

FORM **CONTINUOUS DISCOVERY HABITS**
TO INCREASE **SPEED OF LEARNING**
AND **DRIVE AGILITY**



ABOUT ME

- ★ Agile Coach since 2009
- ★ Product Program & Operations Manager
- ★ Working out loud in my [Digital Garden](#) 🌱

3 MAIN TOPICS TODAY

- ★ About Continuous Discovery Habits
- ★ Form Continuous Discovery Habits
- ★ Drive Agility with Continuous Discovery Habits

ABOUT CONTINUOUS DISCOVERY HABITS



CREDITS

Marty Cagan



Foundational insights on
Product Discovery and Product
Delivery

Teresa Torres



Worldwide movement of
Continuous Discovery Habits

CONTINUOUS DISCOVERY HABITS

At a minimum, weekly touchpoints with customers

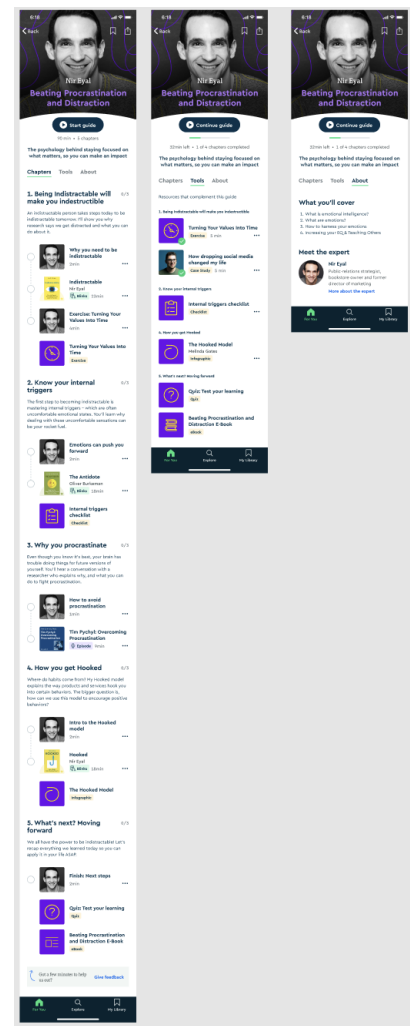
By the team building the product

Where they conduct small research activities

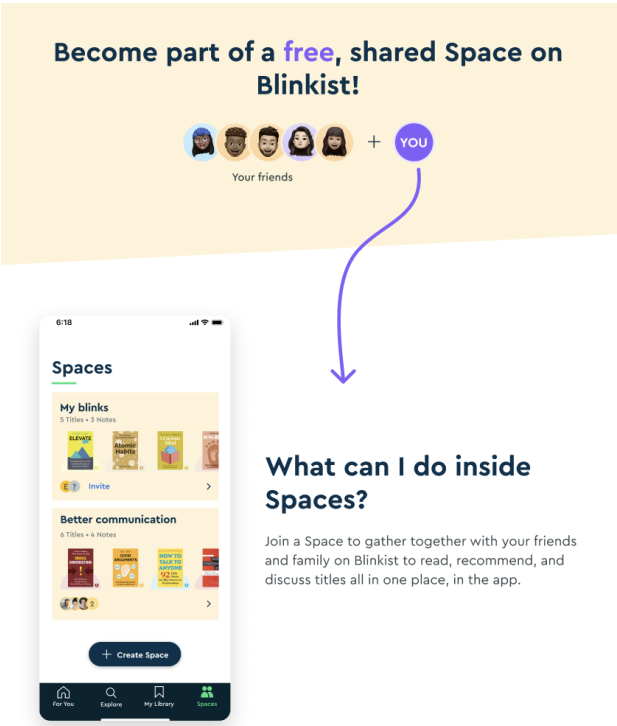
In pursuit of a desired outcome

CONTINUOUS DISCOVERY HABITS FOR 3 PRODUCT FEATURES

