

# From Wardley Map to Backlog



# My Background

## Principal Consultant

- Agile Methodology
- Org. Design & Cultural Change

## Agile Experience

- Certified LeSS Trainer
- Scrum Trainer

## Software Development Experience

- 20+ years
- C++, Java, JavaScript, Python, ...

## Business Areas

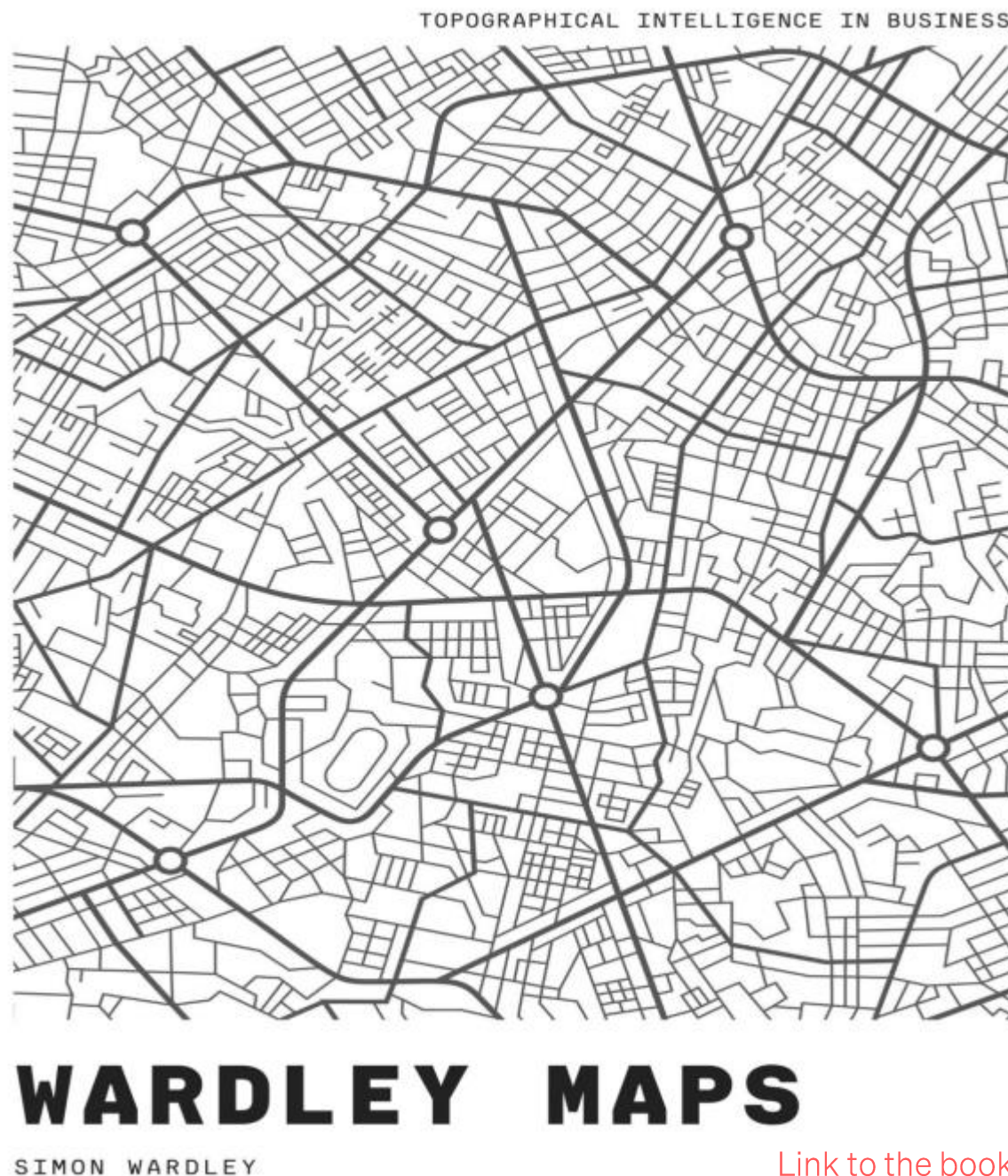
- Automotive
- Insurance
- Retail and E-Commerce

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# Wardley Maps



- Product Thinking
  - Product Development
  - Strategic Thinking
- 
- Projecting thoughts into the future
  - Uncertainty by design
  - Trying to accomplish business success

Perfect fit for  
Agile Product Development

[Link to the book](#)





