Experimentation Templates for Learning and Implementations
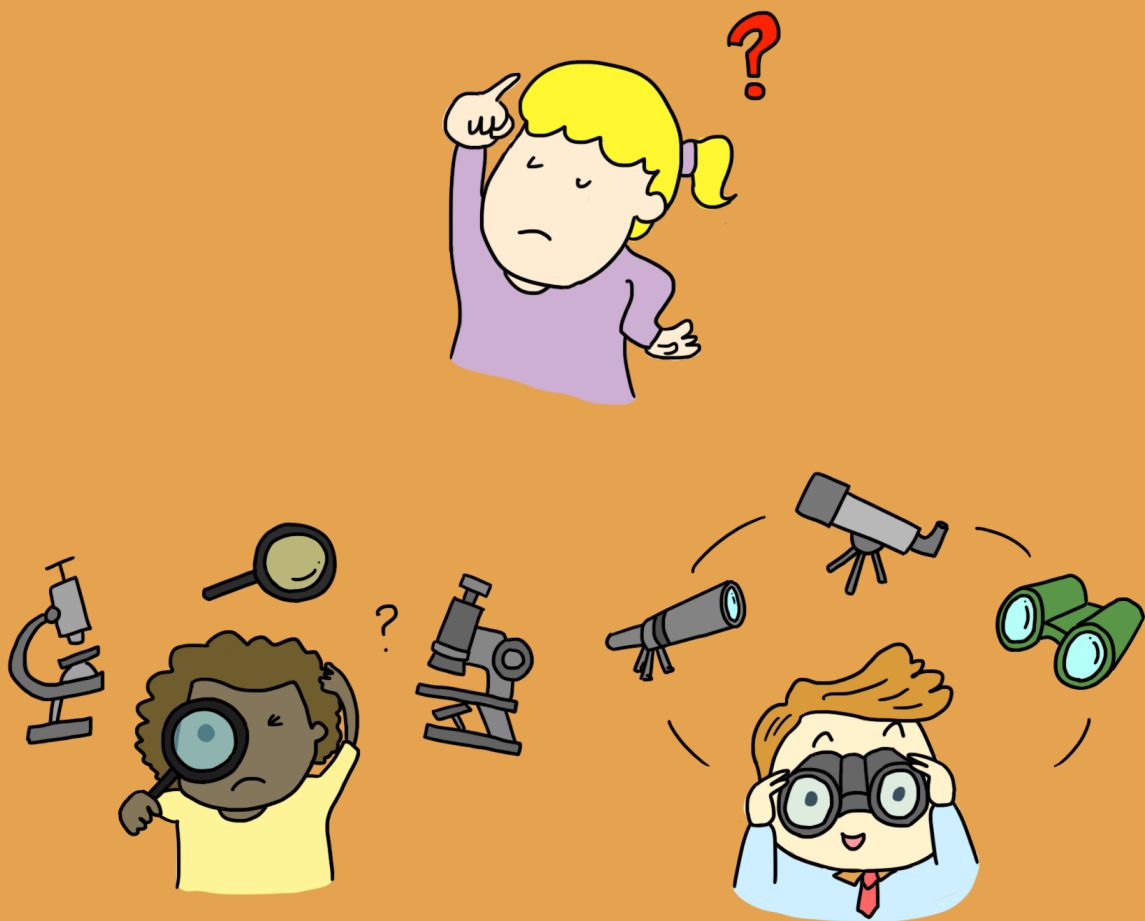
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Implementation Experiment

The purpose of an implementation experiment is to validate whether or not your understanding of the solution is correct and to provide you with an opportunity to change plan early. Make them what Esther Derby calls FINE - small so that you get fast feedback, inexpensive, no permission needed, and easy. Run implementation experiments once you've validated that your understanding of a problem is correct. If you haven't validated your understanding of the problem, go to the next page and use that template.

Name of experiment:

Goal and desirable outcome(s):
(What's the goal? What do you want to achieve short and long term?)

Action(s):
(What are you going to try/do differently?)

Undesirable indicator(s):
(Undesirable indicators gives you a moment to think about what it would look like if the experiment was not having the expected impact.)

Evaluation will happen on / experiment ends on date:
(Make the experiment small and cheap. Preferably smaller than 1 week but 2 weeks at most)

Learning Experiment:

The purpose of a learning experiment is to discover whether or not your understanding of a problem is correct. The point is not to implement change. Change may happen but as a side result. In complex environments this is particularly important since there's no apparent connection between cause and effect.

Name of experiment:

Hypothesis:
(What's your hypothesis or assumption that you'd like to test?)

Experiment objective:
(What questions do you want to be able to answer after this experiment is completed?)

Action(s):
(What are you going to try/do differently?)

Evaluation will happen on / experiment ends on date:
(Make the experiment small and cheap. Preferably smaller than 1 week but 2 weeks at most)