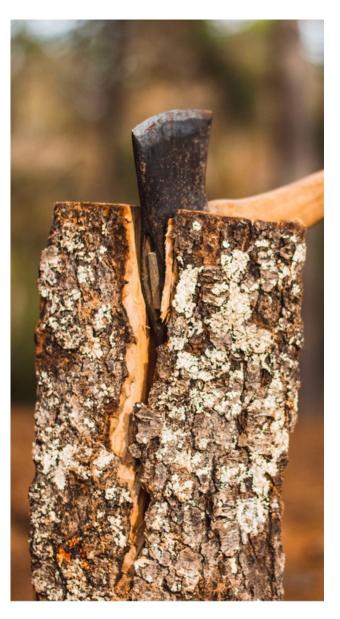
# THE CHOCOLATE CAKE PROBLEM

PRODUCT AOTEAROA

Rich Mironov







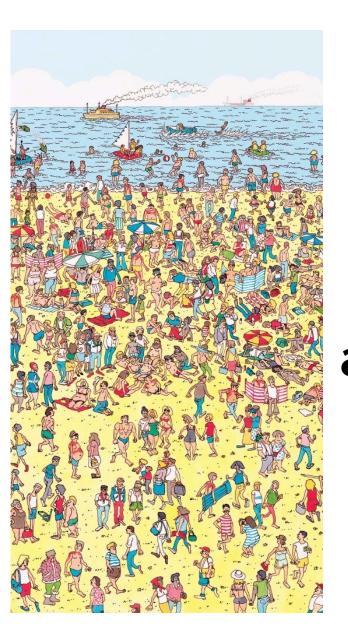
# There are two kinds of people in the world...

those who divide the world into two kinds of people and those who don't



# There are 10 kinds of people in the world...

those who understand binary and those who don't



# There are two kinds of people in the B2B world...

account-at-a-time focused and cumulative/aggregate focused



# **Fundamentally Different**

Individual customers, one at a time

- Deal revenue, fastest implementation/fix
- Current quarter

Cumulative installed base/systems impact

- Total adoption, long-term revenue, repeatability
- This year, next year...

Easy to assume bad intent, incompetence





### Sequential, Separable

#### **Enterprise Sales**

- Independent transactions: close, move on
- Fit product to customer, unique requests
- Customers say (know) what they need

#### **Enterprise Implementation**

- Standard product is rarely enough
- Find fastest path to production system
- When finished, move to next project... software will keep working



"No white space/no slack in Engineering"

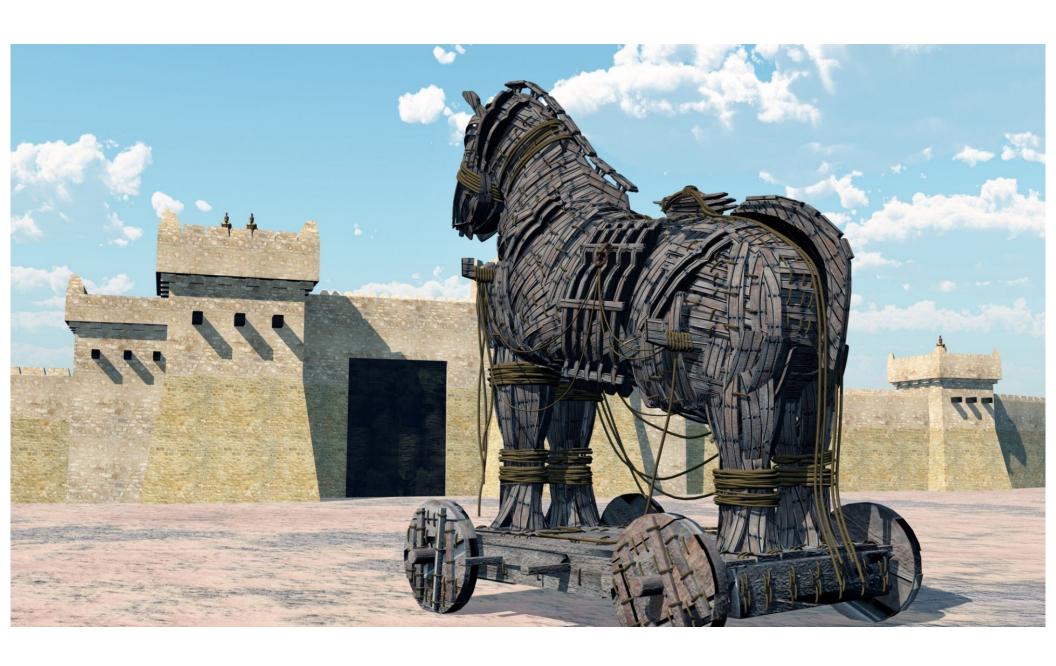
"Less important than our committed/ announced roadmap items"

