

Probabilistic Thinking for Product Managers

Martin Stahl

hosted by Product People, 1.4.2025

MakeProductWORK

About me 🏃

- Product Management and digital innovation in scale-ups for over 15 years
- Consulting tech and product organizations
- Systemic Consulting (M.A.), background in Philosophy & Political Science



MakeProductWORK

What are we talking about?

- We make hundreds of decisions every day.
- Limited data for solution, effort, customer and market behavior.
- Complex stakeholder environment which influence decisions.



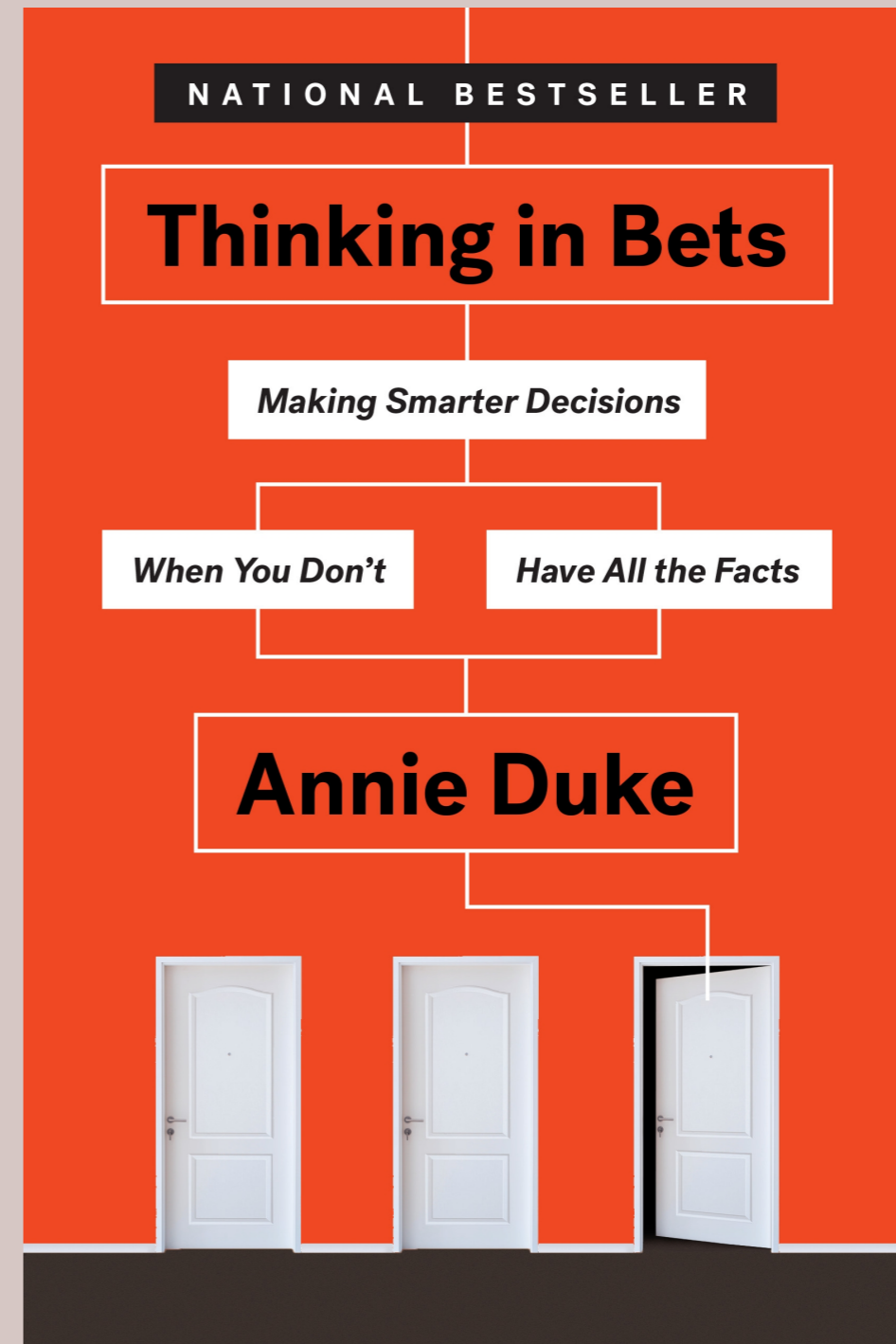
- Fast-paced environment with not much time to reflect.
- Packed backlogs and even more great ideas by somebody.

