## Focus on User Needs Principle 2 (Development)





## PRINCIPLES (universally useful ways of operating any organisation can adopt)

| CATEGORY              | COMMUNICATION   | DEVELOPMENT  | OPERATIONS                      | LEARNING   | LEADING   | STRUCTURE                     |
|-----------------------|---|--|---------------------------------|--|---|-------------------------------|
|                       | Use a common language                                       | 1. Know your users                                     | Think small                     | Use a systematic mechanism of                        |   |                               |
| PHASE I               | Challenge assumptions                                       | 2. Focus on user needs                                 | (as in know the details)        | learning (bias towards data)                         |   |                               |
| TAKE<br>CONTROL       | Understand what is being considered (situational awareness) | Remove bias and duplication                            |                                 |  |   |                               |
|                       |   | Use appropriate methods                                |                                 |  |   |                               |
| PHASE II<br>GET FIT   | Be transparent<br>(Bias towards open)                       | Focus on the outcome not a contract                    |                                 | Bias towards action<br>(learn by playing the game)   | Move fast   | Think small (as in teams)     |
|                       |   | Think fast, inexpensive, restrained and elegant (FIRE) | Manage failure                  |  | Strategy is iterative not linear                    | Distribute power              |
|                       |   | Use appropriate tools                                  | Effectiveness over efficiency   |  |   |                               |
| OLTTT                 |   | Be pragmatic   |                                 |  |   | Think aptitude and attitude   |
|                       |   | Use standards where appropriate                        |                                 |  |   |                               |
|                       |   |  | Optimise flow                   | Bias towards the new                                 | Commit to the direction, be adaptive along the path | Provide purpose, mastery      |
| PHASE III             |   |  | (remove bottlenecks)            | (be curious, take appropriate risks)                 | Be the owner  | & autonomy                    |
| BETTER                |   |  | Do better with less             |  | Think big, inspire others                           | Seek the best                 |
| WITH LESS             |   |  | Set exceptional standards       |  | Embrace uncertainty                                 |                               |
|                       |   |  | (great is just not good enough) |  | Be humble (listen, be selfless,<br>have fortitude)  |                               |
| PHASE IV              |   |  |                                 | Listen to your ecosystems<br>(future sensing engine) | Exploit the landscape                               | There is no one culture       |
| REAL-TIME<br>STRATEGY |   |  |                                 |  | There is no core<br>(everything is transient)       | Design for constant evolution |

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## Value is created through meeting the needs of others.

