# How to benefit from engagement - before the message goes social



# Play.pl Facebook case study

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# **Short** introduction to opiniac.com









Users that visit your e-commerce site can become your devoted allies, yet sometimes they can turn into your worst enemies.





# opiniac.com – key figures in e-commerce

400 000+

completed surveys

1 350 000+

unique customers

2 200 000+

survey impressions

Monthly statistical data of opiniac.com, April 2012







## opiniac.com – key clients

#### **Customers**









































#### **Partners**























## opiniac.com – products

opiniac.audit

opiniac.trial

opiniac.lite

**OpiniaC.**checkout

opiniac.quit

opiniac.nps

opiniac.email

**opiniac.**insert

opiniac.target

**OpiniaC.**facebook

opiniac.mobile

opiniac.remote





Introduction to user experience research in play.pl









# Our major assumption



K – Keep

– It

S – Short'n

S – Simple

Apollo program unofficial rule







# Mobile operator customers love to talk. Therefore they also like to express their opinions and share feedback.







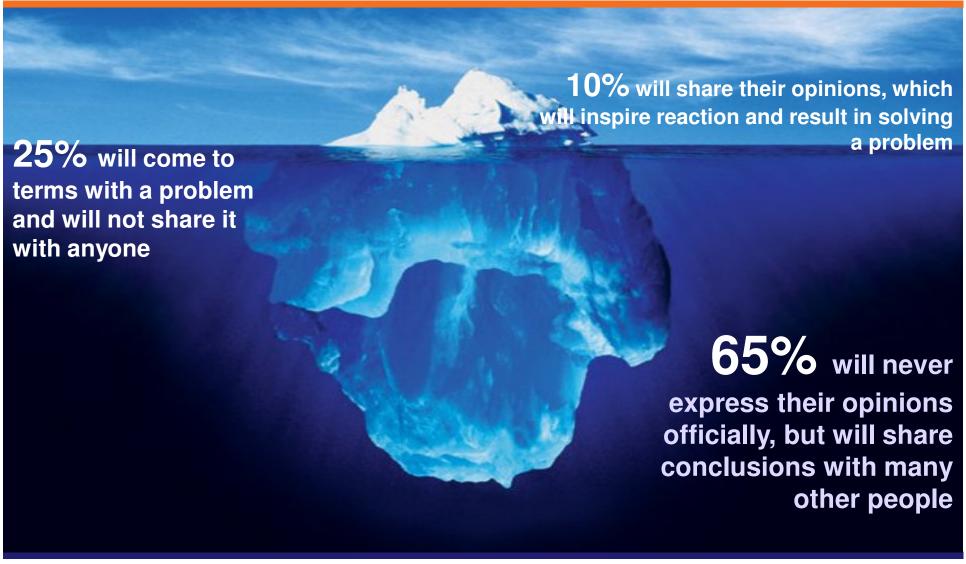
# **Iceberg**







## Satisfaction iceberg







By fishing among the committed ones, we are able to get interesting opinions about current e-commerce solution and improve PLAY user experience.







