

## UNDERSTANDING YOUR PRODUCT'S PURPOSE & DIRECTION

Hina Popal, Thomas Heisey, Matt Takane, Ross Turk May 2018



Hina Popal

Hina is a Senior Agile Practitioner at Red Hat. Before Red Hat, she was doing government contracting work while pursuing her passion for Agile avoiding process related bottlenecks.



**Matt Takane** 

Matt is an Agile Coach with the Red Hat Open Innovation Labs. He is passionate about adapting working environments for customers to innovate, while ensuring individuals and interactions are never sacrificed



Thomas Heisey

Tom is passionate agile evangelist, project manager, and coach. As an Engagement Lead with RH Labs, Tom is responsible for delivering unique and transformative experiences for our clients in a safe and experimental environment.



**Ross Turk** 

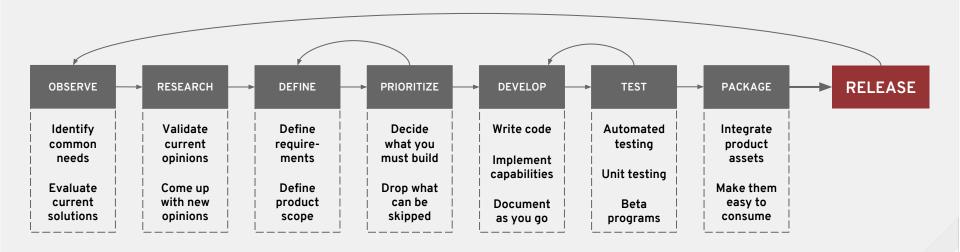
Ross is a director of technical product marketing at Red Hat. He has a passion for communities and the way they operate - particularly their effect on businesses and the users they serve.



