How to use an experiment card

Name "add to be	sket "position Date created 21/10/22
	What specific assumption are you testing? sket "button is always visible, then in increase, because users do not have to scroll
	\rightarrow
Experiment design	Who is participating? What data do you plan to collect? How will data be collected?
2. Track numb	above the hariton tal edge of the page er of clicks internet haffe ramp up
Metric	What metric, threshold, and time period will determine if the hypothesis is proven or unproven?
5% sales upli	.Pt first 6 months
Learning	What have you observed? Are the results useful?
2. Sales up lift 3. Need more	Any experiment design shortcomings? We pack to sales trend evident after first month time to modul sales up lift prove how we manipulate data to
Proved hypothesis	Unproved hypothesis
Ling wrove styl	
Improve styl	button
(mprove style behavior of	String experiments

Useful tips

1.Hypothesis

Focus on testing assumptions versus your own ideas.

2.Experiment design

Before you start an experiment, align around experiment design to avoid results objections after you run the experiment.

3.Metric

Always be explicit and define when you will take the measurement.

4.Learnings

First, use facts, figures, and trends to make sense of the results. Next, explain and analyse.

5.String experiments

Based on results, devote time to think and explain what future experiments can impact your metric. Avoid having new false positives which leads to many wasted experiments.

