THE LEAN STARTUP

iterative product development



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The Reason

Most Startups FAIL

IS BECAUSE...

NO ONE WANTS what they've built.

WHY IS THIS IMPORTANT?

10 MONTHS "STEALTH MODE"





Robert Scoble / Scobleizer:

Is FeedHub the answer to information overload? — I've been playing with mSpoke's FeedHub, releasing today at the Demo Conference. I'll have a video up later today demonstrating the product. — Dan Farber has a review and info up on his ZDNet blog. — I've been interested i this topic for some time.

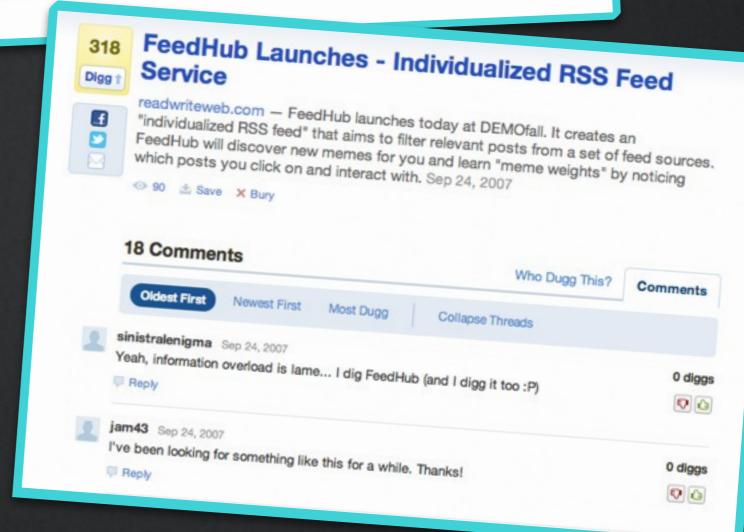
Discussion: Chuqui 3.0.1 Beta

RELATED:

Richard MacManus / Read/WriteWeb:

FeedHub Launches - Individualized RSS Feeds

Discussion: Somewhat Frank and Mashable!

