

From hesitation to confidence:

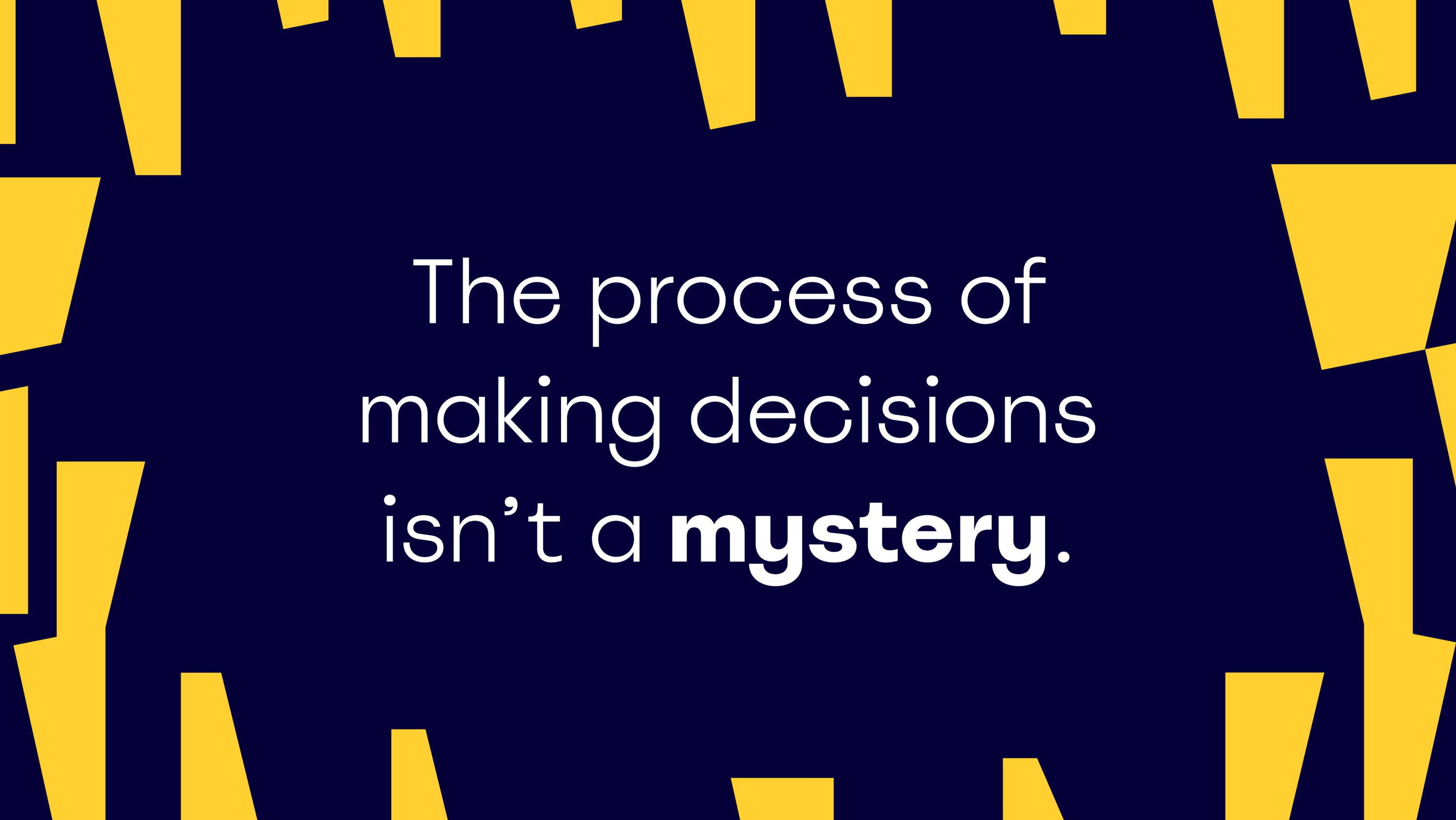
leveraging insights towards better decision-making

Dalia El-Shimy

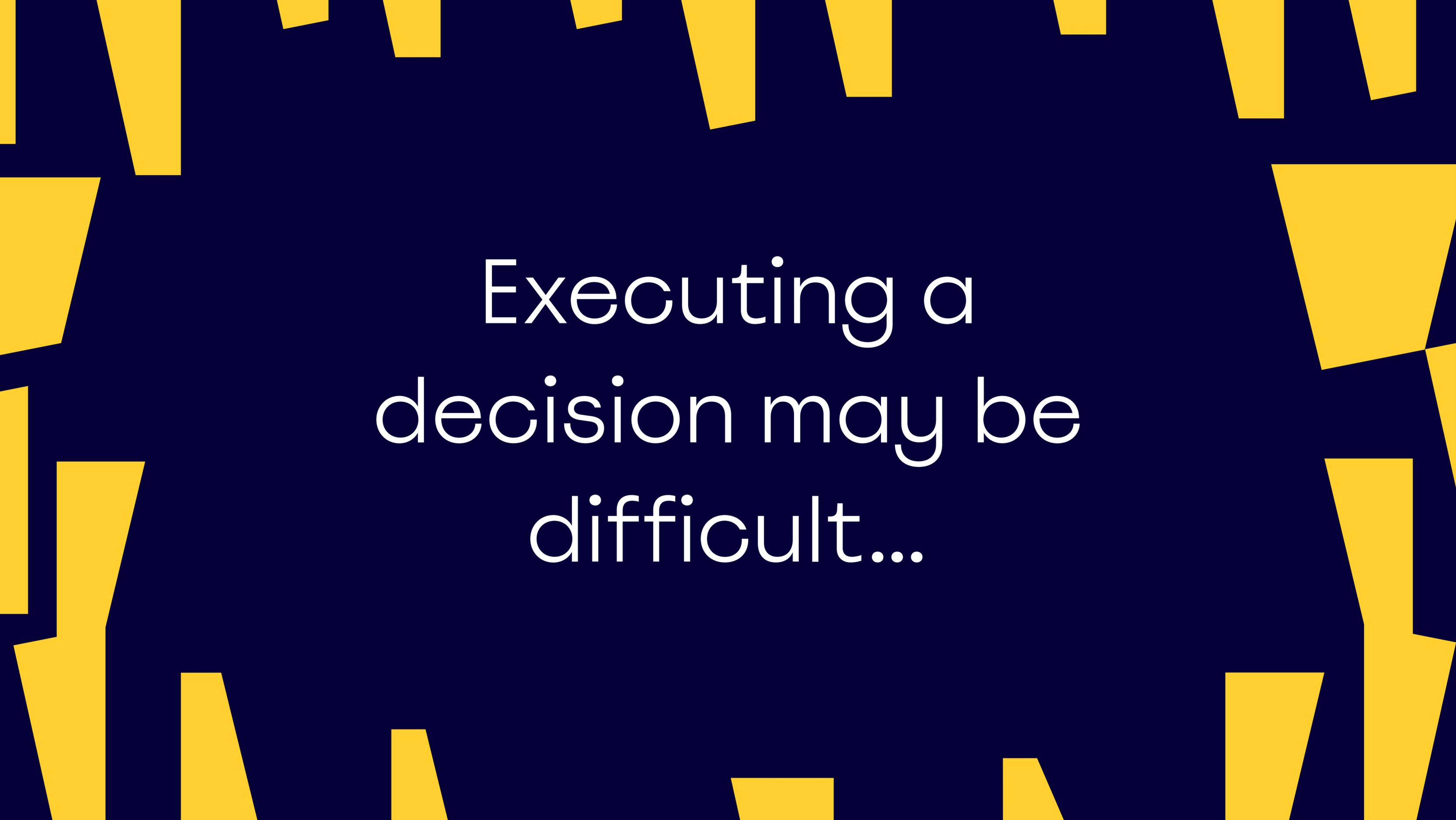
Head of UX Research

miro





The process of
making decisions
isn't a **mystery**.



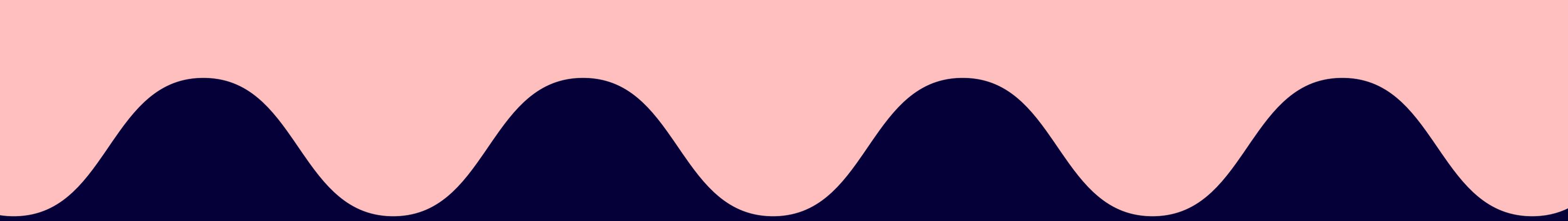
Executing a
decision may be
difficult...



... but **making it**
shouldn't be.

How we'll prove this

- The apparent mystery of decision-making
- The factors in decision-making
- A framework for decision-making
- A framework for filling the gaps