"The product wasn't designed to do that"

"It probably won't work, customers will be unhappy later"

"Incurs major technical debt"

"We have to support that forever"





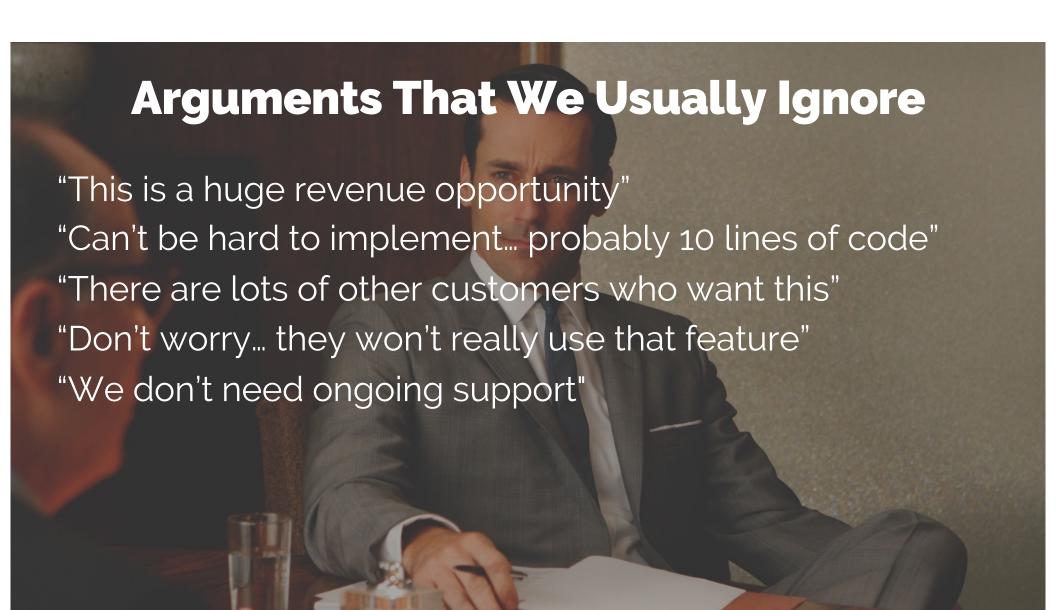
### **Cumulative, Long-Lived**

#### Product

- Focus on customer segments, sales velocity
- Every new thing displaces planned thing
- Customers usually misunderstand problems/solutions

#### Engineering/Design

- Every new feature grows code base, increases complexity, reduces ease of use
- No product is ever done or self-supporting
- Architected for specific purpose



