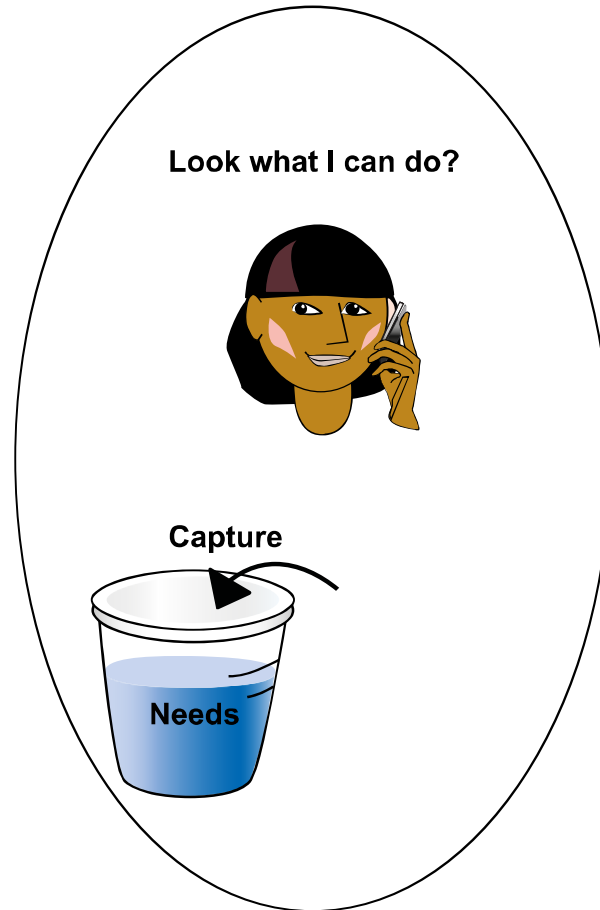


## 5. Capture customer needs – The Needs Domain of Information

The customer's world





# Learning objectives

- ▶ **What is a customer need or resource concern?**
- ▶ **The Kano Model**
- ▶ **Methods to capture customer needs and concerns**
- ▶ **Voice of the customer**
- ▶ **Verification - Looks like a real product**
- ▶ **Verification - Works like a real product**
- ▶ **Verification - Sells as a WoW product**
- ▶ **Summary**



## Writer's Witty Words

***A customer's need isn't found in the words  
they tell you but in the meaning behind them.***

Per Lindstedt

## Why important?

Customer needs and resource concerns drive the customer's behavior, actions, and purchasing decisions.

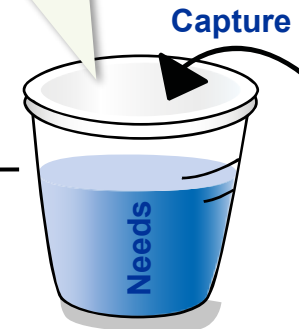


# What goes into the bucket?

A **customer need** is what is necessary for or desired by the user.

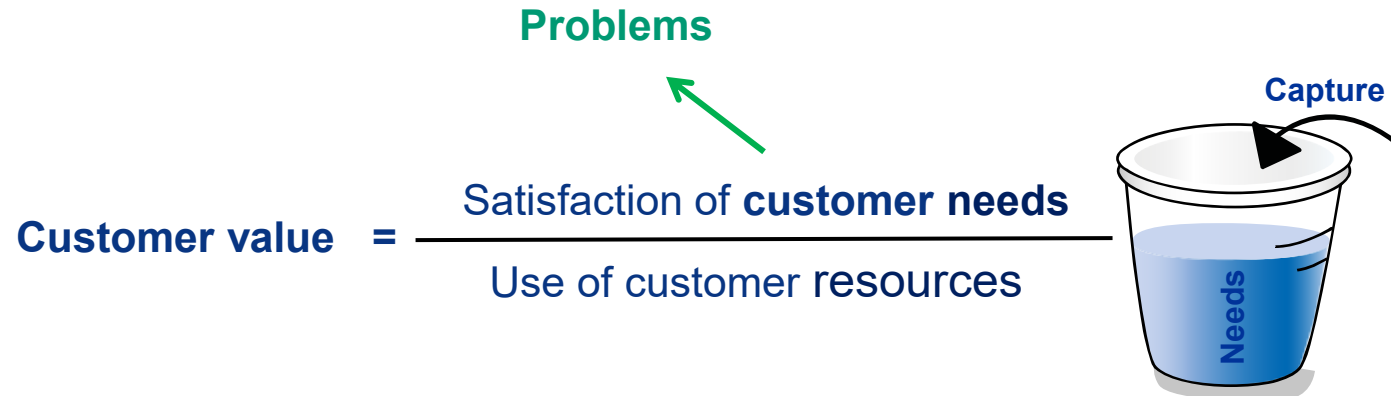
European standard EN 1325-1

$$\text{Customer value} = \frac{\text{Satisfaction of customer needs}}{\text{Use of customer resources}}$$



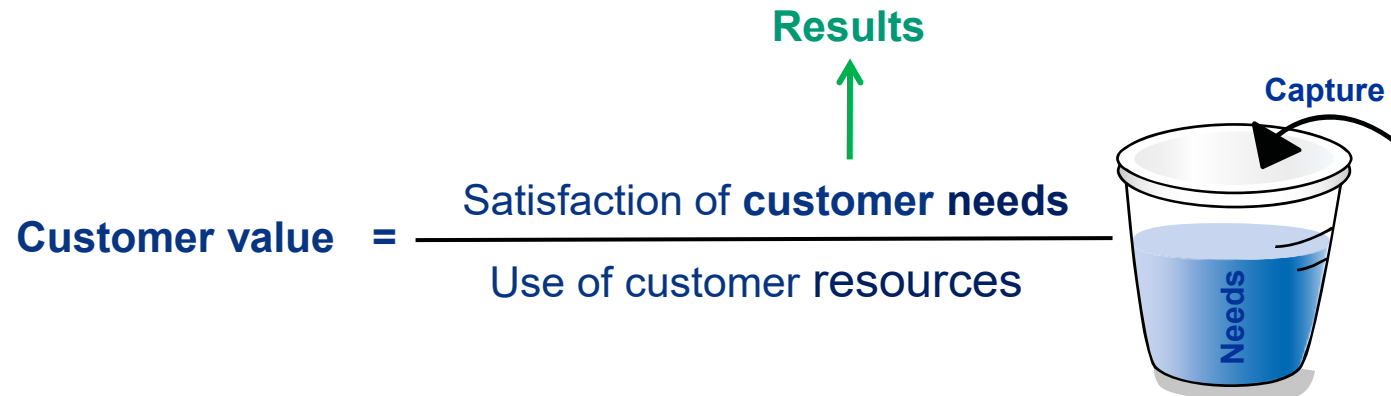
# The “King” of all Needs

Problems are sources of annoyance or worry that need to be solved urgently.



