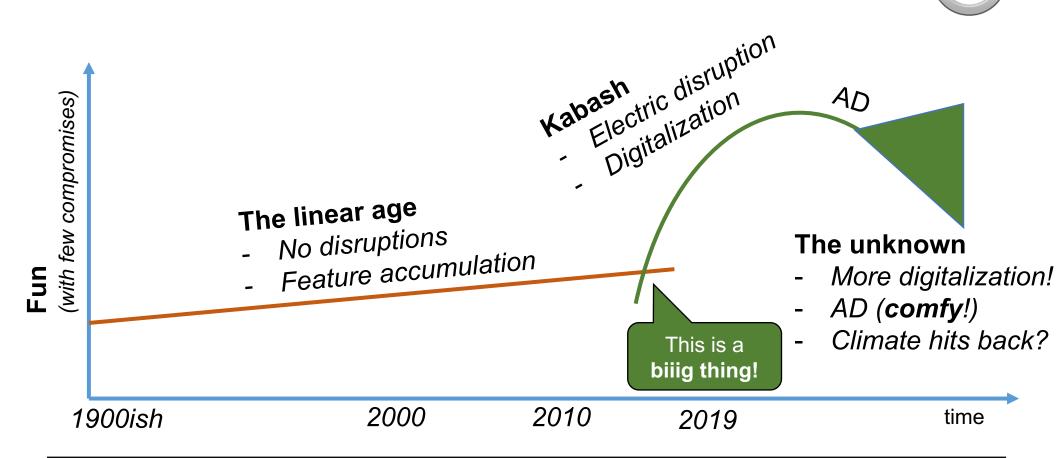
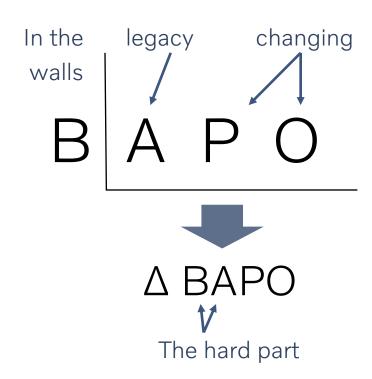
Peak Fun To Drive is now!?





Product consequences...

- Very different from business to business!
- Yes, similarities, but copying is generally not a good option
- A modern car is not a truck, not a base station, not a smart phone (but not too far from the smart phone)
 - Volume (private customers)
 - Platform (mech-tech-cloud)
 - Speed (disruptive business)

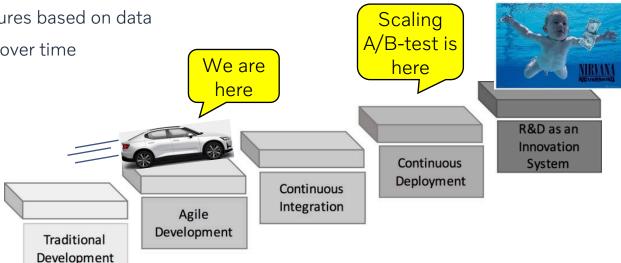


... and **WHAM** we change our whole WoW and R&D!?

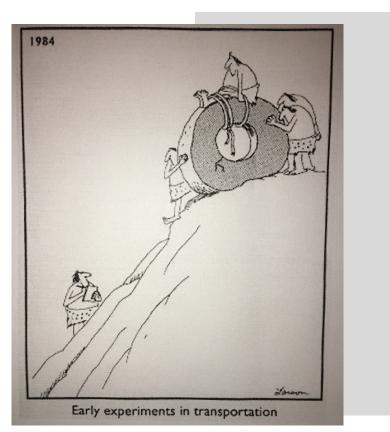
Experimental methods comes with the agile transformation and the Continuous Integration...

- Continuous Development (XC60 → NEW XC60, continuously tested)
- No more "platform variants" than we can test in complete CI (<100)
- Accountable teams improving their features based on data
- Safety critical software being improved over time
- Everyday my car experience is better





Experimentation...

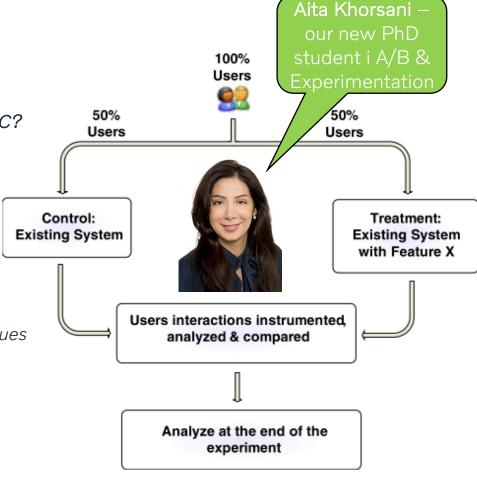


The A/B test Pilots – how to solve it

How can we scientifically validate the A/B testing concept at VCC?

Follow the simple model:

- 1. Create a functional environment, team and ECU
- Test the tech carefully (WICE, bootloader, software, methods, ...) on cars at VCC. Gain confidence!
- 3. Randomly select a few "test" company cars
- 4. Launch some minimal A/B-tests, measuring several key values
- 5. Analyze and repeat! Learn!! - > DevOps



Kohavi, Ron, et al. "Controlled experiments on the web: survey and practical guide." Data mining and knowledge discovery 18.1 (2009)

Start with the low hanging fruit...

- How many consider my feature when buying a new car?
- How many customers use my feature every day?
- Is anyone using my function at all?

Do you know the answers?

Methods to find it out:

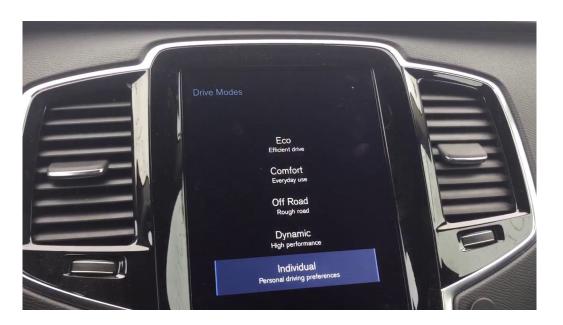
Customer interviews



UX studies



• Direct feature data collection [what actually happened there, in the customer's car??]





Thanks

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