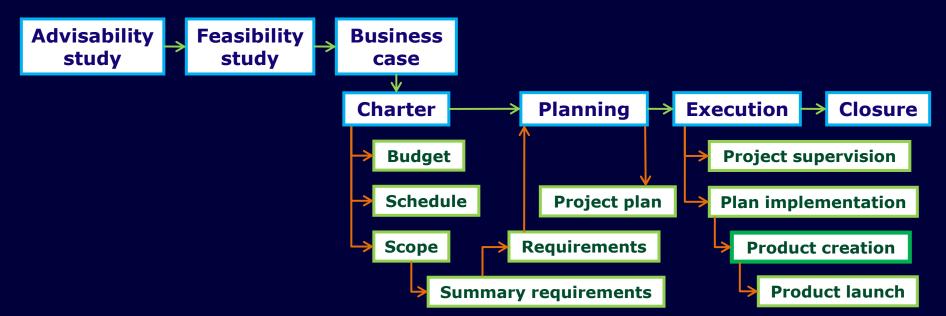
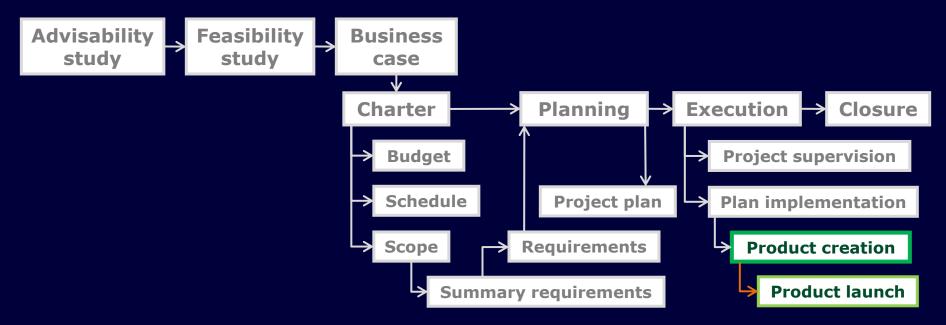
Project Management

Product life cycle

Reminder: project life cycle

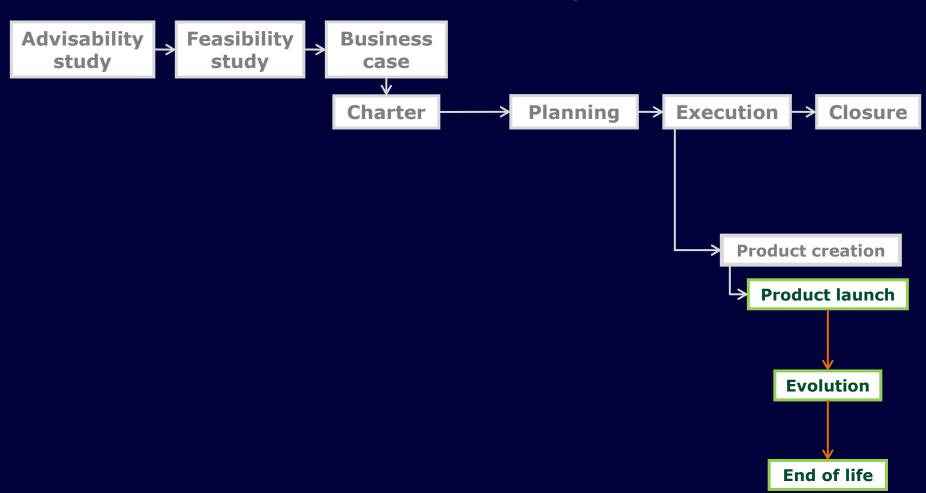


A product is born...



...after gestating throughout the life of the project!

