

# Who Cares?

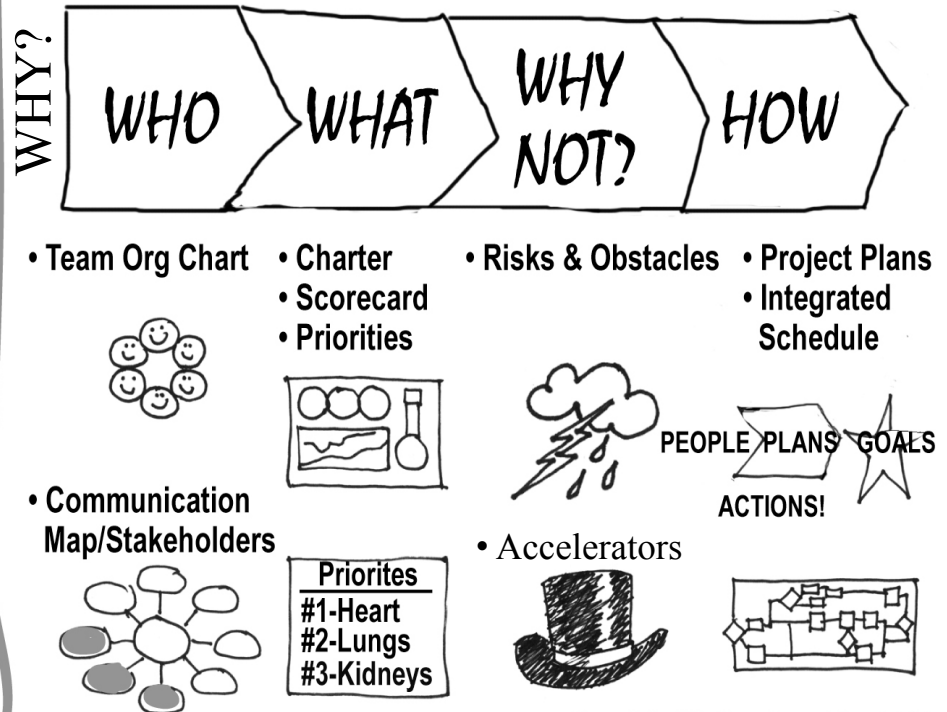
*Guiding Products to Greatness  
Through the Eyes of Your  
Stakeholders*

**SVPMA**

**April 2010**

**Kimberly Wiefeling, M.S.**  
**President, Wiefeling Consulting, LLC**  
**Author, Scrappy Project Management**

## SCRAPPY PROJECT MANAGEMENT Get It Done Guide



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# Speaker Background



Scrappy Project Management  
土壇場プロジェクト  
成功の方程式  
回避可能な12の落とし穴

キンバリー・ウィーフリング  
Kimberly Wiefling  
田中健彦・訳

さあ進もう、  
「ど根性」で行こう!

可能性が厳しく、どう見ても不可能に見えるときでも、  
一筋の光明を見出して結果を出すための、知恵を凝縮  
日経BP社 定価(本体1600円+税)



# Wiefling Consulting, LLC

- **Focus**

- **Global Business Leadership**
- **Sensible Project/Program Management**
- **Results that Seem Impossible . . .**

- **Services**

- **Workshops that Change Behavior**
- **Facilitation that Gets Results**
- **Consulting that Continues Through Execution**
- **Coaching that Enables the “Impossible”**

# Prioritize #1, #2 and #3

## Most Important

Transmission	Engine	Ignition	Cooling System	Driver's Seat
Brakes	Gas Pedal	Steering Wheel	Heater	Air Conditioner
Passenger's Seat	Wheels and Tires	Lights	GPS System	Rearview Mirror



# Overall Approach to Getting Results

## Goal Statement: Ideal Outcome in 1 Sentence

Why?