Blinkist Guides



Blinkist Spaces



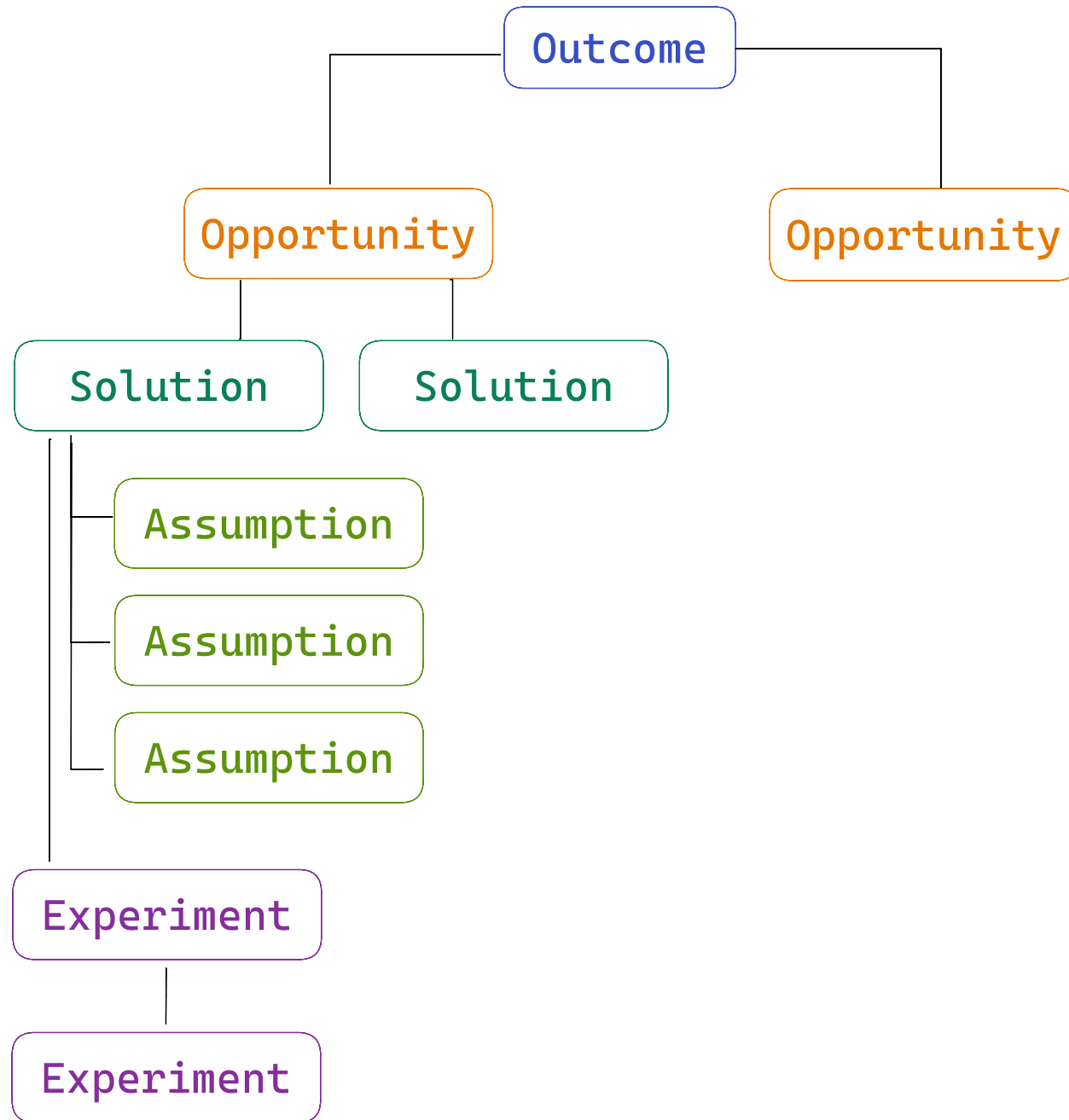
What can I do inside Spaces?

Join a Space to gather together with your friends and family on Blinkist to read, recommend, and discuss titles all in one place, in the app.

Smart Companion



OPPORTUNITY SOLUTION TREE



DESIRED PRODUCT OUTCOME

A CHANGE IN
CUSTOMER BEHAVIOR

Increase number of Power
Customers

*Customers that had 4 or more
content active days in the last 28
days.*

OPPORTUNITIES

**CUSTOMER NEEDS,
DESIRES OR PAIN
POINTS**

★ Knowledge Retention

★ Sharing Insights

★ Reader and Player User Experience

SOLUTIONS

**CONCRETE
APPROACHES TO
ADDRESS AN
OPPORTUNITY**

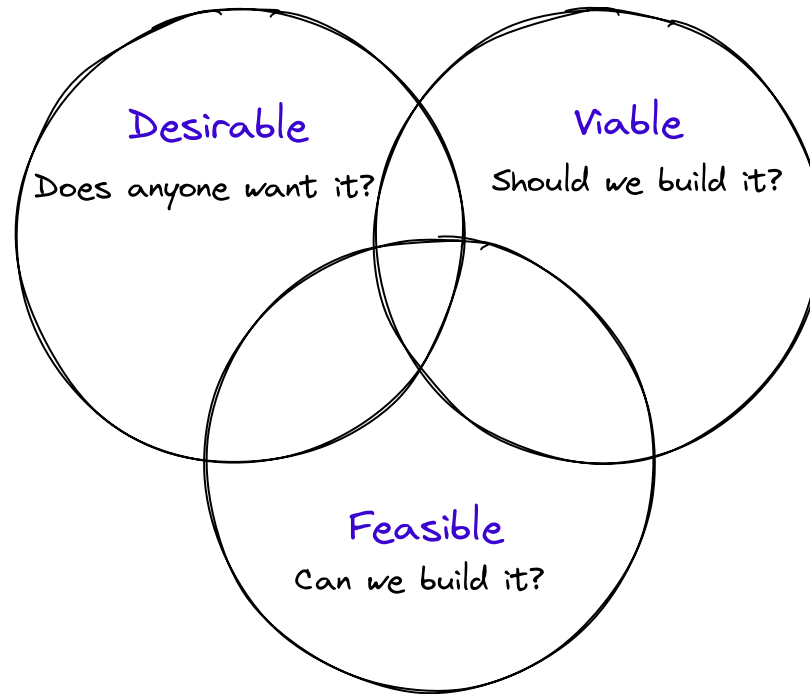
★ Blinkist Guides

★ Blinkist Spaces

★ Address Reader and Player pain points

ASSUMPTIONS

ASSUMPTIONS THAT
NEED TO BE TRUE IN
ORDER FOR OUR
SOLUTIONS TO
SUCCEED



Usable: Is it usable?

