



MPV Hacks!

Safe-fail Experimentation

Maximize your validated learning for minimum investment!

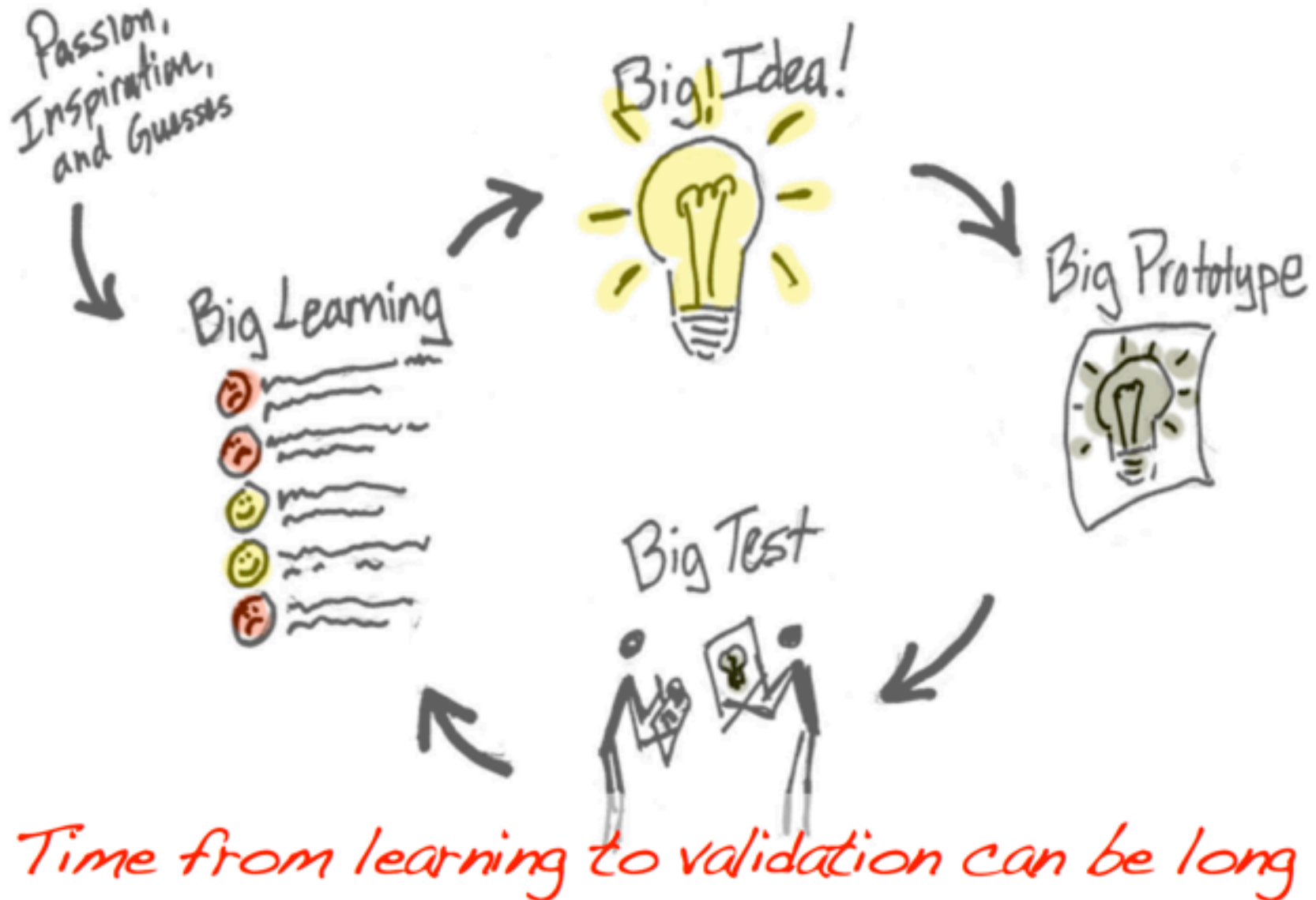
Naresh Jain

naresh@agilefaqs.com

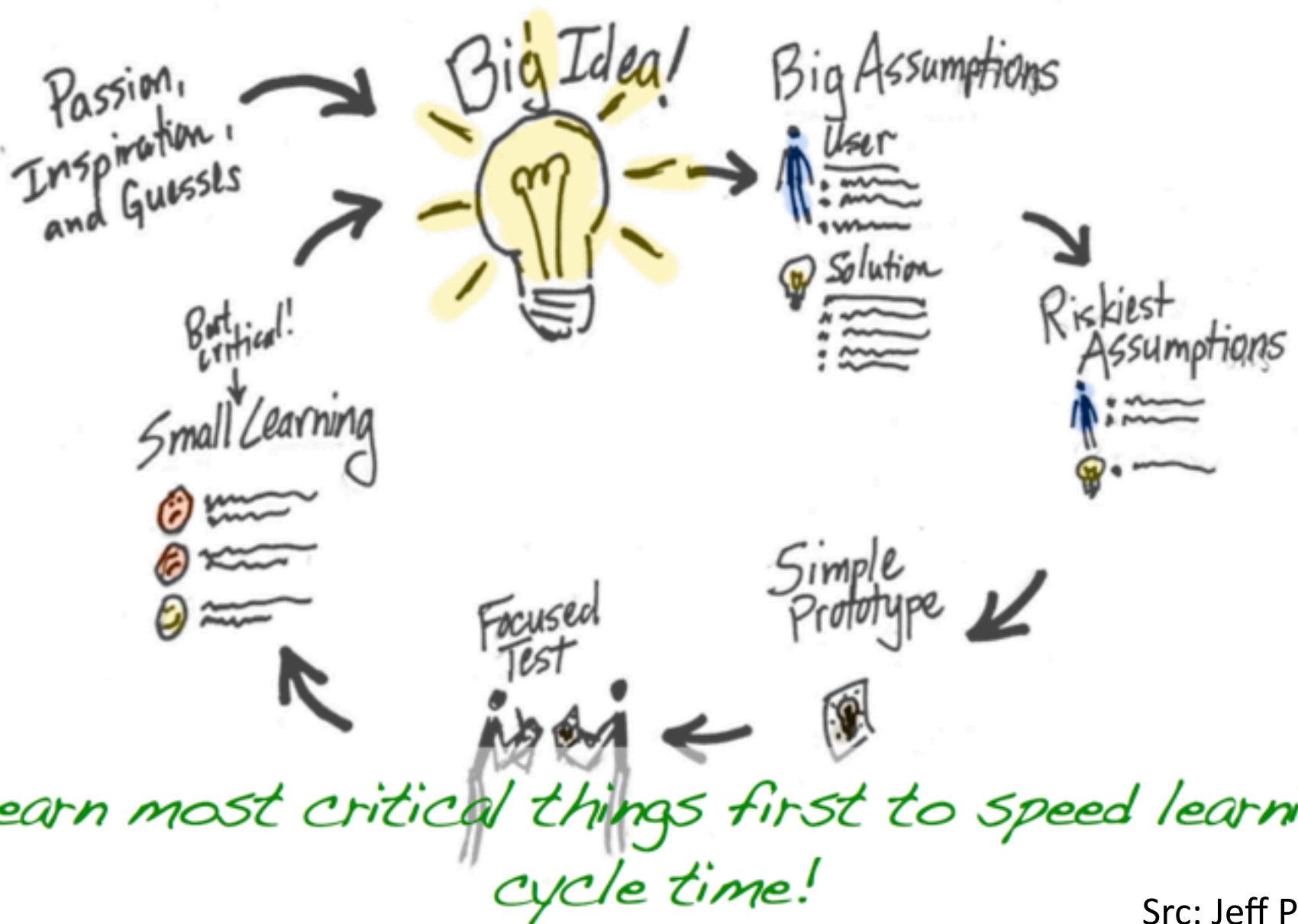
 [twitter@nashjain](https://twitter.com/nashjain)

<http://nareshjain.com>

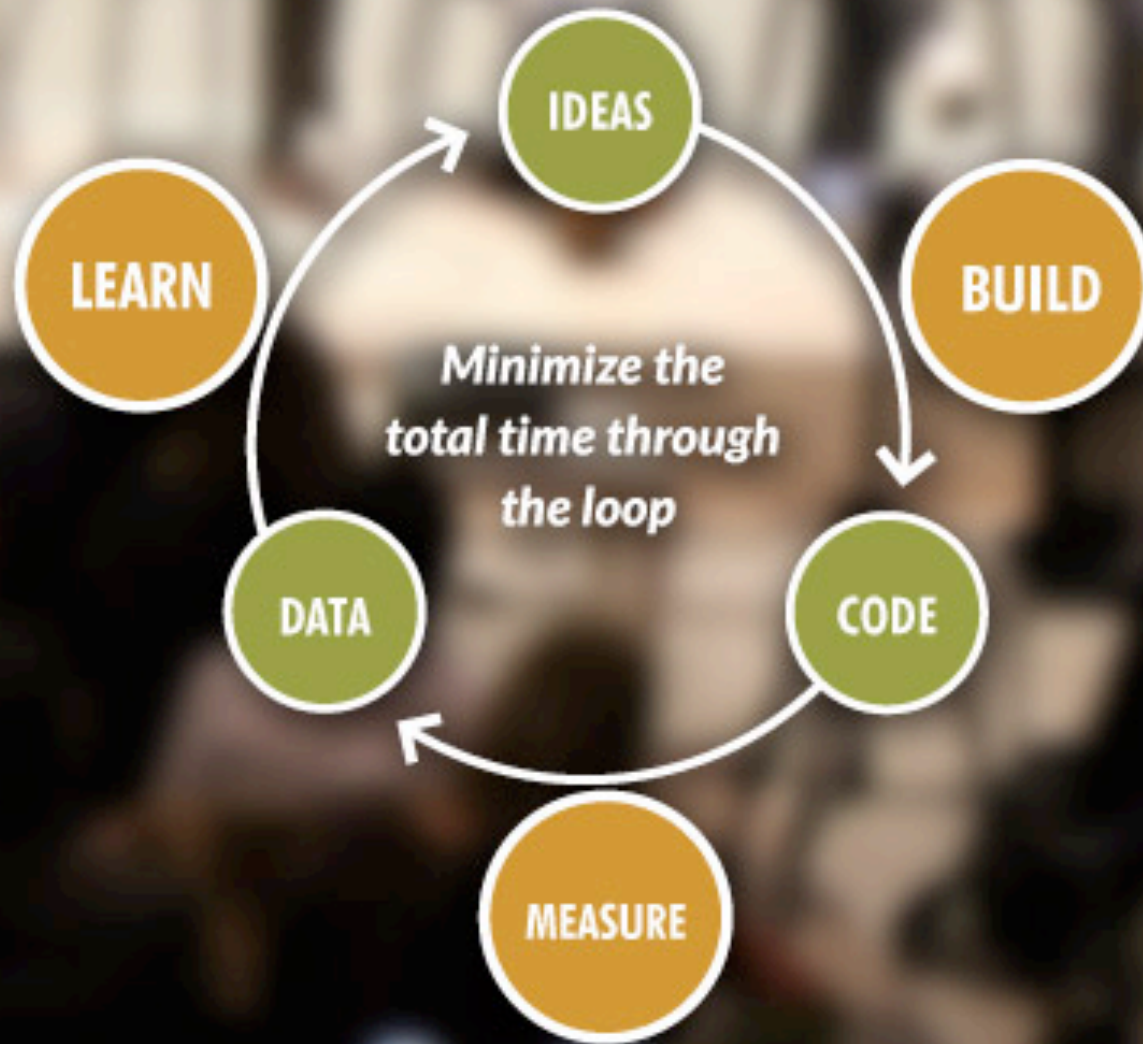
Typical Design Thinking Flow



Lean Startup Learning Cycle



BML Cycle



MVP - Minimal Viable Product?

