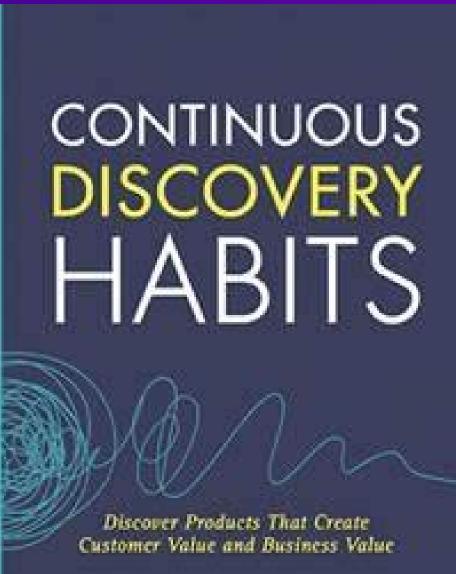
Trio Intro: Unleash the strengths of product management, engineering and design



Joy - UX Lead







TERESA TORRES





The Product Trio



Product Owner

The Product Trio



Product Owner

The Product Trio

Product
Design
Lead



Product Owner

The Product Trio

Product Design Lead



Business viability risk

Product Owner

The Product Trio

Product Design Lead



Business viability risk

Product Owner

Value risk

The Product Trio

Product Design Lead



Business viability risk

Product Owner

Value risk

The Product Trio

Usability risk

Product Design Lead



Business viability risk

Product Owner

Value risk

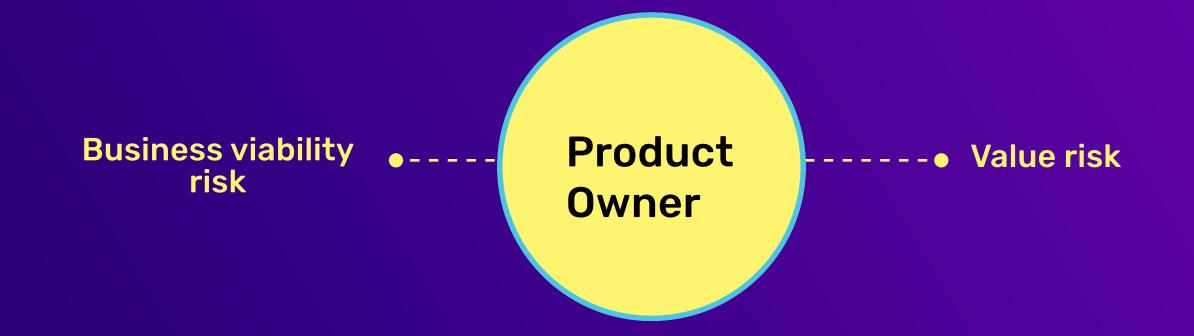
The Product Trio

Usability risk

Product Design Lead Product Tech Lead

Feasibility risk





