

User Testing

BEST PRACTICES FOR

Uncovering Market Problems

ABOUT US

Experts in technology product management and product.

Specialize in training.

Trained hundreds of thousands of people at companies around the world since 1993. STRATEGY

		Business Plan	Positioning	Marketing Plan		
Market Problems	Market Definition	Pricing	Buyer Experience	Revenue Growth		
Win/Loss Analysis	Distribution Strategy	Buy, Build or Partner	Buyer Personas	Revenue Retention		
Distinctive Competencies	Product Portfolio	Product Profitability	User Personas	Launch		
MARKET	FOCUS	BUSINESS	PLANNING	PROGRAMS	ENABLEMENT	SUPPORT
Competitive Landscape	Product Roadmap	Innovation	Requirements	Awareness	Sales Alignment	Programs
Asset Assessment			Use Scenarios	Nurturing	Content	Operations
			Stakeholder Communications	Advocacy	Sales Tools	Events
				Measurement	Channel Training	Channels

Questions

- How do you define a market?
 - o Is it viable? Is it feasible?

Who is my customer?

- O What's their problem?
- What's the best solution I can build for them?
- What value propositions will resonate the most?

What are the best practices?

- Practical ways to test and validate ideas
- How to get alignment
- How to streamline the process

Your questions: Clarity vs. discussion

Summary

 Don't predict what'll happen, identify what's possible Don't think about markets, think about problems There's no substitute for talking to people We believe that's hard and slow, but it isn't

About Me

- Apple
 - Director of worldwide customer & competitive analysis
 - Director of marketing, Home & Education division

Palm

VP Product Planning

Lots of consulting, B2B and B2C

Two startups

UserTesting

VP mobile, VP market strategy

About UserTesting

- Fast feedback for better products and marketing
 - In two hours, video and audio feedback from customers on almost anything
 - Target your particular customer
 - So easy that anyone in your team can use it

100k videos per month, rising use by product and marketing teams















































Nintendo

airbnb



Levi's



(oca Cola



Hilton

★MOCYS **Carnival**







Che

New Hork

Eimes

UW Medicine

























































A Market is a Dialog

Their problem, your solution
 Products and purchases do the talking
 Evolution



1970-2020

Station wagon



1970-2020





Hard to Predict

January 1988

"Large wagons haven't been affected all that much."

Louis E. Lataif, head of Ford's North American Automotive Operations

"The Stanza wagon segment is going to get much, much bigger."

Thomas D. Mignanelli, head of sales and marketing for Nissan USA

"If they've been buying wagons for a long time, they may want to continue to buy a wagon."

Thomas E. Gale, design chief at Chrysler Motors



How Do You Accelerate the Dialog?

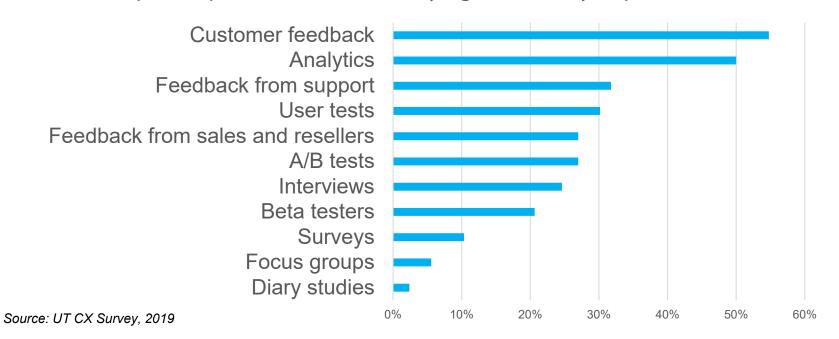
Focus on problems
 Talk to the right people
 Use the right methodologies
 Ask the right questions (and be careful interpreting the answers)
 Use the results to drive change

Conventional Wisdom on Market Info

Conventional Wisdom	Reality
"Market research surveys are king"	Surveys are great, but they can't answer some questions, can be deceptive, and are very hard to get for verticals
"Check out this third party report"	If you can afford it, there's probably something wrong with it
"We'll iterate our way to success"	How much money do you have?
"Analytics tell us everything we need to know"	What vs. why

Information Sources of Product Managers

"How important are each of these information sources to your design and development process?" Percent saying "extremely important."