"Version of a new product which allows a team to collect the maximum amount of validated learning about customers with the least effort."


The goal of an MVP is to test fundamental business hypotheses (leap-of-faith assumptions) and to help entrepreneurs begin the learning process as quickly as possible.

Ignite: Lean Startup - Paul Howe, Founder & CEO of NeedFeed
"How \$40 Saved Us 9 Months and \$2MM"

<http://vimeo.com/24749599>



Commercial Break!

A man with dark hair, wearing a light-colored vest over a blue and white striped shirt, stands outdoors holding a wooden sign. The background shows a vast landscape of rolling hills and mountains under a blue sky with scattered white clouds. The sign is made of light-colored wood and is held in front of his chest. The text on the sign is printed in a bold, black, sans-serif font. The sign is attached to a vertical wooden post with two metal screws, one above and one below the text.

ELEVATION 12.005 FEET
2.3 MILES
ABOVE SEA LEVEL



Mumbai



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Comment AbstractCollection's co
Since this class is meant to be an abstrct
to have the constructor as protected sin

Question How can I get Ref++ for
Online searches point to refpp.com but

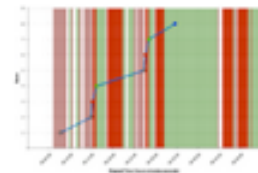
Ask or answer questions on every page and get prompt replies from our experts.

Train Smarter



Get insights and expert guidance from our automated performance critiques.

Get Better



Study charts and statistics of your performances and see your skills improve.



At [Edventure Labs](#) we are building the next generation of education apps to accelerate overall brain development of kids age 5-12. We've incorporated scientifically proven methods to learn operations of mathematics into a game using Adaptive-pull based learning.

With best of academicians, subject matter experts, game designers, developers, child psychologists and instructional designers coming together, Edventure Labs always strives to create state-of-art products to deliver the best possible learning experience to their students.

Our Products

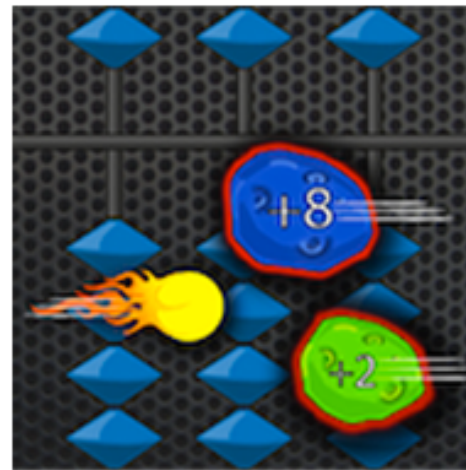
Number World



Abacus Rush



Abacus Ignite



SpeedMath



Coming Soon...

ADVANCED SEARCH



Advanced Search

628 likes · 40 talking about this



App Page
Find popular posts by your friends or trending content on any facebook page. Order them by Likes, Comments, Shares or Creation Time.

About - Suggest an Edit



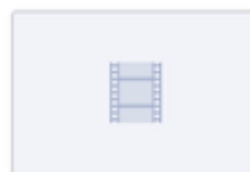
Photos

How to Install and Customize Advanced Search
Install "Advanced Search" on your

Notes 1



Advanced Search



Videos



TOP VOTED

SLIDESHARE + HTML5 + PRESENTATION STACK

SLIDESHARE PRESENTATION STACK

A FREE RESPONSIVE PURE HTML5 WIDGET FOR DISPLAYING SLIDESHARE PRESENTATIONS



**Simple Design and
Testing Conference**



Tech Talks!

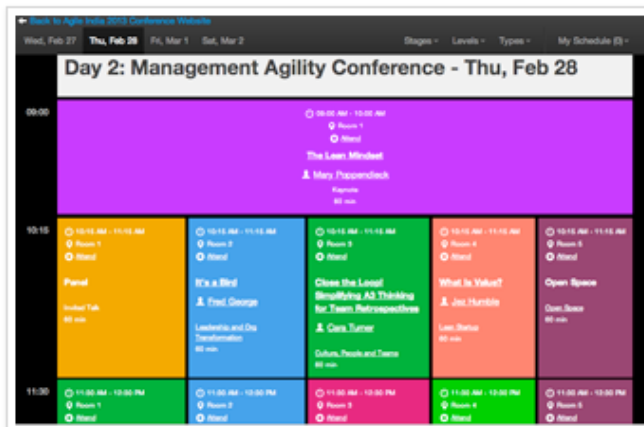
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Speaker Proposal Submission

Delegate Registration

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Agile India 2014 Conf

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 - 45_mins
 - agile
 - agile-adoption
 - agile-business-management
 - agile-coaching
 - agile-contracts

Popular Speakers

- Pradeepa Narayanaswamy
- Naresh Jain
- Johannes Brodwall
- Ankush Sabharwal
- Shrawan Gaur

32



3

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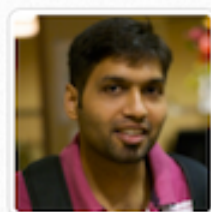
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8



SAMPLE PROPOSAL - Product Discovery Workshop



Naresh Jain

Many product companies struggle with a big challenge: how to identify a **Minimal Viable Product** that will let them quickly validate their product hypothesis?

Teams that share the product vision and agree on priorities for features are able to move faster and more effectively.

During this workshop, we'll take a hypothetical product and coach you on how to effectively come up with an evolutionary roadmap for your product.

This 90 mins workshop teaches you how to collaborate on the vision of the product and create a Product Backlog, a User Story map and a

Duration: 90 mins

Type: Tutorial

Level: Beginner

[#agile-india-2014](#) [#agile-lifecycle](#) [#90_mins](#) [#tutorial](#) [#beginner](#) [#product-owner](#) [#agileux](#) [#workshop](#) 3 weeks ago by Naresh Jain

The different engagement models, processes, challenges and solutions for a distributed Scrum Team in an outsourced product development (OPD) [Feedback](#)

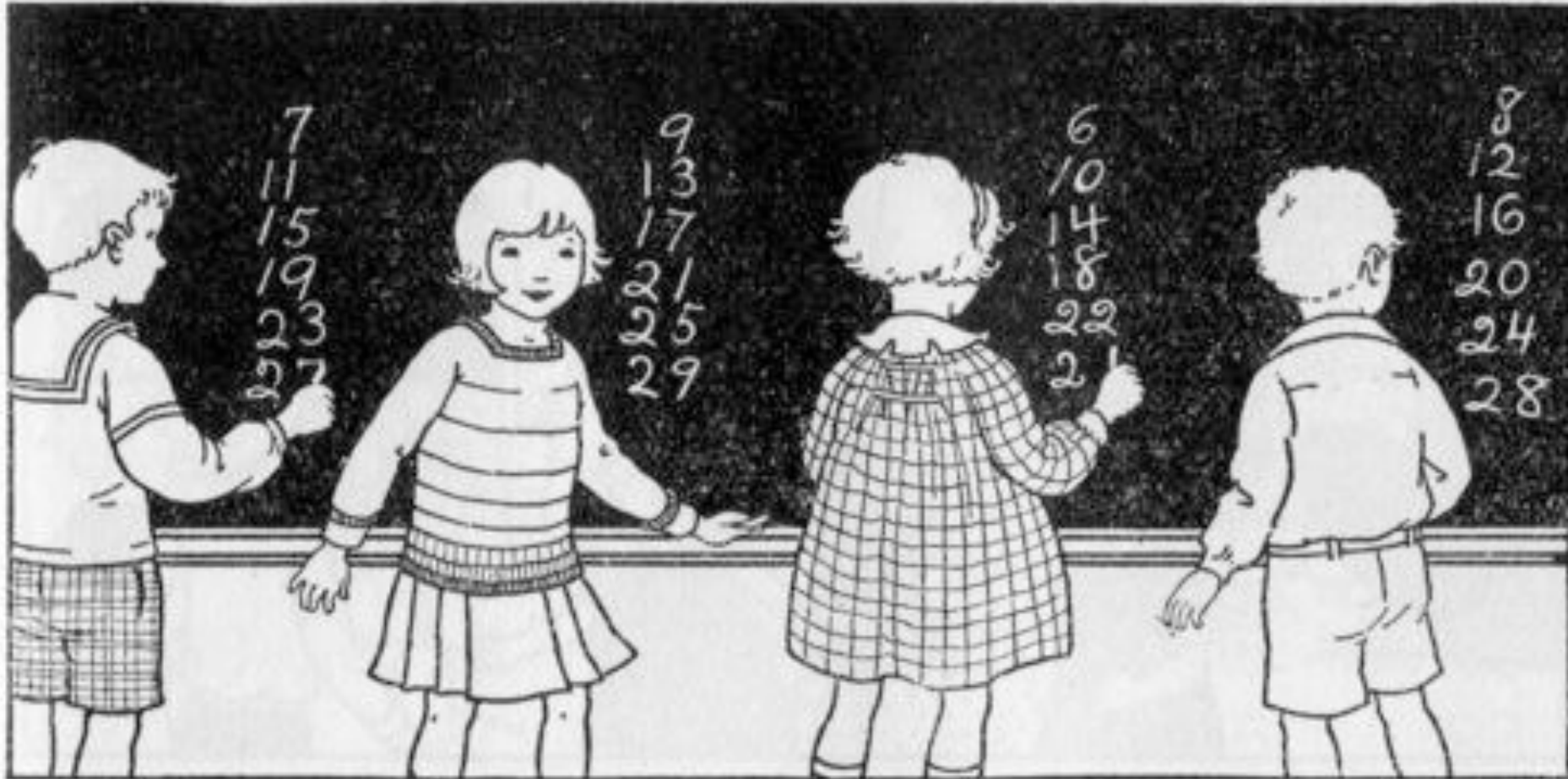
Edventure Labs

Revolutionizing Brain Development

In advanced mental calculation competitions, 15 triple-digit numbers are displayed in 2 seconds. The participants can perform arithmetic operations on these numbers completely in their head.