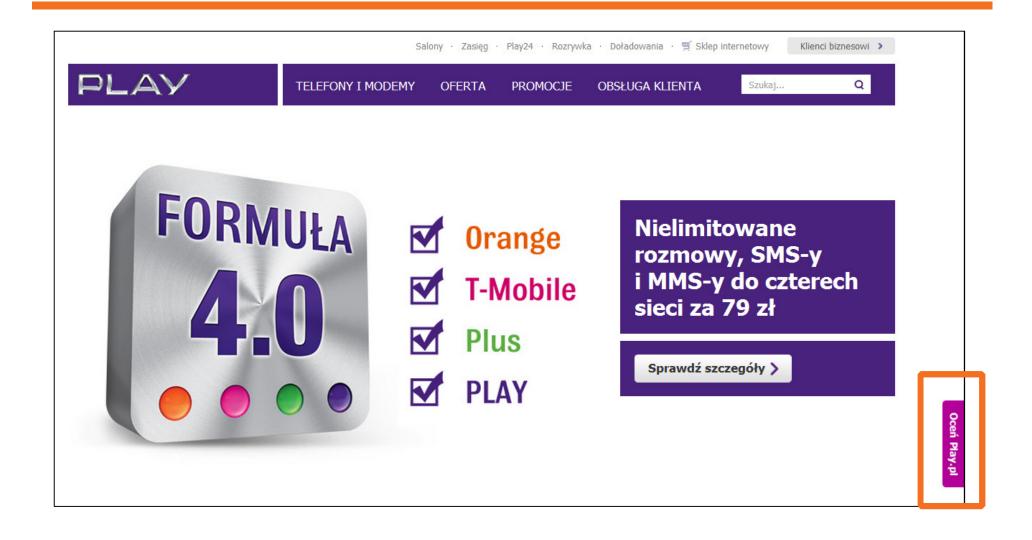
We also safeguard PLAY brand image and experience on mass communication channels like Facebook, keeping the dialog within PLAY e-commerce.







# **Survey link placement**

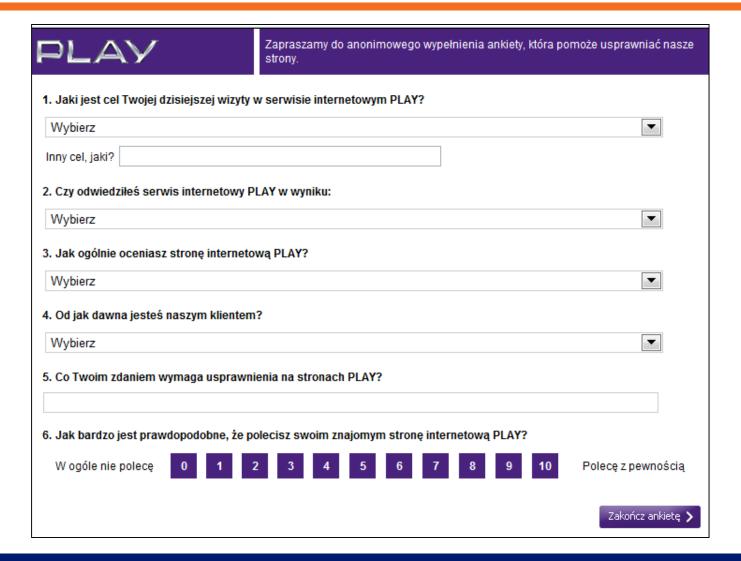








## **Example pop-up survey with NPS**

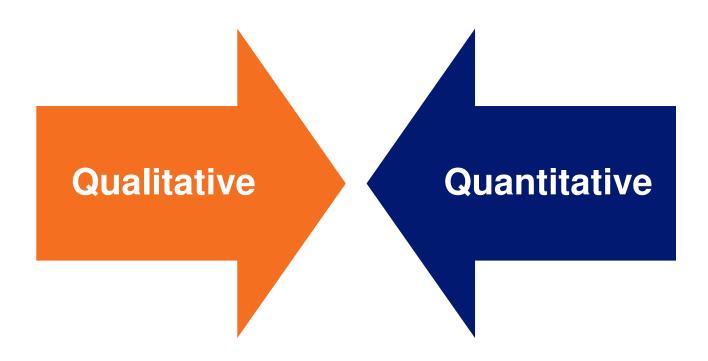








## Types of collected information



Subjective impressions and comments of users concerning the contents, way of presentation, navigation, trust, quality of service etc.

