Forrester

Unlocking the Power of Experience Excellence

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LuxeCX | September 25, 2019

Agenda

What "CX" Really Means The Impact Of CX The State Of CX **Designing Emotion Into Experiences Designing Stories Into Experiences** How To Achieve The Right CX Reliably

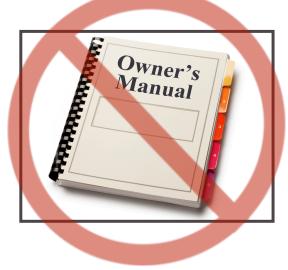
What "CX" Really Means

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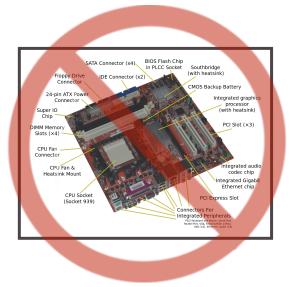
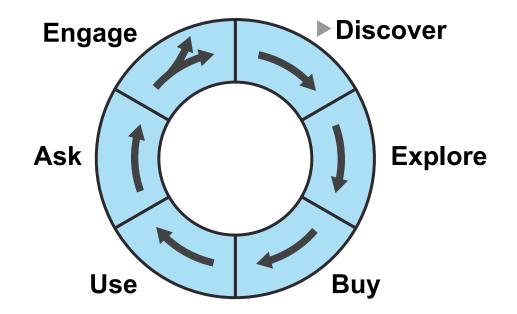




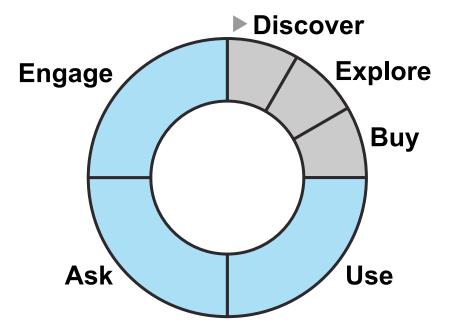
Image credit, thermometer: Marco Verch (https://www.flickr.com/photos/30478819@N08/39983406063)

Customers interact with brands in stages

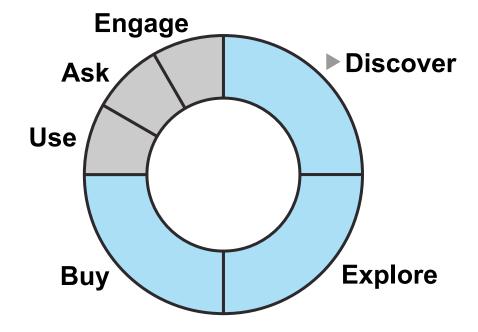


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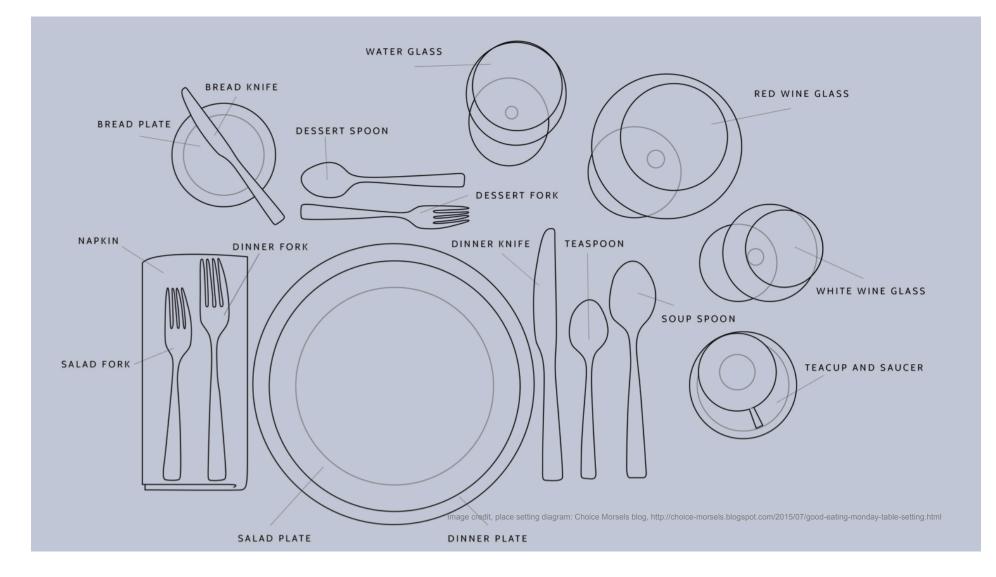
What customers care about most



What companies usually focus on most









Experiences are rich and complex. Statement or question

There are many touchpoints along the journey



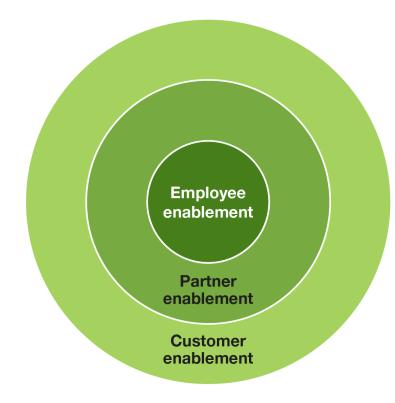
Fect 200 customer touchpoints



529 customer touchpoints

spanning multiple product lines

Journeys are enabled by an entire ecosystem



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1. Employee enablement:

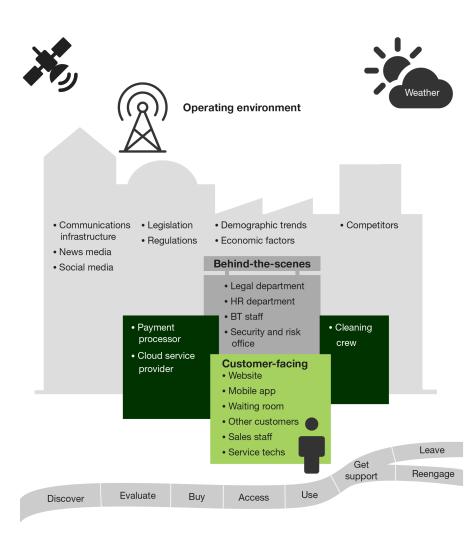
Build an employee experience that ensures workers can consistently deliver the right experience for your customers.

2. Partner enablement:

Once you've enabled your workers, use those lessons to help your business partners enable their employees to meet your CX standards.

3. Customer enablement:

Empower motivated and engaged customers to help other customers get the value they seek from their interactions with your business.



CX is customers' perceptions of their interactions with a brand. Post-purchase perceptions matter more than pre-purchase. Journeys consist of many touchpoints based on large ecosystems.

The Impact Of CX

Customer experience leaders . . .

- Grow revenue faster than laggards
- Drive more purchase intent
- Earn greater pricing power
- Lower their service costs

GREAT CX DRIVES BUSINESS RESULTS

5.1x Revenue growth of CX leaders over laggards ⁴	10.6x Stock growth of CX leaders over laggards ⁵	4.5x Willingness to pay a price premium of customers who have excellent versus very poor experiences ⁶
HP 12% increase in net revenue ⁷	Southwest 46 consecutive years of profitability ⁸	Emirates NBD 3.75x growth in unsolicited positive comments from customers ⁹

How do we know? Statement or question

Correlation — let's consider revenue growth

- Grow **revenue** faster than laggards
- Drive more purchase intent
- Earn greater pricing power
- Lower their service costs



How we gauge CX quality



Forrester surveys:

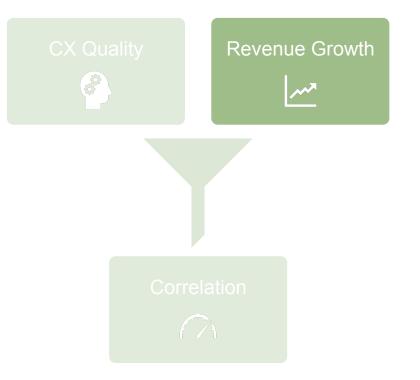
- 200,000+ customers about . . .
- 600+ brands across . . .
- 16 industries . . .
- Globally: Australia, Canada, France, India, Singapore, UK, US





How we gauge revenue growth

- Identify direct competitors with significant differences in CX quality: leaders and laggards.
- Analyze their financials over several years, eliminating extraneous factors like acquisitions or separate business units.
- **Compare** the growth of leaders and laggards over time.



Are they correlated? Yes.

The **correlation is high** between CX quality and revenue growth.



Why? Statement or question

CX Index revisited: what we ask customers



Correlation between CX and loyalty indicates . . .

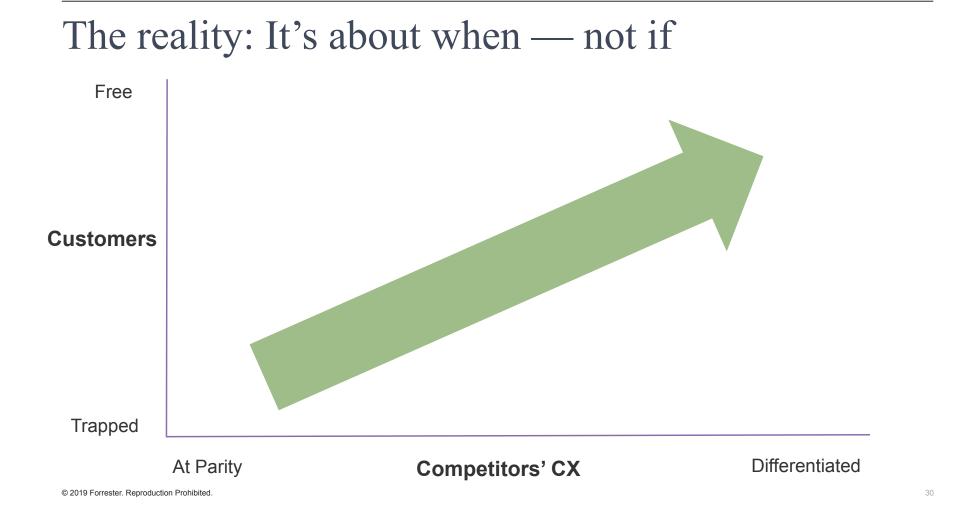
CX quality drives revenue when customer loyalty drives revenue:

- When customers are free to shift business among competitors...
- ...and some competitors have significantly better CX than others.

Free CX drives revenue – lots of it Customers can easily switch business among many companies. • CX leaders stand out from peers. **Customers** CX doesn't drive revenue • Customers have one choice: Take it or leave it. Competitors' CX wouldn't lure away customers even if they could switch. Trapped Differentiated At Parity **Competitors' CX** © 2019 Forrester. Reproduction Prohibited.