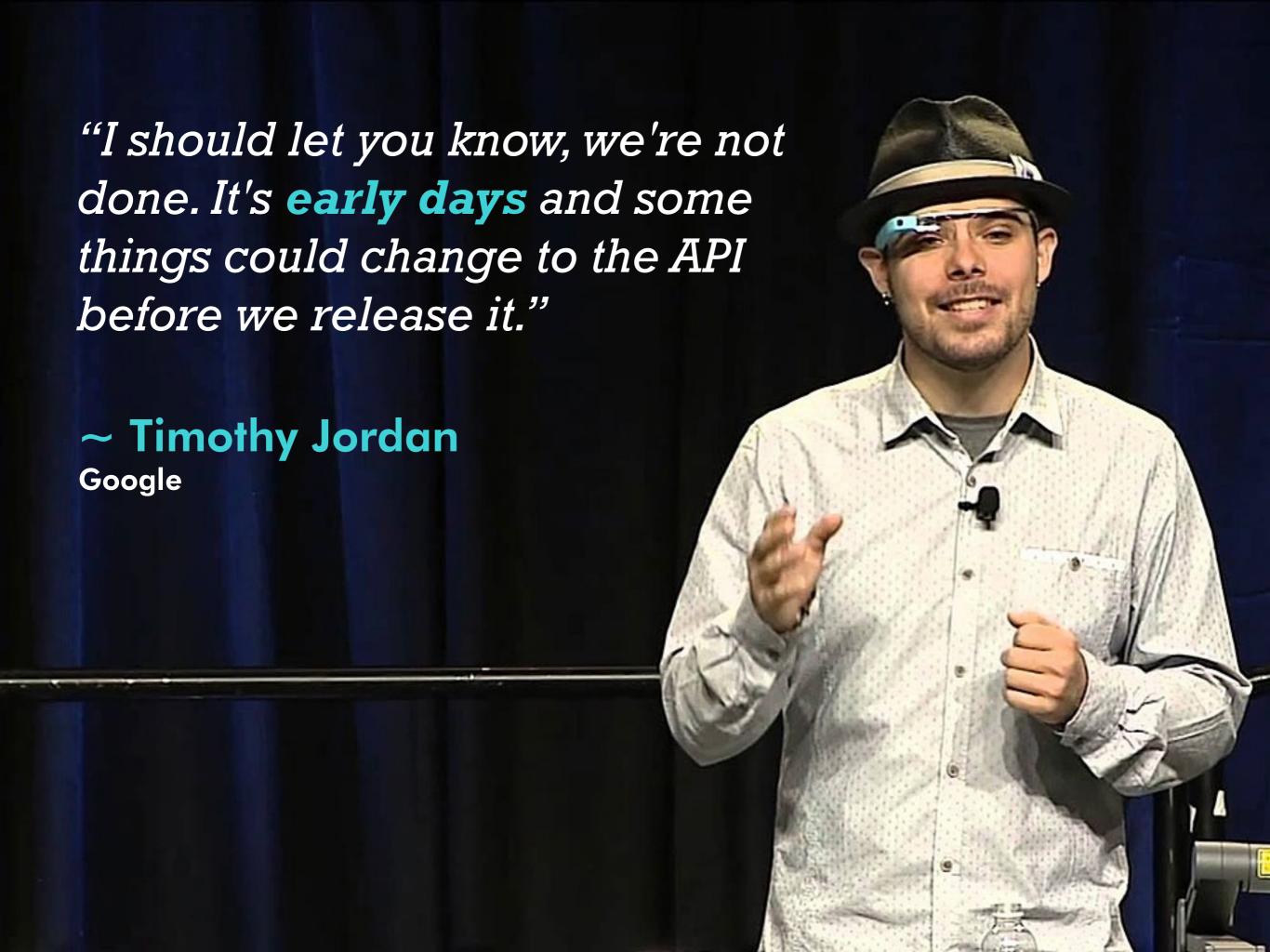




10 MONTHS "STEALTH-MODE" Wasted Time



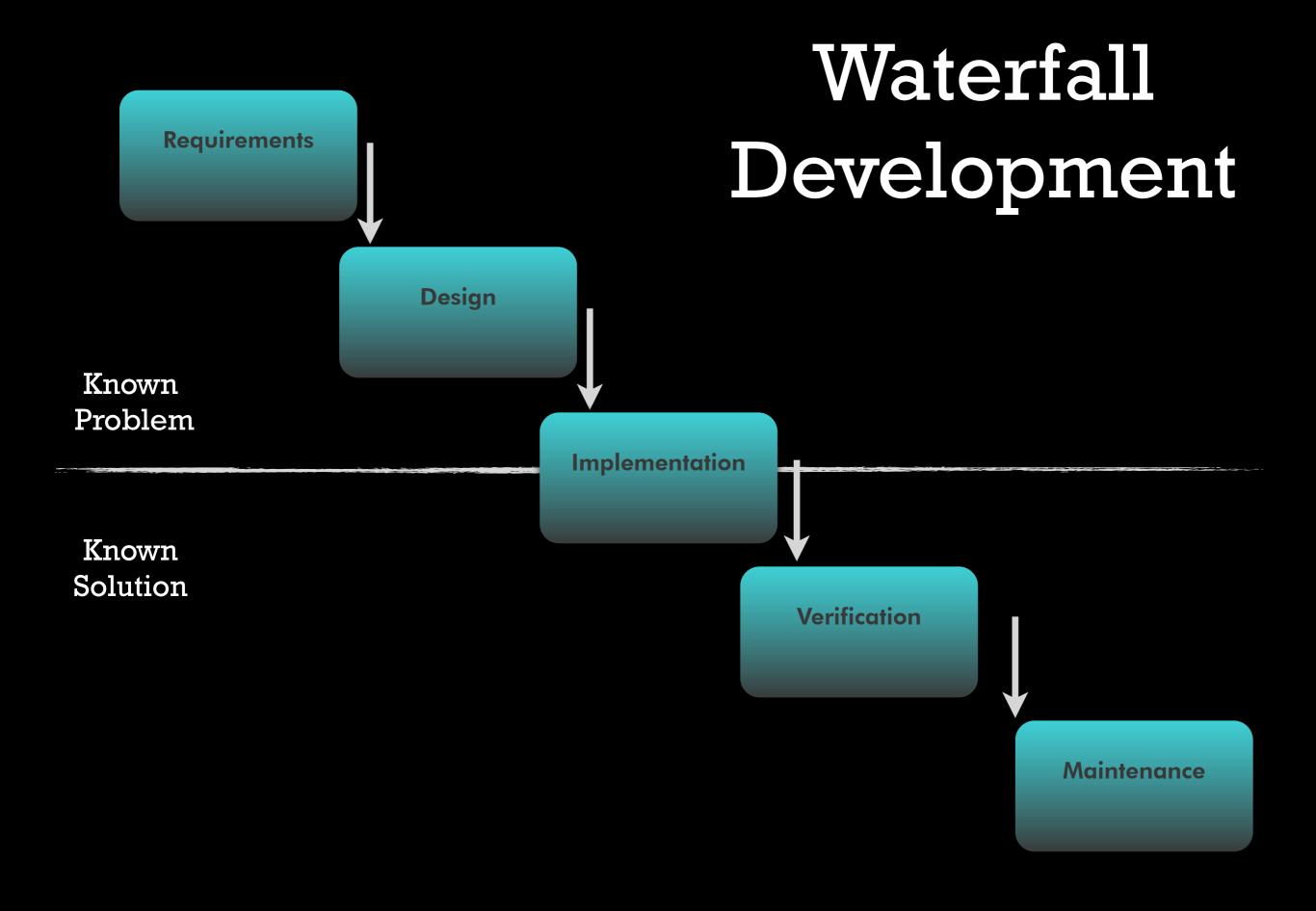