Individual user's assessment, according to a defined scale, concerning evaluation parameters and criteria







#### Survey profiles in PLAY e-commerce

# E-comm quality analysis

- Content quality and user-friendliness of a website
- · Ease of browsing a website and attractive graphic design
- Expected changes on a website and the level of satisfaction from using a website

# Purchasing process review

- Opinion on a catalogue and recommendations for assortment development
- Offer assessment in terms of a search engine, categories and products
- Collecting reasons why users resign from purchasing

# Reasons for abandoning e-comm

- Understanding why customers leave play.pl
- Supplementary evaluation to identified Google Analytics bottlenecks
- Defining benefits and advantages that could keep the customer

# NPS on-site evaluation

- How likely would you recommend play.pl to your friends?
- Sharp evaluation with separate deeper questions for Distractors and Promoters
- Additional segmentation among customers and prospects





# A bit of PLAY monthly engagement statistics

- Number of surveys on site: 7
- Average time needed to fill out survey: 10 - 15 sec
- Average total number of filled surveys: 15 000
- Average total of qualitative suggestions: **750**
- Average number of NPS ratings: 12 500





Unit cost of the improvements suggested by the users is about 60 times lower when compared to traditional research methods like UX testing, focus groups, card sorting, or eye tracking









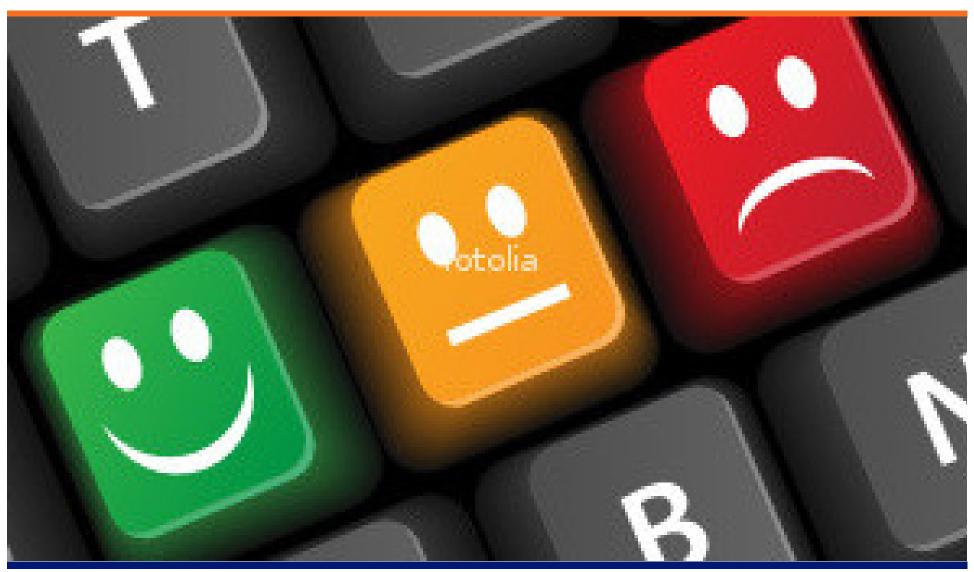
What do PLAY **NPS and PLAY Facebook** fanpage have in common?















## The concept: NPS and Facebook integrated

User rates recommendation at 9 or 10 - Promoter

Jak bardzo jest prawdopodobne, że polecisz swoim znajomym stronę internetową PLAY?

W ogóle nie



















FB cookie verification and Likelt! invitation

Dziękujemy za wzięcie udziału w badaniu. Oceniasz nas pozytywnie, polub nas na Facebooku!