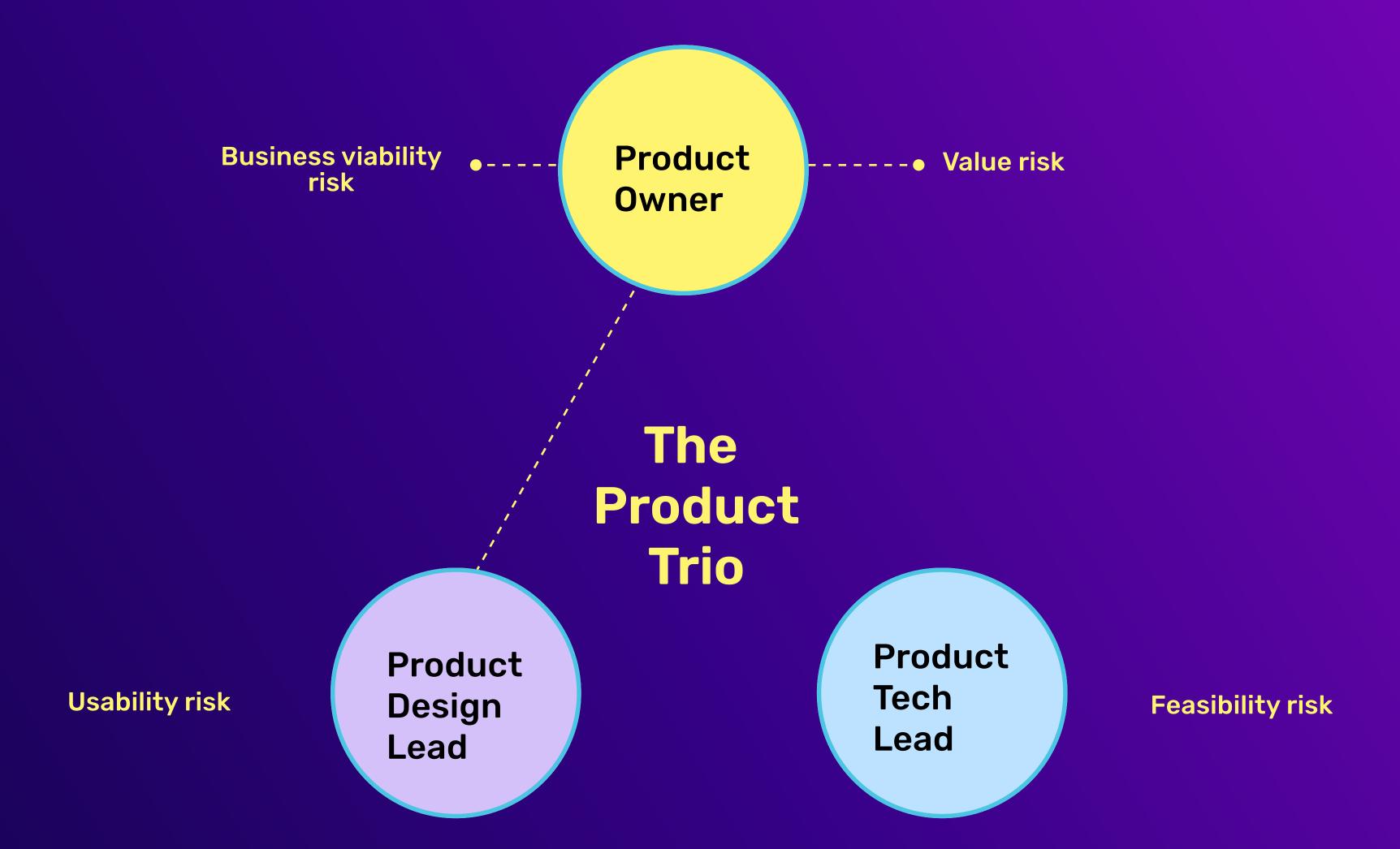
The Product Trio

Usability risk

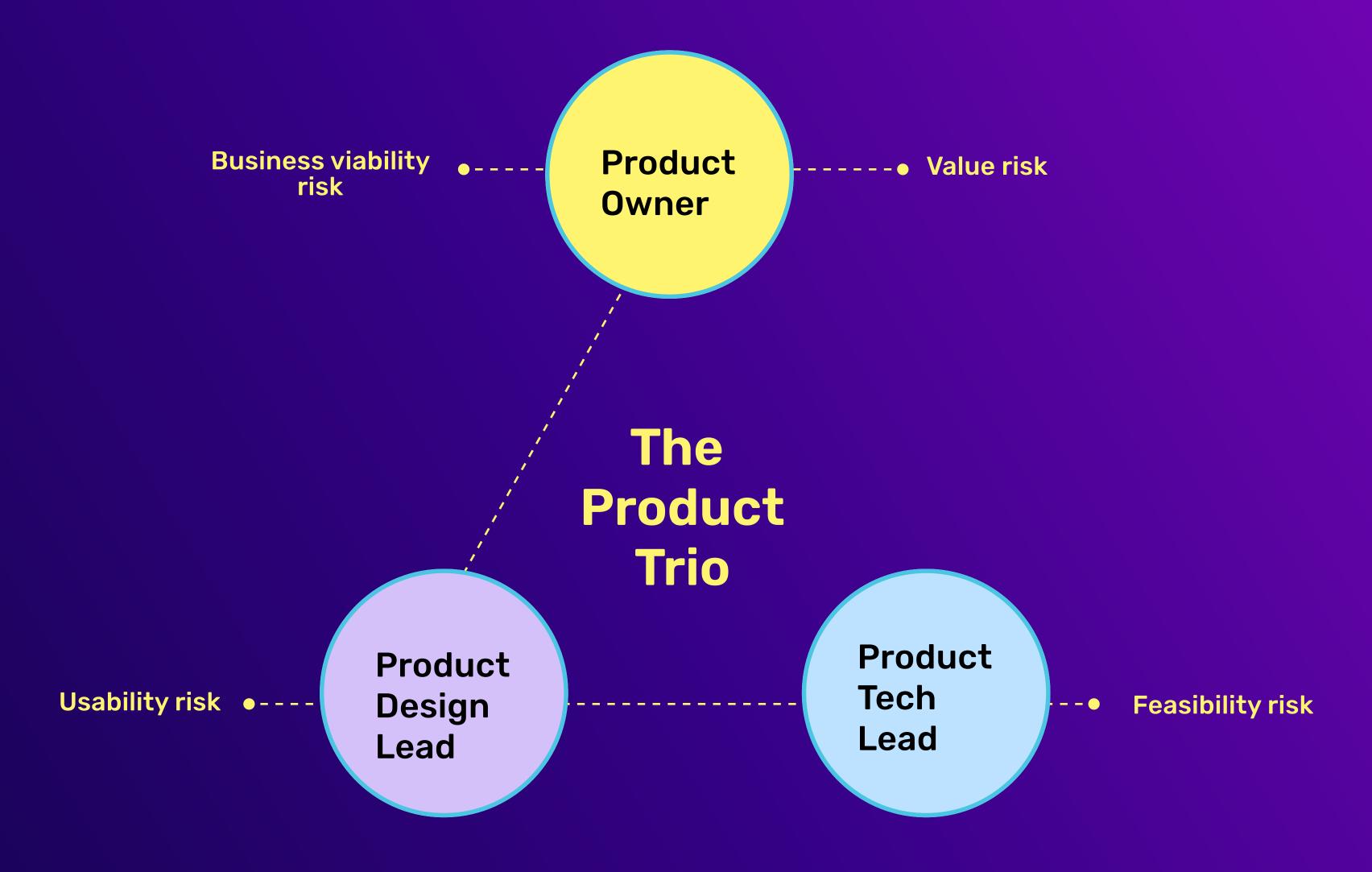
Product Design Lead Product Tech Lead

Feasibility risk

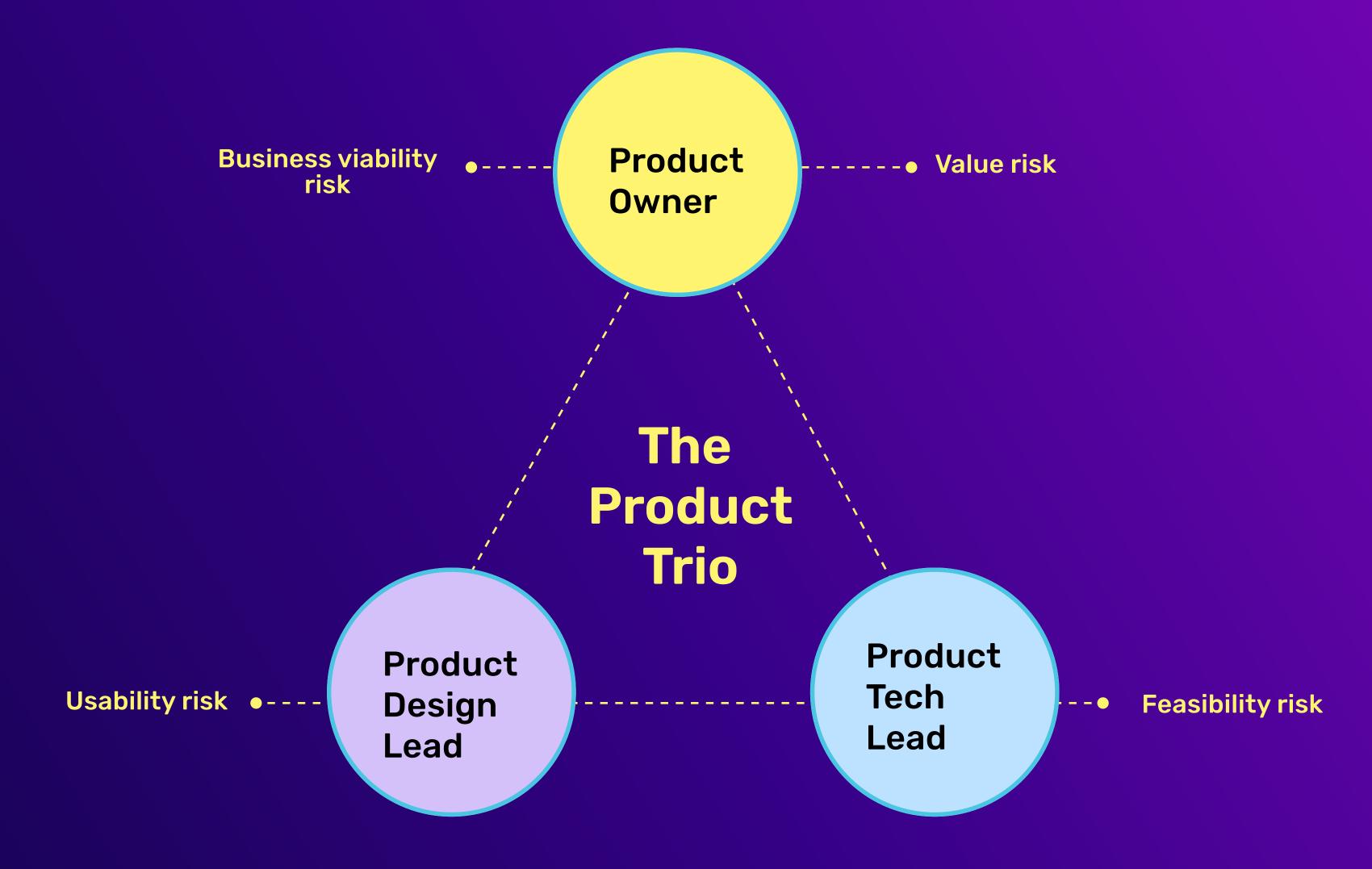




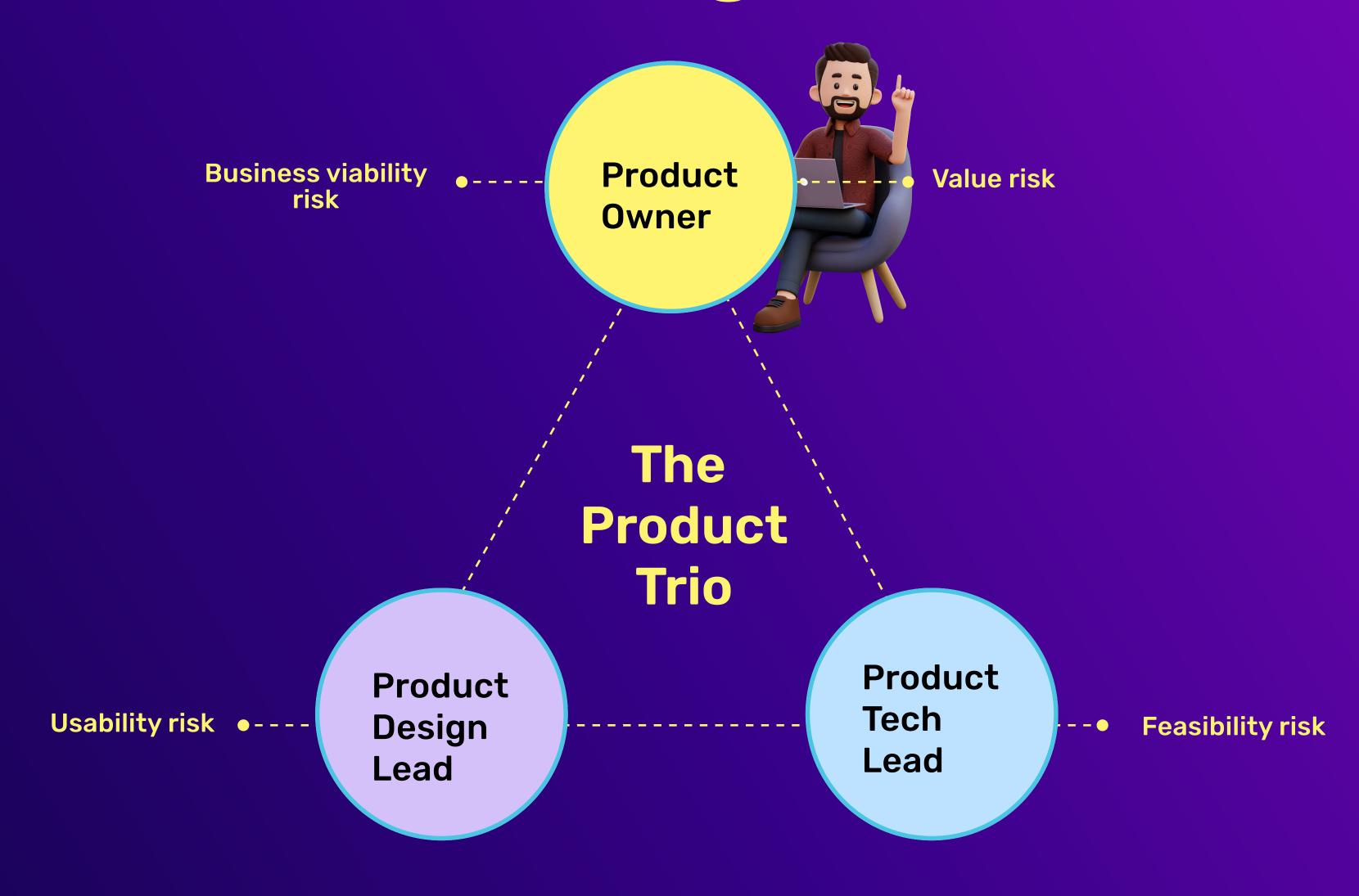




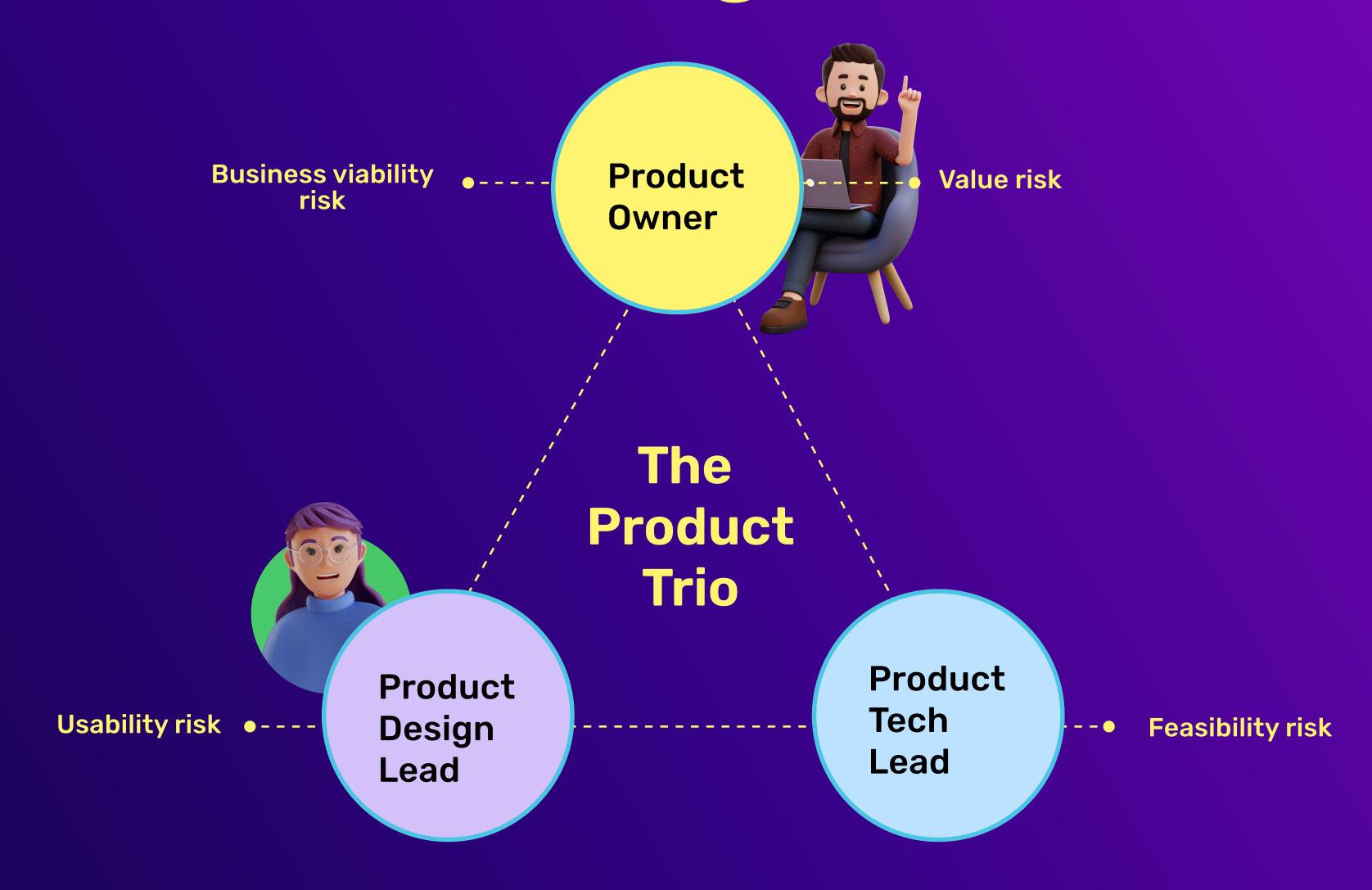




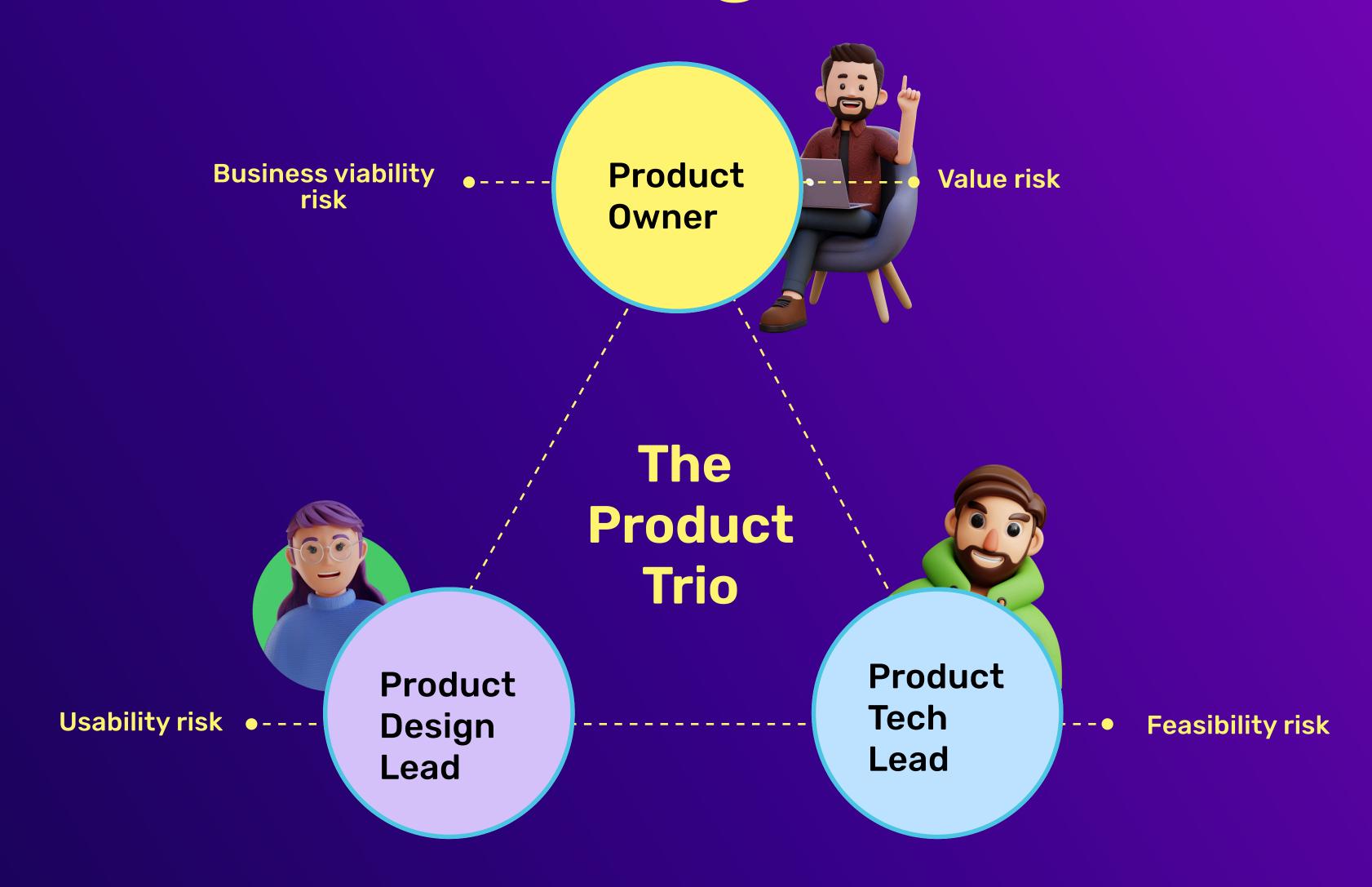






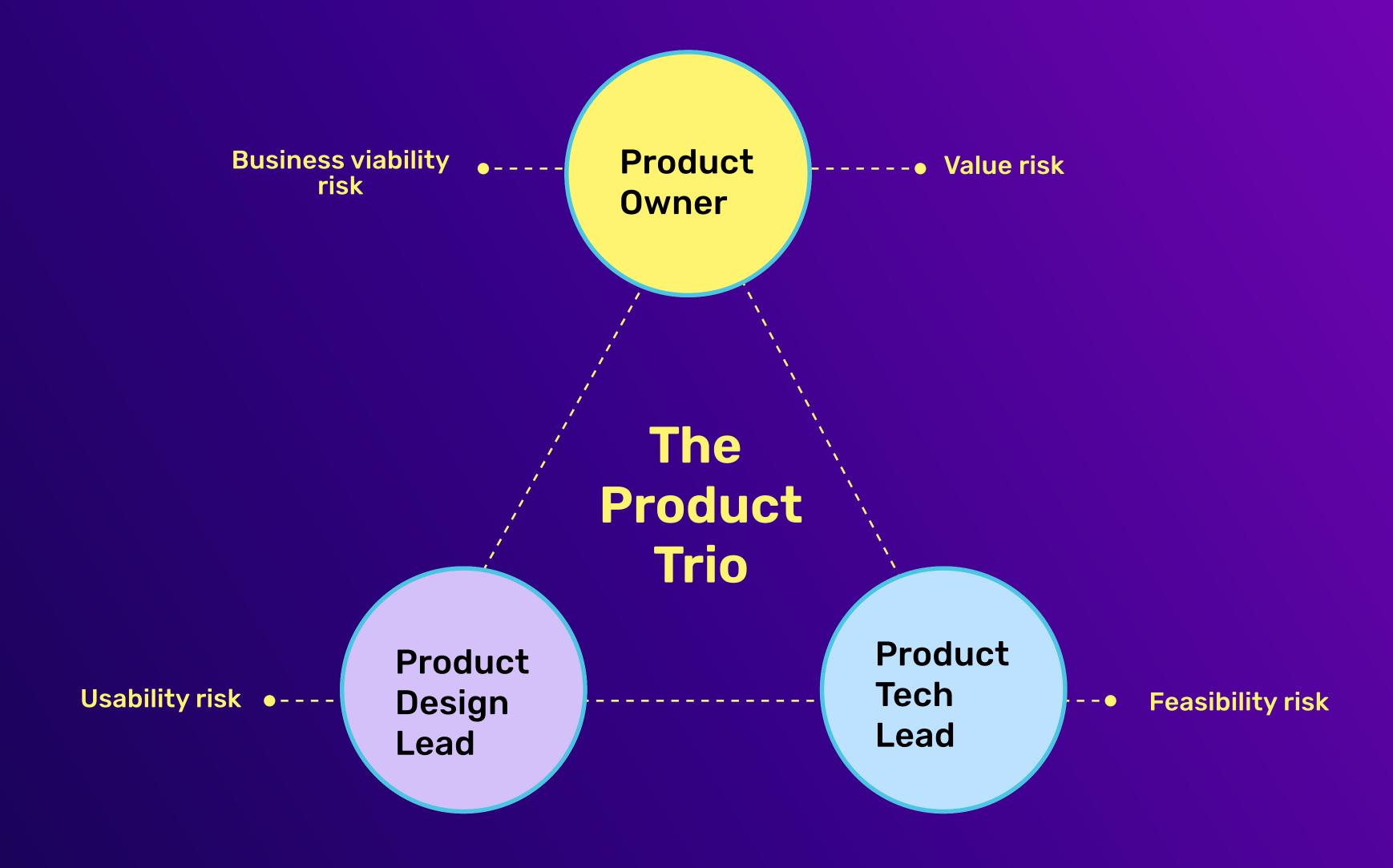






Back to the coffee case...

