Experimentation = Exponential Learning!



An experiment is a testing procedure conducted to validate or invalidate the hypotheses underlying an idea. It produces **concrete evidence** that an idea will work or not.

A **HYPOTHESIS** is simply a guess, assumption or theory, and can be written in the form: "We believe that __"

e.g. "We believe that **cost** drives our customers' buying decision for our offering.

Start with The Customer

Who has the problem I am trying to solve? What are their **Jobs**, **Pains** and **Gains**?

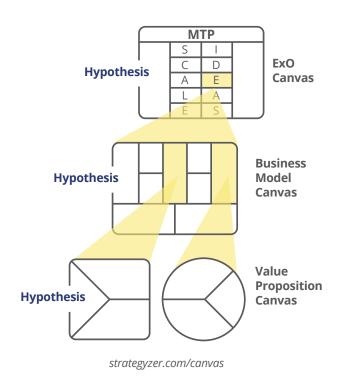
Identifying your customer and learning about their world is critical to validating fit between their **Problem and your Solution**. (*Problem-Solution Fit.*)

Do this **BEFORE** you go to the trouble of building the product and validating your market! (*Product-Market Fit.*)

To control investment risk, shift critical learning as early as possible...

Agile development (such as **Lean Startup**) builds an offering iteratively, testing with the customer, throughout. It **advances** critical learning early, when it is **cheaper and easier** to change direction, *decreasing* risk.

So to control risk, test your most critical assumptions first, using cheap and quick experiments.



Principles:

- 1. Any experiment where you already know the outcome is a **BAD experiment**.
- 2. Any experiment where the outcome will not change what you are doing is also a BAD experiment.
- 3. Everything else (especially where the input and output are quantifiable) is a **GOOD experiment.**

- **Astro Teller,** Chief of Moonshots Google X

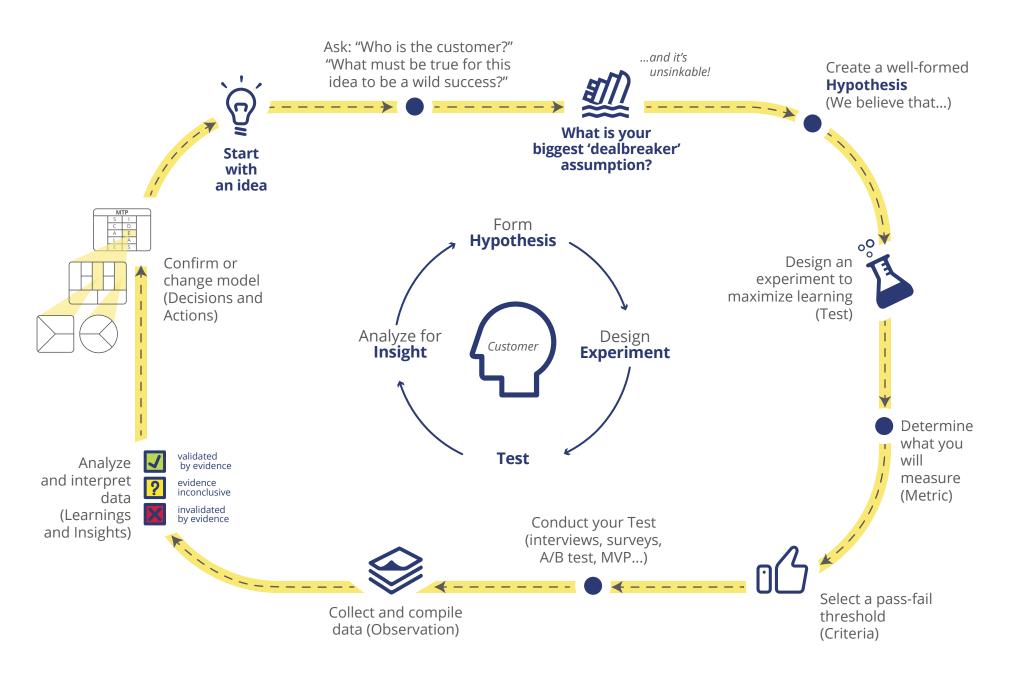




fernanda holguin @fluidchains.com 30 Aug 20

Experimentation - ExO Experimentation Workflow





Experimentation - Select your Highest Priority Hypothesis



In a few words, describe the essence of your idea (ExO Attribute, Business Model, Value Proposition, etc.)

List 6 big assumptions about your idea, asking: "What must be true for this idea to be a wild success?"

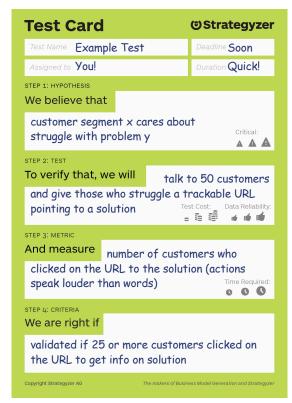
Identify your biggest assumption.

- The assumption contains only one variable i.e. **'Cost** is the overriding factor in the customer's purchase decision.'
- It can be framed in terms of true/false or pass/fail
- You are truly uncertain whether it is true or false, and if false, you will CHANGE YOUR IDEA OR MODEL.
- Your BIGGEST assumption, if false, makes it **pointless** to test any other assumption on your list. e.g. *The Titanic is Unsinkable!*

Rewrite your assumption in the form: "We believe that ____"

Now download Test Card, enter your hypothesis and start experimenting!

Example:



Download Test and Learning Cards at Strategyzer.com!

https://strategyzer.com/platform/resources



*See Chapter 4 - Inside the Exponential Organization in Exponential Organizations by Salim Ismail, Michael S. Malone & Yuri van Geest. The Exponential Organizations Master Business Course is a part of the Growth Institute MBD Program. www.growthinstitute.com/exo Share this tool! https://info.growthinstitute.com/experimentation-tool



Test Card

Strategyzer

Assigned to

STEP 1: HYPOTHESIS

We believe that

Critical:

AAA

STEP 2: TEST

To verify that, we will

Test Cost: Data Reliability:

- 6 6







STEP 3: METRIC

And measure

Time Required:







STEP 4: CRITERIA

We are right if

Learning Card

Strategyzer

Insight Name

Date of Learning

Person Responsible

STEP 1: HYPOTHESIS

We believed that

STEP 2: OBSERVATION

We observed

Data Reliability:





STEP 3: LEARNINGS AND INSIGHTS

From that we learned that

Action Required:







STEP 4: DECISIONS AND ACTIONS

Therefore, we will