Vision vs Iteration

@Brendan_Kearns

Nine women can't make a baby in one month



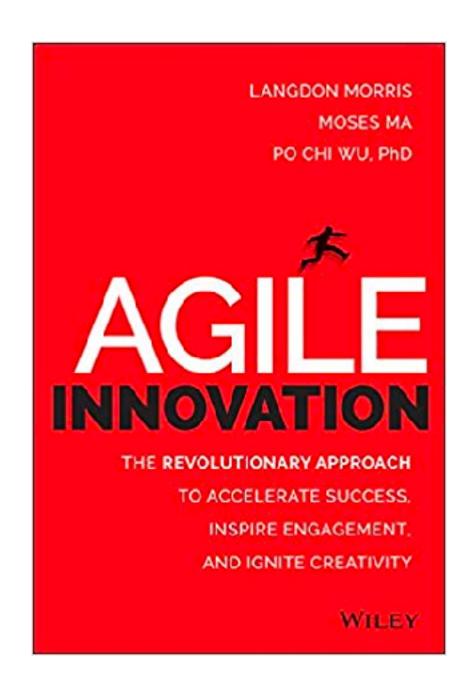
Complex problems

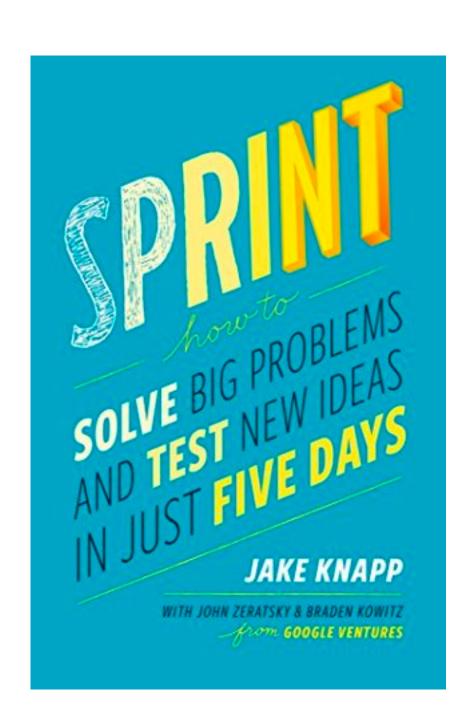


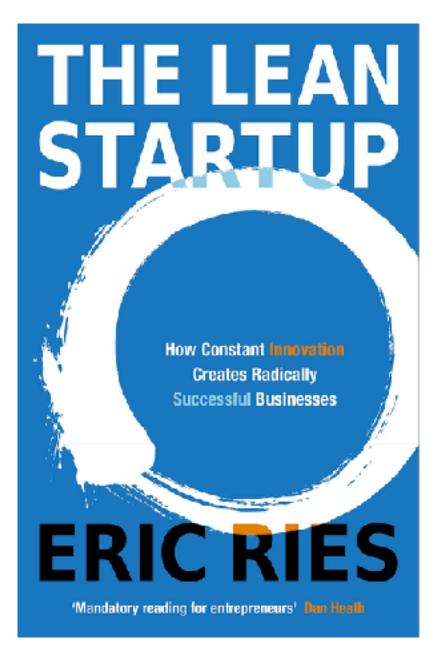
Short time frames

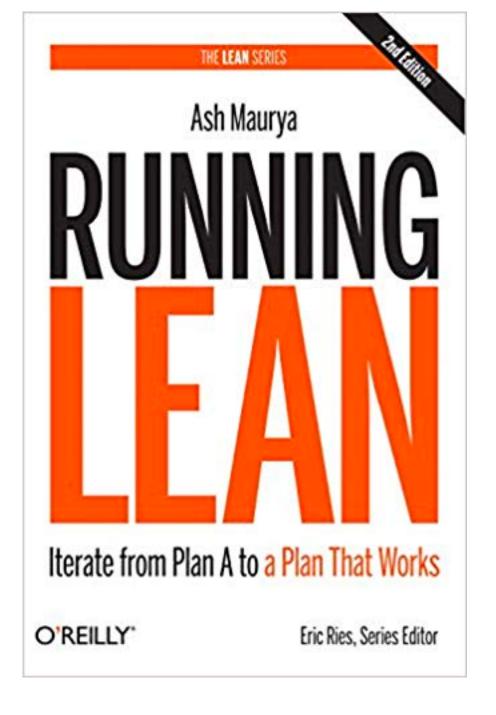


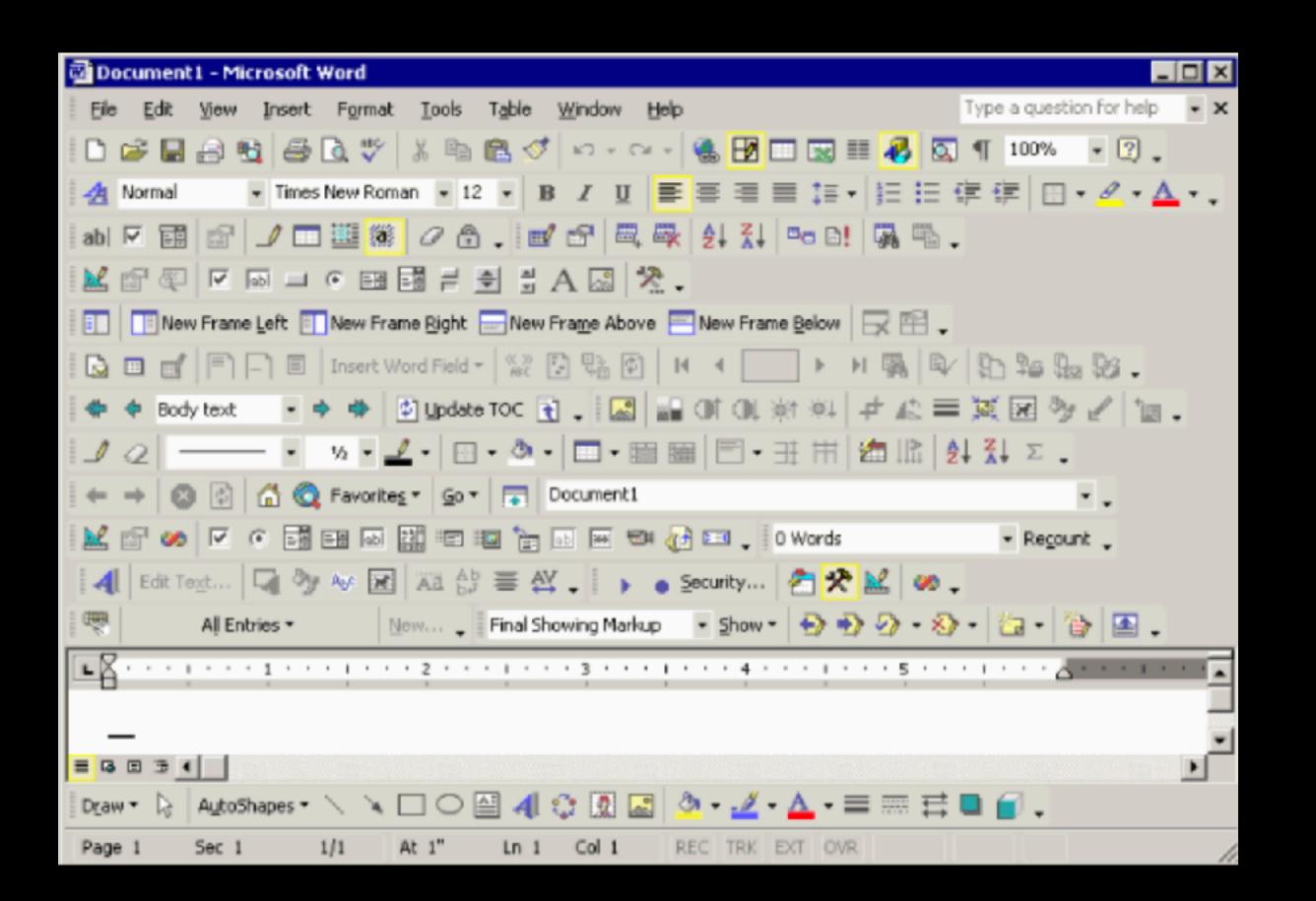
Limited resources











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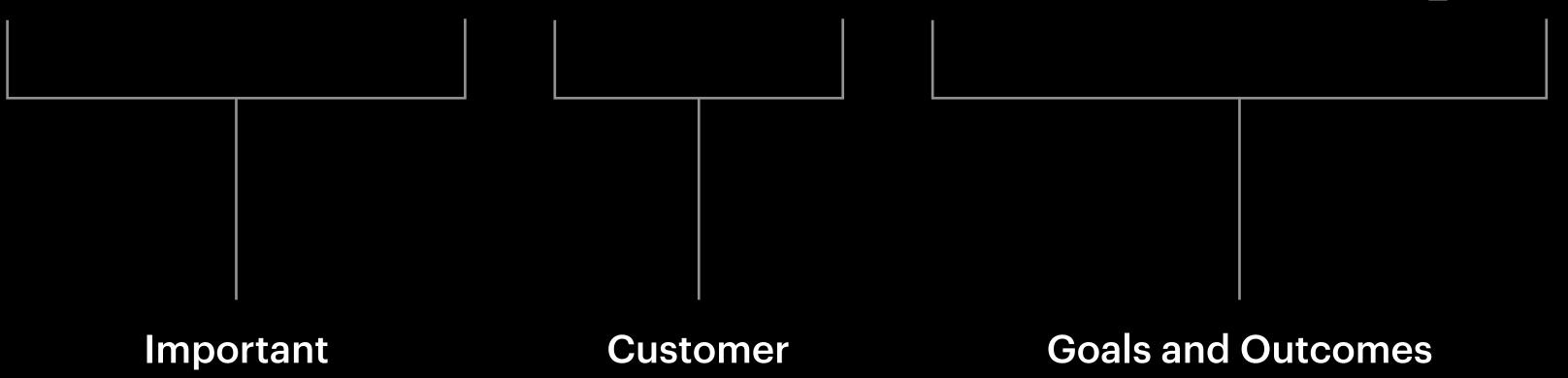
Blind Iteration

Concept Fatigue

Great visions start with

Critical User Journeys

Critical User Journeys