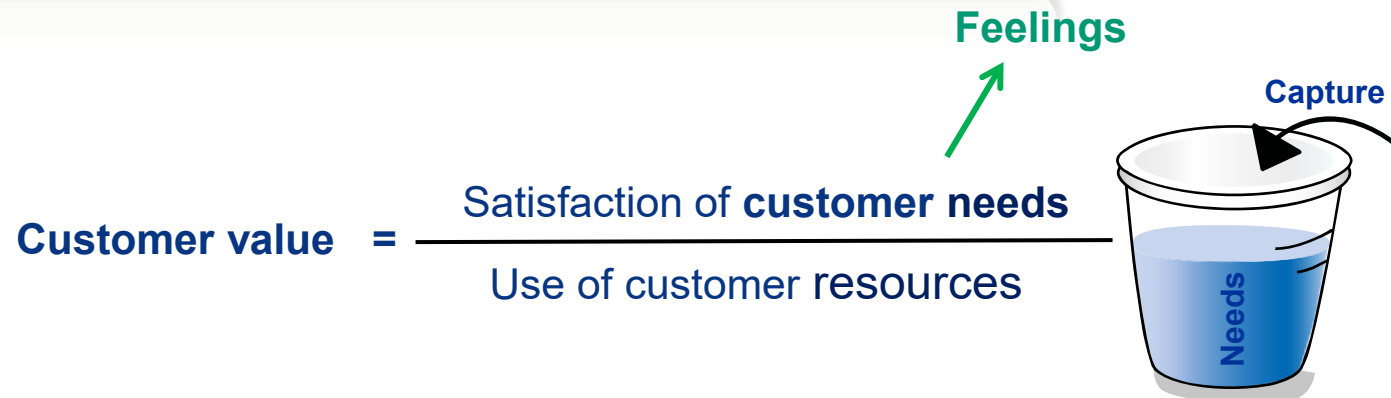
# Results

Results involve improving existing solutions to problems, creating more value for the customer.



# Feelings

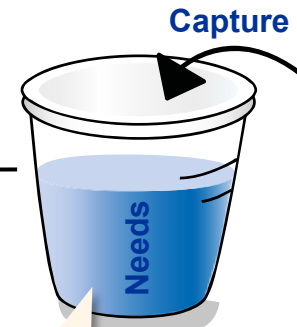
Feelings are what the customer wants to experience using your product. They evoke positive emotions, such as joy, pride, and self-esteem.





# What goes into the bucket?


$$\text{Customer value} = \frac{\text{Satisfaction of customer needs}}{\text{Use of customer resources}}$$




A resource concern is what is unacceptable to or inconvenient for the user.

Value Model definition

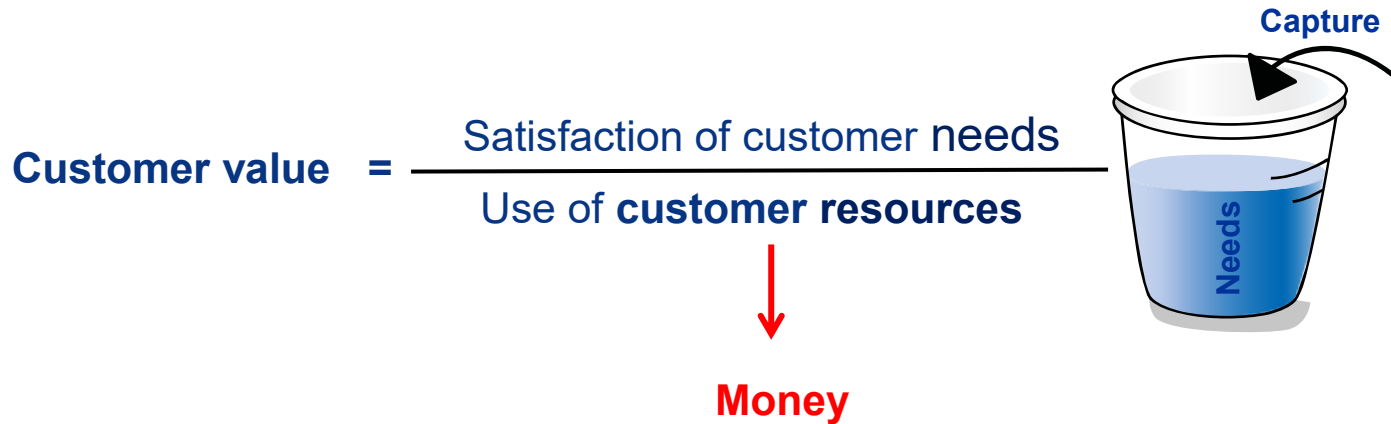
$$\text{Customer value} = \frac{\text{Satisfaction of customer needs}}{\text{Use of customer resources}}$$

  
**Time**



The perception of unproductive or wasted time is more critical than the actual time in minutes and seconds.

# Money

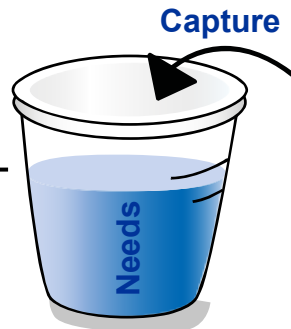


All costs of buying, operating, and servicing the product often reduce value. However, price is a complex issue that affects the customer's perception of value in multiple ways.

# Effort

$$\text{Customer value} = \frac{\text{Satisfaction of customer needs}}{\text{Use of customer resources}}$$