# Situation On Display

context of the example  
in upcoming slides

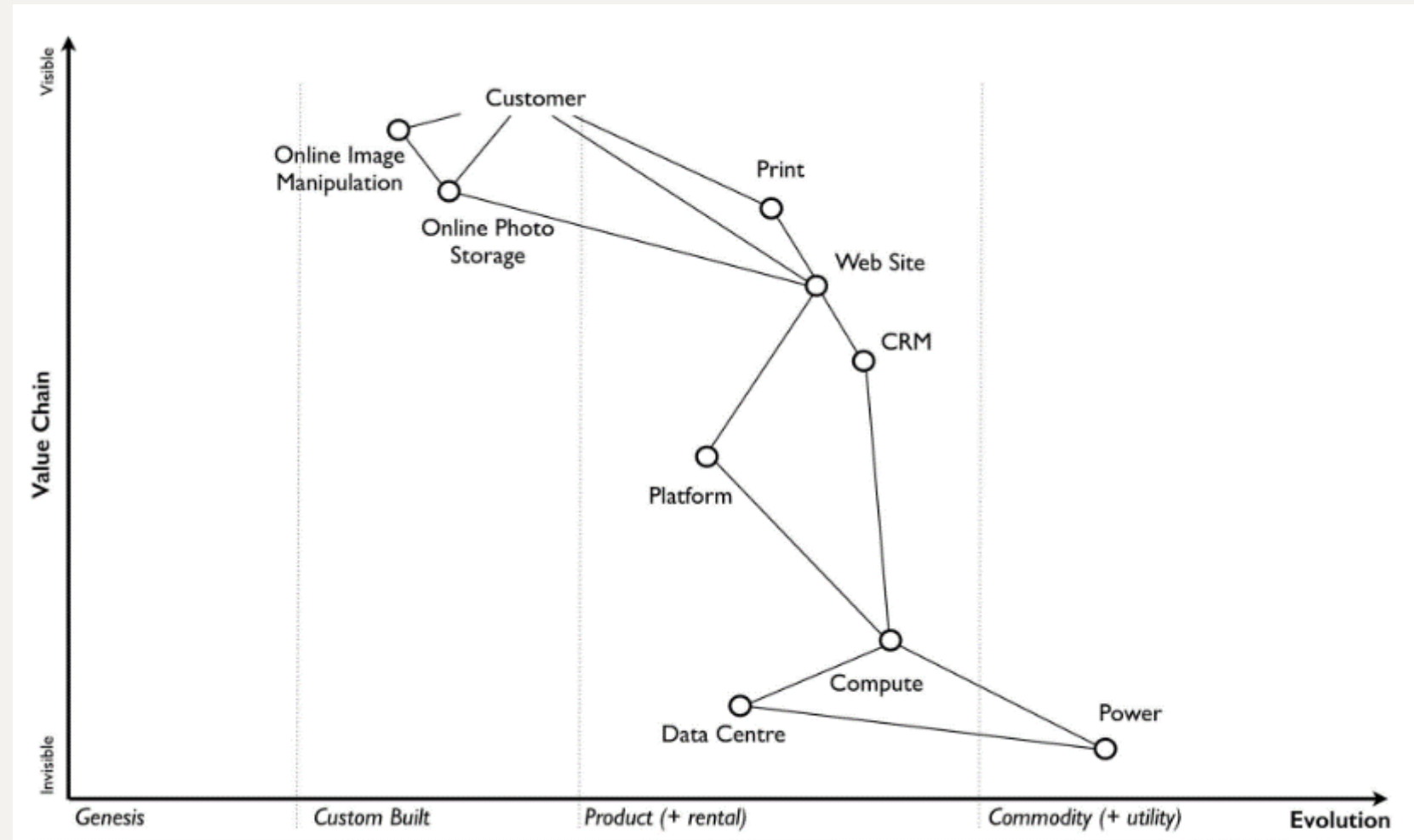
**Simon:** We were an [online photo service](#), a [consultancy](#), a [European CRM](#), an Identity [web service](#), a [fulfilment engine](#) and an assortment of special projects around [3D printing](#) and the use of [mobiles phones](#) as cameras. *I had no real way of determining which we should focus on* and hence the purpose was a compromise of doing everything.

**Simon:** When I had taken over the company a few years earlier, we were losing money hand over fist, we had to borrow significant sums to stay afloat because we were on our way out. [In reality our purpose had been simply “to survive”](#).

**Simon:** In the [next few years](#) we had turned this around, we had become [highly profitable](#), we had paid back the loans and had a million or so in the bank and [we were growing](#).



# Don't Start With the End



The map is powerful for orientation – it is essential – but **if you try to start from the end, you start from the worst position.**

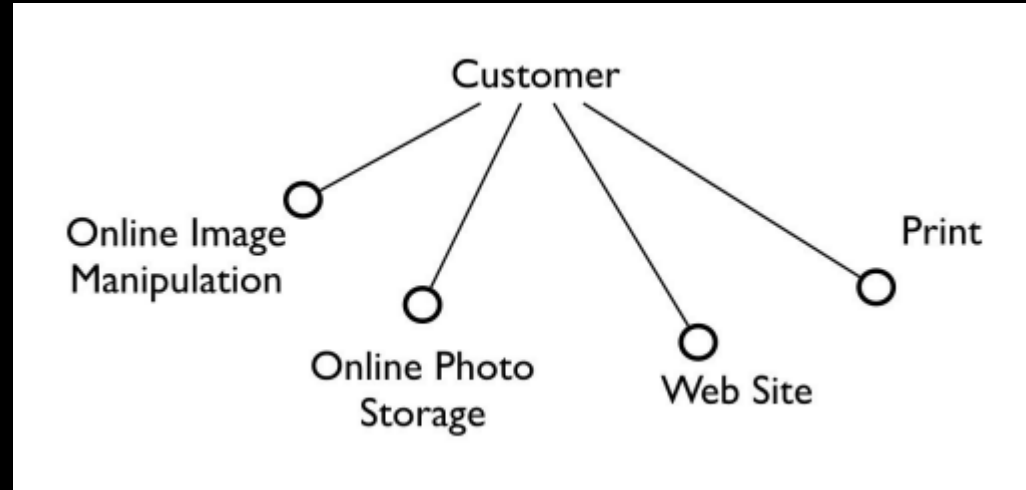
- If you start from the end, you implicitly assume perfect knowledge and no change.
- You limit yourself by inability to react and adjust.



# Start With Needs

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## Step 1 “User Needs”



- Know your customer.
- Know your context.