"Navigate and find things to do in the world around me"

"Navigate and find things to do in the world around me"

"My regular train is cancelled. I need to find a new way home"

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Notifications of delays

Automatically suggest alternate routes

Find the cheapest ridesharing option to get home

Bundle two or more modes of transport

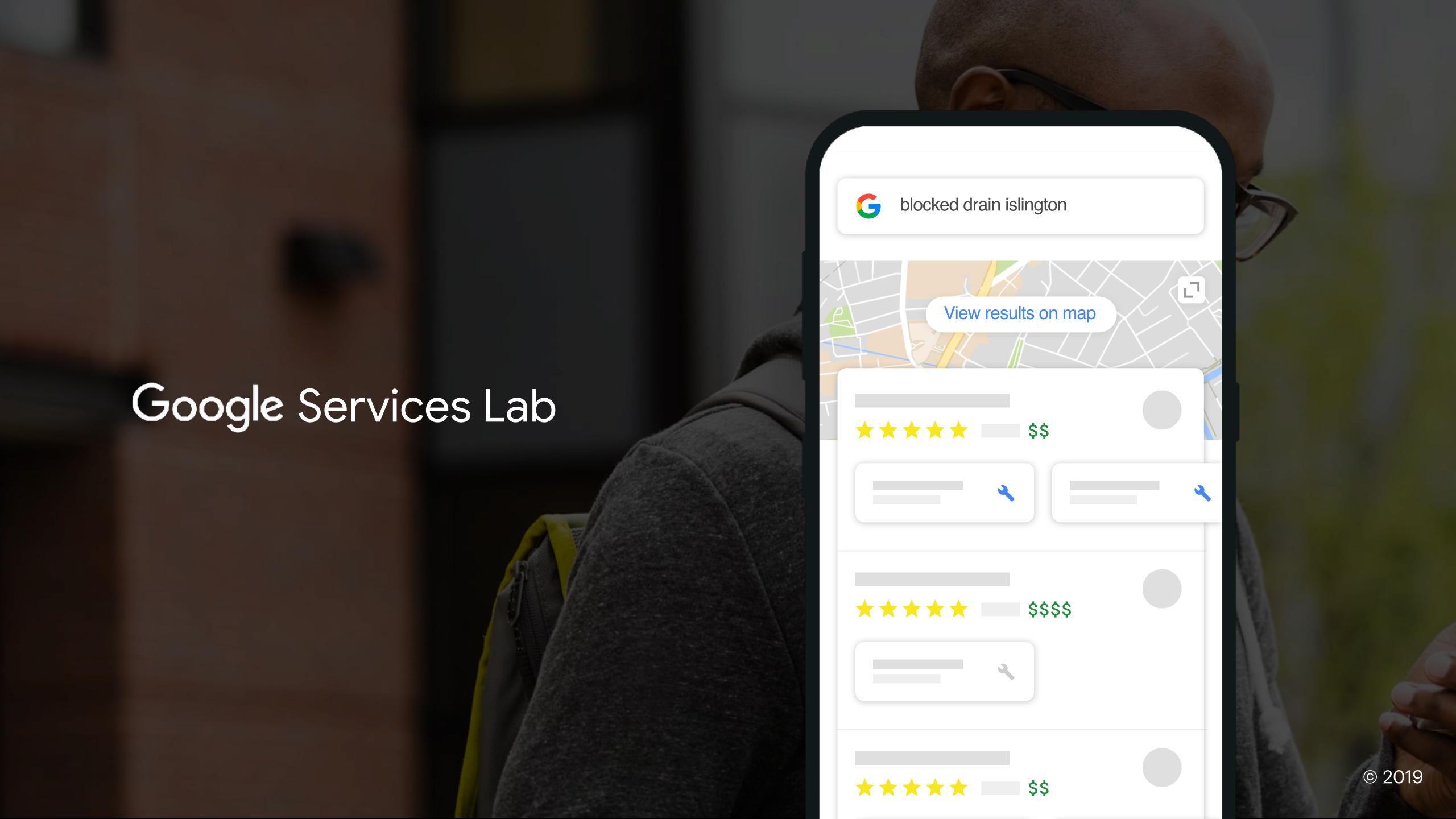
Suggest things to do to pass waiting times

Predict cancellations using historical signals

How are they different from regular journeys?

