SHIP MOBILESPARKS 2014

On Mobile Engagement

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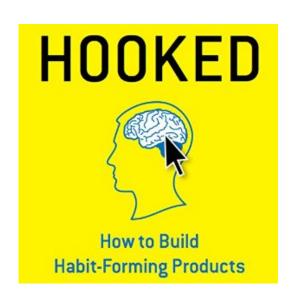
Attention (Deficit?) Economy

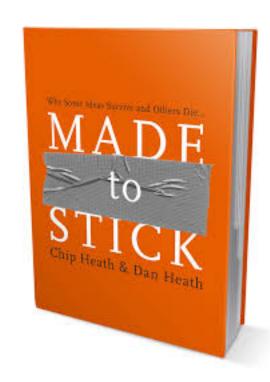
 More than 75% of mobile apps that are downloaded are not even opened once!

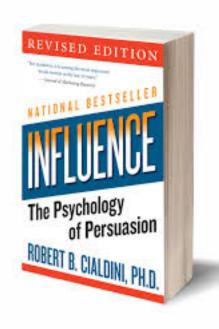
 Attention span is now down from 12 seconds to 8 seconds.

 User is bombarded for 4-5K "marketing" messages a day.

3 Influence and Engagement Models







The Hook Model



HOOKED



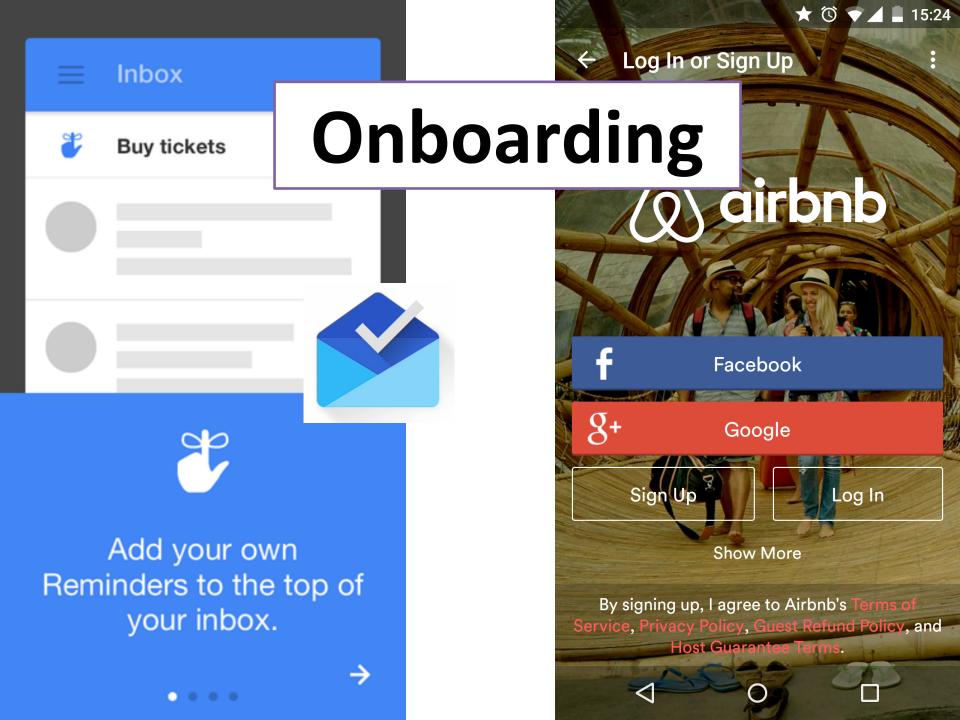
NIR EYAL

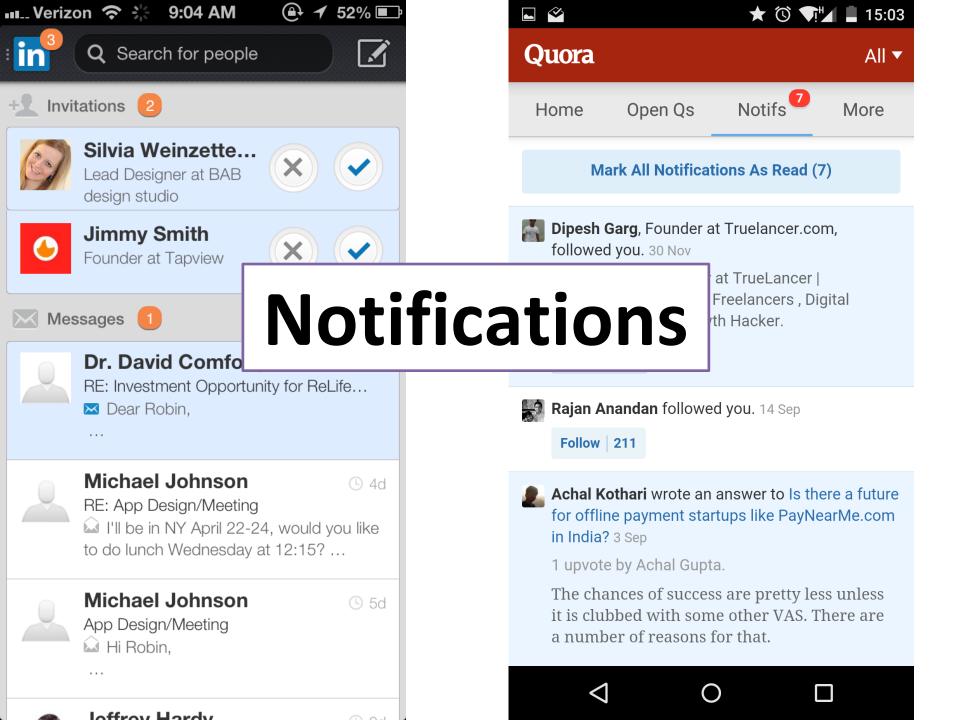
Elements Affecting Engagement

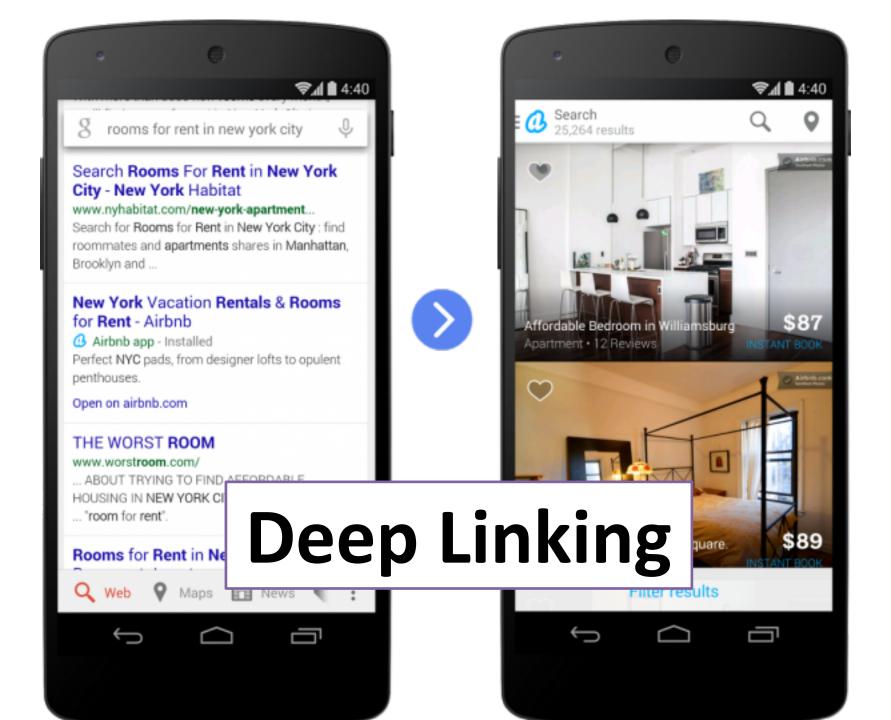
- Context
 - Sensors
- Emotions
 - Triggers, Feelings
- Motivation
- Action
 - Capability and Ease of Implementation
- Loyalty or Stickiness

