

























Presented by Jasmine James







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# What is Customer Emotion?

How customers feel about their experience with a company, product or service.





@gojasmineee





"I've learned that people will forget what you said, people will forget what you did, but people will never forget how you made them feel."

- Maya Angelou











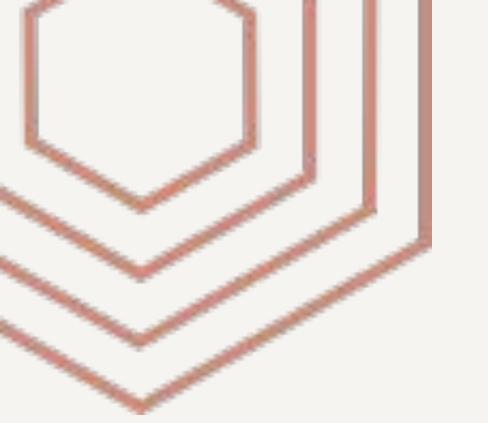
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## Why does it matter?

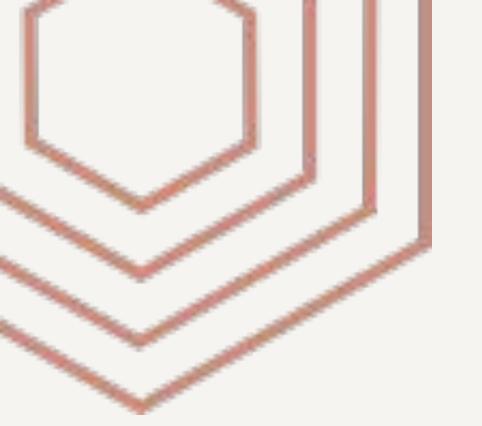




#### Key Indicators of:

- Customer Journey Continuation
- Recommendations
- Employee Engagement
- Retention





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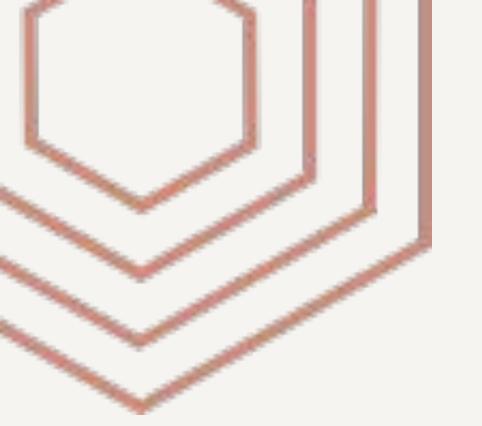


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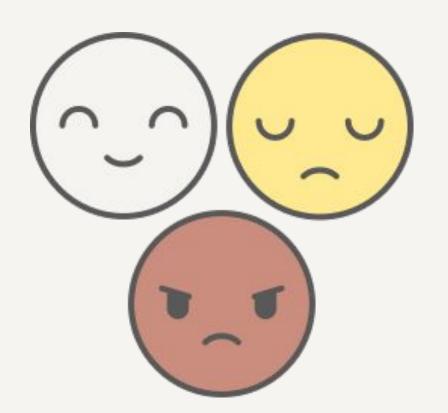


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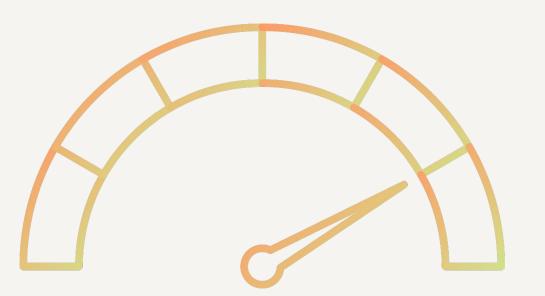






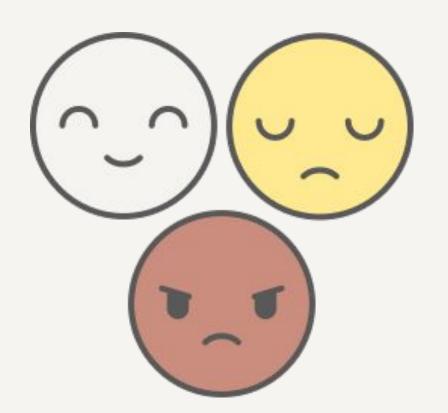


**Customer Satisfaction** 





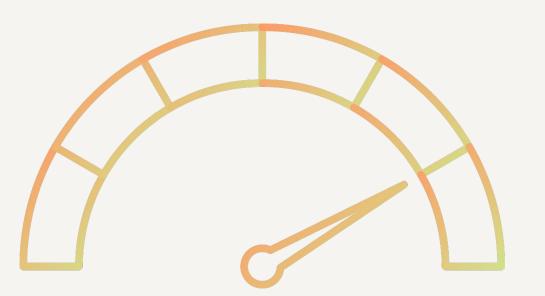








**Customer Satisfaction** 







"Many companies are busy mapping their customer experience and tracking customer activity across physical stores, call centers, e-commerce sites, and social media, gathering mountains of data from their own surveys, customer tracking systems, loyalty programs, and third-party providers.