# THE CHALLENGES OF PRODUCT DEVELOPMENT



#### A TYPICAL PRODUCT PROCESS





#### A TYPICAL PRODUCT TEAM



#### Engineering Manager

Implements features Evaluates technologies



Product Manager

Owns the product plan Manages to milestones



Marketing Manager

Brings the market reality Generates demand

















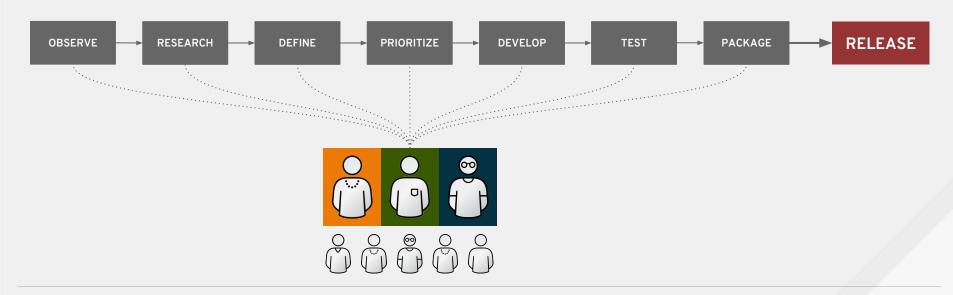


**Team Members** 



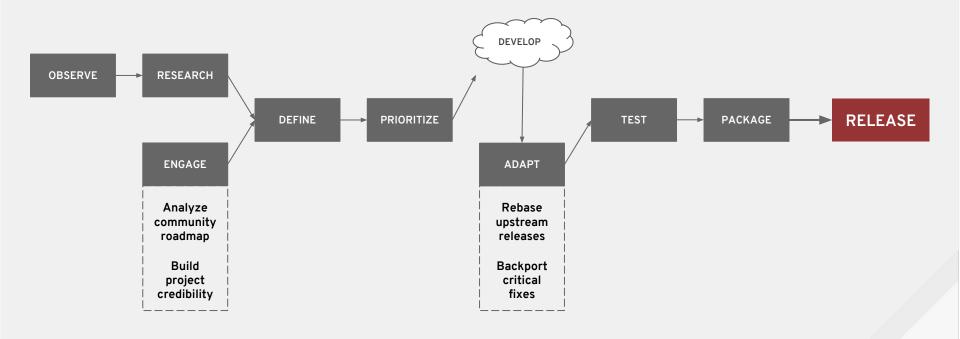


#### **COORDINATING END-TO-END**

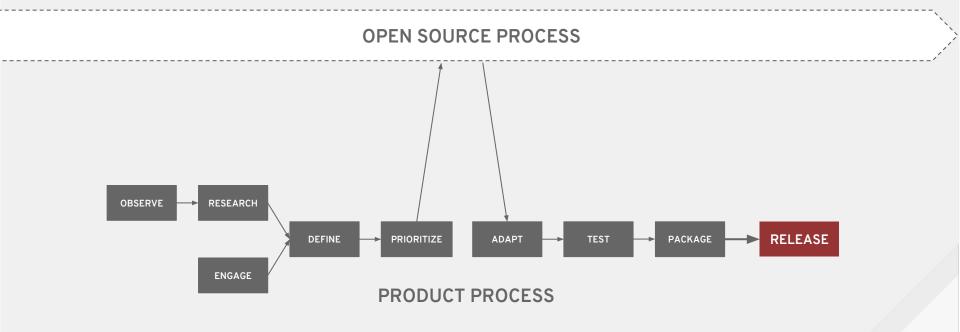




#### A TYPICAL OPEN SOURCE PRODUCT PROCESS

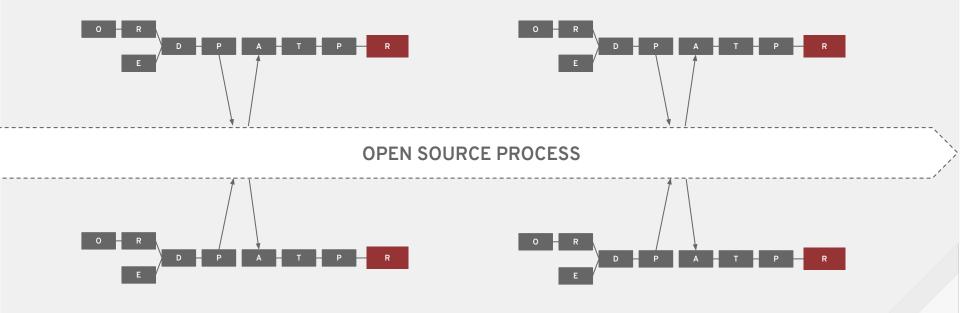


#### NOT REALLY A SINGLE PROCESS ANYMORE





#### THE PLOT THICKENS!





#### **REAL WORLD EXAMPLES**





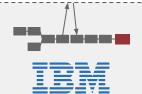








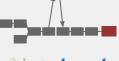








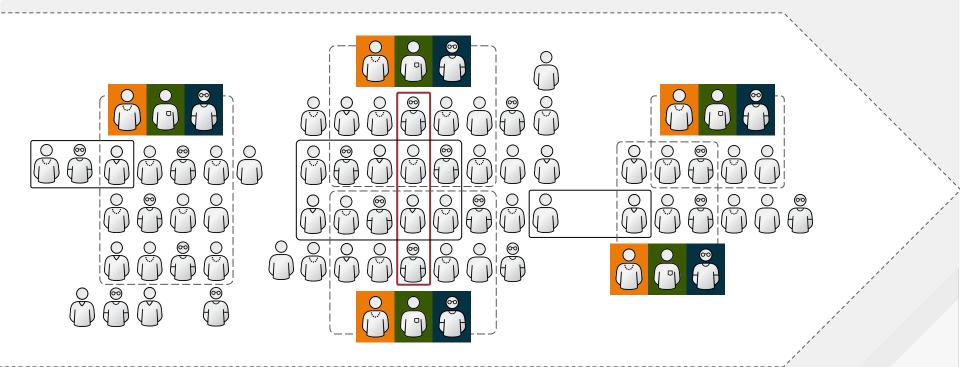




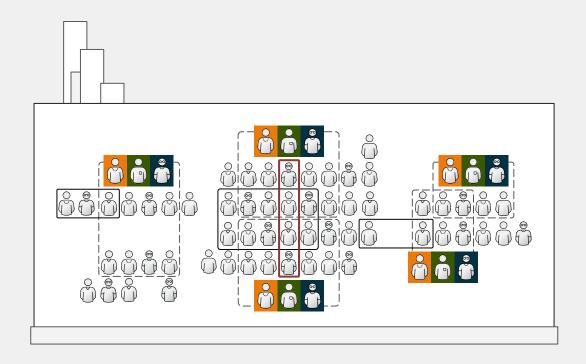




#### A WEB OF CONTRIBUTORS



#### ...ALSO A TYPICAL LARGE COMPANY





#### A MULTI-DIMENSIONAL EFFORT

**TEAMS MULTIPLE PURPOSES WORK STYLES** INTERSECTING GOALS **PROCESSES ASYNCHRONOUS** COMMUNICATION **DECISION MAKING** 







OF YOUR PRODUCT'S PURPOSE

# ACTIVITY INSTRUCTIONS Build a tower using only 15 sheets of paper Tower must be completely free-standing Tower must stand for 10 seconds No speaking (gestures okay) Highest tower wins

