The great workplace debate:

Should all companies practice dogfooding?

PROS	CONS
Faster than full-blown user testing	Inherently risky—nudges your team to create a product that works for your own people
Helps teams catch and fix bugs in-use	Could prevent teams from using the best tool for their job, whether it's made by them, or someone else
Team morale-booster —everyone feels like they're a part of creating something	What "works" is a broad spectrum—what works for one team, might not work for another
Helps teams know their product inside and out	If teams are using a product that's very WIP, it could create a loss of trust