# What it is

The **Value Proposition** canvas allows you to think and work on the benefits that your users can get using your products or services.

The right part (Client Profile) focus on understanding the user. What are their jobs to be done? What are their pains? and their gains?

The left part (Value Map) describes how are you going to create value for your user.

We're looking for a fit between these two parts.

# Why use it

Having a solid Value Proposition is fundamental on any project we are developing.

The Value Proposition canvas is going to be really helpful to identify whether or not the product or service that we are designing makes sense for the users who will use it.

If you reach customer-value fit, it gives you and your team confidence to move on with the design and development of the project.

Also, it is the first step before building the Business Model Canvas.

## How to use it

- **1. Using postits** start by filling the blocks on the right part of the canvas, the Customer Profile, and then move on to the left side, the Value Map.
- **2. Customer Jobs:** write in postits things that your potential users are trying to get done (in their life, work, home).
- **3. Pains:** write in postits all the main things that annoy your potential users or prevent them from getting their jobs done.
- **4. Gains:** write in postits the outcomes or benefits that your potential users want (cost saving, social gains, positive emotions).
- **5. Product & Services:** write in postits products or services you can offer and that your potential users would be interested in.
- **6. Pain relievers:** write in postits how your idea/ product solves main pains of your potential users and how it will reduce their current frustrations.
- **7. Gain creators:** write in postits how your idea / product creates benefits and gains in your potencial users and how your idea meets their wants



# Tips & Tricks

### **TEAM**

2-5 people

### TIME

Between 20 and 30 minutes. It depends on the level of definition of the user that you have, or the parts of the value proposition that you will focus on.

### **MATERIALS**

Large paper, printed canvas for reference, markers, sticky notes.

### FOR BEST RESULTS

Keep it simple. Don't expect to build a value proposition for everything that a user needs. Focus on where you know that your idea can be good at helping them. Based your customer profile on research findings, persona, of course.

### WHAT IT HELPS YOU ACHIEVE

 A solid basement to continue developing the project, knowing that what you are doing makes sense.

### **FOR AGILE**

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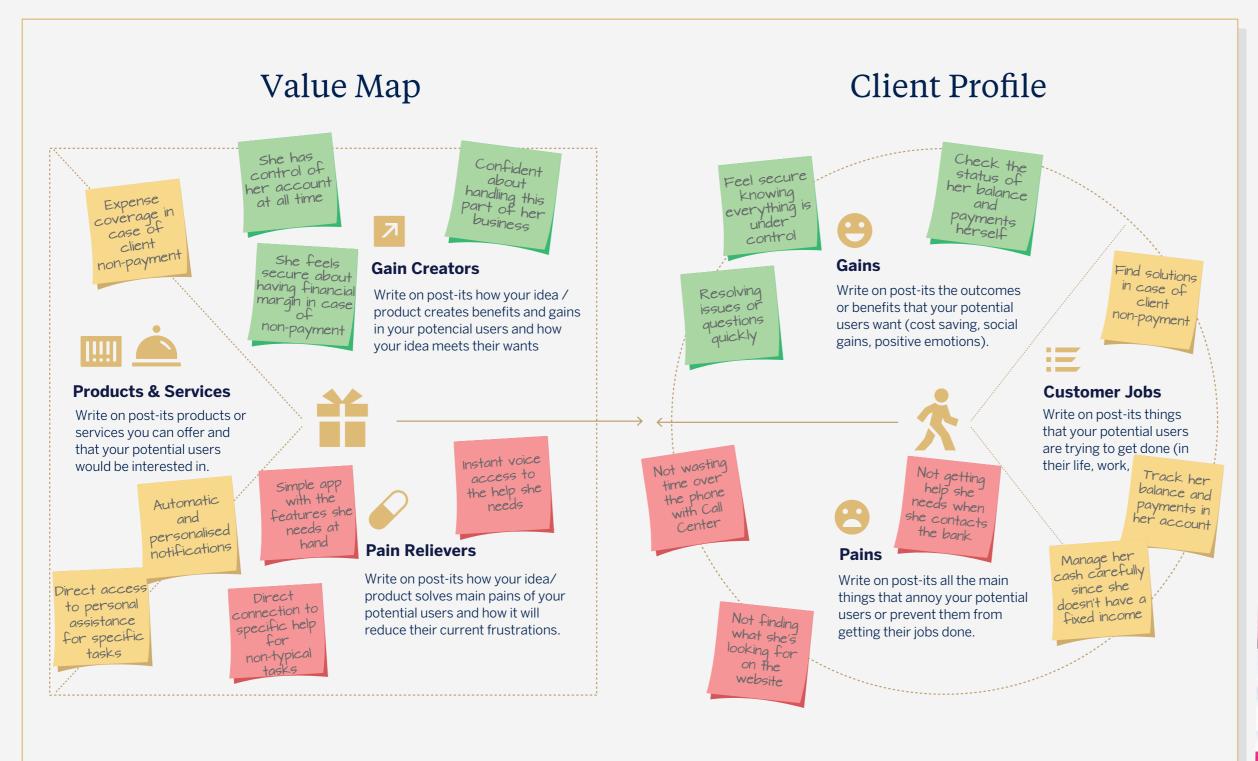
### TOOLS AND ACTIVITIES BEFORE YOU START

