yonder

Product Maturity Model

Putting a number on software waste

Windsor, United Kingdom 7th of October 2025

Portfolio Managers Focus Group

Confidential



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Time	Castle 1 Castle 2				
08:45-09:00 (15min)	Arrival coffee / tea				
09:00-09:25 (25min)	Welcome in Castle 1, explaining the setup & program				
09:30-11:00 (90min)	Remus - R&D Metrics Reloaded	Paul - Generative Al			
11:00-11:15 (15min)	Break				
11:15-12:45 (90min)	Bogdan – Product Man. Maturity	Remus - R&D Metrics Reloaded			
12:45 AM – 14:15 (90min)	Lunch				
14:15-15:45 (90 min)	Paul – Generative Al	Bogdan – Product Man. Maturity			
15:45-16:00 (15min)	Break				
16:00-17:00 (60min)	Closure by Remus with Paul and Bogdan discussing the observations of both groups				
18:00	Closing dinner at Guildhall				









If waste in software would be visible



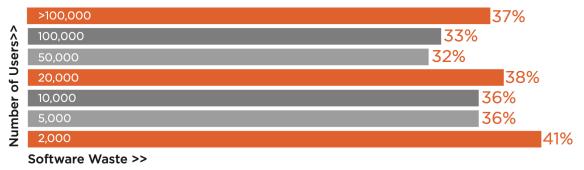
The True Cost of Software WasteFraming the problem: where we stand and what's at stake

Smart Strategies for Enduring Stage ProductsHow to tackle software waste in mature, long-lived systems

Winning from the Start
Proven plays to minimize waste from day one in new initiatives



Average Software Waste by Company Size



US \$30 B \$259 per desktop WK £5.7 B £159 per desktop

The total value of waste represents the amount of money already spent on software that was deployed

conservative evaluation.

and then unused. Monetary waste calculations include only the top 35 applications (out of 1,800) to maintain a



Waste in software = features not used

https://www.1e.com/resources/report/software-usage-waste-report-2016/

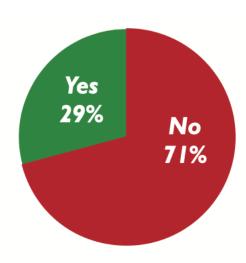


Table 4: Resolution by Traditional Measurement

Year/Resolution	2013	2014	2015	2016	2017
Successful	41%	36%	36%	36%	36%
Challenged	40%	47%	45%	47%	45%
Failed	19%	17%	19%	17%	19%

Chaos report

Value



The percentage of projects considered valuable from 2013 to 2017 within the CHAOS database. (Very valuable & valuable).



^{*}the chaos report by the Standish Group

R&D Spending







So how much waste are we producing?

R&D Spending





5-10 FTEs

2-3 Mil. NMR businesses **500K** in NLR



375K

150K







KEEP CALM

Computer science

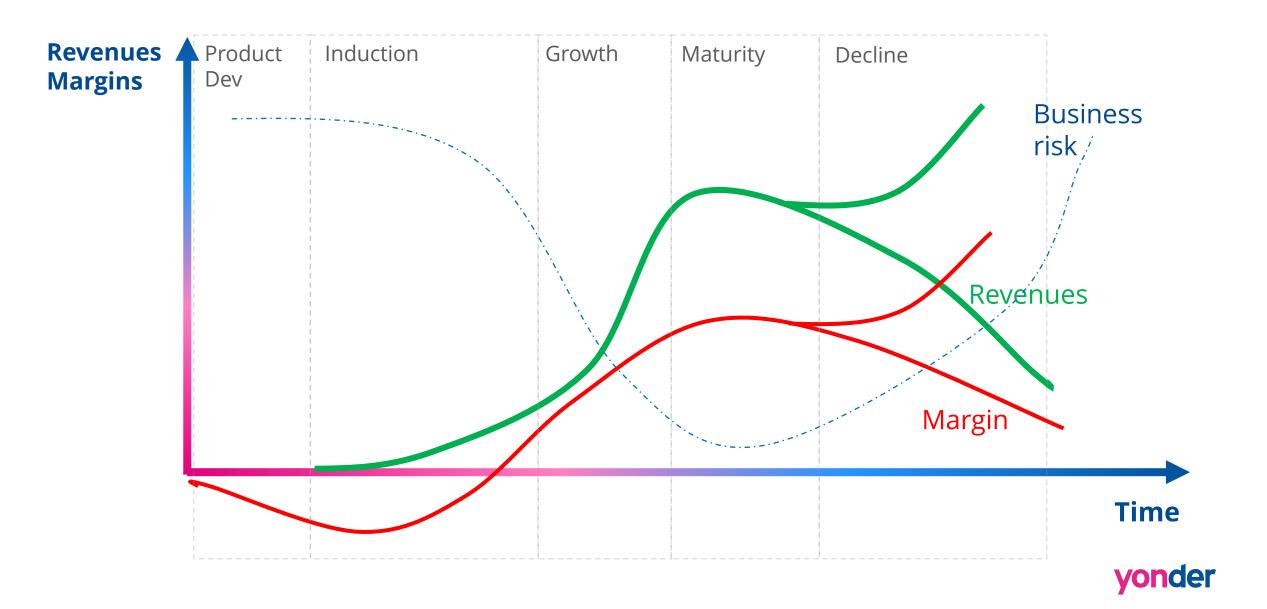
Product Science

FOLLOW THE SCIENCE

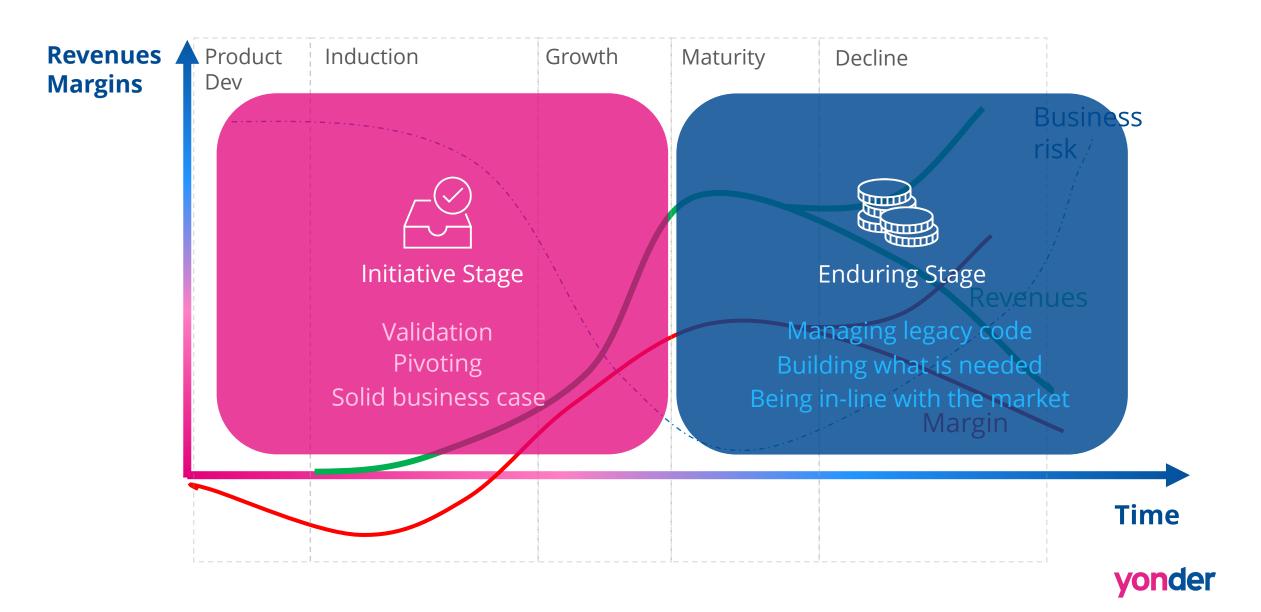
AND

Why is R&D in Software that unpredictable??