Ethical: Is there any potential harm in building this idea?

LEAP OF FAITH ASSUMPTIONS

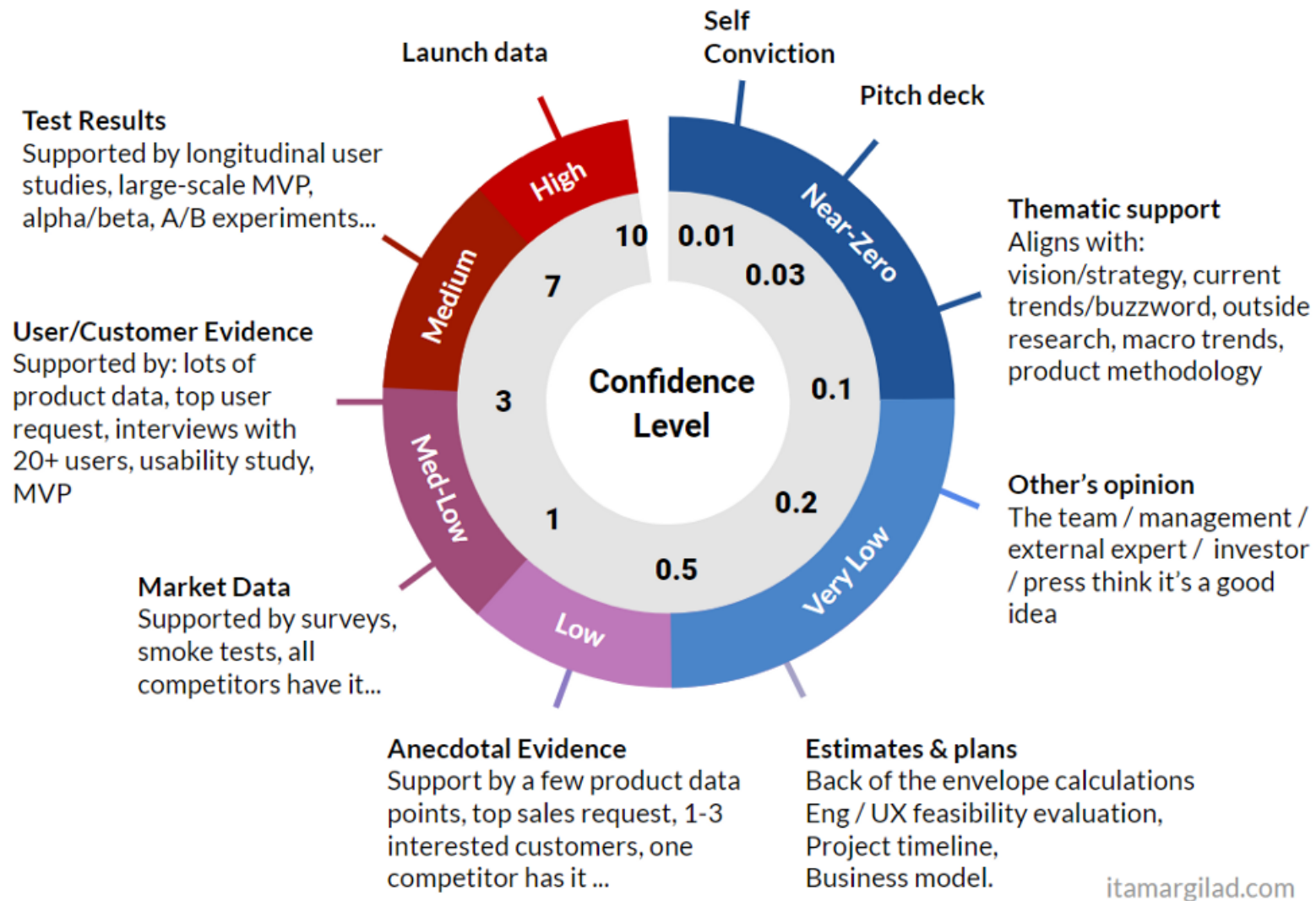
IMPORTANT ASSUMPTIONS WHERE
WE HAVE WEAK EVIDENCE



OUR ASSUMPTIONS

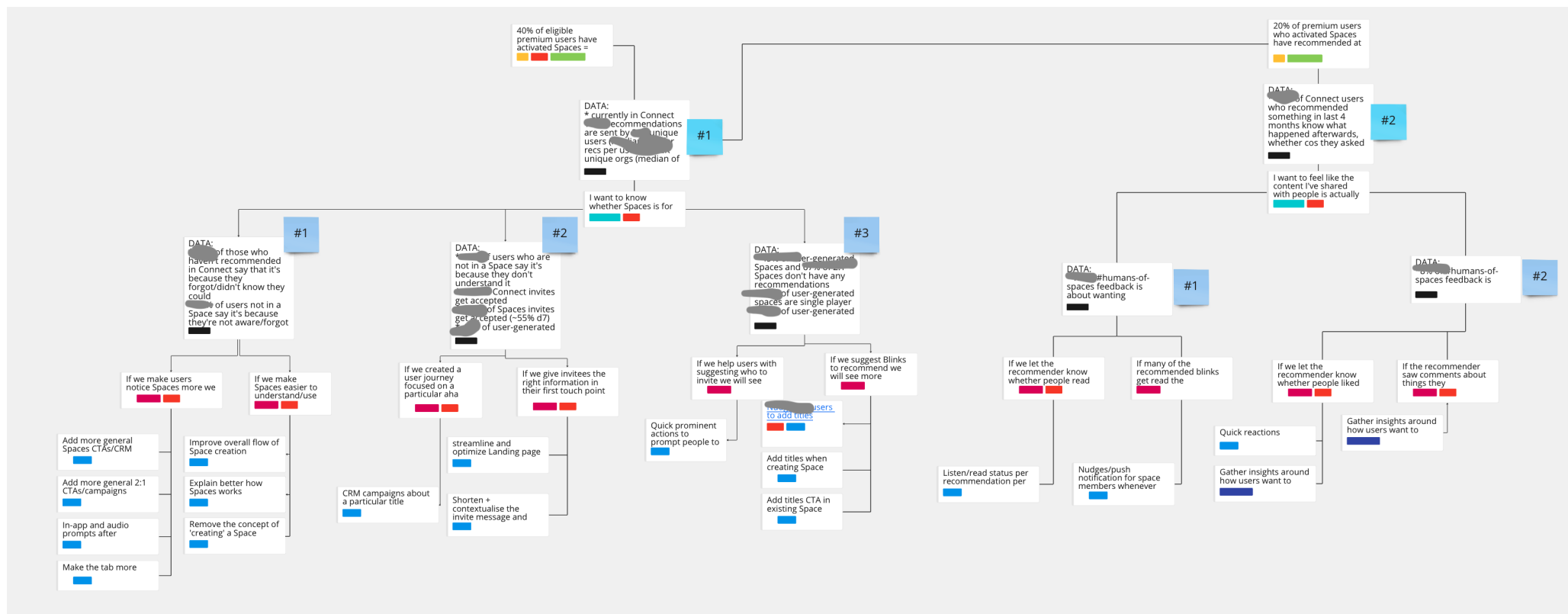
- ★ The Guides format leads to longer and repeated content interaction and perceived increased knowledge retention
- ★ Members who facilitate a Blinkist space are more engaged and become Power Customers