Play na Facebooku

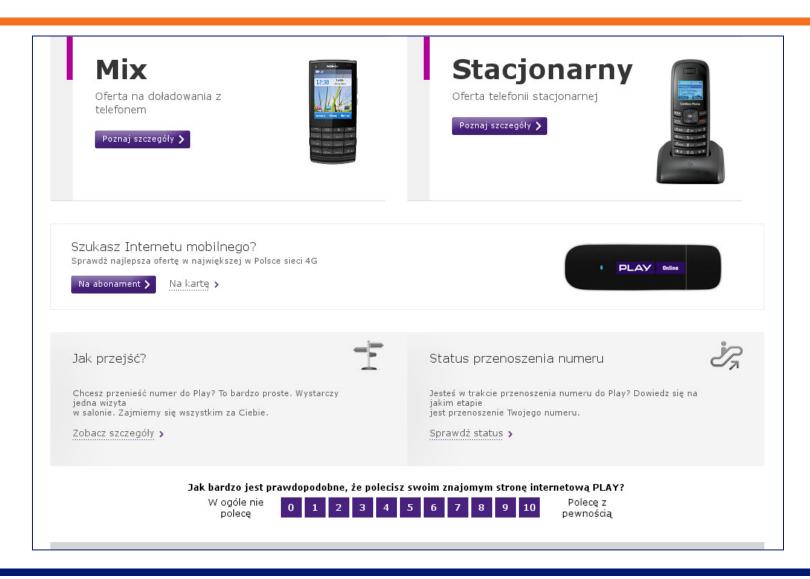
Lubie to! 823,712







## **Exemplary built-in survey with NPS**

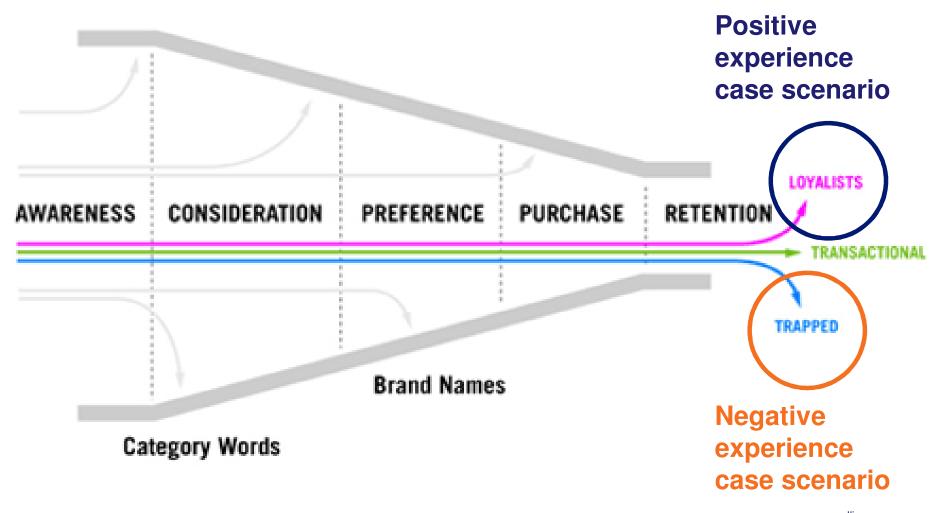








#### We interact with Promoters and Detractors



www.elliance.com

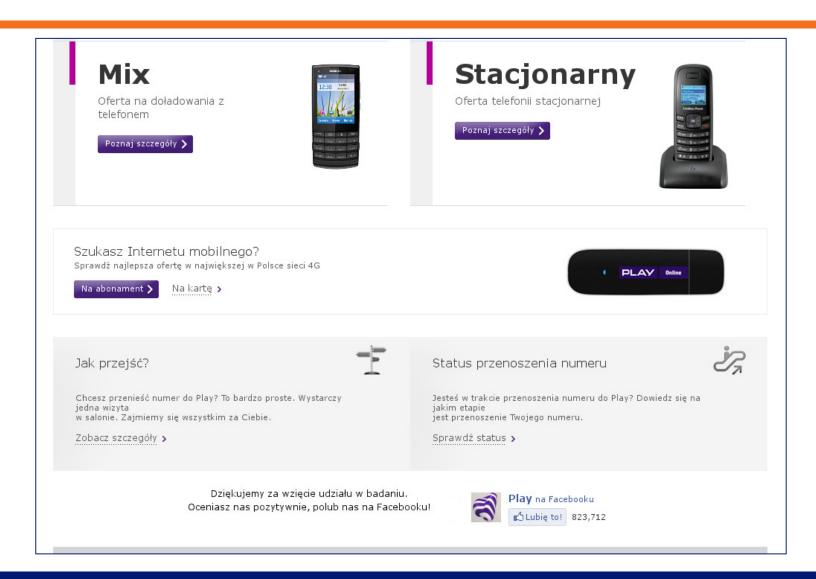








# **Exemplary built-in survey with NPS – Promoters**









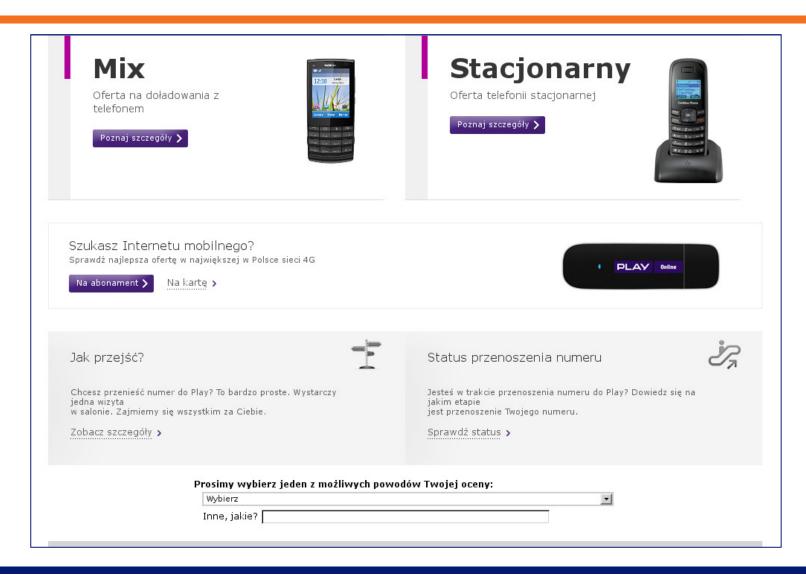
# For Promoters we offer the possibility to become a fan of PLAY fanpage right after clicking 9 or 10.







# **Exemplary built-in survey with NPS – Detractors**









# Detractors are provided with additional questions and offered some help to prevent sharing their negative experience.