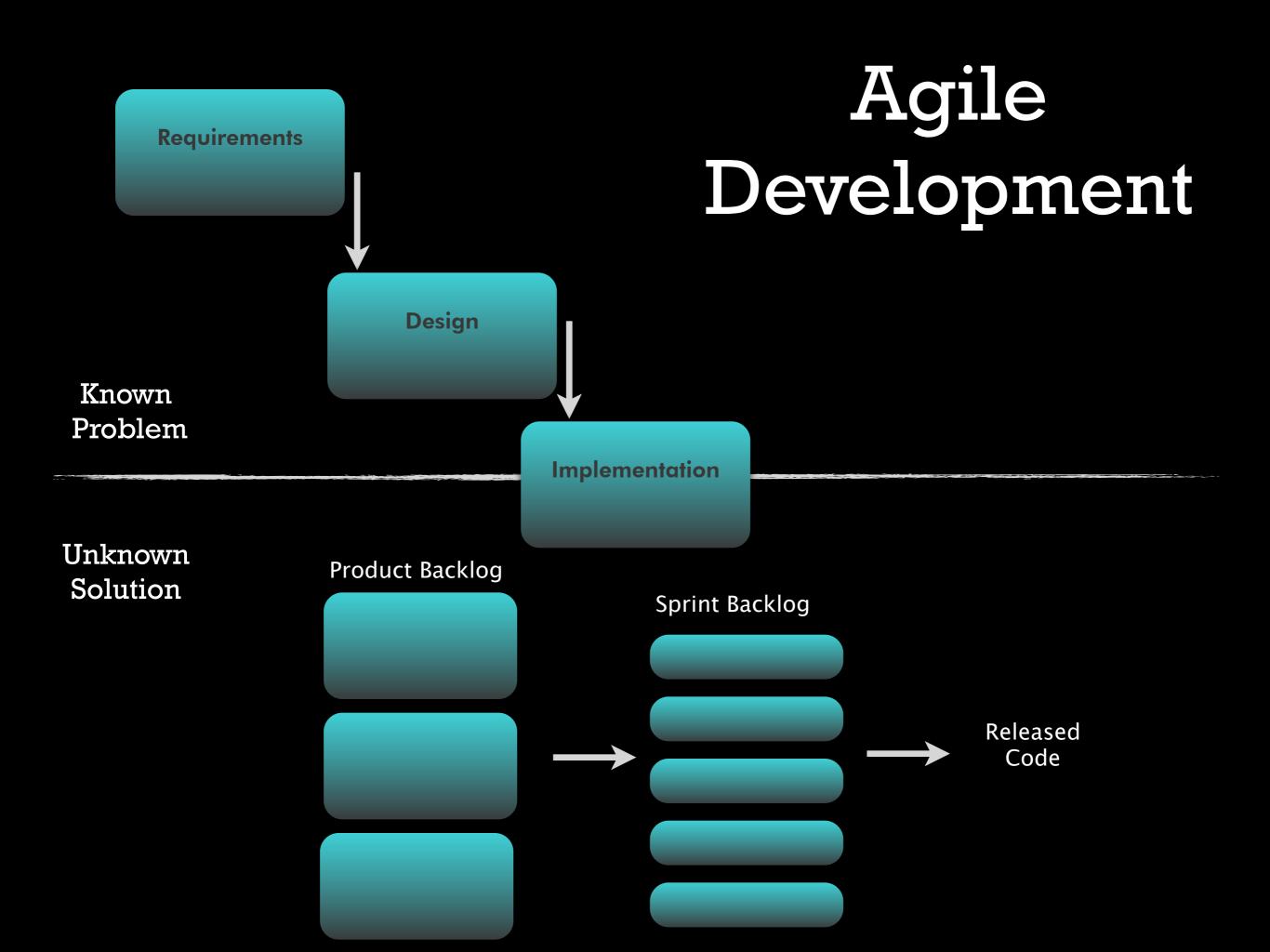






https://www.youtube.com/watch?v=TOkvE9g48bM





Lean Startup

Unknown

Problem

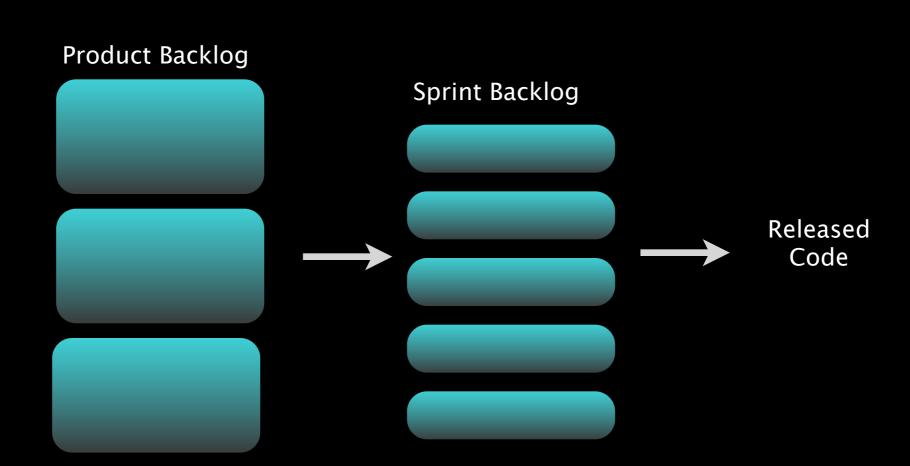