- · Interviews. Research.
- Ideation and Concept Sketch

### **TOOLS AND ACTIVITIES FOR AFTERWARDS**

- Business Model Canvas
- Customer Journey
- Bodystorming





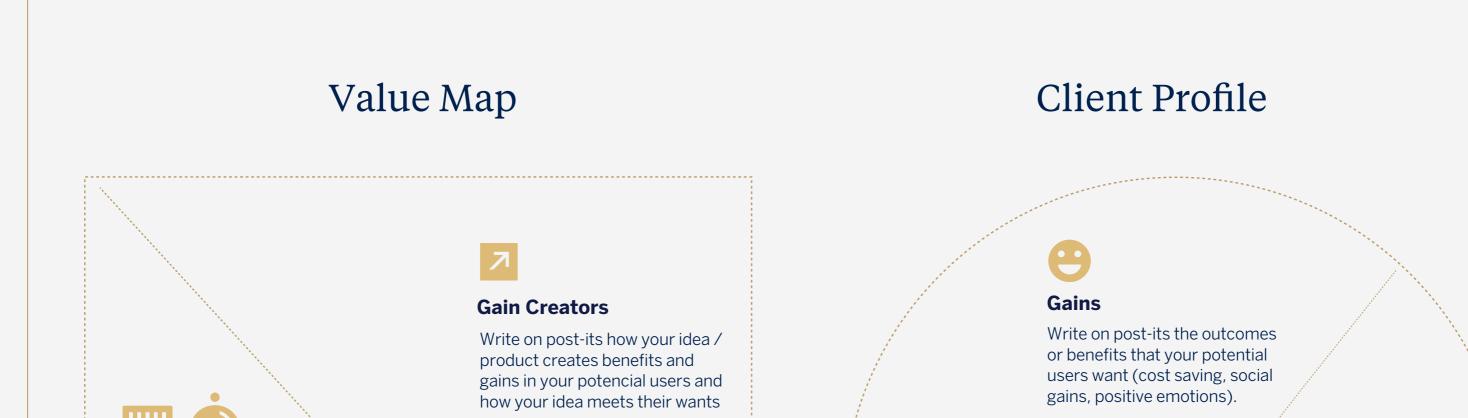


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# Some extra considerations

Here are some suggestions and tips that might help you getting the most of your value proposition.

- You may want to define a value proposition for each of your persona when they have different pains and jobs to be done from each other.
- Use color code to relate blocks of contents from right side to left side: jobs to be done and products & services; pains and pains releivers; gains and gains creators.
- Don't mix present and future and avoide confusions. Distinguish between presently existing and future ideas by using colour coding or by using separate value proposition maps.
- Try to combine words and images / drawings in your postits because that allow viewers to grasp more rapidly and easy the big picture of your value proposition.



### **Products & Services**

Write on post-its products or services you can offer and that your potential users would be interested in.



### **Pain Releivers**

Write on post-its how your idea/ product solves main pains of your potential users and how it will reduce their current frustrations.



### **Customer Jobs**

Write on post-its things that your potential users are trying to get done (in their life, work, home).



### **Pains**

Write on post-its all the main things that annoy your potential users or prevent them from getting their jobs done.

