

Innovation 2.0

Connecting the Wisdom of Crowds to Product Requirements

Dave Angelow

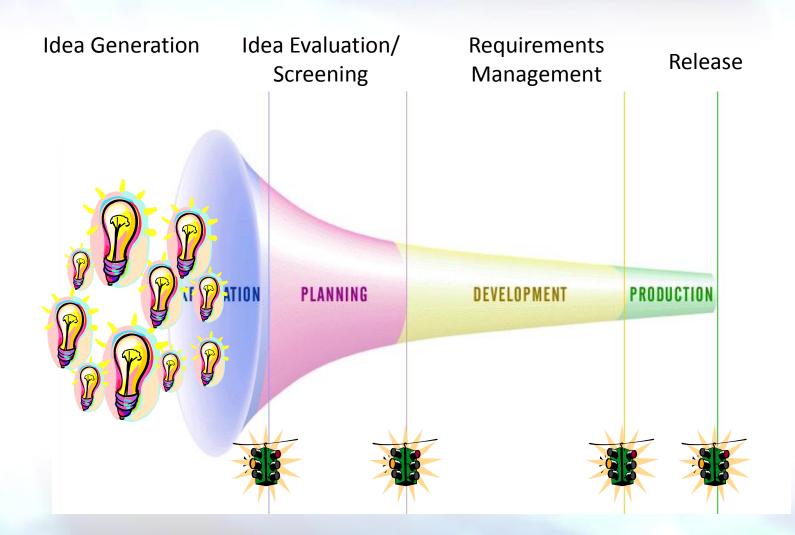


Business Situation

- The Challenge
 - Continue to release innovative new products that customers want faster than your competitors
- Product Manager Impact
 - Continued pressure to do more with less time
- Question
 - What tools or processes can help improve innovation without requiring time?

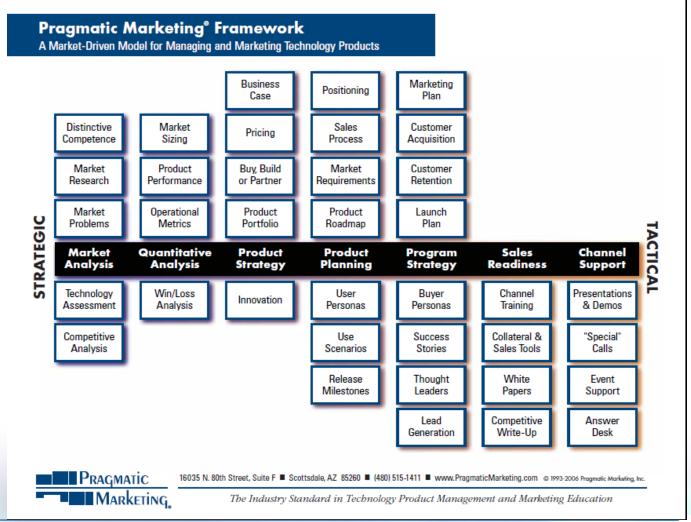


Core Innovation Processes





Innovation is Strategic PM function





Key innovation enablers

Traditional Innovation

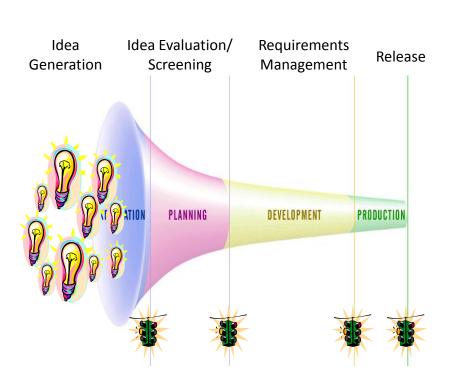
- Idea generation within small pockets – R&D, Marketing Research, etc.
- Limited feedback or validation of ideas from the market – ad hoc idea screening
- Prioritization of requirements performed by limited few limited by time-zone and geographic boundaries

Innovation 2.0

- Crowd sourcing and global idea generation – internal and external
- Market generated content is primary source for ideas user submit ideas as well as vote/rank importance
- Requirements shared globally for review and prioritization = participation from employees, suppliers, and customers