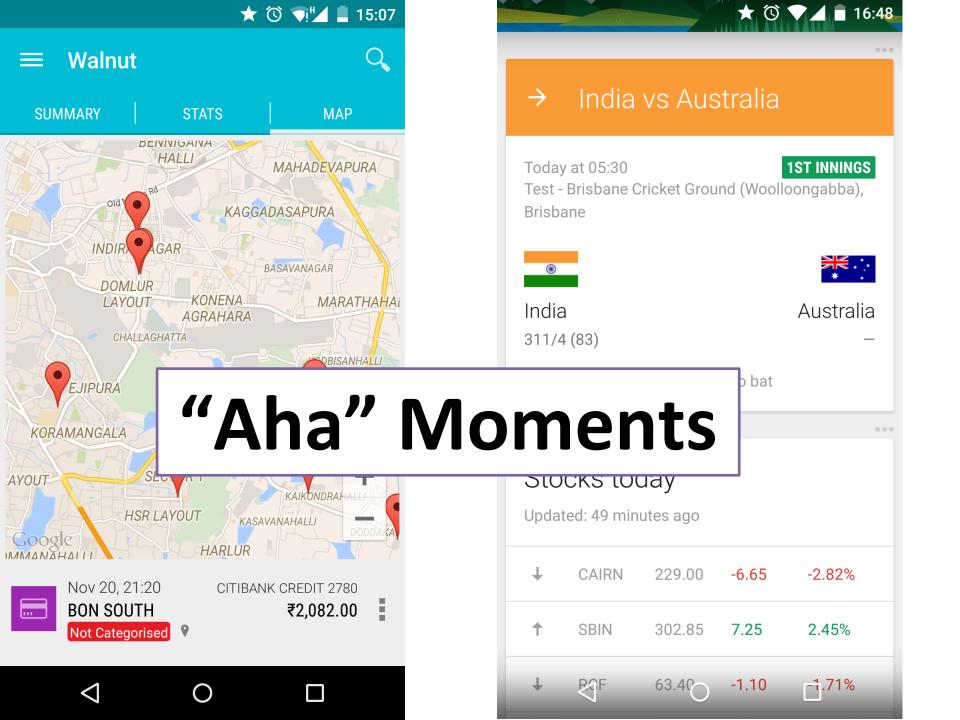
Engagement and Retention

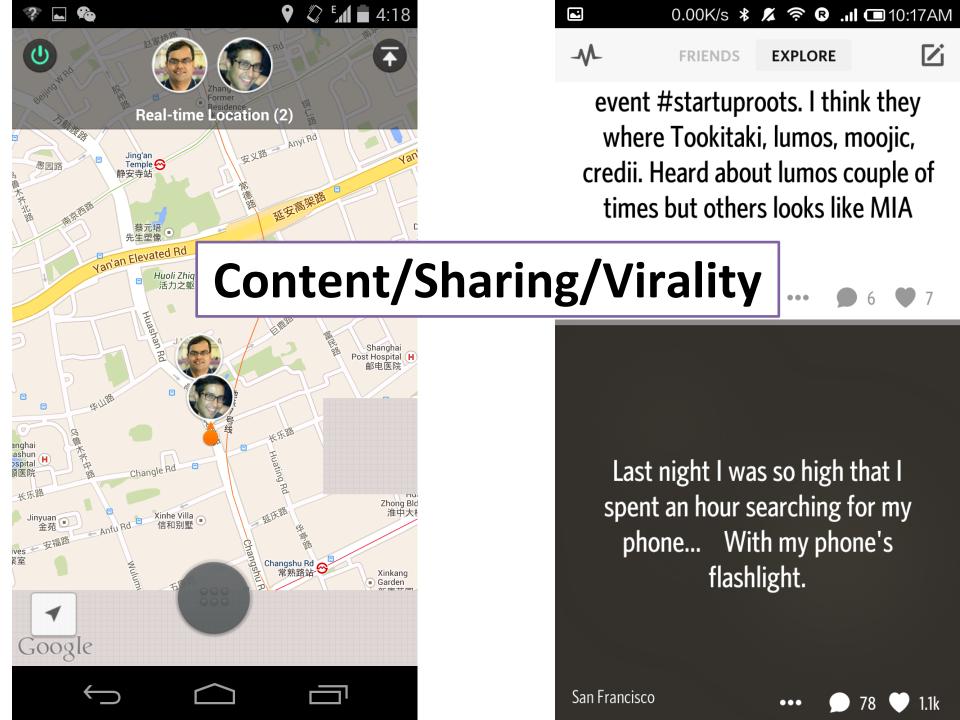
- Onboarding Flow
- Mobile CRM
- Distribution through Deep Linking & Chat
- "Aha" moments
- Content, Sharing and Virality