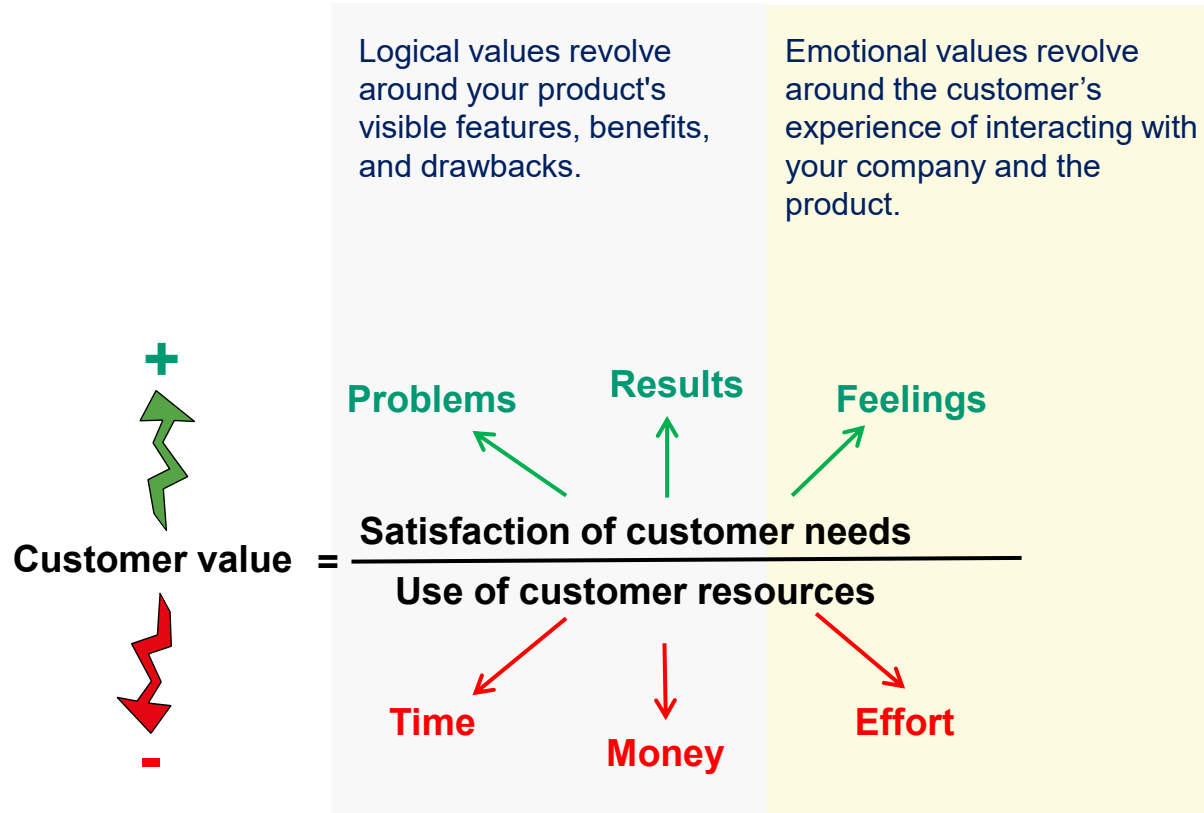
**Effort**



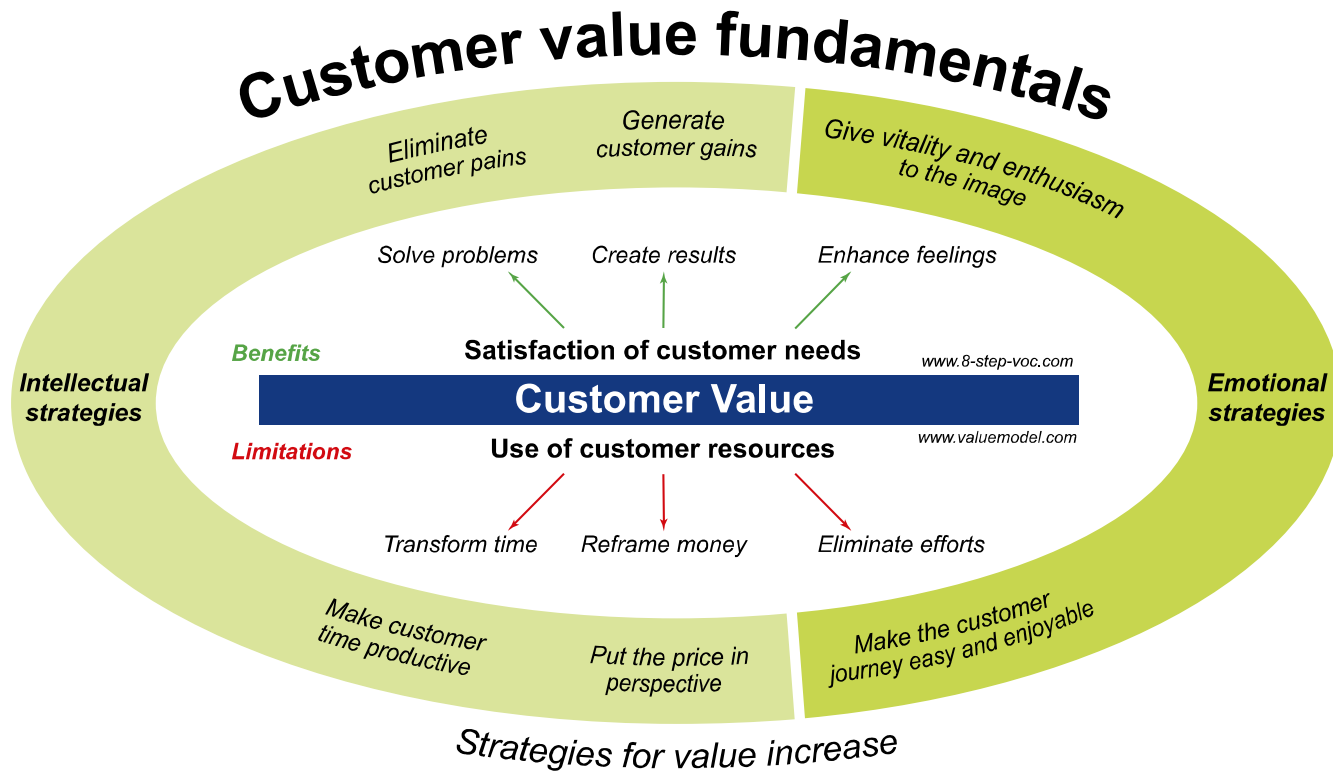
The diagram shows a bucket labeled 'Needs' with an arrow labeled 'Capture' pointing into it. A red arrow points from the denominator 'Use of customer resources' to the word 'Effort'.

Efforts can significantly reduce customer value by triggering unpleasant and negative emotions. These efforts can be physical, mental, or emotional.

# The whole space matters



**Customers justify with logic but buy based on emotions.**



Download for free and print in A3 format.

## Challenges in capturing customer needs.

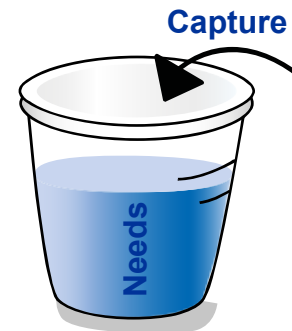
### Your organization:

- assumes it already knows customer needs and resource concerns
- believes customers can't provide valuable information
- treats it as a check-box activity, resulting in poor quality
- prioritizes internal needs over customer needs
- lacks methods to capture, document, and communicate needs.



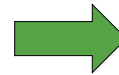
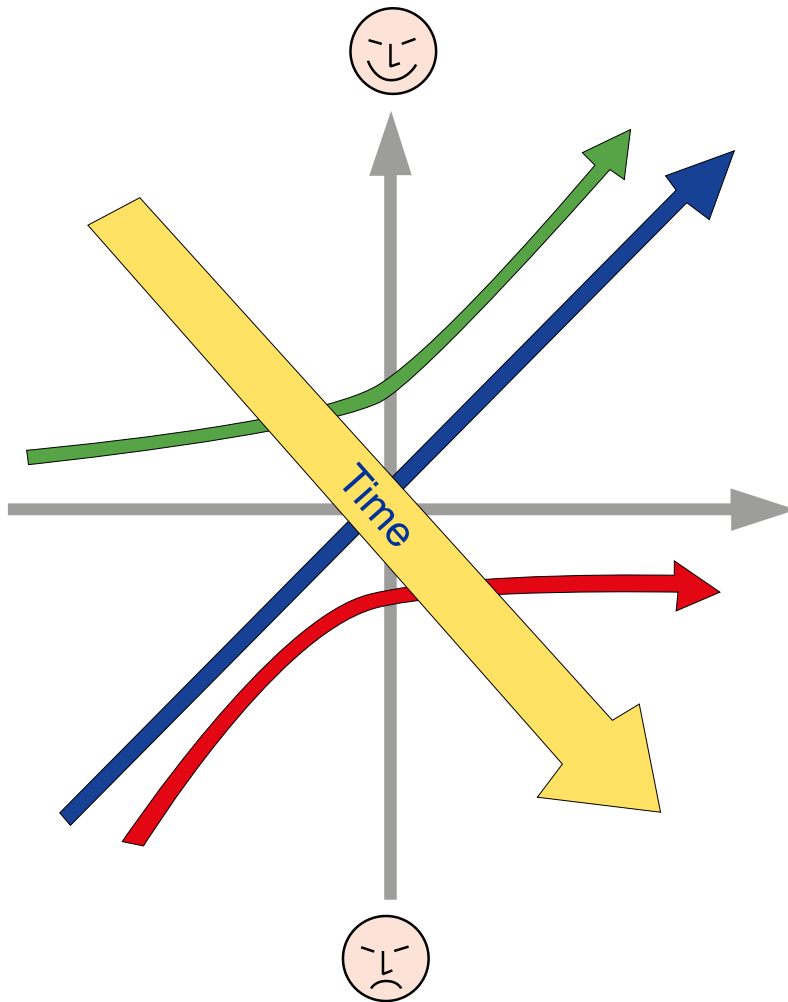
## Typical concepts used:

- Kano model
- Why questionnaires are misleading
- Voice of the customer
  - In-depth interviews or focus groups
  - Customer visits and observations
  - Affinity diagrams
  - Value cards
  - SWOT
- Use cases





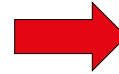
# Kano Model



**Unspoken excitement needs** are issues the customer does not believe or understand can be met by the product.



**Spoken needs** are issues that the customer is aware of and can articulate.



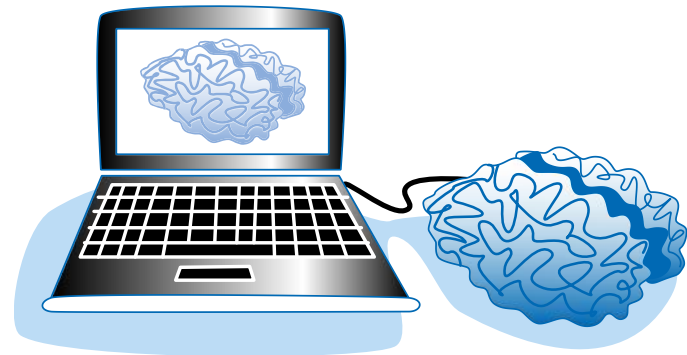
The customer takes **unspoken basic needs** for granted and forgets to mention them when asked.