Product Lifecycle



Product Lifecycle

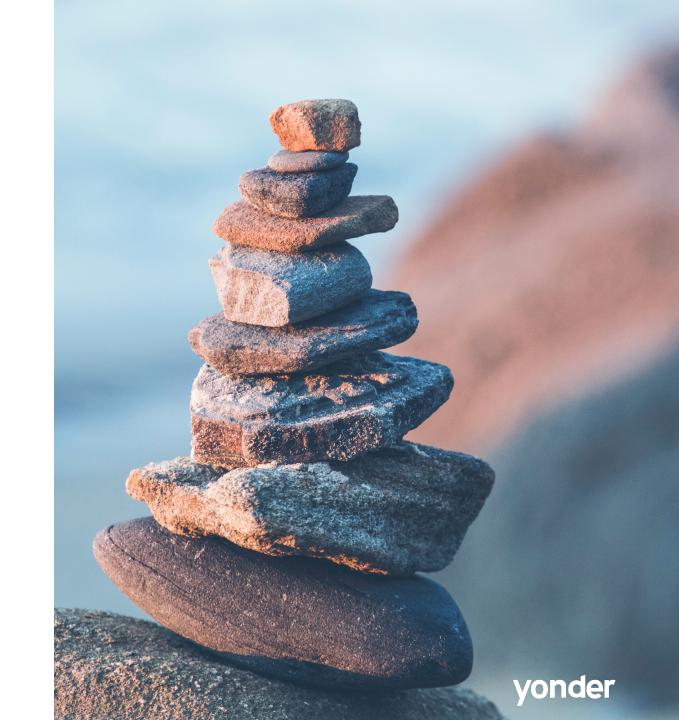






Enduring Stage

Managing legacy code
Building what is needed
Being in-line with the market



Levels of Maturity

Product Excellence Maturity Model

LEVEL TWO Introducing

LEVEL ONE Intuition driven



Product makers rely on gut rather than customer feedback & data

Emphasis on shipping features whether or not

they drive real outcomes

Lack of understanding around the product roadmap leads others to

question it

process

User requests are taken at face value & feedback

is interpreted with **bias**

Basic product strategy in place but prioritization methods are overly simplistic

Roadmap lacks clear objectives; longterm goals are private and

undocumented

LEVEL THREE

Listening to customers



Product makers begin really listening to customers

Product strategy includes clear and achievable **KPIs** to measure progress

The product roadmap is shared, but focuses on outputs rather than outcomes **LEVEL FOUR**

Aligned on user needs



Product makers systematically uncover underlying user

needs

Product strategy and objectives are fully aligned with broader business goals

Product roadmaps clearly communicate why some ideas are prioritized

over others

LEVEL FIVE

A thriving product culture



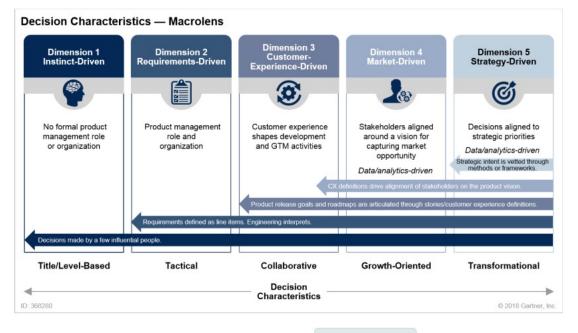
The entire organization understands

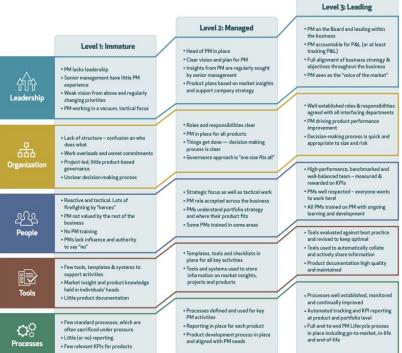
customer needs

Crossfunctional teams understand how they contribute to product success

Everyone rallies around both the product strategy and roadmap

productboard

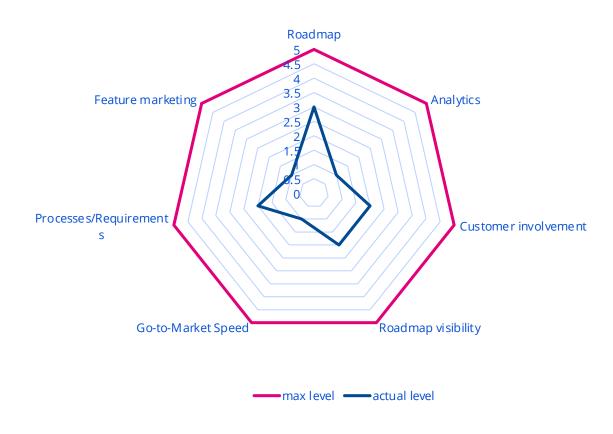






A model to assess the levels, compared to others

Product Maturity Level





Simple Levels of Maturity

Level1:

Intuition Level



Rely on multiple people's opinion of what's needed and what not

Level2:

Managed Level



Rely on customer's validation and data, on what's needed and what not, and have a structure to capture this feedback

Level3:

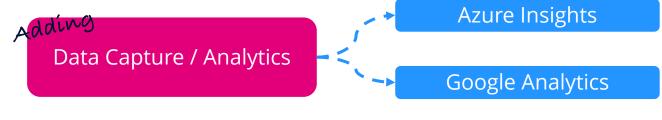
Strategic Level



The organization understands value, and measures priority based on customer feedback and real-world data