**The apparent mystery of
decision-making**

0 2
0 2
0 2
0 2

Options

○ ~
○ ~
○ ~
○ ~

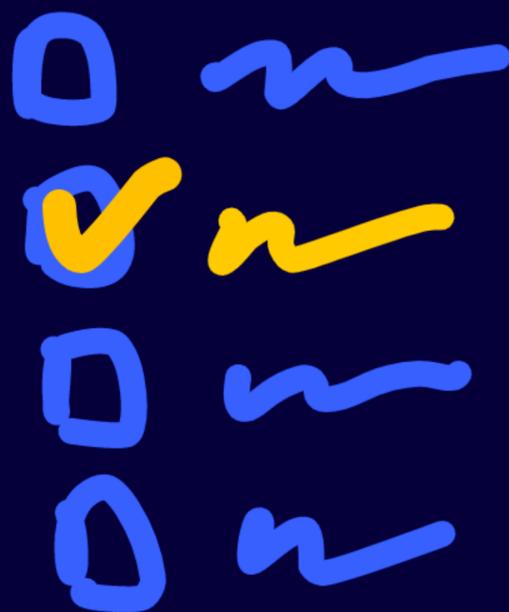
Options

○ ~
✓ ~
○ ~
○ ~

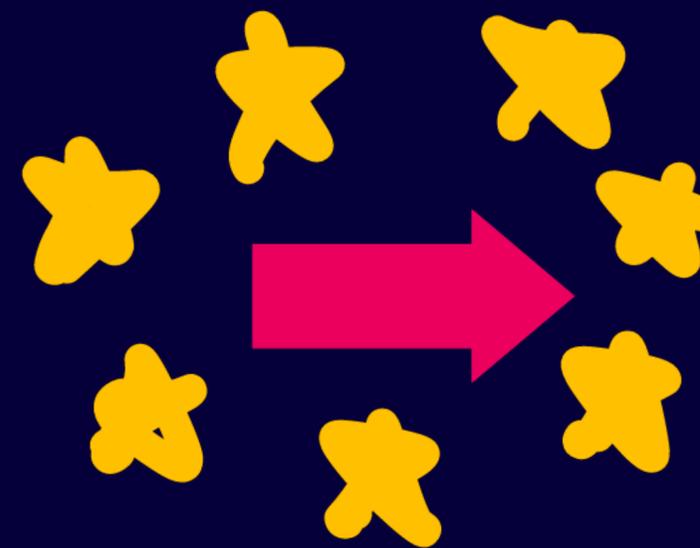
Choice



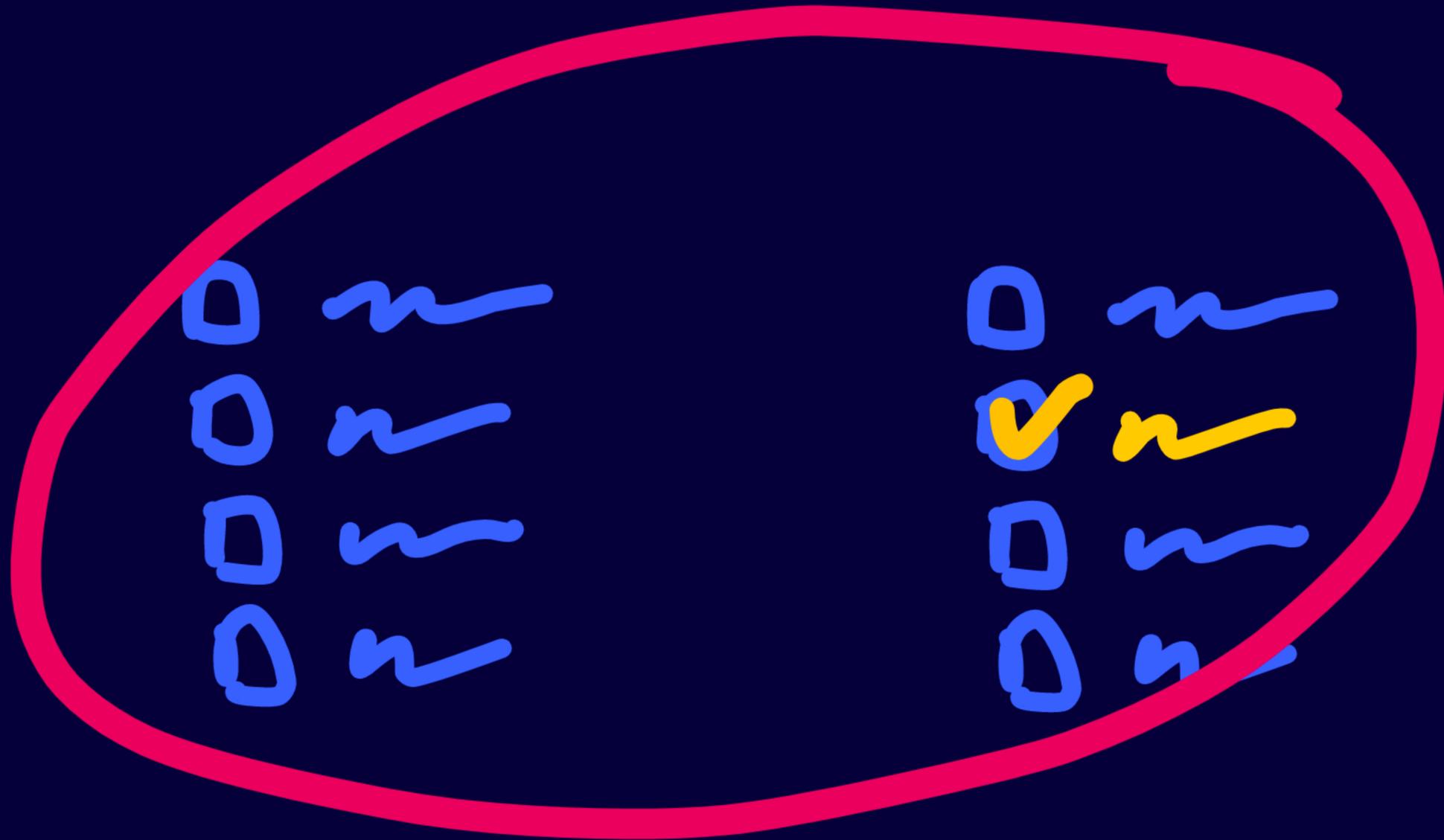
Options



Choice

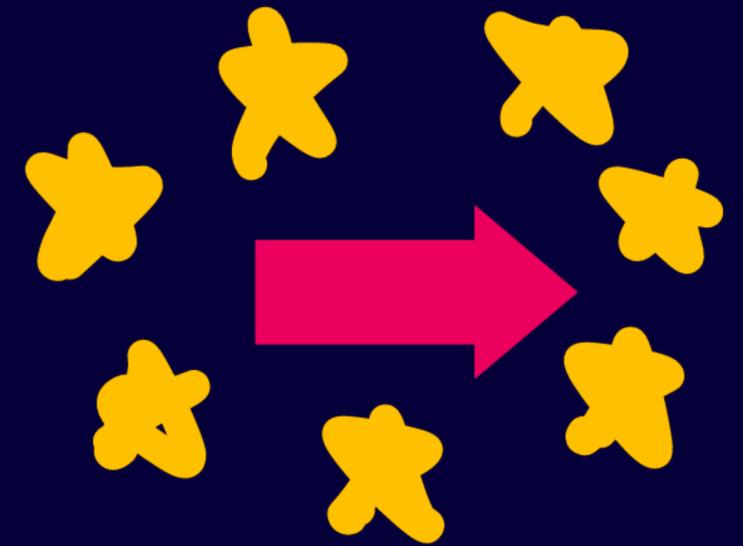


Action

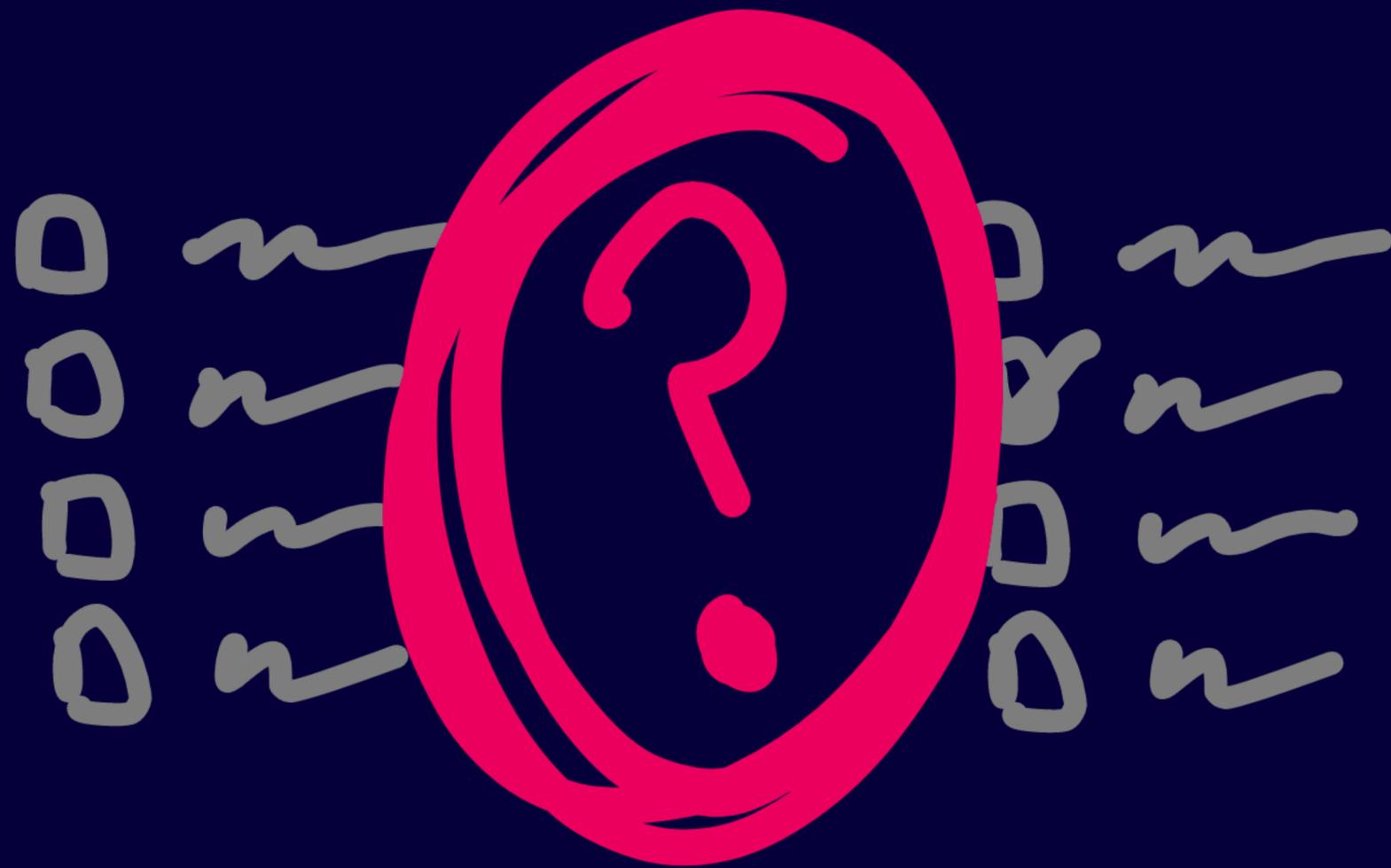


Options

Choice

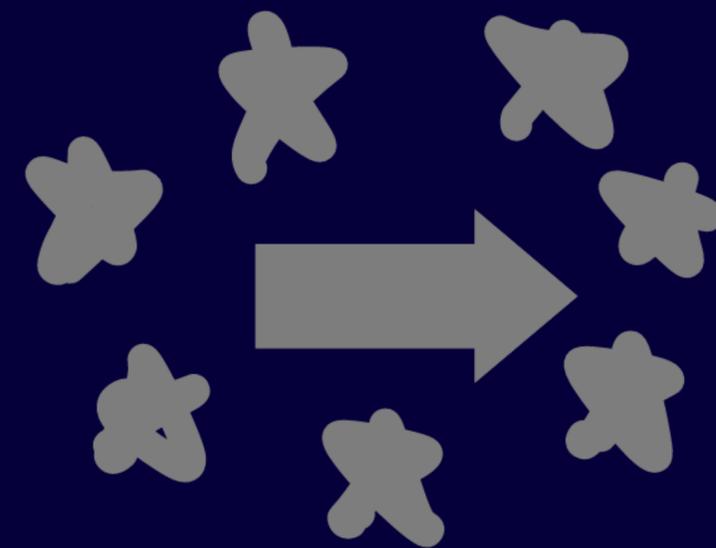


Action

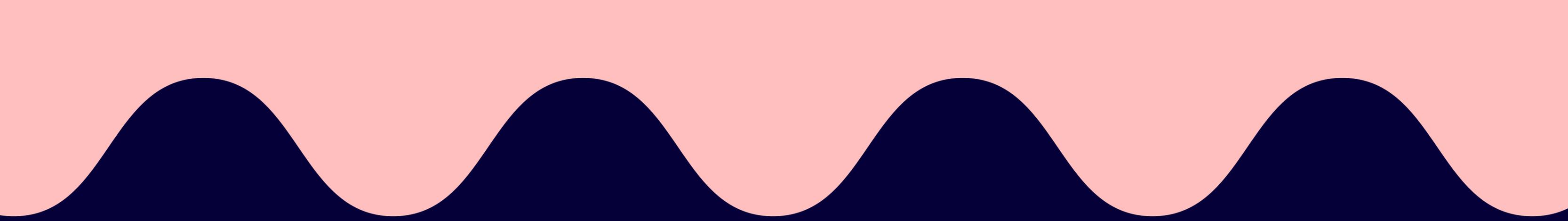


Options

Choice



Action



The factors in decision-making

“**Type 1** decisions are not reversible, and you have to be very careful making them.