What initially starts as an unspoken excitement need will transition into a spoken requirement and eventually become an unspoken basic need.

## Why conventional questionnaires don't work:

- assumes you know what is important to ask about
- questions are formulated from an internal or technical perspective
- presumes the customer has the answer ready – *“the hard disk myth.”*



# The five loops of customer interactions

## Voice of the customer



1. Collecting customer needs and resource concerns.

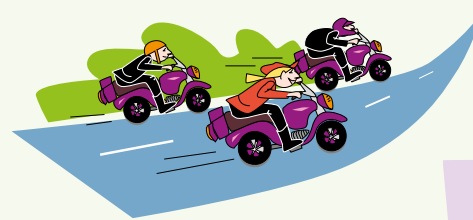


2. Statistical prioritization of needs and resource concerns and benchmarking.

## Successive verifications



3. Looks like real product.



4. Works like a real product.



5. Sells like a Wow product.

# Voice of the customer

VoC - Voice of the Customer



Voice of the Customer is a market research technique that produces a detailed set of customer needs, organized into a hierarchical structure, and then prioritized in terms of relative importance and satisfaction with current alternatives.

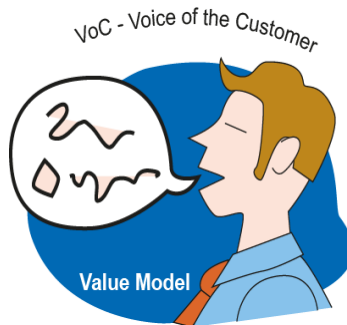
[Wikipedia](#)



# VoC Advantages

## More Wow products

- Increased hit rate of new products.
- Products that merit a premium price.
- Shorter time to profitability.



## More sales

- Inroad to “*Value based selling*” or “Challenger sales”.
- Better relationship with customers.
- Improved brand image.



# Maturity levels

5. Dedicated resources for continuous VoC surveys. The results drive product development.

4. Ad-hoc use of a formalized VoC process, including prioritization of needs.

3. Conduct a few formalized interviews with customers, and you're done.

2. Make a few customer visits, and you're done.

1. Assemble a cross-functional team and conduct a workshop.

0. Assume you know the needs and let a salesperson formulate them.



--- Best in class around 4,2\*

\* Results in the Value Model Assessment: Data collected from approximately 500 individuals and around 20 companies globally.

# Customer value

Customer value is a perception in the mind of the customer.

The value is in the perception, not the performance.

Customer value is not a property of your product.

Value is in the eyes of the beholder, not in the specs sheet.

It's about being perceived as the best. That's where the value lies.





# Capturing customer needs and resource concerns, loop 1

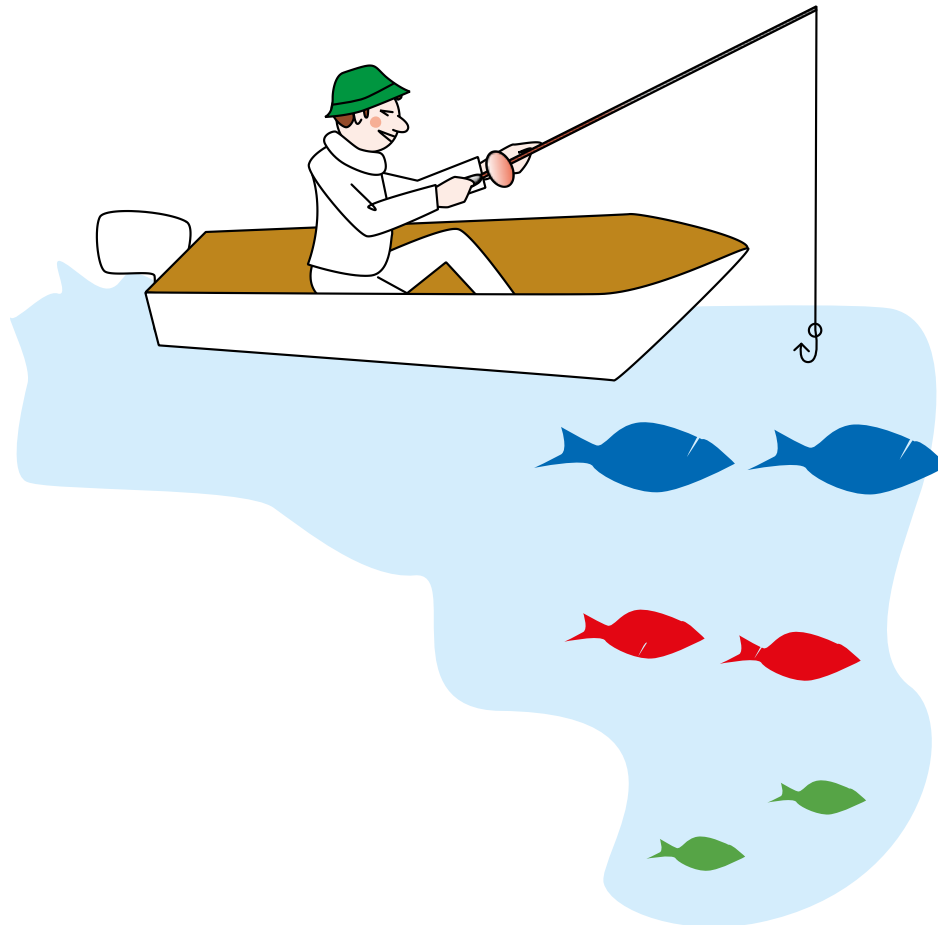
**Voice of the customer** - Conducting in-depth interviews with customers on-site at the location where the existing product is used





# The Sea of Information

Just as different fish require specific bait, you need different methods to capture the full spectrum.