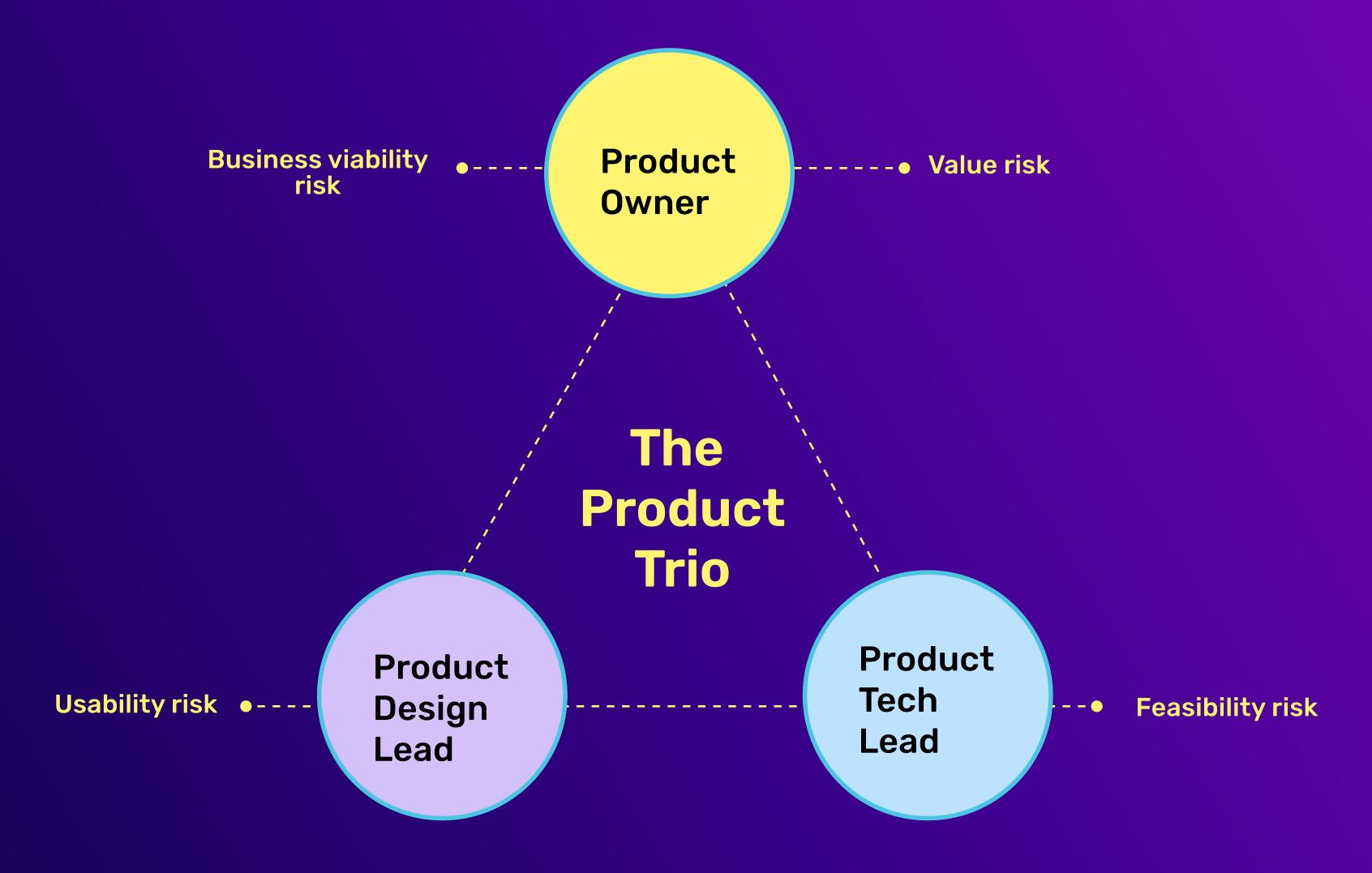




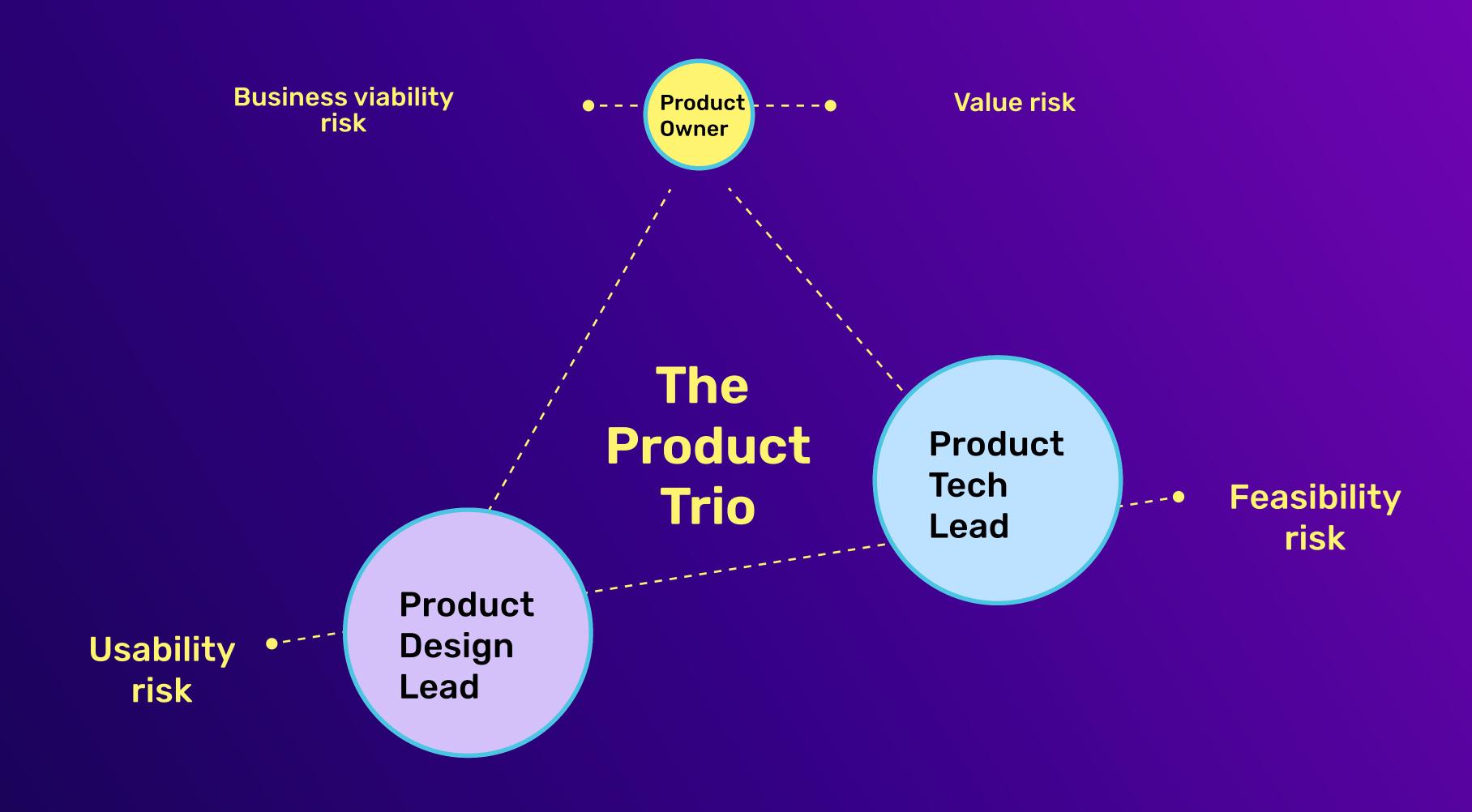




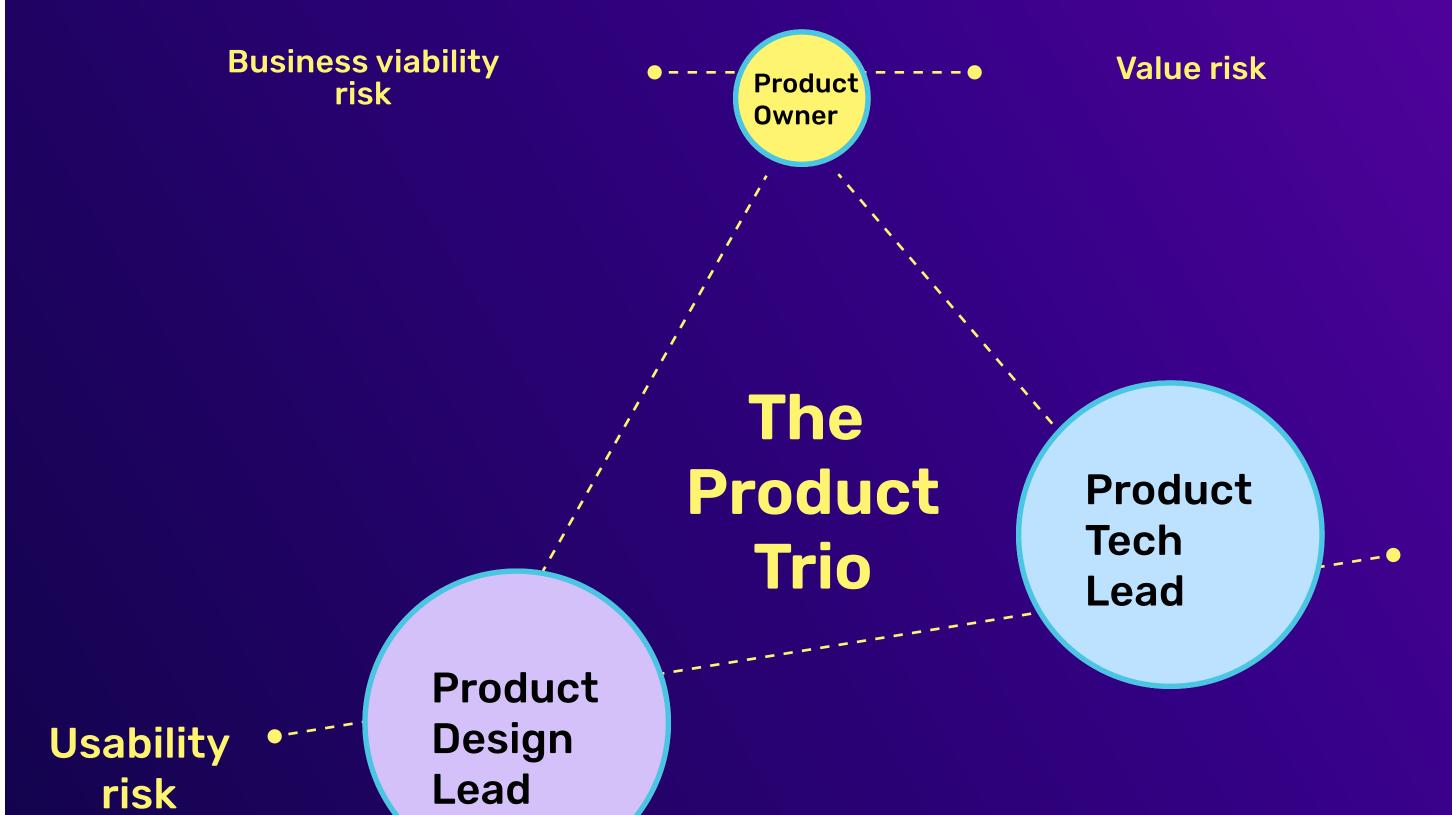








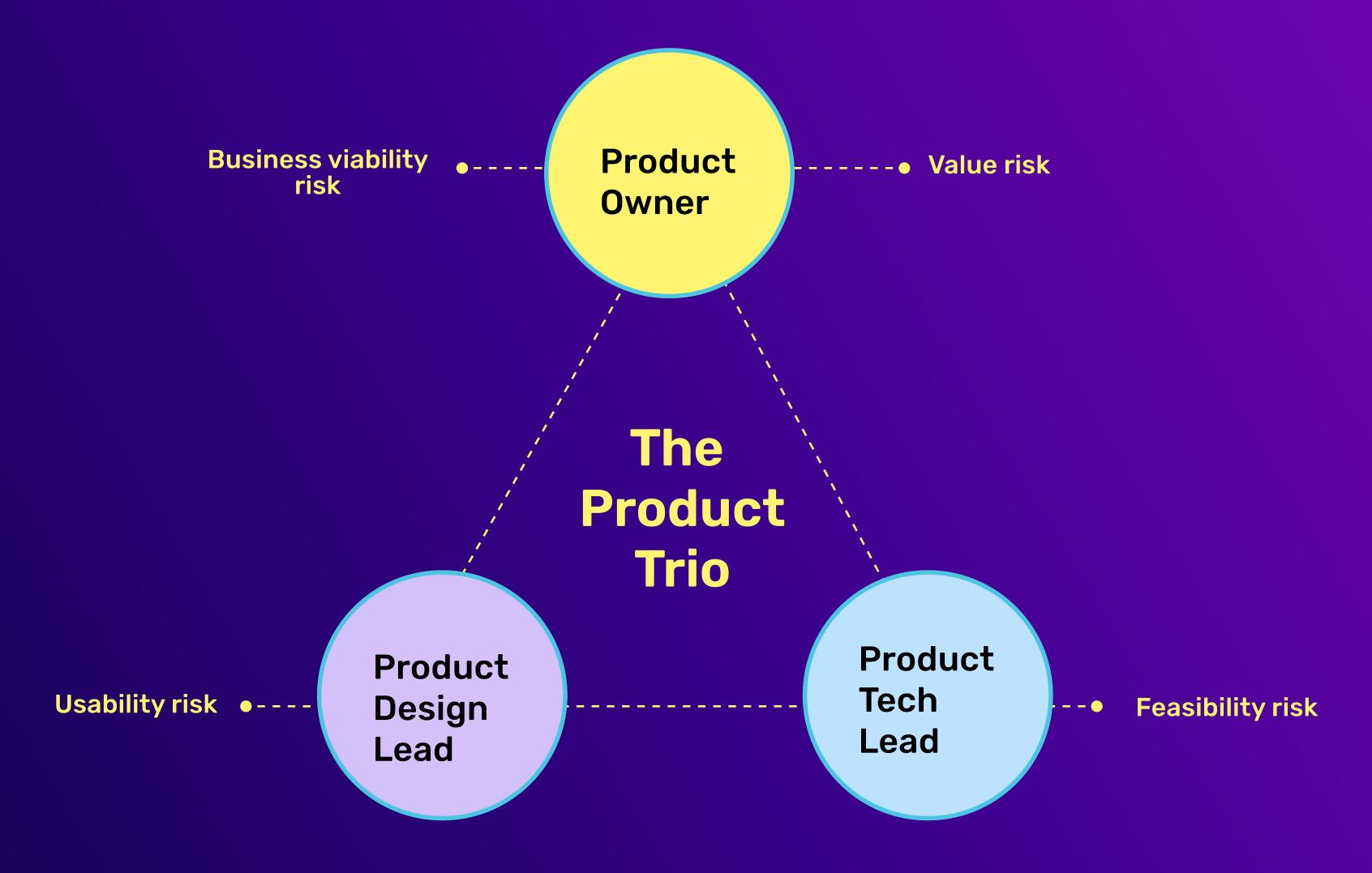
Is this viable?..