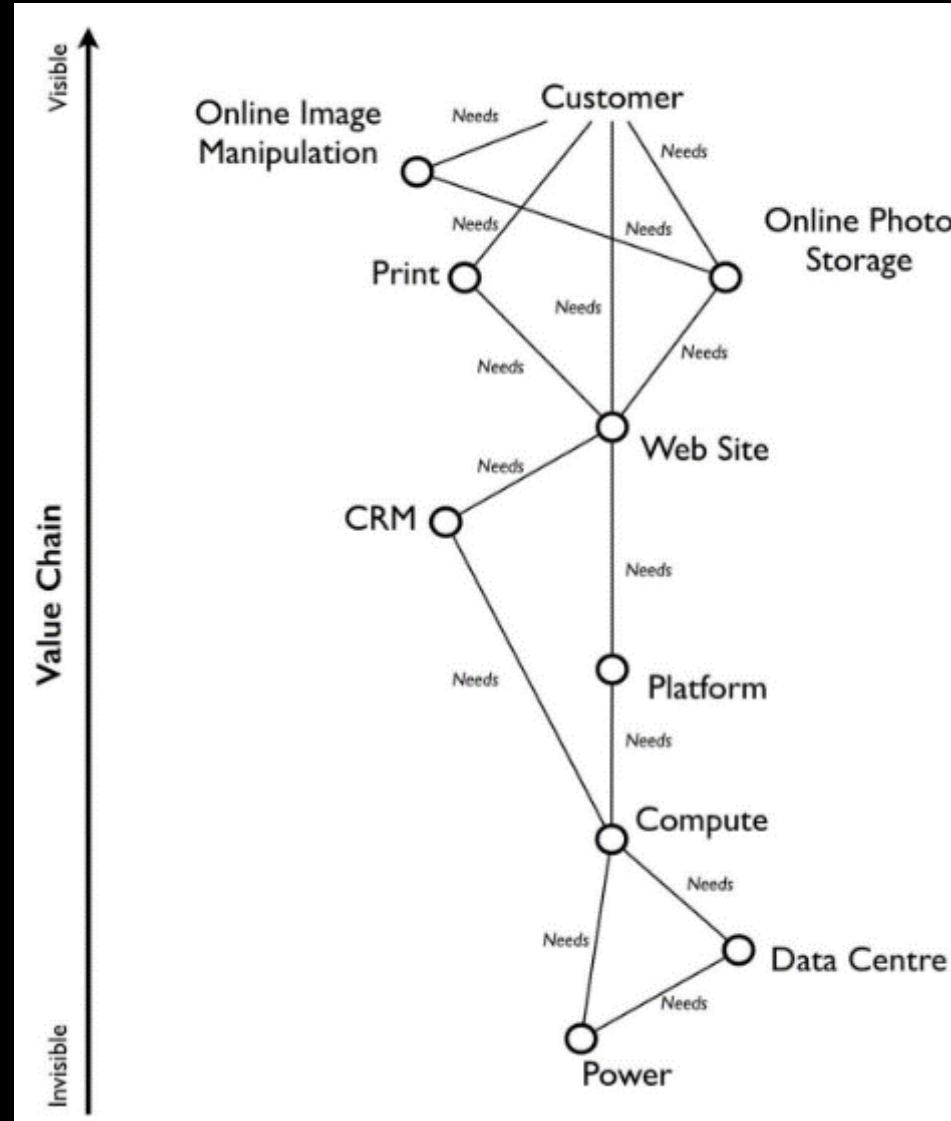
- Notice:
  - **Follow the money!**
  - There is nothing internal.



# Continue With Understanding Relations

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## Step 2 “Value Chain”



- Understand and visualize what is **driving value** to your customer.
- No *noun* drives the flow of value.
- Only **relations**, **collaborations**, **interactions**, and reasons drive value.

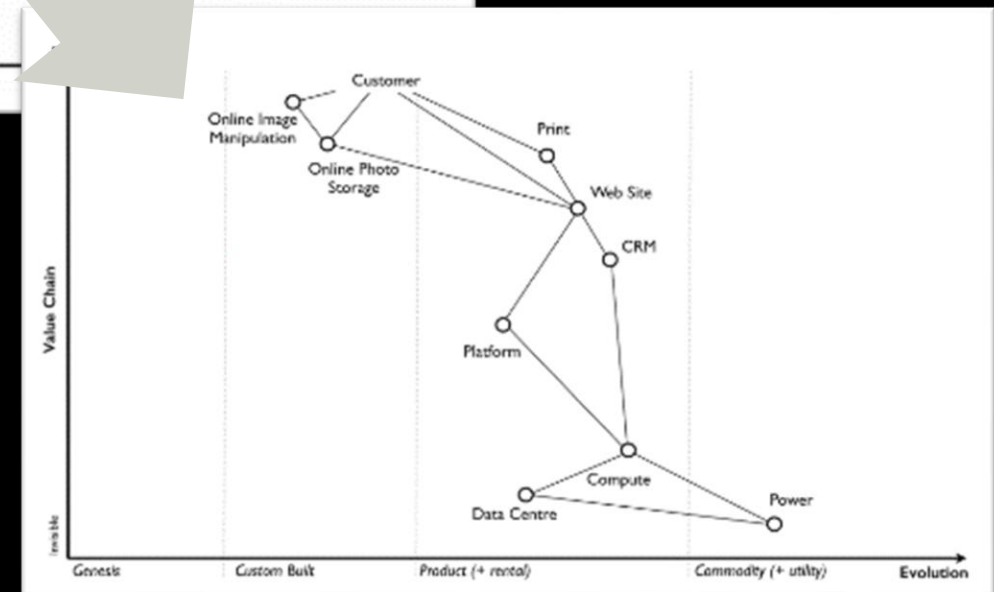
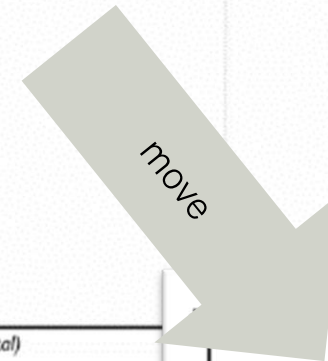
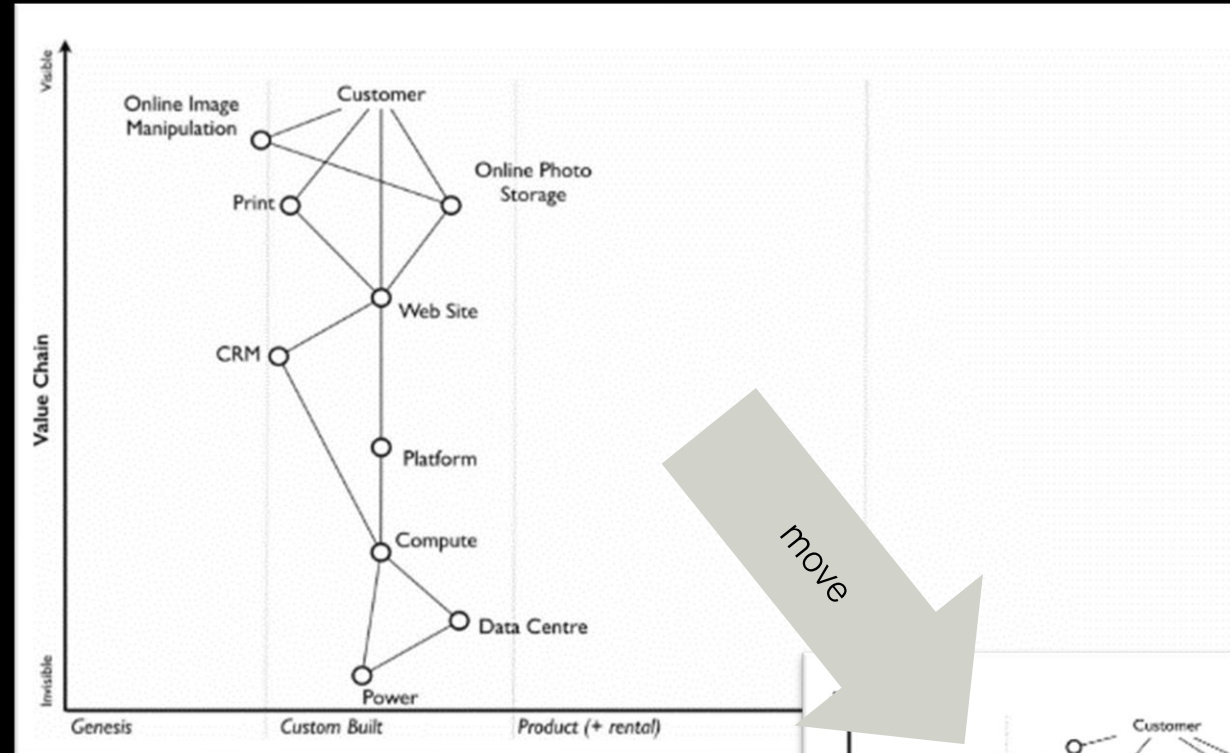
- Notice:
  - **Focus on “needs”.**
  - Ignoring timelines, deadlines, and release plans.