- E2E experiences, not single moments
- Focus on high-impact customer goals

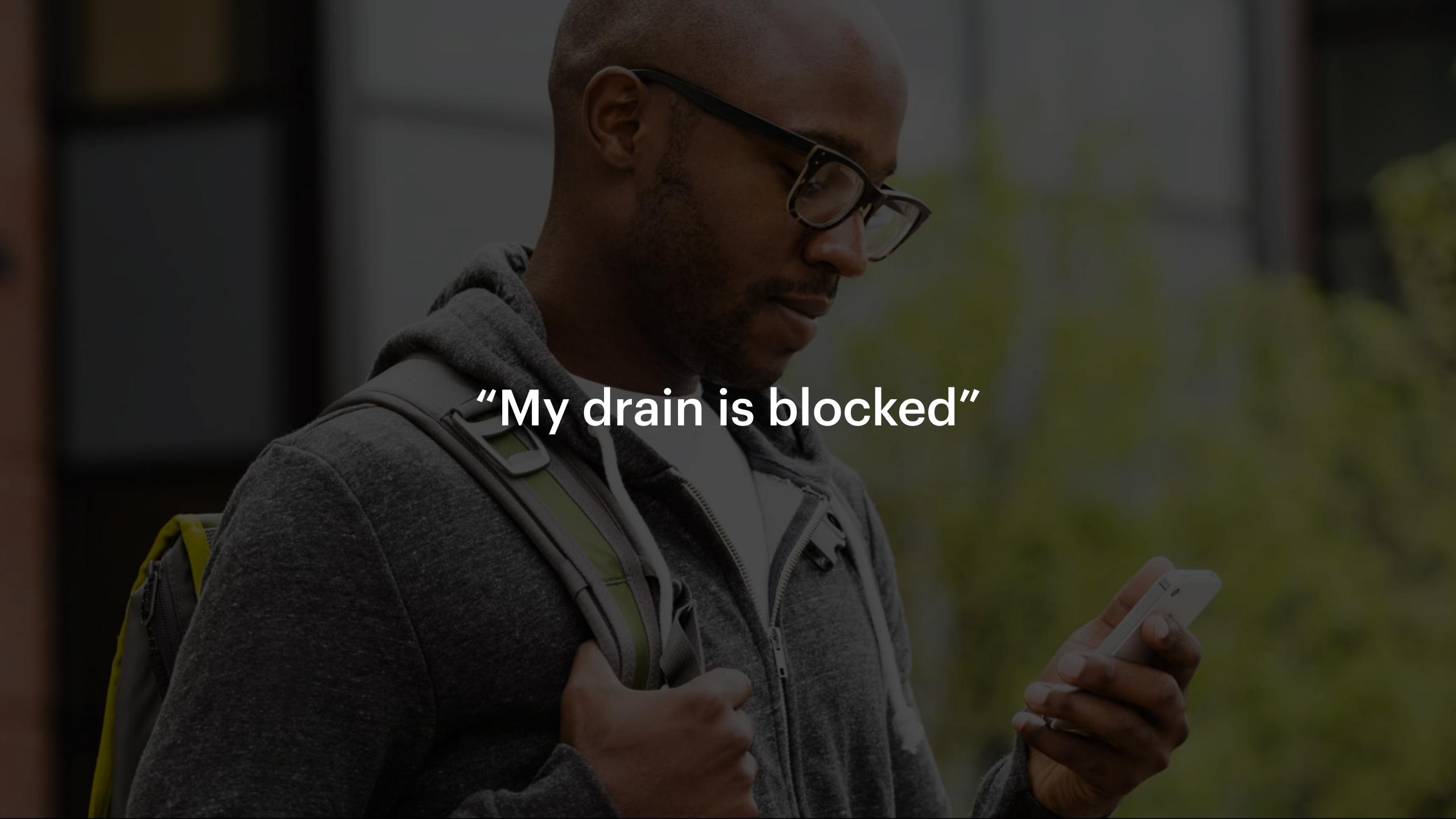








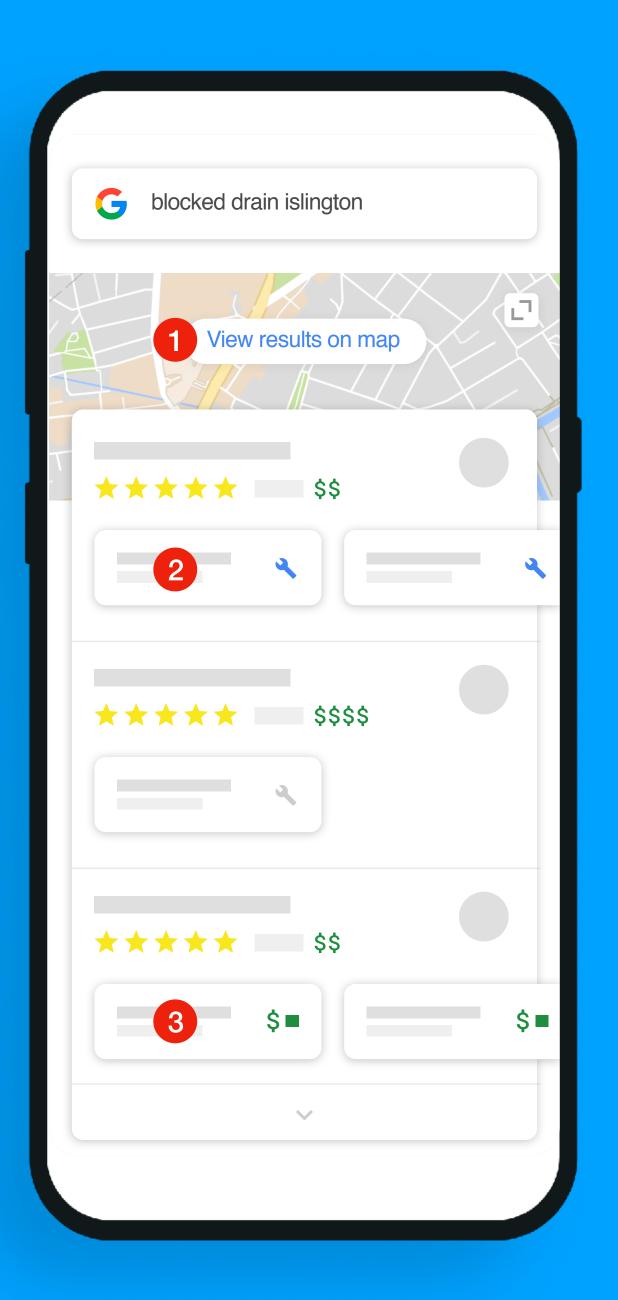


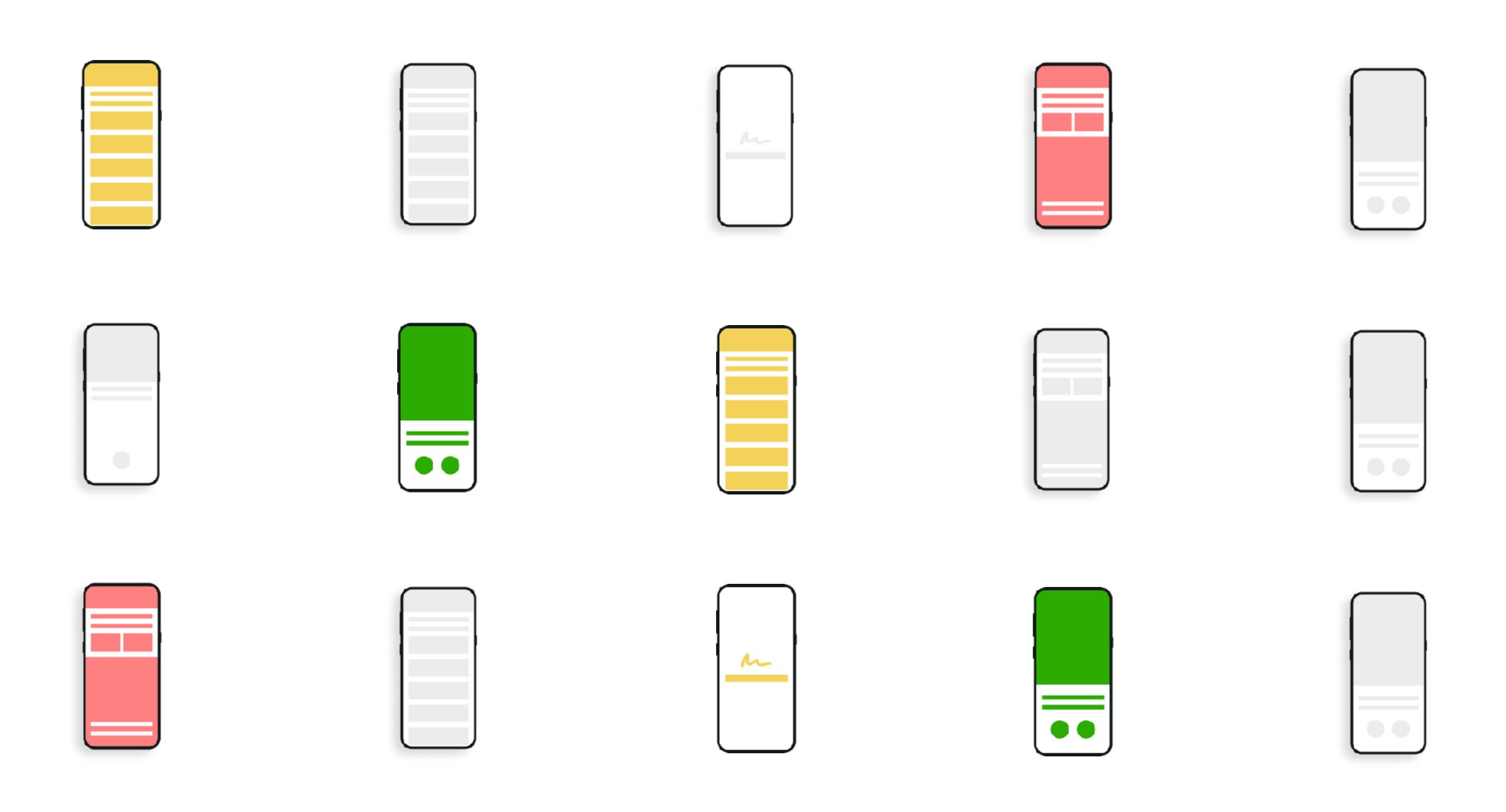


HMW create a better way for people to solve these problems on Google?