From trapped to free, from parity to differentiation

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The revenue impact of CX quality improvement is quantifiable

		Annual incremental revenue per customer*	x cı	Average number of ustomers per compan	y† =	Total revenue
	Auto manufacturers (mass market)	\$48.82	х	18 million	=	\$879 million
	Hotels (upscale)	\$7.49	х	44 million	=	\$330 million
·	Wireless service providers	\$3.48	х	82 million	=	\$285 million
	Retailers (big box)	\$2.44	х	100 million	=	\$244 million
	Auto/home insurers	\$14.29	х	15 million	=	\$214 million
	Hotels (midscale)	\$5.67	х	30 million	=	\$170 million
	Airlines	\$3.48	х	48 million	=	\$167 million
‡	Banks (multichannel)	\$8.19	х	15 million	=	\$123 million
	TV service providers	\$6.11	х	17 million	=	\$104 million
••••	Internet service providers	\$5.26	х	16 million	=	\$84 million
€ €	Rental cars	\$1.67	х	40 million	=	\$67 million
t.	OTT providers	\$0.37	x	100 million	=	\$37 million

The revenue impact of a 1-point improvement in CX Index[™] score results in:

	Annual incremental revenue per customer*	x c	Average number o customers per compa		Total revenue
Auto manufacturers (luxury)	\$104.54	х	350,000	=	\$37 million
Banks (direct)	\$9.82	х	3 million	=	\$29 million
Credit card issuers	\$0.08	х	61 million	=	\$5 million

The revenue impact of a 1-point improvement in CX Index[™] score results in:

The assets under management impact of a 1-point improvement in CX Index score results in:

	Annual incremental assets under management‡	~	Average number of stomers per compa	_	al assets under management
S Brokerages (multichannel)	\$622.24	x	31 million	=	\$19 billion
Brokerages (direct)	\$400.00	х	15 million	=	\$6 billion

The customer base impact of a 1-point improvement in CX Index score results in:

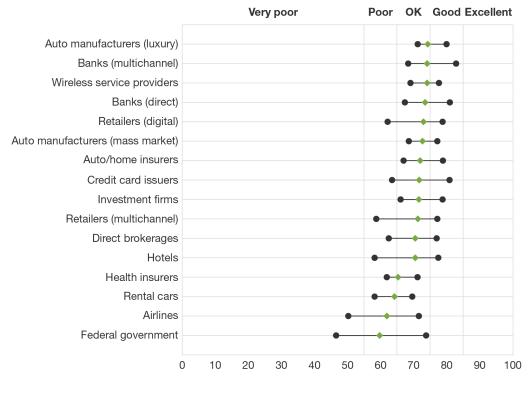
	Annual customer base growth per customer‡	х	Average number o customers per compa		Total growth in customers
Health insurers	0.007	х	20 million	=	150K customers

Improving CX improves financial results.

This is more pronounced in some industries but is the trend in all. The revenue impact of CX improvement is quantifiable.

The State Of CX

Distribution of brands



◆ 2019 industry average

Source: Forrester report "The US Customer Experience Index, 2019" © 2019 Forrester. Reproduction Prohibited.

Top 5% of brands overall

Overall rank	Brands	Score	Industry
1	Navy Federal Credit Union	82.9	Banks (multichannel)
2	USAA	81.0	Banks (direct)
3	USAA	80.9	Credit card issuers
4	Lexus	80.0	Auto manufacturers (luxury)
5	USAA	78.9	Auto/home insurers
6	Edward Jones	78.8	Investment firms
7	TD Bank	78.8	Banks (multichannel)
8	QVC	78.8	Retailers (digital)
9	Zappos.com	78.7	Retailers (digital)
10	Boost Mobile	77.7	Wireless service providers
11	Regions Bank	77.6	Banks (multichannel)
12	Residence Inn by Marriott	77.5	Hotels
13	Homewood Suites by Hilton	77.5	Hotels

Source: Forrester report "The US Customer Experience Index, 2019" © 2019 Forrester. Reproduction Prohibited.

Top luxury auto brands overall

					PERFOR	MANCE
2019	2018	BRAND			2019	2018
1 –	1	Lexus			80.0	78.5
2 –	2	Mercedes-Bei	าz		76.6	77.9
3 🔺	5	Audi			75.0*	71.1
		Industry avera	ige		74.3	73.6
4 –		Lincoln			74.3	
5 —		Volvo			73.8	
6 🔻	4	Cadillac			73.1	71.8
7 —	7	Acura			73.0*	69.5
8 🔻	3	Infiniti			72.0*	75.3
9 🔻	6	BMW			71.3	71.0
Very poor	(0-54)	Poor (55-64)	OK (65-74)	Good (75-84)	Exceller	nt (85-100)

*Statistically significant difference

Source: Forrester report "The US Customer Experience Index, 2019" © 2019 Forrester. Reproduction Prohibited.