# Initial Placing And Moving

- For this slide:
  - Ignore constraints, inertia barrier, barriers, ...
- Note
  - The **more visible** to the customer, the **more on the left** you are.

- **Genesis:** Needs research and experimentation.
- **Custom Built:** There is nothing, we need to build it.
- **Rental:** There is something.
- **Commodity:** There are many options.







# How does Agility fit?

[merriam-webster](#) →



Note:

- No User Story ...
- No T-Shirt Sizes ...
- No PI ...
- ...

The very core of “Agile”:

- ... is the ability to response to change.
- ... is the ability to pursue beneficial product development.

Therefore:

- Perfect match for strategy product re-alignment.

Design principle of

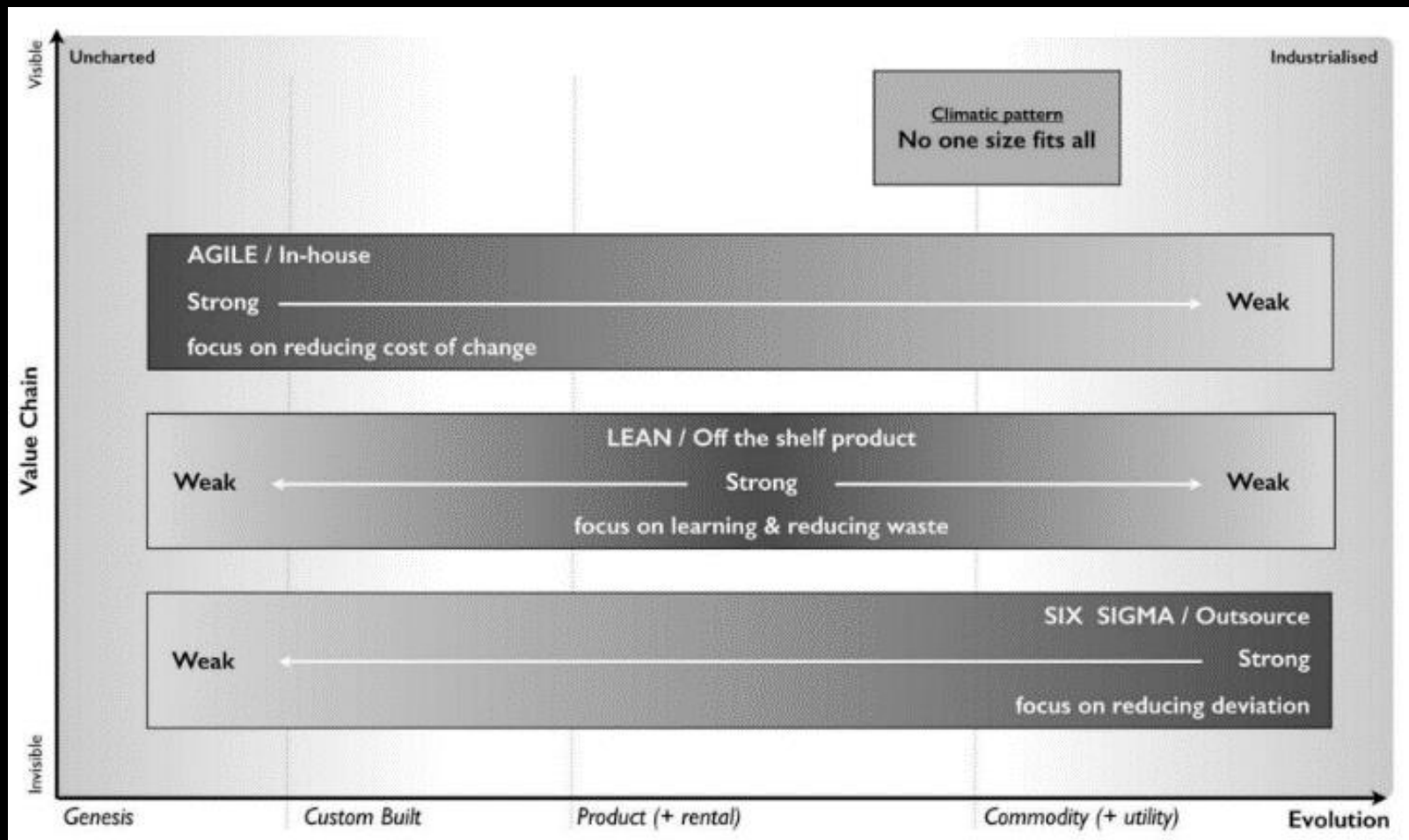


Design principle of LeSS:

- Organizational agility (adaptiveness).