Customer Discovery

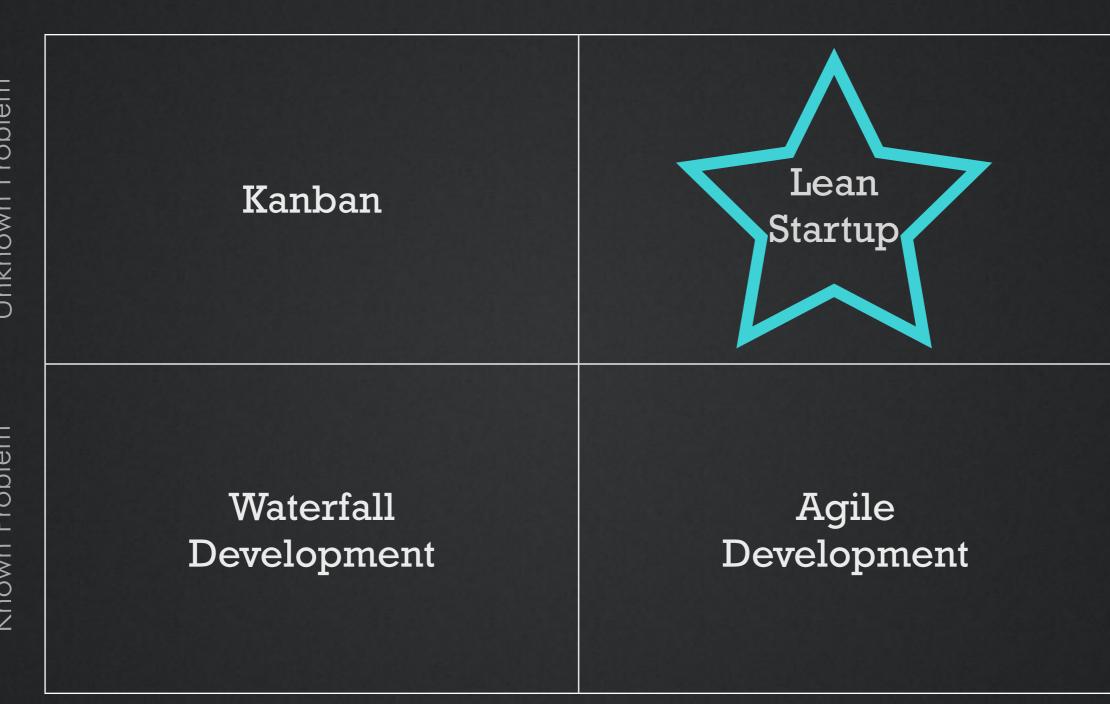
Customer Validation

Customer Creation

Company Building