Decision-making

Understanding decision-making as a bet with an array of uncertain outcomes (rather than a fixed result).

Inspiration

Duke, Annie: Thinking in Bets. Making Smarter Decisions When you Don't Have All the Facts. 2018. Portfolio / Penguin



MakeProductWORK

Poker?



Poker players have to make *multiple decisions* with *significant financial consequences* in a *compressed time frame*.

1



1. Duke, A., 2018, S. 18

Deterministic?

Often we treat the decisions like there's absolute clarity and everything can be decided rationally.

Well, I am not sure...

Probabilistic thinking

Probabilistic thinking is a method that takes uncertainties into account and makes decisions on the basis of probabilities.

What is good decision?

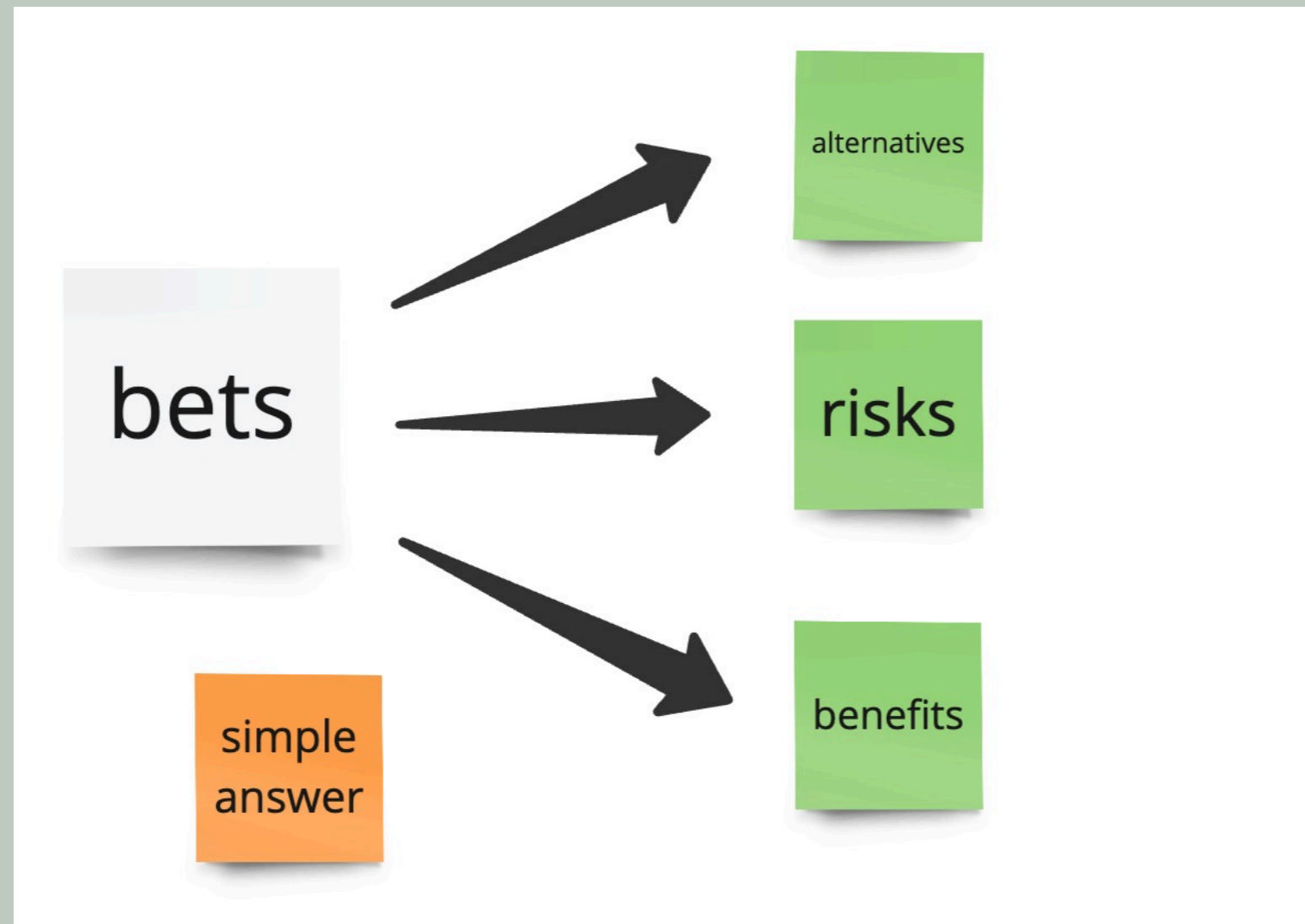
It is the result of a solid decision making process