30% of customers willing to recommend PLAY to their friends, liked PLAY fanpage when prompted - just after NPS question.





























# **Results form** the first quarter of 2012











## Important remark

# PLAY was the main sponsor of the Great Orchestra of Christmas **Charity Foundation in January** 2012.

Great Orchestra collects more than 10 million EUR every year for medical equipment, www.en.wosp.org.pl







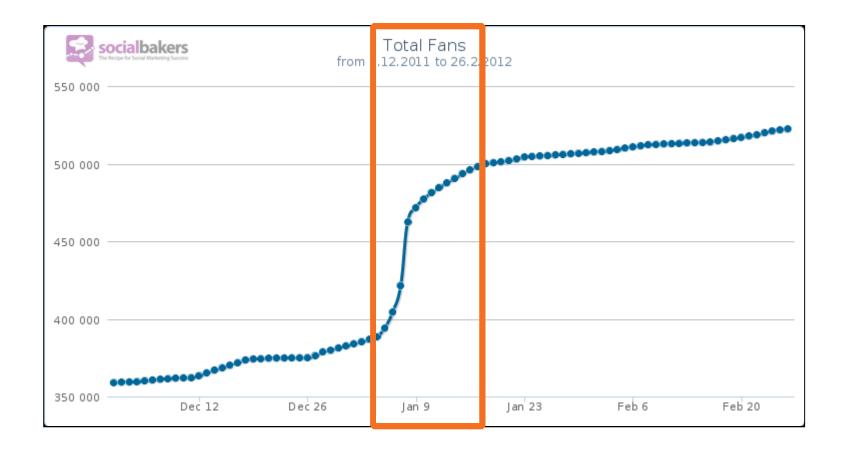
# Thanks to their sponsoring there was a heavy traffic on PLAY website in first 2 weeks of January 2012.