INCREASE CONFIDENCE TO TAKE A DECISION

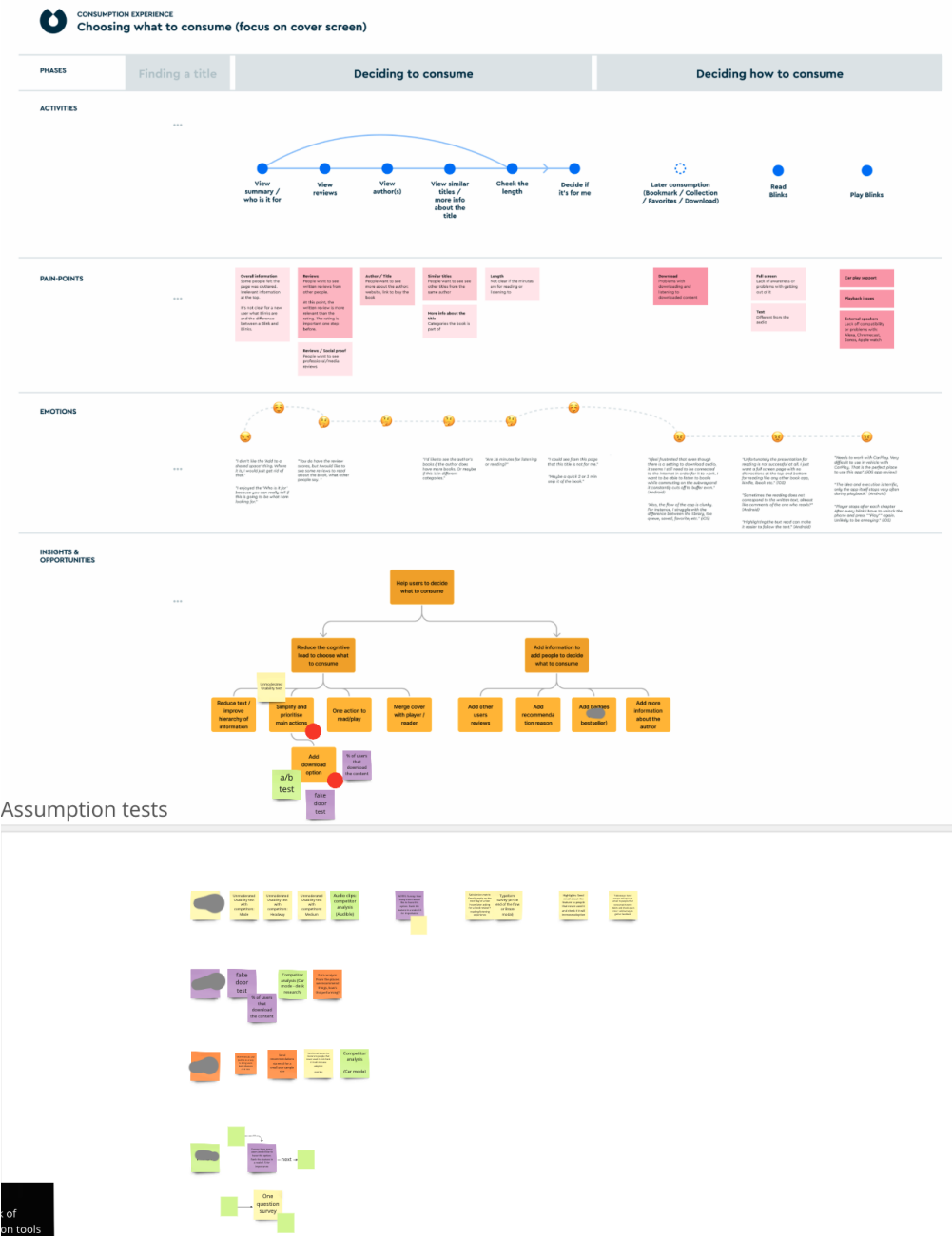


Source: Confidence Meter by Itamar Gilad - <https://itamargilad.com/the-tool-that-will-help-you-choose-better-product-ideas/>

SOME EXAMPLE OPPORTUNITY SOLUTION TREES (1)



SOME EXAMPLE OPPORTUNITY SOLUTION TREES (2)



Assumption tests

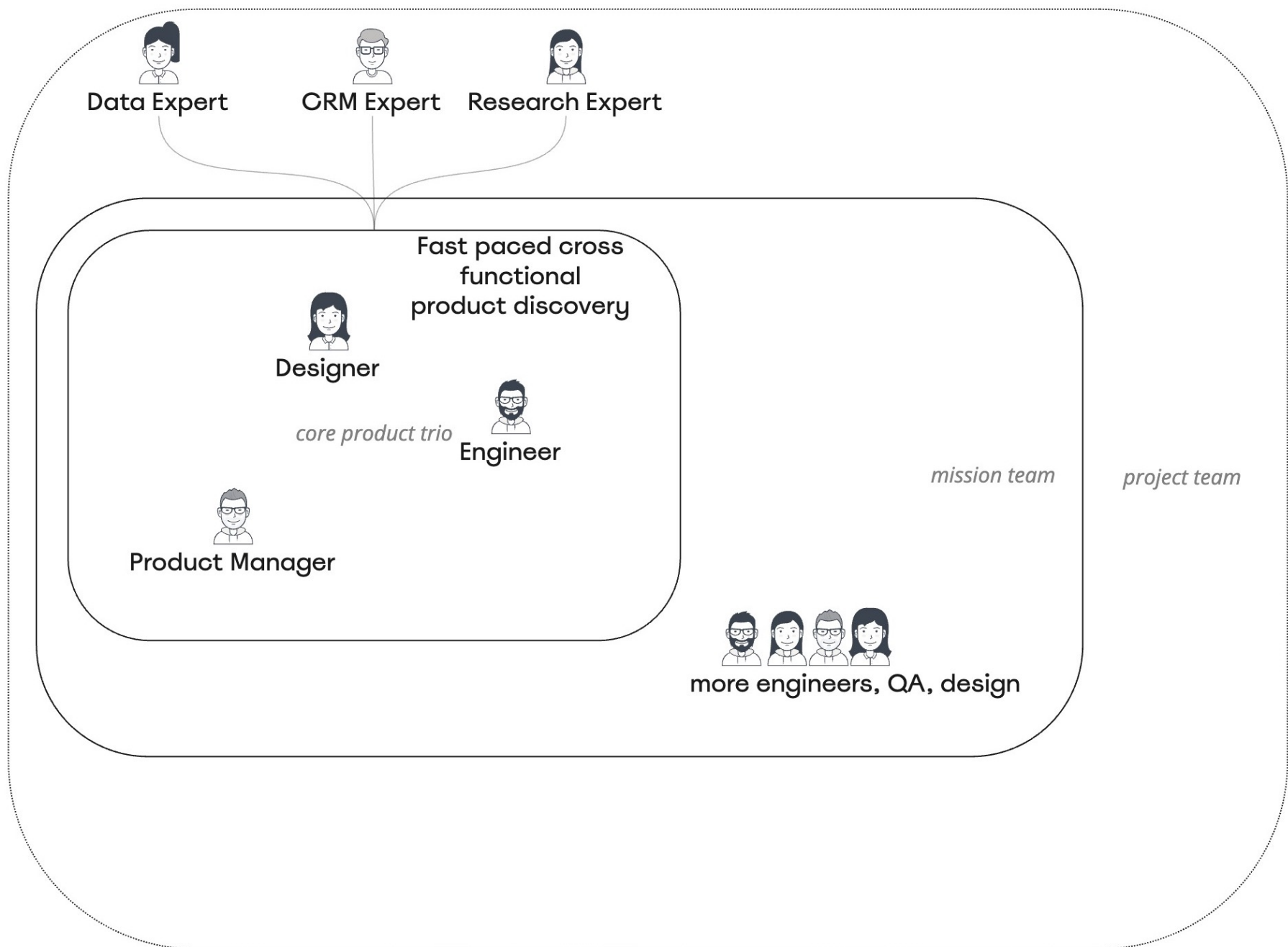
of
on tools



FORM CONTINUOUS DISCOVERY HABITS



PRODUCT TRIOS TO CONTINUOUSLY DRIVE DISCOVERY



ENHANCE PRODUCT DISCOVERY CAPABILITIES (1)

★ In App surveys
and flexible App
components

humans-of-spaces ▾

View results

↓ 1 new message ×

Yesterday ▾



Typeform APP 1:43 AM

Hey, your **Blinkist Spaces Permanent Feedback Survey** typeform got a new response.