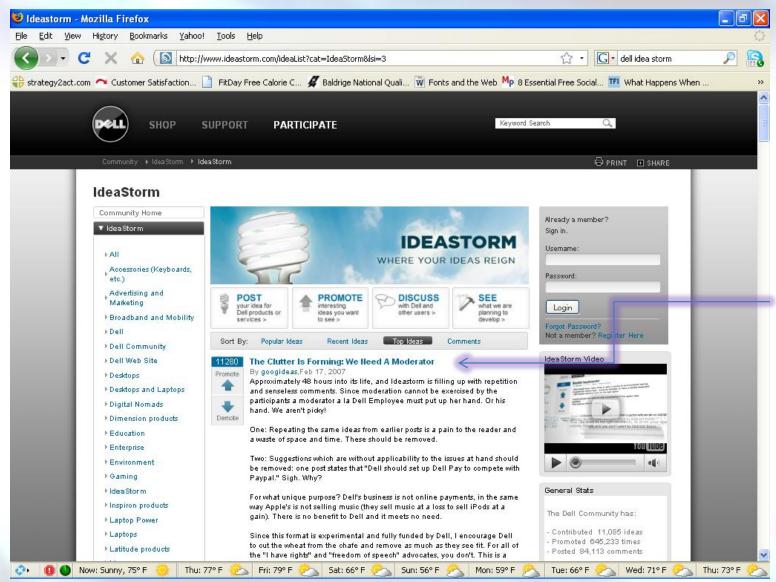


Idea Generation



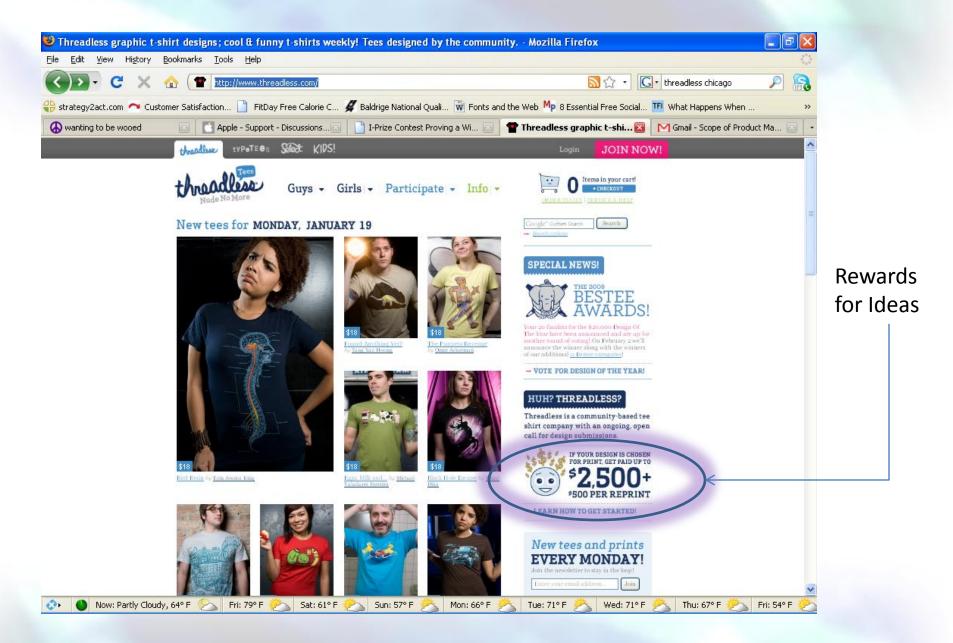
- Engaging your customer and the marketplace to gain ideas and new insights leveraging the "Wisdom of Crowds"
 - Gain insight from Internal as well as external crowds (EmployeeStorm)
- Use Web 2.0 tools to manage inputs
- Engaging the market at large is not easy
 - Culling ideas requires knowledge and expertise, it's challenging to automate
 - Ranking and prioritizing inputs not all have equal value or feasibility
 - To continue on-going contributions incentives and rewards may be needed – Cisco iPrize \$250,000 award, Threadless \$2500/weekly prize