- Maximining customer value delivery.



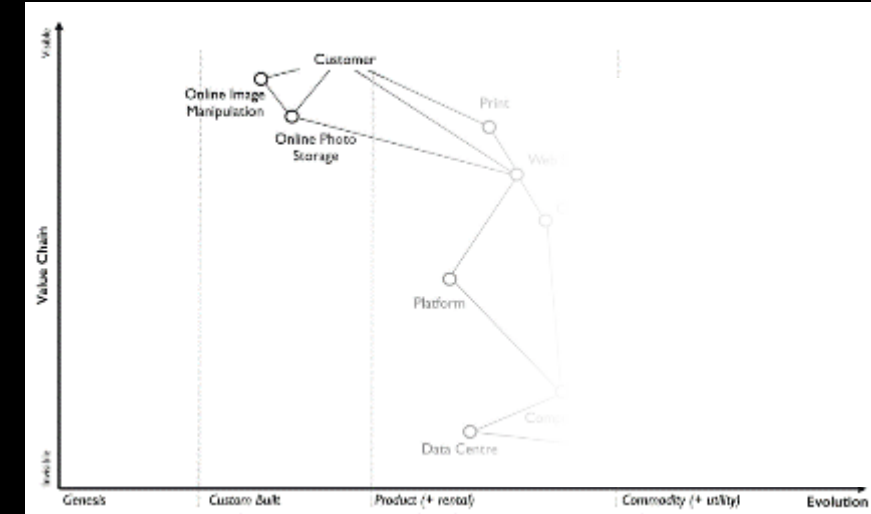
# Wardley Maps Call for Agility





# “Genesis” and “Custom Built”

- Focus effort on the portions that matters and **differentiate** from competition.
- Start with step 1
  - Know what your customer needs.
- Followed by step 2
  - Understand which value is generated for the customer by the provided.

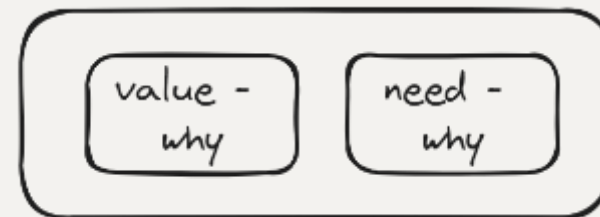


- Notice:
  - **We start the Product Backlog by Understanding.**
  - We start the Backlog by **learning** the value proposition.



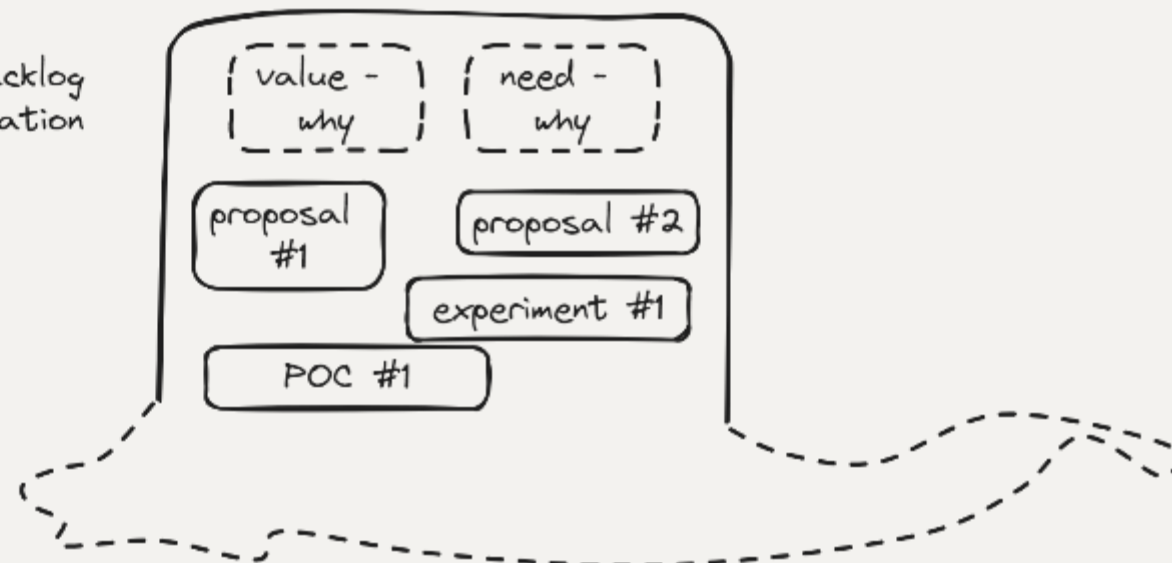
# The Beginning: Product Backlog

Product Backlog  
First Iteration



- The team **learns** “Why”.
- The team **learns** how “Value” is generated for the customer.
- This is called: **Product Backlog Refinement**.
- There are no chicken in a refinement.