Is there anything we can do to improve Blinkist Spaces for you?

Ability to sort my (unread) favorites. I have so many on the todo list that sometimes I want to rearrange them.

View results



Typeform APP 8:50 AM

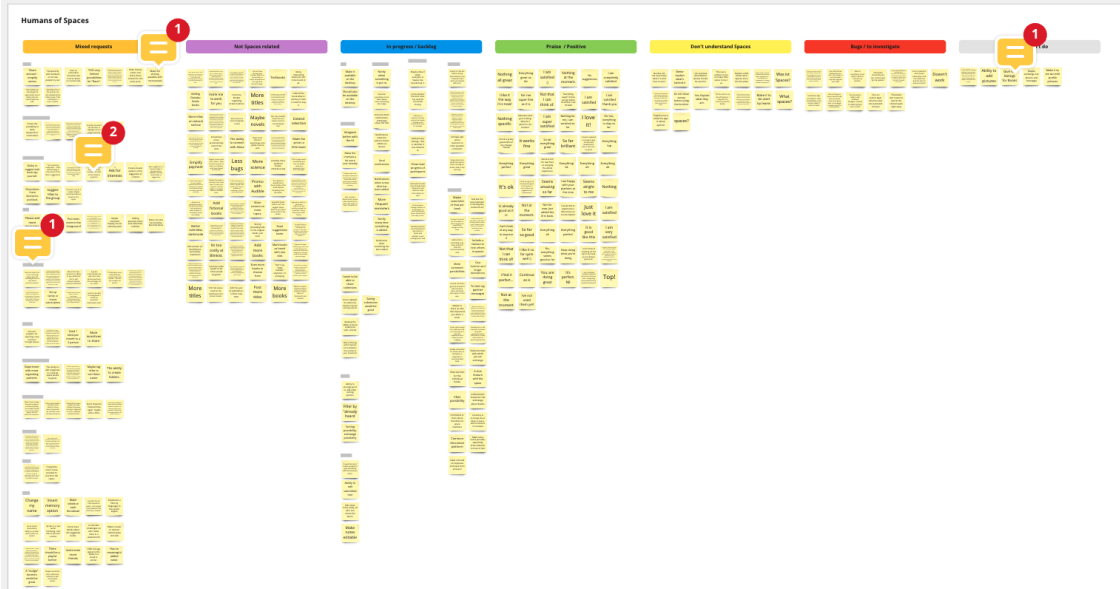
Hey, your **Blinkist Spaces Permanent Feedback Survey** typeform got a new response.

Is there anything we can do to improve Blinkist Spaces for you?

I would like to see recommendations daily based on my preference areas

View results

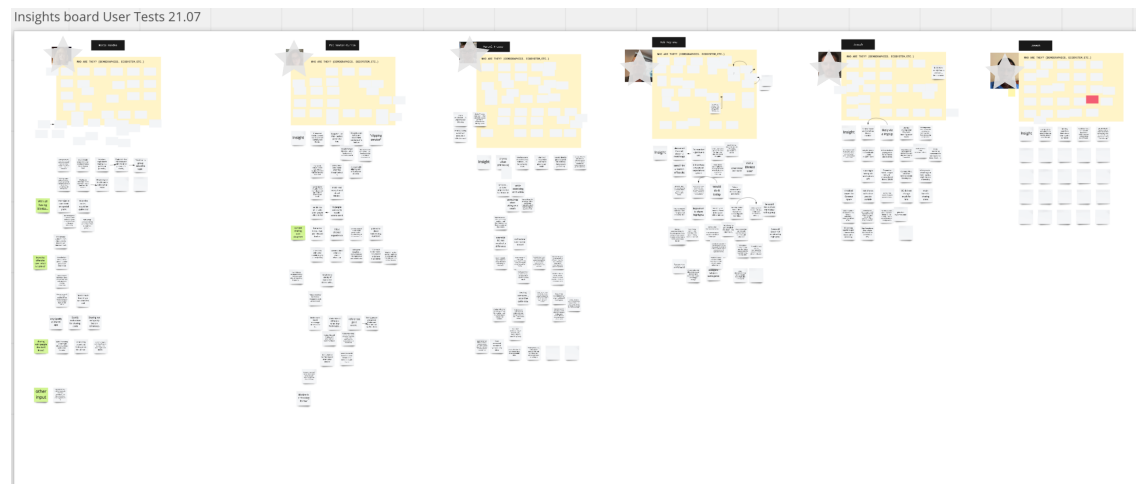
Humans of Spaces



ENHANCE PRODUCT DISCOVERY CAPABILITIES (2)

★ Design Sprints
and fast ideation
cycles

- ★ 4-6 interviews in a day
- ★ fast insights extraction
- ★ new version a day later



ENHANCE PRODUCT DISCOVERY CAPABILITIES (3)