# **Every Development Plan**







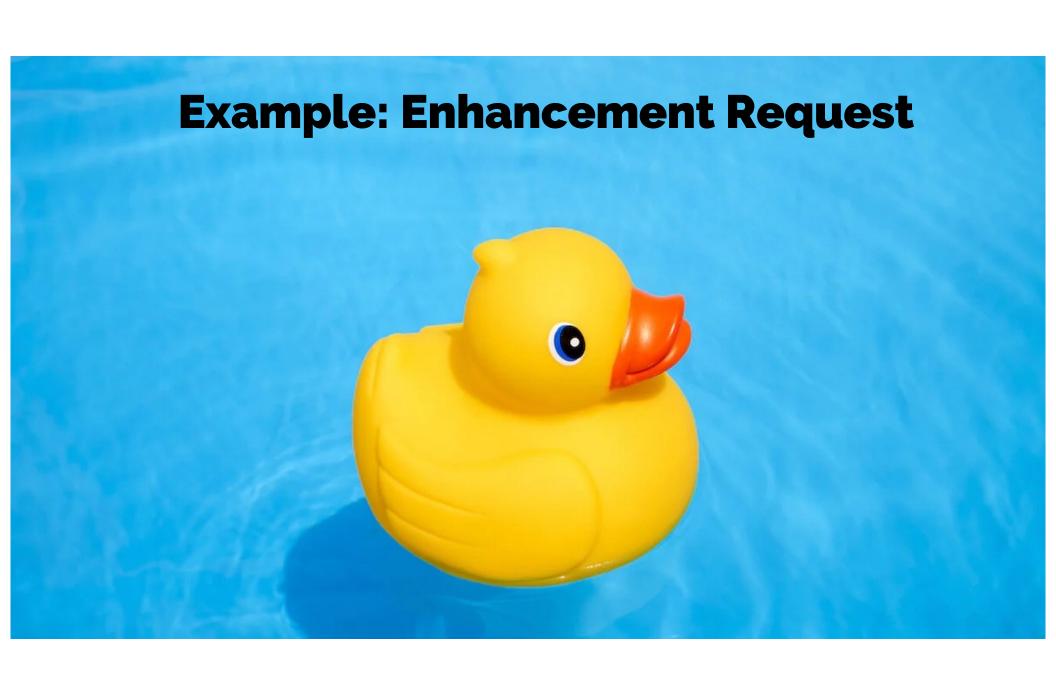
#### **Investor View**

Frictionless SaaS worth 6x-15x revenue

- "Build once, sell many" with >90% margins
- As few touches as possible, no specials

Custom/professional services worth 0.5x

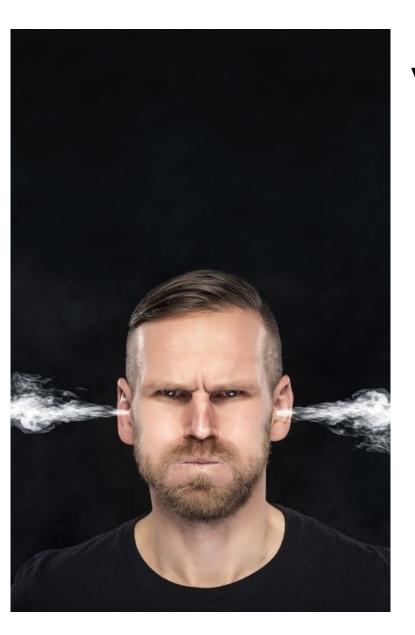
- Eventually compete on cost
- Little actual re-use across projects











# What Usually Doesn't Work

- Process descriptions (backlog, story points, request forms, jargon...)
- Lectures on product manager role
- Generic "we're too busy"
- Expecting stakeholders to do serious research, end user discovery, objective biz cases



# **Things That Sometimes Work**

- Recap top few (external) roadmap items
- Talk about money/business-relevant quant outcomes (\$M's >> \$K's)
- Build executive coalitions
- Partner with services companies
- (Emotionally) separate requestor from request

# **Executive Scorekeeping**



C-level visibility fights "commitment amnesia"

# **Takeaways**

- Fundamental challenge for B2B/enterprise exec teams
  - → Behaviors and emotions beat algorithms
- Assume good intent, try to listen
- Long-term doesn't bite you until it does
- Must align comp plan with long-term goals
- Shouting and pouting don't help



@RichMironov @Aotearoa



### **Rich Mironov**

www.mironov.com +1-650-315-7394 rich@mironov.com @richmironov