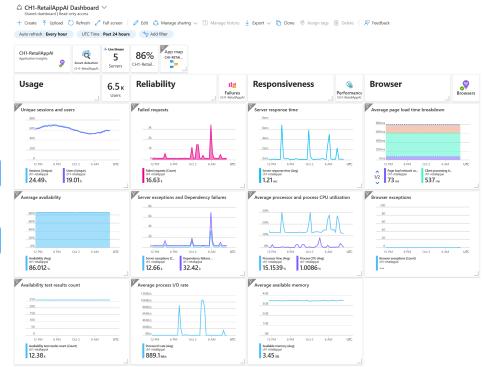


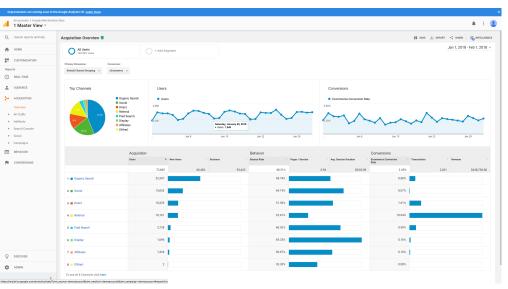
L1 > L2



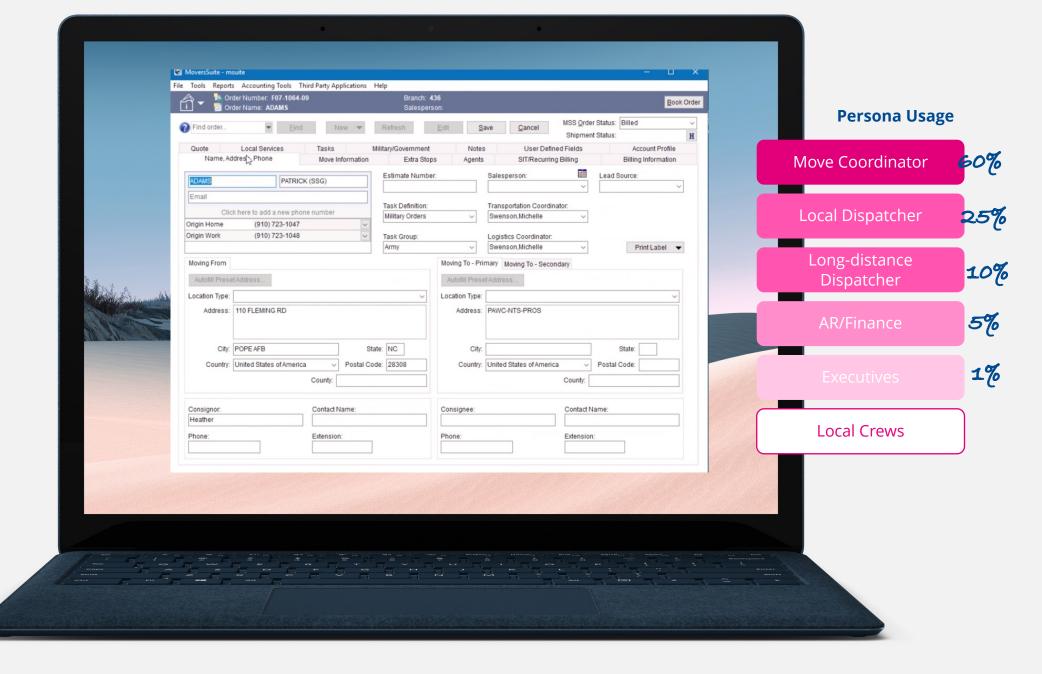
(Cheap, easy to implement, fast)

Feataure usage Peak times User journeys





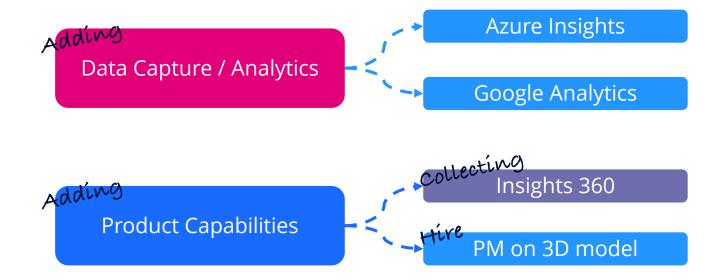




L1>L2

Customer case / Moving and Storage / USA

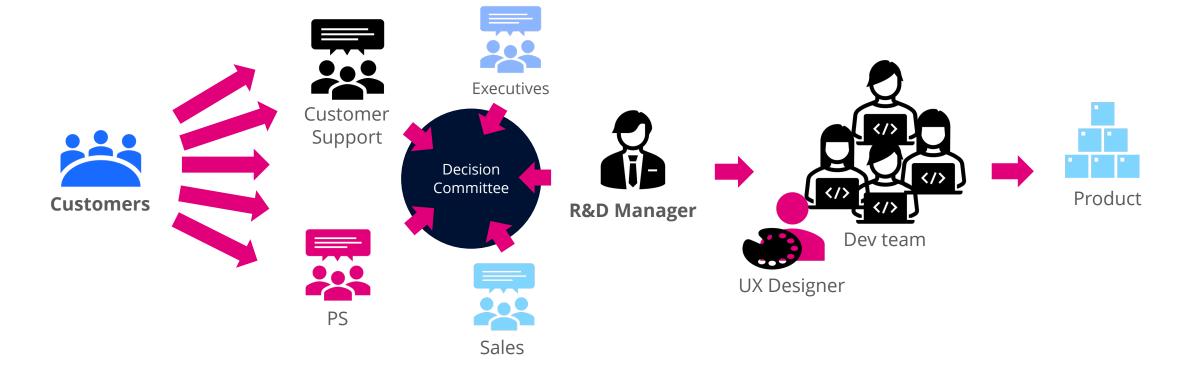
L1 > L2





Product Process





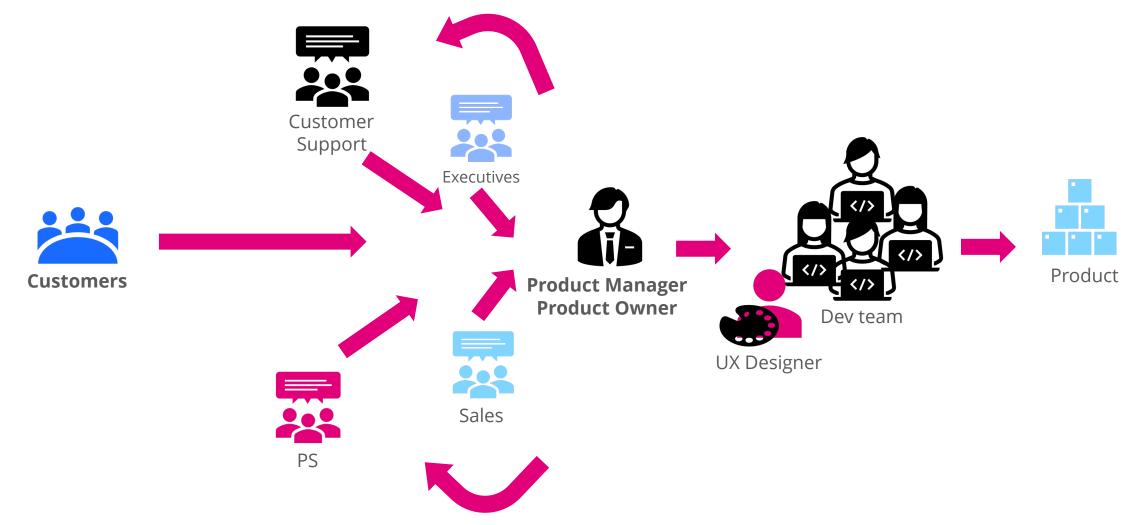


Committee to decide the planning





Product Process





Product Owner
VS
Product Manager

What's the difference?



Product Owner vs Product Manager

Product owner



How do we have to build it? What are the priorities when having to build something?