Type 2 decisions are like walking through a door – if you don’t like the decision, you can always go back.”

Jeff Bezos,
[Amazon’s 2016 shareholders letter](#)





Let **reversibility** be
your first factor.

“Deciding how important a decision is, is the most important decision you can make.”

Brandon Chu
[Making Good Decisions as a Product Manager](#)



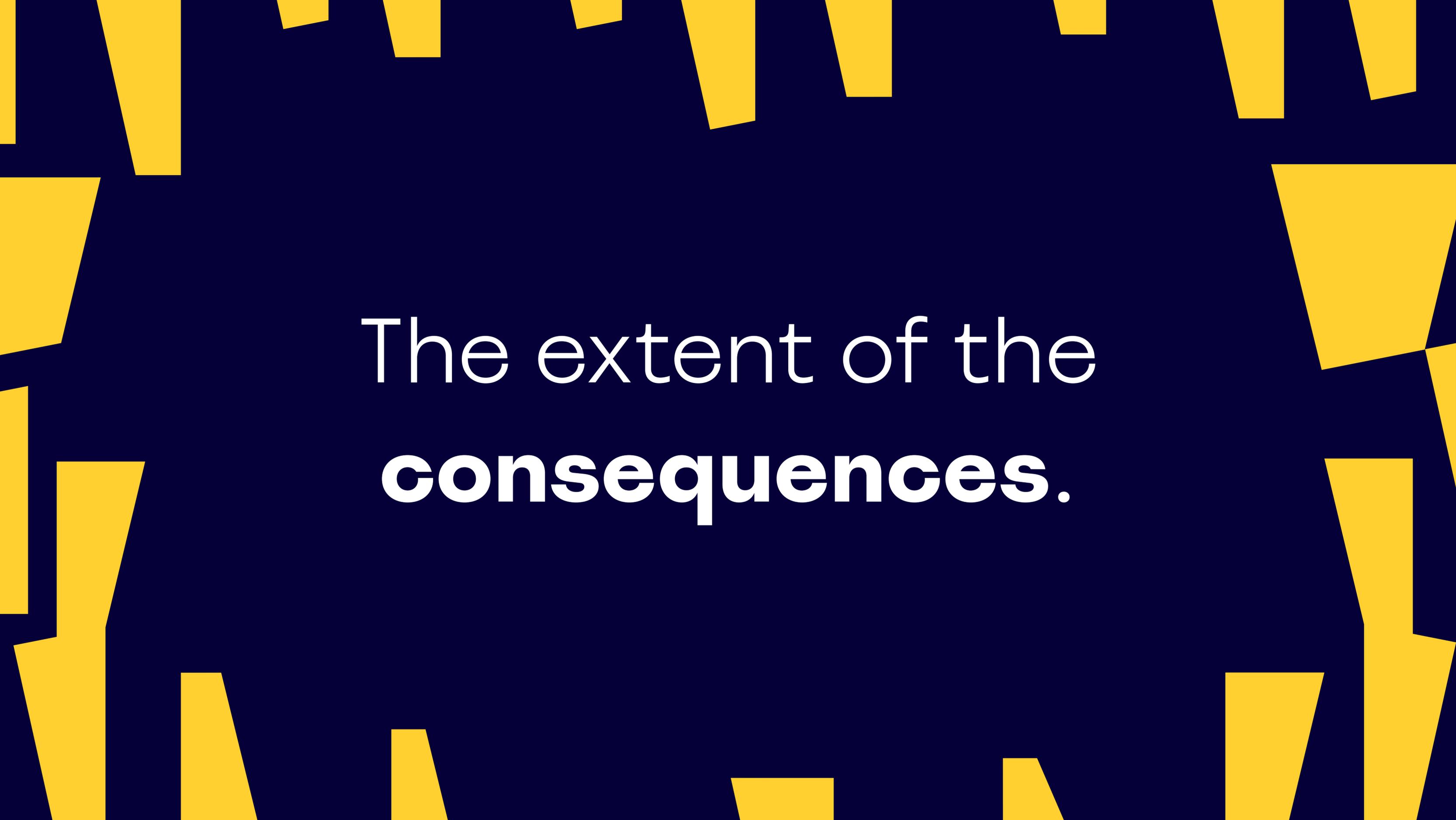
“Once you decide how important a decision is, you should adjust how long you’re willing to spend on it.”

Brandon Chu
[Making Good Decisions as a Product Manager](#)





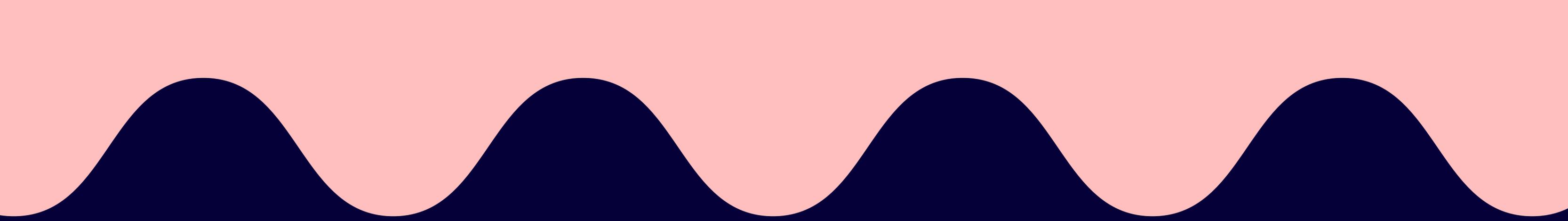
What makes a
decision
“important”?



The extent of the
consequences.



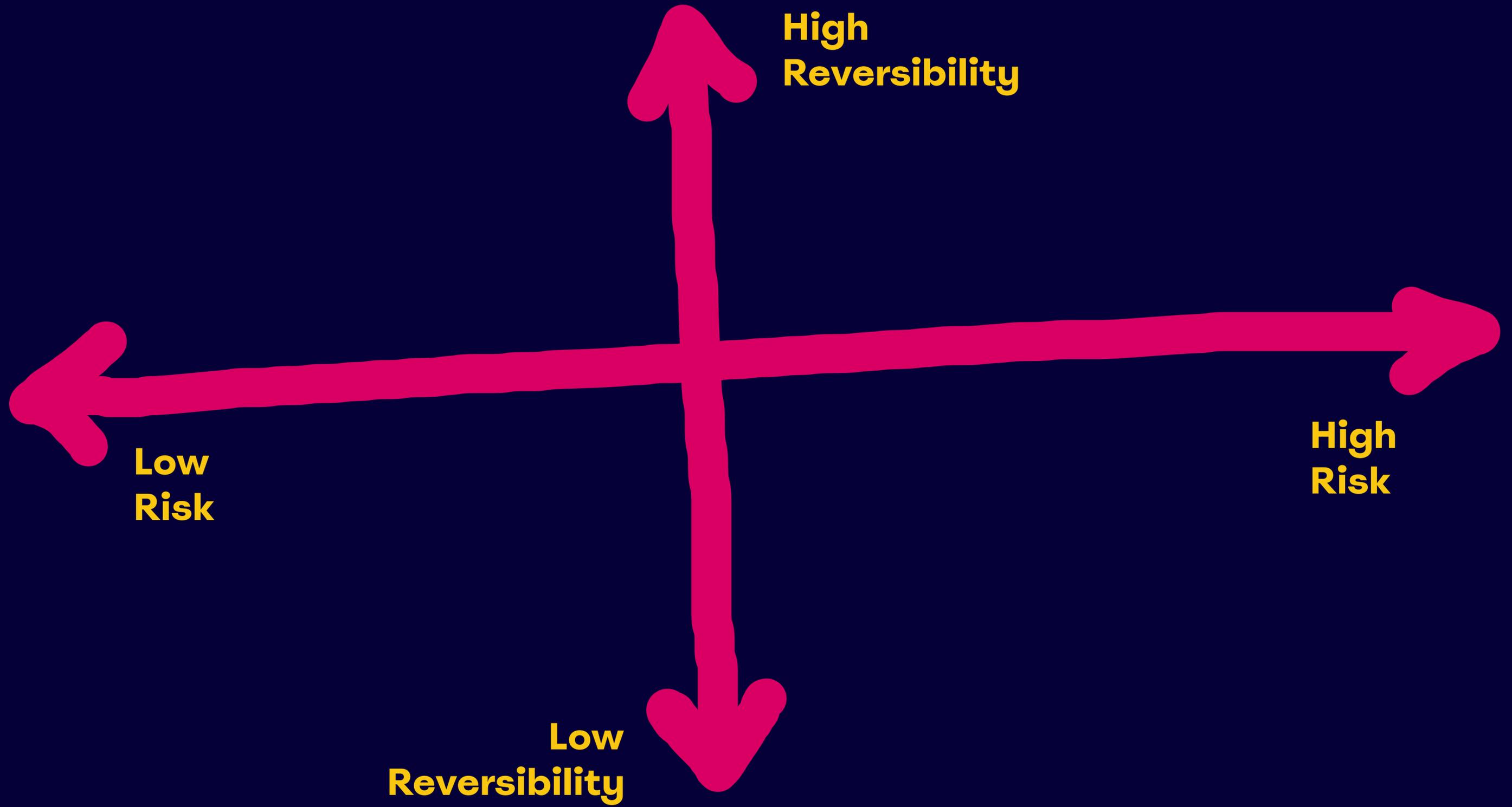
Let **risk** be your
second factor.

