

Value Based Outline

Transitioning from features and output to impact and outcome.



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About Me



- Former journalist.
- Lean-Agile Product Manager operating in Stockholm, Sweden.
- Content Modelist.
- Miro Community Group Leader.

How it All Started

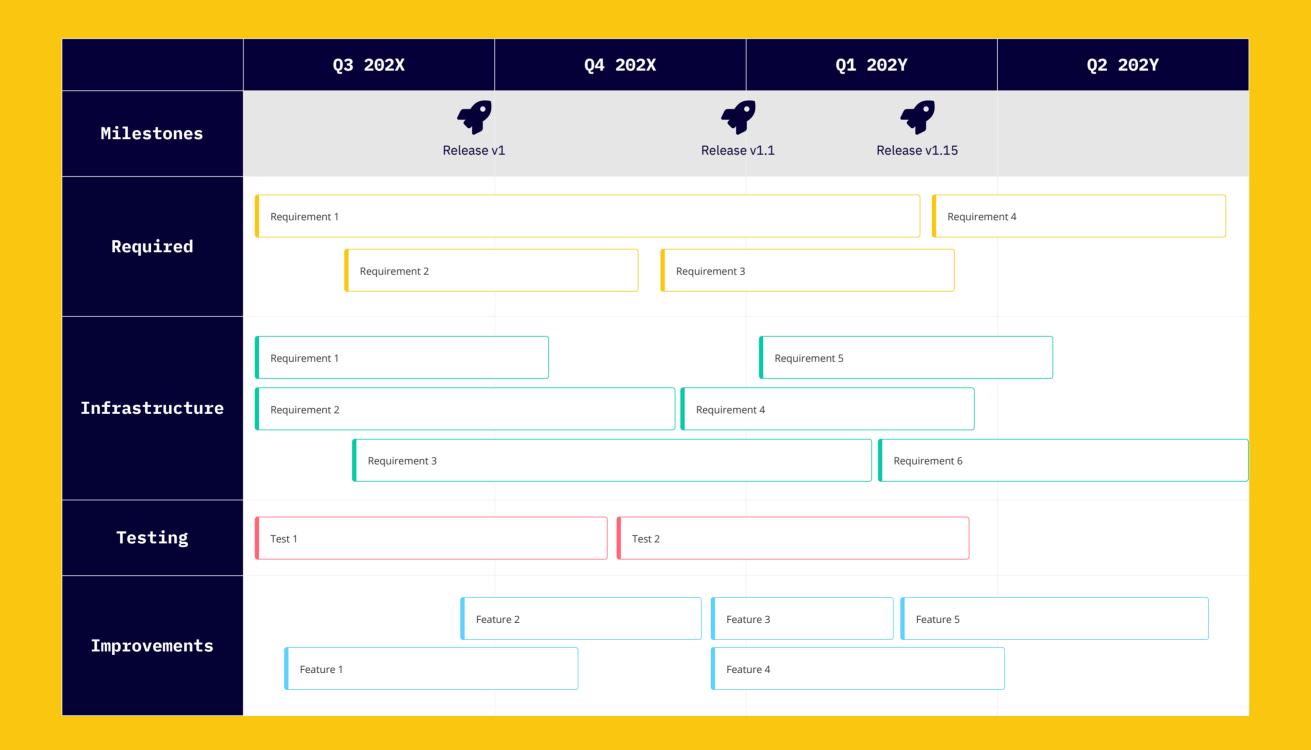


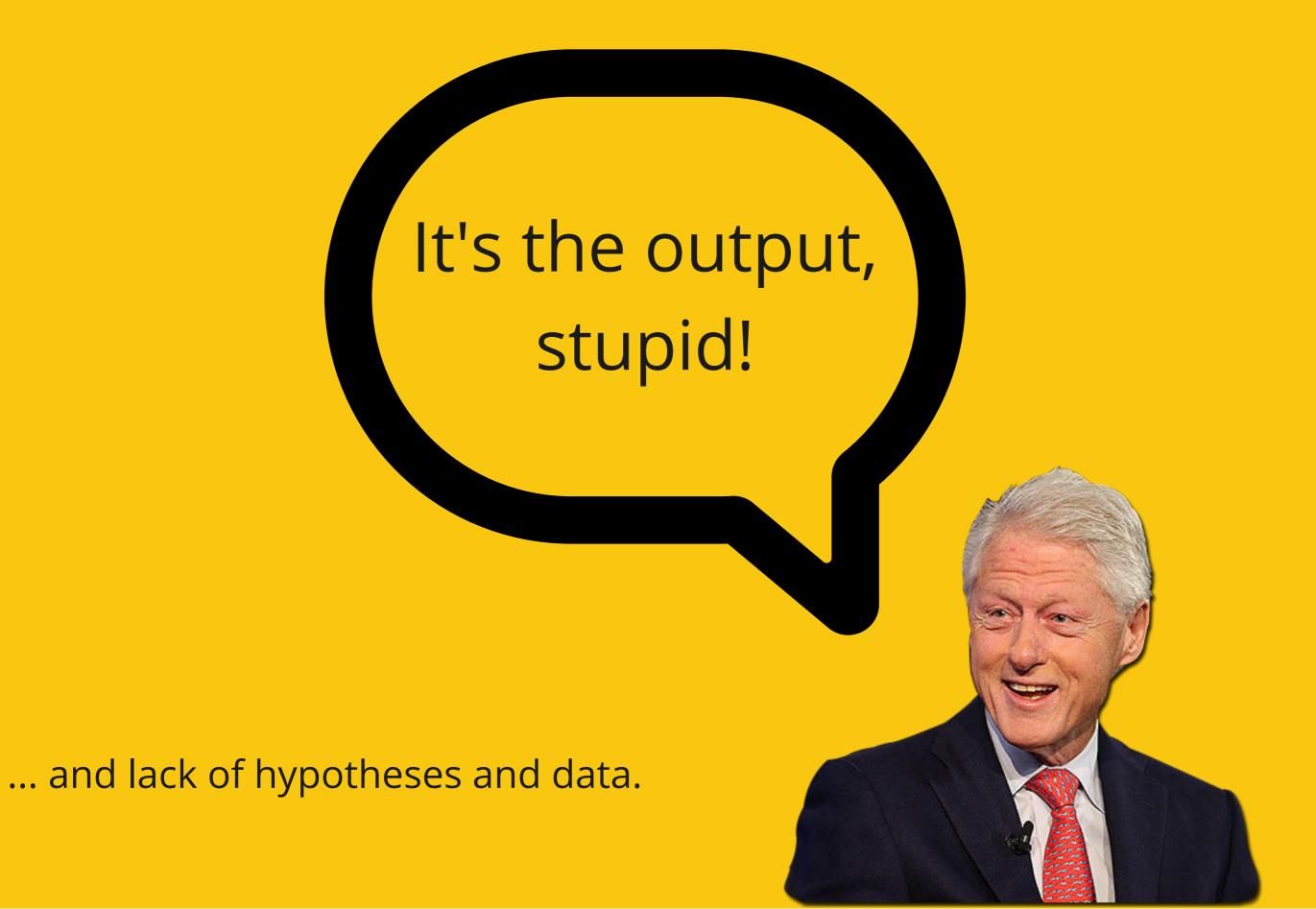
"Roadmaps suck. Henrik, make something better!"



What is the Problem With Traditional Roadmaps?

The Traditional Roadmap





Output

V_S

Outcome

The tangible or intangible things that someone produces.

- Completed workshops
- Marketing emails sent
- Products delivered
- Features developed

The "step changes" which need to occur to achieve a long term goal.

- Increased satisfaction
- Higher CRs/CTRs
- Ease of use
- Brand loyalty/engagement

The 3 Key Components

- 1. Focus on outcome with rundowns
- 2. Hypothesis-driven product discovery
- 3. OKRs (Objectives & Key Results)

OKRs

- Increase satisfaction by X%
- Increase CR by X%
- Increase completion rates by X% (ease of use)
- Decrease bounce rates (engagement/loyalty)

Rundown

Basis for hypotheses

Basis for impact analysis

Discovery

- Painpoints
- Needs
- Ideas
- Insights

Outcome

What are we trying to achieve?