# Play facebook fans summary









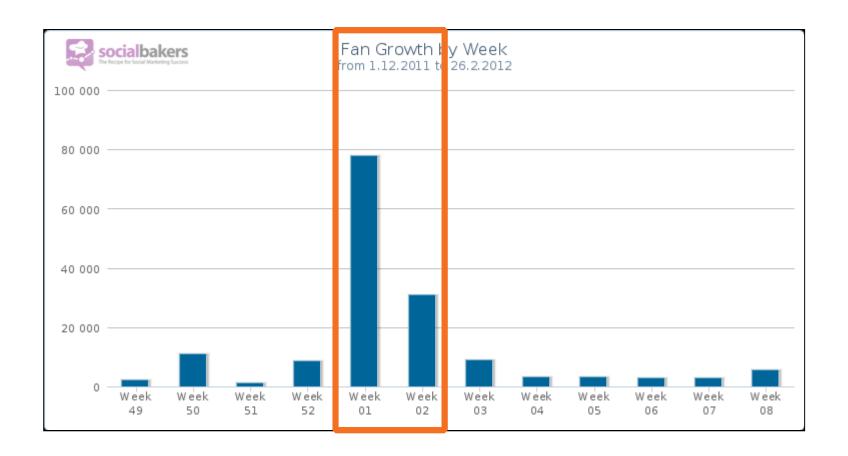
# The number of PLAY fans in January increased by 110.000 [20%] within 2 weeks.







# The weekly fan growth







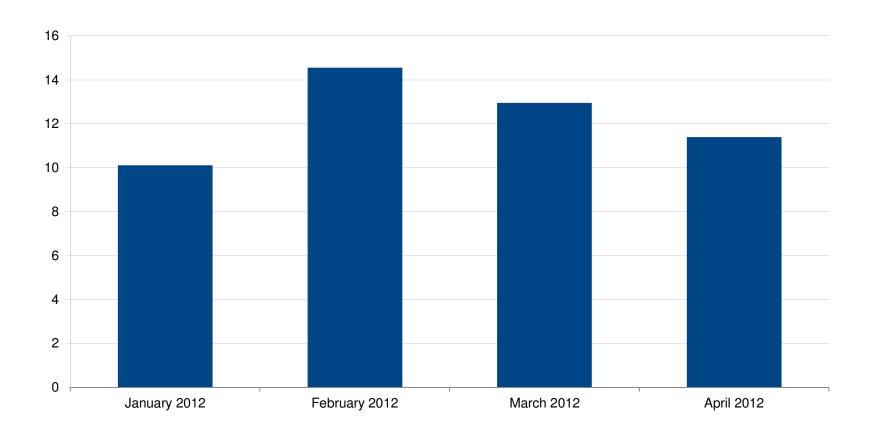
# Meanwhile opiniac.com experience and NPS surveying was running on daily basis.







#### **NPS** status



■ Play.pl NPS

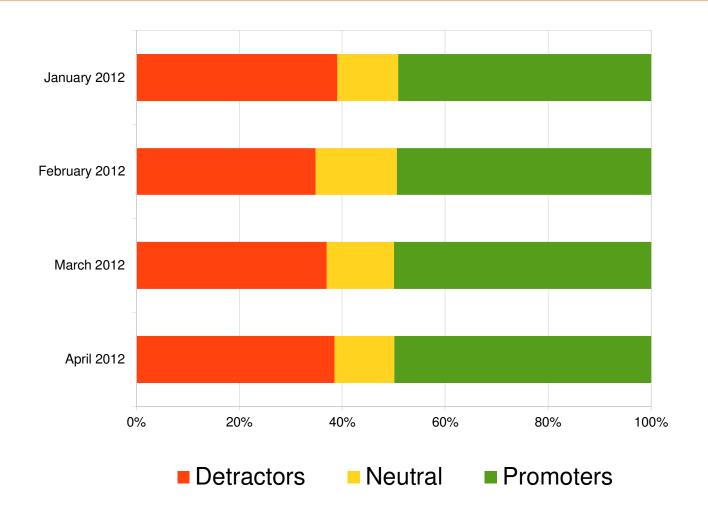








## **NPS** rating split









## Still remember the magic 30% who click "I like it"?





## Now just think that around 10% of 110k is the result of NPS integration.







# Which technically brings you to a conclusion that 10.000 fans were acquired for free.







# Not to mention Detractors, who were engaged more by additional support questions and help. Resulting with a better customer experience. Why?