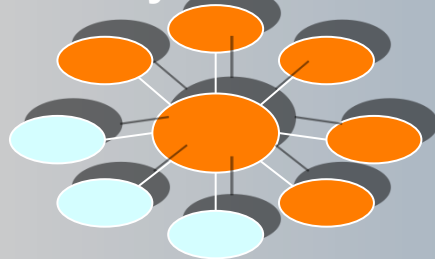
**Who**

**What**

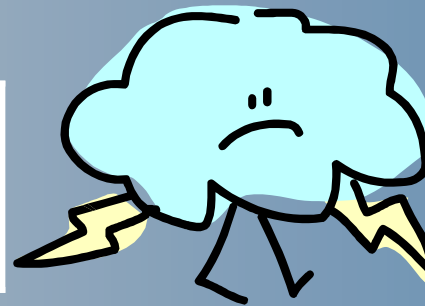
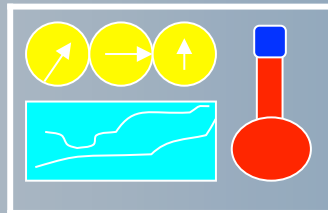
**Why Not?**

**How?**

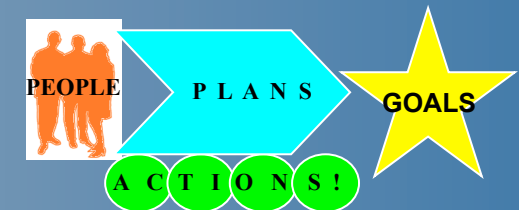
- Communication Map/Stakeholder Analysis



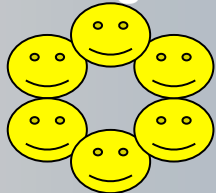
- Goals/Charter
- Metrics/Scorecard
- Priorities



- Risks & Obstacles
- High Level Plans
- Integrated Schedule



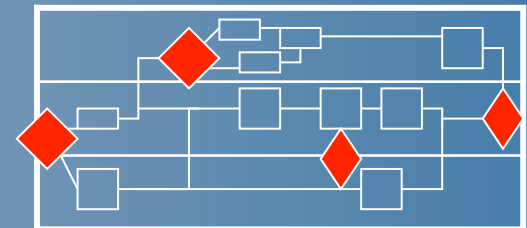
- Team Org Chart



### Priorities

- #1 –
- #2 –
- #3 –

- Accelerators



# Goals

- **This workshop will enable you to identify, understand, manage and influence stakeholders in your projects more effectively.**
- **As a result, you will increase the chances that your projects will be judged successful, and avoid predictable and preventable problems that result from inattention to stakeholder management.**



# Agenda



- **Identifying Stakeholders**
  - Communication Map Exercise
- **Understanding Stakeholder Perspectives**
  - Perspectives Exercise
- **Managing & Influencing Stakeholders**
  - Tuning in to WIIFM
- **Key Insights and Call to Action**



# Product Development is a Tough Game

- Nearly 75% of all development projects miss their target release date or never ship at all.
- Depending on industry, between 60% and 90% of all new products fail to meet customer expectations.
- 1 in 600 products industry-wide meet their original sales/profit targets.

Sources: Hammer and Company, "Accelerating Innovation: New Urgency, New Approaches." 2003; Aberdeen Group "Making the Case for Collaborative Product Commerce" July, 2001

# Chances of Success

- About **50** % of all new products fail to meet their project goals due to:
  - Failing to meet the needs of the target customers.
  - Being released with unacceptable quality issues.



Source: Aberdeen Group "Making the Case for Collaborative Product Commerce" July, 2001



# The Idea Pipeline

- Over 40% of new product ideas come from customers.