Top luxury auto brands for purchase experience

2018	2017	BRAND			PERFORMANCE
1 –	1	Mercede	s-Benz		
2 🔺	3	Lexus			
3 🔻	2	Infiniti			
4 🔺	5	BMW			
5 🔺	7	Cadillac			
6 —	6	Acura			
7 🔻	4	Audi			
Very poor (0-5	4) Po	or (55-64)	OK (65-74)	Good (75-84)	Excellent (85-100)

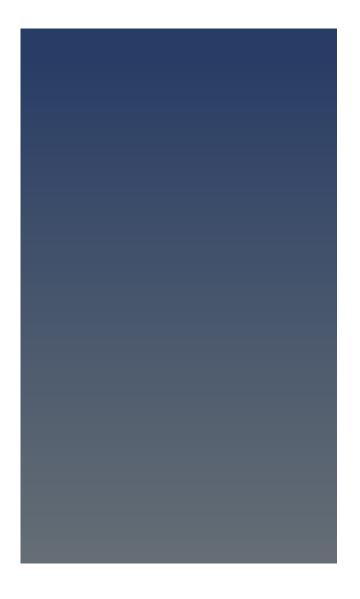
Source: Forrester report "The US Luxury Auto Manufacturers Customer Experience Index, 2018" © 2019 Forrester. Reproduction Prohibited.

Top luxury auto brands for service experience

2018	2017	BRAND			PERFORMANCE
1 –	1	Lexus			
2 🔺	4	Mercede	s-Benz		
3 🔻	2	Infiniti			
4 🔺	5	Cadillac			
5 🔺	7	Audi			
6 🔻	3	BMW			
7 🔻	6	Acura			
Very poor (0-5	54) P	oor (55-64)	OK (65-74)	Good (75-84)	Excellent (85-100)

Source: Forrester report "The US Luxury Auto Manufacturers Customer Experience Index, 2018" © 2019 Forrester. Reproduction Prohibited. Overall, customers find their experiences with brands just OK. Brands aligned with their customers' best interests tend to do best. Various parts of the journey differentiate individual brands.

Designing Emotion Into Experiences



Emotions in Forrester's CX Index[®]

Emotion is the key to CX differentiation



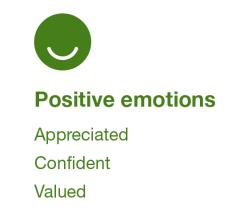


Negative emotions

Annoyed Disappointed Frustrated

Source: Forrester report "The US Customer Experience Index, 2019" © 2019 Forrester. Reproduction Prohibited.

Top emotions affecting loyalty in luxury auto PURCHASE EXPERIENCE





Negative emotions

Annoyed Disappointed Unappreciated

Source: Forrester report "The US Luxury Auto Manufacturers Customer Experience Index, 2018" © 2019 Forrester. Reproduction Prohibited.

Top emotions affecting loyalty in luxury auto Service EXPERIENCE



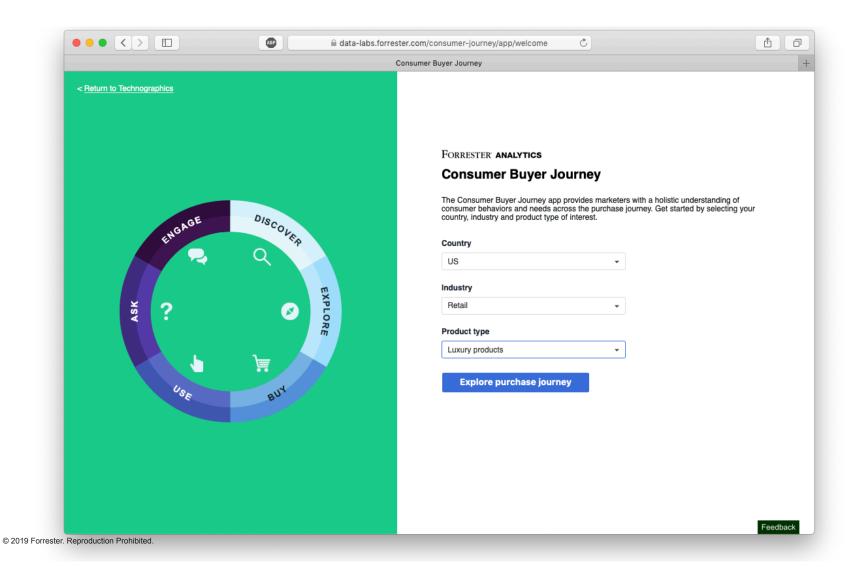


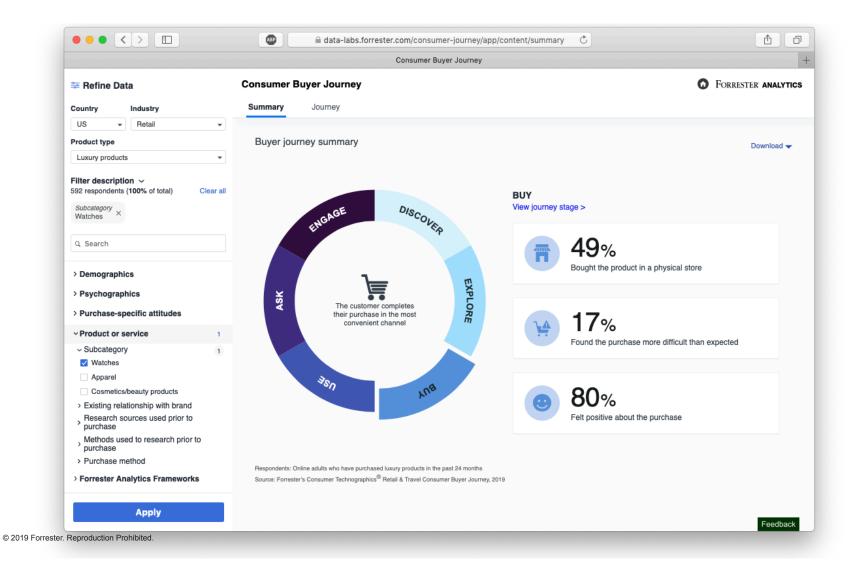
Negative emotions

Annoyed Disappointed Frustrated

Source: Forrester report "The US Luxury Auto Manufacturers Customer Experience Index, 2018" © 2019 Forrester. Reproduction Prohibited.