Hypotheses

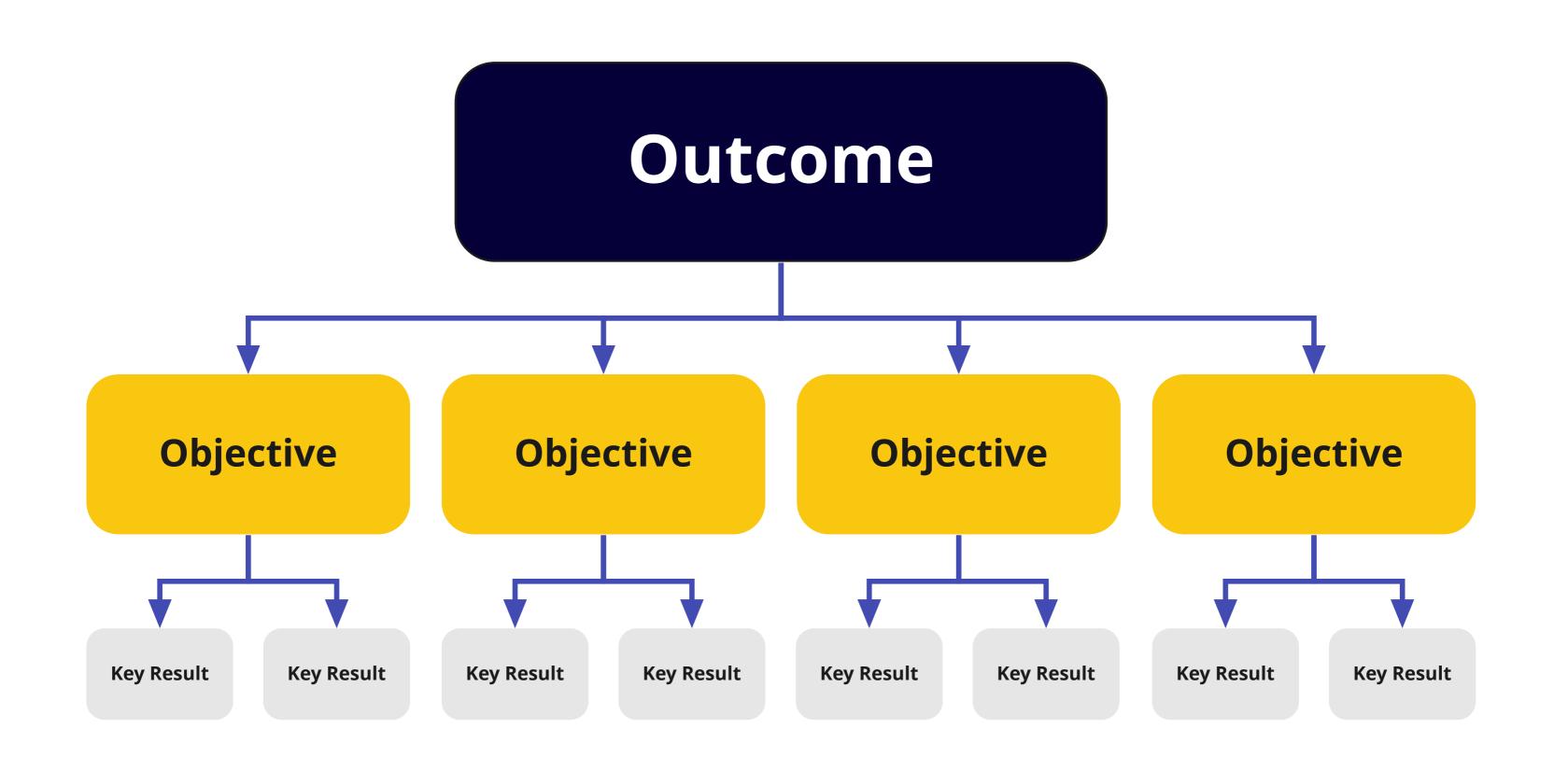
How do we believe it can be achieved?



OKRs

How do we validate (or invalidate) our hypotheses?





Comparison

Traditional roadmap

- Focus on output and delivery
- Feature-driven design & development
- Sync-and-report meetings across the organization

Value Based Outline

- Focus on outcome and impact
 - Hypothesis-driven design & development
 - High level of transparency and collaboration

Feel the flow!

"There is surely nothing quite so useless as doing with great efficiency what should not be done at all."

- Peter Drucker

Since traditional roadmaps revolve around output, they prioritize *resource efficiency* over *flow efficiency*. The Value Based Outline corrects that.

Why Omit the Word "Roadmap"?

Because psychology matters!

The traditional roadmaps, in both waterfall and agile setups, are more often than not treated as static blueprints. They might be subject to *change*, but they rarely *evolve*; the features are either finished or delayed. With an *outline*, the name itself implies that this is a living document.

Quick Recap

- 1. Traditional roadmaps focus too much on features and output, they rarely evolve, and they are often treated as static blueprints.
- Traditional roadmaps lack components for data and followups.
- 3. Traditional roadmaps prioritize resource efficiency.

