MVP as a sprint goal

Dismantling and scaling via hypothesis



Imagine a team of nearly 30 developers, working on an innovation tool for audio technologies and...

Before:

 a product, that after a year of development does not even has working basic functions

After:

 a product that drives the innovation of the company and becomes the most important platform for specific customer applications



Two Central Lean Startup Concepts

The Minimum Viable Product (MVP)

The Pivot

A "Minimum Viable Product" might be:

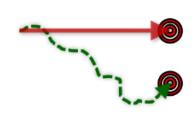
- Learning: Onsite
- observation, fake menus, ads

 Pitching: Preorders,
- **Experiencing:** Concierge, prototypes

Based on what you learn, you might:

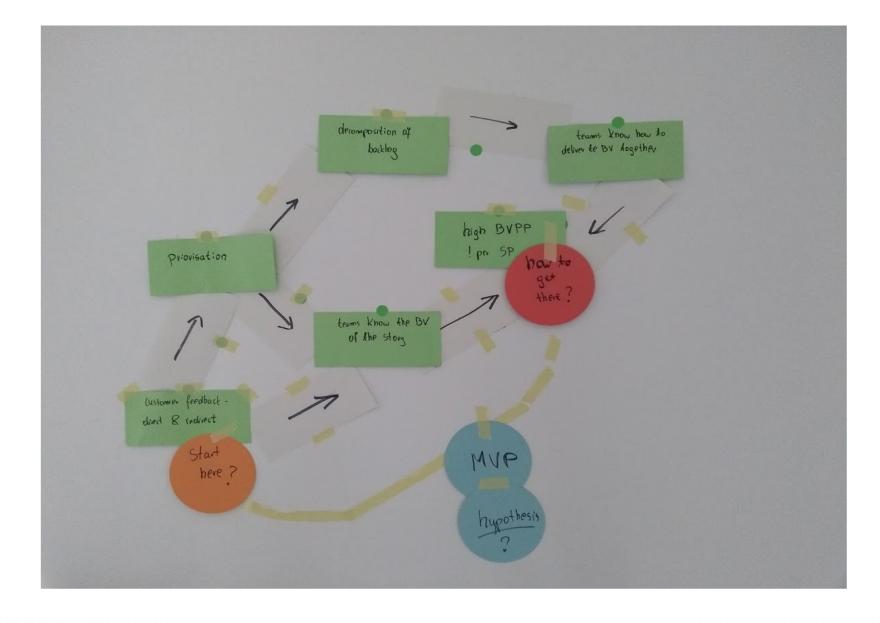
- Target another customer group
- Target a different need
- Expand or contract feature focus
- · Change platforms or architecture
- Change channels







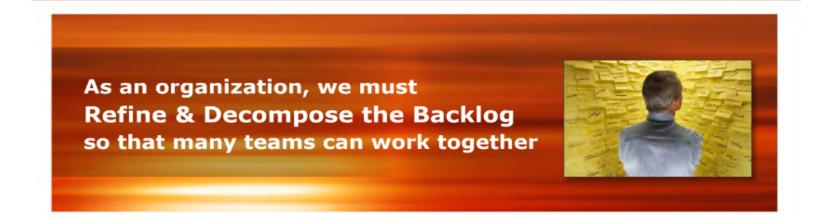
Step 1: Define patterns - what's going on in the system



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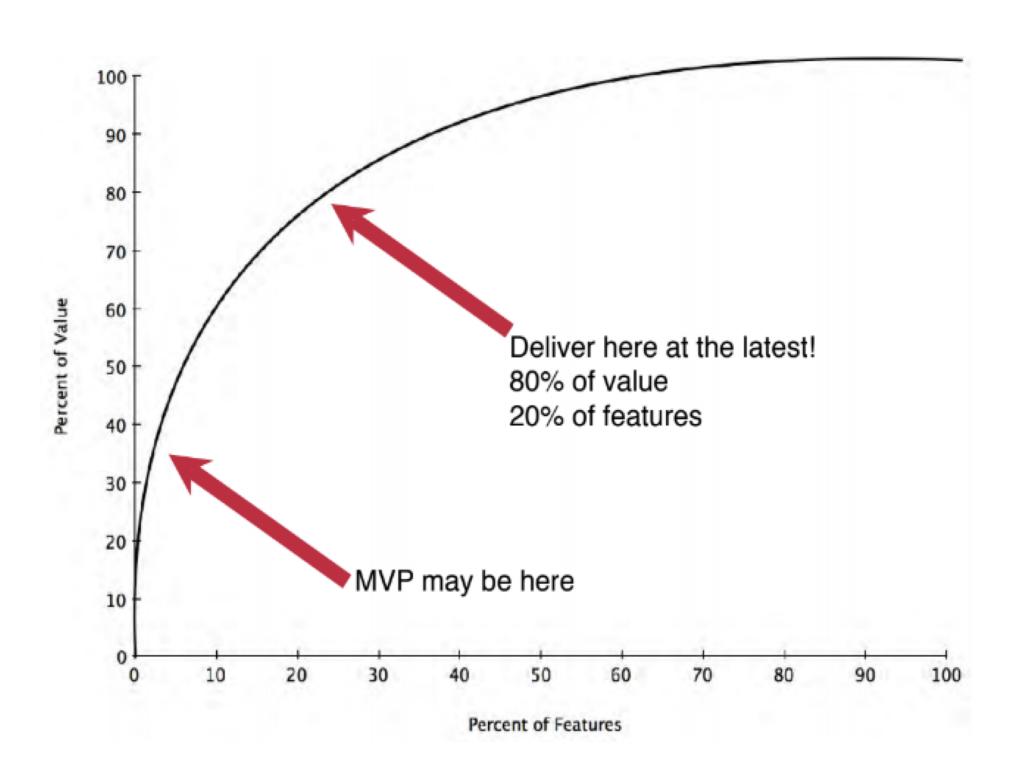