More tactical

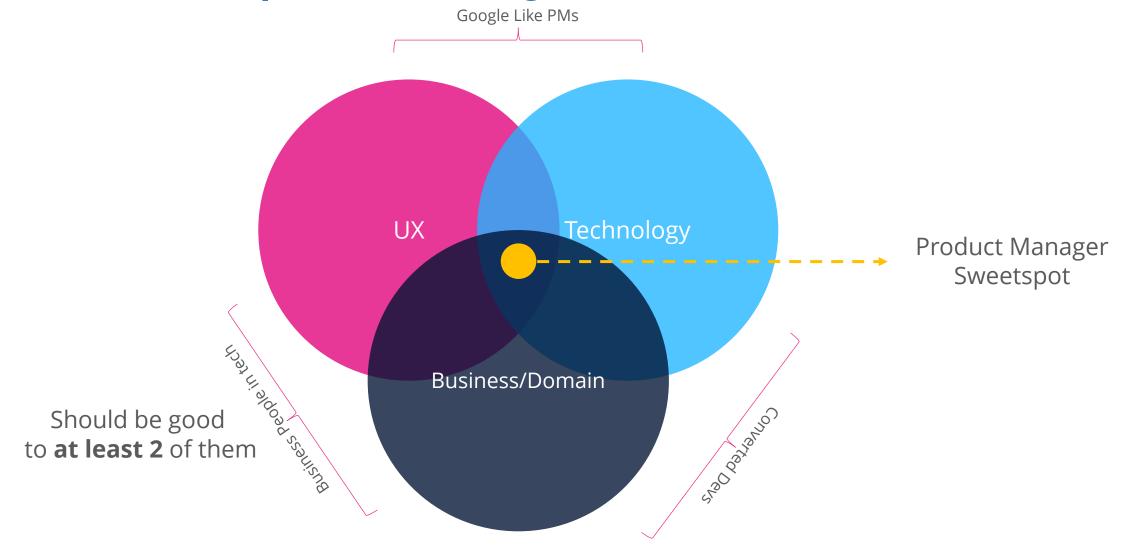
Product manager



What do we have to build? Why do we have to build it? (who needs it who is willing to pay? What are the succes factors? Is is worth?)