Their stated goal is typically to improve customer satisfaction at each step of the customer journey. But overall customer satisfaction is often already high, and seldom a competitive differentiator."





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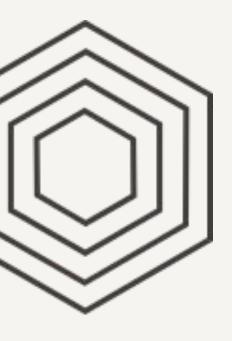


1 Discoverability









### Discoverability



How easy is it for your customers to find the path to complete their task?





#### Discoverability



**Fundamental Motivation** = Feel a sense of freedom - Act independently, without obligations or restrictions. [2]





What?

User Research and Interviews

Search Analytics







What?

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Search Analytics







What?

User Research and Interviews

Search Analytics

How?

Single Sourcing Guidance

**Universal Search** 

Centralized Support







What?

User Research and Interviews

Search Analytics

How?

Single Sourcing Guidance

**Universal Search** 

Centralized Support







## Measuring Results

Onboarding (Time to Productivity)

Tool Usage

Net Promoter Score







## Measuring Results

Onboarding (Time to Productivity)

Tool Usage

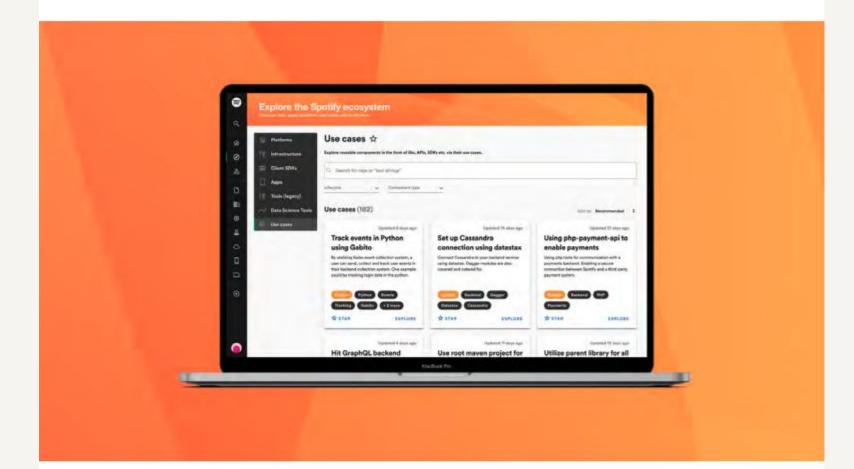
Customer Satisfaction (NPS)











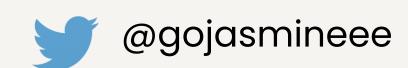
#### Cracking the Bottleneck of Productivity by Enhancing Discoverability

Leveraging interaction design to enhance discoverability of reusable code components.

Master's thesis in Computer science and engineering

OSCAR FREDRIKSSON ELIAS LIND

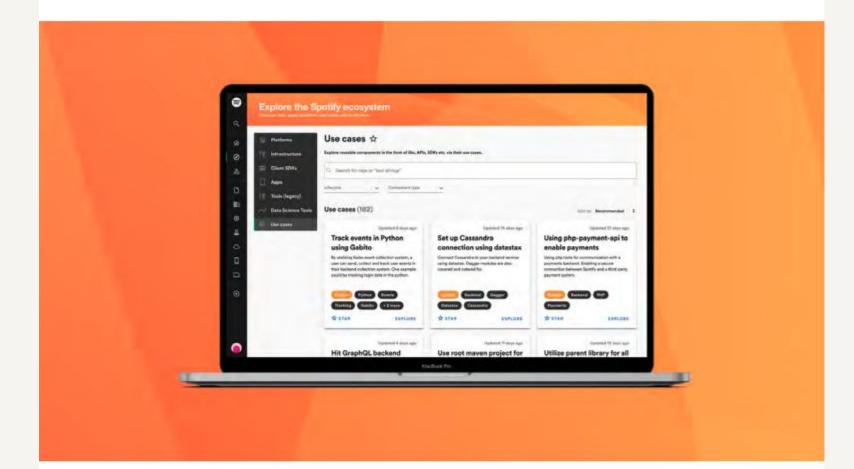
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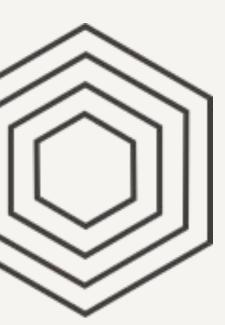


- 1 Discoverability
- 2 Usability









#### Usability

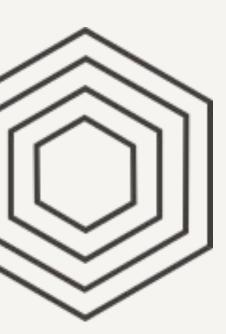


**Learnability:** How easy is it for users to accomplish basic tasks the first time they encounter the design?

**Efficiency:** Once users have learned the design, how quickly can they perform tasks?

**Memorability:** When users return to the design after a period of not using it, how easily can they re-establish proficiency?