Product Backlog  
“Next” Iteration



- This is closely related to the steps of Wardley Mapping.
- **Connecting** verification, learning, and implementation.



# Keep in Mind

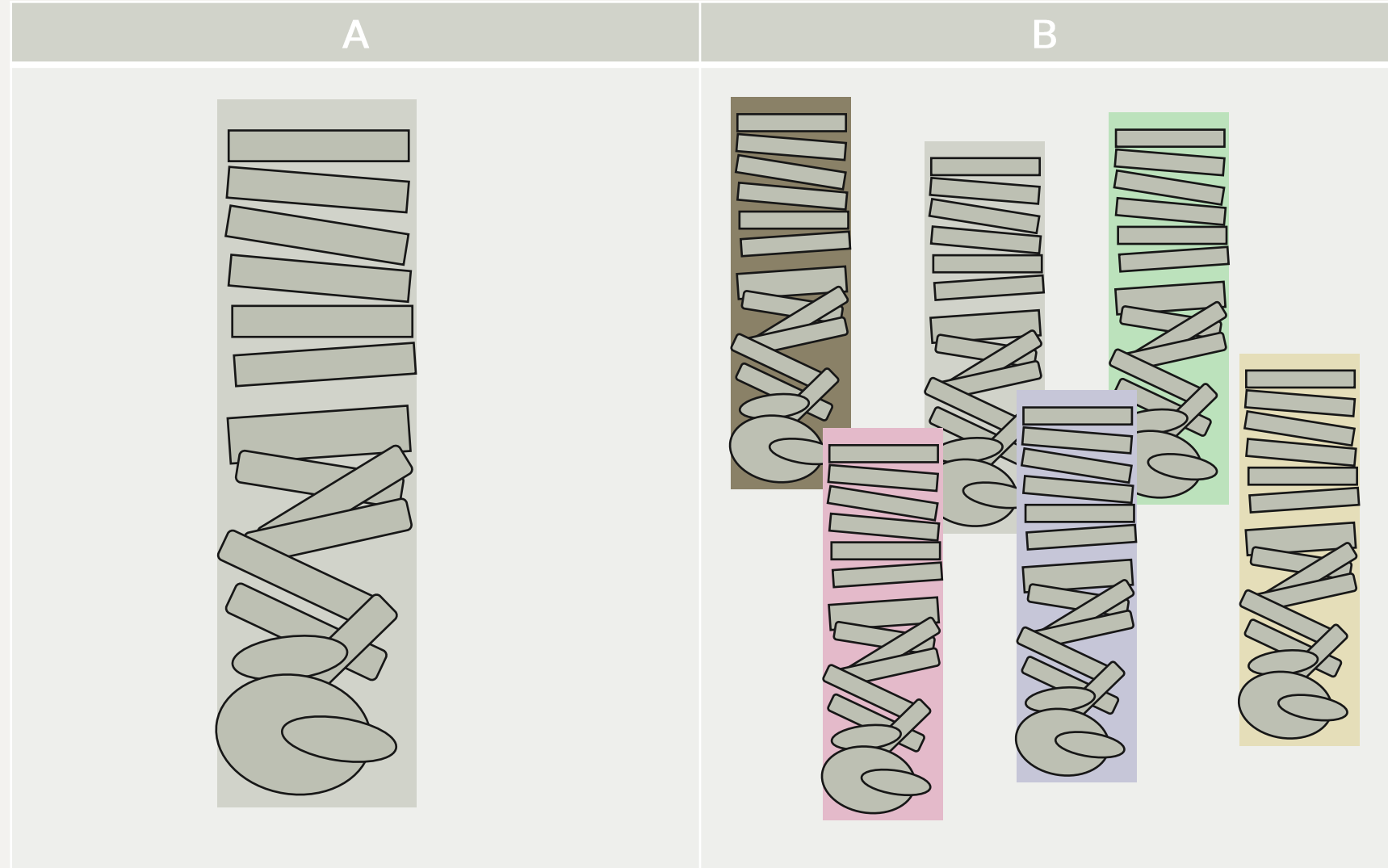
- In each **Product Backlog Refinement**:
    - **Know** your **customer**.
    - Know the **why** for the **need**.
    - Know the **value**.
  - Product Backlog Item typically:
    - Is a problem statement to resolve.
    - Is a challenge to master.
    - Is an incremental value to deliver.
      - deliver as in “to the customer”; not PO, not PMO, not “it is here on my branch”, ...
  - Naturally – you **constantly verify** your **strategic decisions**:
    - You **explore** the most “valuable” things first.
    - You **deliver** the most “valuable” things first.
- Notice:
    - The Product Backlog and Sprint Backlogs are **conceptionally different things**.





You are the CEO.  
Where do you  
feel more  
comfortable  
making  
decisions?

- With A you have a better [overview](#).
- With A you have less items to [priorities](#).
- Then why tend many organization tend to B?



\* Typical backlog(s): near future clear, further future more unclear.