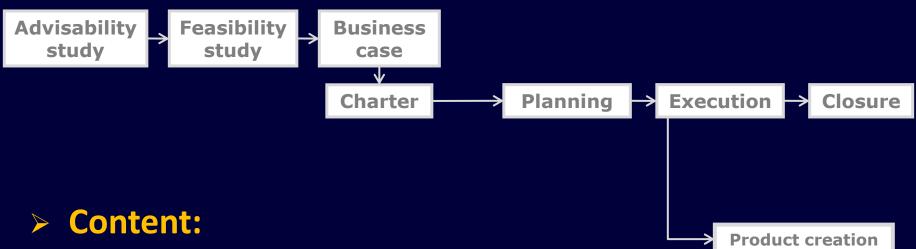
Product life cycle



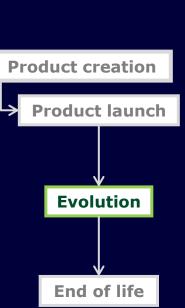
Product launch



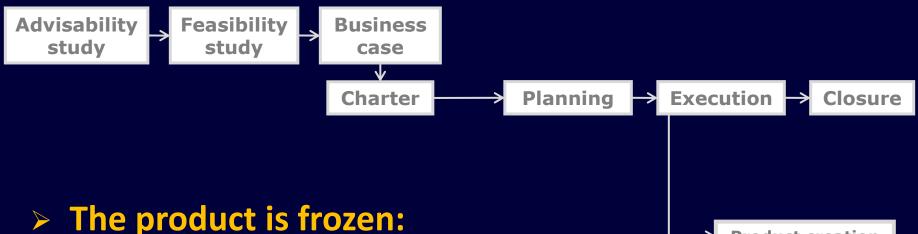
Product evolution



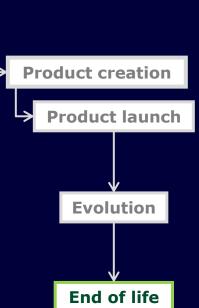
- √ ongoing or occasional updates
- √ "massive" enhancement
- Container (the software):
 - ✓ corrections
 - ✓ updates
 - ✓ revisions



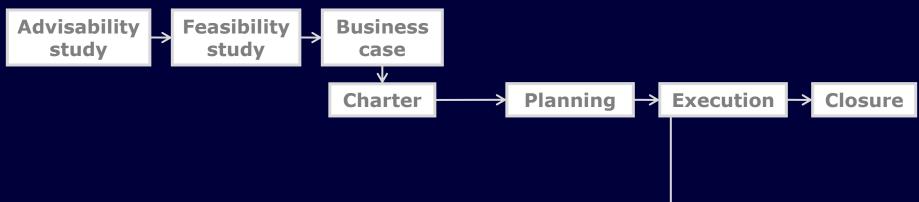
End of life of the product (1)



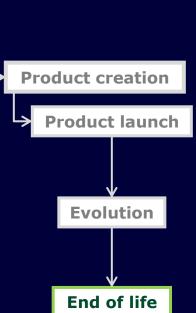
- ✓ no further content evolution
- √ software remains in its final state



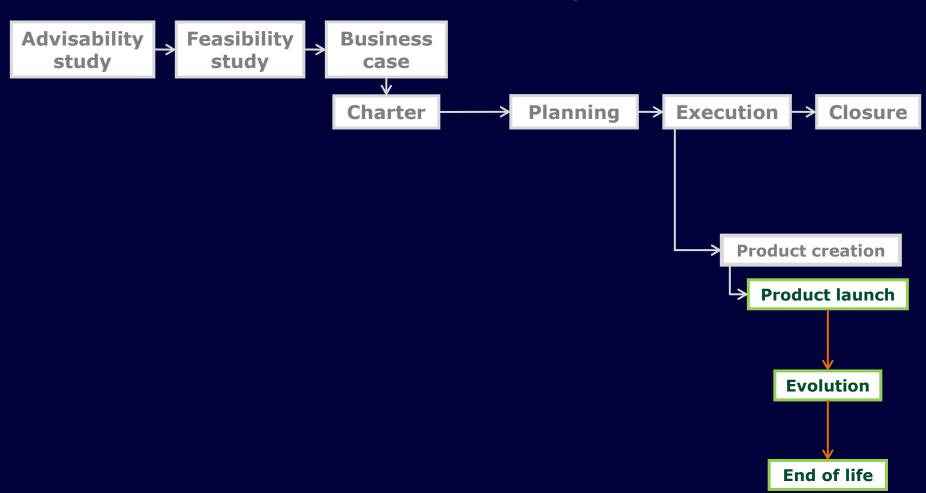
End of life of the product (2)



- The product may remain in service for a while but with...
 - √ technical problems,
 - ✓ customer discontent,
 - ✓ the need for a replacement.