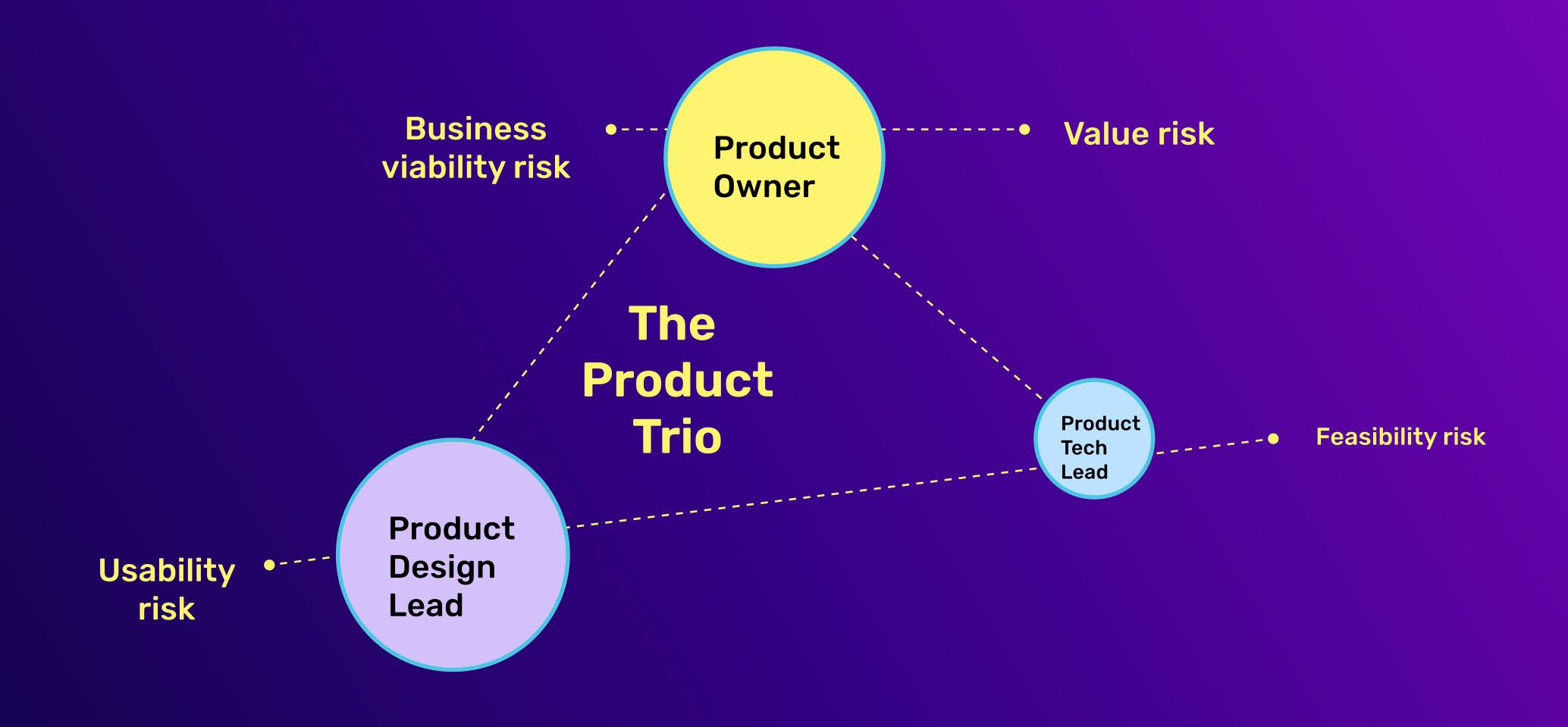


Feasibility risk



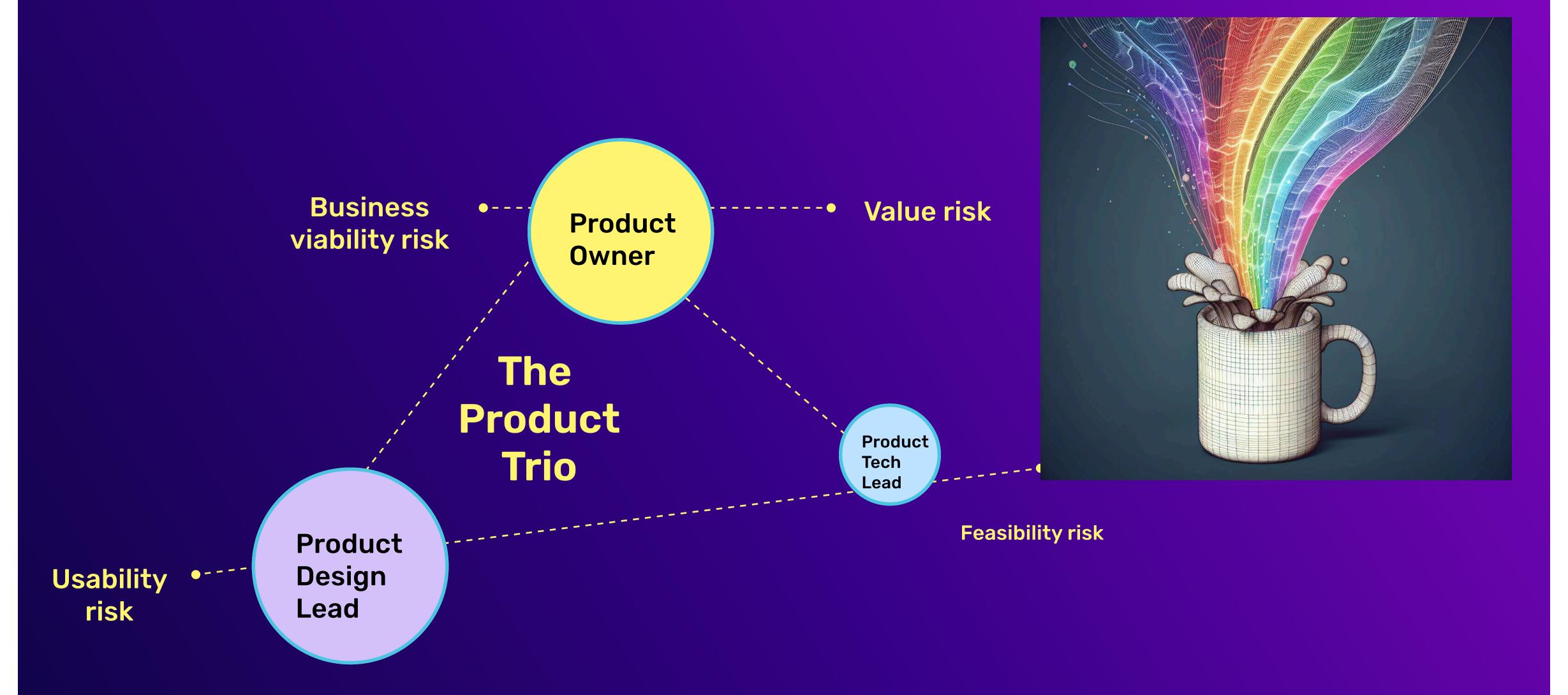




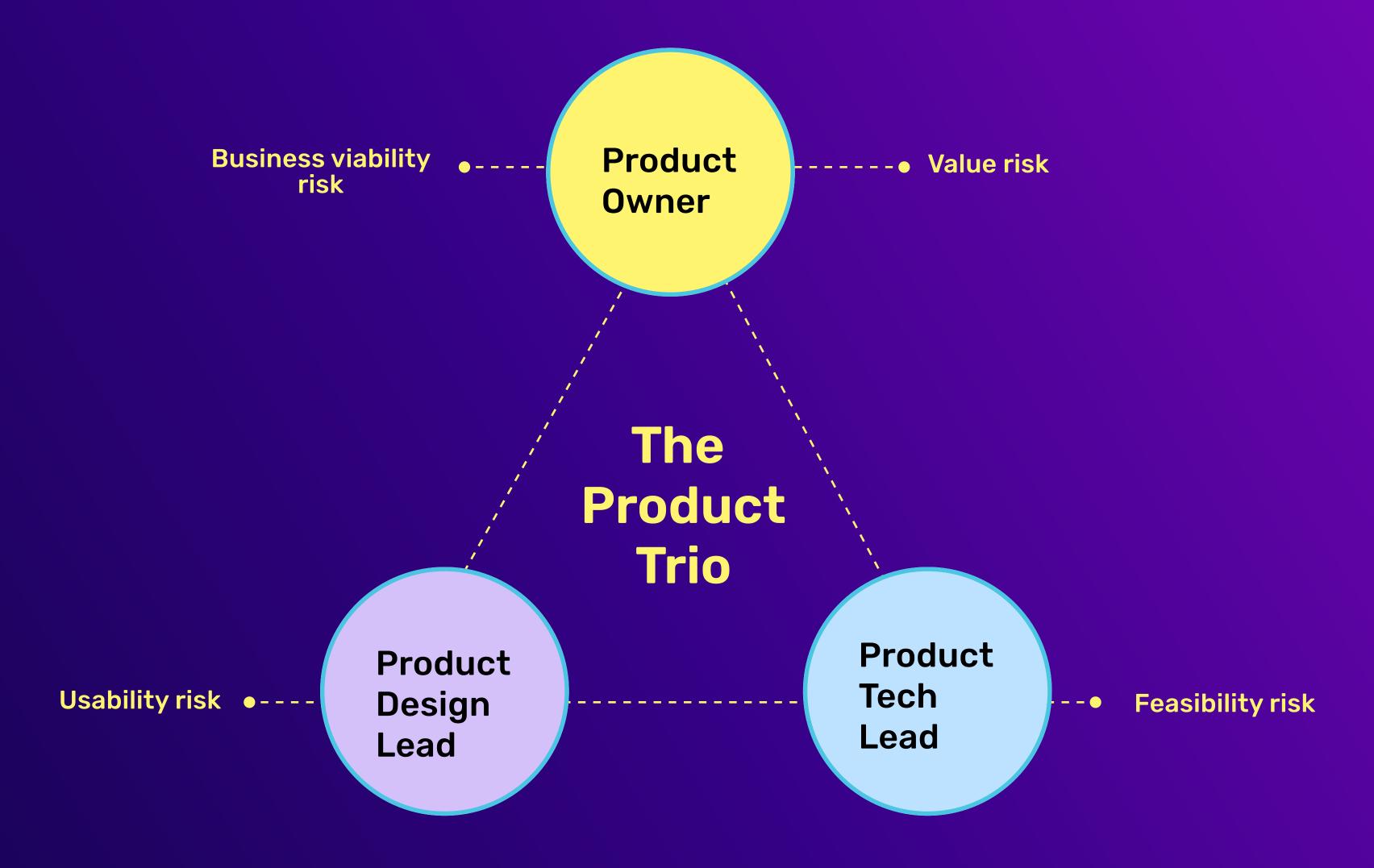


Is this feasible?