# Bridging Communication



**German and Swiss engineers each built half of a bridge over the Rhine River and met in the middle.**

**Ref: Der Spiegel, 14 Jan 2004, Salt Lake Tribune**

# Bridging Communication



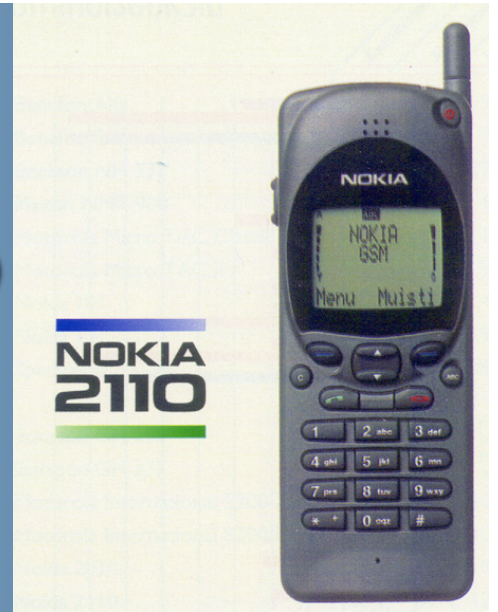
**One side was 54 cm  
(almost 2 feet!) lower  
than the other where  
they met!**

**Ref: Der Spiegel, 14 Jan 2004, Salt Lake Tribune**

# How did this happen?

For years, Motorola Inc. had supplied virtually all the wireless phones to AT&T. But when it came time to switch to the new digital technology, Motorola wasn't ready. Why?

"In 1998 Nokia surpassed Motorola as the world's #1 maker of mobile phones."



\_\_\_\_ % of companies  
think customers are  
delighted.



Ref: Fred Reichheld, “The Ultimate Question: Driving Good Profits and True Growth”



80 % of  
companies think  
customers are  
delighted.



**In 8 % of those  
companies,  
customers agree!**

Ref: Fred Reichheld, “The Ultimate Question: Driving Good Profits and True Growth”

# Root Cause of These Project Failures?



**Failure to include the perspectives of critical stakeholders at the appropriate time.**

# Customer-centric Product Development

**"There is only 1 boss. The customer.**

**And he can fire everybody in the company, from the chairman on down, simply by spending his money somewhere else."**

**- Sam Walton**



# Panasonic Lady Shaver

## Insights

- **Fear of dropping the shaver in wet environments.**
- **Assumption that shiny body meant fragile and slippery.**
- **Space-limitations of bathroom counters.**
- **Unaware of the youth market.**



# Panasonic Lady Shaver

## Insights

- **Fear of dropping the shaver in wet environments.**
- **Assumption that shiny body meant fragile and slippery.**
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## Changes

- **Better grip surface texture.**
- **Sturdy looking matte finish.**
- **Compact charger.**
- **Product promotion to new target market.**