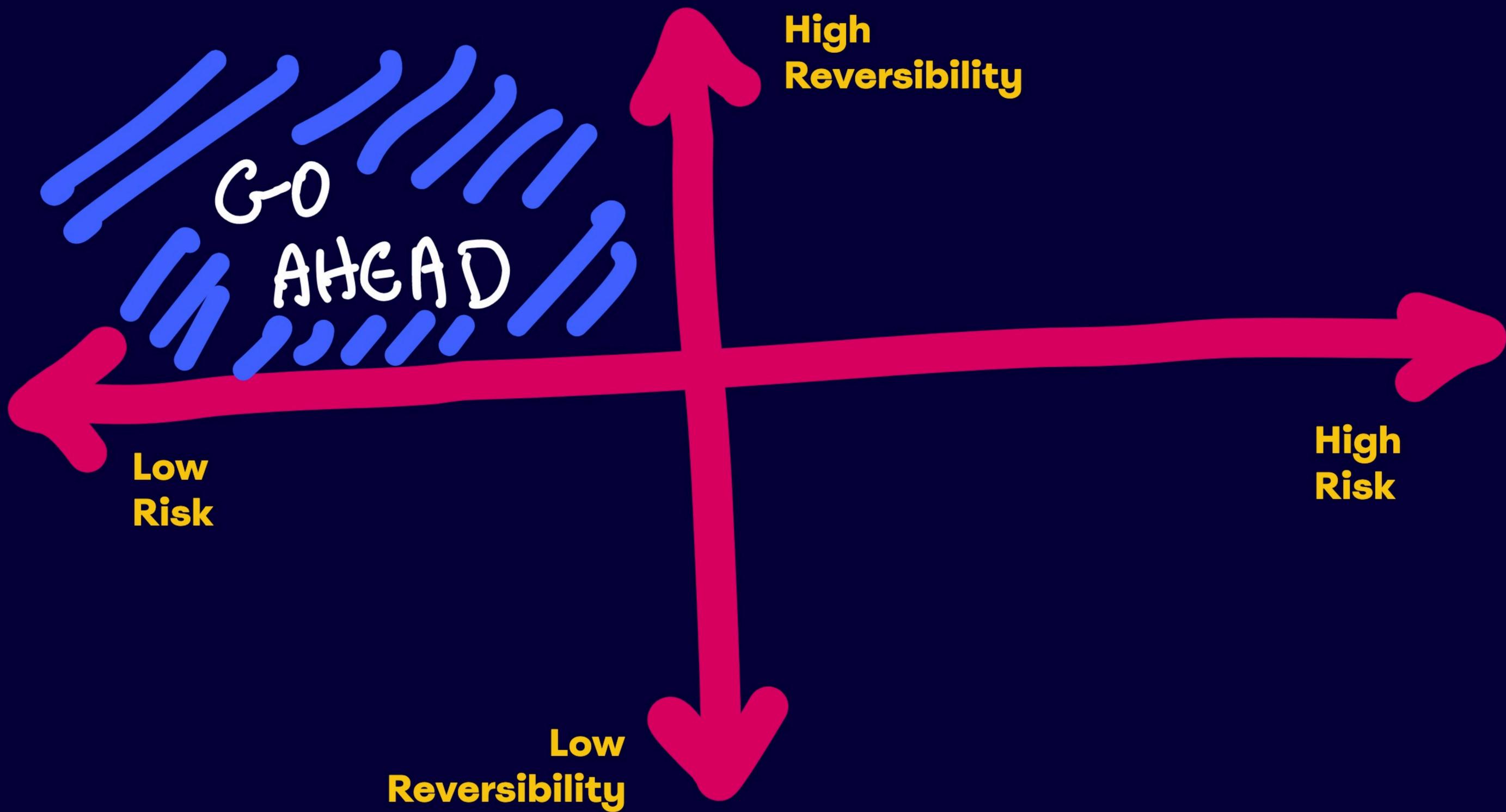


A framework for decision-making

Risk + Reversibility

The image features the text "Risk + Reversibility" in a bold, yellow, sans-serif font. A blue plus sign is positioned between the two words. Below the word "Risk" are two parallel, slightly curved pink lines. Below the word "Reversibility" are two parallel, slightly curved pink lines. The entire graphic is set against a dark blue background.





High
Reversibility

Low
Risk

High
Risk

Low
Reversibility

GO
AHEAD

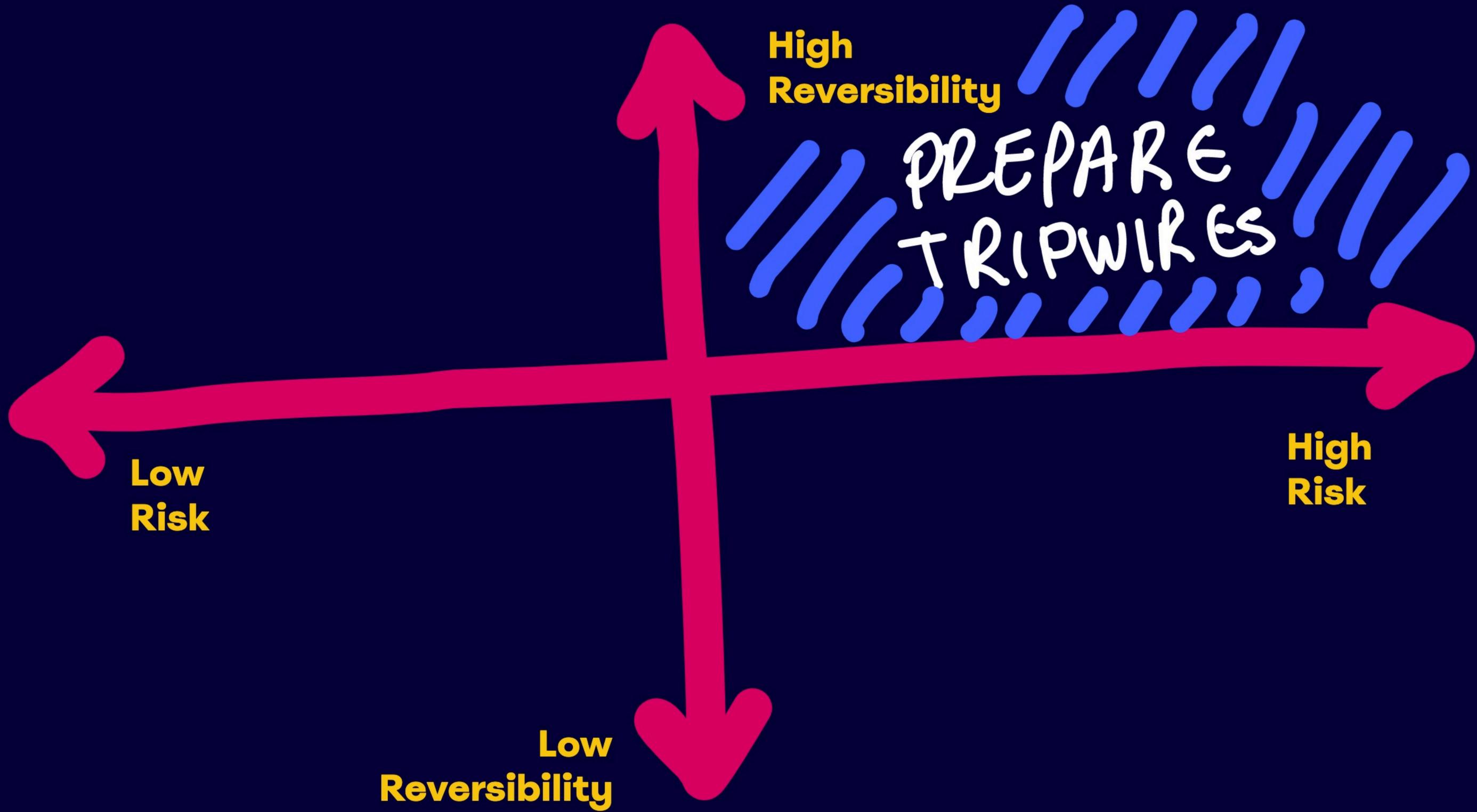


Hi!

Dalia

Hallo!

Mike



High
Reversibility

PREPARE
TRIPWIRES

Low
Risk

High
Risk

Low
Reversibility

Apps



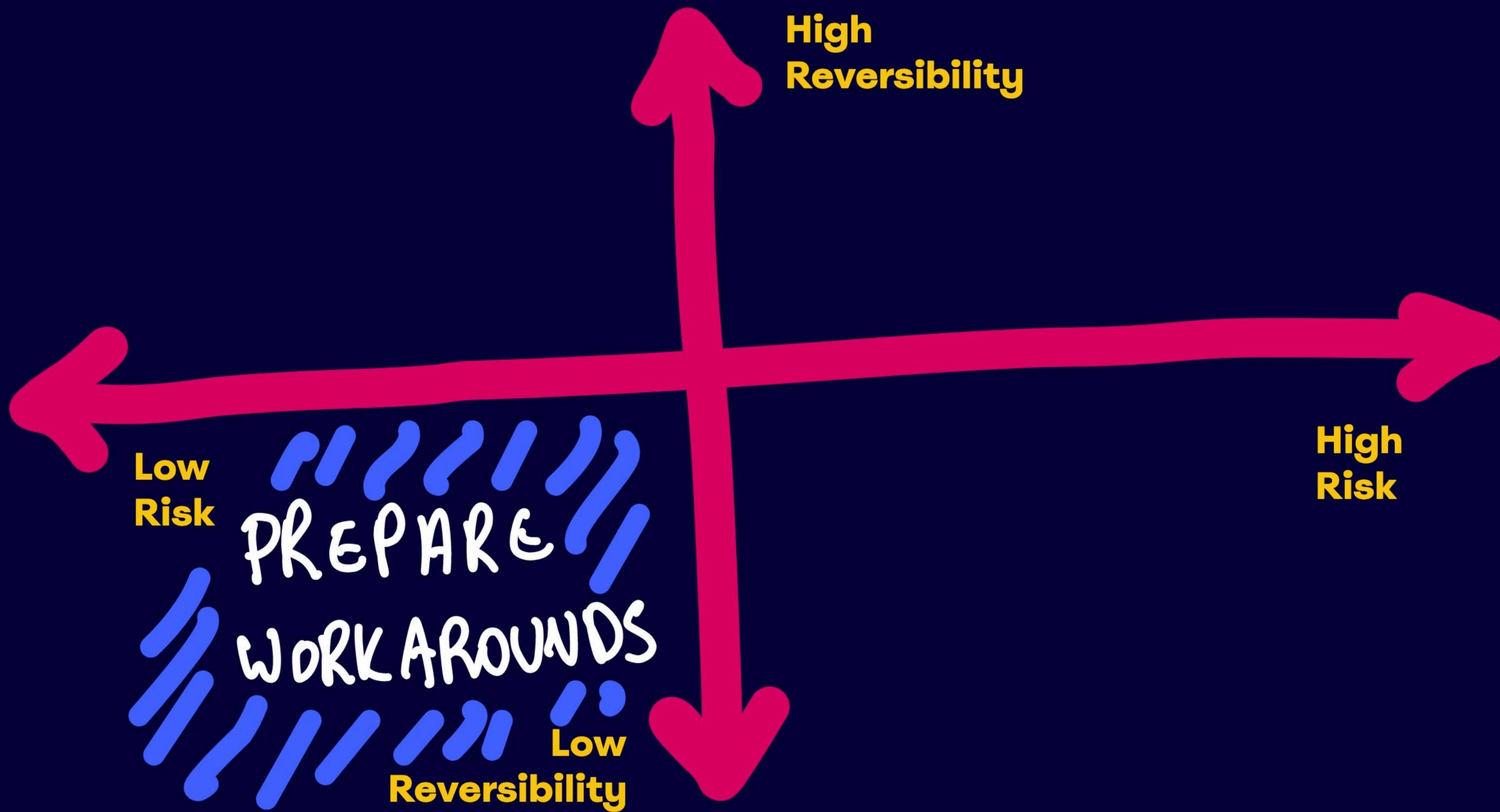
- Paste iFrame code
- Web page capture
- Stickies capture
- JIRA
- CA Agile
- Wireframe Library
- Charts
- Google image search
- Azure icon set
- AWS icon set
- Unsplash
- Cisco icon set
- User story mapping
- Mind map
- Card / D
- Kanban
- Tables
- Brandfetch
- Field
- unDraw Symbols

Hi!