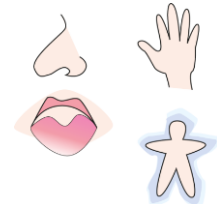
Listen to customers



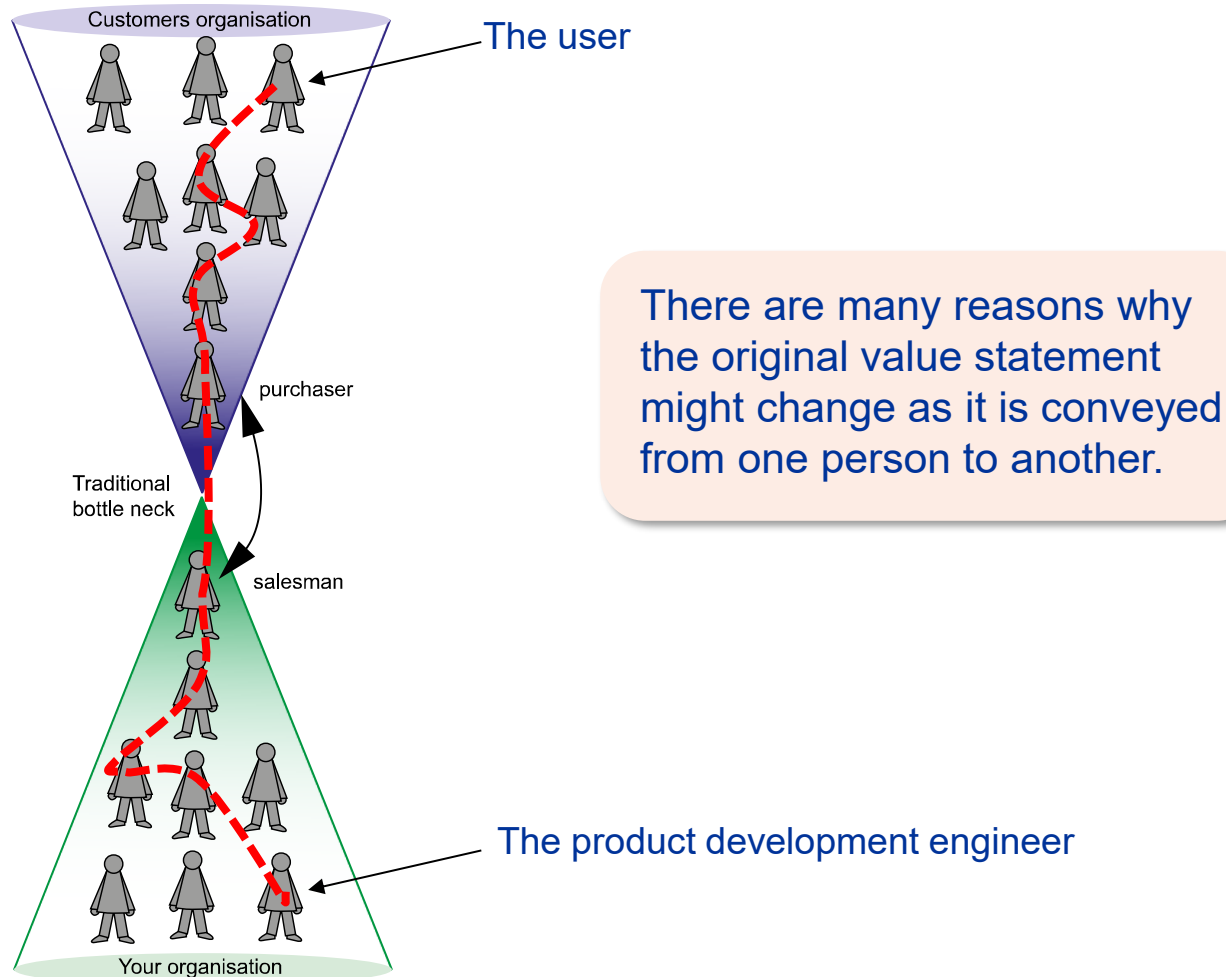
Study customers



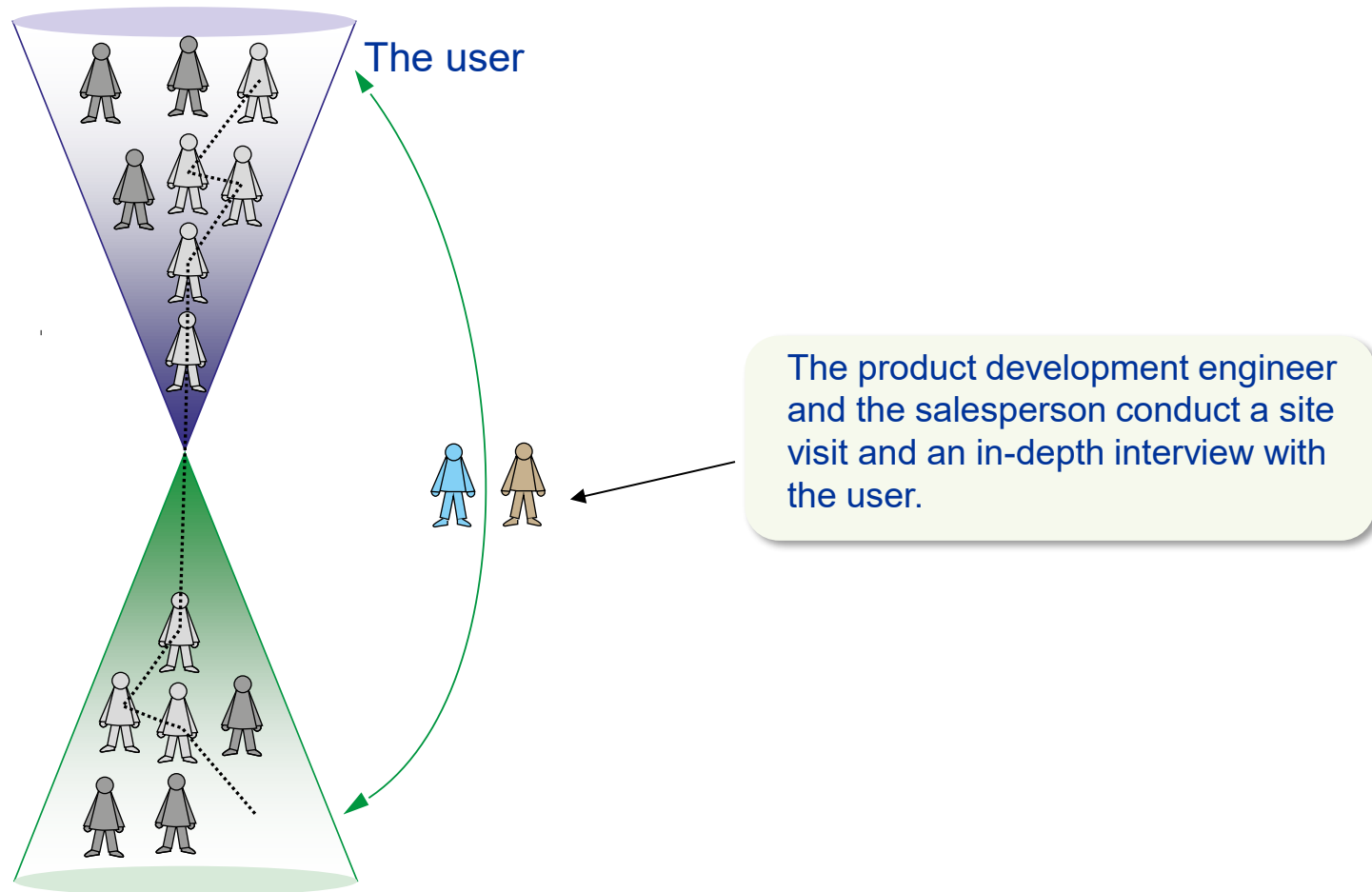
“Be” a customer



# The telephone game



## The recommended set up



## Biased data

**Having biased data is worse than having no data at all !**



Selection bias – the selected customers do not represent the segment.

Cognitive bias – a systematic error in the thinking and asking of questions that affect the data collected.

Respondent bias – the customer is not telling you the real or whole story.

# Conduct in-depth customer interviews



## Preferred setup

Two interviewer and one customer.

## Aids

Two effective tools are a camera and a voice recorder; however, it is essential to obtain the customer's permission before using them.

# Structured interview benefits



## ✓ Structured interview

The interview follows a loose structure with freedom for the customer to discuss topics and issues of interest.

