

BY CARNELLIA AJASIN

#### **A STORY OF**

### TWO JUICERS





### WHAT IS THE DIFFERENCE?





ONE WAS BUILT WITH USERS IN MIND.

THE OTHER WASN'T.



## HELLO. MY NAME IS CARNELLIA.

Carnellia Ajasin Mind Katalyst CEO and Founder

- Founded Mind Katalyst in 2009
- Background in Software Development and Strategic Management
- Big 4 Management Consultant
- Coach
- Help clients understand trends, emerging technology and create growth with meaningful and innovative products and services.

















So you want to build a successful Product...

## WHERE DO YOU START?





# WHAT TO EXPECT

FROM THIS WEBINAR

- RESEARCH
- THEORIZE
- STORYBOARD
- TEST AND VALIDATE





# PROBLEM SOLVER

GREAT IDEAS SOLVE PROBLEMS.
SOLVE THE RIGHT PROBLEMS AND
VIEW PROBLEMS AS OPPORTUNITIES.



### 1

### MODULE 1 RESEARCH

LEARN AS MUCH AS YOU CAN ABOUT YOUR IDEAL CUSTOMER AND THE PROBLEMS YOU'RE TRYING TO SOLVE.





### PRODUCT VALIDATION SPRINT

A STREAMLINED PROCESS OF TURNING AN IDEA INTO A VIABLE CONCEPT. A REPEATABLE METHODOLOGY AIMED AT GETTING TO THE RIGHT SOLUTION QUICKLY.



### 3 THINGS TO REMEMBER

INNOVATORS

ARE

COMFORTABLE

SPRINTING

CUSTOMER'S
FEEDBACK
MATTERS MOST

THE SOONER
YOU CAN
PROTOTYPE
YOUR IDEA,
THE BETTER



## PRODUCT VALIDATION SPRINT



RESEARCH EMPATHIZE & UNDERSTAND



**THEORIZE** 



STORYBOARD & PROTOTYPE



& VALIDATION



### THE RISKS

OF IGNORING THE PROCESS





### EMPATHY = KEEP YOUR CUSTOMER TOP OF MIND

A PRODUCT BUILT WITHOUT EMPATHY = THE JUICER



A PRODUCT BUILT WITH EMPATHY =

<u>A BABY'S INCUBATOR MADE OF COMMON CAR PARTS</u>





## THINGS I WANT TO KNOW BEFORE I DESIGN MY PRODUCT

- DEMOGRAPHICS
- MOTIVATIONS
- GOALS
- FRUSTRATIONS
- PREFERRED CHANNELS
- BUYING HABITS





# TIME TO IMPLEMENT



### WHAT IS THE

### KEY PROBLEM

YOUR PRODUCT SOLVES?









# WOULD YOUR CUSTOMERS

SPEND MONEY OR TIME ON YOUR PRODUCT?



2

### MODULE 2 THEORIZE

BE A VESSEL! OPEN UP FOR INSPIRATION AND POSSIBLE OPPORTUNITIES AND NEW IDEAS.



### THE NUMBER ONE MISTAKE PRODUCT BASED ENTREPRENURES MAKE

# THEY THINK ABOUT THE PRODUCT BEFORE THE PROBLEM











#### **UNDERSTANDING THE**

### KEY BENEFIT

**OF YOUR MVP** 





#### THE BEST MVPS ARE:

# CONCISE AND BEAUTIFULLY DESIGNED



### QUANTITY

### QUALITY

THE MORE IDEAS AT THIS POINT, THE BETTER.
YOU CAN'T SEE YOUR SOLUTION FROM ALL ANGLES AND
PERSPECTIVES WITHOUT HELP.





### WHAT IF...





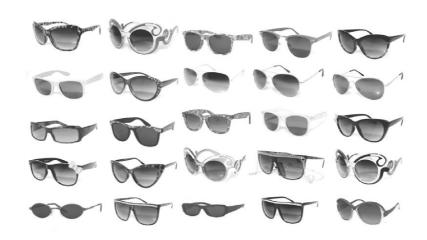
SO THAT...

### WHAT IF

WE GIVE PEOPLE A BETTER OPTION TO BUY LOWER-PRICED, HIGH-QUALITY SUNGLASSES?