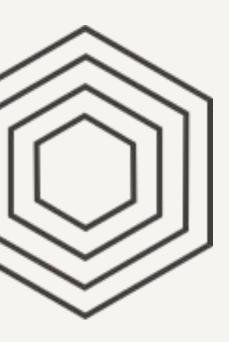


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**Errors:** How many errors do users make, how severe are these errors, and how easily can they recover from the errors?

Satisfaction: How pleasant is it to use the design?







Can your customers fulfill their goal with effectiveness, efficiency and satisfaction?







**Fundamental Motivation** = Feel a sense of freedom - Act independently, without obligations or restrictions. [2]





What?

Open Ended Usability Testing





What?

Open Ended Usability Testing





What?

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What?

Open Ended Usability Testing





What?

Open Ended Usability Testing

Closed Ended Usability Testing

How?

Defining Golden Paths

Automation

**Error Prevention** 





What?

Open Ended Usability Testing

Closed Ended Usability Testing

How?

Defining Golden Paths

Automation

**Error Prevention** 





What?

Open Ended Usability Testing

Closed Ended Usability Testing

How?

Defining Golden Paths

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## Measuring Results

Task Success Rate

Time-based Efficiency







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Task Success Rate

Time-based Efficiency



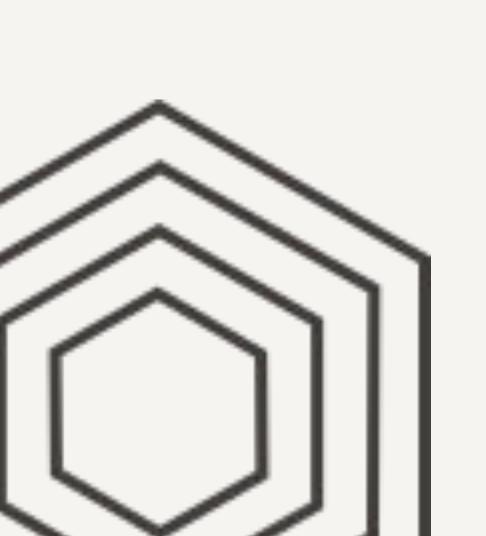


#### Framework





3 Capability







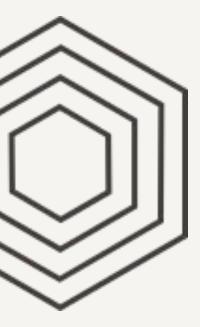


## Capability



Do your offerings address all personas within your customer base?



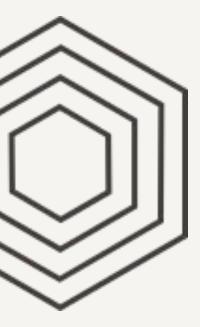






Fundamental Motivation = Feel a sense of belonging - Have an affiliation with people they relate to or aspire to be like; feel part of a group [2]









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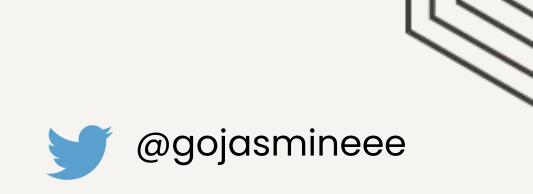




What?

Journey Mapping

Surveys





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What?

**Journey Mapping** 

Surveys

How?

Persona Mapped Capabilities

Real time tool feedback





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**Journey Mapping** 

Surveys

How?

