

Developing a new product I

An example project

How product managers work with Conode

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In the prototype testing workshop

Quickly start collecting feedback about a first prototype: *design is too messy, change button icons, remove unneeded settings, new features, the highest willingness to pay is ...*

Conode Notes work as **fast and as simple** as your paper notebook.

Back in your Cubicle

Screen your notes like using an analogue agenda: Drag and drop similar **Notes** to one single **Page**. Add new information: a photo, a sketch or a link. Then, let the Conode AI **categorise** your content in specific Topics through **smart tags**: #development #feedback #newproduct.

Bring your notes to life

Let your team know about the feedback: simply convert your content to an e-mail or invite them to **collaborate**. And to make sure, the valuable insights don't get lost, create a task from single text blocks and **delegate** them to your colleagues. It's one workflow and a **great time saver**.

Push it to the productivity ecosystem

And since your co-workers are using a bunch of different tools, **easily push** the developer's tasks to JIRA, the pricing target to Salesforce and sync the committed milestones with your team's Asana project. This creates immediate **transparency** and a lot of **fewer interruptions**.



Developing a new product II

An example project



Knowledge workers save up to 2^{hours/day} through more efficient collaboration

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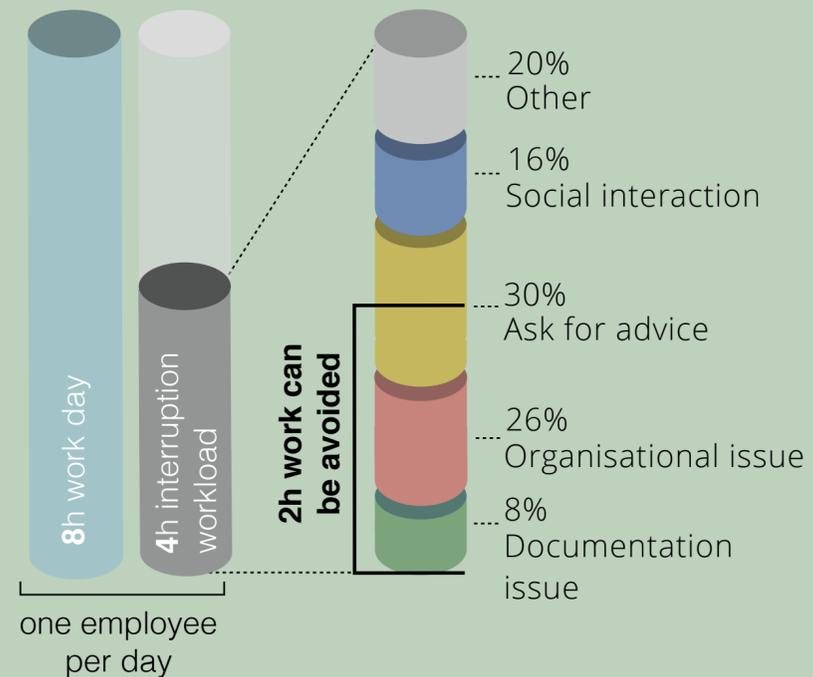
Source: [CubeSmart, Inc.](#)

The Team

- 1 Project Manager
- 1 Business Analyst
- 0.5 Product Owner
- 0.5 Scrum Master
- 3 Developers
- 0.5 Quality Assurance
- 0.5 Designer

= 7 FTEs

Time waste



Efficiency improvements

25% more effective

70 saved hours week

93 afterwork beers week