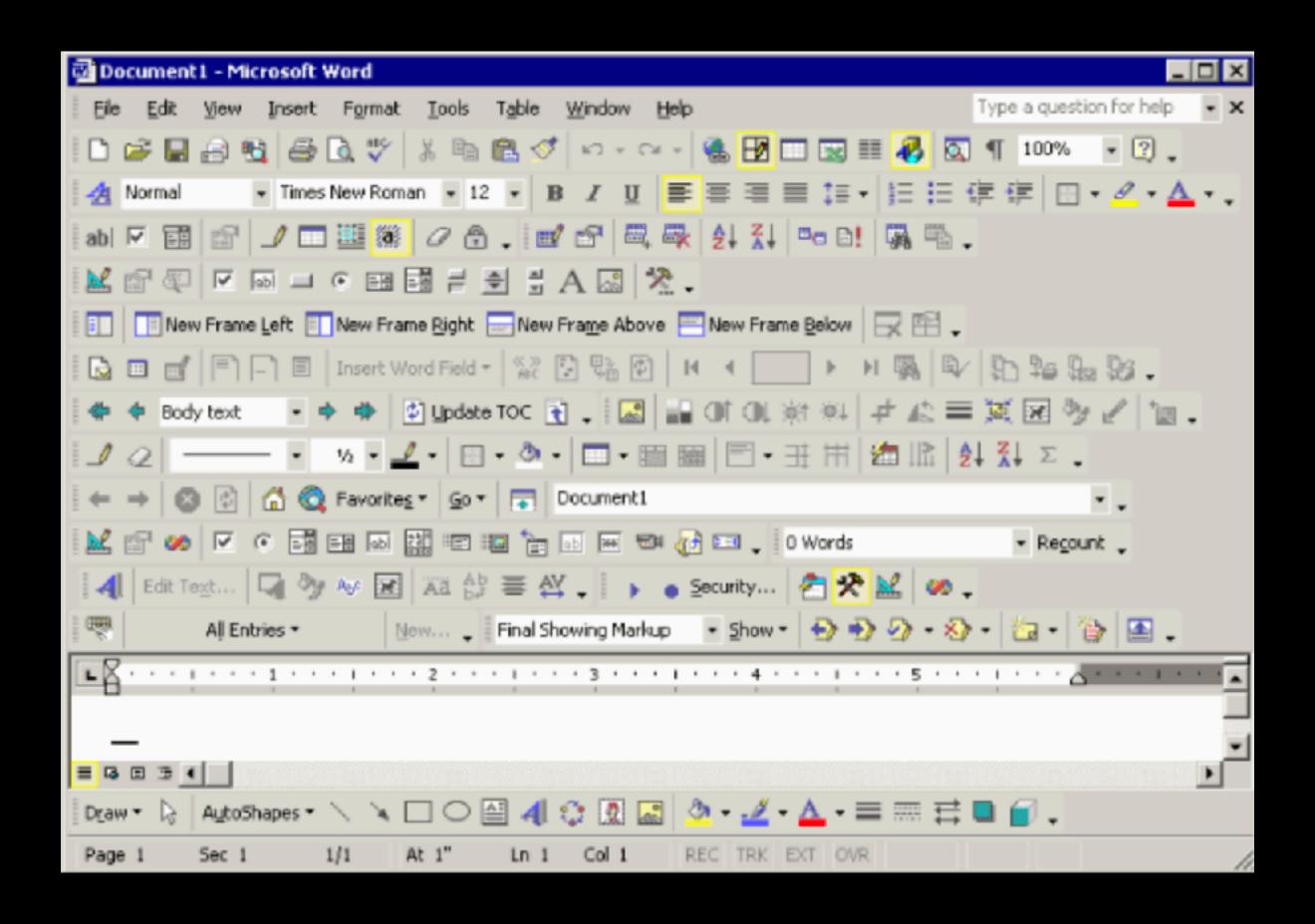
Iterative method

- Map experiment
- 2 Skillset experiment
- 3 Price experiment





Studio Rival



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I need to contact a plumber about a leaky drain

