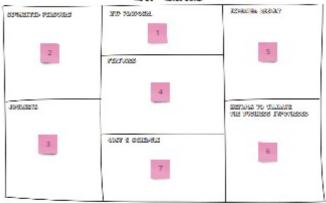
Inception





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# mup canvas



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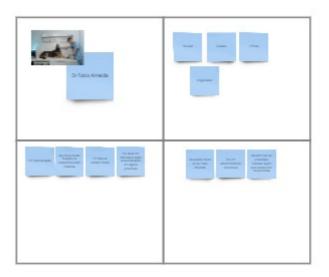






# SHOWCASE

on etween the idea and the launch of the MVP, the product vision helps you to walk the initial path. It sence of your business value and should reflect a clear and compelling message to your customers. This p you to define the product vision in a collaborative way. r view of the product, you can determine how the initial "pieces" of the business ngether



fill in the blanks marked with postits in your color.