Unknown Solution





THE CUSTOMER DEVELOPMENT MODEL

1. Customer Discovery

A product solves a problem for an identifiable group of users

2. Customer Validation

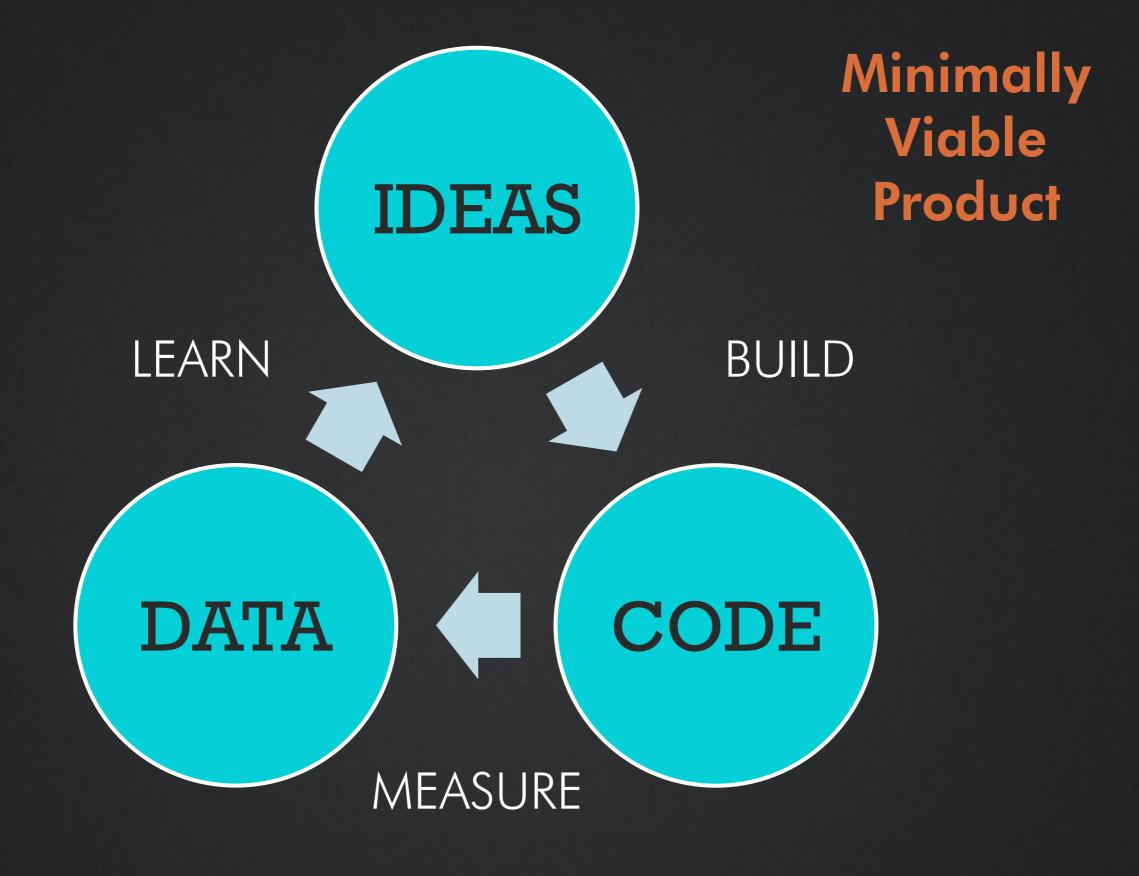
The market is saleable & large enough that a viable business might be built