Emotions in Forrester's Consumer Technographics[®]





	Consumer B	uyer Journey		
➡ Refine Data	Consumer Buyer Journey			6 Forrester
Country Industry	Summary Journey			
US - Retail -				
Product type	Buyer journey			Do
Luxury products 👻				
System Clear all Subcategory Watches X	Discover Explore	Buy	Use Ask	Engage
Q Search	Purchase source	Show more	Method used for purchase	Show
> Demographics	At a physical store	_		
> Psychographics	49%			 Online
> Purchase-specific attitudes	Through a physical store's website			42% Offline
~ Product or service 1	1078			55%
~ Subcategory 1	Through an online-only retailer's website			Other/don't kno
✓ Watches	8%			2%
Apparel				
Cosmetics/beauty products				
 Existing relationship with brand Research sources used prior to purchase 				
Methods used to research prior to purchase	Emotion associated with purchase			Show
> Purchase method				
> Forrester Analytics Frameworks	O			
Apply	I felt positive	80%	I felt anxious	

Emotions associated with luxury watch purchases



I felt anxious	16%
I felt overwhelmed	15%
I felt frustrated	12%

Emotions associated with luxury watch purchases

I felt positive

17%				80%			
felt confident							
21%				76%			
felt excited							
10%	22%			67%			
felt anxious							
		67%			16%	16%	4
		0170			10 /0		0
felt overwhelmed							
		69%			16%	15	5%
felt frustrated							
		78%			Ş	9% 1	2%
		Disagree (1 2)	Middle (3)	Agree (4 5)			

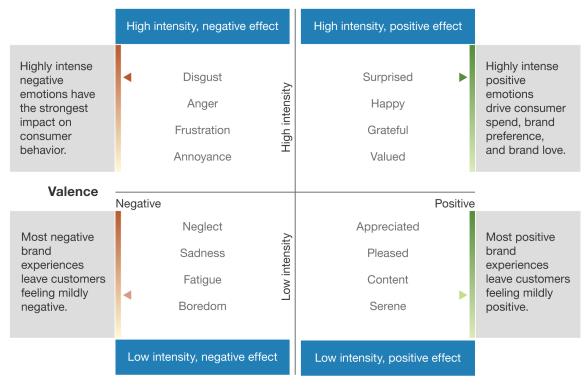
What about subtle emotional variations? Statement or question

Emotional intensity ebbs and flows

	High intensity, negative effec	ot	High intensity, positive effect
	Disgust Anger Frustration Annoyance	High intensity	Surprised Happy Grateful Valued
Valence	Negative		Positive
	Neglect	ţ	Appreciated
	Sadness	tensit	Pleased
	Fatigue	Low intensity	Content
	Boredom		Serene
	Low intensity, negative effect	t	Low intensity, positive effect