★ Enhance interviewing tools, techniques and skills

★ Run interview trainings and provide learning material

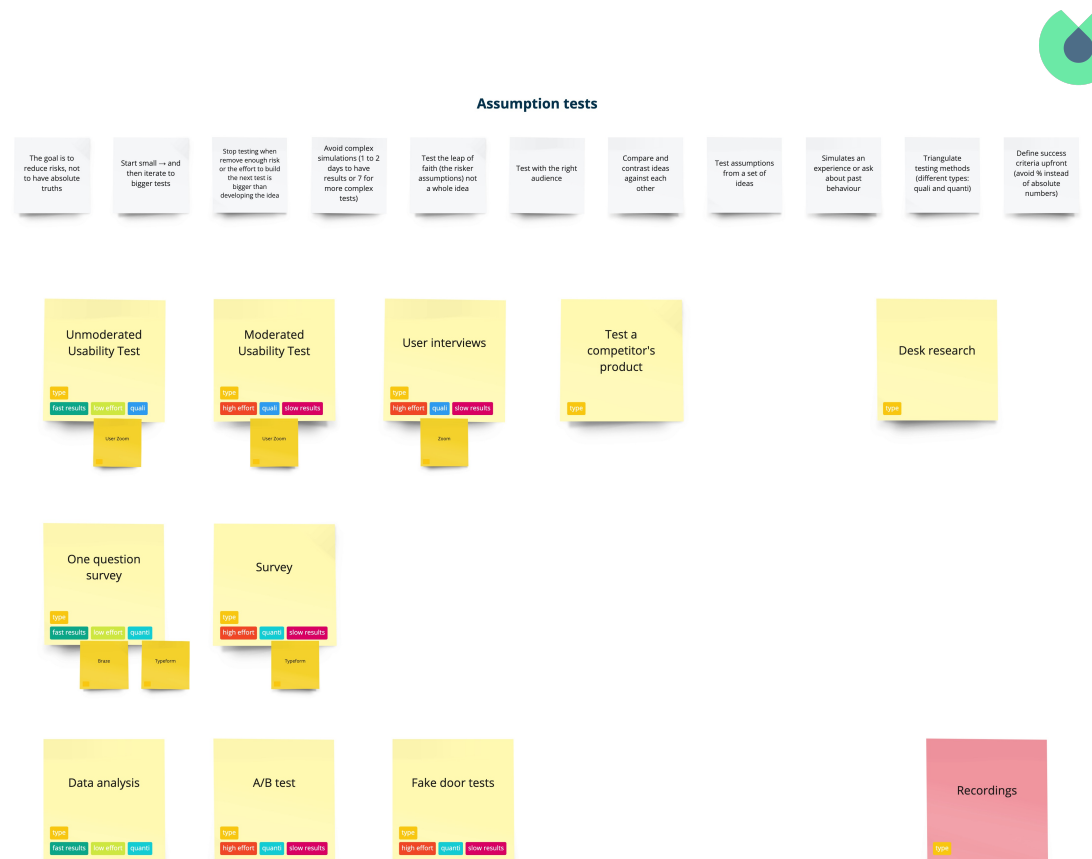
★ Invest in proper tooling to run and synthesize interviews

1 As mentioned in the session, here you can **find the materials** we have prepared (and used): 📖

- [Conducting User Interviews as a non-researcher](#)
- [User Interviews exercises at Miro](#)
- [Research Playbook](#)
- [Our Confluence space \(with additional resources\)](#)
- [Conducting interviews templates](#)

ENHANCE PRODUCT DISCOVERY CAPABILITIES (4)