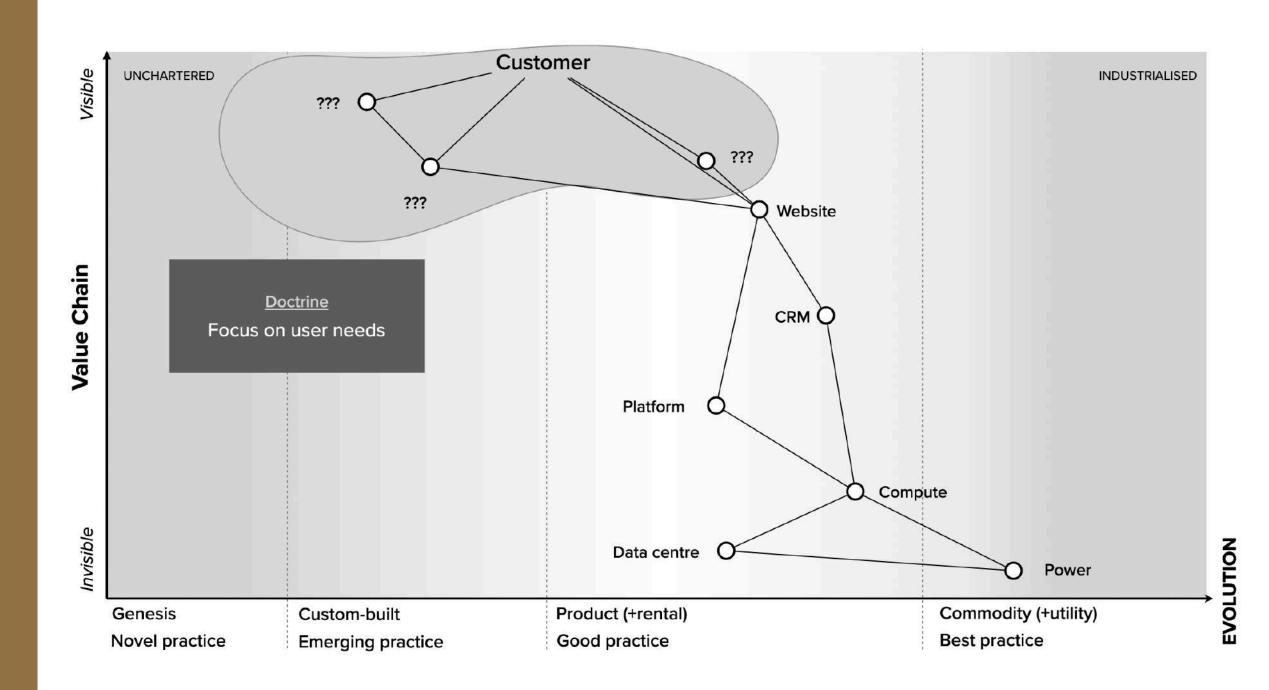




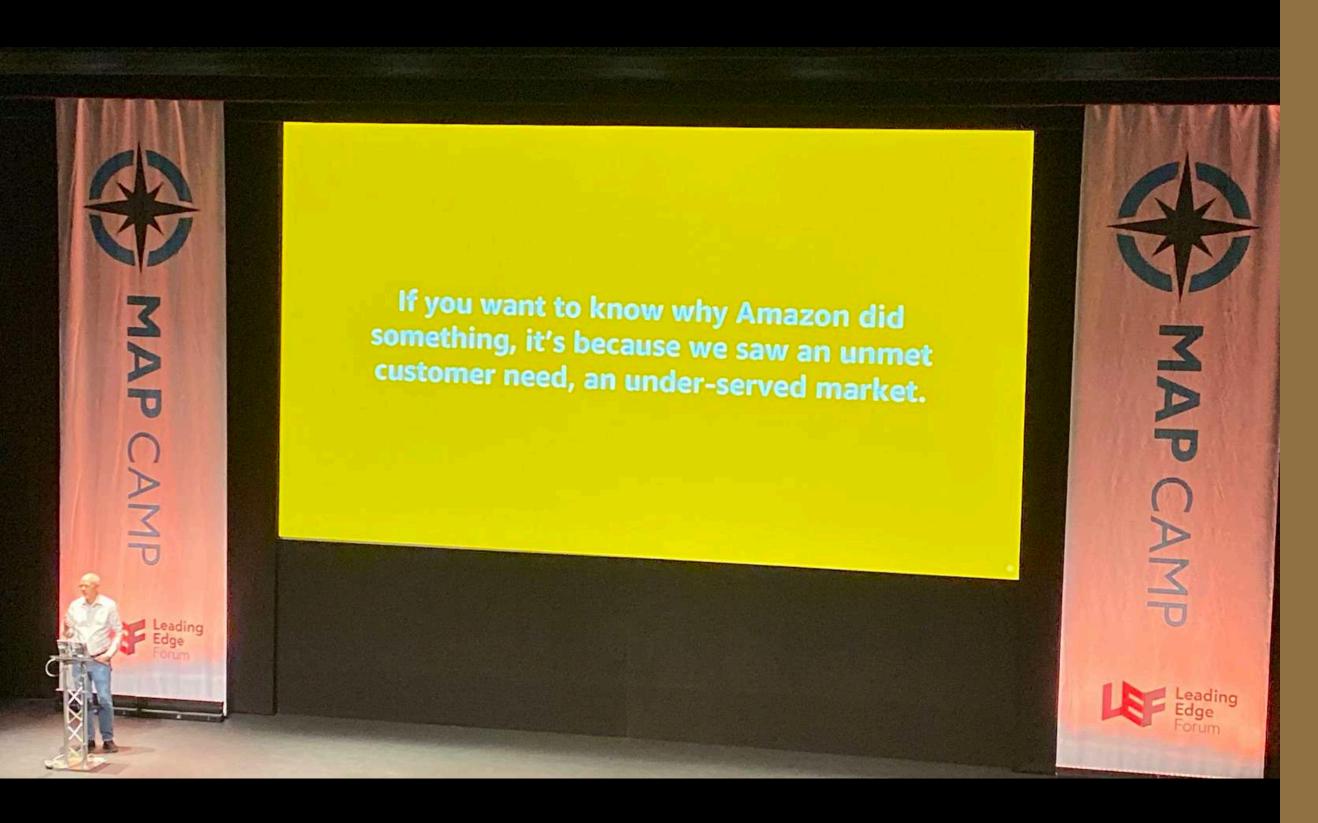


Ignoring customer experiences, or telling them what they want, often results in a failure to address their real needs

If everyone else in your market is doing this as well then you have no problem ...







Adrian Cockcroft, Vice President, Amazon Web Services MapCamp London (2019) ... if even one competitor
manages to start meeting
their needs (and companies
like Amazon and Alibaba eat
industries by doing just this)
then you could be in trouble.

"People don't want to know about computers; they want to know how computers will help them live better.

You've got to start with customer needs and work back towards the technology — not the other way around".

