



The Product Confidence Trap

(or - how to get out of the Labyrinth...)



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Audience Q&A Session

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Start of the Story





What is 'The Product Confidence Trap'?

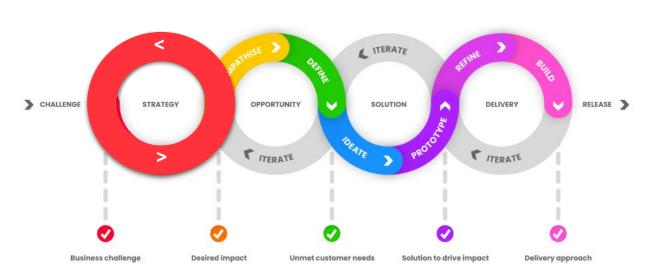


- It is a 'loop' where you can get stuck evaluating
- It is where you are unsure that you have enough insight
- It is where you are concerned about the level of risk
- Confidence is critical for fast pace product delivery



Discovery Flow

How might we know what to do and when to do it?







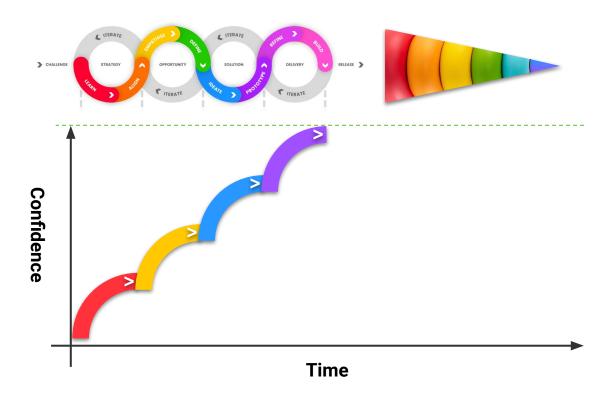
What you should get from of this session

- A framework to evaluate your **Product Discovery** context
- A linkage to Cynefin to focus thinking with enabling constraints
- A simplified **Boyd Loop** to help break out of potential traps
- A tenuous link to the lessons learnt in "The Labyrinth"