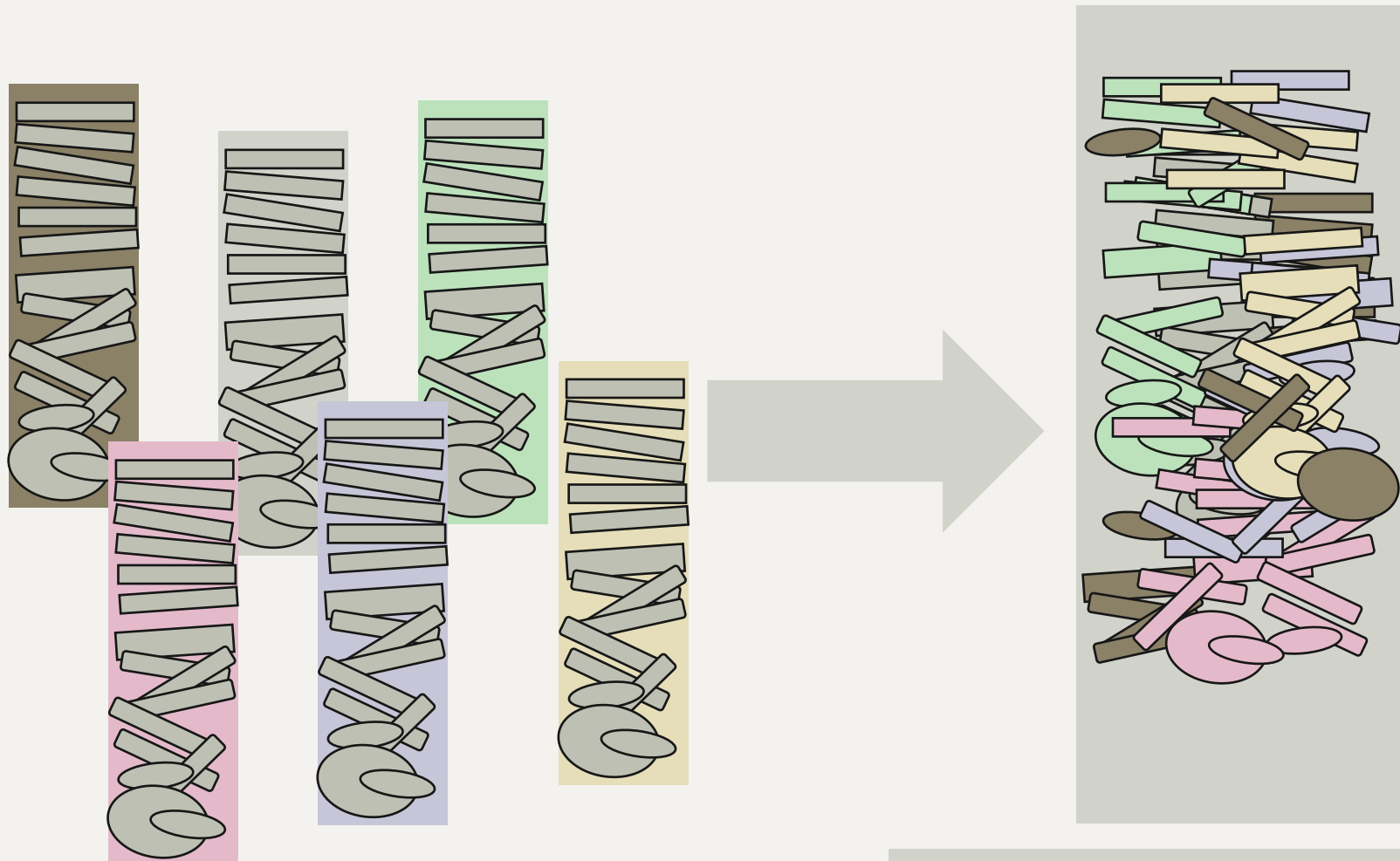


# Difference of Product Backlog and (team) Backlogs

Product Backlog	“Typical” team Backlog
Items focus on <b>business value</b> .	Items focus on team progress. <ul style="list-style-type: none"><li>▪ especially if refined by solely for this team.</li></ul>
Items are <b>understandable</b> by all teams and customer.	Items are (accidently) detailed to be understandable for one team only. <ul style="list-style-type: none"><li>▪ especially if refined by solely for this team.</li></ul>
Items are larger, more stable, and <b>meaningful</b> to non-tech people. <ul style="list-style-type: none"><li>▪ <b>More engaging</b> for top-level stakeholders.</li></ul>	Items are smaller.
“Easy” to check if Item <b>fits the strategy</b> .	Hard to trace strategy to Item.



# Merge of team Backlogs?



- The merge of multiple future-looking team Backlogs does not result in one Product Backlog.
- Thus, the **Product Owner is severely hampered to make decisions.**



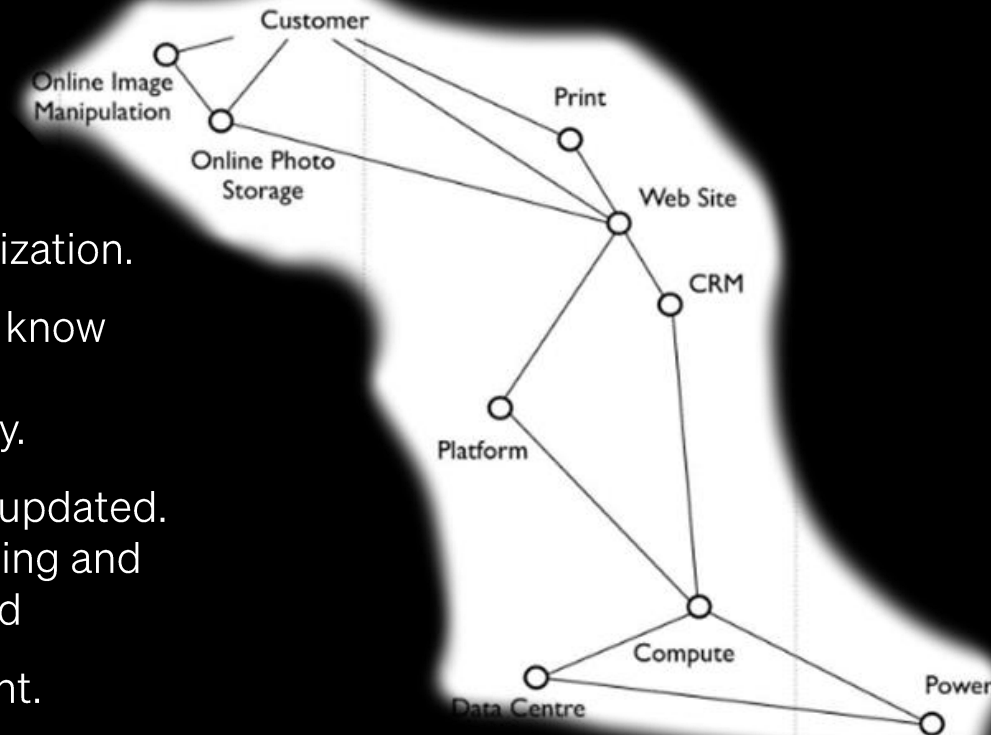
# Ability to Take a Turn

Mind:

- All predictions are inherently unsure.
- All forecasts are inherently unsure.
- All assumptions may change.

Therefore:

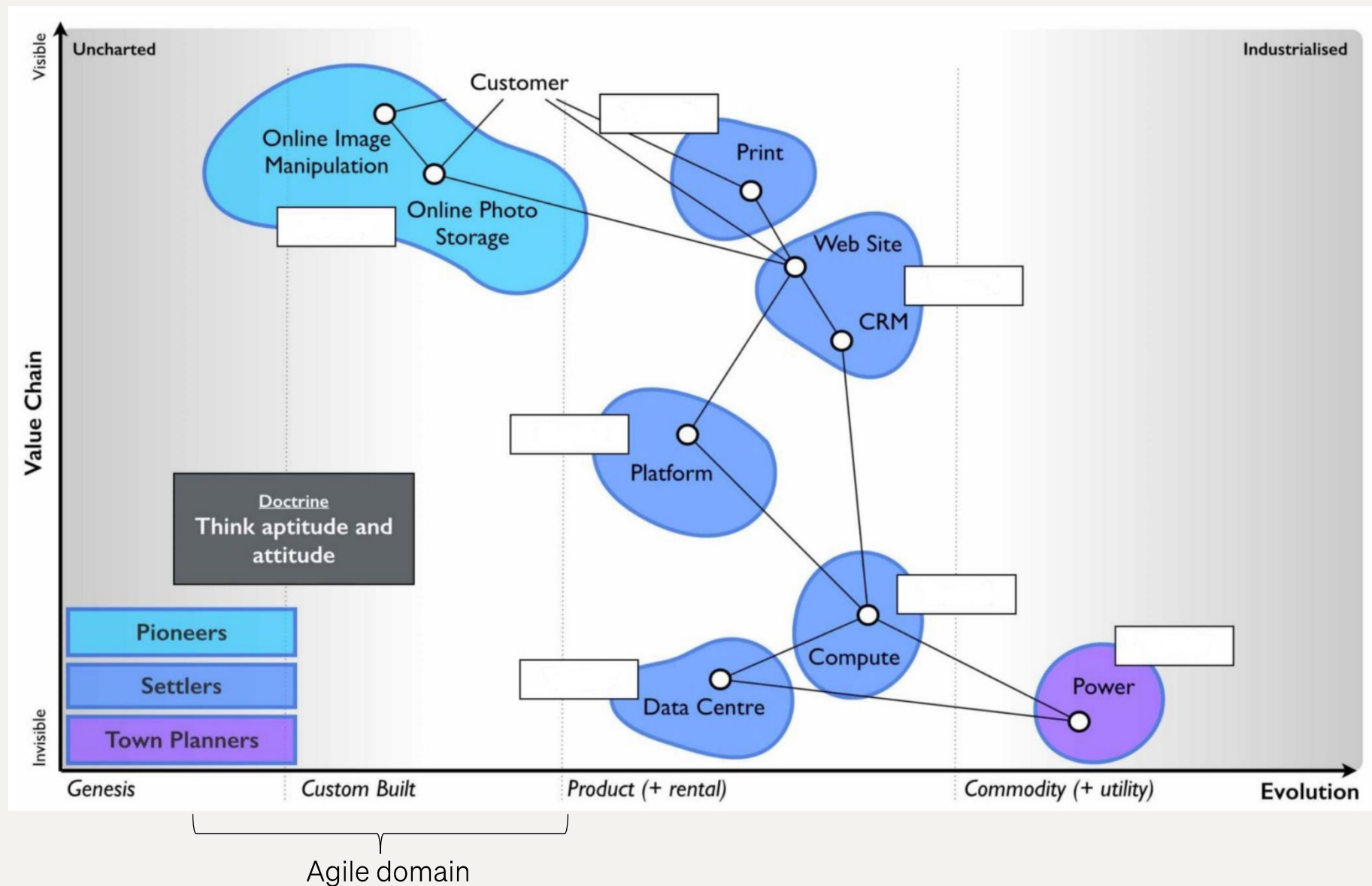
- Invest in your **ability to change**.
  - Adaptiveness of our organization.
- Invest in **understanding**, so you know when to turn.
  - Learning and value delivery.
- Keep your **business strategy** in updated.
  - Adjust your Wardley Mapping and Product Backlog as needed
- Keep your **business case** straight.





# Mapping to Attitudes

The more **visible to customer**  
→ more **left**  
→ more **agility** is required  
→ more **pioneer** attitude in teams  
→ more **learning**  
→ more need for **adaptiveness** in your organization







# Conclusion

- Wardley Maps – by its focus on **strategy** – **explore “value” first**.
- Agile – by its focus on **learning** – explores problem space first (understanding), followed by delivery (learning from experiments).
- Exploring “is the delivery meeting the value” is second-nature for Wardley-Map practitioner.
- Summarizing all Sprint Backlogs into a single Backlog doesn’t result in a Product Backlog.
- The **benefits** of Wardley Maps are transferred to Backlogs through **one shared Product Backlog**.



# Thank you.