Participants can also remember the exact sequence of up to 20 numbers.



Kids can listen to 3 columns of numbers read out and add up each column individually in parallel

Listening Skill

3	5	7
2	8	6
4	-9	2
-5	3	-1
7	1	-1

3 seperate arithmetic calculation

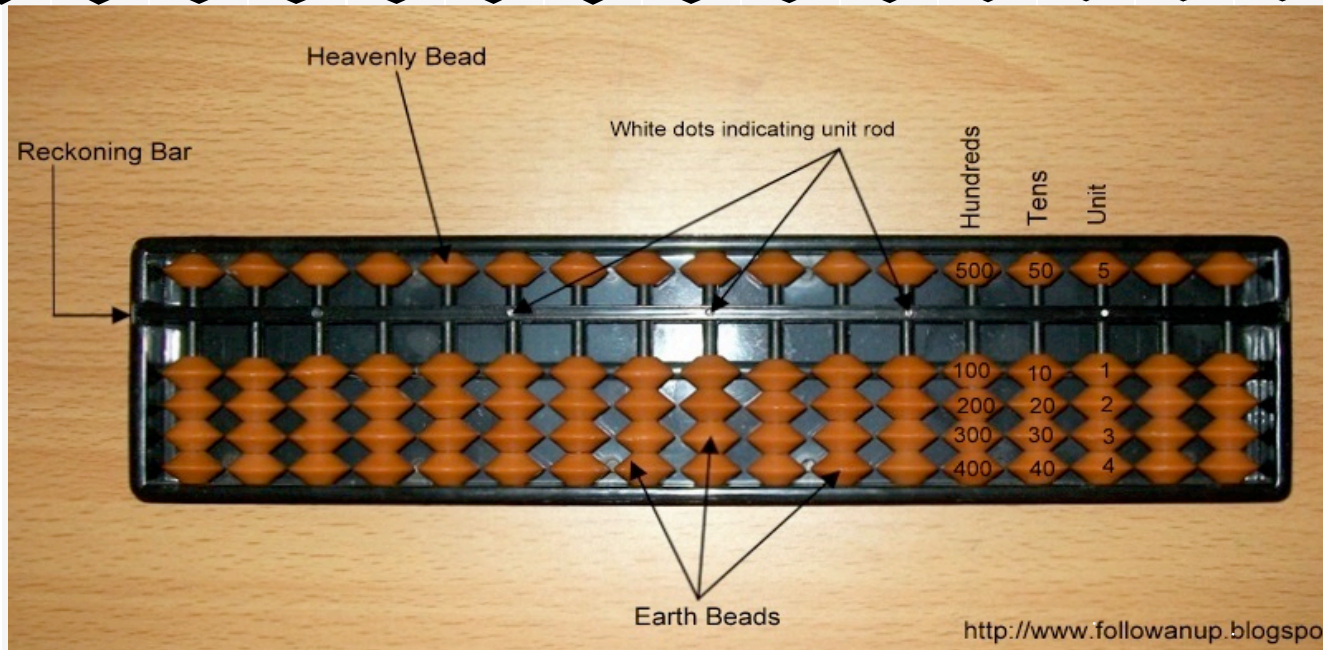
Vision

- ✓ Every kid can calculate faster than a calculator. Kids don't have to be born genius to do this.
- ✓ To empower a generation of kids who are not afraid of numbers and who excel in Mathematics & Analytical skills

Our Journey

or should I say, our hacks!

Traditional abacus



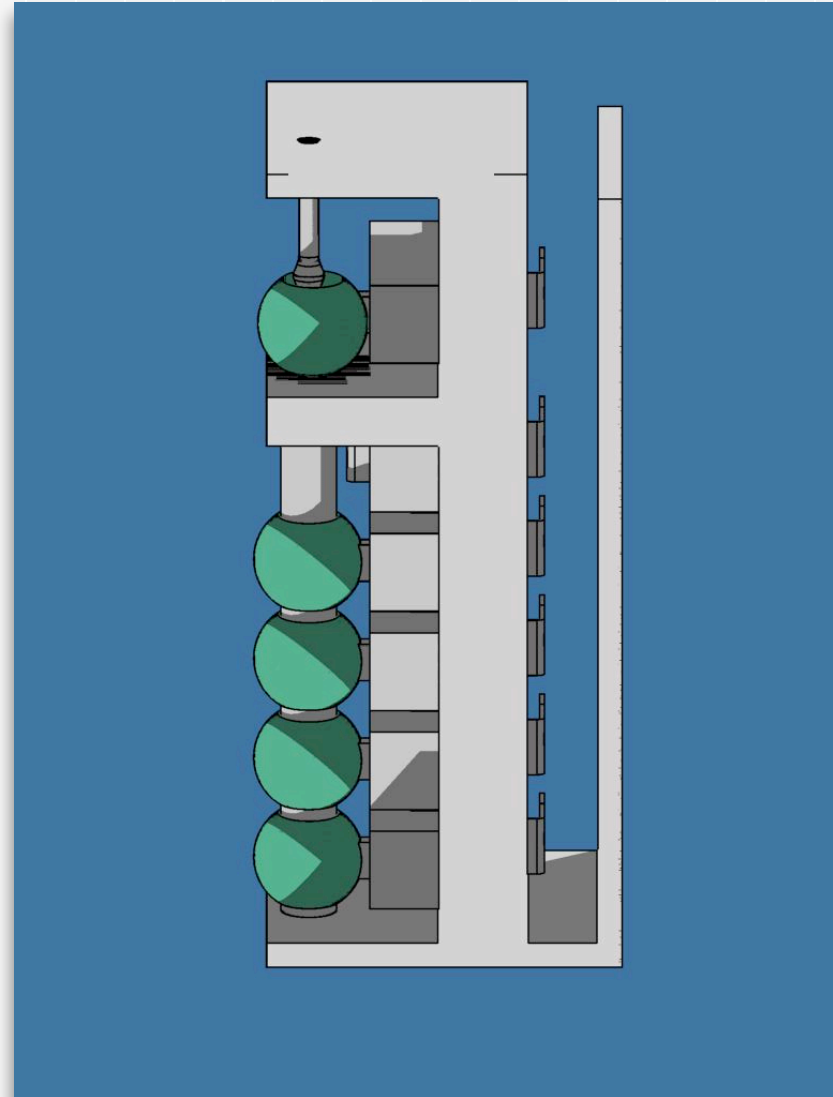
- ✓ No pin-pointed feedback & delayed feedback cycles reducing the quality & speed of learning
- ✓ Not self-paced, nor adaptive. All or nothing approach.

Our Hypothesis

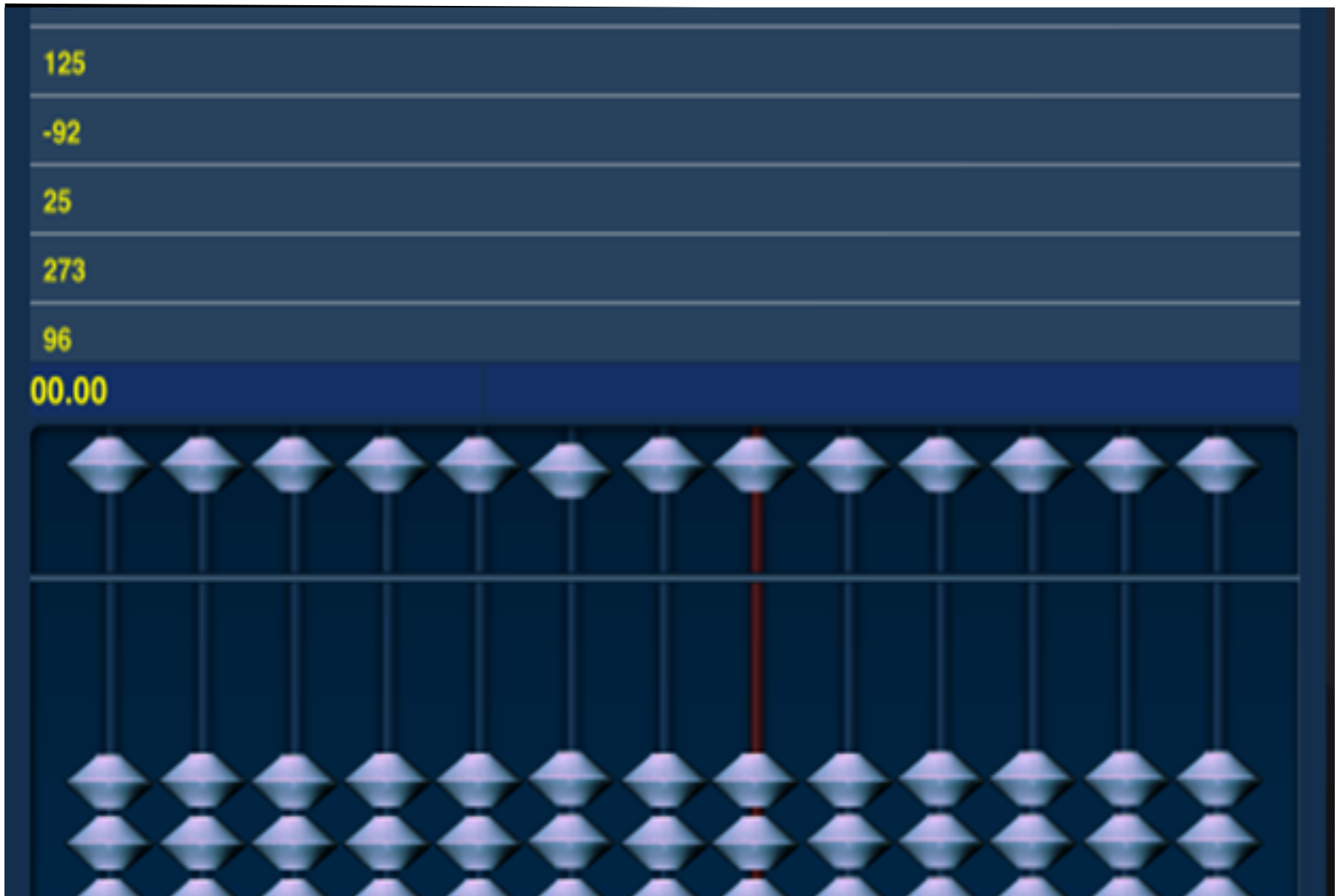
- ✓ We believe that
 - ✓ providing instant feedback to the kids will achieve a better learning experience
 - ✓ allowing kids to go at their own pace will be faster and will achieve better satisfaction for the kids

Electronic Abacus - 3D Model

- ✓ Will kids really be able to use this?
- ✓ Will we be able to really give actionable feedback?
- ✓ Will this help?



1st MVP - iPad App



How do we teach the kid how to use the Abacus?

Using Animation Video to Teach

How to keep the kids engaged?