## ✗ Fixed questionnaire

It can end up in a “mechanical” questions and answers session.

## ✗ Free-floating conversation

Like a dinner conversation, a free-floating discussion runs the risk of losing track.

# The interview loop

## 1. Introductory question

- Open-ended question – “What is your experience of .....

## 2. Clarifying question

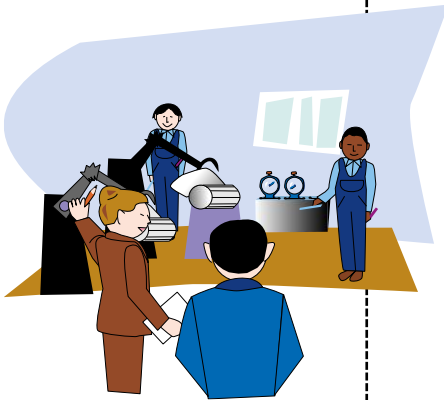
- Watch up with technical terms - “What do you mean by ....”

## 3. Exploring section

- “Can you explain more.”, “Who is involved.”, “When does it happen .”,

## 4. Validating question

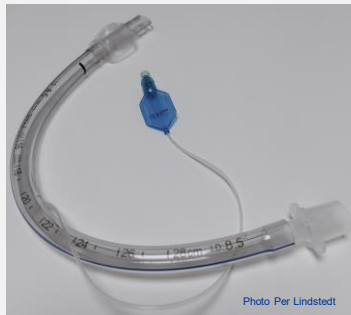
- “We have discussed ..... issues, and your opinion is ... Have I understood you right?”



## Practical example – fictitious and simplified

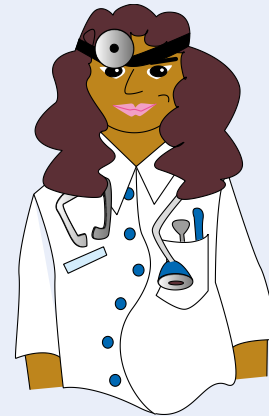
### The Product

An endotracheal tube is a catheter inserted into the trachea to establish and maintain a patent airway and to ensure the adequate exchange of oxygen and carbon dioxide.



### The Customer

Emma is an emergency physician in an emergency hospital. She works evenings, weekends, and holidays. Work is many times performed under high-stress conditions.





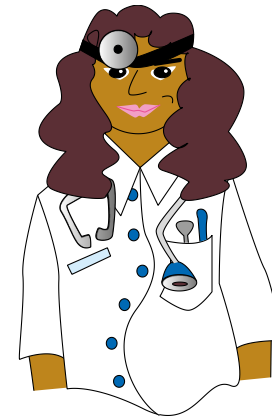
## Example

Extract customer needs and resource concerns.

Transcript from an interview with an anesthesiologist

**Question :** *Can you share your knowledge regarding endotracheal tubes?*

**Answer:** *As I often work under stress and time pressure, a tube that is quick to enter and secure is extremely important, especially in patients where time is a matter of life and death. I need a tube that can be inserted easily and swiftly without compromising the patient's airway to ensure a smooth and safe intubation process.*



## Example

Extract customer needs and resource concerns using the customer's exact wording, if possible.

**Answer:** *As I often work under stress and time pressure, a tube that is quick to enter and secure is extremely important, especially in patients where time is a matter of life and death. I need a tube that can be inserted easily and swiftly without compromising the patient's airway to ensure a smooth and safe intubation process.*

### Value statements

1. *quick to enter and secure*
2. *inserted easily and swiftly*
3. *without compromising the patient's airway*
4. *smooth and safe intubation process*

A Value statement expresses a need or a resource concern.

# Value statement

A value statement has always two parts.

## The preference:

expressing a desired state or preference for the element.

## The element:

can be perceived by the senses preferably:

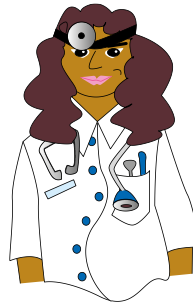
- action verb
- abstract noun.

*“Quick*

*to*

*enter and secure”.*

Emergency Emma



# Value statement

A value statement has always two parts.

## The element:

can be perceived by the senses preferably:

- active verb
- abstract noun.

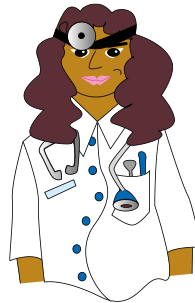
*“Inserted*

## The preference:

expressing a desired state or preference for the element.

*easily and swiftly”.*

Emergency Emma





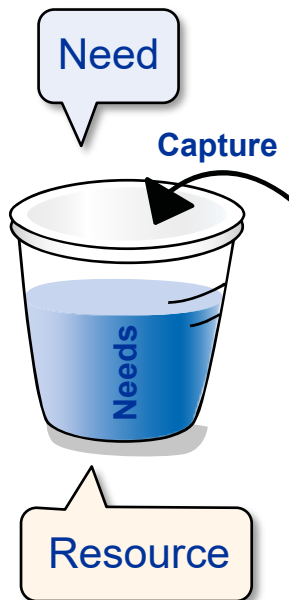
## Avoid the “Easy” - route

*“Easy to install” ... or*

The magic lies in discovering the nuances and avoiding the trap of taking the “**easy**” route.

- *Simple to install*
- *Quick to install*
- *Convenient to install*
- *Straightforward to install*
- *Effortless to install*
- *User-friendly to install*
- *Intuitive to install*
- *Uncomplicated to install*
- *Practical to install*
- *Low-cost to install*
- *Time-saving to install*
- *Reliable to install*
- *Self-explanatory to install*
- *DIY-friendly to install*
- *Labor-saving to install*
- *and more*

# Checklist



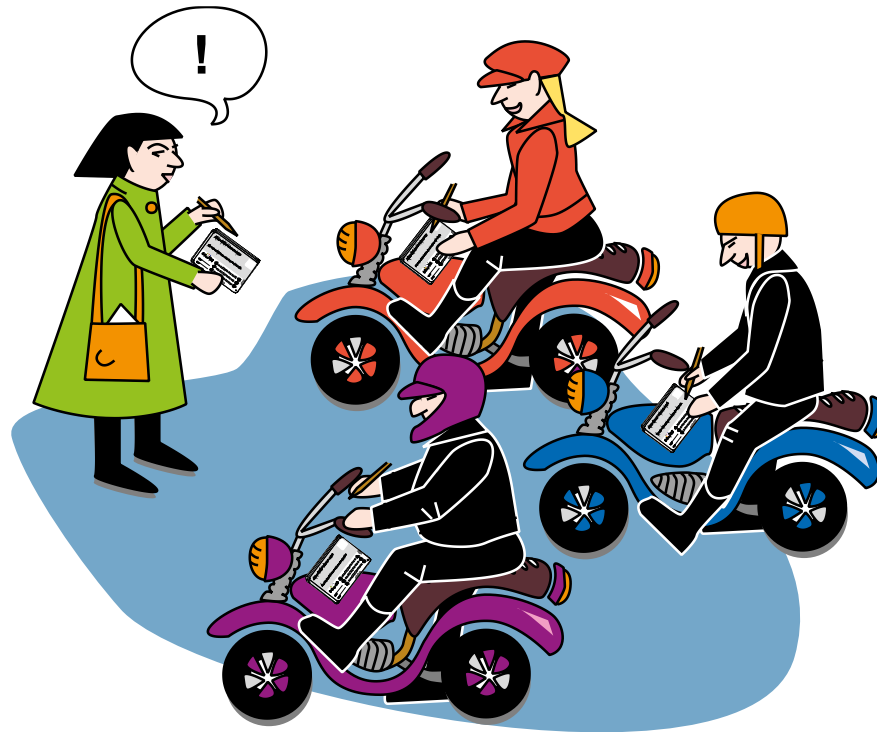
## Value statements are short phrases that:

- ☐ are formulated in the customer's own language.
- ☐ describe changes in outcome that will increase the customer value (gap).
- ☐ do not define how the change in outcome should be accomplished.
- ☐ does not contain a solution.
- ☐ are not easily measured.
- ☐ contains an element that the new product can impact.
- ☐ the element has a clear customer preference or direction of improvement.