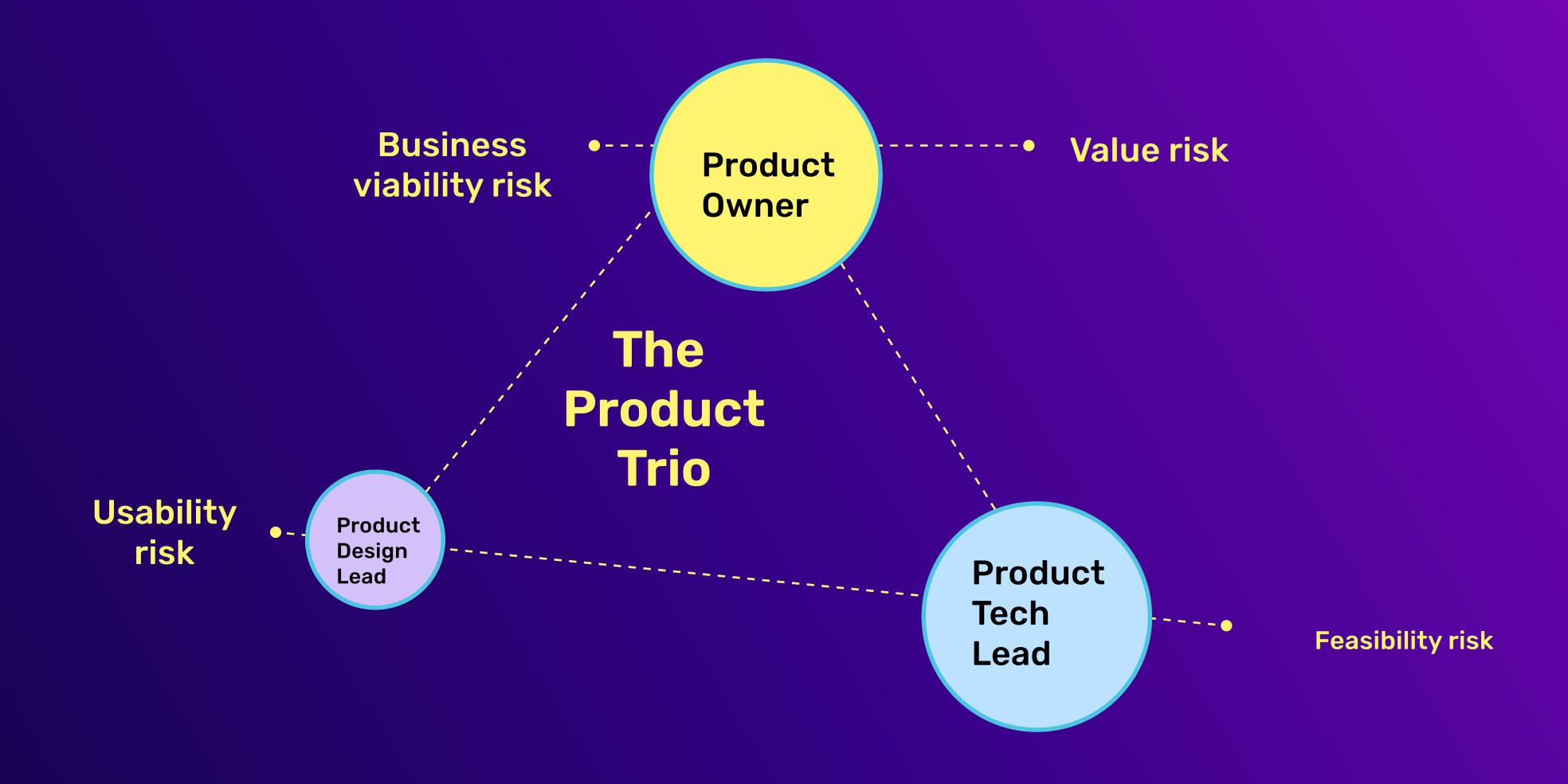


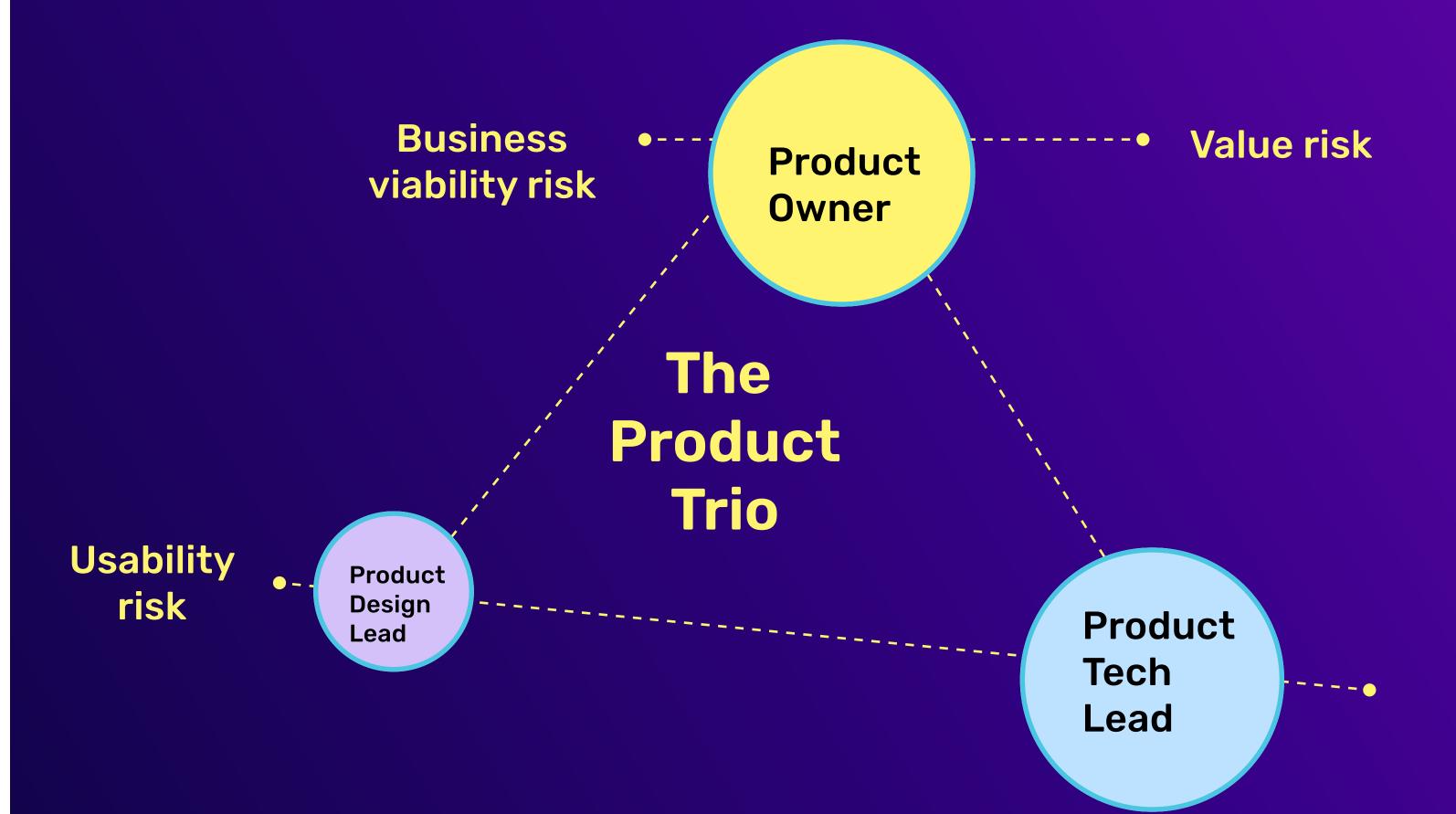
















Feasibility risk



It's not enough to understand your marketplace if you don't talk directly to your users.

It's not enough to validate that your product works if you're not creating something viable...

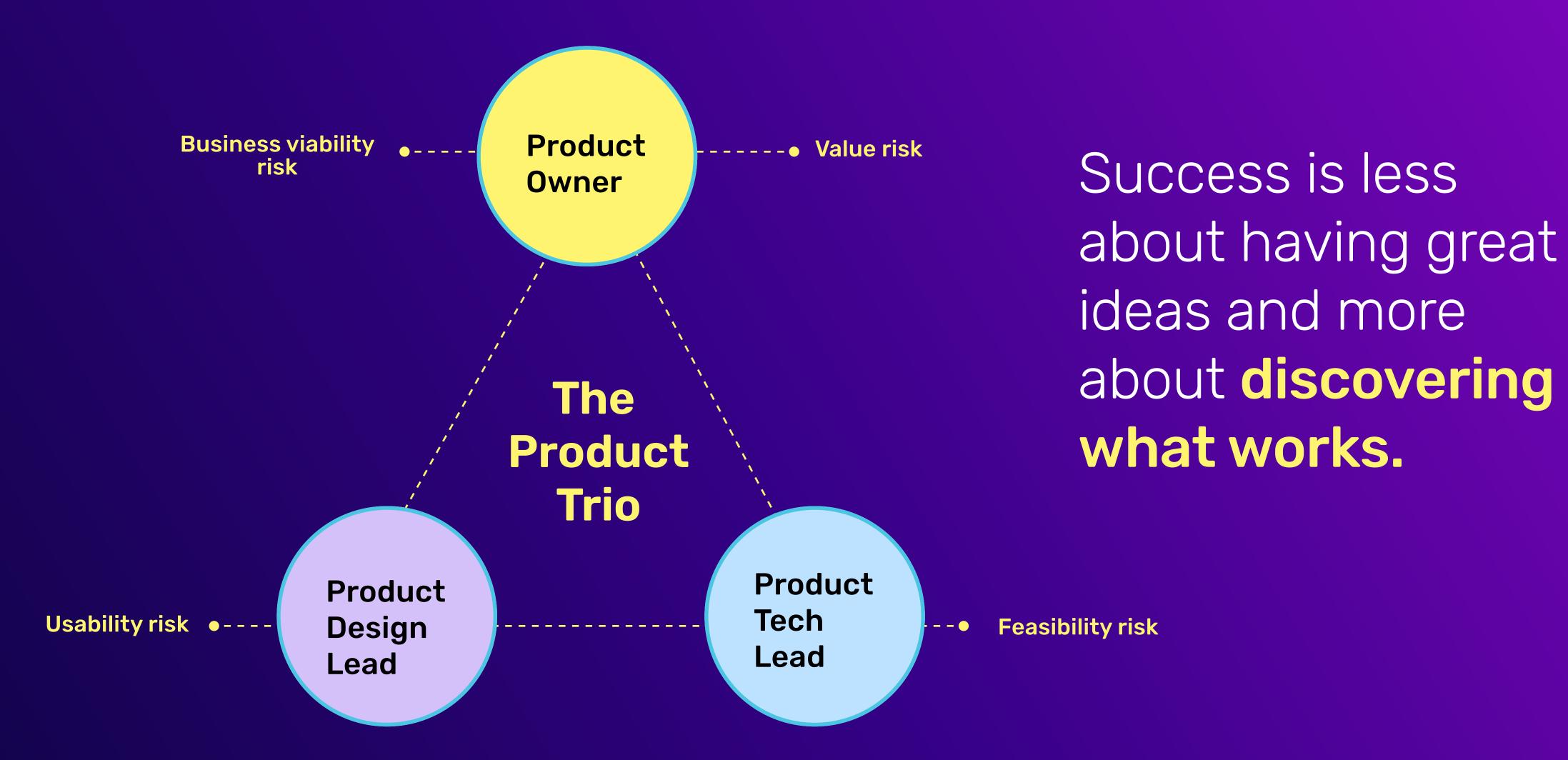


When business, design, and tech don't sync, you get a product no one asked for, built for users who don't exist, solving problems no one has.