Persona Mapped Capabilities

Real time tool feedback



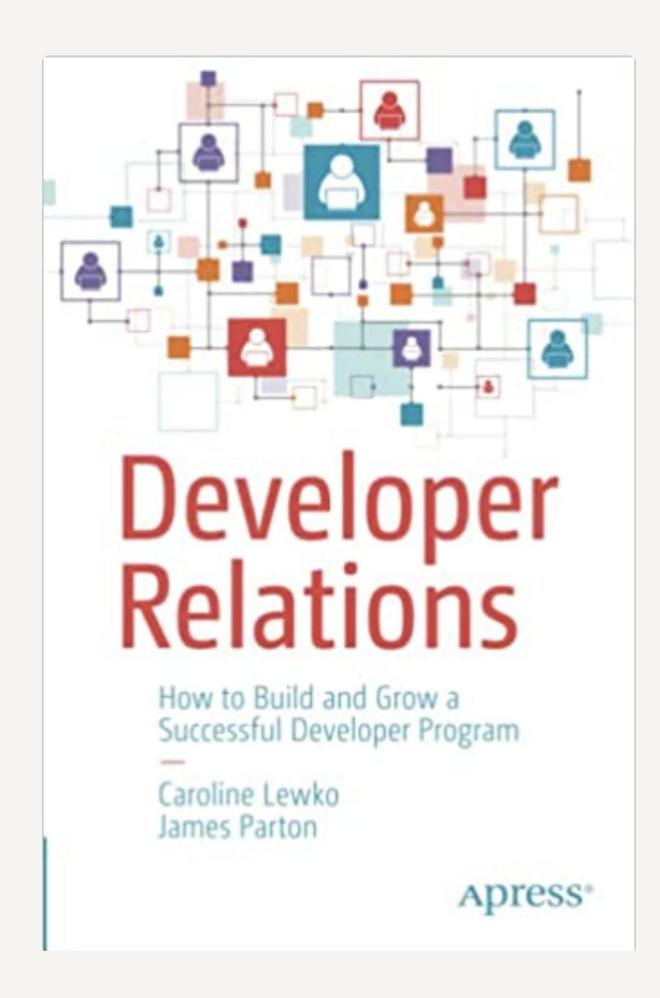


## Measuring Results

Customer Satisfaction (NPS)











#### Framework

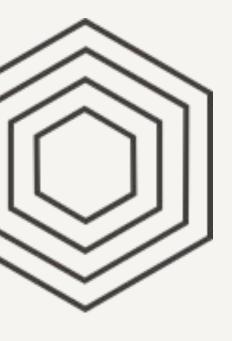


- 2 Usability
- 3 Capability
- 4 Credibility









#### Credibility



How reliable is your product at delivering what you said it would deliver?





#### Credibility



**Fundamental Motivation** = Feel secure - Believe that what they have today will be there tomorrow; pursue goals and dreams without worry [2]





#### Credibility in Practice

What?

Focus Groups

Incident Management Data

Post Mortems







#### Credibility in Practice

What?

Focus Groups

Incident Management Data

**Post Mortems** 

How?

Action Item Prioritization

Centralized Support





## Measuring Results

Tool Uptime

Mean time between outages





#### Framework



- 2 Usability
- 3 Capability
- 4 Credibility







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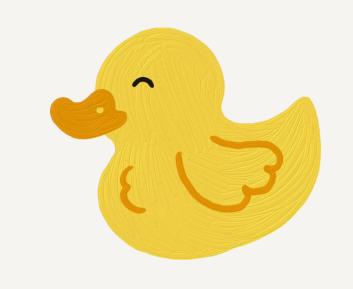
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(Zorfas, A. and Leemon, D., 2016)











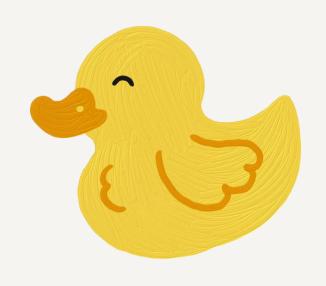
#### Don't forget to keep your DUCCs in a row

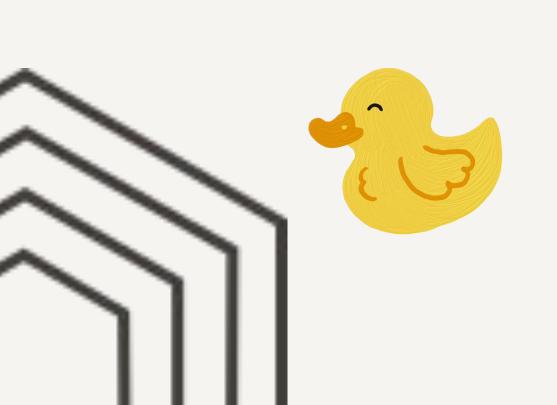
**D**iscoverability

**U**sability

Capability

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#### References

[1] Zorfas, A. and Leemon, D. (2016)

An Emotional Connection Matters More than Customer Satisfaction, Harvard Business Review

[2]G. Shanmugasundaram, V. Prasanna Venaktesan, C. Punitha Devi, Modeling Measures for Service Interpretation in Discoverability of Service Oriented Architecture, Procedia - Social and Behavioral Sciences, Volume 73, 2013, Pages 128-135, ISSN 1877-0428, https://doi.org/10.1016/j.sbspro.2013.02.032.





# Thank You