# THE IMPORTANCE OF PRODUCT VALUE AND PURPOSE



### Our highest priority is to satisfy the customer through early and continuous delivery of **valuable** software.

- Agile Manifesto



### This wasn't what we wanted



#### UNDERSTAND WHAT ADDS VALUE

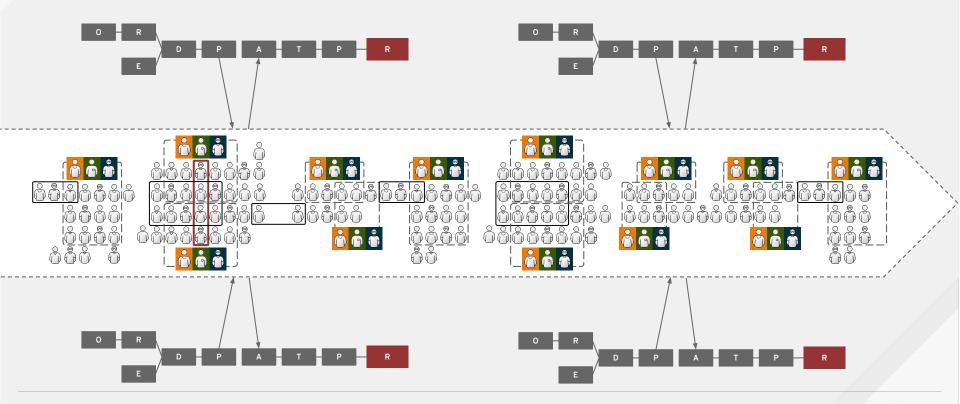
#### Christiaan Verwijs Business Value Cheatsheet:

- Commercial Value
  - How much profit or revenue will this generate?
- Market
  - How many new customers will we be able to serve?
- Efficiency
  - How much time or money will this save us?
- Customer
  - To what extent will this decrease the likeliness that customers will abandon our product?
- Future
  - How much time or money will this save us in the future?

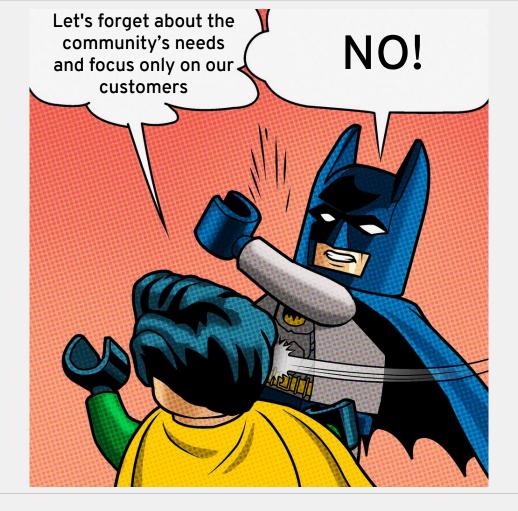




#### THE PLOT THICKENS .... AGAIN







#### THE VALUE OF OPEN SOURCE

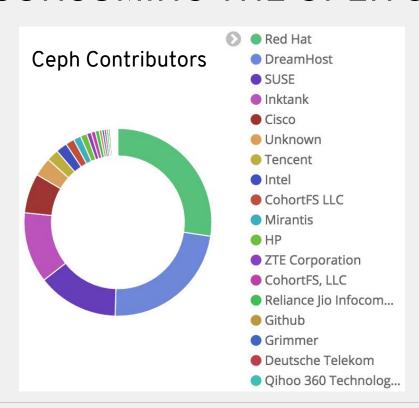
#### The open source way:

- Open Exchange
  - Exchange ideas
- Participation
  - Collaborate and create
- Rapid Prototyping
  - Faster solutions
- Meritocracy
  - Rewards best ideas
- Community
  - Share work





#### CONSUMING THE OPEN SOURCE PIE



- Consider the needs of our users based on a clear defined mission & vision
- Determine which pieces you want to pull in and provide support for
  - Make sure it fits in your story
  - Update your story if necessary



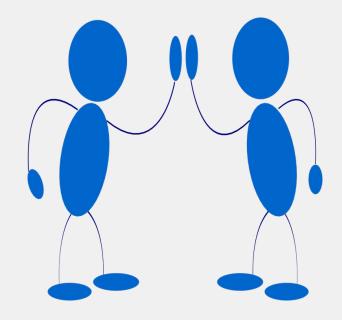
#### DEFINE THE PURPOSE

### Tell a story that answers the following questions:

- What challenges currently exist?
- Who is being impacted?
- Why is it important to solve the problem?
- Which enhancements will make me happier than my current state?
  - O Where do I start?







Sharing your product's purpose creates **transparency** and **alignment** with you and your communities.