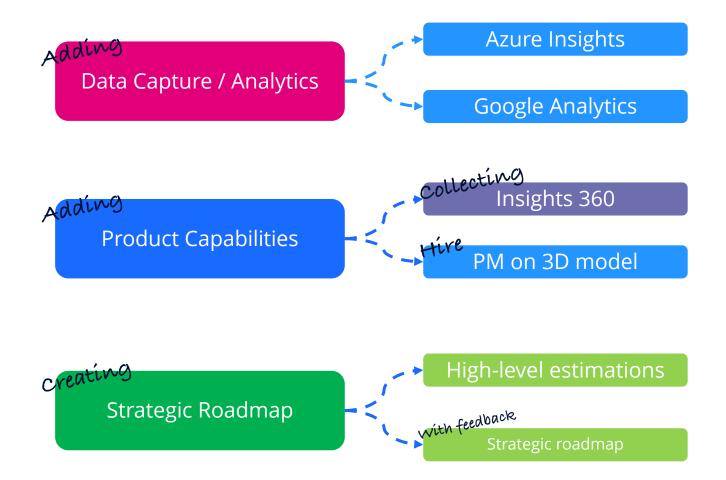
More Strategic

Qualities of a product manager



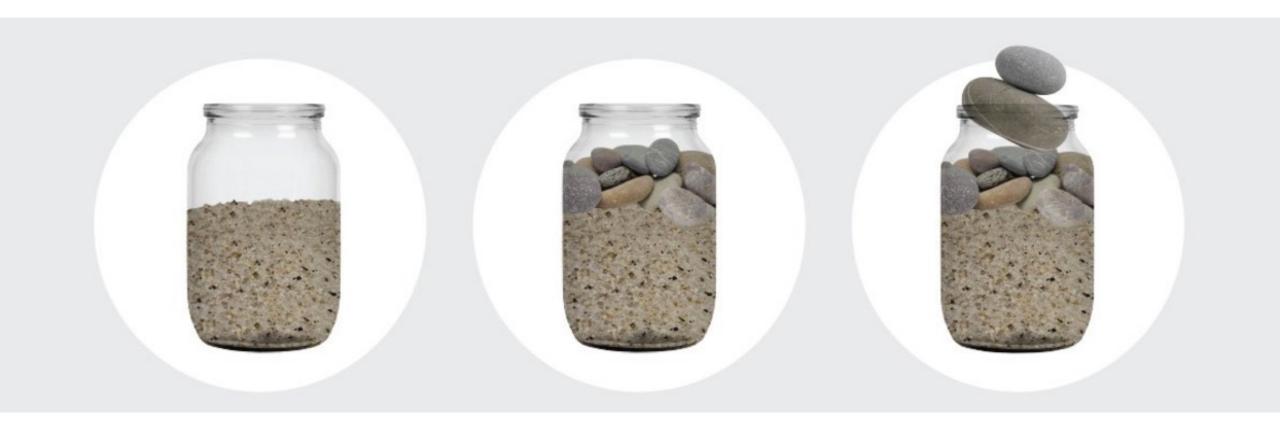


L1 > L2





Preparing the roadmap



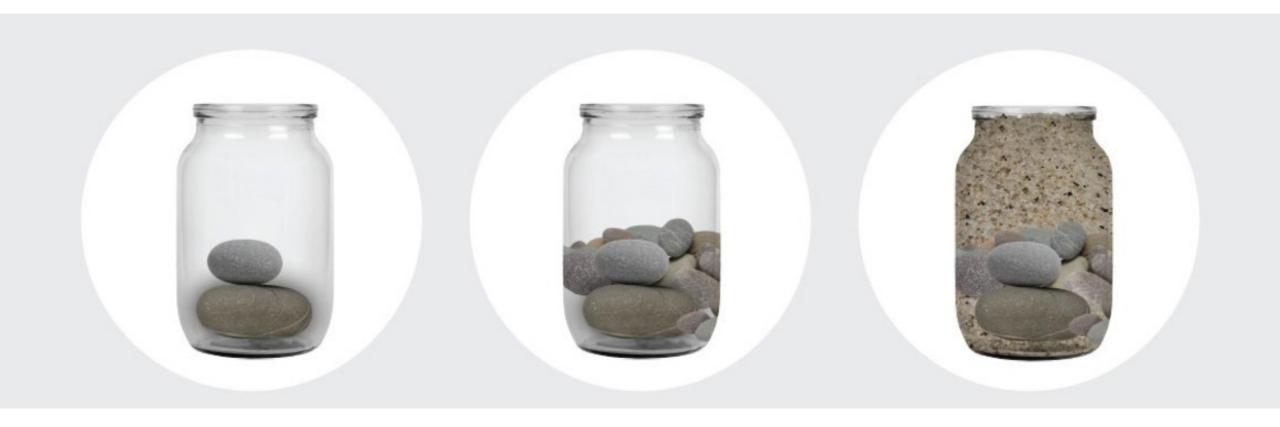
Customers request

Must-Have

Strategic



Preparing the roadmap



Strategic Must-Have Customer Requests



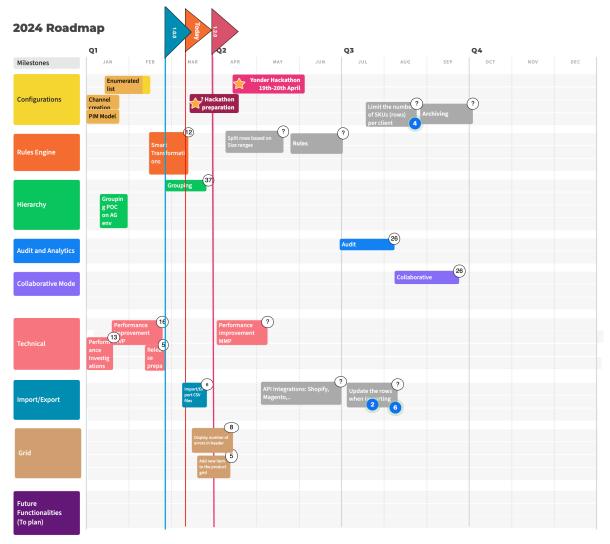
Strategic Roadmap

Should start from a business objective

- **Input** from everybody
- Confirmed with the stakeholders
- **Have estimates** in place
- Calculating in a way, the return (ROI, IRR, Cost of Delay, ...)

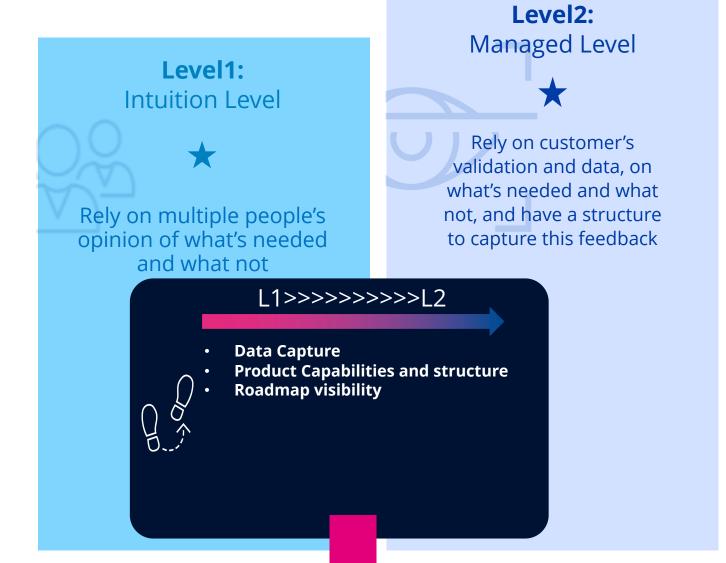


Increase the customers base with 3 new customers





Simple Levels of Maturity



Level3:

Strategic Level



The organization understands value, and measures priority based on customer feedback and real-world data

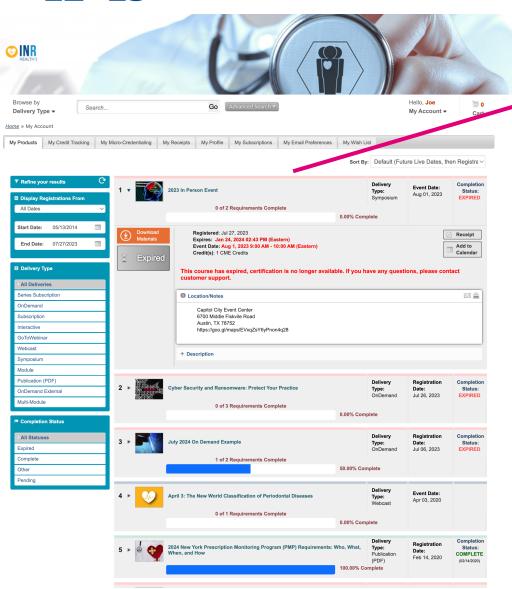


L2>L3



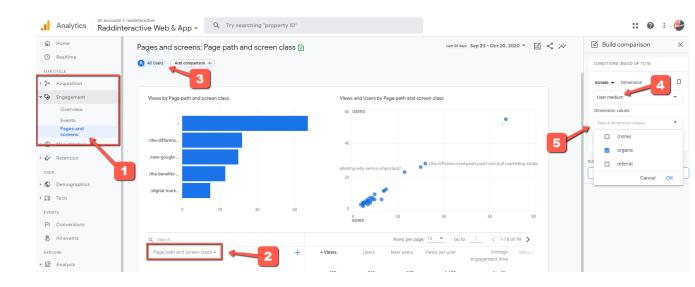


L2>L3



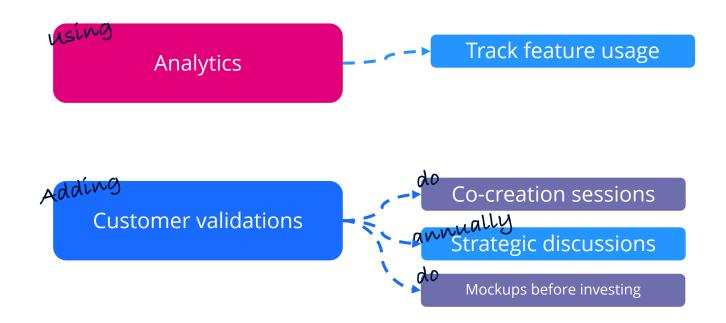
Analytics indicated the page would be The second most used after the landing. This should have super high priority

