

Technology Start-ups Lecture 10

Get Ready to Measure & The MVP Interview

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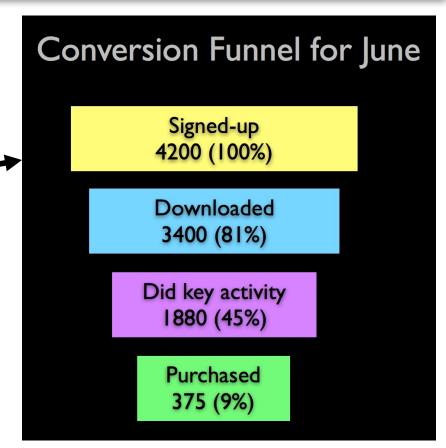
University of Delaware



Ties specific, repeatable actions to observed results

Need for Actionable Metrics

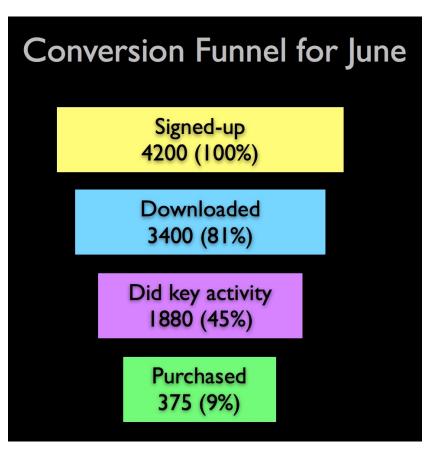
- Troubleshoot problems with customer lifecycle
 - Visualize customer lifecycle
 - Measure what customers do



Metrics Are People Too

- Other side of metrics are actual humans
- Metrics do not tell you why?
- Users will **<u>not</u>** come to you with problems
 - Burden on you to identify problems
- All Metrics are not equal
 - Segment metrics





- Simple
- Visual
- Maps to User Activation



Conversion Funnel for June

Signed-up 4200 (100%)

Downloaded 3400 (81%)

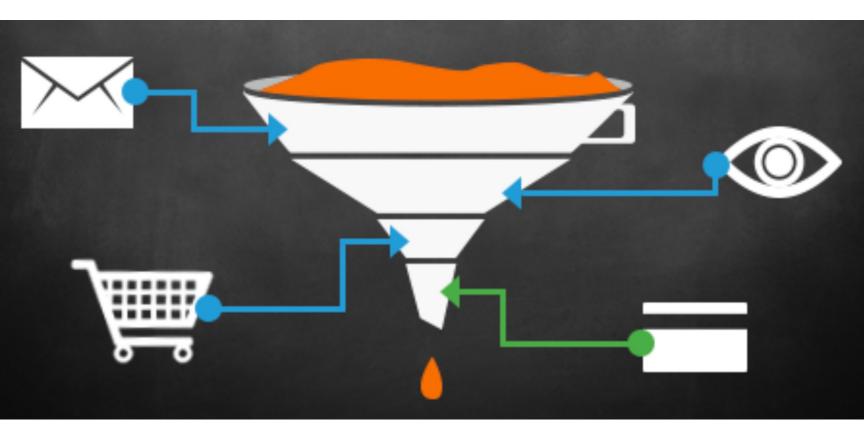
Did key activity 1880 (45%)

Purchased 375 (9%)

How do you track?

- Groups of Users
- Product evolution
- Measure retention







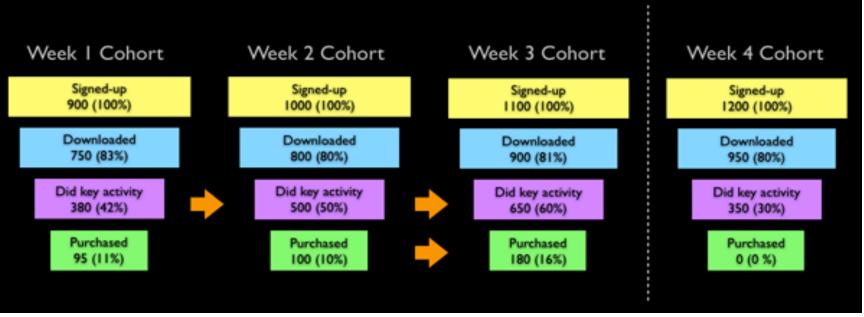
What is a cohort?

A group of people who share a common characteristic over a period of time e.g. join date.