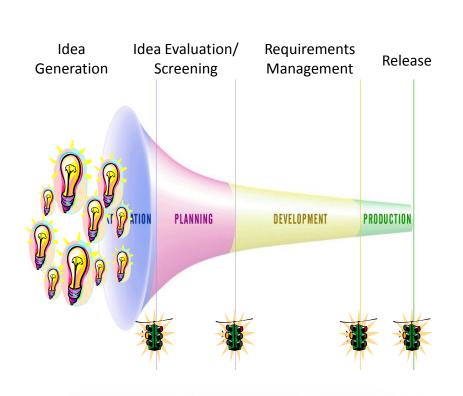
Top Idea and expectation is Help to Moderate the forum







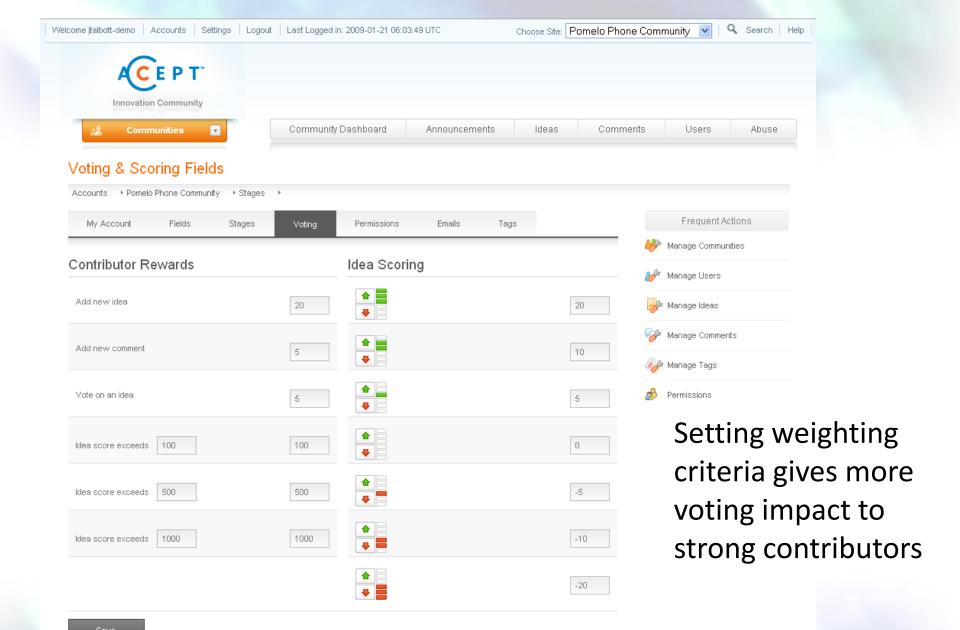
Evaluation and Screening



Obtaining ideas from the crowd is one thing – screening ideas for quality creates another challenge

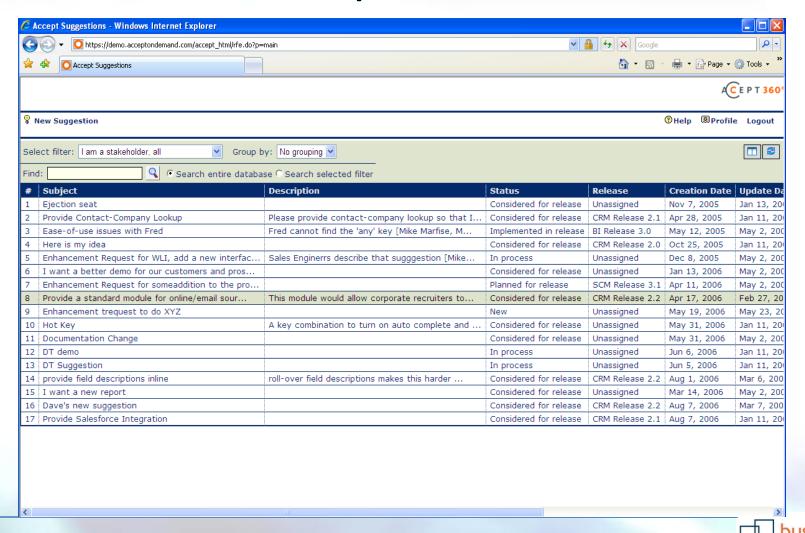
All ideas are not equal, and voting inputs don't have the equal weight (the CEO gets a greater weight others with major contributions)