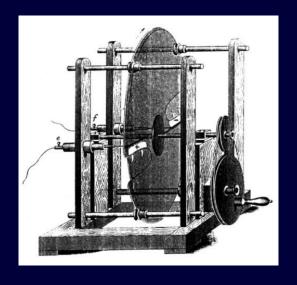
Product life cycle

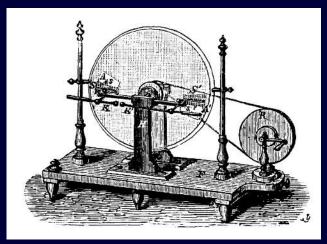


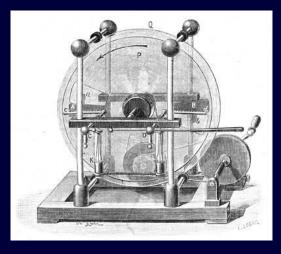
Questions?

Factors influencing the life of a product

- Market and competition
- User needs/requirements
- > Price
- Business model
- > Target platforms / Technical environment







Market and competition

- Market evolution
- > Competitors' products
- Product positioning (content, features, performance)
- Novelty and innovation
- Clear and simple sales arguments
- Distinctive features



User needs/requirements

- > Evolution of needs
- User feedback
- Commercial partners (sales reps, distributors...)
- Customer Services

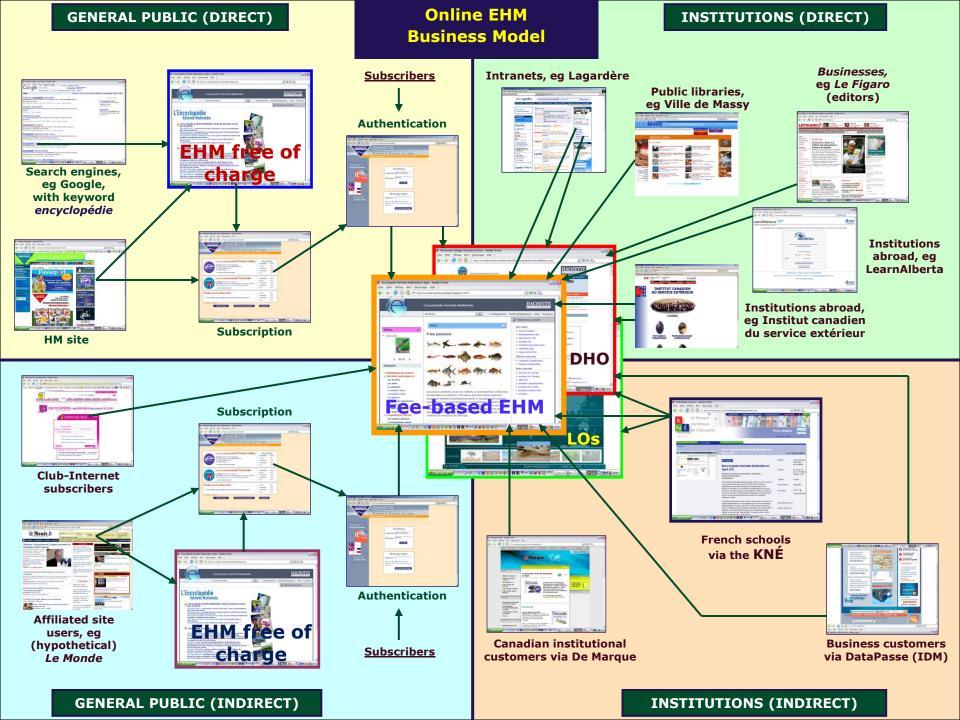


Price and business model

- Market demand & supply
- > Direct impact on product
- > Sales channels
- How revenue is generated







Platforms / Technical environment

- > Target platforms
- Compatibility
- Dependencies
- > Development, testing and maintenance costs
- > Development tools
- Focus required
- > Fewer problems with online applications







Questions?