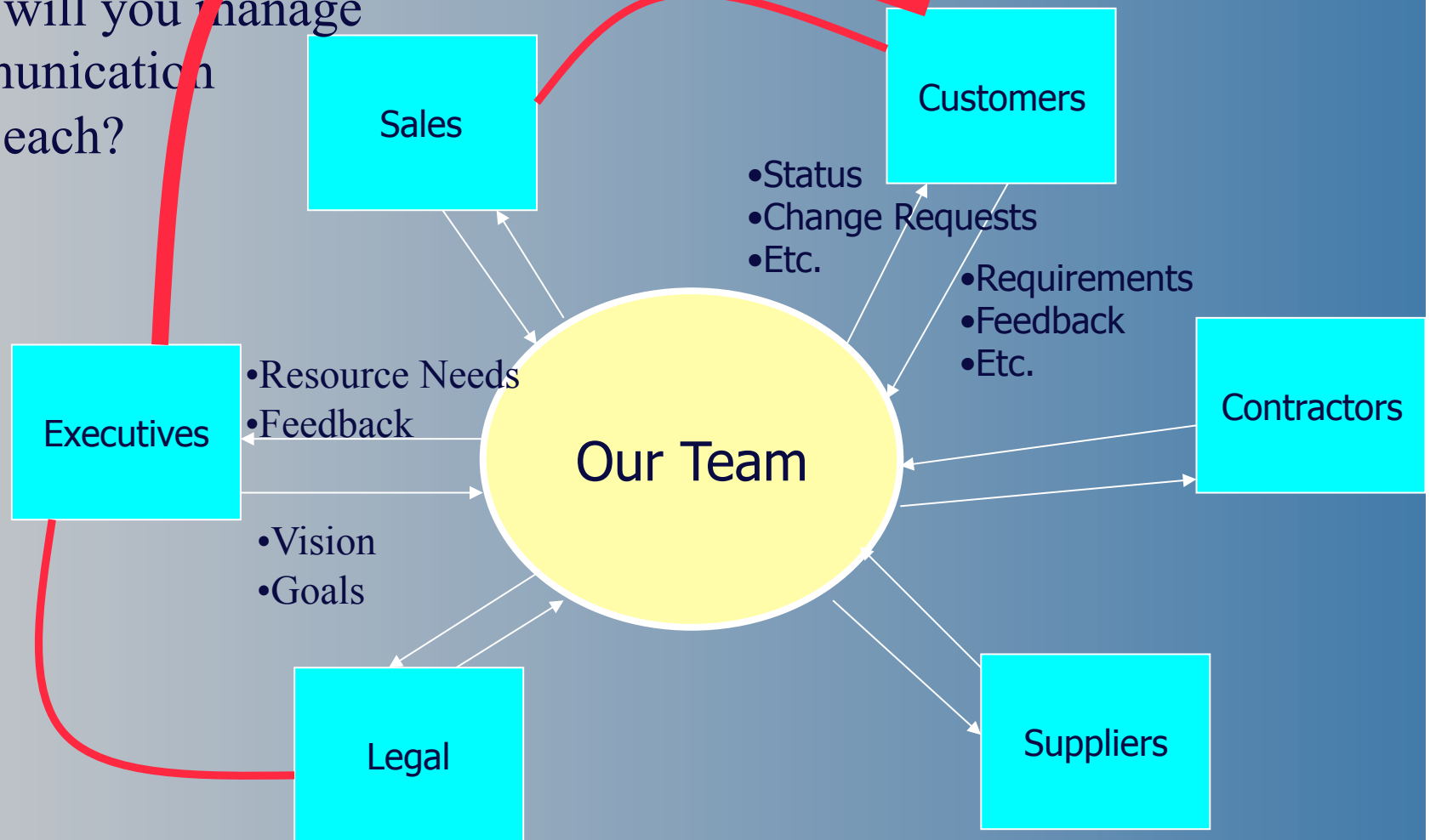
# Some Benefits of Including Customers Up Front

- **Unanticipated ergonomic considerations.**
- **Unanticipated aesthetic implications.**
- **Unanticipated product performance attributes.**
- **Insights on product strategy and marketing.**



# Example Communications Map

- What do they need or want from you? And you from them?
- How could they enable or hinder success?
- How will you manage communication with each?



# Avoiding Predictable Failure



- **Identifying Stakeholders**
  - **Do a stakeholder analysis.**
  - **Create a communication map.**
  - **Identify how they can enable and hinder your success.**
  - **Prioritize #1, #2, #3**

# Perspectives Exercise



# DISCUSSION

**In your group: Discuss the definition of “project success” from the various perspectives.  
(Choose 2-3)**

- Product Management
- Sales
- Marketing
- Suppliers
- Competitors
- CFO
- Customer
- Manufacturing
- Customer Support
- Other



# Key Insights

- **Understanding Stakeholder Perspectives**
  - **Tune in to “WIIFM” for each stakeholder.**



What's  
In  
It  
For  
Me?