Dalia

Hallo!

Mike

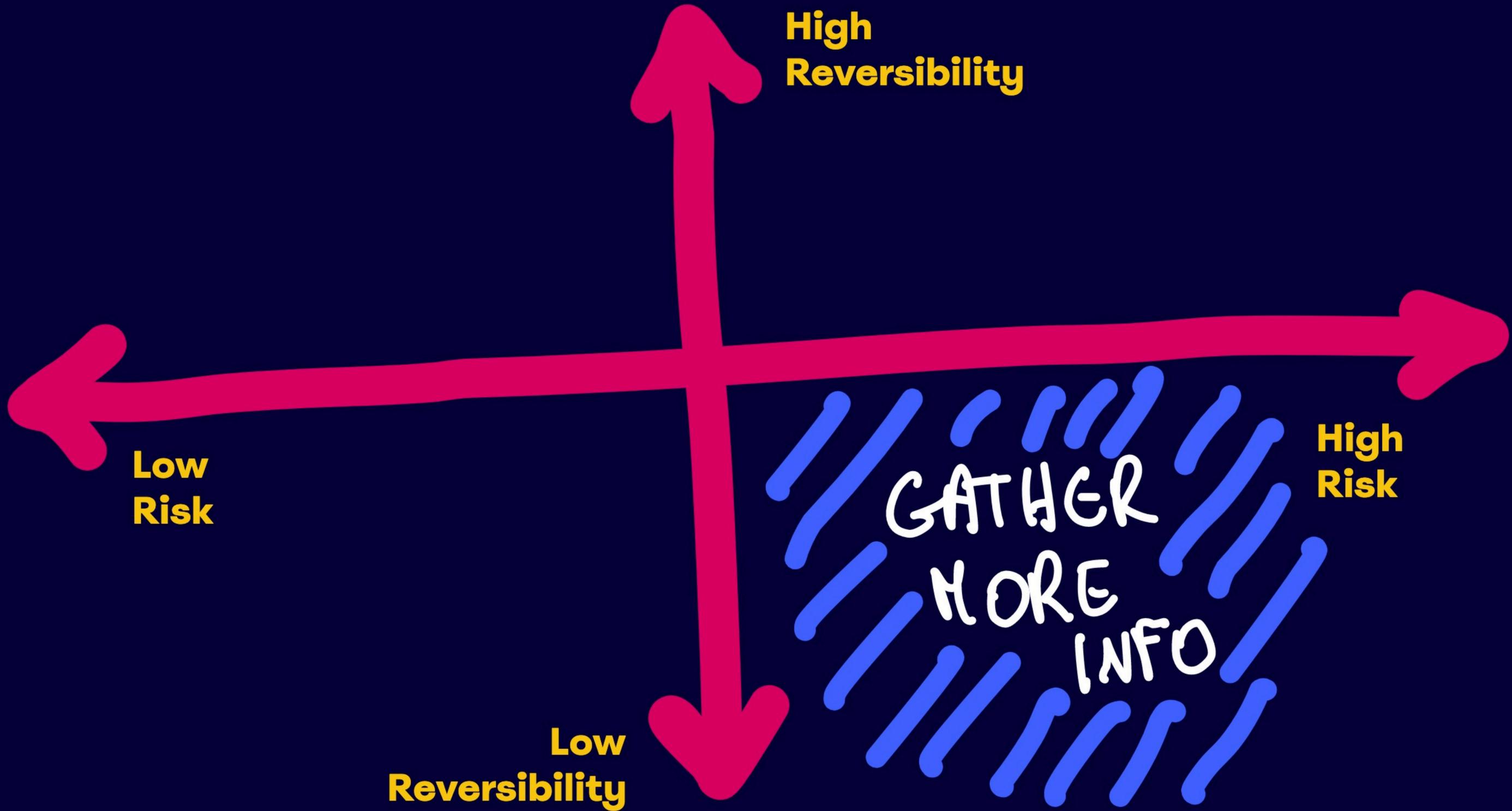




- Save as image
- Save a backup copy of the board for recovery purposes
- Download board backup
- Export to spreadsheet (CSV)
- Embed
- Save to GoogleDrive
- Attach to JIRA
- Send to interactive display

Hallo!

Mike



High
Reversibility

Low
Risk

High
Risk

Low
Reversibility

GATHER
MORE
INFO

Free

Includes unlimited members for anyone getting started with Miro

\$0

Unlimited team members

[Go to dashboard](#)

What's included

- ✓ [3 editable boards](#)
- ✓ [Premade templates](#)
- ✓ [Core integrations](#)
- ✓ [Basic attention management](#)

Team

More collaborative power and unlimited boards for fast-growing teams

\$8

Per member/month billed annually

[Buy Team](#)

All Free features, plus

- ✓ [Unlimited editable boards](#)
- ✓ [Unlimited visitors](#)
- ✓ [Custom templates](#)
- ✓ [Projects](#)
- ✓ [Private boards](#)
- 👤 Starting from 2 members

[Compare all features](#)

✦ For advanced collaboration

Business

Advanced collaboration and security capabilities for teams and companies

\$16

Per member/month billed annually

[Buy Business](#)

All Team features, plus

- ✓ [Unlimited guests](#) **NEW**
- ✓ [Miro Smart Diagramming](#) **NEW**
- ✓ [Miro Smart Meetings](#) **SOON**
- ✓ [Single Sign On \(SSO\): access through OKTA, OneLogin, Auth0 and more](#)
- 👤 Starting from 5 members

[Compare all features](#)

Enterprise

Additional security, control, and support for organizations



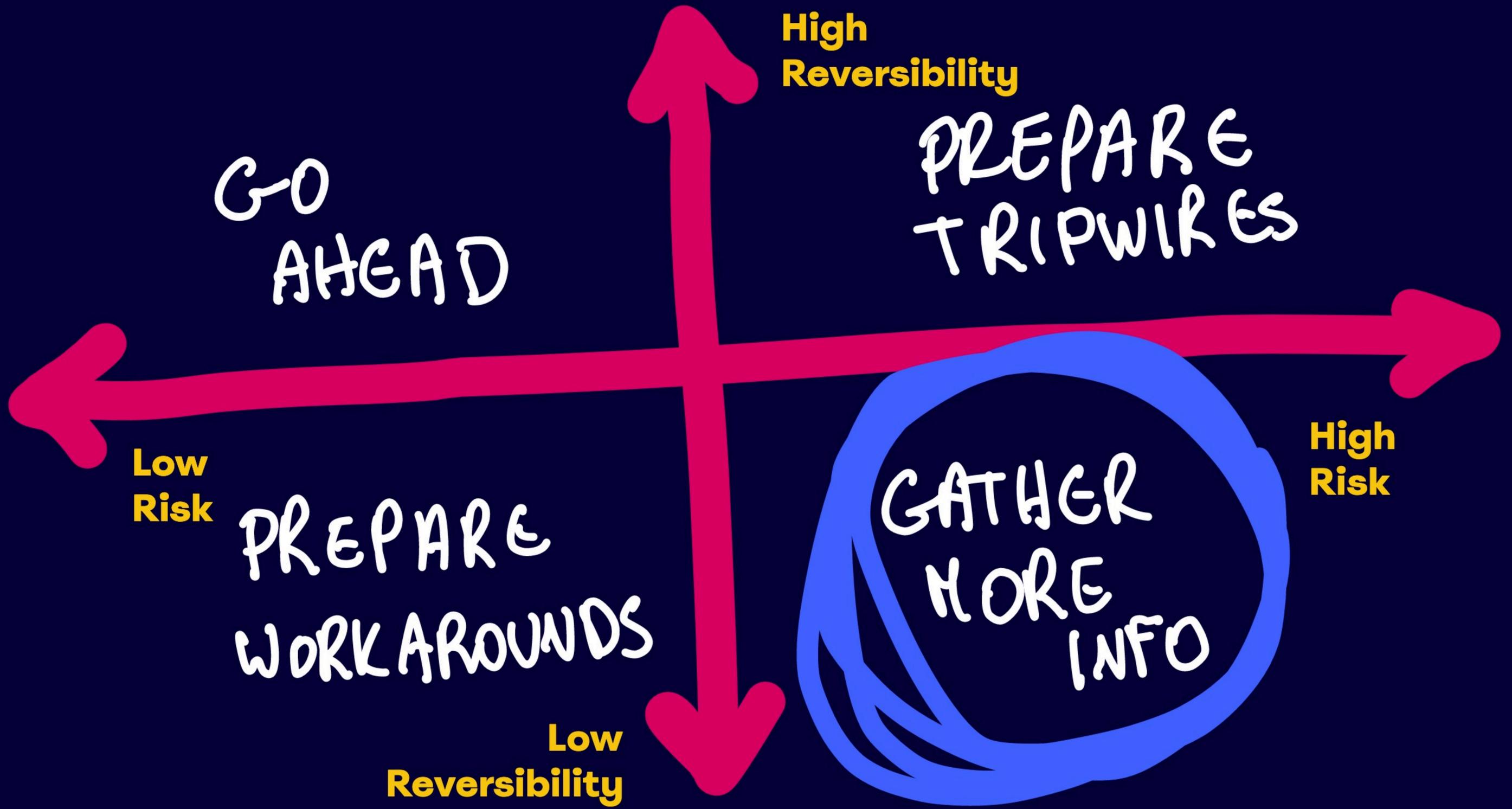
Custom pricing for your company

[Contact us](#)

All Business features, plus

- ✓ [Enterprise-grade security and compliance](#)
- ✓ [SIEM \(Splunk\) integrations](#)
- ✓ [Data governance](#)
- ✓ [Centralized account management and insights](#)
- ✓ [Automated user and license management](#)
- ✓ [Flexible Licensing Program](#)
- ✓ [Dedicated Success Manager](#)
- ✓ [Premium support](#)
- ✓ [Azure DevOps and CA Rally integrations](#)
- 👤 Starting from 50 members

[Compare all features](#)