Embedded Animation Video on iPad App



Topic



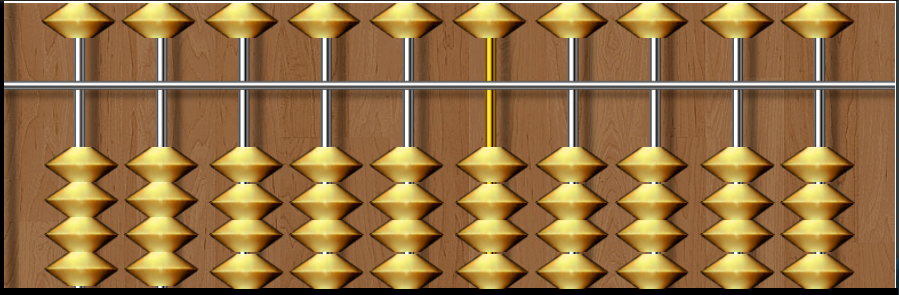
Title: Abacus animation render test 00:00:00:00 000000



00:00 00:00

▶ PLAY email get link MENU

1 2 3 4 5 6 7 8 9 0





$$2 + 2 = ?$$

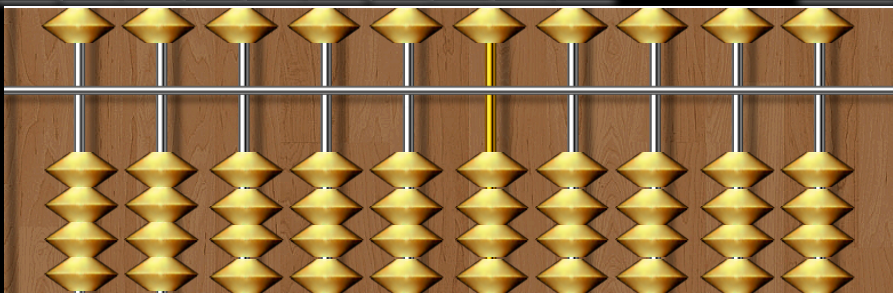
Excellent!



*You've finished your
Practice session*

Replay

Next



Topic - Game



NStormUser

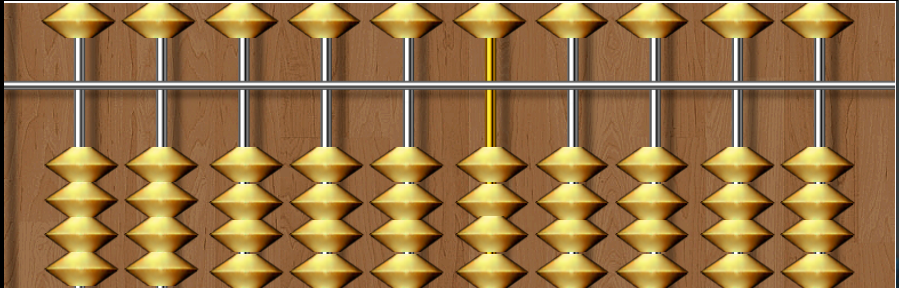
8 / 8 / X X 6 /
18 38 64 84 94

210



Menu

2





8 / 8 / Σ X 6 /
18 38 64 84

94 210

MS mUser

Excellent!

Ready for a Test?

Replay Next

Menu

1 2 3 4 5 6 7 8 9 0

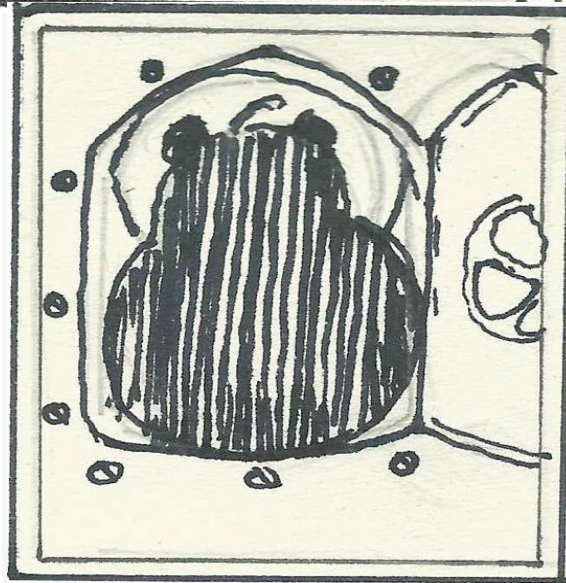
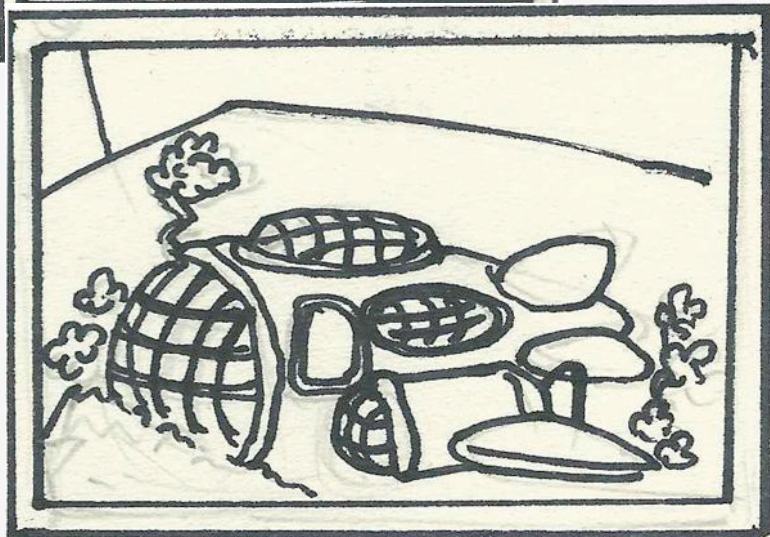
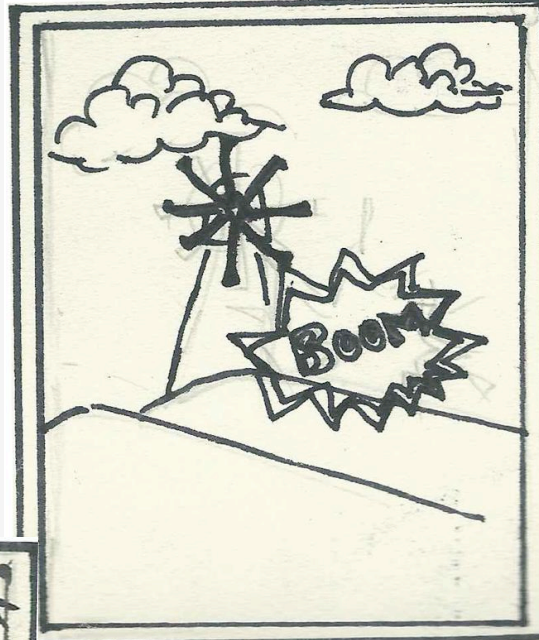
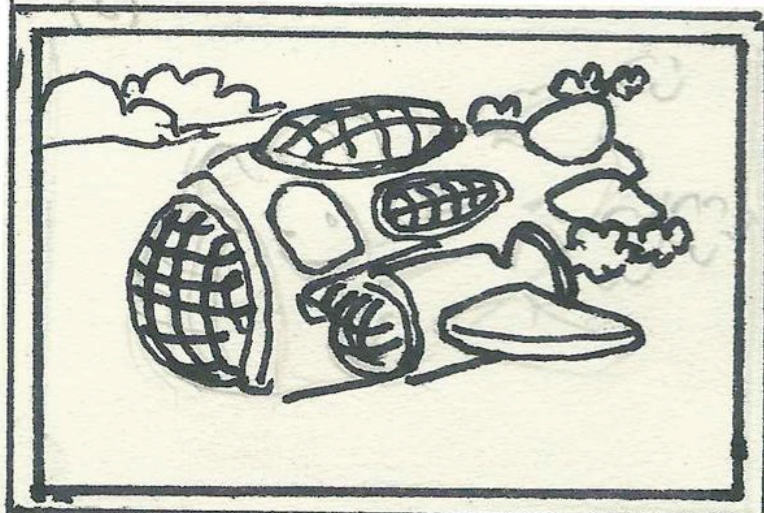
Do we really need the theory class?