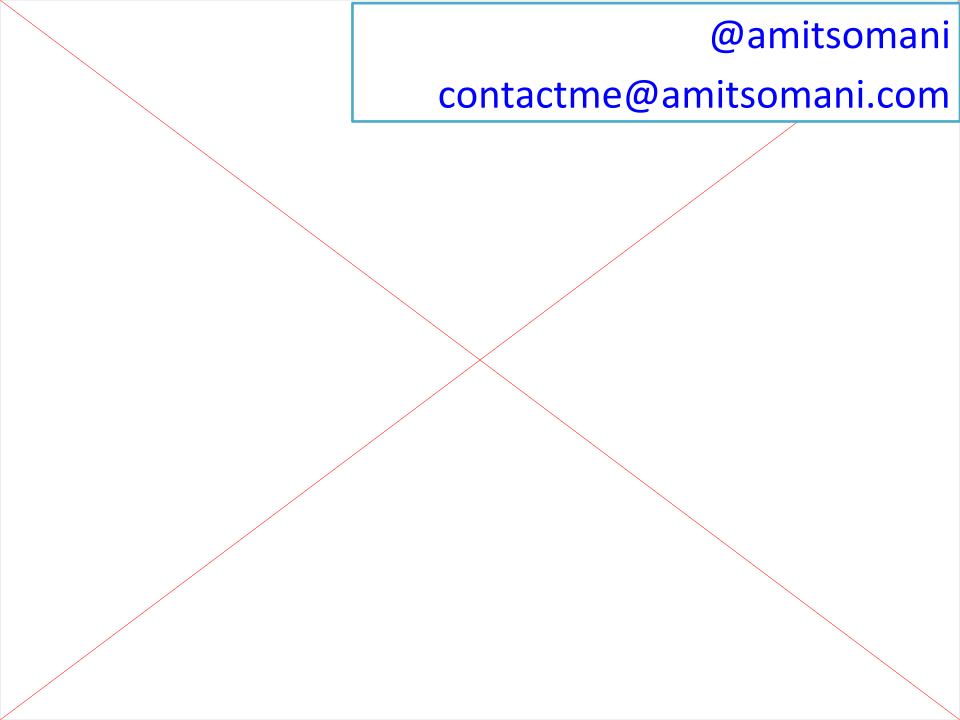






Net: Focus on the User

- Where?
- Mindset?
- Emotion?
- Need/Want?
- Their natural response be?
- Implicit or explicit 'trigger'?
- Does your product solve their problem?



Engagement by Product Stage

Domination

- ++ User Investment
- ++ Sharing, Virality

++ NPS

- Pre- Product/Market Fit
- ✓ Induction/Trial
- ✓ Session Time







+ Time Between Sessions

Simplest Way to Measure

- Cohort analysis
- 1-, 7- and 30-day retention

Image credit: pando.com