Congrats, you played yourself. 😿 🥕

The strengths





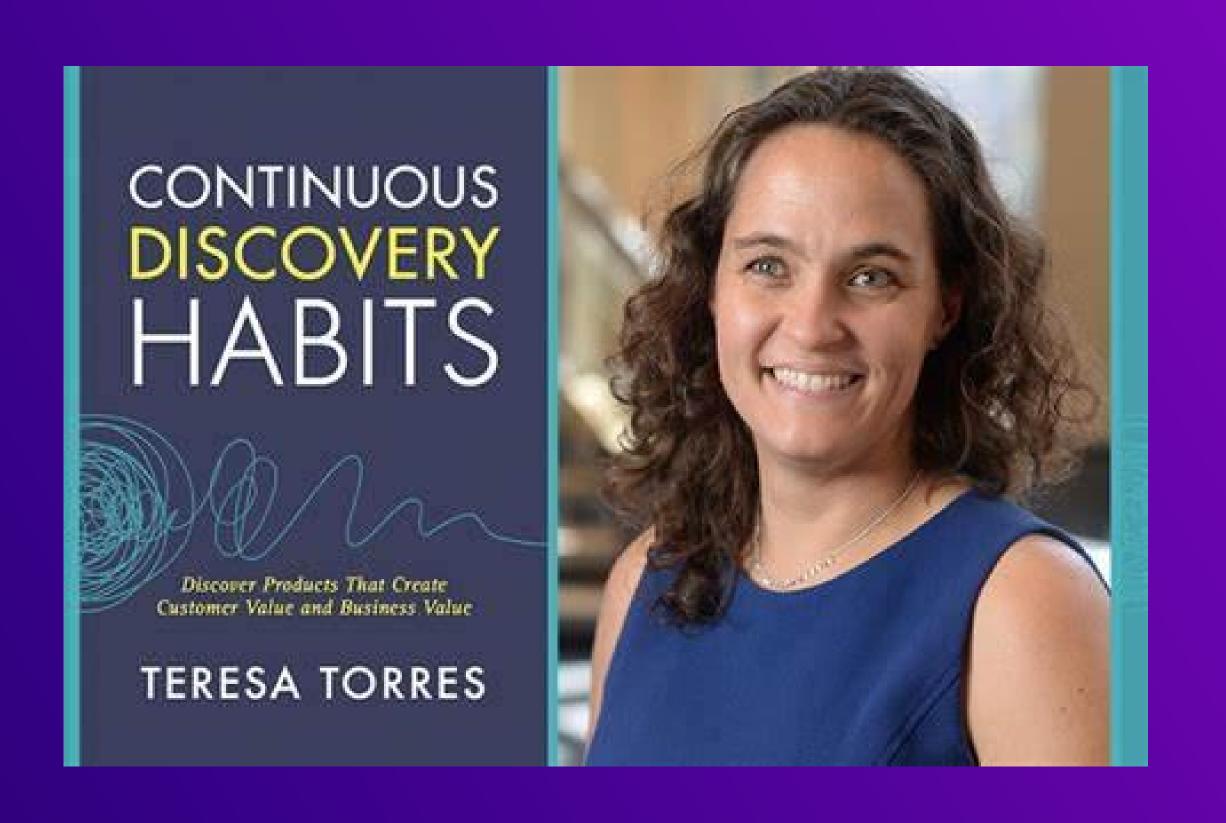
Whatis



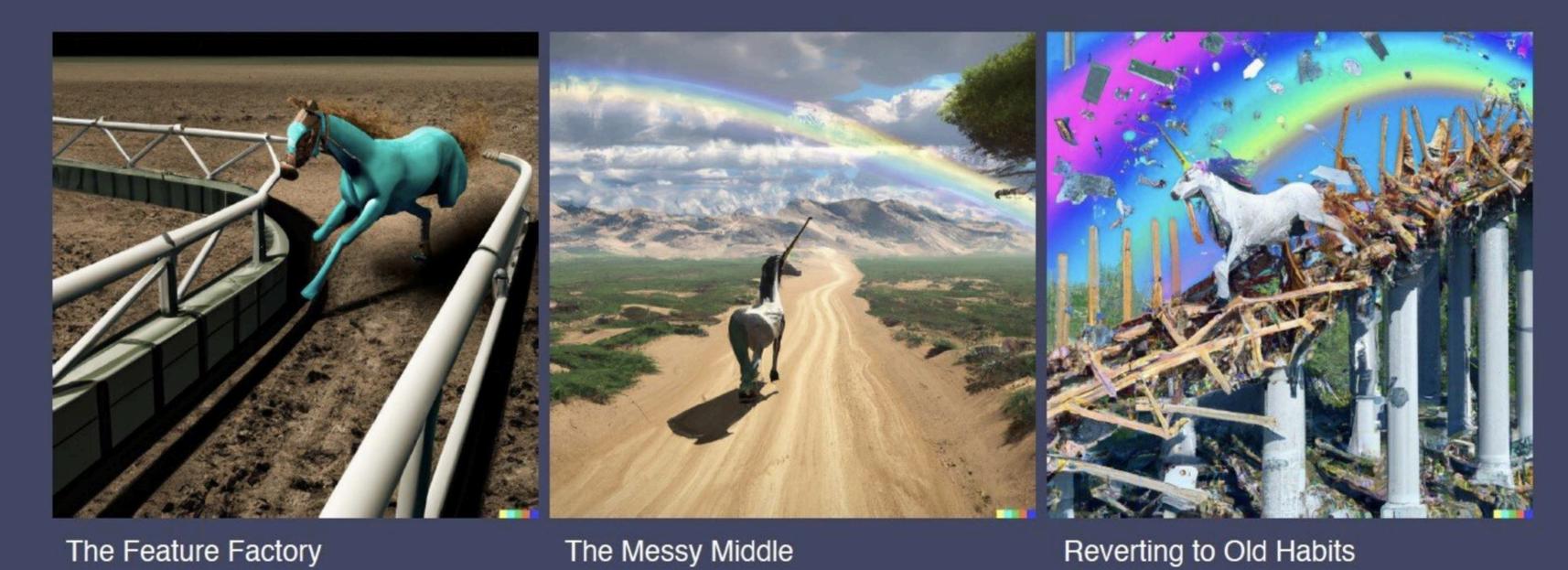
- Business viability risk (whether this solution also works for the various aspects of our business)
- Value risk whether customers will buy it or users will choose to use it)
- Usability risk whether users can figure out how to use it)
- Feasibility risk (whether our engineers can build what we need with the time, skills and technology we have)

(Marty Cagan, 2017)

Sounds good, but where are we?

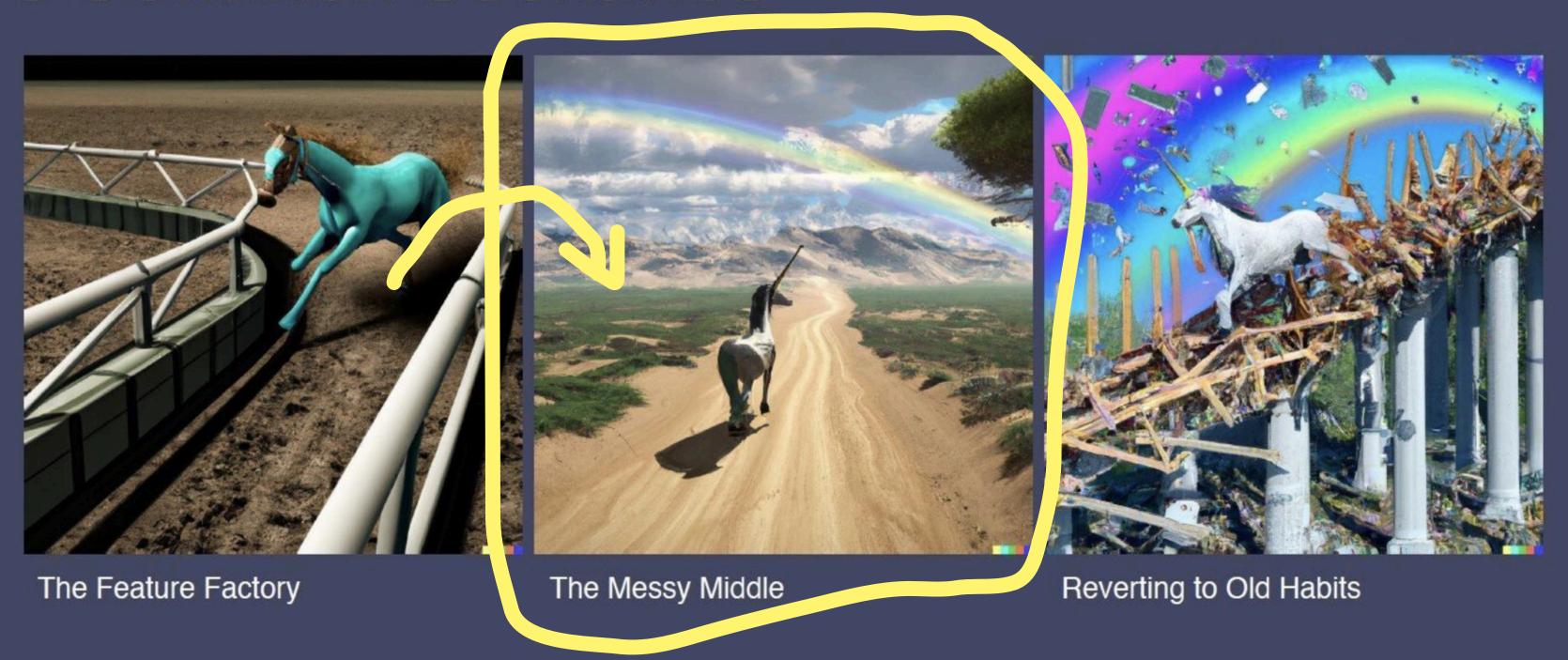


3 Common Scenarios



Teresa Torres-Continuous Discovery Habits.

3 Common Scenarios



Teresa Torres-Continuous Discovery Habits.

The golden rule of team str change:

Meet people where they are!