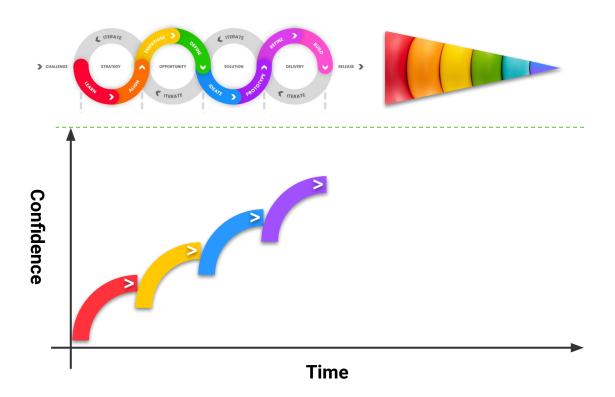


Confidence - Our hopes



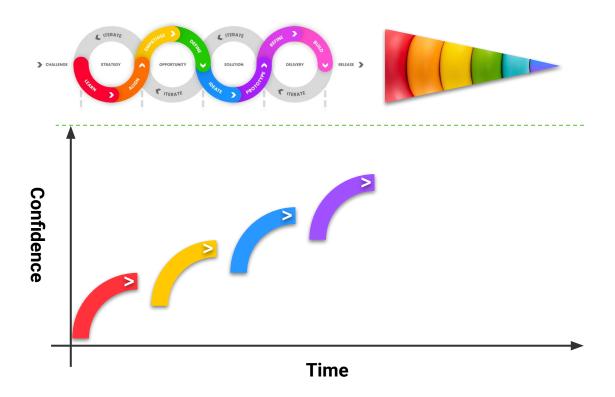


Losing Confidence between phases



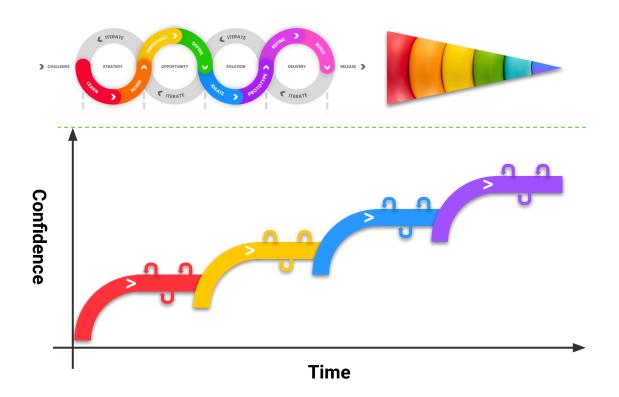


Losing time and confidence between phases



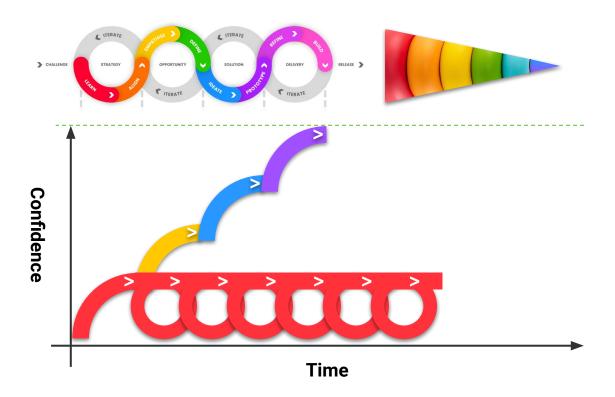


Second guessing at the end of Phases





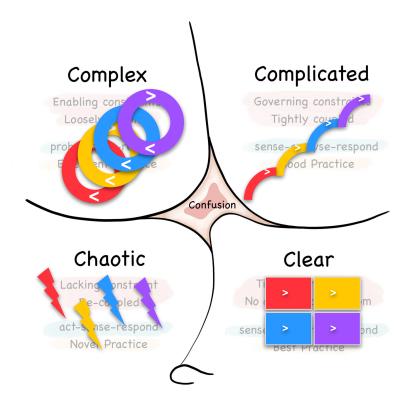
Confidence trap vs Hopes





Cynefin - Getting stuck in Complex...

Enabling Constraints





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Define the context...





Strategy Discovery









Business Challenge to **Desired Impact**

Learn business strategy and capability

Align on business success factors

Focusing attention on shaping the WHY







Why does this phase exist?

- To answer why you are spending the energy
- To **question** the direction you want to go
- To evaluate that a new idea is worth pursuing
- To define overall business / customer value









Break 'Confidence Traps' using...



Business Model Canvas



Wardley Mapping



Stakeholder Research



Parallel Options





2 weeks duratior



£10K cost



Sponsor Direction







Mapping + Direction + Discussion

Highlight the adjacent possible



Strategy Discovery



Which of these techniques have you used successfully for Strategy Discovery?



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Which of these other techniques have you used successfully for Strategy Discovery?

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Steps towards a solution...





Opportunity Discovery









Desired Impact to **Unmet Customer needs**

Empathise on customer needs

Define potential opportunities

Focusing attention on solving the **WHAT**

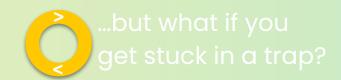






Why does this phase exist?

- To uncover high impact customer needs
- To empathise with customers needs
- To refine the number of potential options
- To prioritise the highest value opportunities









Break 'Confidence Traps' using...



User Interviews



Customer Journey Analysis



Domain-Driven Design



Assumption Mapping

Set Enabling Constraints e.g.













Increase Decision Velocity

Becoming comfortable making decisions at ~70% confidence



Marking the route forwards





It's not fair!





Solution Discovery









Unmet Customer needs to Solution to Drive Impact

Ideate the solutions designs

Prototype and test viable solutions

Focus attention on designing the **HOW**

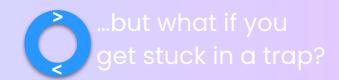






Why does this phase exist?

- To explore and rank multiple solutions
- To validate of these solutions
- To show what the value you are providing
- To present options to potential customers









Break 'Confidence Traps' using...





Lightning Demos



Sketching



Set Enabling Constraints e.g.













Perfect is the enemy

of good enough



Opportunity Discovery

Solution Discovery



What other techniques do you use for Opportunity and Solution Discovery?



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What other techniques do you use for Opportunity and Solution Discovery?

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Can customers be trusted?





Truth or Not Truth?





Delivery Discovery









Solution to Drive Impact to Delivery Approach

Refine your potential solutions

Build your practices and approach to deliver

Focus on defining the WHO, WHERE, WHEN, and also refine your WHY, WHAT, and HOW







Why does this phase exist?

- To **demonstrate** the product is feasible to deliver
- To close assumptions and check dependencies
- To refine your product backlog for delivery
- To **explain and share** your intent with the team









Break 'Confidence Traps' using...



Empirical Forecasting



Skills + Capabilities analysis



Team Topologies



£ € Cost Forecast













Faster feedback at all stages

Incremental AND iterative delivery



Learning the rules





Understand and leverage the rules





Next Steps





Next Steps

Boyd Loop (OODA)

Design your next Discovery...

Act

Increase pace and move forward with momentum by focusing on embracing **Enabling Constraints**

"Make shorter leaps of faith"

Observe

Confirm where you are in the **Product Discovery flow** (Strategy, Opportunity, Solution, Delivery)

Decide

Look for 'Confidence Traps' - choose appropriate Product, Design, Delivery, or Eng. techniques to build confidence

Orientate

Assess your **current confidence** and where you will need to work to allow you to move onwards.



End of the Story





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Thanks for your attention

AGILE ON THE BEACH



And also thanks to **Craig Haslam, Greg Danford**, and **Jamie Nicholson** for their work on the *AND Discovery Model*



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