Arousal

The quality of emotions drives the relationship



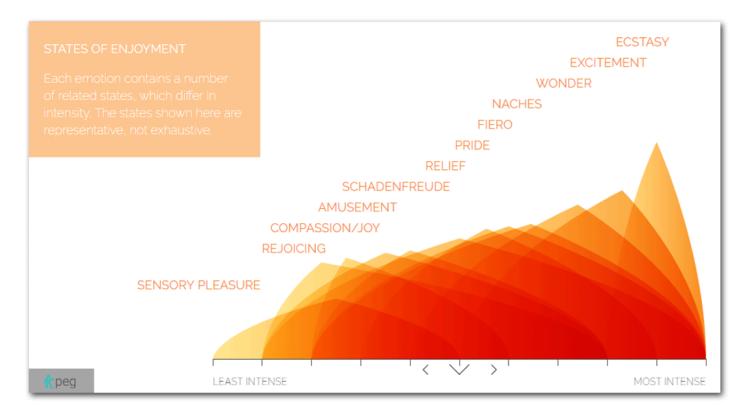
Arousal

Emotions combined create nuanced feelings

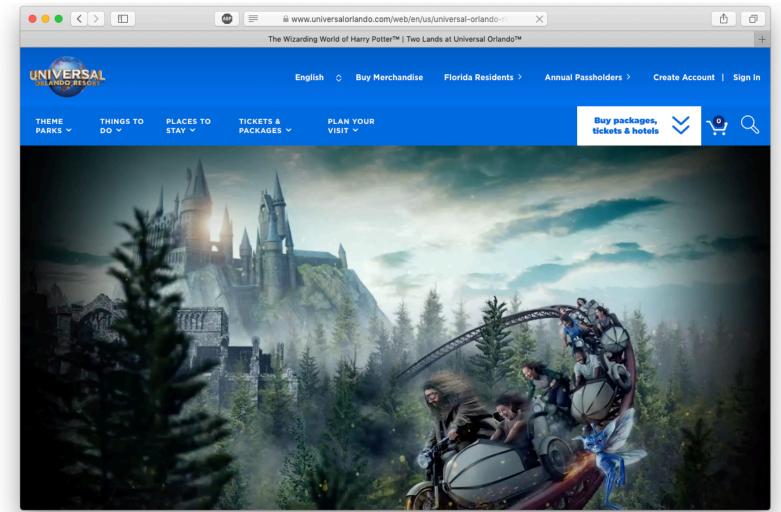


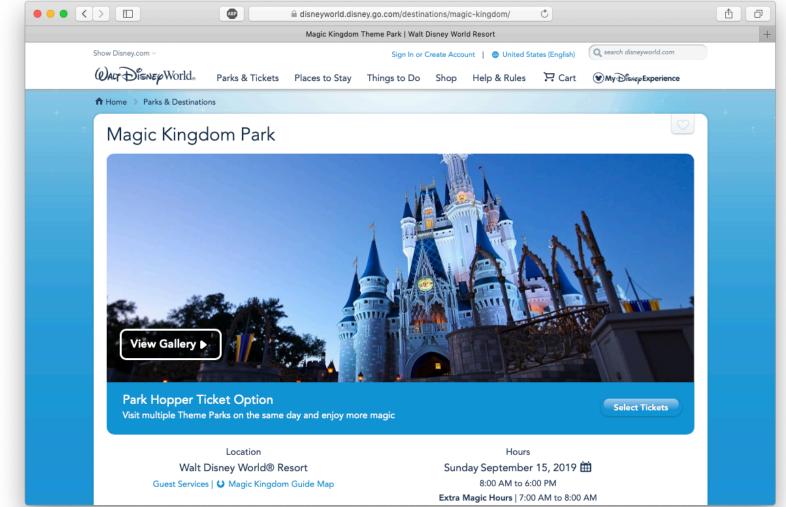
Source: Vox, in the Forrester report "Designing For Emotion" © 2019 Forrester. Reproduction Prohibited.

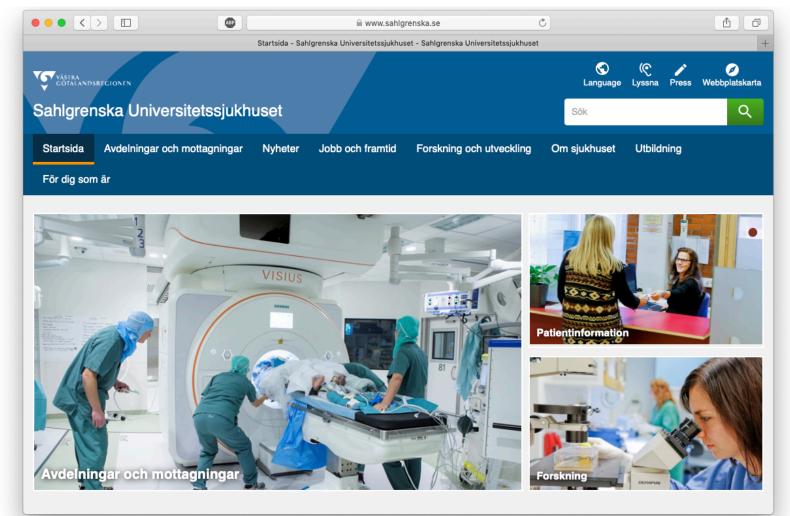
Emotional states contain subtle variations



Source: Ekman's Atlas of Emotions in the Forrester report "Designing For Emotion" © 2019 Forrester. Reproduction Prohibited.





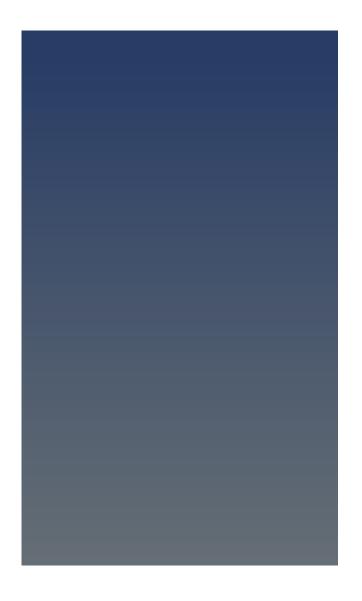


Emotion is the key to CX differentiation.

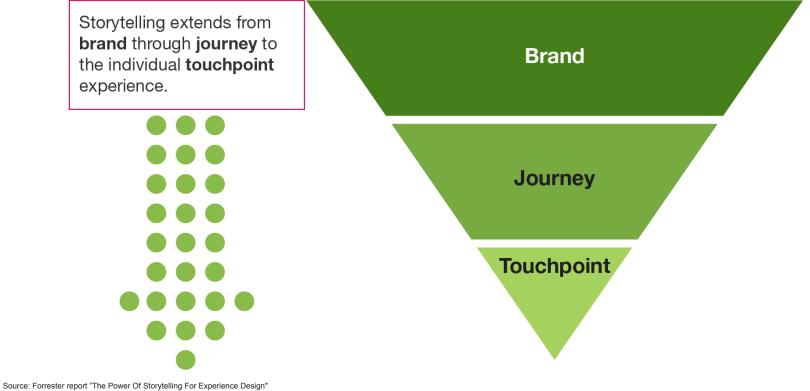
Emotion is complex and nuanced.

The emotional arc extends beyond the core of the journey.