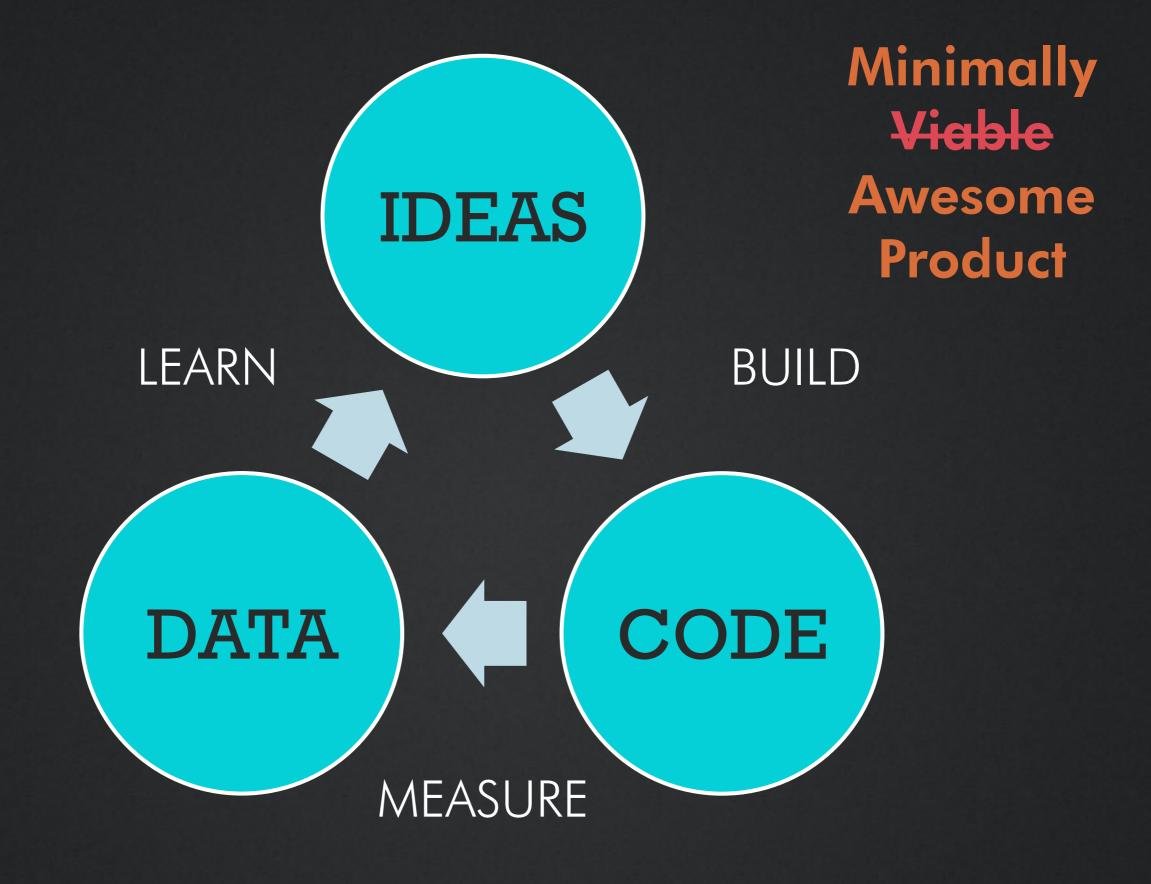
3. Customer Creation

The business is scalable through a repeatable sales and marketing roadmap

4. Company Building

Company departmental and operational processes are created to scale





MAP #1 > Concept MAP #2 > P-M EvalMAP #3 > P-M Fit **MAP #3 MAP #1 MAP #2 Product Drawings PPC Campaign Prototype Functional Output Landing Page Detailed Spec** Features / Benefits Customer description Face-to-face **Field Pilot** 'More info' technology demo Interaction **Call to Action Locate Strategic** Revenue Market insight partners **Customer Validation** Objective Find early adopters **Seed Funding Capital Investment Paid-beta customers** Investment \$\$ \$\$\$ \$



STUDIO

SEED



All Community Driven Commerce Focused & Shared Overhead

"NON-SOFTWARE" EXAMPLE

Innovation Happens

GOALS FOR INNOVATION HAPPENS









Innovation Happens - Feedback Form

Please indicated 1 - 5 on each statement below, where 1 = strongly disagree and 5 = strongly agree.

strongly agree.	4	2	2	4	E
Strongl	y Disag	gree 2	3 Neutral	4	Strongly Agree
I will attend the next Innovation Happens Event if my schedule permits	1	2	3	4	5
The opening session (before startups demos) was a good use of my time	1	2	3	4	5
The start-up demonstrations were a good use of my time	1	2	3	4	5
I expanded my professional network	1	2	3	4	5
I will follow up with at least one of the start-ups who presented tonight	1	2	3	4	5
Anything you'd like to see changed: _					
Other Comments:					

APPLICATION EXERCISE

What is your MAP?

- Minimally Awesome Product
- Customer Interaction
- Objective

Great but ... How do you project time for each cycle?

A: SCRUM

Scrum

Engineering Practices

This will be unique for each of you based on your team, type of solution being developed and personal preferences.