Simulation & Self-Discovery Based Learning

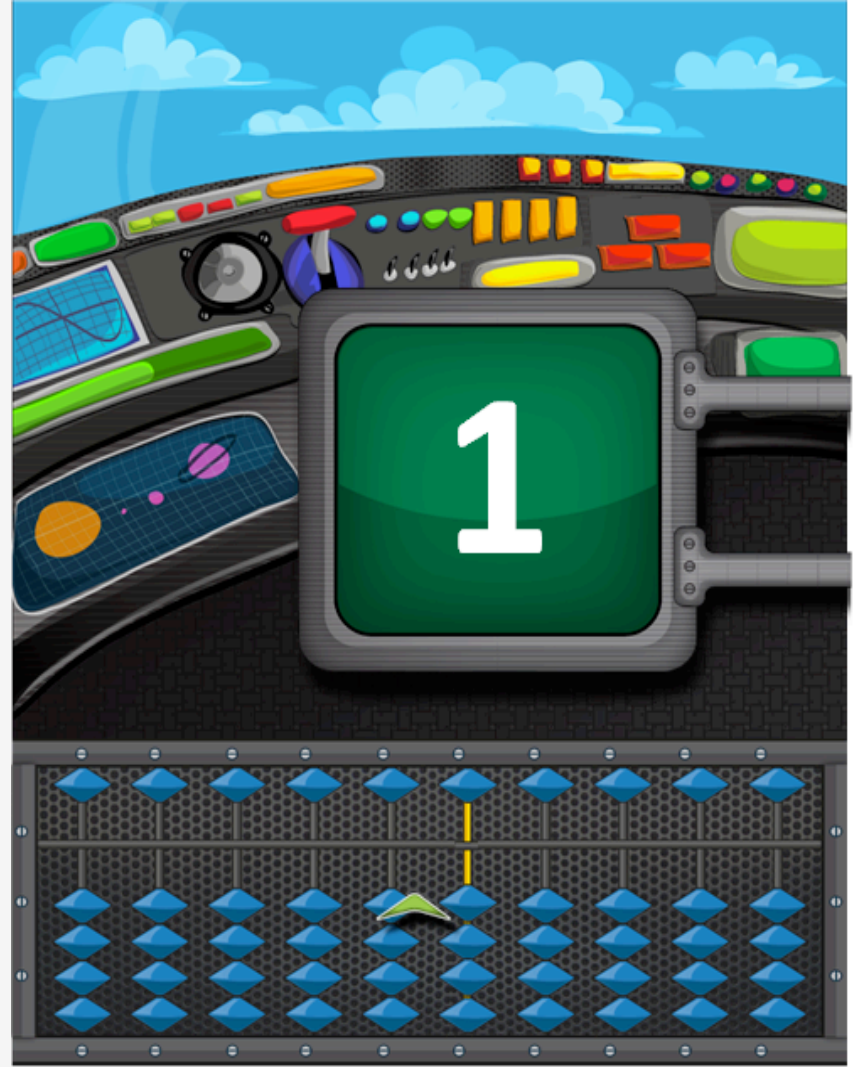
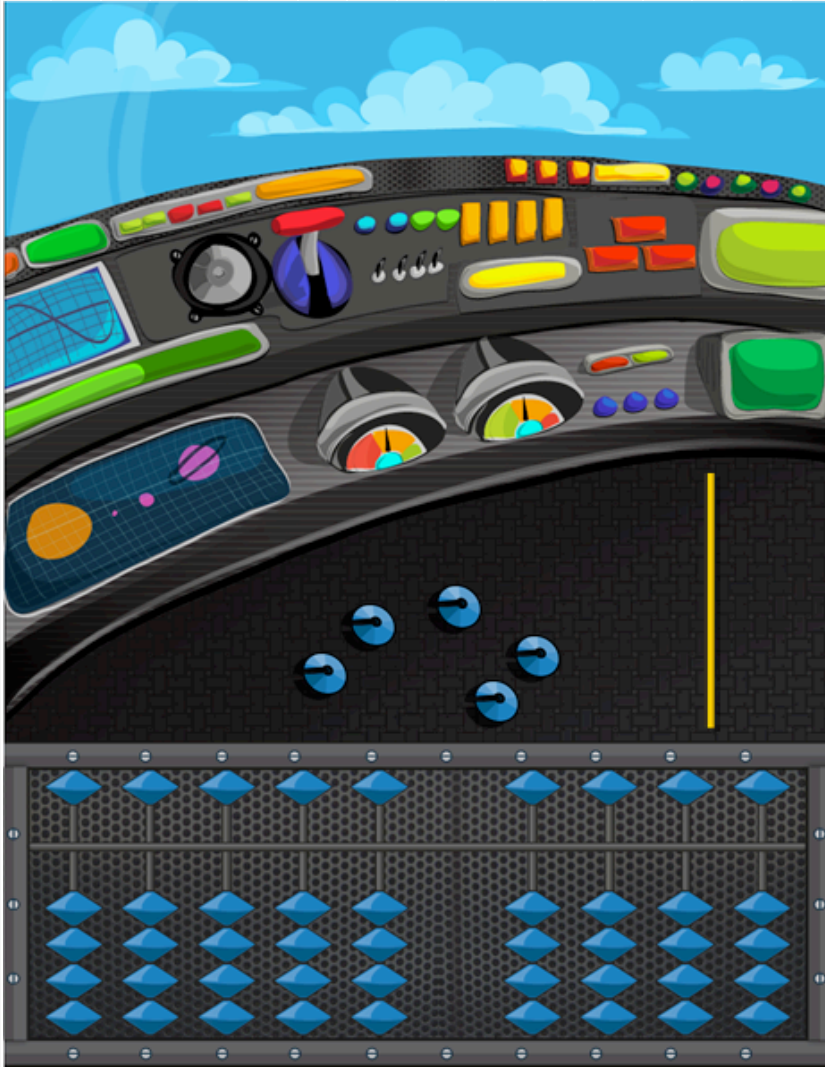
How to make this viral?

Gamification & Sense of Purpose

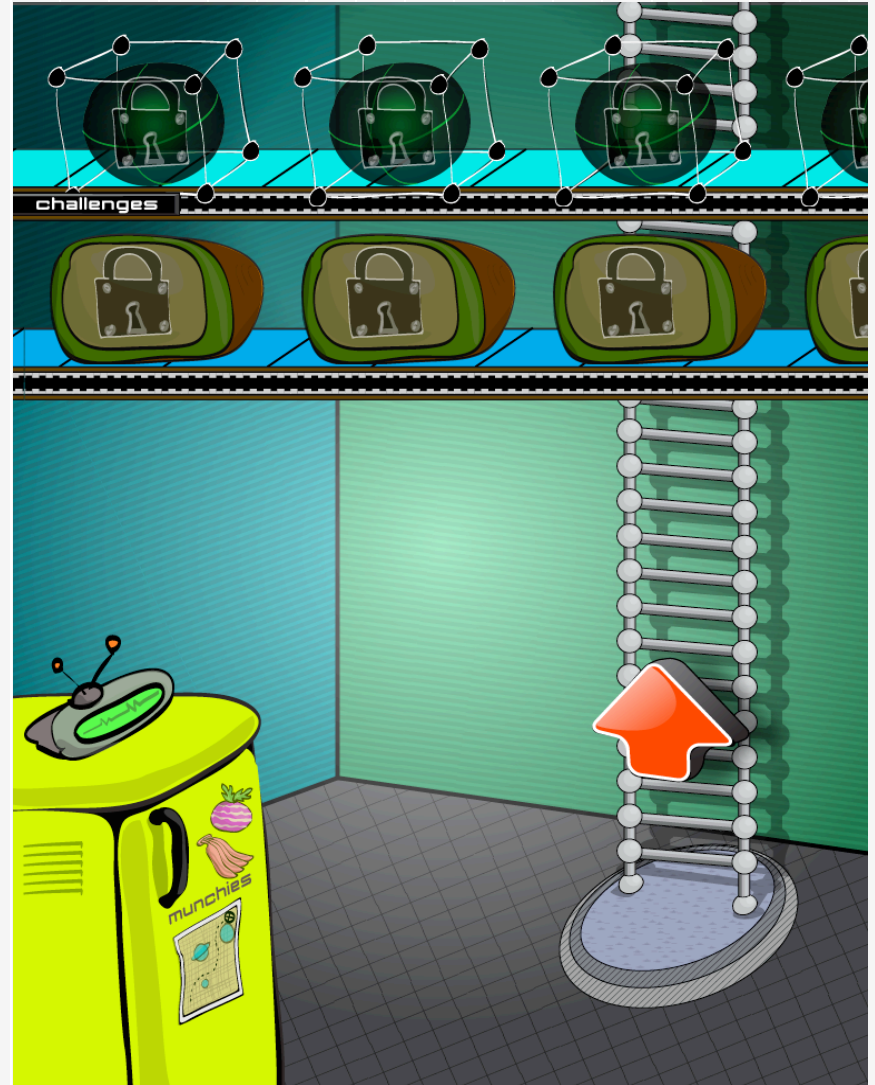
Storyline-Sense of Purpose



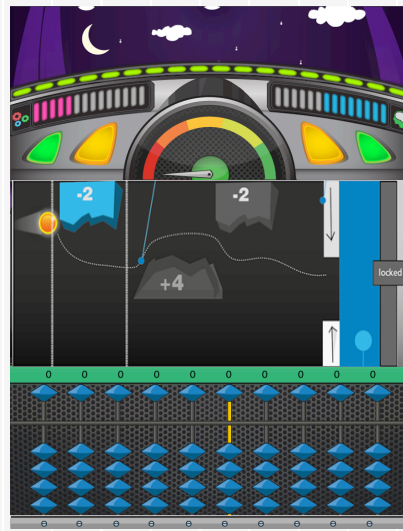
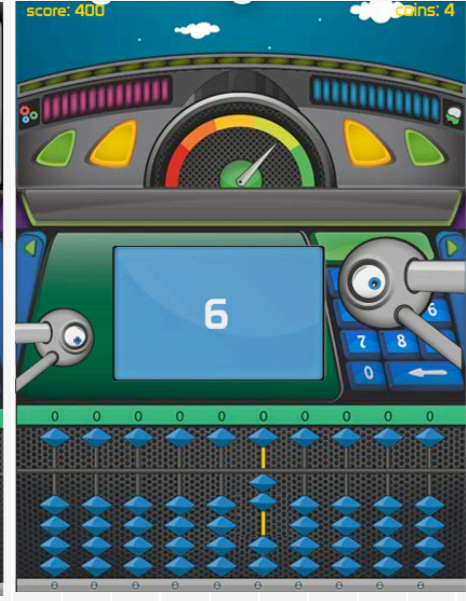
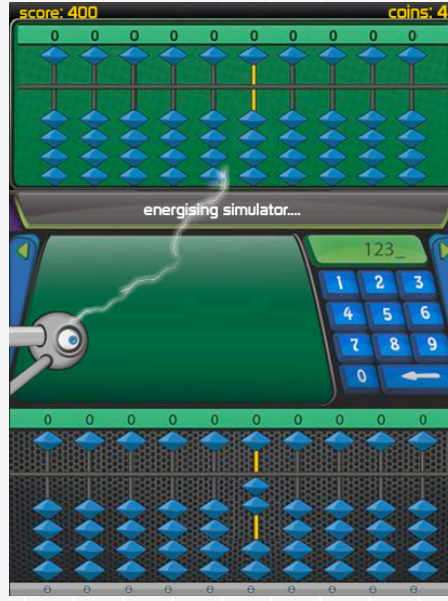
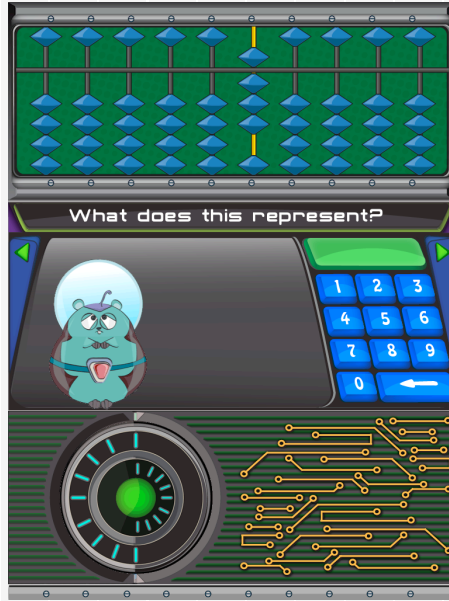
Activity Based Learning