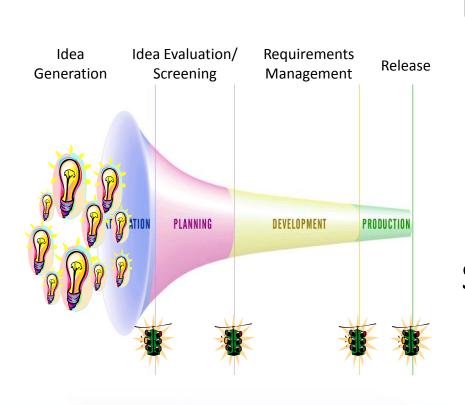




Top ideas selected for screening and disposition



Requirements Prioritization

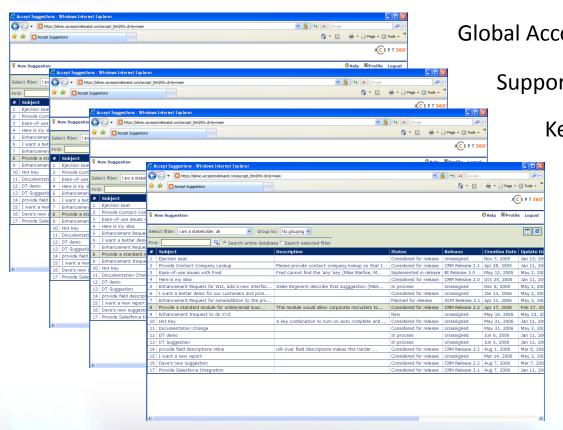


Prioritizing and managing requirements manually doesn't scale – time/geographic restrictions on input (excel-challenged)

Socializing requirements prioritization processes improves decision-making



Requirements Prioritization and Traceability



Global Account Team Priority

Support Team Priority

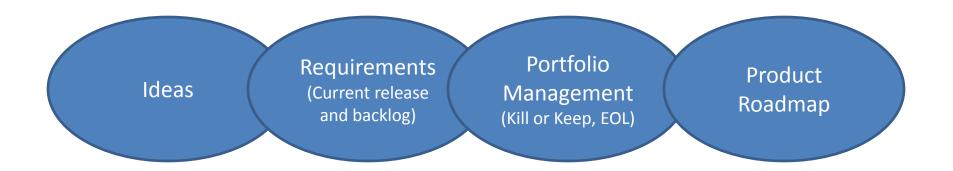
Key Strategic Customer Priority

R&D and Strategy Priority

Aggregate inputs and make release priority decisions



Downstream Process Connections



New ideas fuel the product development engine, they drive downstream processes like portfolio and roadmaps



Recap

- Tools can help gain insight into customers and markets, but not wholesale replacement
 - Competitive intelligence, Primary and secondary research still required
- Requirements traceability is from idea to product can help reduce complexity
 - Ability to respond to questions about status of specific requirement/feature in a release.
 - Understand the potential impact "who cares" if a feature must be decommited to meet a release date
- Opportunity to provide existing customers insight into "enhancement requests"



What Next - How to Move Forward

- Review your strategy for customer engagement and social networking tools
 - Blogs are for opinions and dialogue
 - Wikis are for research and knowledge sharing
 - Storms are for Idea and innovation management
- Review your current new product development process – end-to-end
- Identify opportunities for time-compression and define automation needs
- Pilot, refine and roll-out new processes and tools



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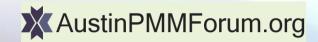














References and more info

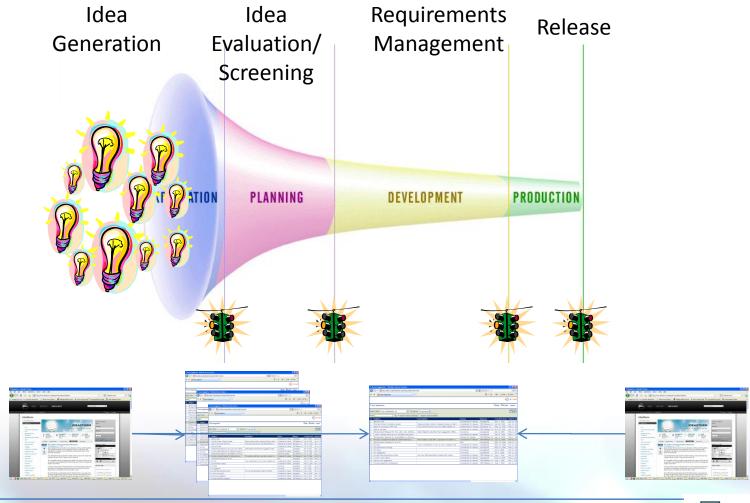
- Books
 - The Wisdom of Crowds <u>James Surowiecki</u>
 - Wikinomics: How Mass Collaboration Changes Everything <u>Don Tapscott</u>
- Crowdsourcing Success Stories
 - http://app.businessweek.com/UserComments/combo review?action=getComment&productId=31795&reviewId=274689
 - http://www.sfgate.com/cgibin/article.cgi?f=/c/a/2008/07/20/BUAF110T6T.DTL
 - http://www.businessweek.com/innovate/content/jul2006/id20060713_75584
 4.htm
- Tool Providers
 - http://www.brightidea.com/
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BACKUP SLIDES