Granularity is the KEY



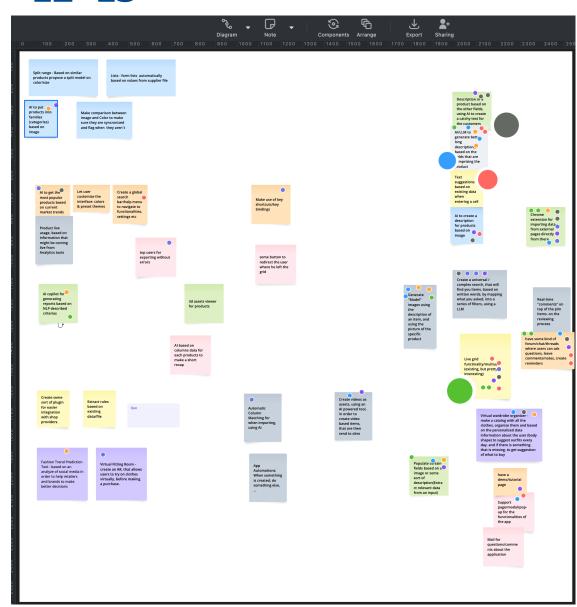


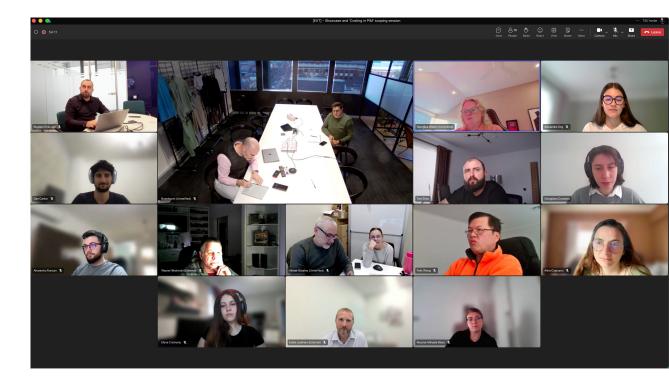
- L2>L3





L2>L3

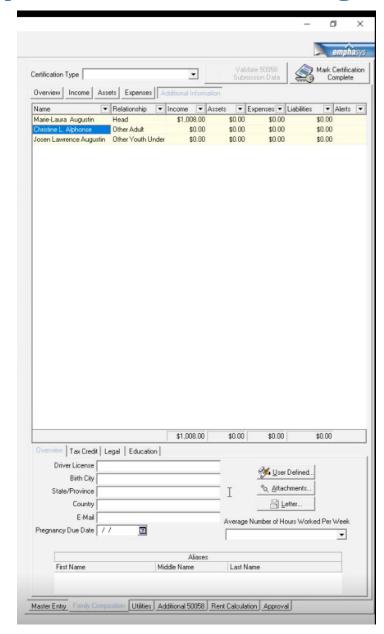






Mockups before investing

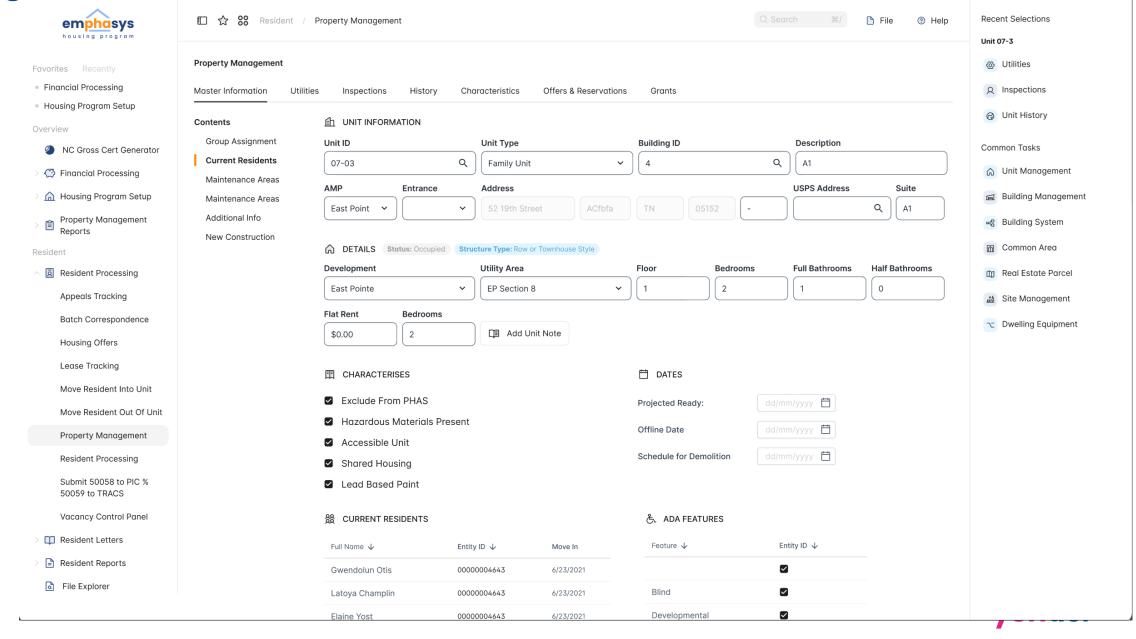
From this:





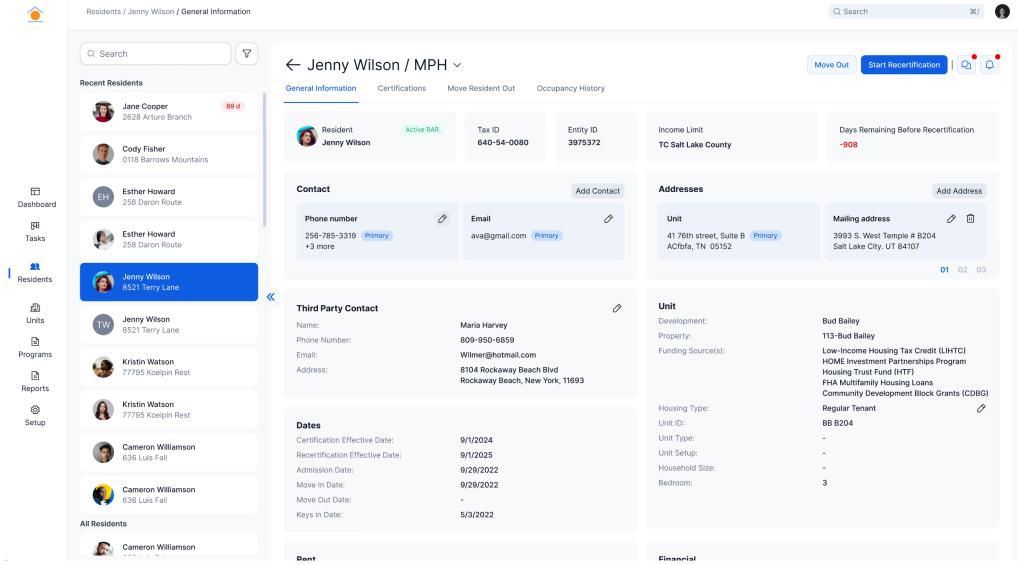
Mockups before investing

To this:

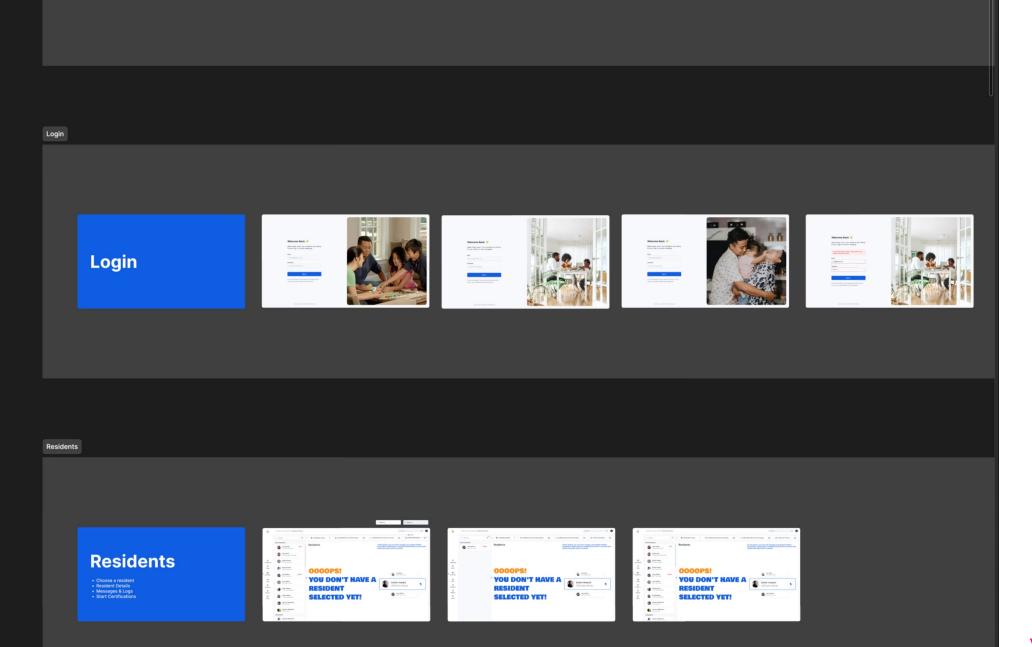


Mockups before investing

To this:

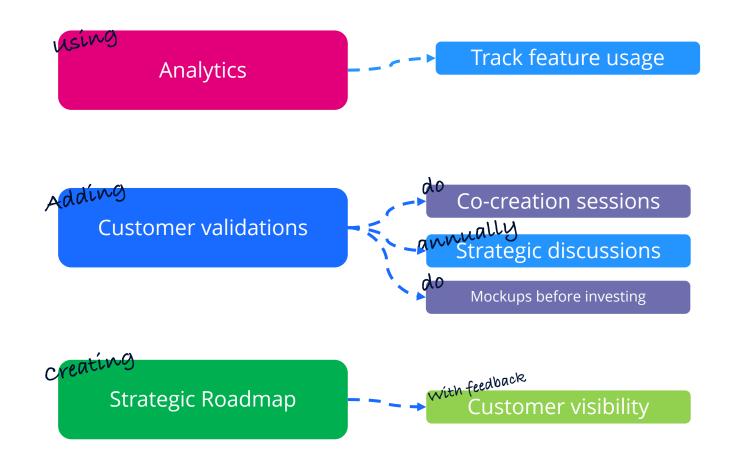








L2>L3





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L1>>>>>L2

- Data Capture
- Product Capabilities and structure
- Roadmap visibility

L2>>>>>L3

- Feature usage / analytics
- Customer validation
 - Co-creation and Mockups before build
 - Strategic discussions
- Strategic Roadmap

