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Empowered Customers Expect Excellent Experiences

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Innovations change expectations Lower barriers to switch Past behaviors don't predict future interest

Source: Dibyendu Dutta, http://www.manicshuffers.net/



Digital/Physical Integration

Forrester's Empowered Customer Segmentation



The empowered customer segmentation in the US:



Base: 58,000 US online adults; Source: Forrester Data Consumer Technographics® Online Benchmark Survey, US Consumers 2017 #ForresterData

The empowered customer segmentation in the Sweden:



Base: 725 Swedish online adults; Source: Forrester Data Consumer Technographics® Global Online Benchmark Survey, 2017

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#ForresterData

Some brands have more empowered customers than others

The Empowered Customer Across Key Retail Brands



Base: 725 Swedish online adults; Source: Forrester Data Consumer Technographics® Global Online Benchmark Survey, 2017







JEFF BAZOS, CEO OF AMAZON

Most companies are still in the early stages of customer obsession



Base: 1,024 global executives Source: Forrester's Q3 2016 Customer-Obsessed Operating Model Online Survey

Customer obsessed companies show better results



194 Global Executives

Source: Forrester's Q3 2106 Customer-Obsessed Operating Model Online Survey and appended Dun & Bradstreet 3 year revenue data



Source: https://www.inc.com/justin-bariso/elon-musk-promises-to-implement-customer-suggestio.html



David Ogilvy's definition of a brand:

The intangible sum of a product's attributes: its name, packaging, and price, its history, its reputation, and the way it's advertised.

... in reality brand is often:

A concept of a product or service that is publicly distinguished from other products or services so that it can be easily communicated

Customer Experience (CX):

How customers perceive their interactions with your organization



Forrester's CX Index score measures . . .

. . . how successfully a company delivers customer experiences that create and sustain loyalty





Enrichment

The likelihood that a customer will buy additional products and services from the company



Advocacy

The likelihood that a customer will recommend the company to others

Ease

It's not difficult for customers to get value

Emotion

from the experience.

Customers feel good about their experience.

The model calculates revenue impact CX investments

One-point improvement in CX Index[™] score results in:

		Annual incremental revenue per customer (from a one-point increase)*	х	Average number of customers per company [†]	=	Total revenue	
	Auto manufacturers mass market	s: \$48.50	х	18 million	=	\$873 million	
Î	Hotels: upscale	\$7.54	x	44 million	=	\$332 million	
	Wireless service providers	\$3.39	×	82 million	=	\$278 million	
	Big-box retailers	\$2.44	x	100 million	=	\$244 million	
	Auto and home insurance providers	\$14.32	x	15 million	=	\$215 million	

Base: 122,500 US online adult customers (ages 18+) of at least one industry who interacted with that industry within the past 12 months (bases vary by industry) Source: Forrester's Customer Experience Index Online Survey, US Consumers 2016

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Many companies measure satisfaction, but that only tells part of the story

% of customers satisfied with the experience



Source: Forrester's European and Australian CX Index Online Survey, 2016

Others focus on 'effortless' but that also may lead to the wrong outcome

"Quick and simple functions are not enough to retain consumers. In fact, they can weaken the quality of CX".

Source: Forrester's Report 'Four Myths About Consumer Emotion That Are Leading You Astray'

Emotion drives CX: You want your customers to feel good about their experience with your brand





Focus on emotions that have a high intensity



Source: Forrester's Customer Experience Index Online Survey, US Consumers Q3 2015

You need all three E's to deliver a great experience

Effectiveness

Customers get value from the experience

Ease

Customers get value from the experience without difficulty

Emotion Customers feel engaged by the experience

Qualit



DANK

Experience is the new driver for loyalty - especially for younger customers

Consumers who are interested in using their points for the following: (4 and 5 on a scale of 1 [Not at all interested] to 5 [Very interested])



"My favorite loyalty programs would have to be those that offer a huge range of ways to redeem your points, whether it is cinema tickets, dining out, train tickets, or spending in a store." (Female, 25 to 34 years old)

Base: 119 to 602 US online adults (18+) who belong to any type of loyalty program and for whom "Points, miles, or other loyalty currency" is an important element in a loyalty program Source: Forrester's North American Consumer Technographics® Customer Life Cycle Survey 2, 2015

Assess your loyalty program

Assess from the member's perspective

Enrollment

Participation

Account management

Communications

The loyalty member interaction self-assessment

Enrollment

On a scale of 1 to 5, where 5 equals "strongly agree" and 1 equals "strongly disagree," score each of these statements as they apply to your loyalty program.

Enrollment is intuitive and available at all relevant touchpoints.	1	2	3	4	5
New members can customize their profiles at enrollment.	1	2	3	4	5
Information about the program (including benefits, perks, and how to use it) is presented in a clear way at the time of enrollment.	1	2	3	4	5
Information about the program is presented on an ongoing basis (e.g., a multistage email campaign to help members get acquainted with the program and its benefits).	1	2	3	4	5

Participation

• On a scale of 1 to 5, where 5 equals "strongly agree" and 1 equals "strongly disagree," score each of these statements as they apply to your loyalty program.

There are clearly defined but flexible ways to earn rewards (e.g., bonus points, earning rewards for nontransactional activities, or purchase of additional loyalty currency).	1	2	3	4
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The redemption process is intuitive, easy to understand, and the program

Perception is reality

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Thank you