High Reversibility

GO AHEAD

PREPARE TRIPWIRES

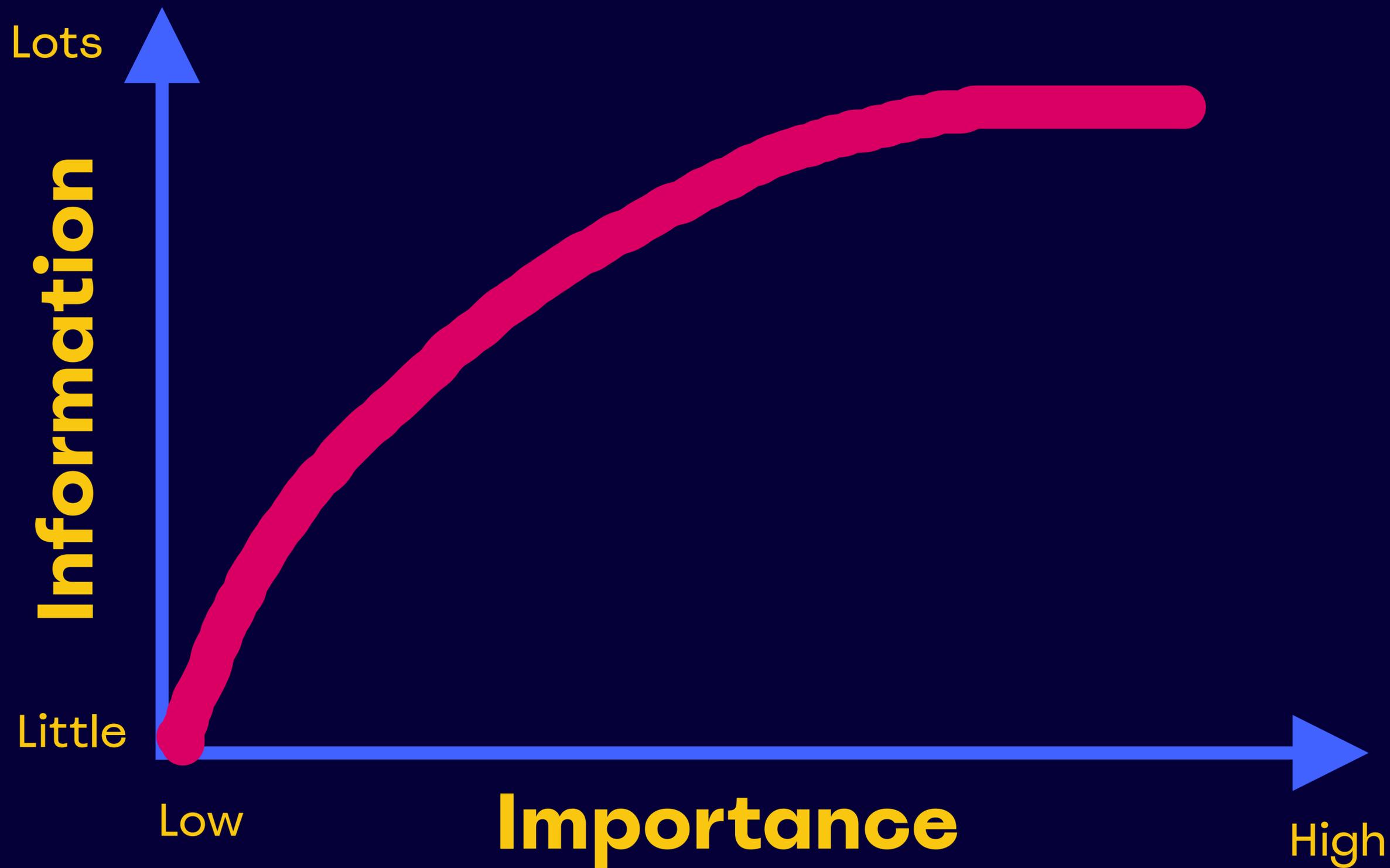
Low Risk

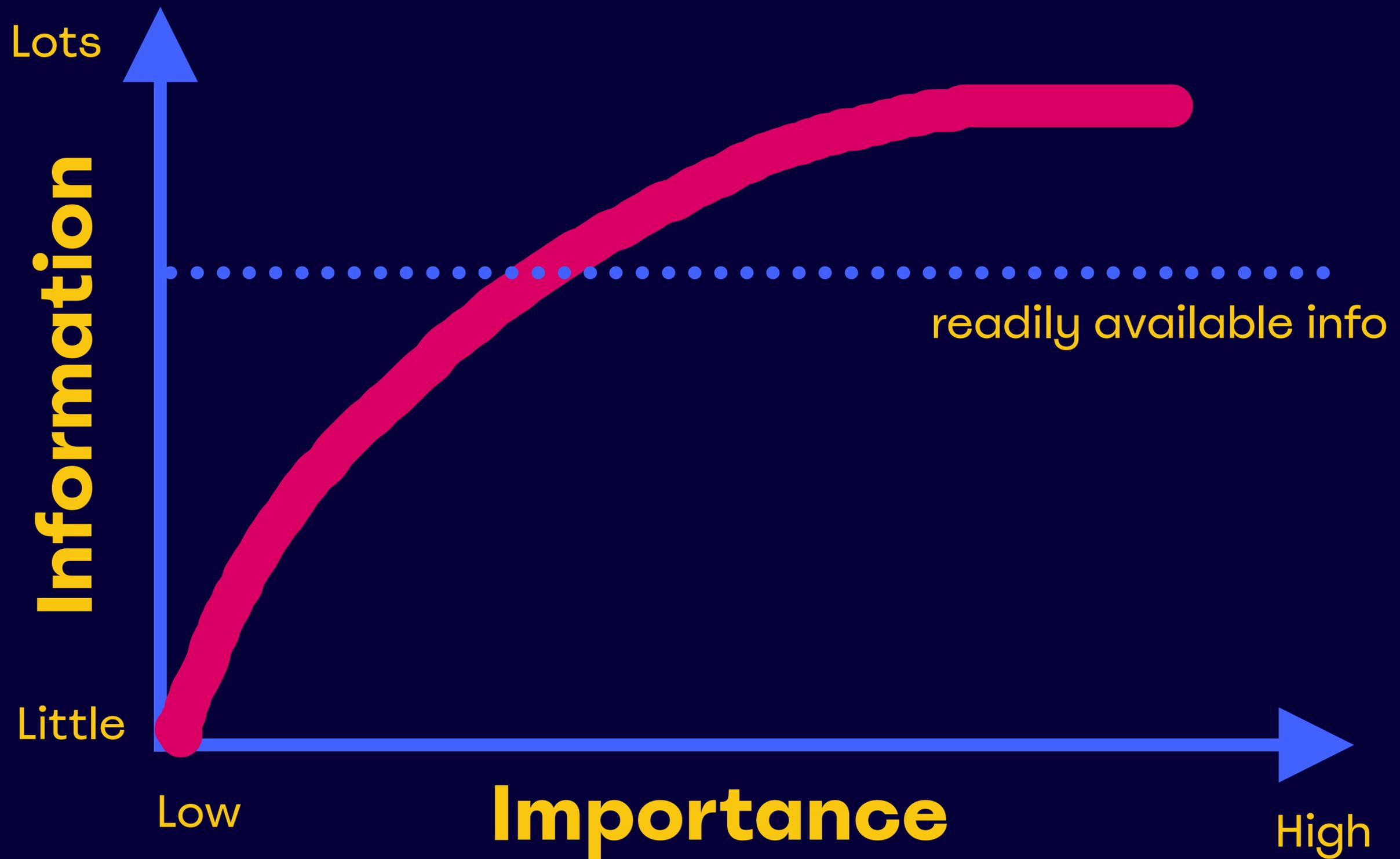
PREPARE WORKAROUNDS

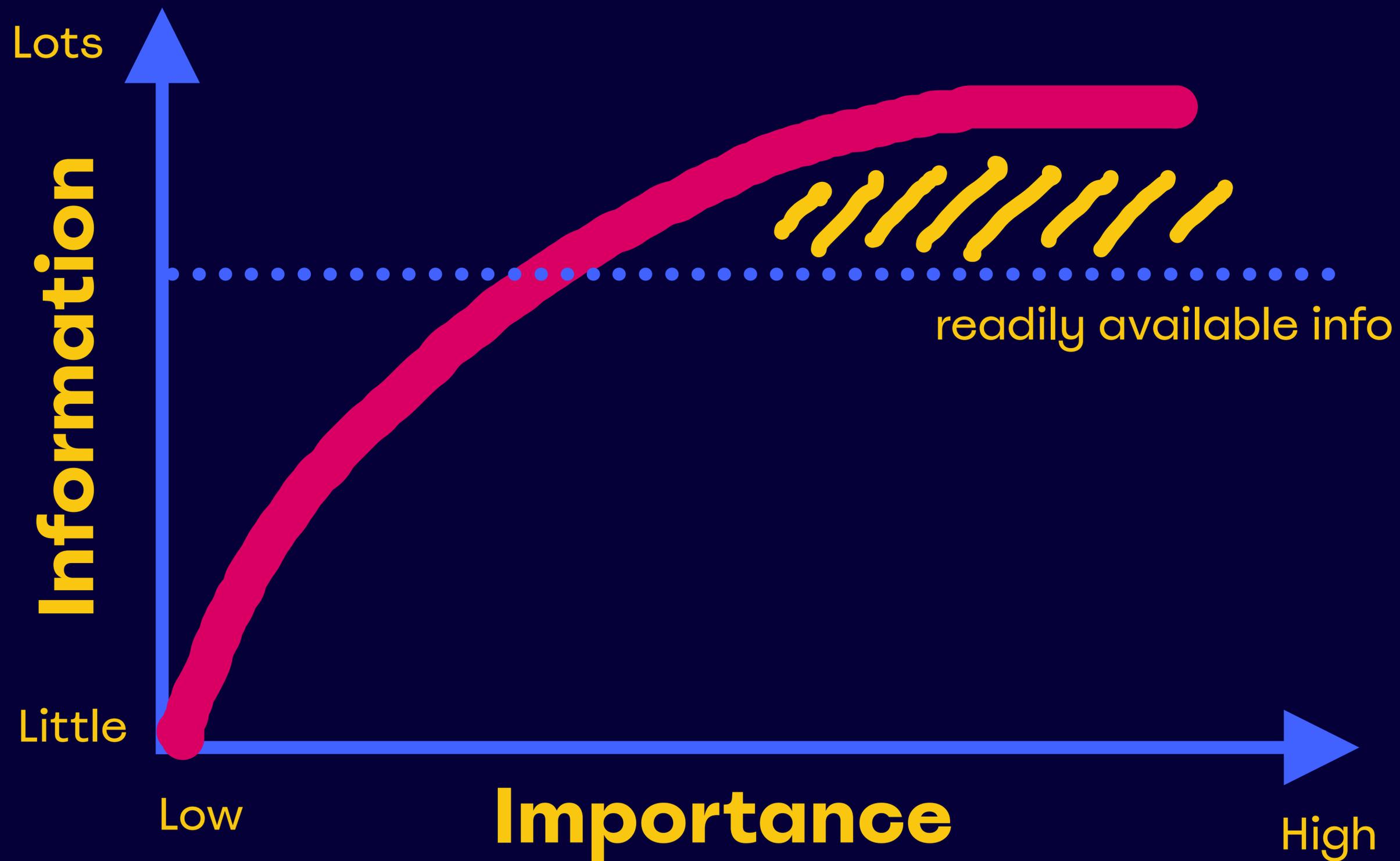
High Risk

GATHER MORE INFO

Low Reversibility

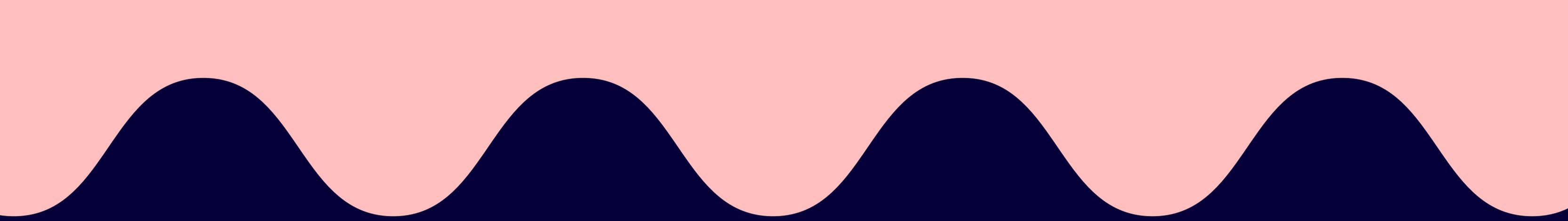








Our goal should be to
fill the gaps efficiently



A framework for filling the gaps

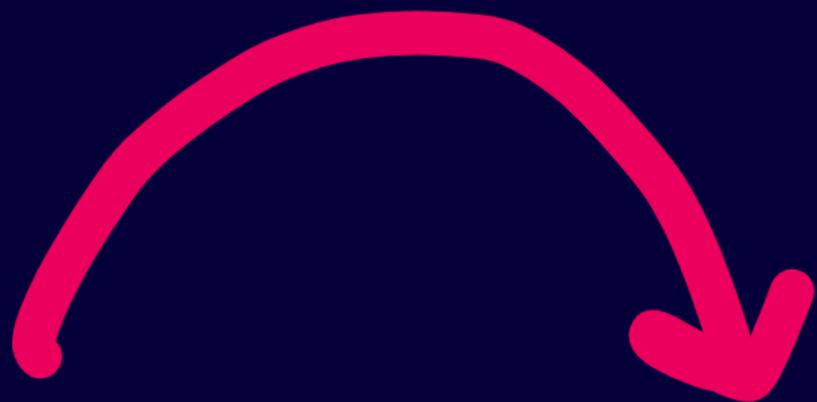
Stage



Stage



Decision



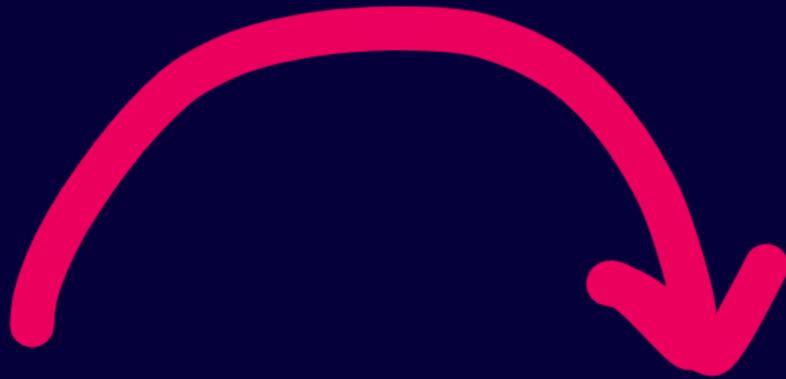
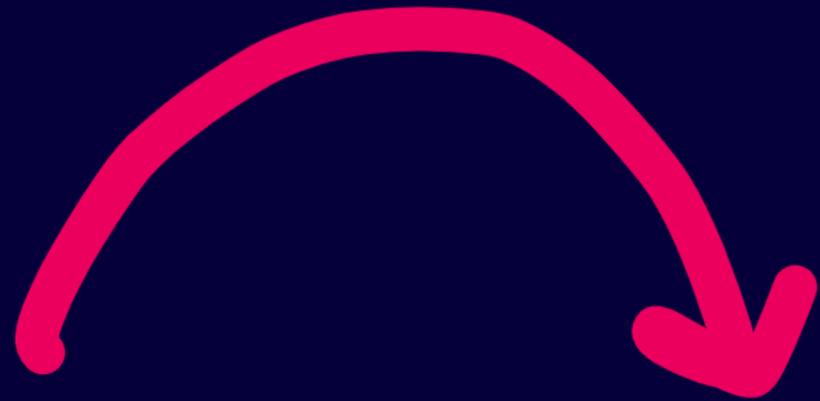
Stage



Decision



Approach

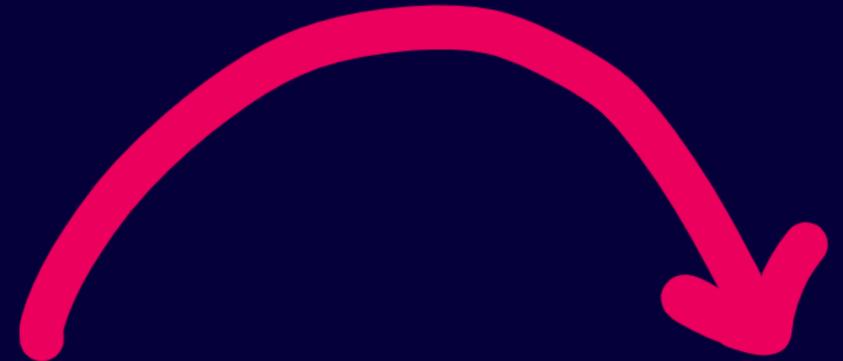
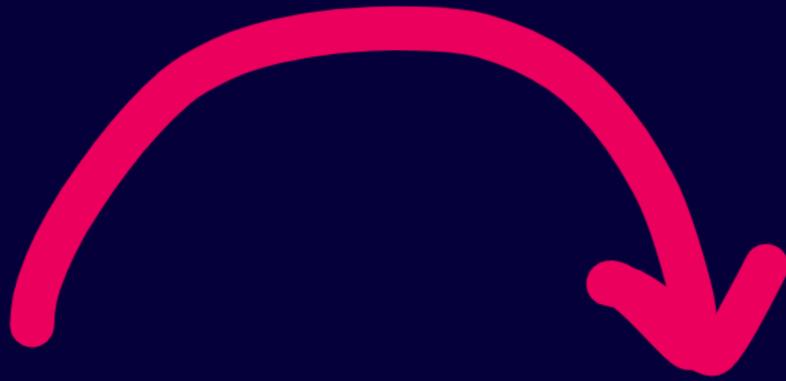
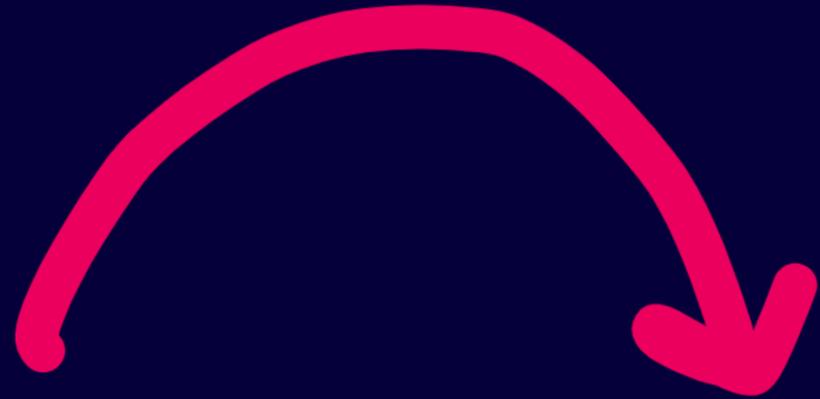


Stage

Decision

Approach

Info



A typical product development lifecycle



A typical product development lifecycle



Idea



Define



Explore



Build



Ship



Tweak

Questions:

- Who are our audiences and what behaviours, unmet needs and challenges do they exhibit?
- What is happening today/has historically happened in this space?



Idea



Approach:

- Look at existing research (internal and external), identify gaps/assumptions/hypotheses
- Fill those gaps with interviews, observations, longitudinal studies, and/or data and trend analysis

Questions:

- What are the most impactful problems to focus on?
- What are the root causes and consequences of those problems?
- What will be meaningful to measure today and down the the line?



Define

Approach:

- Conduct more interviews, observations, and longitudinal studies to understand the problem in more depth
- Conduct surveys to identify segments and measure total addressable markets
- Conduct data analysis to measure existing impact/reach of problems
- Define success metrics