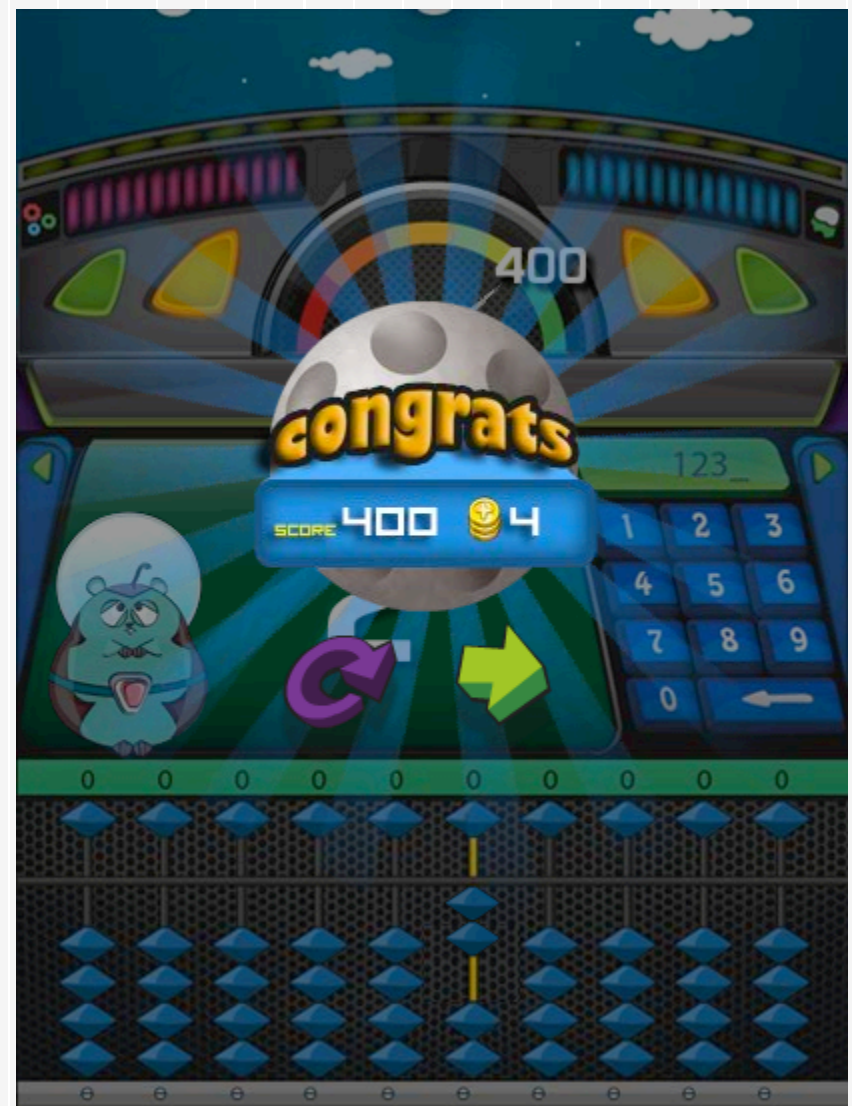
Dashboard



Different types of questions to exercise different parts of the brain



Individual Question Scoring and Feedback



The reward system is tied to duration and consistency of practice

Coins earned during the practice sessions can be used to redeem food for your pet character or for other practice games.



We measure and track each student's thinking ability and enhanced memory power

congratulations

Your thinking ability has improved !!

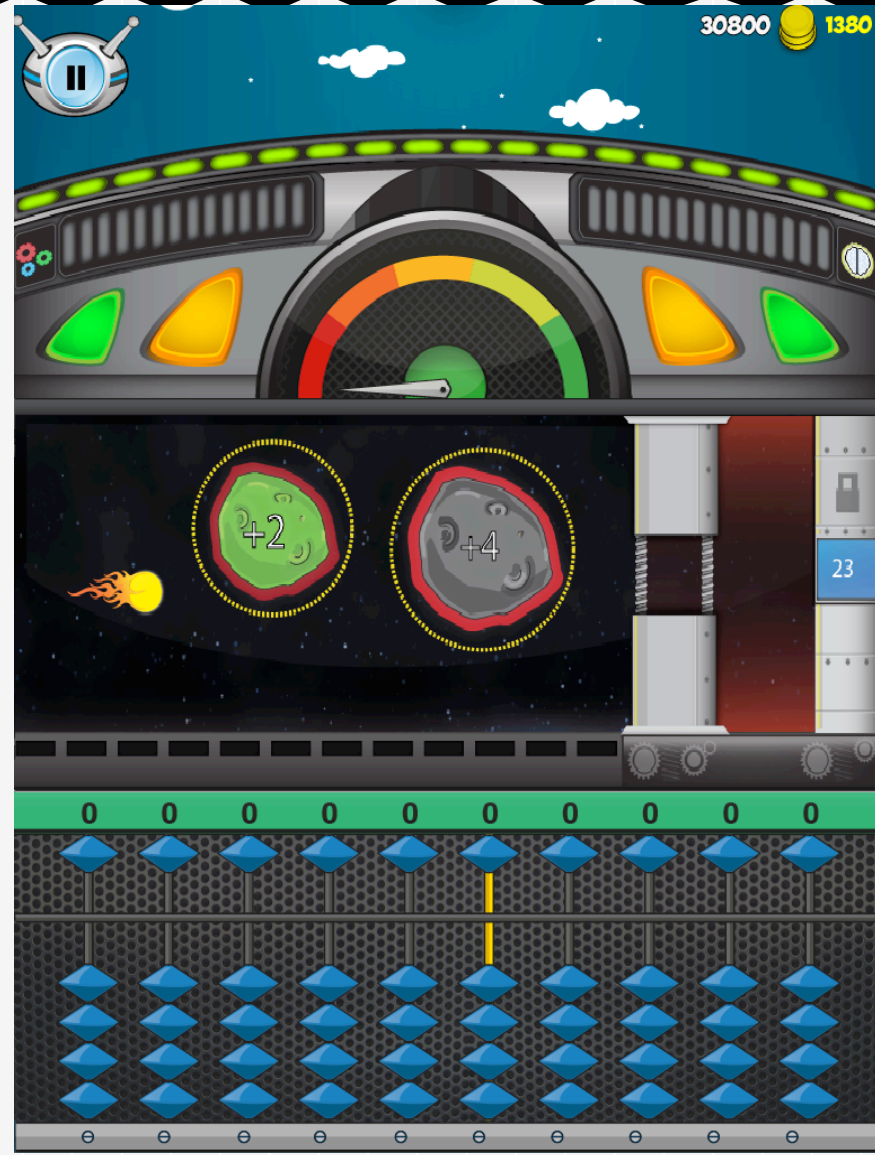
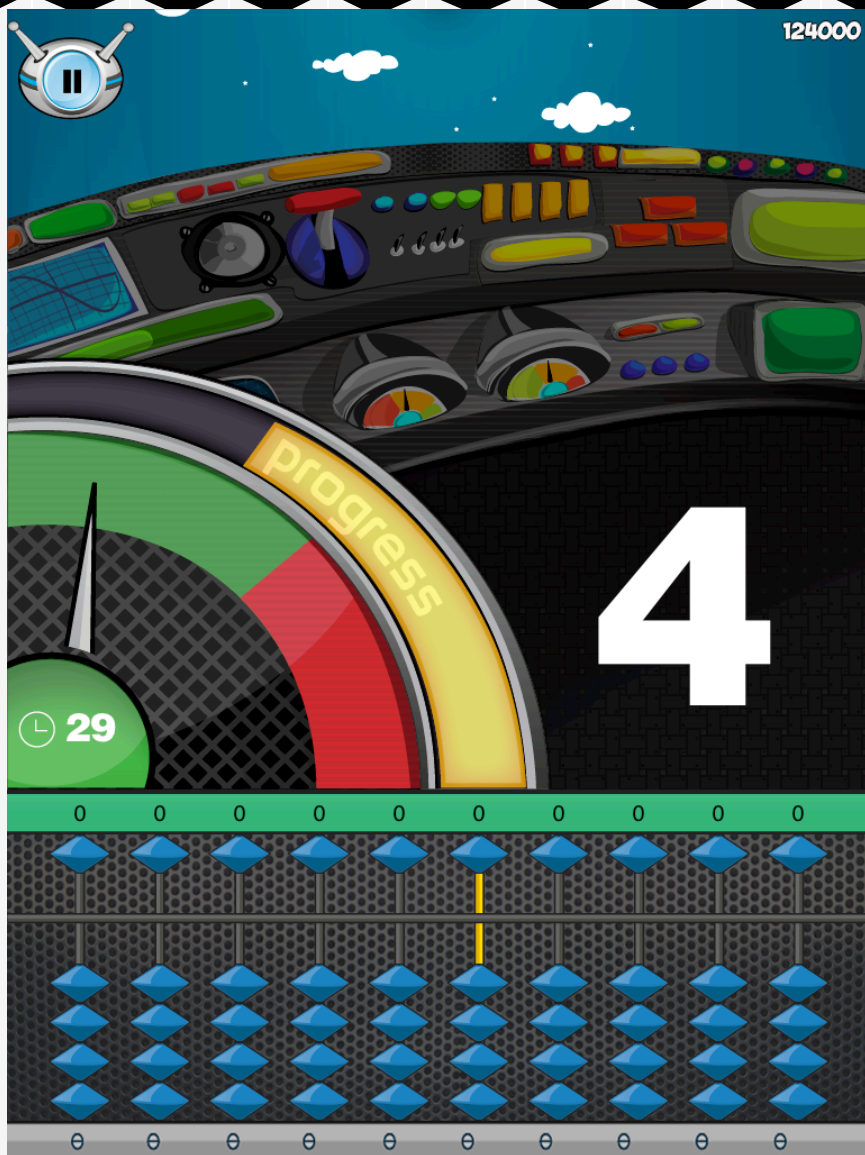
A digital dashboard with a blue background. At the top, the word "congratulations" is written in white. Below it, on the left, is a white silhouette of a head in profile facing left, containing three interlocking gears in red, green, and blue. To the right of the head is the text "Your thinking ability has improved !!". Below the text is a progress bar consisting of ten vertical bars. The first bar on the left is pink, and the remaining nine bars are dark purple.

congratulations

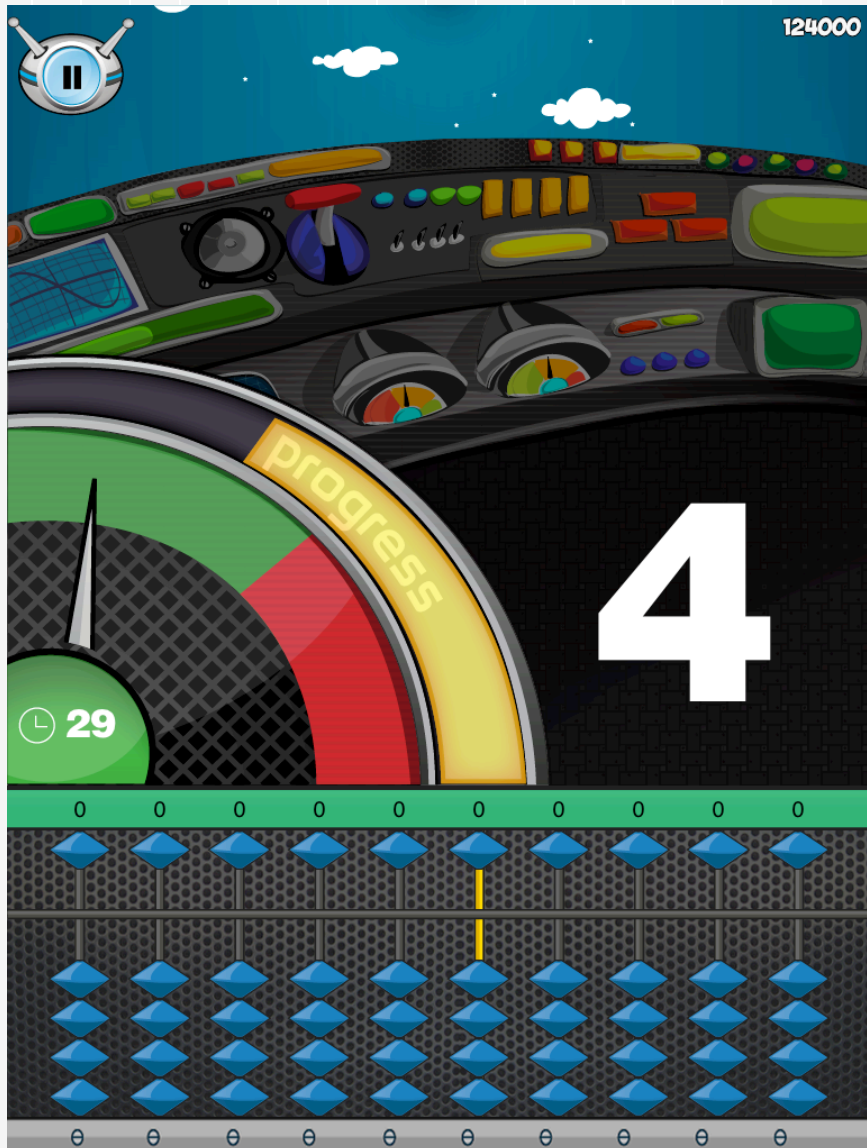
Your memory has improved !!