Jeff Bezos quotation is the best answer: "If you have an unhappy customer on the internet, he doesn't tell his six friends, he tells his 6,000 friends."







Now think about domino effect – if I like PLAY, some of my friends will like it as well. The proof?



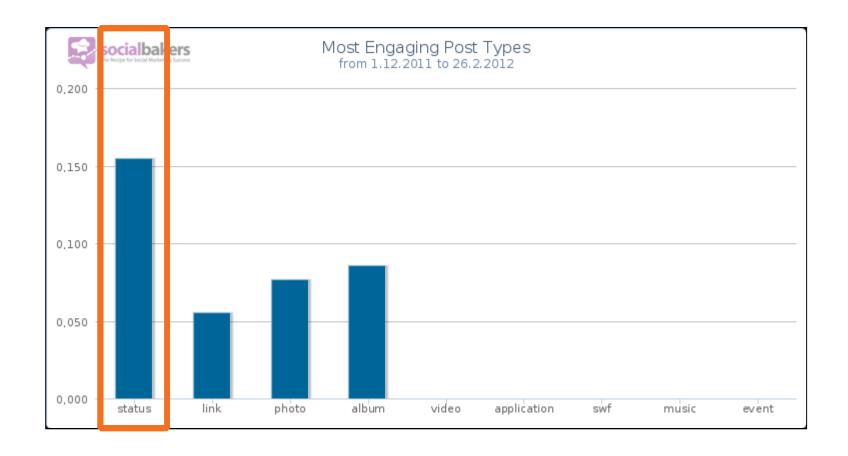








## Most engaging post types







# Key takeaways











# **Users** are statistics. Customers are people.

Stanley Marcus, American Businessman

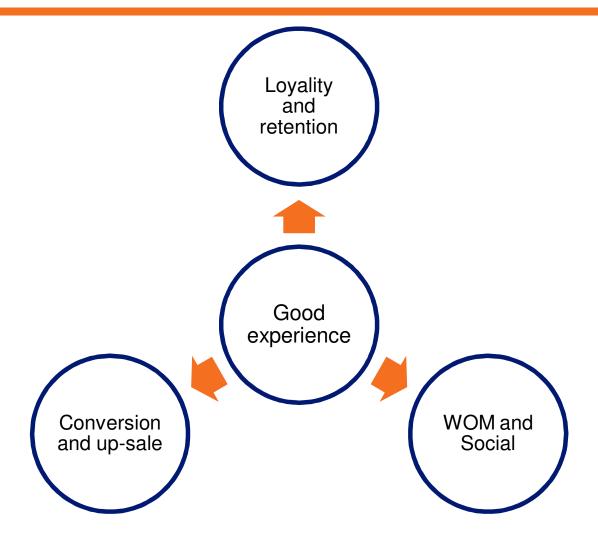








### Satisfied customers boost your e-commerce











# Satisfaction is the most important way to differentiate ourselves from our competitors.

Yun Jong Yong, Samsung CEO









### We offer FREE platform tryouts to start with

- Demo version is available for **1 month** with an option to prolong it for an additional month in talks with a Customer to keep the continuity of research.
- A full system functionality is available, restricted to a basic survey only with questions about the most popular trends among platform Customers.
- The installation of a survey alone is simple, similar to Google Analytics plug-in.
- Collected data allow to find out the actual solution advantages.
- As a test summary, we provide the appointment and a report with the collected data followed by discussing the results.











# Thank you for your attention.

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