

CoE Webcast Series



The Product Commercialization Process

Host



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Guest Speaker



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Operating Partner



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PCP: Select Ingredients

1. The Commercial Roadmap
2. Sales Enablement
3. Feedback Loops
4. MVP & Beta Process
5. Client Facing Product Team



The Commercial Roadmap



vs. Product Roadmap

- Defines at the highest level deliverables in 6 month increments
- Gives real time information including any adjusted delivery dates
- Shows for which clients/personas/verticals a specific product or feature is being built

Who is it for?

- Sales and Marketing teams; Exec leadership
- Provides anyone outside the Product & Engineering teams a look into where dev time is being allocated
- Bi-weekly or monthly cadence

The Commercial Roadmap



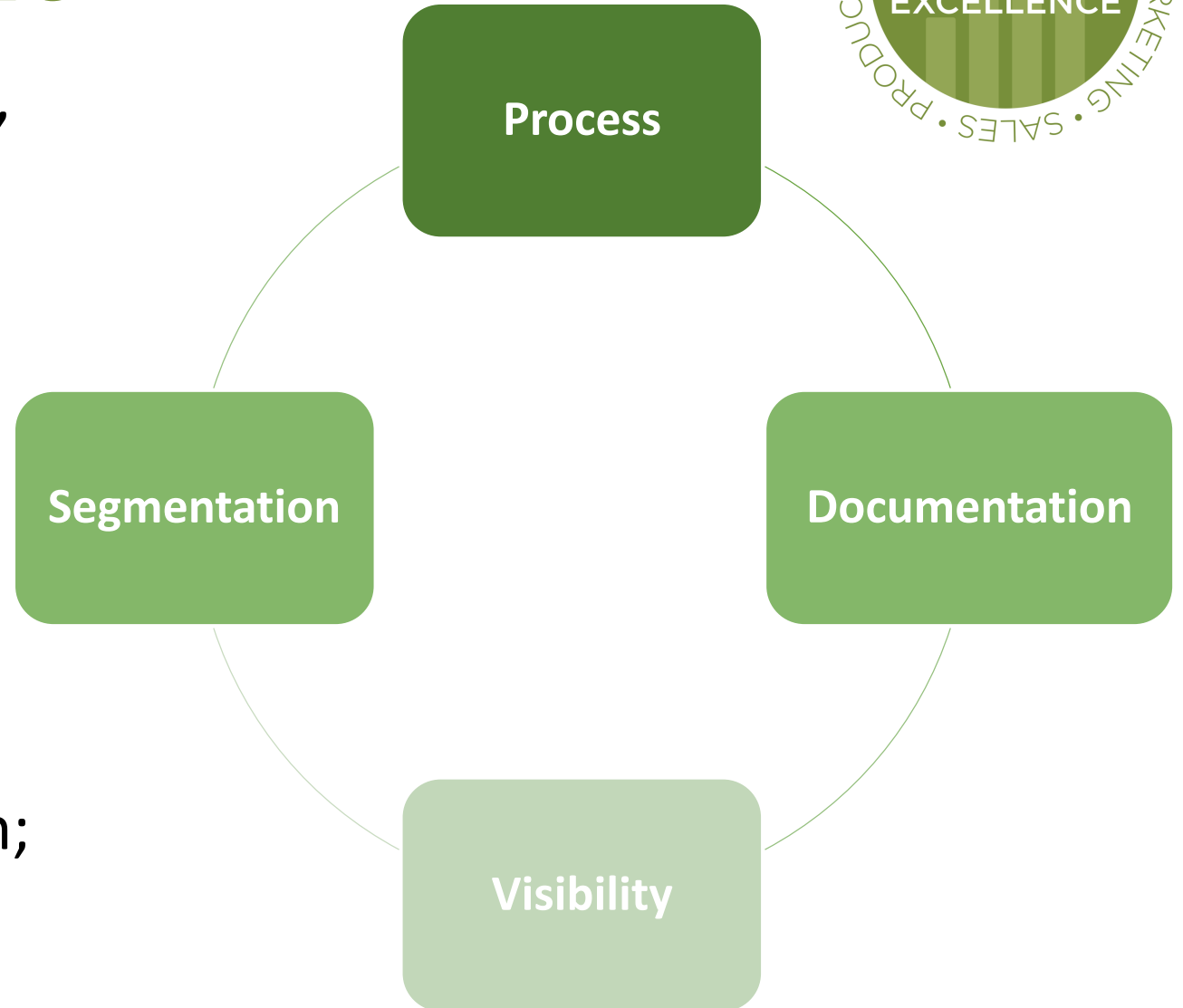
Company A Commercial Roadmap

(4/1/19 - 9/30/19)