Self-Selected Feedback Isn't Representative

- Social media is a performance
 - Pew Research: 2% of the US population writes 80% of tweets
 - Those users are much more polarized politically, younger, more likely to be female

Similar things happen in all unpaid media We see the same pattern in customer feedback



Be Wary of All Convenient Feedback

Sales reports
 Support tickets (bugs vs. feature requests)
 Advisory boards go native
 Enthusiastic customers
 People in your home city

Third Party Reports

- Cheap "research" studies
 - o \$3,495
 - Website surveys
 - Analyst firm surveys
 - Play back their own analysis

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1 User Experience (UX) Research Software Market Overview
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Quantitative Surveys

SurveyMonkey is wonderful, but...

For non-consumer business, it's very hard to get a good sample

Volunteer respondents and social media are misleading

They won't tell you why

Always include a comment field

Regression to the mean

Multimedia versus hard drives at Apple

Recommendation: Mix interviews and surveys

o Do the interviews first, and then decide if you need a survey

Strengths and Weaknesses of Analytics

Strengths

- Very precise
- Objective
- Fast
- Great when you're optimizing

Weaknesses

- Don't tell you why (so you're not sure what to fix)
- Correlation vs. causation
- Make you ignore things you can't quantify

Good Sources of Market Data

- Major polling firms
 - Pew Research

US Business Census

• Vertical, company size, revenue, employment

Interviews

Cross-check between sources of info

Interviews: The Real Gold Standard

- You may have to pay for their time
 - o \$300-\$400 for half an hour

LinkedIn is great for recruiting

Consider former roles, people who are consulting

Make really clear that it's not a covert sales pitch

And that you won't use their voice/image in marketing

A hit rate of 10% is fantastic

Record video AND take notes!

Zoom is your best friend

Do at least five

You've done enough when they all start to repeat each other

Customer Interview Tips

- Get them talking about themselves
 Invite them to guide the conversation
 - o "I'm looking to learn from you, please steer this toward what I need to know"

Get inside their heads

- Don't talk about your product, talk about their problems
- What are your goals for the year?
- What are the biggest barriers to achieving those goals?

Ask followups: Why? What did you do about it?

Don't test your thesis until the last 10 minutes

Anything less than strong enthusiasm is a fail

Aspirin vs. vitamin



Use Video to Persuade

Show vs. tellAlign teamsDeflect "helpful" advice

Don't Guess

- It's incredibly risky
 - Every sprint is expensive
 - Rework destroys morale
 Distrustful engineers
 Demotivated salespeople
 Lost authority

You don't have to guess any more

Two-hour customer feedback on any question

5 5 % of product managers frequently have to guess how customers will react to a new feature

63% wish they had more user data to help make decisions

75% say their analytics show customer behavior that they can't explain

Remember

- A market is a dialog
 - Their problems, your possibilities
 Get inside your customer's head
 Interviews plus high-quality quantitative data are best
 Be wary of self-selected feedback
 There's no excuse for guessing

Discussion

mike@usertesting.com@michaelmace



Join us for our next webinar March 17, 1 pm Eastern:

Revenue Growth



JAN

Sales Alignment **FEB**

Market Definition

MAR

Revenue Growth

APR

Awareness

MAY

Market Problems

JUN

Revenue Retention

JUL

Buy, Build or Partner

AUG

Pricing

SEP

Measurement

OCT

Buyer Experience

NOV

Win/Loss Analysis DEC

Competitive Landscape