All boxes need to be checked before it goes into the bucket!

# Statistical prioritization of needs and resource concerns and benchmarking, loop 2

**Voice of the customer** - Collect customer feedback to identify priorities and assess how well your product and competitors meet value statements.

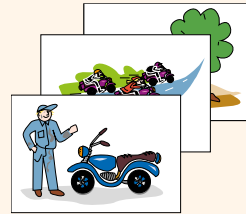


# Transfer and extract value statements

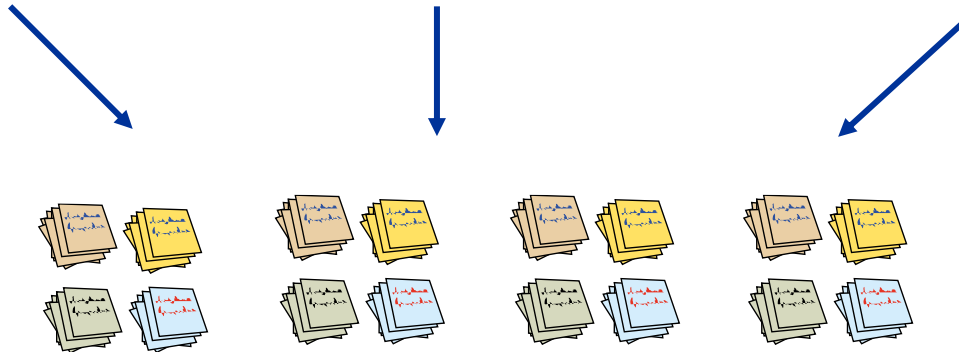
Build your collection of Value statements from In-depth interviews.



Create your visual library of pictures and videos of real customers in action.



Be a ghost customer and create a summary of all your findings.



**Collected value statements form your understanding of customer needs and resource concerns.**



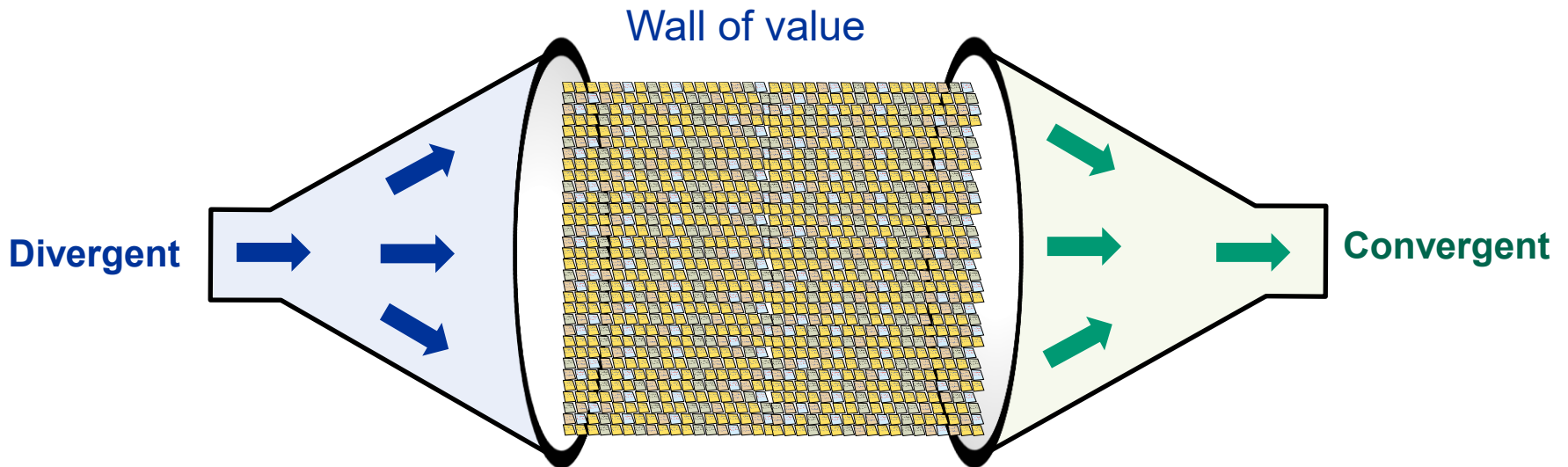
# From divergent to convergent

## Explore customer value

The divergent process ensures no essential customer needs or resource concerns are missed.

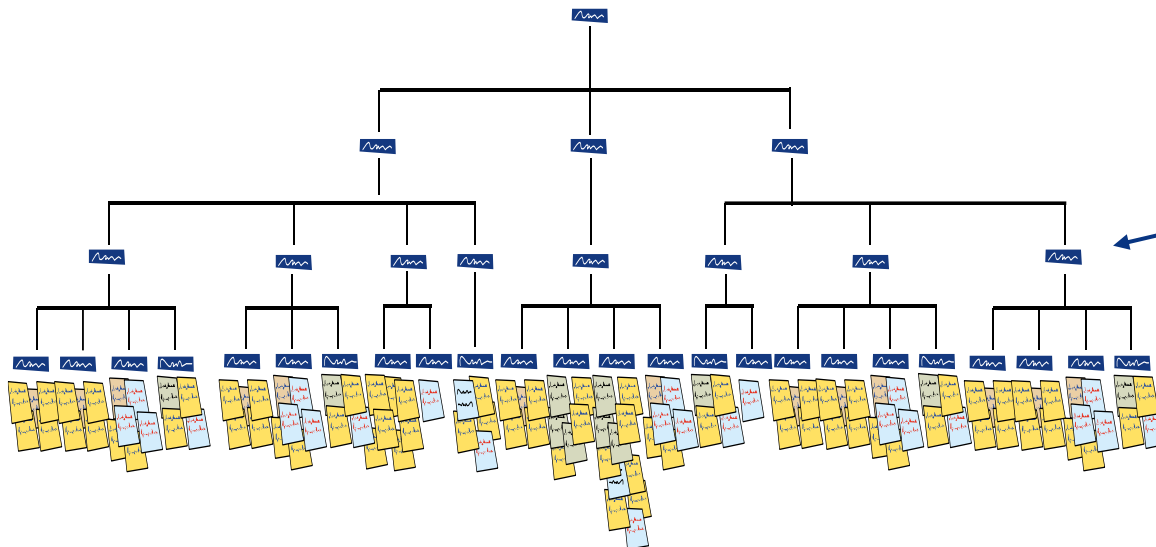
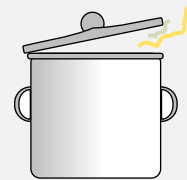
## Compress value statements

The convergent process reduces the number of value statements to around 20-25.



# Boil it down

At every level, the language of the customers should be kept. Don't add, subtract, interpret, or let your company language sneak into the value statements.



The third level  
between 20-25

The middle level  
around 75

The bottom level a few  
hundred

# Value Cards for prioritization and benchmarking

Using a gamification technique with value cards increases customer motivation and engagement and will improve output quality.

The game mechanics are fun and provide a better learning experience than traditional questionnaires.