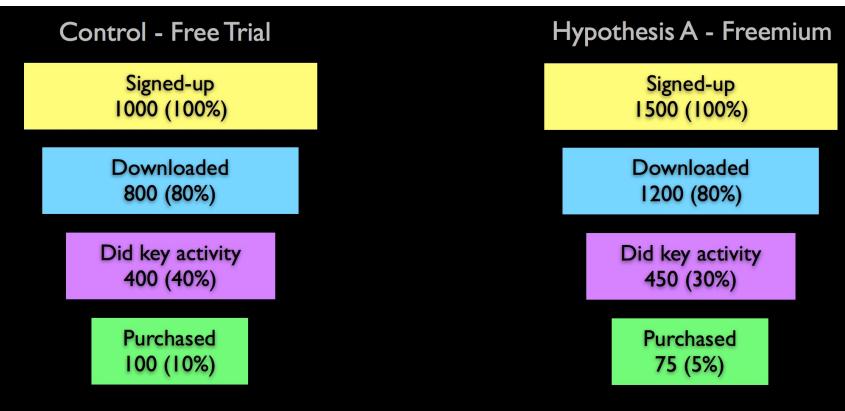
Cohort: Week A Person Signed Up

Reporting Period: June 1 - June 30 2010





Cohort: Split Test





The MVP Interview



Main objective: Sell MVP to Early Adopters



minimum viable product



What is compelling about the product? (Unique Value Prop)

- Does your landing page get noticed?
- Do customers make it through activation flow?
- Does your MVP demonstrate/deliver UVP?



Do you have enough customers? (Channels)

 Can you bring more customers using existing channels?



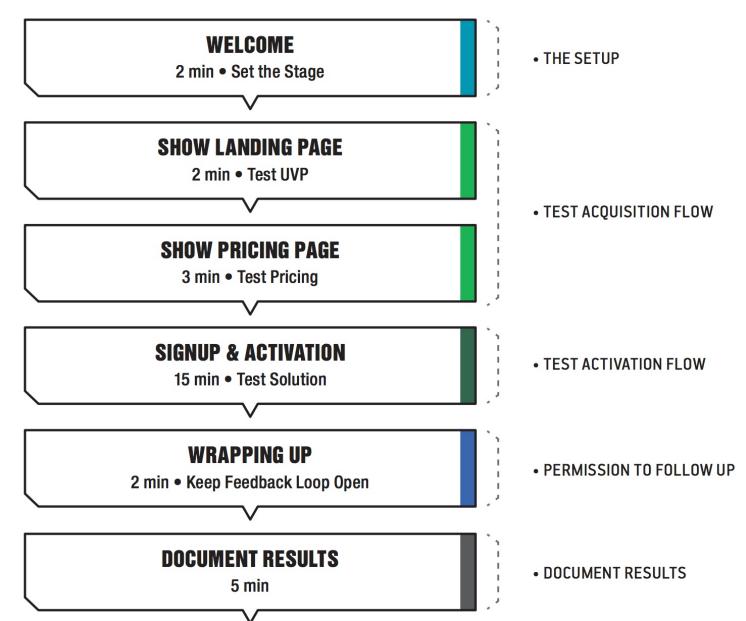
- Is the price right? (Revenue Streams)
 - Do early adopters pay for your solution?

If you cannot sell to an early adopter in a 20 minute face-to-face meeting, it will be much harder to sell to a visitor to your website in 8 seconds.



PROBLEM	SOLUTION Key metrics		website.	UNFAIR ADVANTAGE CHANNELS Channels will drive 100 signups per week.	CUSTOMER SEGMENTS	
COST STRUCTURE			REVENUE STRI MVP will o conversio			
CISC 879 : Technology Start-ups						

MVP INTERVIEW SCRIPT DECONSTRUCTED





- Thank you very much for taking the time to meet with us again.
- We are almost ready to launch the musicrecommendation based on location service we spoke about earlier.
- But before we launch, we wanted to show you the product, get your feedback, and, if you're still interested, give you early access to the product.
- Does that sound good?



- Great. We'd like to run the interview in a usability test format.
- So I'll start by showing you our website and asking you a few questions. It would be really helpful if you think out loud as we go along. That will help us identify any problems or issues we need to address.
- Are you ready?



Note: Run a five-second test to test the site navigation/call to action.

- OK, we'll start with the home page. Please take a look at the home page and tell us what you make of it. Feel free to look around, but don't click anything yet.
- Is it clear what the product is about?What would you do next?



Now, feel free to navigate anywhere on the site.

<When the interviewee navigates to the pricing page>

- This is the pricing model we decided to launch with.
- What do you think of it?



<Ask the interviewee to sign up and watch how they navigate your activation flow.>

- Are you still interested in trying out this service?
- You can do so by clicking the "Sign up" link.
- It would be immensely valuable to us if we could watch you go through the signup process. Would that be OK?

This is the heart of the interview!



- That's it. You're signed up and ready to go.
- What did you think of the process?
- Is there anything we could improve?
- Do you know what to do next?
- Thank you very much for your time today. If you have any questions or run into any issues, please call us or drop us a note.
- Would it be OK if I check in with you after you've had some time to use the tool some more—say, in a week?
- Great. Thanks again.



- Take five minutes to document results
 while they're fresh in your mind
- Helps to have a template



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MVP INTERVIEW				
	Date:			
	Contact Information			
	Name:			
	Email:			
	Usability Problem 1			
	Usability Problem 2			
	Usability Problem 3			
	Drising			
	Pricing			
	Willing to pay (\$X/month):			
	Notes:			
	Referrals:			