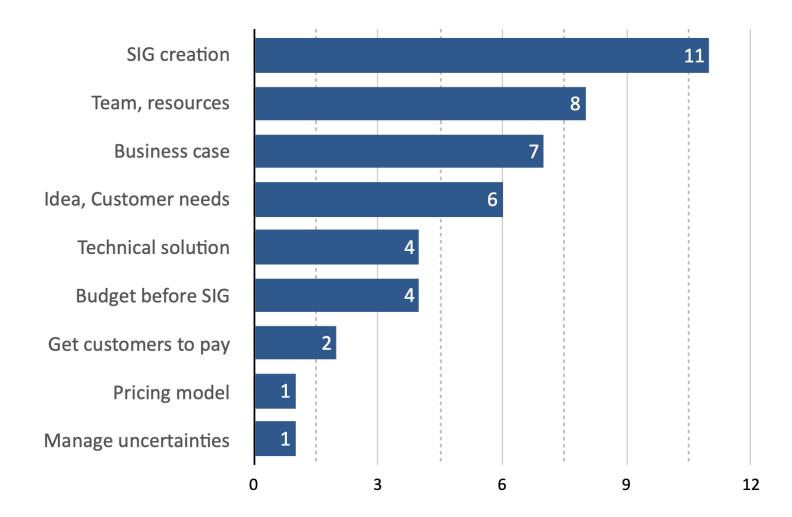




Validation Stage
Validation
Pivoting
Solid business case



Challenges before starting an initiative





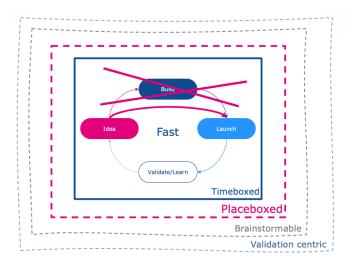
Building an initiative

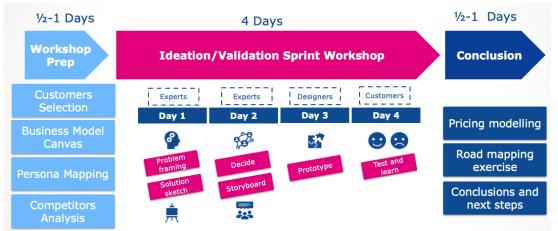


Tequila Shots never come alone



Ideate and validate fast and cheap



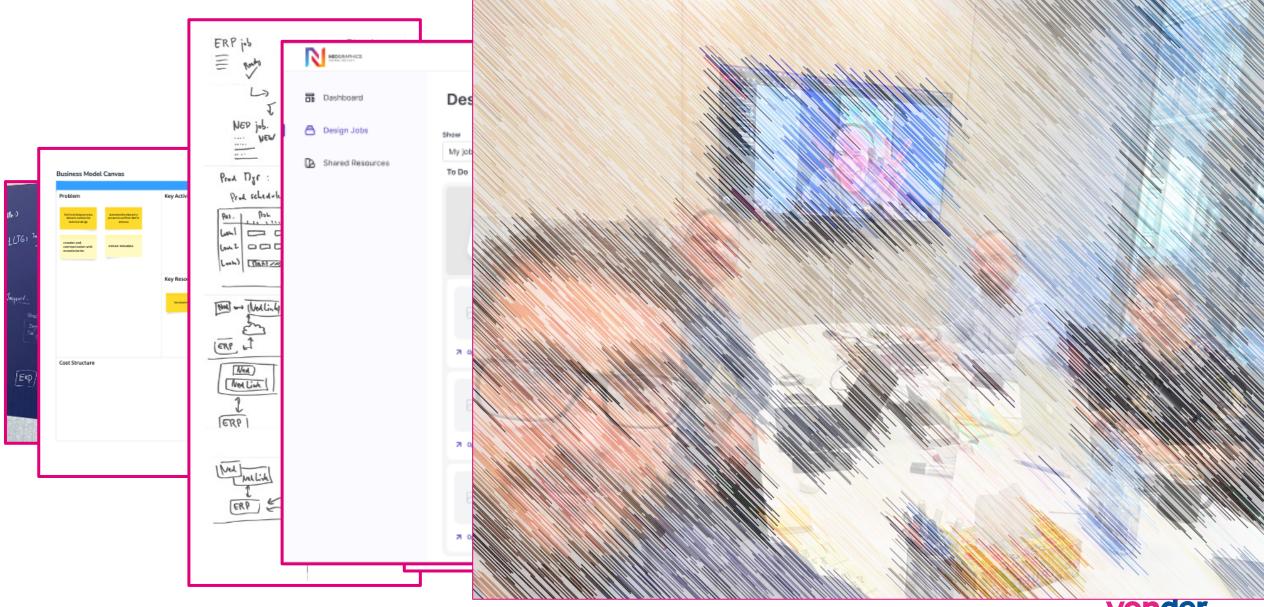




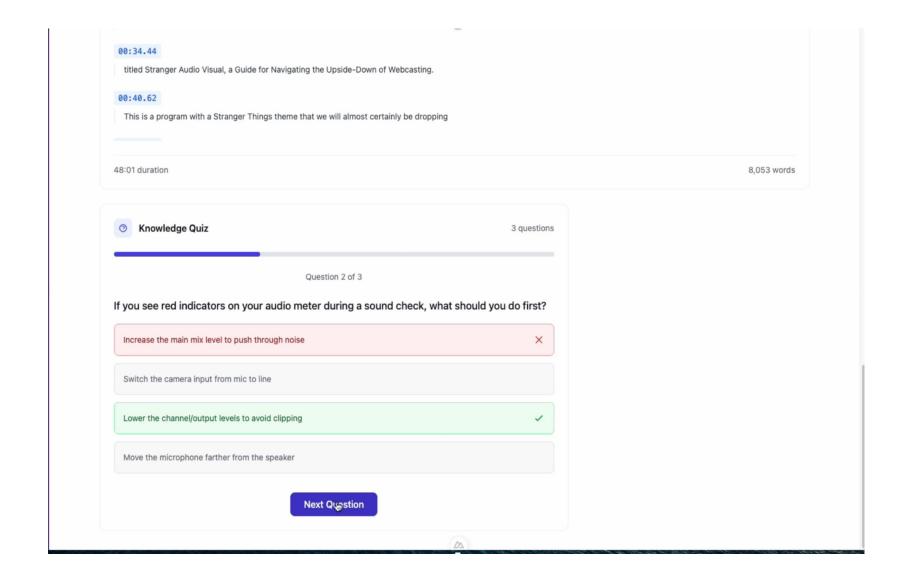
- 1 week timeline
- Executive buy-in
- Customer buy-in
- Multi-department support



Ideate and validate fast and cheap

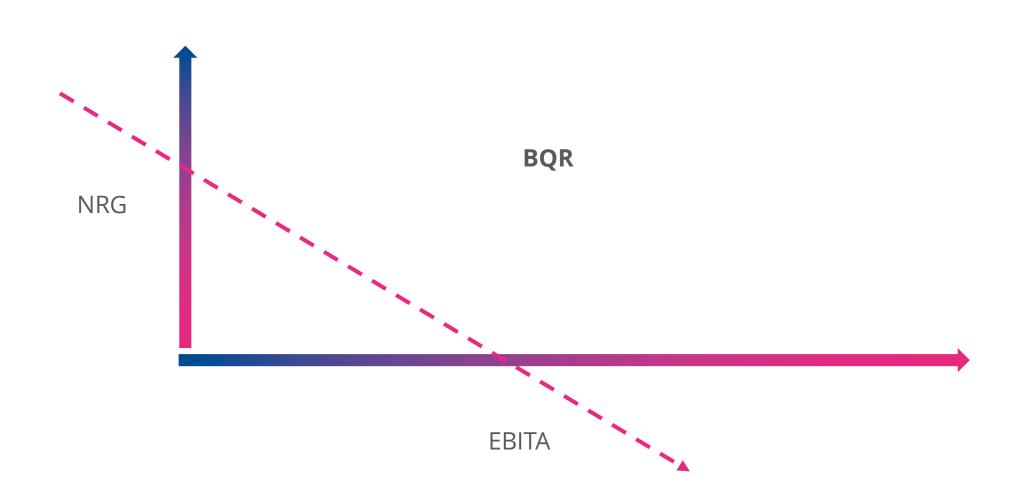


Add-on. Build Protypes superfast using Al productivity





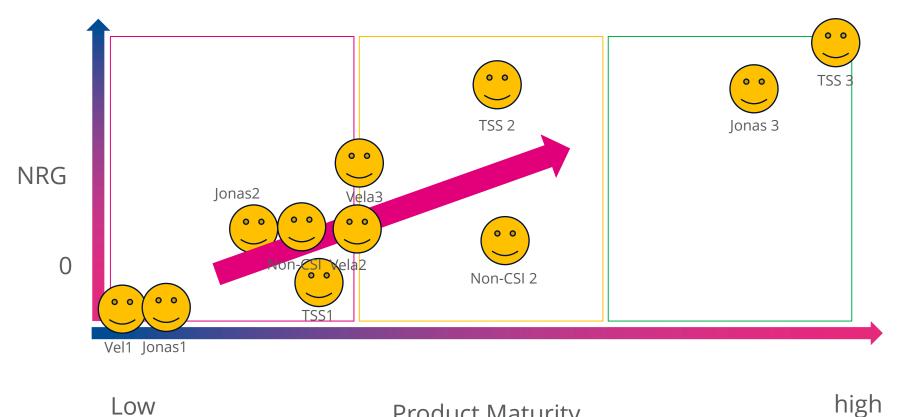
BQR and the dotted line





Product maturity vs. attrition

Customer intimacy

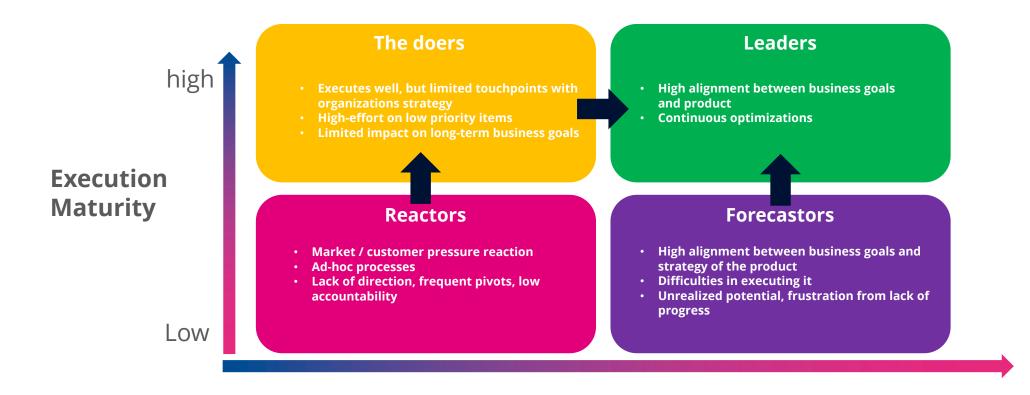


high

Product Maturity



Product maturity quadrants







Product maturity vs. attrition The doers Leaders high High alignment between business goals and product Continuous optimizations Limited impact on long-term business goals Execution **Maturity** Reactors **Forecasters** Market / customer pressure reaction High alignment between business goals and strategy of the product Ad-hoc processes · Lack of direction, frequent pivots, low Difficulties in executing it Unrealized potential, frustration from lack of accountability progress Low high Low Strategic Alignment Alignment with Business Goals



Takeaways

Opportunity	Investment	Save
Initiative -> organic growth workshop	Small/Medium (1 week multiple roles)	Very High The entire investment of an initiative
Customer Co-creation	Small (1 meeting)	High Investment in non-neede products and customer intimacy
Strategic Roadmap	Small/Medium – once a year (Requirements, Estimates/Mockups)	High Creates clarity and reduces the not needed things
Hire Product Structure	Small/Medium One extra role / or extra member	Very high
Analytics implementation	Small Cheap and fast implementation	High Gets insights about usage/dead-code/dead-features
Analytics based Roadmap and discussions	Small/Medium	Very High
Feature usage tracking	Small/Medium	High
Mockups creation before building	Small/Medium	High as you will not build without confirmation

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The organization understands value, and measures priority based on customer feedback and real-world data

40-50%

15-20%



yonder



Discussion round Q&A



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