# The deck of value cards

## This method:

- incorporates several game mechanics.
- is fun and interesting for the customers.
- enables customers to identify what is important to them.

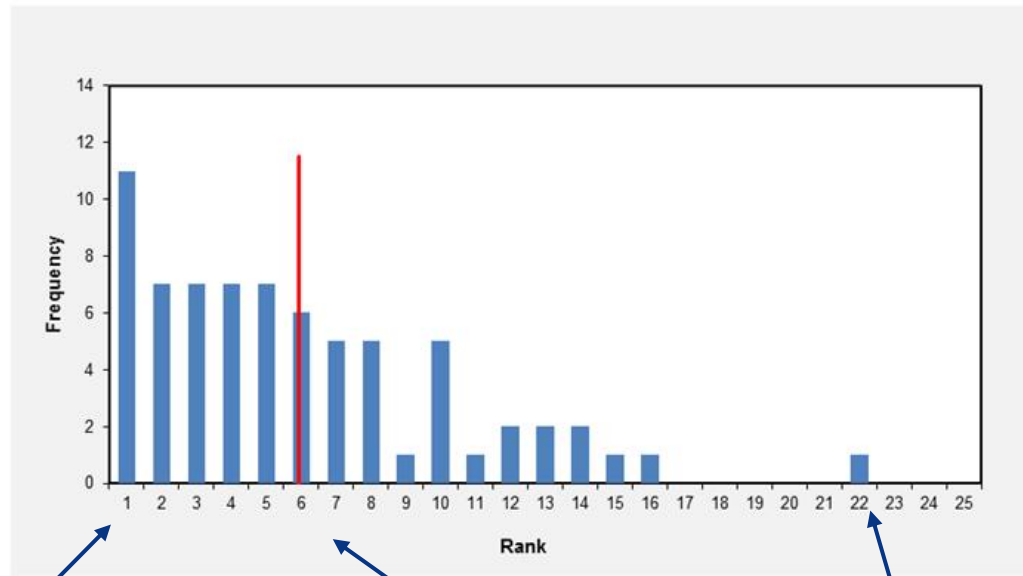


**The process helps customers better understand and prioritize all their needs.**

# Ranking distribution

Rank	Need	Card #	Average Rank	StDev Rank
1	Excellent stability and traction	12	5,9	4,4

71 cards



11 out of the 71 customers view this value statement as the most important.

The average place of the value statement is 5.9.

One customer thinks it is unimportant

# Looks like a real product, loop 3

Successive verifications – “*Looks like real product*”



## Use design models or illustrations:

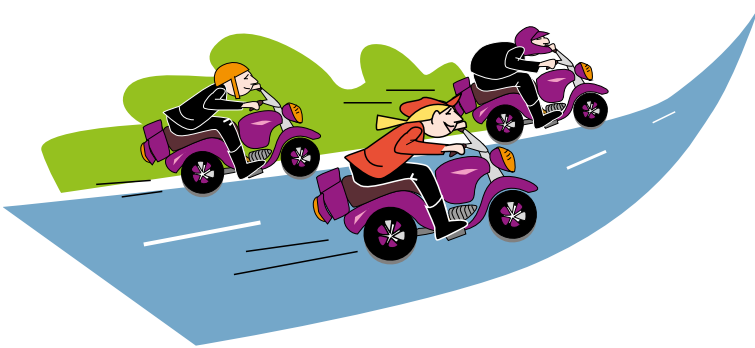
- the same color, form, and size as the final product
- fake the functionality if needed
- focus is on aesthetics, visual expression, tactile experience, and brand identity.

**Fake it before you make it !**



# Works like a real prod, loop 4

Successive verifications – *“Works like a real product”*



## Use functional models or mockups:

- functional models may not have the correct color, shape, or form
- focus is to have customers try, test, and evaluate the product's functionality.

**Test it before you perfect it !**



# Sells as a WoW product, loop 5

Successive verifications – “Sells like a Wow product”



**Use your pilot production to:**

- verify the final processes for manufacturing, distribution, and sales
- focus is to get accurate feedback of the product's performance in real-world scenarios.

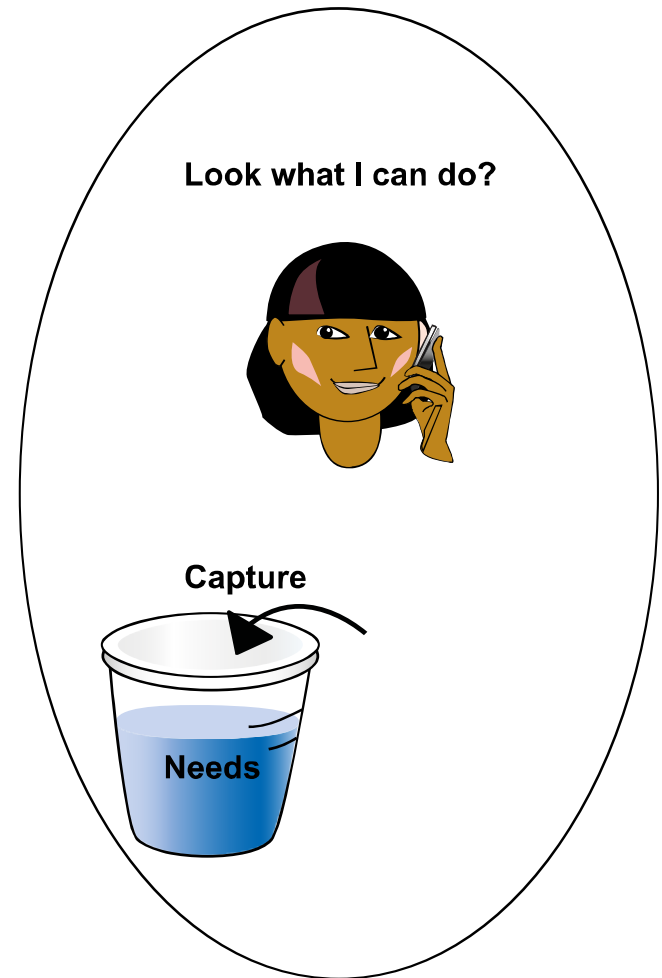
**Market it before you manufacture it!**

# What went into the bucket?

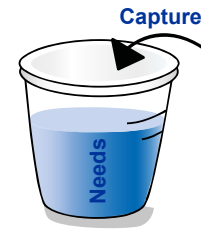
## Value-critical information in the Needs Domain may include:

- a well-thought-out selection of customers to participate in the needs-capturing process.
- value statements collected from 20-30 in-depth customer interviews.
- a visual library of customers using current products.
- findings gathered by experiencing customers' tasks as ghost customers.
- value statements reviewed to ensure clarity and alignment with customer language.
- an infinity diagram condensing findings into 20-25 value statements.
- a deck of value cards.
- a larger group of customers used to gather statistical data on customer priorities and satisfaction.
- identification of significant customer needs and resource gaps that the new product could fill.
- using a three-step verification process.

## The customer's world



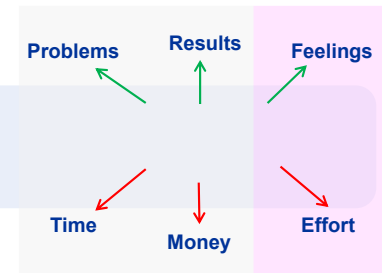
# Summary



Value statements capture customer needs and resource concerns in the customers' own words.



Make sure to explore the whole space of customer needs and resource concerns.



Your VoC cards will provide prioritized value statements and benchmarking of different solutions.



Verifications need to shadow the project from the VoC to the start of full production.