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Measures of success:

- No. of phone calls, messages, etc.
- No. of leads sent to plumbers

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Translated into a 'Critical User Journey'
I need to find the right service
provider as fast as possible

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Translated into a 'Critical User Journey'

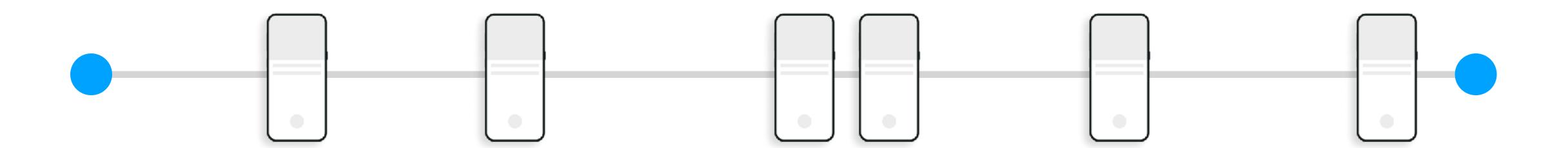
I need to find the right service provider as fast as possible

Measures of success:

- No. of successful matches
- Time it takes to find the right provider

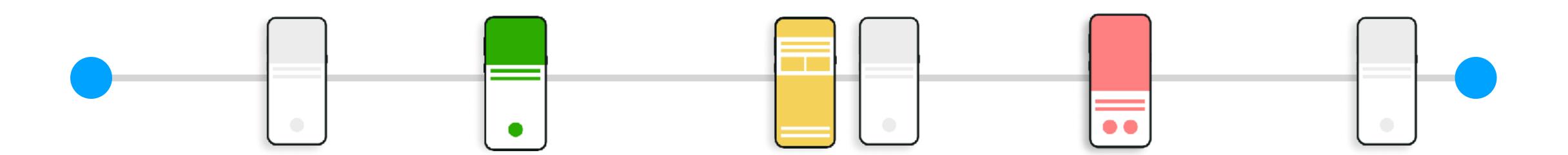
Critical User Journey

I need to find a service provider as fast as possible



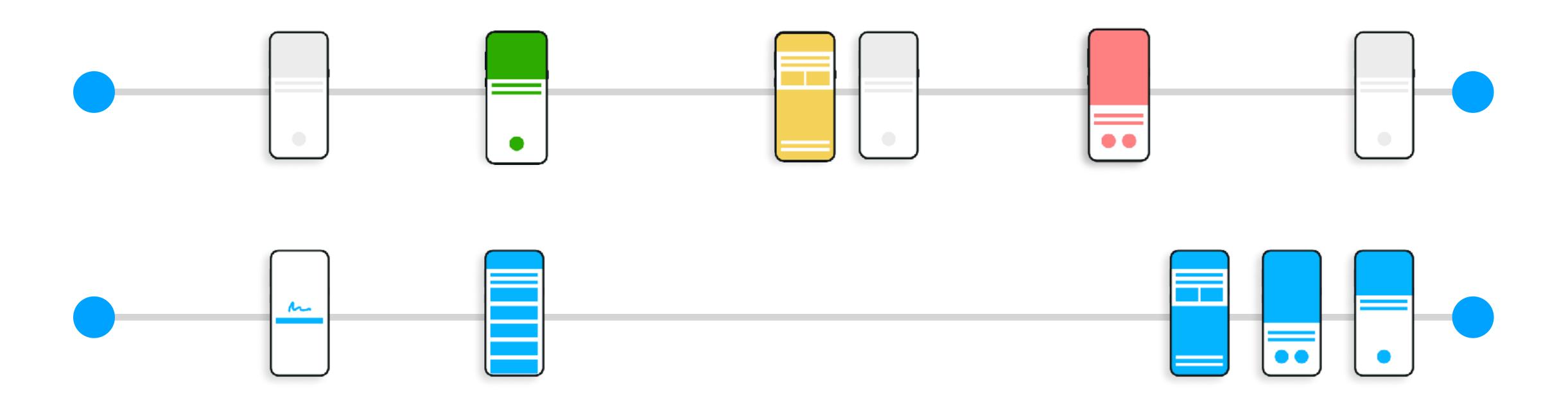
Critical User Journey

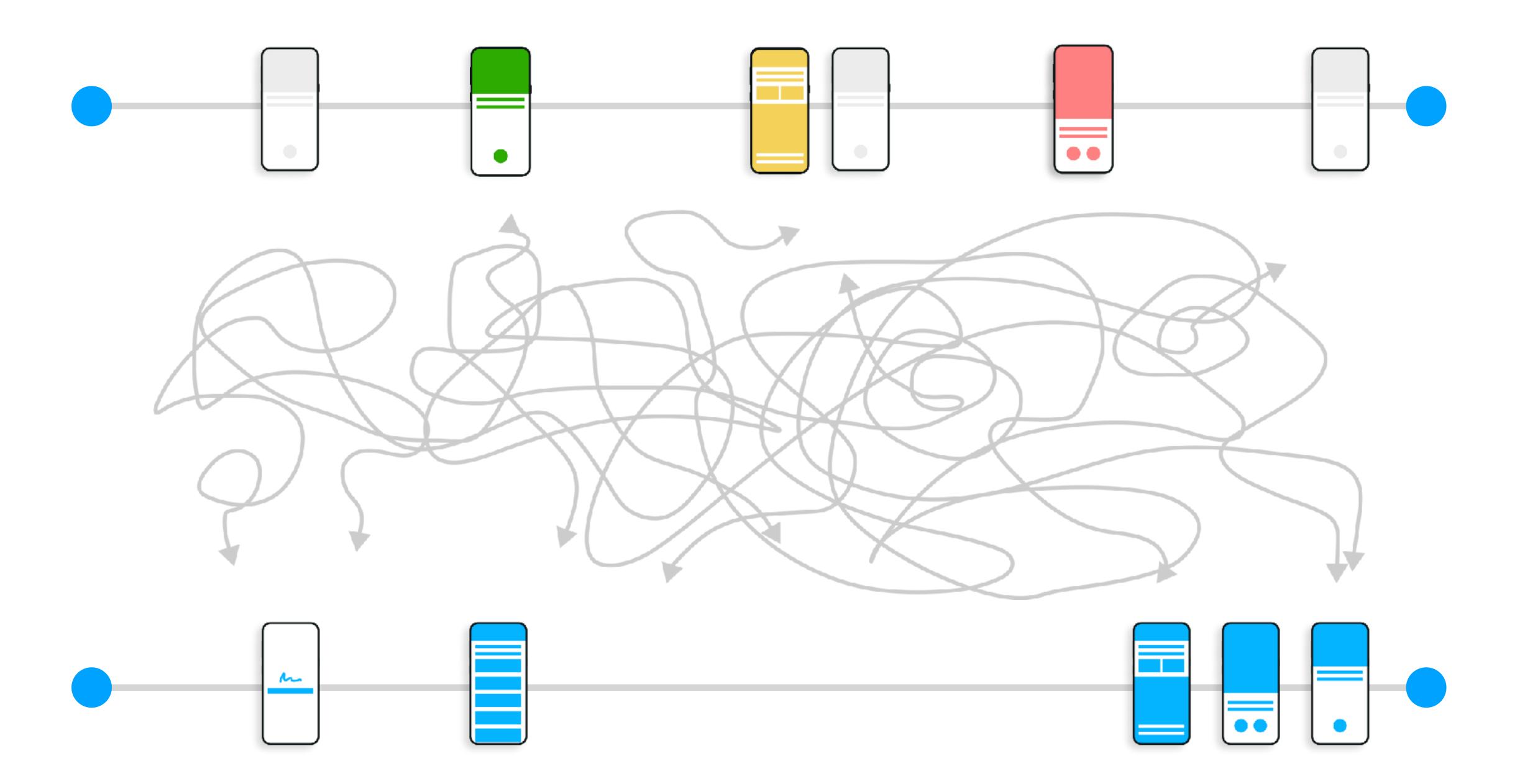
I need to find a service provider as fast as possible