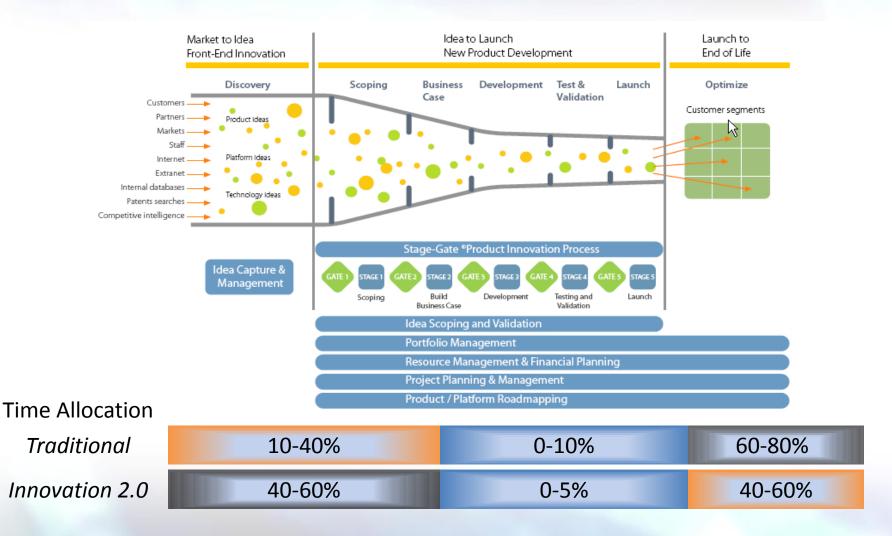


Core Innovation Processes and Tools

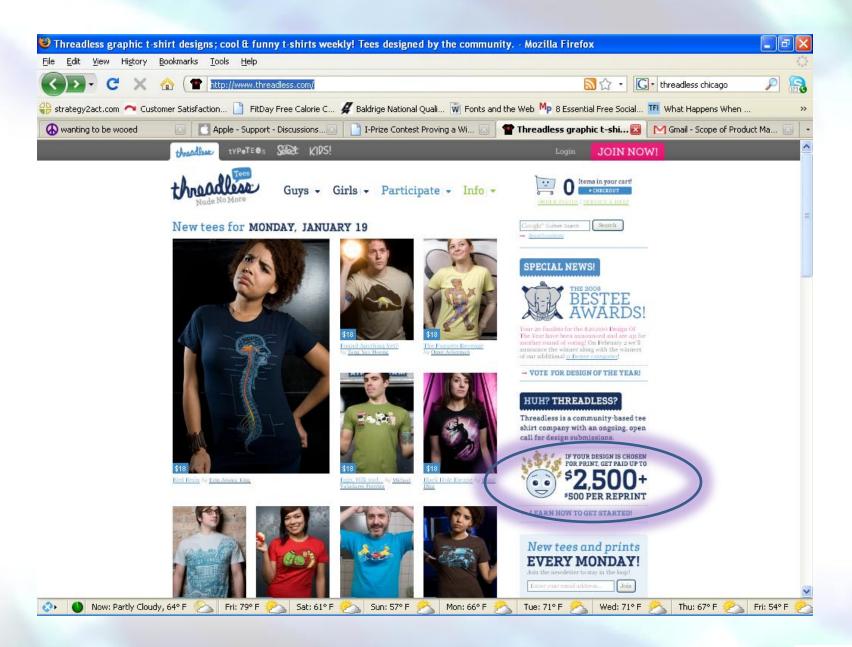




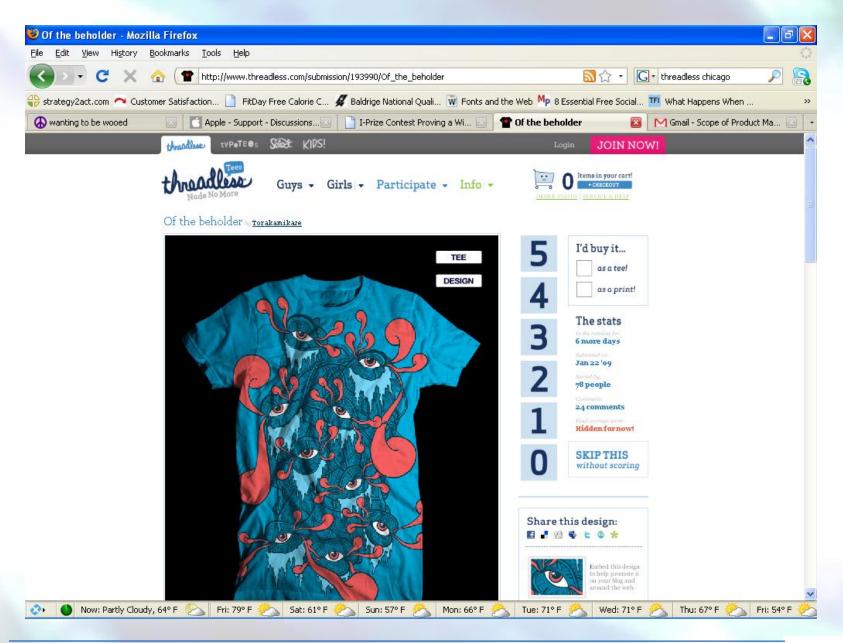
Old vs New Time Allocation



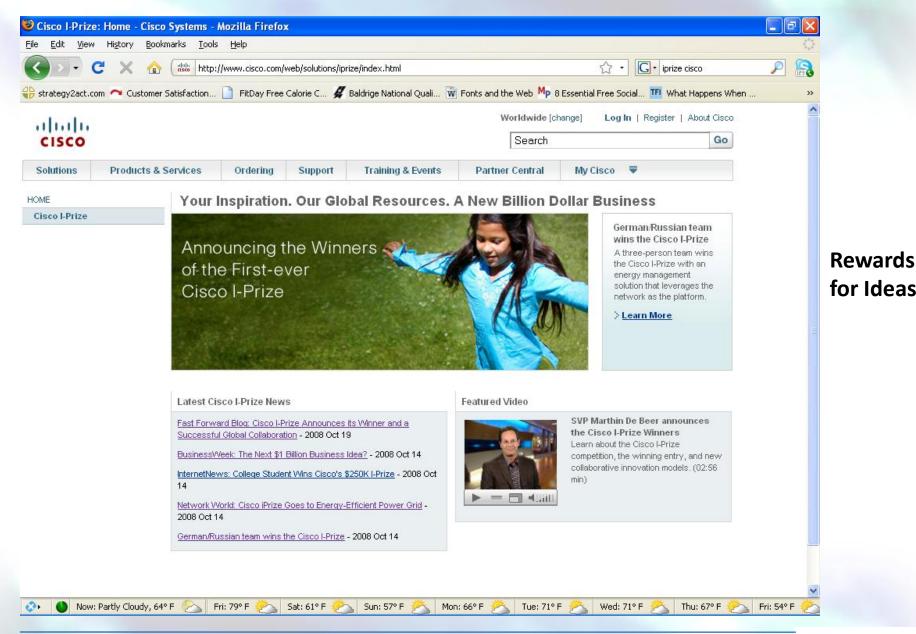














Sources of ideas – initial spark

 Dr. Winston Brill of Winston J. Brill & Associates has found that the majority of ideas that lead to successful product introductions were initiated through individuals working primarily by themselves: 43% of ideas occurred while the person was alone, 18% during informal discussions with several people, and just 2% through scheduled group meetings. However initiation only refers to the initial spark of invention, rather than the development of the workable concept



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