### SO THAT

THEY DON'T WORRY ABOUT LOSING THEM WHILE VACATIONING?





# TIME TO IMPLEMENT

### SKETCH YOUR MVP

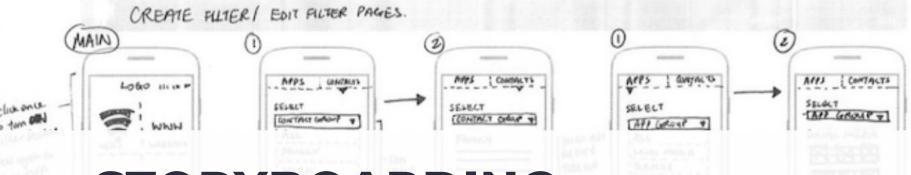
- Notes
- Ideas
- Crazy 8s
- Solution sketch



# MODULE 3 STORYBOARD & PROTOTYPE

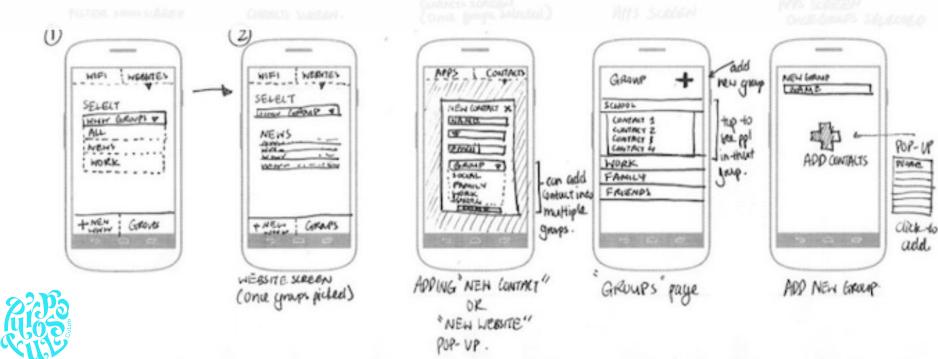
MAKE A DECISION!





### **STORYBOARDING**

STORYBOARDS ARE A QUICK AND INEXPENSIVE WAY TO SHOW PEOPLE YOUR PRODUCT CONCEPT



### STORYBOARD EXAMPLE



1. Person passing by an advertisement board



2. Notices one amountment and is inknowed in more information



3. Taking a photo of a barrode on the poster.



4. The mobile phone downlands detailed suformation classification about the new product.



5. The person puts away the phane and turns around.



## BUILD A PROTOTYPE MVP

ALLOWING SOMEONE TO ENGAGE WITH A PROTOTYPE IS MORE EFFECTIVE THAN A THEORIZED IDEA WITHIN A DOCUMENT







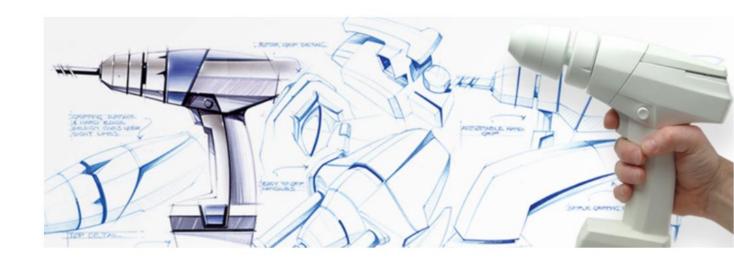








# SIMPLE AND NIMBLE





## BUILD YOUR PROTOTYPE

#### WHAT YOU NEED

- AN AGREED SCRIPT
- AN AGREED SET OF PAGES
- PAPER, GLUE, MARKERS & STICKY NOTES



# TIME TO IMPLEMENT

**BUILD YOUR PROTOTYPE** 







### **OBSERVE** ©

### **STEN**





# REMEMBER TO RINSE AND REPEAT



















































## READY TO DIVE IN DEEPER?



### **Q&A?**





### THANK YOU FOR ATTENDING

**EMAIL QUESTIONS TO** 

HELLO@PURPOSEFULCOLAB.COM