Critical User Journey

I need to find a service provider as fast as possible





Tested with real people

2

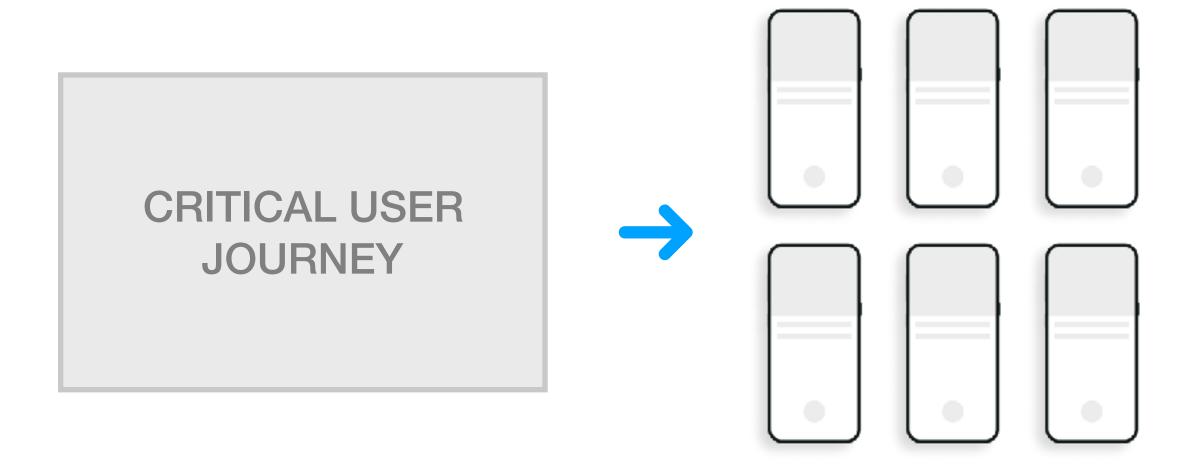
Actionable insights

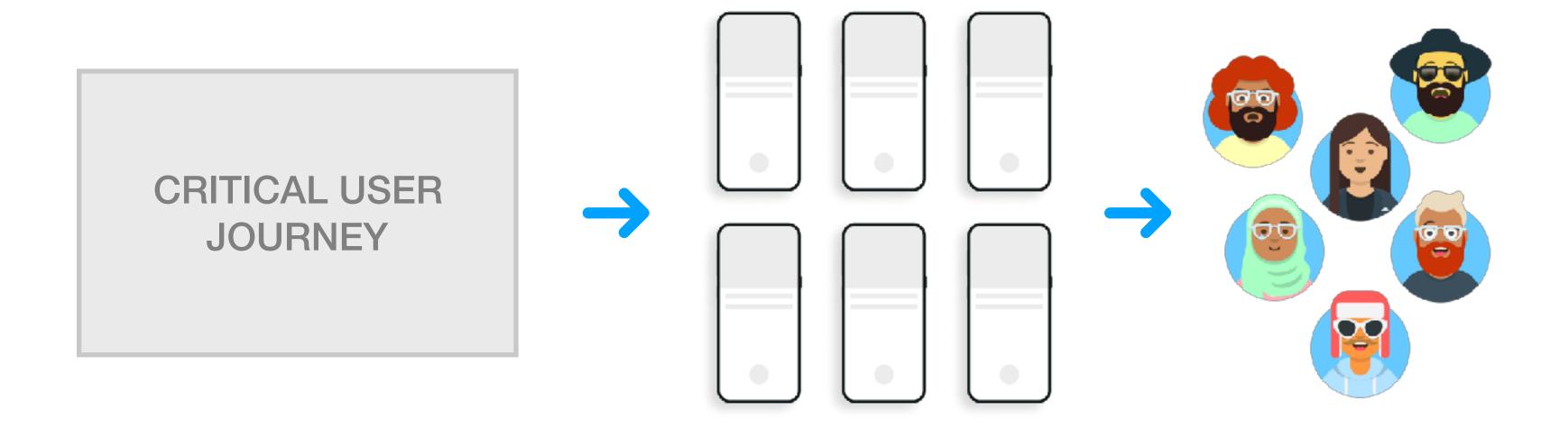
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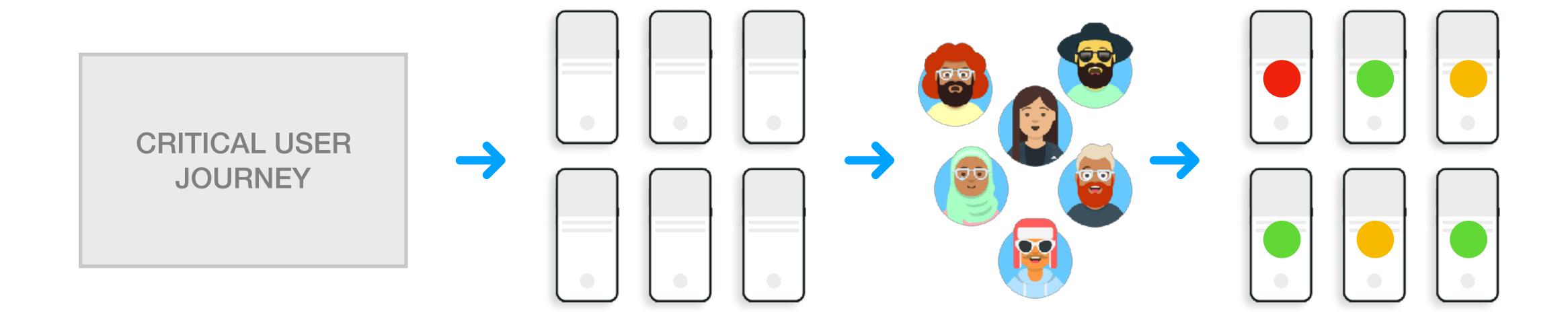
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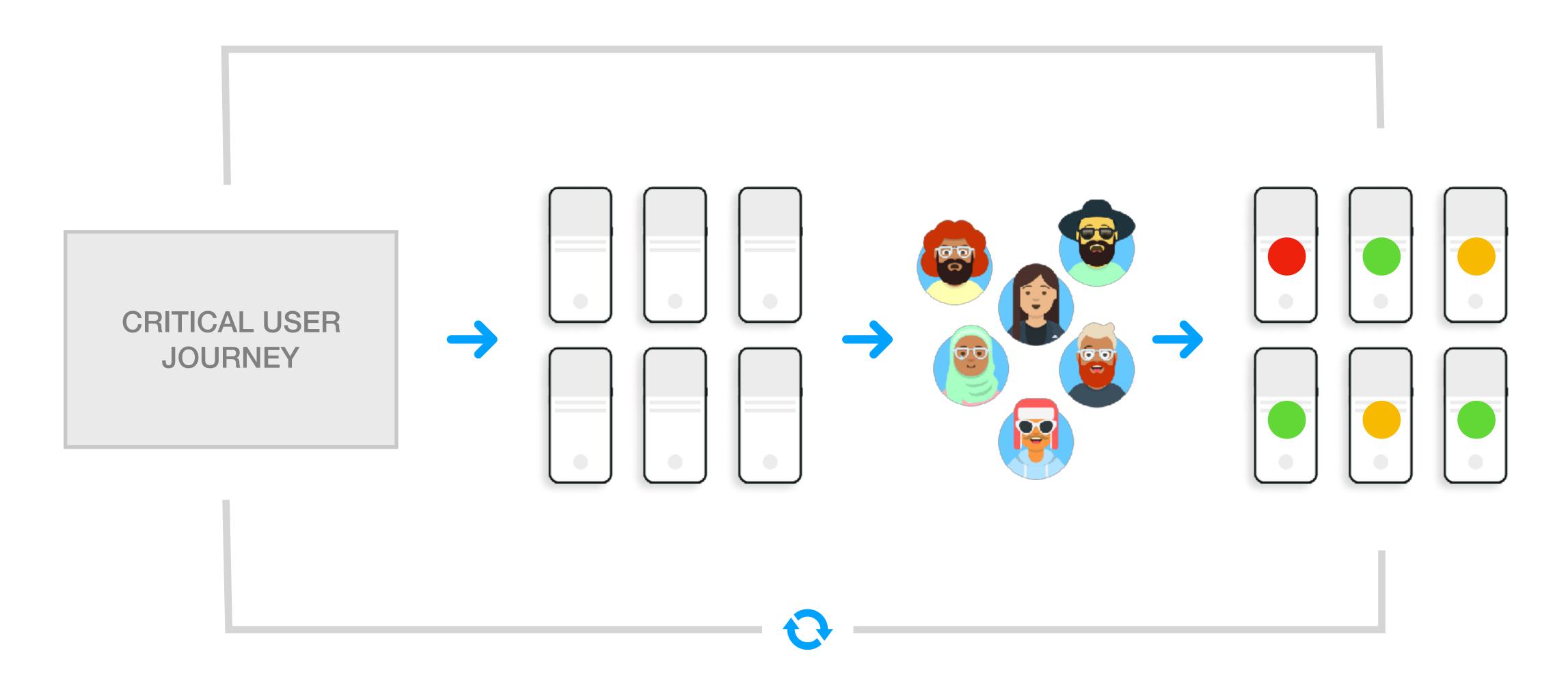
Vision-building over time