Designing Stories Into Experiences



Storytelling extends from brand to touchpoints



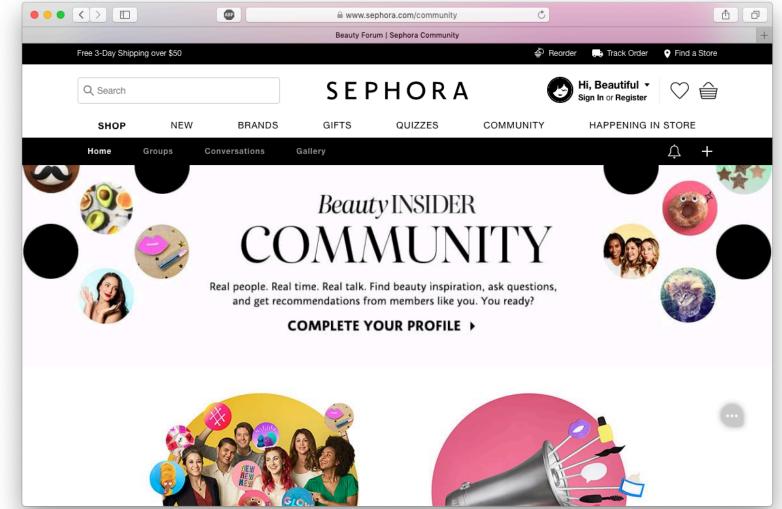
Use a storytelling toolkit

Logline	A central idea with inherent tension, expressed as a short sentence with four parts.
Story spline	A high-level structure based on a classic formula.
Moments	The interactions that move the experience along.

Define your central idea using a logline Statement or question

A logline contains four elements

Protagonist	The hero of the story — the customer you intend to serve
Antagonist	The tension or problem that the protagonist is struggling to resolve
Goal	What the protagonist wants to achieve — from macro-aspirations to tactical ones
Means	What needs to happen for the protagonist to overcome the antagonist and achieve the goal



A logline example: Sephora

Protagonist Teenage girls of all ages . . .

Antagonist ... overcome feelings of intimidation ...

Goal ... to feel beautiful and empowered ...

Means . . . through a sense of control and play.

Design the structure of the experience based on a story spline

Pixar's Story Spline Format

Story spline	What it means
Once upon a time	Introduces the characters
And every day	Defines the normal state or context
Until one day	An inciting incident takes place
And because of this	The pursuit of some goal is initiated
And then because of this	There's a reaction to some event that happens along the way
Until finally	The moment of truth
And ever since that day	The future, changed state

Source: Forrester report "The Power Of Storytelling For Experience Design" (adapted from Aerogram Studio) © 2019 Forrester. Reproduction Prohibited.

A hypothetical Sephora story spline

Story spline	Identifying the white space	Designing Sephora's happy path
Once upon a time	There was a teenage girl searching for ways to express her identity.	There was a teenage girl searching for ways to express her identity.
And every day	She felt intimidated when she went into a department store to look at makeup.	She felt intimidated when she went into a department store to look at makeup.
Until one day	She went into a department store and encountered a sales associate who made her feel particularly uncomfortable.	She went into a Sephora store and felt welcome to browse and play without judgment or pressure.
And because of this	She left and never returned.	She felt free to try new products.
And then because of this		She kept going back to experiment with different looks.
Until finally	A spline that doesn't reach a satisfactory final state reveals opportunity for improvement.	She looked in the mirror and recognized herself.
And ever since that day		She goes to Sephora whenever she's feeling down or just wants to have fun.

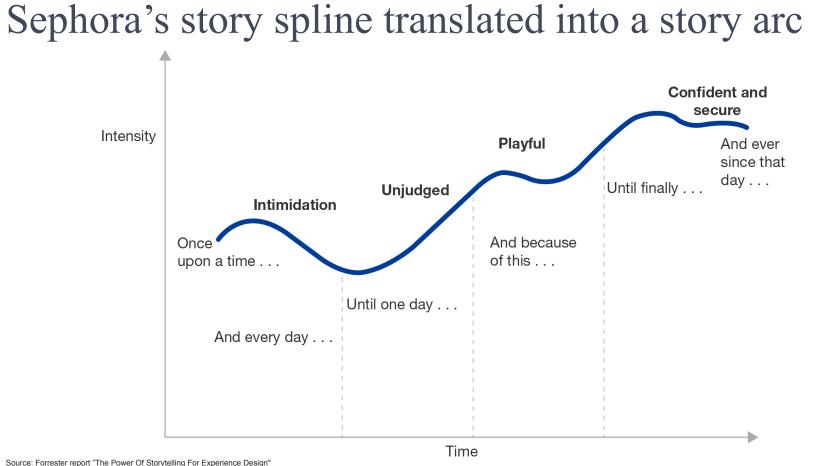
Source: Forrester report "The Power Of Storytelling For Experience Design" © 2019 Forrester. Reproduction Prohibited.