The Messy Middle

- Your team structure is moving to product trios, but there are still some strong limiting beliefs.
- Your guts wants you to focus on outcomes, but reality still leads you to deliver specific features.
- You are allowed to talk to customers, but it takes a lot of effort to reach

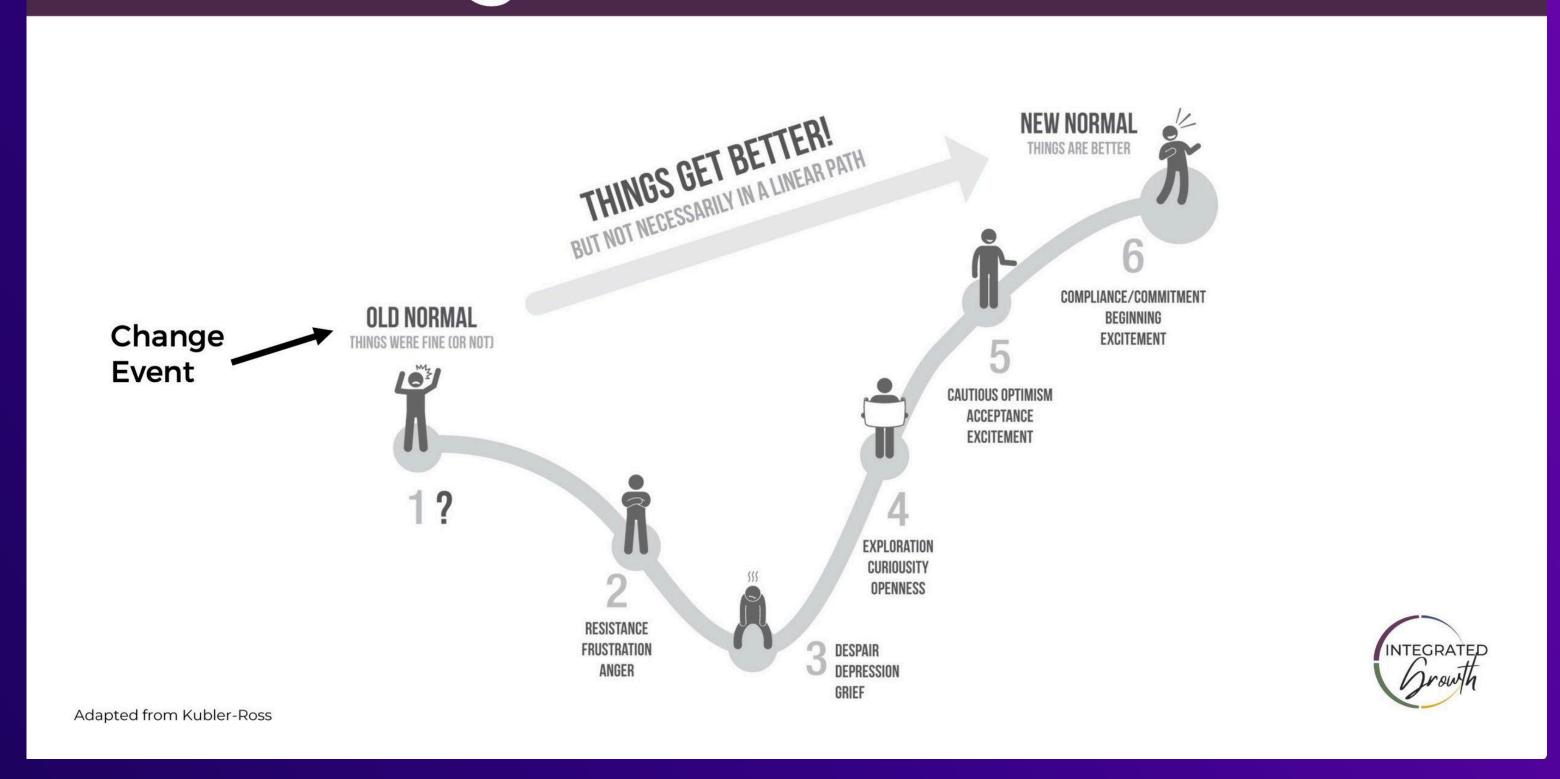


Outcomes = align teams around impact rather than just deliverables.

Output = Outputs are the features, functionalities, and deliverables that teams produce.

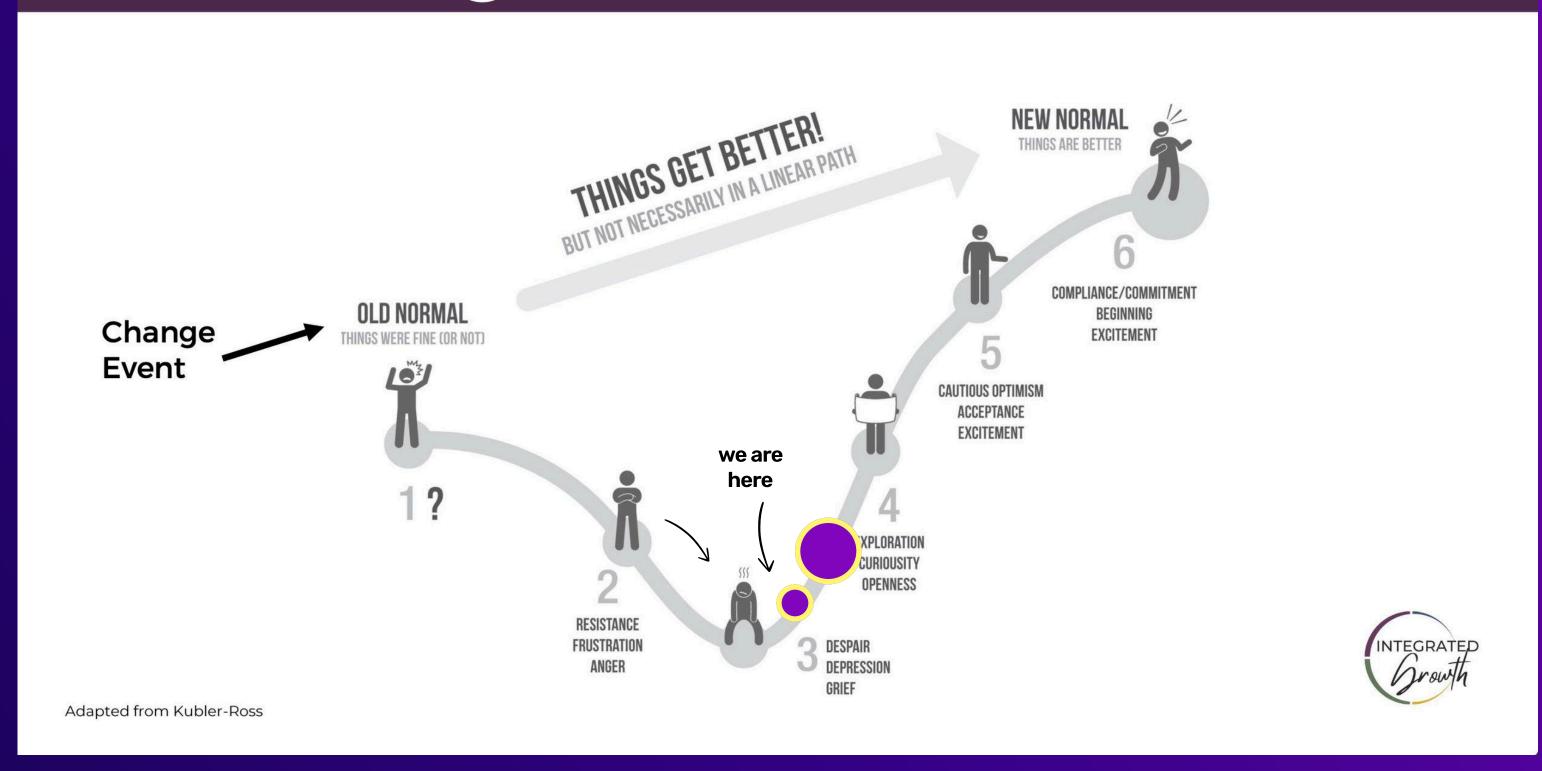
This is the stage where we realized how hard change can be

The Change Curve



This is the stage where we realized how hard change can be

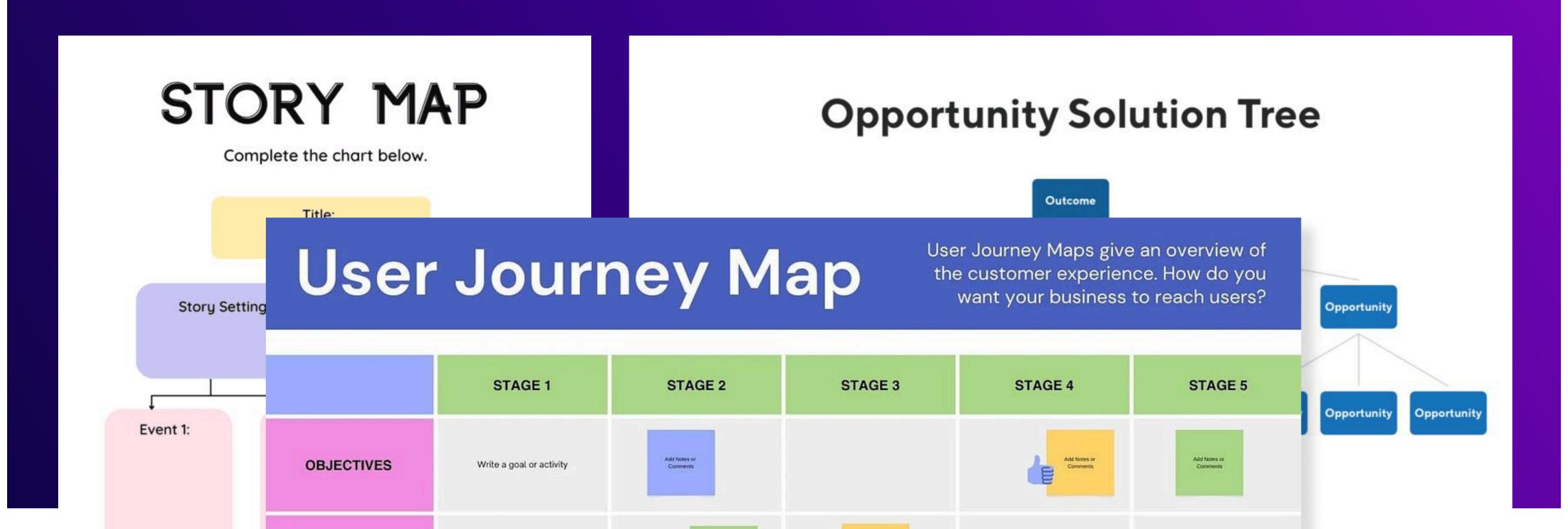
The Change Curve





What can we start today?

Start by identifying hidden assumptions





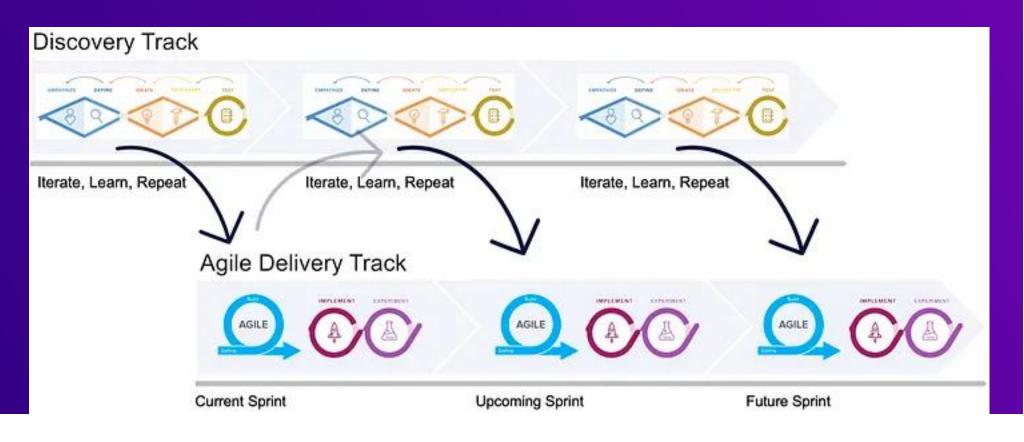
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- 1. interview together.
- Automate recruiting process. recruit people while they using your product
- Collect specific stories about past behavior instead of asking speculative questions.

New Habits

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- Automate recruiting process. recruit people while they using your product
- Collect specific stories about past behavior instead of asking speculative questions.
- 2. Dual-Track Development
- Discovery: We have to discover the right initiatives
- Delivery: We have to deliver those initiatives



New Habits

What can we start today?

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- Automate recruiting process. recruit people while they using your product
- Collect specific stories about past behavior instead of asking speculative questions.
- 2. Dual-Track Development
- Discovery: We have to discover the right initiatives
- Delivery: We have to deliver those initiatives
- 3. Focusing make individual team in a bright spot.
- Start in your own team.

Interactive Time



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