A digital dashboard with a blue background. At the top, the word "congratulations" is written in white. Below it, on the left, is a white silhouette of a head in profile facing left, containing a white brain with yellow highlights. To the right of the head is the text "Your memory has improved !!". Below the text is a progress bar consisting of ten vertical bars. The first bar on the left is light blue, and the remaining nine bars are dark blue.

Practice via Challenges @ end of each lesson



Peer-to-Peer



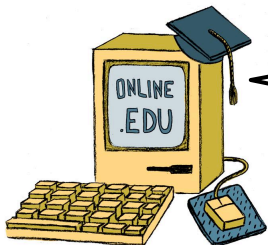
But the Market was not ready...



Is this global phenomenon?
I don't want to be the only **CRAZY** mother...

This is awesome!

But my kid is not a **born genius** to learn this!



Is this real? Feels like sci-fi. Tablet based solution? We don't think the market is ready. This is too futuristic. Can you give me this on a CD for windows desktop?

- Apps
- My apps
- Shop

- Games
- Editors' Choice



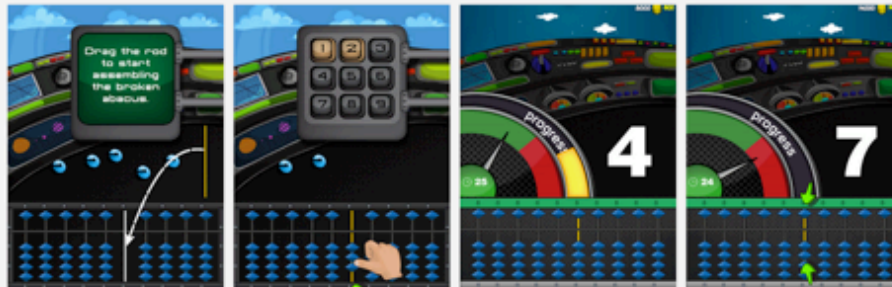
World Of Numbers

Adventure Labs - October 4, 2013
Brain & Puzzle

[Install](#) [Add to Wishlist](#)

★★★★☆ (43)

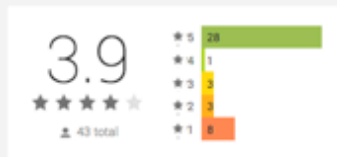
+1 +170 Recommend this on Google



Description

World of numbers is a unique concept for a totally addictive game: move the beads, beat the time, and think of numbers in a different dimension altogether. You learn to use ABACUS also - one of the oldest and most effective tool for number crunching. You must use your intelligence, your imagination and your reflexes to get past it.

Reviews



Great App This app demonstrate the concept of abacus through amazing graphics. And useful for those people who willing to learn abacus concept.
ajit choudhary ★★★★★

What's New

Whats New In Version 1.2

1. New awesome level browser as home. Now you can look at all available levels and your progress.
2. Now you can go back and forth between levels from within the game play.

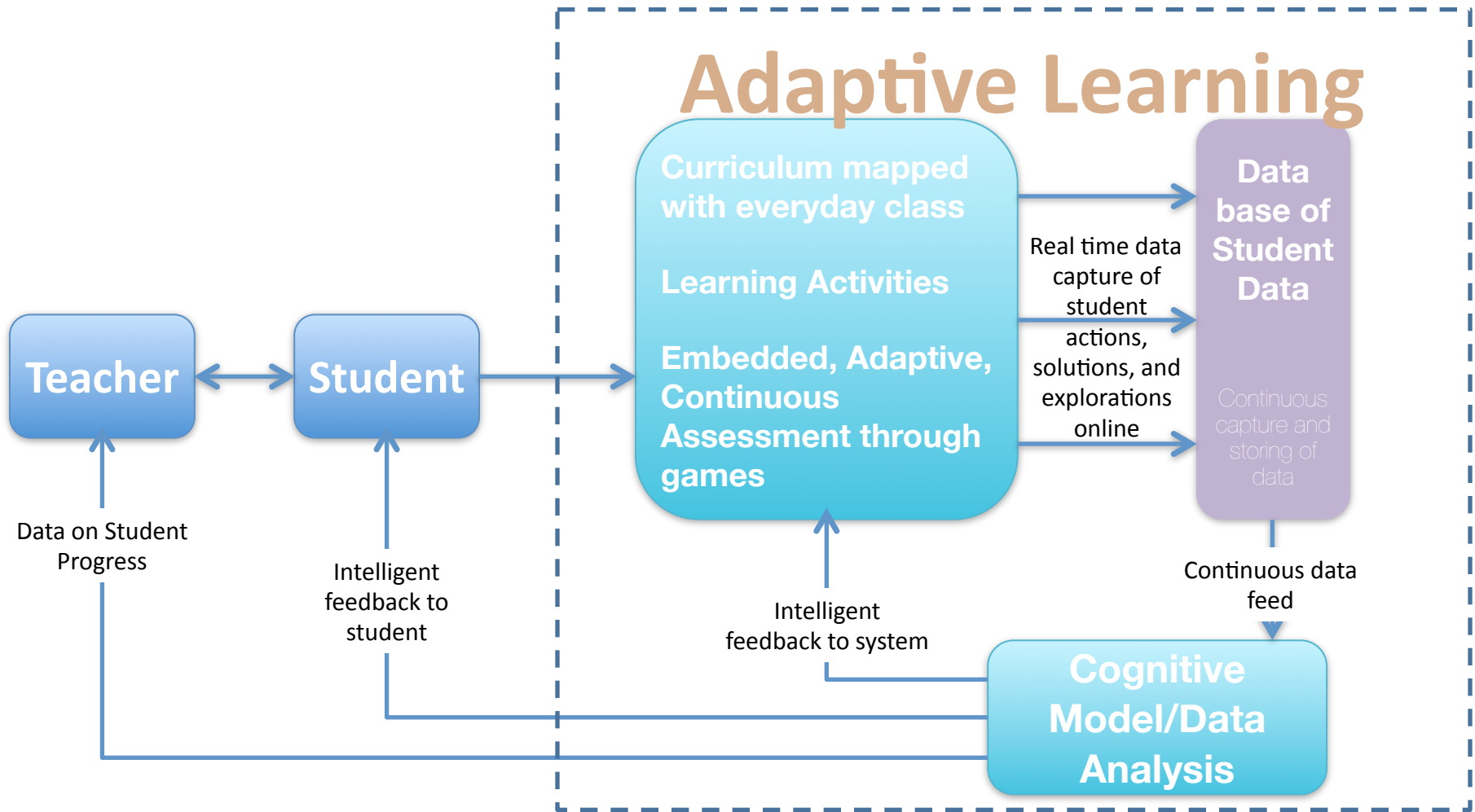
Additional information

Updated October 4, 2013	Size 19M	Installs 100,000 - 500,000	Current Version 1.3	Requires Android 2.3.3 and up	Content Rating Everyone	Contact Developer Visit Developer's Website Email Developer
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Finally light at the end of the tunnel

Adaptive Learning Practice Platform

Adventure Labs Framework



Data Capture & Analysis

For each question we capture the following data, which helps us refine our content and also provide detailed, pinpointed feedback to the student.

- Location (latitude, longitude)
- Address (reverse geo-coding of the location)
- Adaptive status
- Activated time
- Rating (step rating, time rating)
- Number of touch interaction
- Number of retries
- Number of times hint used
- Result Status (optimal, suboptimal, wrong)
- Start time
- End time
- Wrong answer count



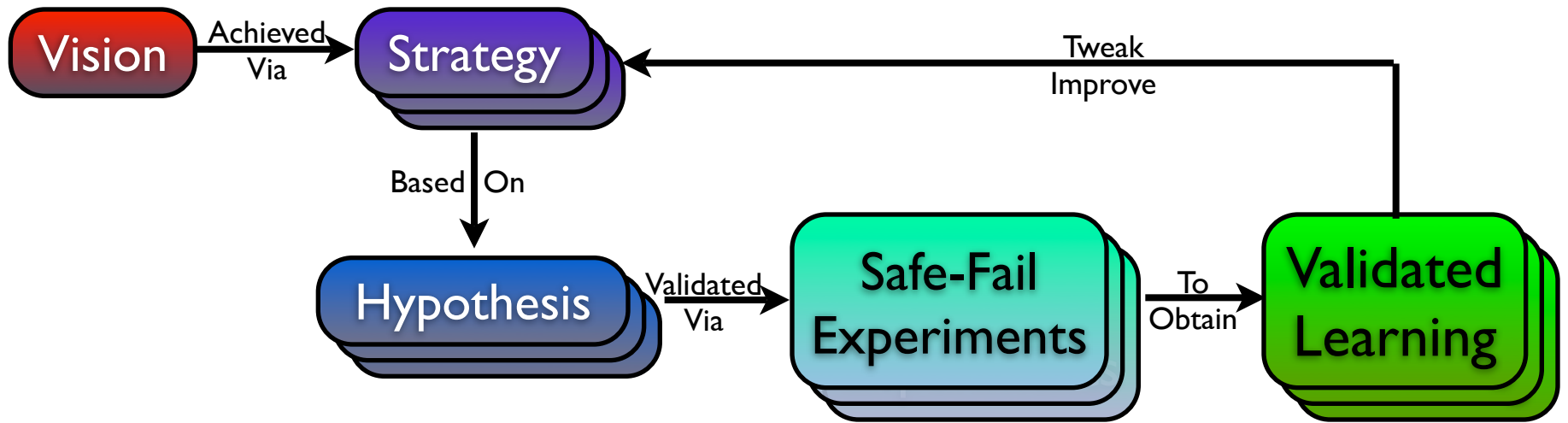
Teacher/Parent Reports

- Time spent on each question
- Exact mistakes made
- Number of times a same mistake was made
- Over-all practice time
- Ranking
- Percentage
- Over all class performance
- Class performance in a particular concept