Rocks	Rationale	Timing				Technical Owners							
		1	2	3	4	Original	Revised	Marketing	Sales	Product	FE	BE	QA
CRM 2.0 Stakeholder Lead: Sales	Revenue Impact Vertical Expansion Competitive Gap Audience Expansion Tech Optimization					4/1/2019	4/12/2019	3/1/2019	3/20/2019	James	Gary	Jill	Peter
Database Merge Stakeholder Lead: Engineering	Revenue Impact Vertical Expansion Competitive Gap Audience Expansion Tech Optimization					5/4/2019	5/4/2019	NA	4/1/2019	Bobby	Allison	Jill	Sara
SF/Pardot Integrations Stakeholder Lead: Customer Feedback	Revenue Impact Vertical Expansion Competitive Gap Audience Expansion Tech Optimization					6/1/2019	6/12/2019	5/1/2019	5/5/2019	Bobby	Gary	Yu	Peter
Auditing Functionality Stakeholder Lead: Customer Success	Revenue Impact Vertical Expansion Competitive Gap Audience Expansion Tech Optimization					8/1/2019	10/1/2019	8/17/2019	9/1/2019	James	Gary	Jill	Sara

Sales Enablement

- Side car your enablement process, don't box car it
- Documentation & collateral is as important as in-person communication
- Customer segmentation and targeted messaging biggest value add
- Short term sales goals should be reflected in roadmap prioritization; enhanced visibility serves as a bridge



Sales Enablement



- Battle cards – Properly position new features/products for **different audience types**
- Competitive Landscape – Not only an overview of all players in a particular space, but competitors at a **product and feature level**
- Decks - **Feature specific** decks with case studies
- One Pagers – Graphics heavy to **facilitate easier onboarding**
- Sales Cheat Sheets – Concise and varies by personas: different roles use product differently so **positioning must vary**
- Case Studies / White Papers – **Thought leadership** goes a long way

Customer Feedback Loops



- Feedback loops consist of internal and external stakeholders – must have both
- Customer Success, Client Support, Account Management all valuable for getting linear user feedback
- Product team attends client meetings regularly – read between the lines between what they actually say and what they actually need
- Target specific personas through focus groups or MVP releases
- Isolate highly engaged users/clients for smaller format meetings
- Direct vs. Indirect methods



Direct vs. Indirect Feedback



Direct

- Customer meetings
- GTM team feedback cycles (Sales, Success, Account Management)
- Product Surveys
- Expert/High Product Usage Networks
- MVP & Beta Programs

Indirect

- Sales Surveys
- In product usage & analytics capture
- Market & competition updates
- Executive feedback
- CRM system analysis
- AB testing

MVP & Beta Programs



1 AUDIENCE

Be deliberate in who you are targeting and why and ensure a balance between friendlies and critics. Critics often times give the best feedback and allow for extended visibility into competitive gaps

2 PROCESS

These programs won't work unless expectations are clearly defined to start; have a set length of evaluation trial and set up post-trial feedback steps in advance; have a schedule of type and time of interactions with the evaluator

3 SUCCESS

Define measurable success metrics that will be tracked and the communication plan to share success and/or shortcomings; have a minimum threshold of set interactions with new product or feature to constitute value

4 DIVERSIFY

Diversify user/client sets in order to understand how the same product or feature is received by different personas; AB test frequently to quickly understand things that work, things that are confusing or things that need to be discarded

5 EVALUATE

Make a final evaluation based on all available information gathered throughout the program and come to a conclusion whether or not the product or feature is ready for market; communicate results to evaluators

- Competitors force adjustments
- Market is constantly evolving
- Ensure intended use cases and not misinterpretation
- Internal stakeholder goals can change

Product Team as a Sales Cog



- Contract feedback cycle by involving Product Managers in Sales meetings/discussions
- Remove intermediaries or software from regular communication between Sales, Marketing and Product teams
- Business objective plans and regular communication avoid “boy/girl who cried wolf” reputation
- Product leaders ensure that Sales and Marketing teams are adequately equipped to bring releases to market
- Sales updates target lists based on commercial roadmap

Upcoming CoE Webcasts



Employee Engagement Webcast: The Role Employee Engagement Plays in Scaling Your Company

Thursday, April 11 at 2:00 p.m.

Alex Symos, VP, Sales & Marketing Centers of Excellence



Santiago Jaramillo, CEO & Co-Founder



Finance Webcast: Risk & Compliance: Protecting Your Assets and Preparing for Exit

Thursday, May 23rd at 2:00 p.m.

Eileen Covey, Director of Finance & Operations



Erin Burns Walters, National Practice Advisor



THANK YOU

for joining us