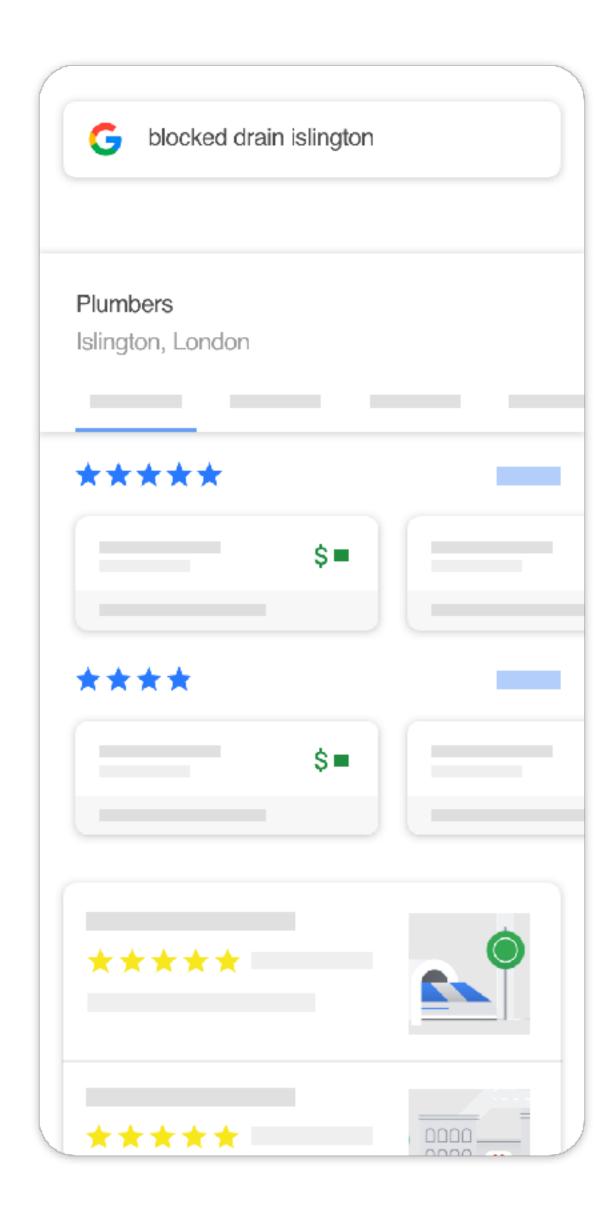
CRITICAL USER
JOURNEY

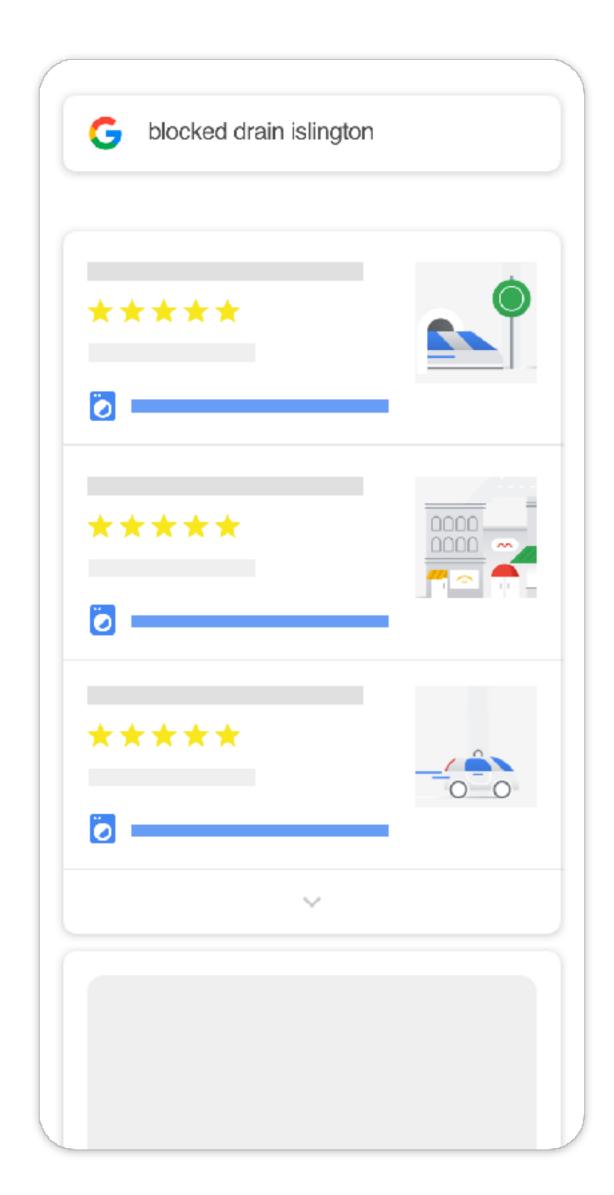


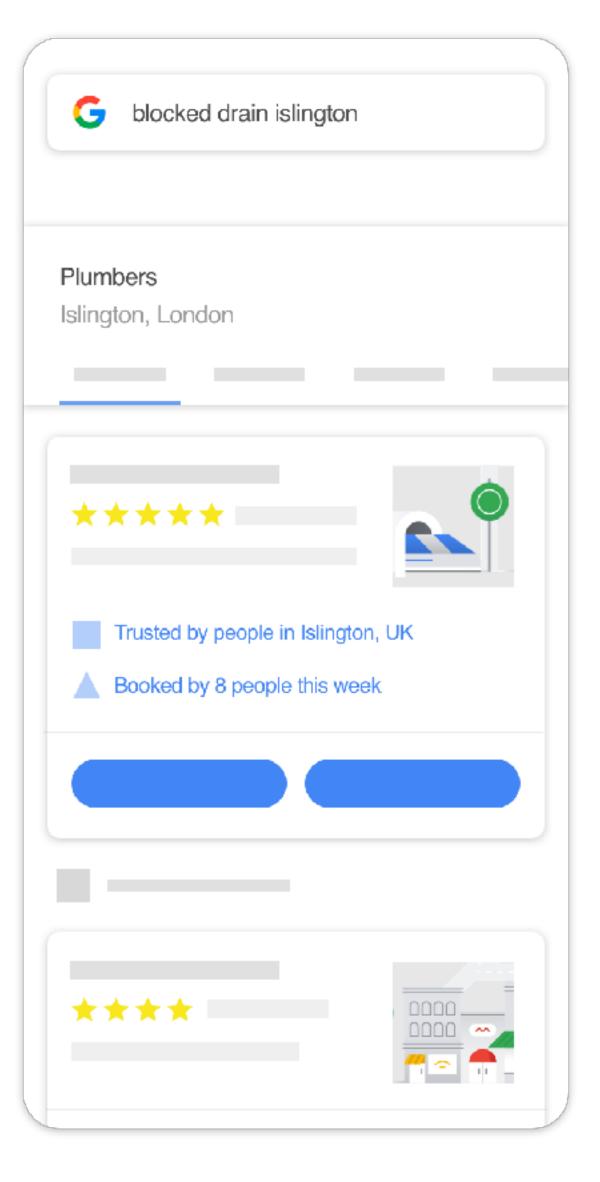












Studio Rival

Which problem is the most important?

Use the analogy of roads, potholes, and reconstruction

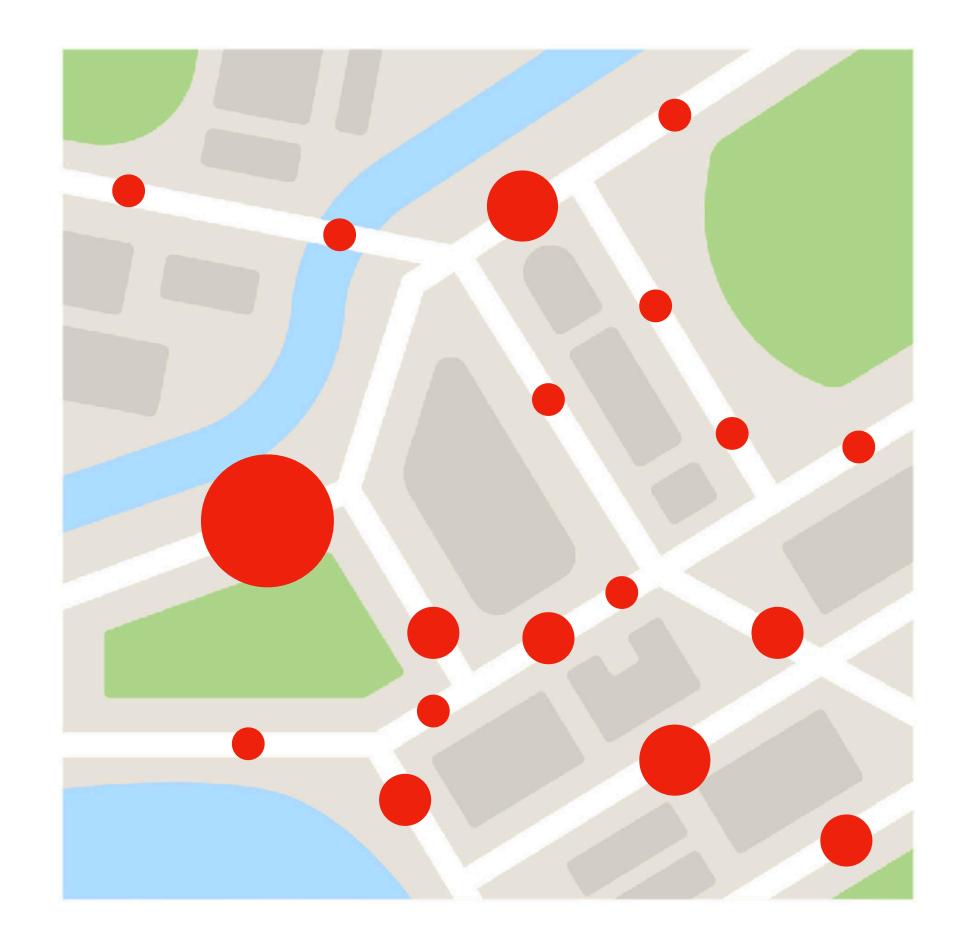


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Which problem is the most important?

Use the analogy of roads, potholes, and reconstruction



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Iteration on its own isn't a blank cheque

Thanks

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