★ Fit discovery approach to current stage of discovery

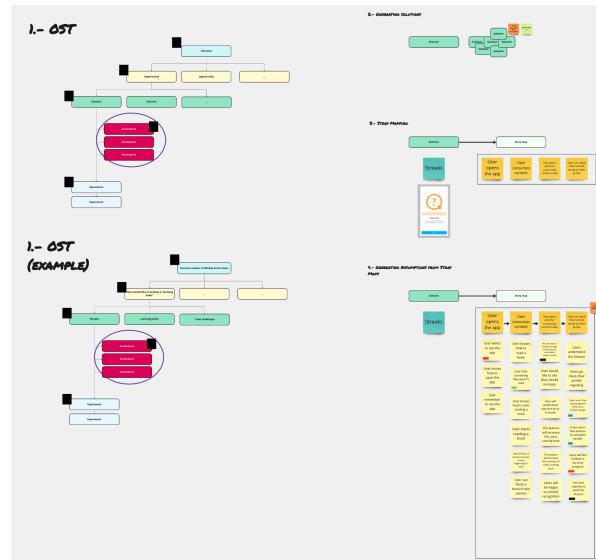
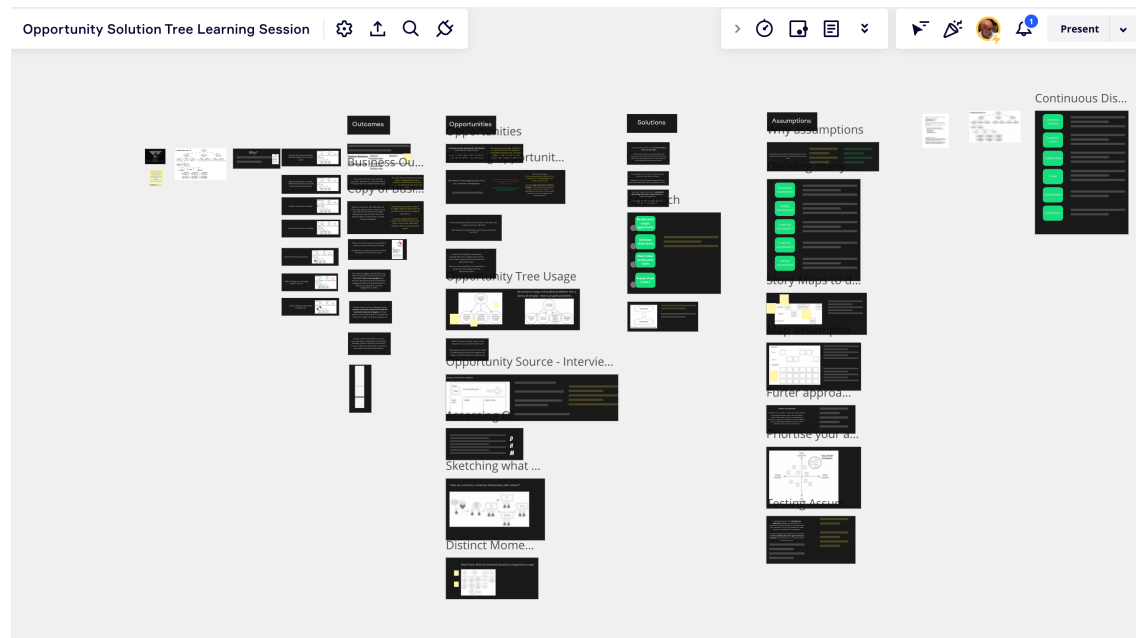


COLLABORATIVE LEARNING & CROSS POLLINATION

★ Attend CDH trainings and share

★ Share Discovery progress

★ Retrospect across Product Trios

[illegible]

DRIVE AGILITY WITH CONTINUOUS DISCOVERY HABITS

BASED ON **AGILE 2** VALUES & PRINCIPLES

BUSINESS UNDERSTANDING & TECHNICAL UNDERSTANDING (V)

Technology personnel need to take an interest in business issues.

Business personnel need to take an interest in technology issues.

★ **Product Trios** include technical and business aspects

★ **Viability** and **Feasibility** in Assumption Tests

★ **OST with (business) Outcome** and strong user focus

THOUGHTFULNESS & PRESCRIPTION (V)

Thoughtfulness means considering context, and taking action only after one has attempted to understand the situation.

Prescription means following predefined steps, as in a framework, unchanged and not tailored to the situation, without necessarily understanding or being thoughtful about those steps or what they are for.

★ CDH as powerful methodology

★ Understand problem and solution space

★ Outcomes map to business context and customer change in behavior

ADAPTABILITY & PLANNING (V)

Adaptability means expecting that plans need to change, and being prepared to revise plans. Planning is important because plans set direction for action, and they represent thought about what the best direction is.

- ★ The pursued outcomes provide direction.
- ★ With CDH we have an approach how to get closer to the outcome
- ★ Discovery shapes our next steps continuously

INDIVIDUAL EMPOWERMENT & GOOD LEADERSHIP (V)

Individuals need to have agency: they need to be allowed to decide how to perform their own work, and they need to be given the opportunity to innovate and express new ideas and take chances to try those ideas. By so doing, they exercise personal leadership.

Leaders of others need to empower those they lead, but they also need to assess how much freedom those can handle, and position them for growth.

★ Apply situational leadership on levels in the OST

★ Product trio owns exploration of Opportunity-Solution space

★ Providing ideas is highly welcome

OUTCOMES & OUTPUTS (V)

Outcomes mean the direct and indirect end results that occur after one has taken action.

Outputs refer to what is directly produced by an action: for example, working software is the output of a programming task. Outcomes require outputs, and both matter; but outcomes are what matter most.

- ★ Impactful Business Outcomes through Product Outcomes is core to CDH
- ★ Faster learning outputs and adaptation towards product outcomes

CONNECTING TO AGILE 2 PRINCIPLES

- ★ Obtain **feedback** from the market and stakeholders **continuously**.
- ★ The only proof of value is a **business outcome**.
- ★ **Product design** must be **integrated with product implementation**.
- ★ Carefully gather and analyze **data for product validation**.
- ★ The **whole team solves** the **whole problem**.
- ★ Favor mostly-autonomous end-to-end delivery streams whose **teams have authority to act**.
- ★ From time to time, **reflect, and then enact change**.
- ★ **Validate ideas through** small contained **experiments**.

Full list available in my [Digital Garden](#)

NEXT?!

★ Want to join a free Blinkist Space around Product Discovery? [DM me on LinkedIn](#)

★ Listen to [Solve Any Problem with Critical Thinking](#)

Teresa Torres

Solve Any Problem With Critical Thinking

1h 10min • 6 chapters + 5 content picks



No matter how you spend your day, for most of us, our jobs and lives demand that we be problem solvers. This guide will show you how to approach problem solving through the structure of critical thinking.

★ Visit me in my [Digital Garden](#) 🌱 and dive deeper