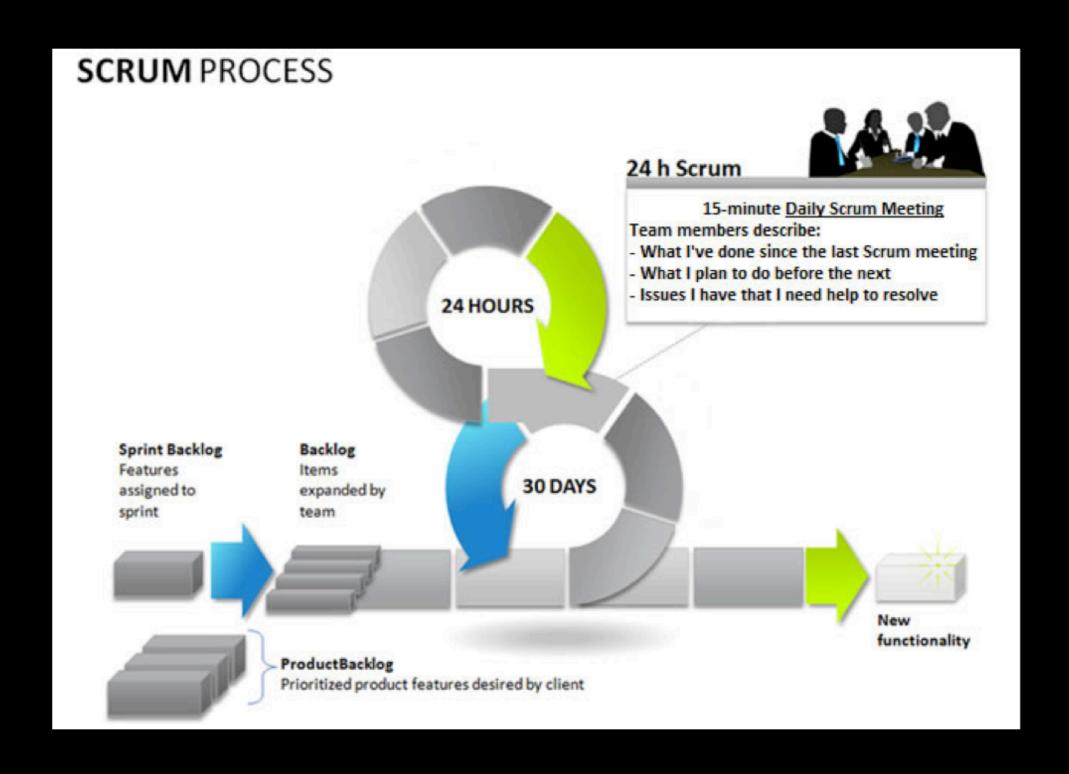
Could be: XP, Feature Driven
Development, Crystal, Kanban or any
other process your engineering team
is comfortable with.

(often pull aspects from each)



http://www.youtube.com/watch?v=XU0llRltyFM

Scrum Process



Tips / Tricks:

- Important for everyone to buy into the vocabulary
- One person should set priority of Product Backlog (product owner) but everyone can see it
- Same person should also be "administrator"
- Be serious about your time box / sprint
- Measure velocity and "own it"

THANK YOU

SEAN@BIRCHMERELABS.COM

COMMUNICATION IS KEY

FOR FUNDING



Table of

hoo Corpora Business Plan October 1995

Sum. Executive

Since Milestones

Business Str

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Competi

Risks

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UNIVERSITE DE LAUSANNE ECOLE DES HAUTES ETUDES COMMERCIALES

THE BUSINESS MODEL ONTOLOGY A PROPOSITION IN A DESIGN SCIENCE APPROACH

THESE

Présentée à l'Ecole des Hautes Etudes Commerciales de l'Université de Lausanne

pas

Alexander OSTERWALDER

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> Pour l'obtention du grade de Docteur en Informatique de Gestion

> > 2004

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VALIDATE HYPOTHESIS ...

Key **Partnerships**

333

Key **Activities**

333

Key Resources

333

Customer Relationships

??? **Proposition**

333

Value

Customer Segments

Cost Structure 333

Revenue **Streams**

Channels

333

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—ERIC SCHMIDT, CEO, GOOGLE

Key	Key	Val		Customer	Customer
Partnerships	Activities	Propos		Relationships	Segments
Niche Content	Key Resources			Channels	Niche Customers
Cost			Revenue		
Structure			Streams		











Key Partnerships	Key Activities Key Resources	Val Propo Ba Uso	sition sic age	Customer Relationships Channels	Customer Segments Casual High Volume
Cost				Revenue	Free
Structure				Streams	Paid

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