Align moments with the story arc Statement or question

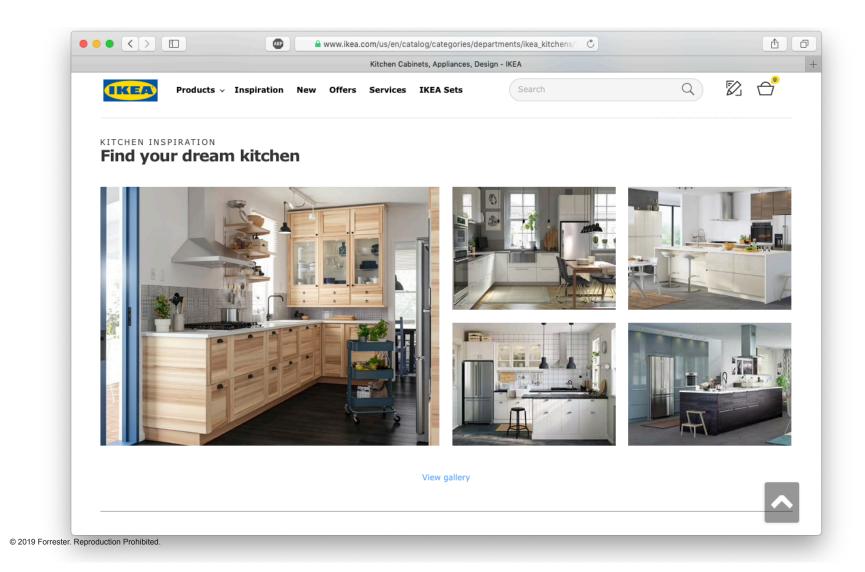
The six archetypal story arcs



Source: Forrester report "The Power Of Storytelling For Experience Design" © 2019 Forrester. Reproduction Prohibited.



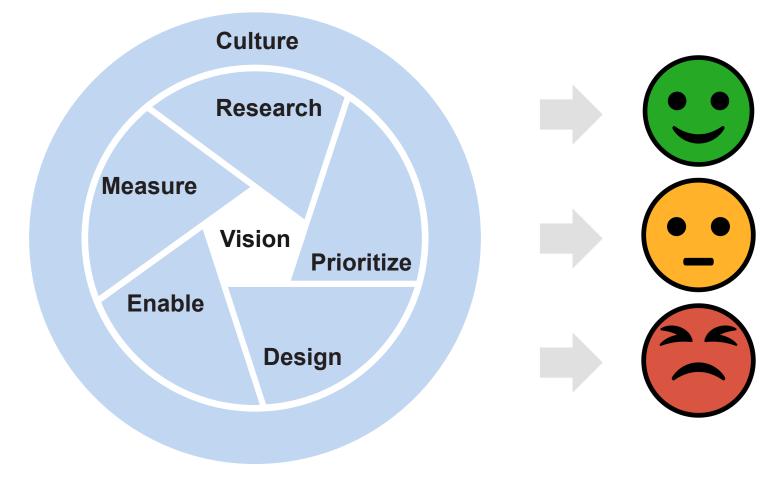
Source: Forrester report "The Power Of Storytelling For Experience Design" © 2019 Forrester. Reproduction Prohibited.



Stories happen at multiple levels, from brand to touchpoint. Your customer wants to resolve a tension and achieve a goal. Your brand can be the means to resolution and achievement.

How To Achieve The Right CX Reliably

CX management Statement or question



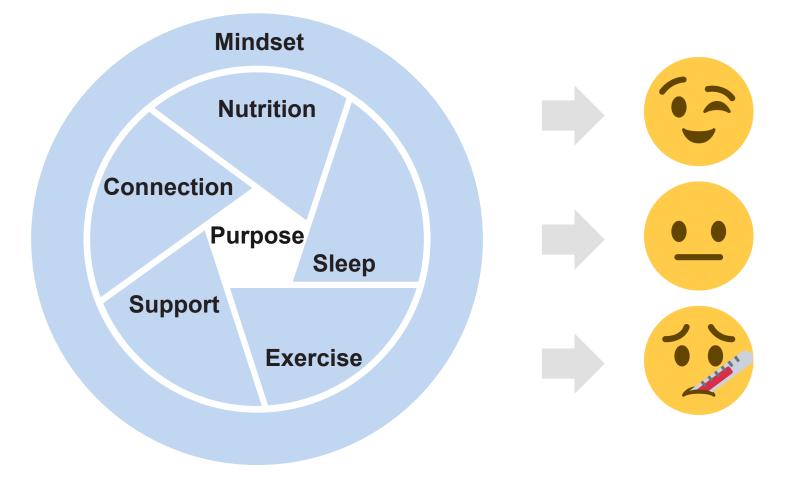


"Culture is what people do when no one is looking."

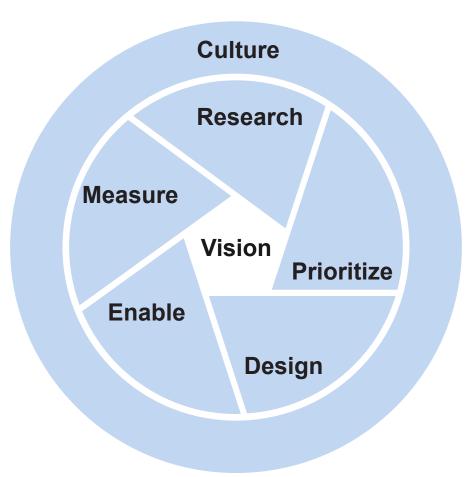
— Herb Kelleher (former CEO, Southwest Airlines)



CX management is to CX quality as lifestyle is to well-being.



CX management requires rigor, cadence, coordination, and accountability.



For great CX, brands must master six essential CX competencies. Reliably great CX requires disciplined practice of competencies. Disciplined practice of the CX competencies is CX management.

"We are what we repeatedly do. Experience excellence, then, is not an act, but a habit."

Thank You

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