The IDEA - validated learning via MVP provides highest value

- Backlog flows to self-organised & selfdesigned feature-teams
- we practice groups of volunteering experts
- CPO formulates the sprint goals as hypothesis/MVP
- teams may work on the same hypothesis from different point of view/customers perspectives, etc.

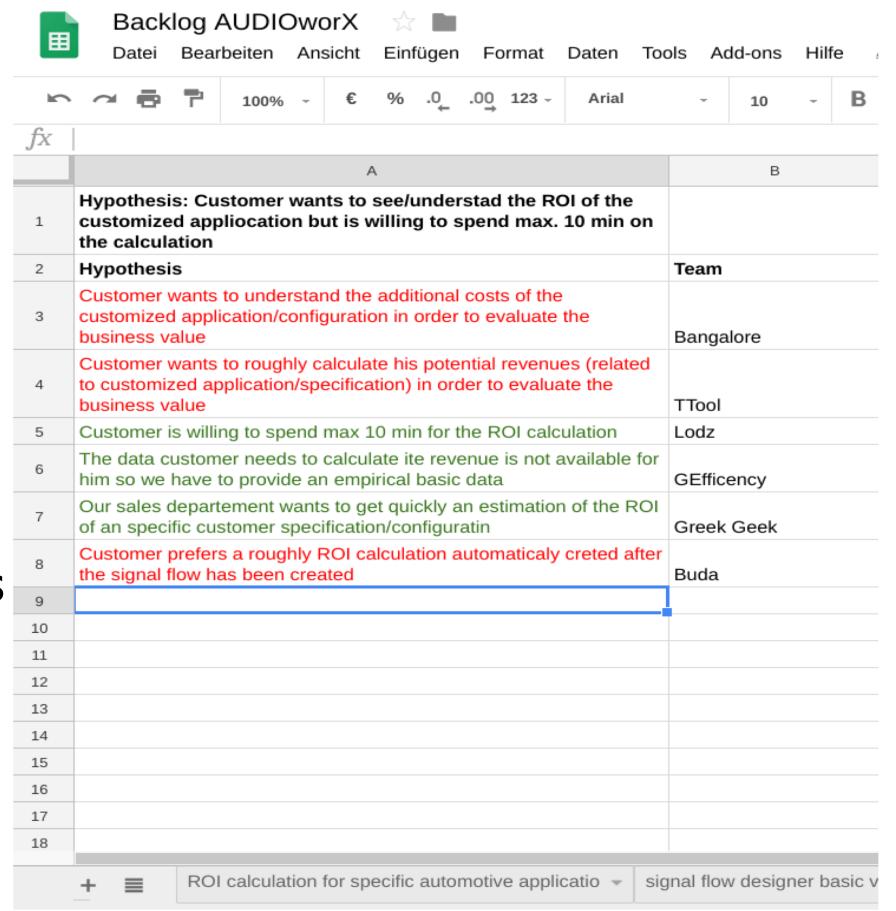
Product Owner Tries to Trace "Value Curve"





Example of Dismantling: ROI of specific customer application

- Each team can choose the hypothesis they would like to work on during the sprint
- green= the hypothesis was true
- red = the hypothesis was false;
- Validated learning teams generate
 Business Value even if the hypothesis has been proven as false
- challenge find early adopters





Conclusion:

- Hypothesis testing as a value driven approach in innovative, complex, "unknown" markets
- self-emerging loop for business value
- early indicator for low business value
- up to 3 MVPs per Sprint
- Business Value Per Point increased by a factor of 3