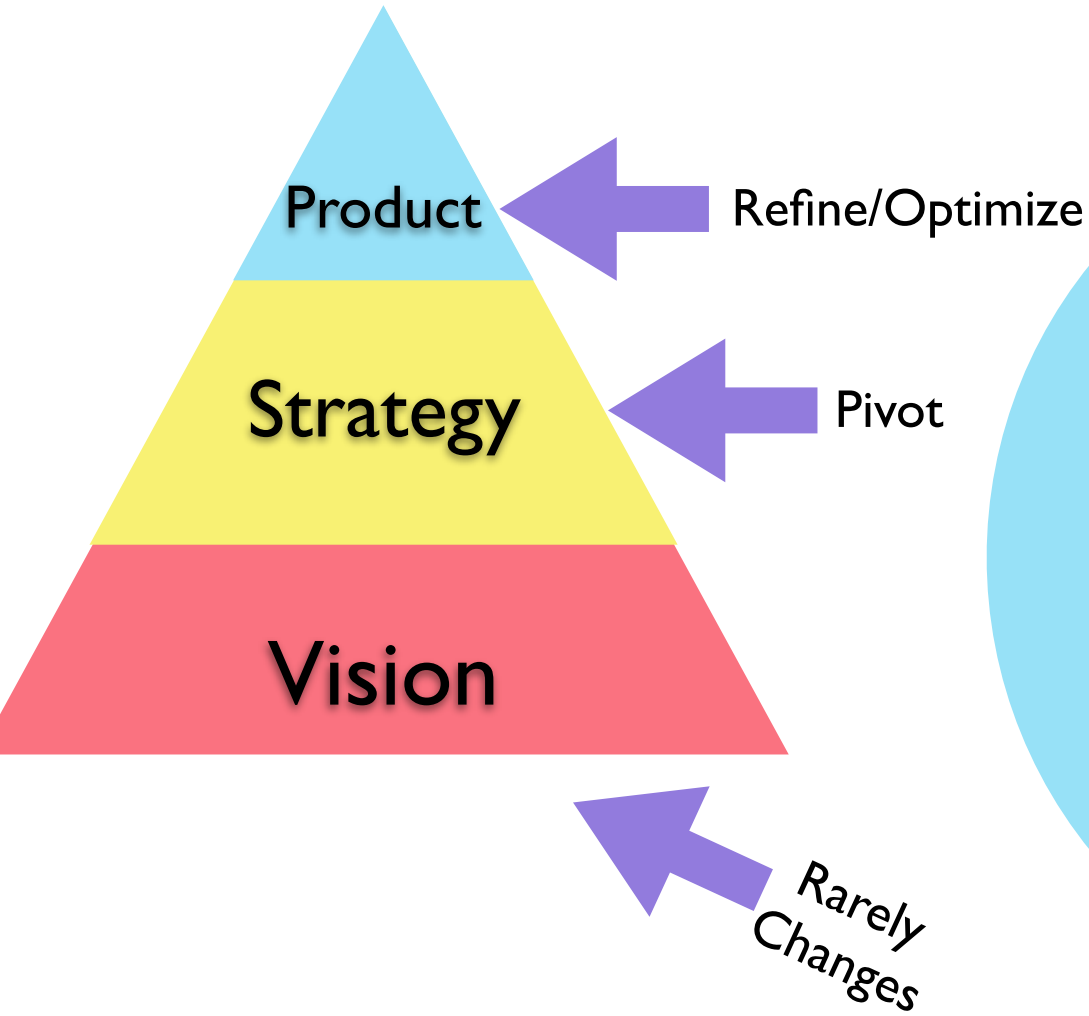
The screenshot displays the Edventure Parental Dashboard. At the top right, it says "Parental Dashboard | Exit". The main header is "Parental Dashboard" with the Edventure logo. Below this is the "Report Card" section, which includes a sub-header "Edventure" and a description: "Get valuable insight of your child's abilities with detailed performance reports by grade-level, usage and practice skills." There are navigation options for "Report Card" (Overview, Performance by Topic, Performance by Lesson, Progress, Proficiency Assessment, Trouble Spots, Latest Updates, Practice Problems, Usage) and "Print" and "Export" buttons. The "Performance by Topic" section has filters for "Period" (This Week), "Grade", and "View Topic" (All), with an "Update" button. The "Overview" section features a pie chart showing performance distribution: 100 Points (Mastered) and 99-90 Points (Excellent) in green, 89-80 Points (Good) in yellow, 79-70 Points (Satisfactory) in orange, ≤ 69 Points (Need Improvement) in red, and Not Practiced in white. The "Topics" section is a table with columns for Topic, Lessons Mastered, Lessons Practiced, Average score, and Cumulative score. The first row shows "Number Representation (12 Lessons)" with 10 lessons mastered, 12 lessons practiced, an average score of 100, and a cumulative score of 1,175/1,200 (98%).

Topic	Lessons Mastered	Lessons Practiced	Average score	Cumulative score
1 Number Representation (12 Lessons)	10	12	100	1,175/1,200

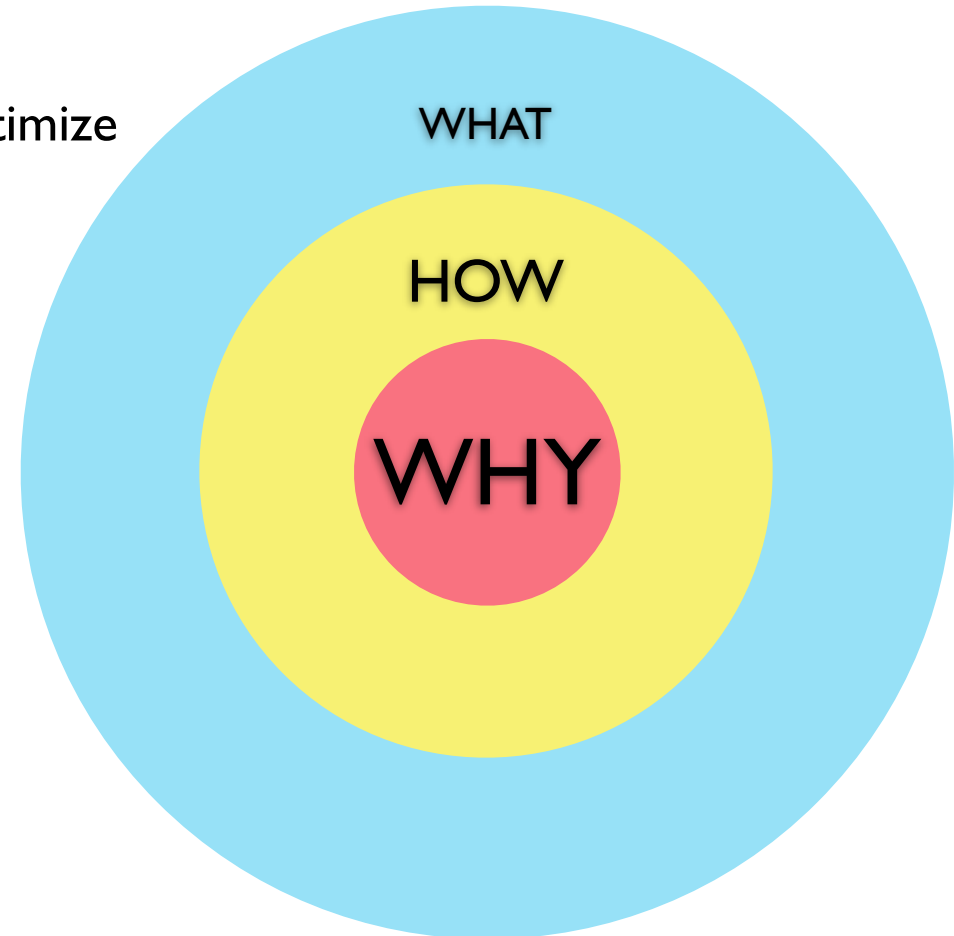
Moral of the Story!

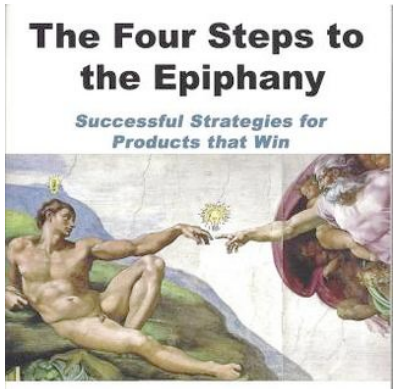


Vision-Strategy-Product Pyramid

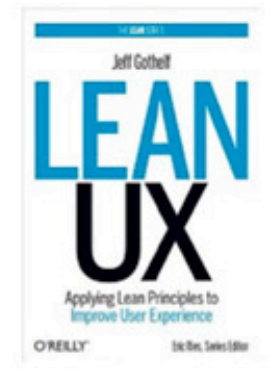
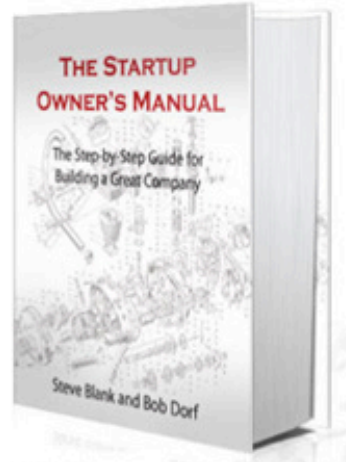
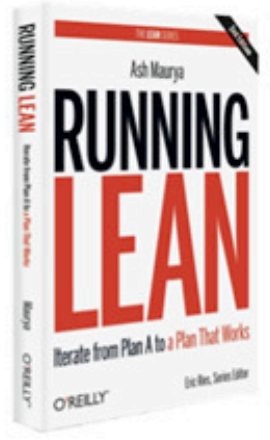
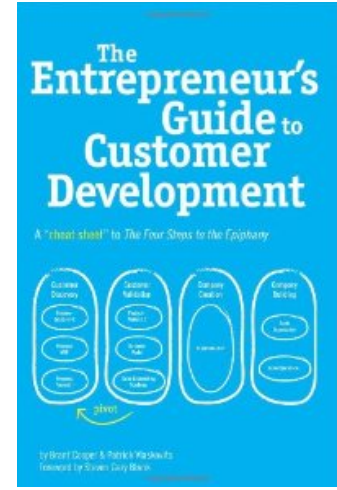


Golden Circle (Simon Simonek)





Steven Gary Blank



Thank you! Questions?

Naresh Jain

naresh@agilefaqs.com



[@nashjain](https://twitter.com/nashjain)

<http://nareshjain.com>