#### **USER STORY MAPPING**



#### WHAT IS USER STORY MAPPING?

"User Story Mapping is about having a good old-fashioned conversation and then organizing it in the form of a map." - Jeff Patton

Individuals and Interactions over Processes and Tools

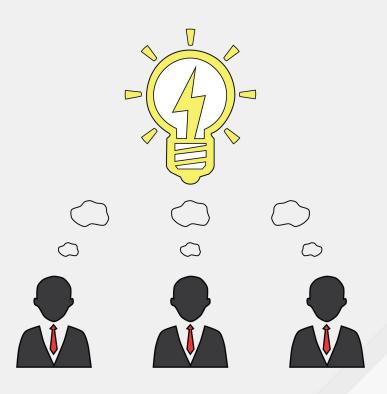
- Core Value of Agile



#### WHY USER STORY MAPPING?

How does this benefit me?

- Create a Shared Understanding of the product between all involved
  - Everybody is a first class citizen here
- Think of work as a story progression instead of a task list
- 3. Helps keep the big picture in mind during implementation





#### WHO IS INVOLVED IN STORY MAPPING?





MAPPING?



#### **USER STORY MAPPING STEPS**

How do I do this?

- 1. Understand your User's goal/objective
- 2. Understand who your Users are
- 3. Identify common activities your Users do
- 4. Derive stories from those activities
- 5. Identify slices of work



#### KNOW YOUR GOAL/OBJECTIVE



EXERCISE GOAL: Want to be able to get out of bed and out the door on my way to work



#### WHO ARE MY USERS?



Who is involved between when get out of bed and when you get out the door on your way to work?



#### **EXERCISE: WHAT ARE MY STEPS?**

Think of the steps that you do to get ready in the morning to get out the door on your way to work.





#### **EXERCISE: WHAT ARE MY STEPS?**

#### **Expected Outcomes:**

- Done Individually
- Post-its with Steps performed
- One Step per Post-it
- Identify roll-up topics for your Steps





#### **EXERCISE: LET'S CREATE A TEAM BACKBONE!**



- Choose a space on the wall and gather 6 of your new friends
- Group your steps under common topics (Backbone items) on the wall in sequential order



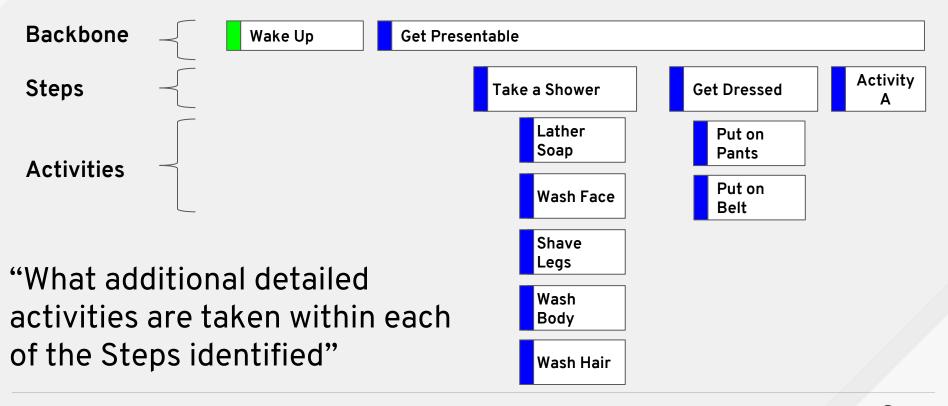
#### **EXERCISE: LET'S CREATE A BACKBONE!**



 Choose a space on the wall and gather 6 of your new friends  Group your activities under common topics (Backbone items) on the wall in sequential order



#### EXERCISE: GETTING SOME MORE DETAIL



#### **EXERCISE: LET'S GET DETAILED!**



- Identify activities for each Step that you have
- Order your activities based on criticality (top being the most critical)



#### **EXERCISE: O.M.G. I OVERSLEPT!!**





#### **EXERCISE: O.M.G. I OVERSLEPT!**



- What are the must have items now that you don't have all the time you thought you did?
- Draw a line with Tape that identifies your MVP





#### **SUMMARY**

Understand your purpose





Know who will benefit from it

Share your vision with everyone





Define a minimally-viable product



## **SUMMIT CODE: W1055**



### OTHER SUMMIT SESSIONS

#### Matt Takane and Josh Ranoa

- "Using impact mapping to increase team velocity"
  - o Time: Thursday, May 10, 11:15 AM 12:00 PM
  - Location: Discovery Theater



### Discovery Session One-on-One Sign Up

One-on-One sessions with Red Hat consultants will provide an open communication forum with one of our subject matter experts to better assist you with understanding how Red Hat products and solutions can help solve your business problems.

Please visit <u>red.ht/labssignup</u> to request time with your speakers either on-site at Summit or in the near future!





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# THANK YOU



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