# Missing Stakeholders

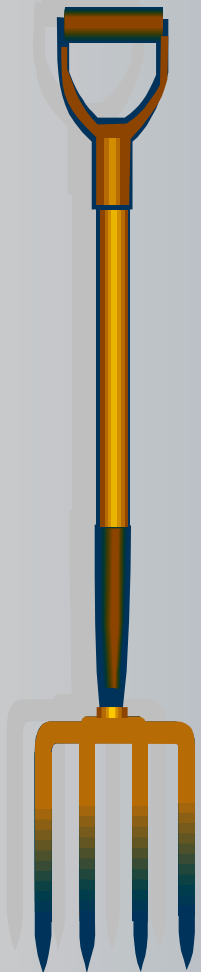
***"The stakeholder that's never in the room is the future generation."***

**- Ackoff**



Manage & Influence  
Stakeholders Effectively

# Influence “Prong”s



- **Managing and Influencing Stakeholders**
  - **P** Prioritize stakeholder interests.
  - **R** Relationship building.
  - **O** Open two-way feedback mechanisms.
  - **N** Needs and wants – know them!
  - **G** Goals – establish shared goals.

**Communicate, communicate, communicate.**

# Stakeholder Analysis



- **Who cares?**
- **Who can help you? Who can hurt you?**
- **What do you need from each stakeholder?**
- **How could you gain each stakeholder's support?**

# Benefits of Concurrent Engineering (CE) and Integrated Product Development (IPD)

- **less development time**
- **fewer engineering changes**
- **less time to market**
- **higher quality**
- **higher worker productivity**





# Key Insights



- **Identifying Stakeholders**
  - Do a stakeholder analysis.
  - Create a communication map.
  - Identify how they can enable and hinder your success.
- **Understanding Stakeholder Perspectives**
  - Tune in to “WIIFM” for each stakeholder.
- **Managing and Influencing Stakeholders**
  - **P** Prioritize stakeholder interests.
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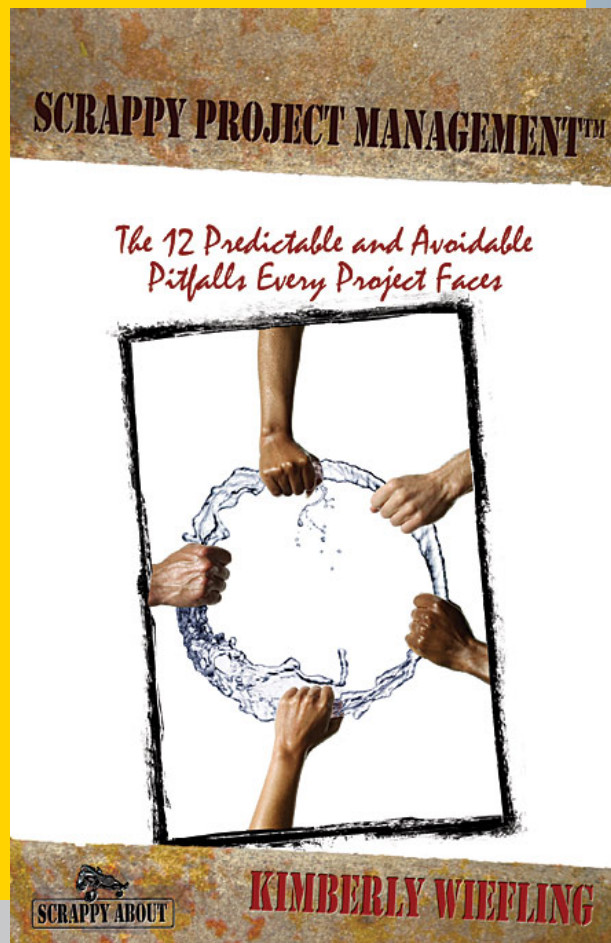
**"Smart people learn from experience; wise people learn from the experience of others."**

- Dr. Ichak Adizes, author of "Corporate Life Cycles - How Companies Grow & Die"**

# Call to Action!

**What 1 “aha” or useful insight will you apply when you leave this session?**





**Conceive it. Believe it. Achieve it.**

# Congratulations in advance!

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Sensible Project Management**

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Q & A