Explore

Questions:

- How are users faring with the concepts we're developing?
- To what extent do they understand the designs, flows, and content we've put together?

Approach:

- Conduct concept/paper prototype/lo-fi prototype/clickable mockup testing
- Measure baselines for success metrics

Questions:

- Can people use what we're building?
- To what extent is it addressing the issues posed by the problem we're trying to solve?



Build

Approach:

- Conduct high-fidelity usability tests
- Conduct longitudinal studies and beta tests
- Conduct experiments (incl. A/B tests)
- Build out instrumentation and dashboards

Questions:

- Are people using our solution the way we thought they would?
- To what extent did we succeed in solving the problem we initially defined?



Ship

Approach:

- Monitor support tickets/forums/social media
- Gather in-context feedback
- Populate dashboards and monitor success metrics



Tweak

Questions:

- What incremental improvements or revisions to our roadmap might be most impactful to our users?

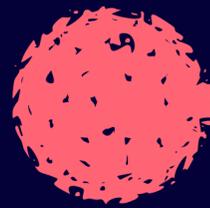
Approach:

- Participate in retrospectives/post-mortems
- Continue monitoring support tickets/forums/social media
- Continue monitoring success metrics
- Conduct A/B tests

How your decisions shift over time

Are we building
the right thing?

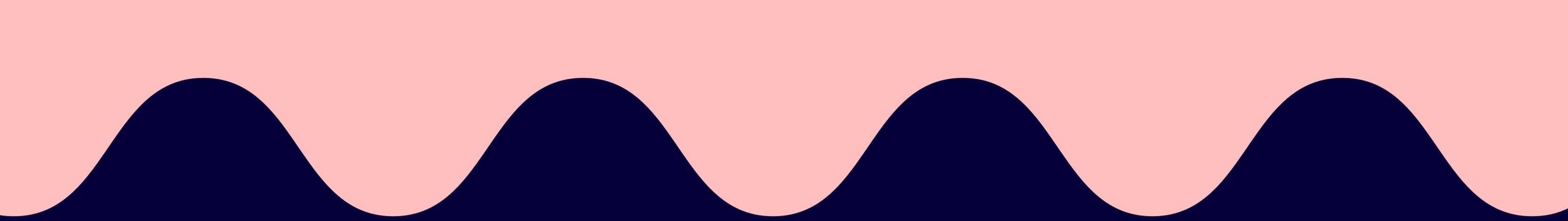
Are we building
the thing right?



Beginning



End



**Going from hesitation
to confidence**

"Deciding how important a decision is, is the most important decision you can make."

- Brandon Chu

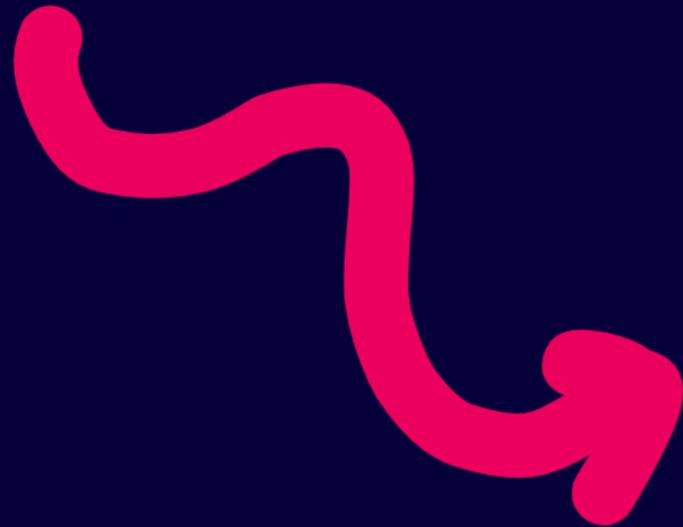


**How important
is this
decision?**

"Deciding how important a decision is, is the most important decision you can make."

