INDENG186 Product Management Enrollment FAQ

Survey: As the course is highly oversubscribed, all interested and waitlisted students must complete a short survey for instructors to decide on confirmed class enrollments. You cannot be enrolled until the survey is completed and you have received an invitation to join the class from the instructor.

Survey link: **http://bit.ly/186S22EnrollmentSurvey**
Please log in using your Berkeley email address.

Syllabus link: **http://bit.ly/186S22Syllabus**

Who is this class for?: The course is designed to introduce the core skills of the PM role in modern day technology companies. It is most recommended for aspiring Product Managers; or Designers, Engineers, and others interested in understanding more about what it is like to work alongside PM's. Students looking to work in existing companies or start to build one of their own will equally benefit.

What is the class structure?: The class is highly interactive requiring frequent participation. This course emulates the real world and you will learn critical thinking and practical skills. Constant contribution matters, being wrong is okay, feedback is frequent - we put an emphasis on skills and participation, over grades. There are no exams, but weekly exercises and periodic assignments will be set to build and demonstrate knowledge of the subject material.

What is the workload? 186 has a greater demand during the semester than other classes of similar unit levels… but much less during exam crunch time. You will be expected to spend at least six hours outside of class a week, and in some weeks the course load will be higher and on others will be lower. Please do not apply for 186 unless you are committed to and prepared for a demanding and high-pace yet fulfilling learning experience.

What kinds of students are you looking for?: The class includes a multi-disciplinary group of Engineering, User Experience, Business, and other backgrounds. To create the right balance we will take individual skills and majors into consideration as we confirm enrollments. We are also interested in students who have worked in teams projects before, especially outside of school (such as internships, co-curricular activities, volunteer work).

Does anyone get priority?: Seniors and Grad UC Berkeley students will generally be given priority. Juniors can apply and will be enrolled if they have outstanding backgrounds or as places open up. Concurrent (exchange or special programs) students must contact the SCET department to apply (and once accpeted, you must also fill in the survey).

What is the survey deadline?: Applications will be processed right up until the start of class as long as space is available. The first applications will be processed two months before start of class. Please complete the survey promptly once you have decided you are interested. We will process applications continuously and the class can get full.

What happens after the survey?: You will receive an email with either a confirmation, a notification that you are on a shortlist, or a notification that there won't be a spot available. If you are confirmed, you will be given a code to enroll into the class. If you are shortlisted, you will remain on the waitlist and we'll let you know if anything changes.

How long will it take to hear back?: We ask for patience as there are many applications to process. The first applications will be processed two months before the start of class. After that, if you don't hear back in within four weeks of completing the survey or within 1 week of the start of class, please contact the instructor.

Can I waitlist for 186?: We do not open up a waitlist on CalCentral for 186 and you do not need to formally waitlist to be considered for enrollment provided you have completed the survey. Some students who are not initially accepted into the class will be notified they are on an informal waitlist which we manage separately from CalCentral. If you are on the list and then later selected for the class, you will then be sent an enrollment code and you will be able to enroll at that stage. Your waitlist number has no bearing on your priority and is not taken into consideration. Please do not ask for updates on your waitlist status – we will notify you if you are successful or not. You may not hear back up until the week before class starts once we finalize enrollments.

Should I save my Phase I/II credits for 186?: No. We strongly recommend, after completing the survey, that you find and enroll in another class of interest in case you are not successful in getting into 186. If you are successful, you can always drop that other class or make other accommodations in your schedule.

If I am unsuccessful in getting into 186, are there other classes you recommend?: Yes. SCET has an array of courses similar to Product Management. Please contact Michelle Lee (lee.2293@berkeley.edu) at SCET for other similar classes that may be of interest to you.

What is the project we will work on? You will simulate work as a real-world product team building a high-fidelity product prototype by the end of the semester. This will be guided by five group assignments taking you through the product development process (ideation, scoping, validation, building, and finally pitching your product). Product ideas are student generated and can be on almost any topic of interest to you, provided it can feasibility be prototyped by the end of semester. You *may* choose to study an enhancement for an existing product, *or* select an idea for an entirely new product that doesn't exist yet.

What is the definition of a high-fidelity prototype? It must be sufficient to demonstrate, validate and test your idea, such as:

- ✔ End-user interfaces – fleshed out and linked together to simulate user interaction
- ✔ Files in PDF, Photoshop or created with an online prototyping service or simulator
- ✔ "Some" code – sufficient to model key components such as key front-end interactions or manipulation of data on the back-end

It is not...

- ✗ Fully working code or a functioning product you can launch
- ✗ Static wireframes or conceptual sketches
- ✗ Advanced code such as APIs, database, error handling, scaled, and bug free

How are teams formed? You will have the opportunity to propose and pitch* ideas around week 2-3 to your fellow students and instructors – and from there about 15 ideas will be shortlisted. Students then vote for which ideas they wish to work on and from there we form teams. While you get to vote for your favorite ideas, instructors have final say on team assignments to ensure even numbers of five per team, a diversity of skill sets across each team, and fairness (so as many students get one of their top selections as possible). From week 3, you will work in your team together to apply the skills you are learning to evolve your product. Team projects make up 50% of the grade. You have to enjoy working in a team environment to get the most out of the class... where different opinions and skills create better outcomes - a core skill for Product Managers. (*You do not have to propose an idea of your own if you are happy with other student's ideas.)