- + representation of the current state of knowledge, assumptions and hypotheses,
- + having an exit rule.

What is good decision?

Moving *towards* objectivity,
accuracy, and open-mindedness.

Let's place some bets



😄 But the hard part is..

- In Poker we bet against the other players.
- In Product, we bet against our future self (your team's, your company's).

Bad Bet Influencers 🦇

- **Overconfidence Bias:** Why we believe we know more than we do.
- **Confirmation Bias:** Seeking data that confirms, rather than challenges, our views.
- **Hindsight bias** aka creeping determinism: perceive past events as having been more predictable than they were
- **Survivorship Bias:** Learning only from success stories while ignoring failures.
- **Availability Heuristic:** Giving more weight to easily recalled information.
- **Loss Aversion:** The tendency to fear losses more than valuing equivalent gains.

Biases

The Product Manager's game boss fight are..

**Application in daily
work** 

MakeProduct*WORK*

Working with scenarios

- Thinking about what will probably happen
- Create future scenarios
- Make it part of the equation: Probability, risk, assumption, belief, choice, effort,..

Create scenarios

- Working backwards (Future II): identify positive / best outcome and work backwards
- Pre-mortem: identify negative outcome and work backwards to understand options which would lead there.

Create scenarios

1. Create a list of possible scenarios for a problem.
2. Estimate the probability of each scenario based on available data.
3. Proritize the scenarios (e.g. calculate the expected value of each option ($EV = \text{probability} \times \text{outcome}$))
4. Update your estimates frequently with new information (Bayesian learning)

Experiment

Create experiments for low-data scenarios

- Assumptions
- Hypothesis
- Success criteria
- Exit criteria

Test Card

Strategyzer

Test Name	Deadline
Assigned to	Duration

STEP 1: HYPOTHESIS

We believe that

Critical: 

STEP 2: TEST

To verify that, we will

Test Cost:  Data Reliability: 

STEP 3: METRIC

And measure

Time Required: 

STEP 4: CRITERIA

We are right if

Copyright Business Model Foundry AG The makers of Business Model Generation and Strategyzer

The Exit criteria

The exit rule needs to be implemented before the start of the experiment or project. It prevents the **sunk cost fallacy* to kick in.



The Mt. Everest 2pm rule

Climbers must reach the summit no later than 2 p.m. and begin their descent promptly. No matter what!

MakeProductWORK

Daily applications

- Data-driven decision making with A/B-Testing, (qualitative) user interviews, data analytics,..
- Scenario Planning and simulations with Decision trees, Causal Loop diagrams
- Risk Mitigation Frameworks

- Work with probabilities in Stakeholder Communication
- Fail fast, fail smart -> Retrospectives, Learning loops

Thank you!

[Link Martin](#)

SCAN ME



MakeProductWORK

Resources

- [Bayesian Statistics The Fun Way](#)
- [Books by Annie Duke on decision making](#)
- [Causal loop diagrams in Systems thinking](#)
- [Decision Tree on wikipedia](#)
- [Test Card at Strategyzer](#)
- [Sunk Cost Fallacy: Death on Everest \(Article\)](#)
- [Working Backwards. Insights, Stories, and Secrets from inside Amazon](#)