- Brandon Chu

**How important
is this
decision?**



**What are the
levels of risk and
reversibility?**

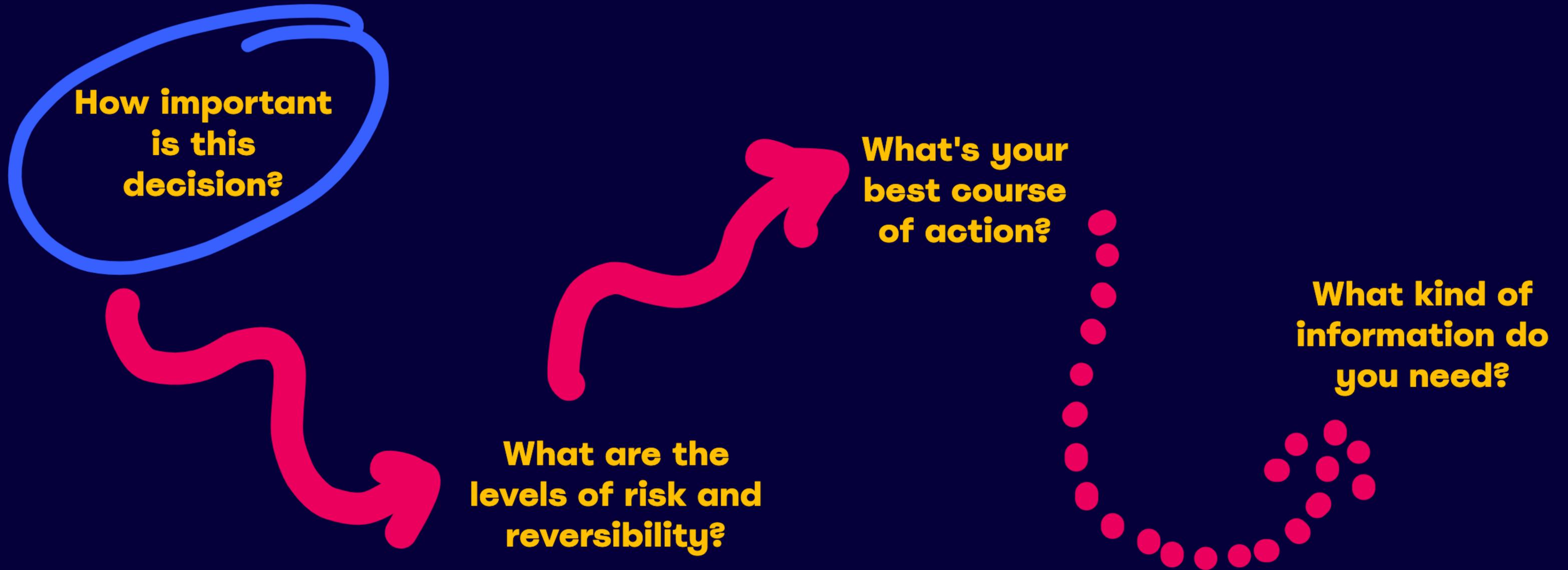
"Deciding how important a decision is, is the most important decision you can make."

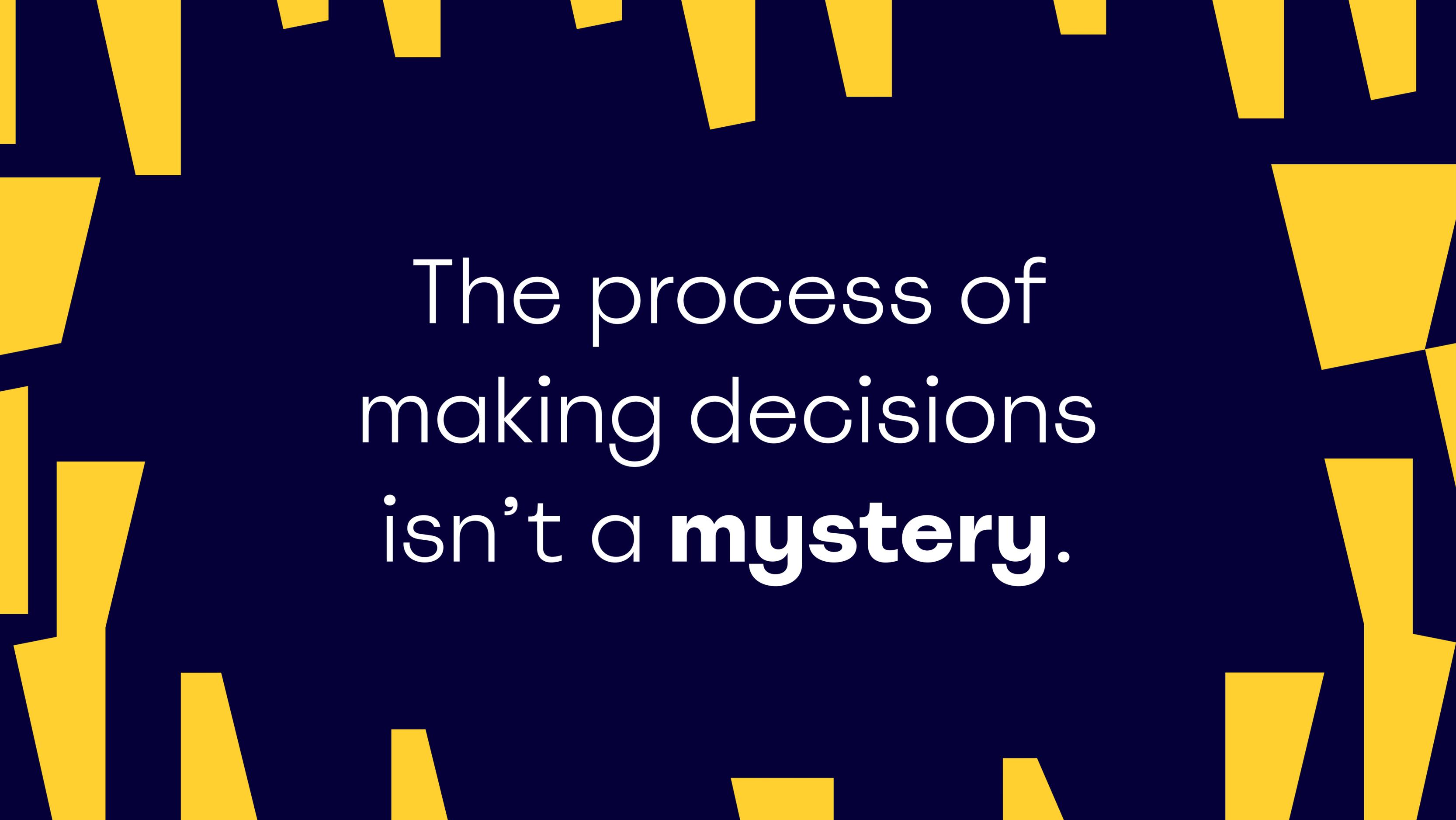
- Brandon Chu



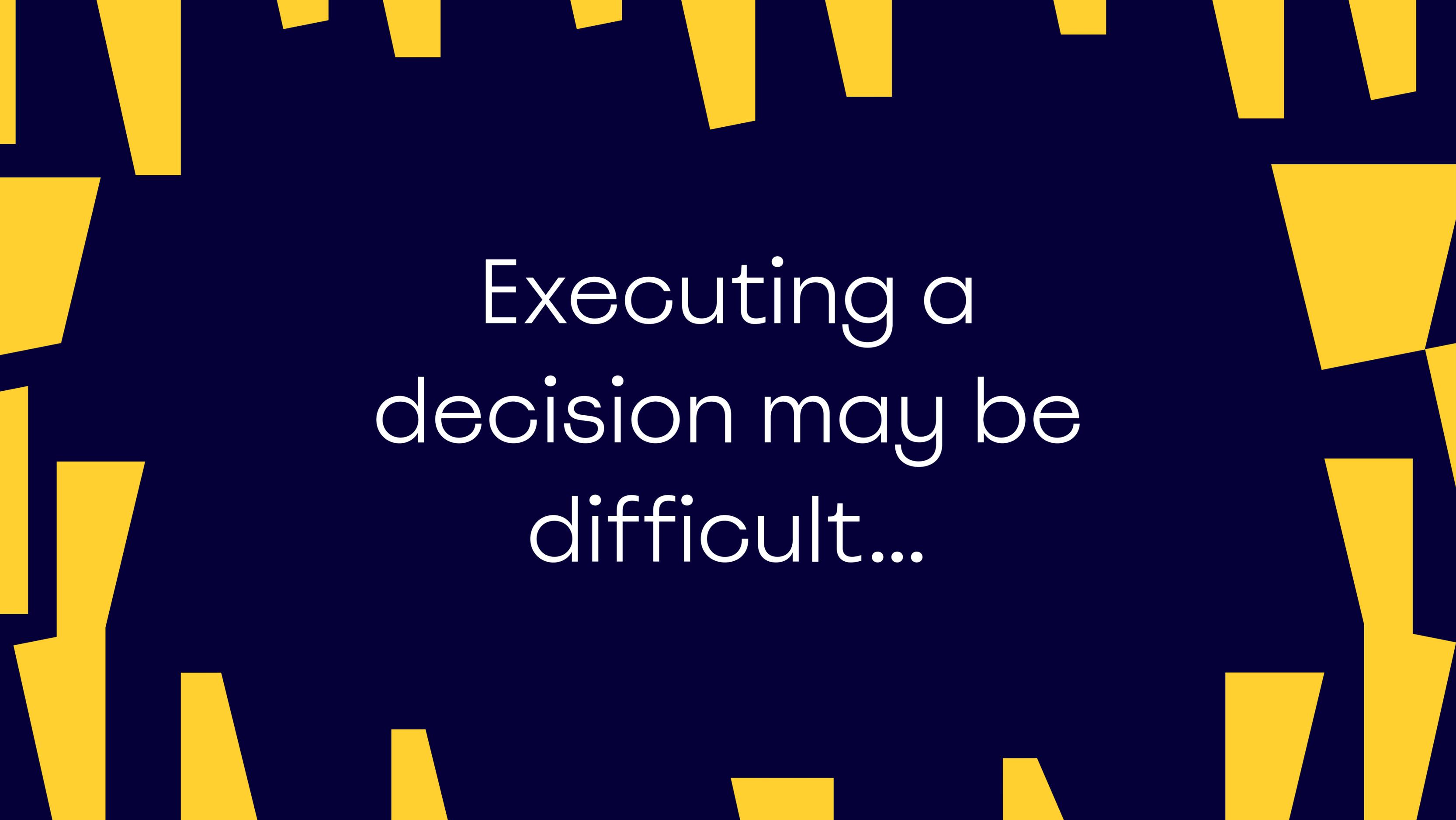
"Deciding how important a decision is, is the most important decision you can make."

- Brandon Chu





The process of
making decisions
isn't a **mystery**.



Executing a
decision may be
difficult...



... but **making it**
shouldn't be.



Go forth and make
some **awesome**
decisions.

The background is a dark blue color with several yellow geometric shapes scattered across it. These shapes include triangles, trapezoids, and irregular polygons, some pointing upwards and some downwards, creating a dynamic, abstract pattern.

Thank you!

dalia@miro.com

[p.s. we're hiring!]