

Entrepreneurial Project: 04

lets make great!

WEEKLY REFLECTIONS: OBSERVATIONS

What I noticed:

- Write your **group name!!!**
- More hands on
- More interviews
- Actively reaching out to people
- Learning new platforms/tools
- Starting to prototype
- Less "lost" & frustrated teams (
- Many are Pivoting (good, but why?)
- B/c of new user insight?
- B/c of competition?
- B/c of personal uncertainty?

A lot going on

- Hackathons, sickness, travel...
- Life, school, work...
- Everything is connected
- Early on, the founders <u>are</u> the startup

Brian is wrong

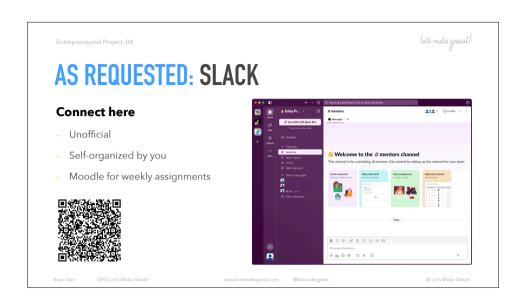
- I shared my criticism
- They did it anyway!

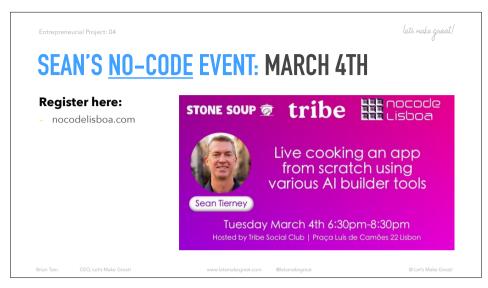
GOOD INVENTORS AND DESIGNERS UNDERSTAND THEIR CUSTOMER.

They spend tremendous energy developing that intuition. They study and understand many anecdotes rather than only the averages you'll find on surveys. They live with the design.

I'm not against beta testing or surveys. But you, the product or service owner, must understand the customer, have a vision, and love the offering. Then, beta testing and research can help you find your blind spots. A remarkable customer experience starts with heart, intuition, curiosity, play, guts, taste. You won't find any of it in a survey.

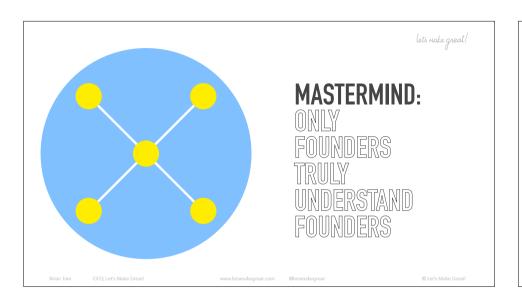








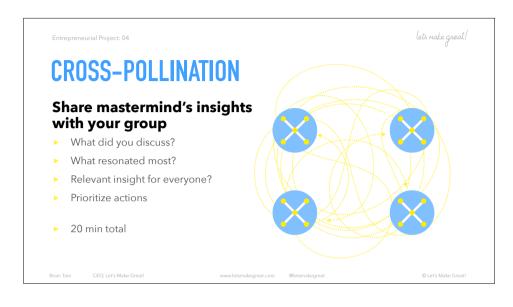












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ALL GREAT INVENTIONS EMERGE FROM A LONG SEQUENCE OF SMALL SPARKS;

THE FIRST IDEA OFTEN ISN'T ALL THAT GOOD, BUT THANKS TO COLLABORATION IT LATER SPARKS ANOTHER IDEA, OR IT'S REINTERPRETED IN AN UNEXPECTED WAY.

COLLABORATION BRINGS SMALL SPARKS TOGETHER TO GENERATE BREAKTHROUGH INNOVATION.



Scott Belsky
Co-founder, Behance