Vodafone 2011 VCA Redesign **Customer Experience Baseline & Goals**

Debora Deitel, Senior Design Strategist & Researcher.

1 2





Experience Architecture Team May 2011 | Version

This document describes the current state of the customer experience on the Vodafone Website (VCA) and sets a baseline against which design improvements may be measured.

Qualitative research was conducted to establish the 'current state' or baseline.

Targets were set based on 'best practice' and current state.

16 May 2011

VCA Redesign Success Metrics: Experience Goals

Increase Goal Attainment

Increase the ease at which customers research, select, buy and manage their mobile plans and devices on Vodafone.com.au

Increase customer confidence

Improve customers' confidence in decisions made, actions taken and advice received on Vodafone.com.au

Increase Net Promotor Score

Increase the customer's propensity to recommend Vodafone to family and friends through the enablement of the above.

16 May 2011

VCA Redesign Success Metrics Methodology

Customers completed 7 basic tasks on the current site. They were then asked to rate their experience as described below.

	Question asked	Response scale	Influencers			
Ease of Goal Attainment	How easy was it to find what you were looking for?	 Very Difficult/Difficult Somewhat Easy Very Easy 	Navigation, design, lan naming, interaction flo cognitive matching, a customer issues.			
Confidence in content	How confident are you that you chose the right product or understand the information?	 No Confidence/Not Confident Somewhat Confident Very Easy 	Content quality, single consistency, easy to u lack of clutter, integrat self-serve, integrated c			
Propensity to Recommend (NPS)	How likely are you to recommend Vodafone to family and friends?	NPS scale 1-10	It's easy for customers they were looking for. Customers feel confid decisions they've mad information they've re			

10 customers, 5-8 questions asked of each for a total of 50 responses.

anguage, Tow, IA, speed, anticipation of

le voice, tone, understand, ated self-care, d design.

ers to find what or.

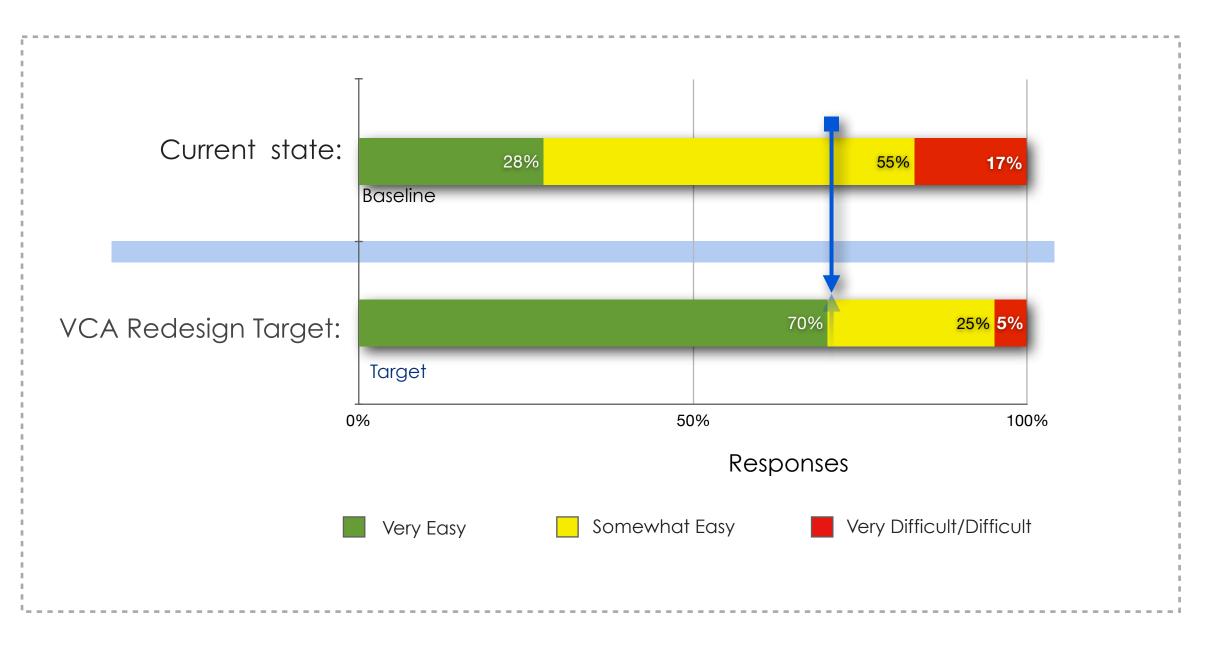
ident in the ade or with the received.

VCA Redesign Success Metrics Tasks measured

- 1. Finding & choosing a mobile (device)
- 2. Finding & choosing a prepaid plan
- 3. Finding & choosing an MBB plan
- 4. Finding & choosing a prepaid SIM
- 5. How to unlock one's phone from the network
- 6. How to change one's voicemail password
- 7. Finding out if international roaming is enabled and costs

VCA Redesign Success Metrics: Current State & Redesign Targets

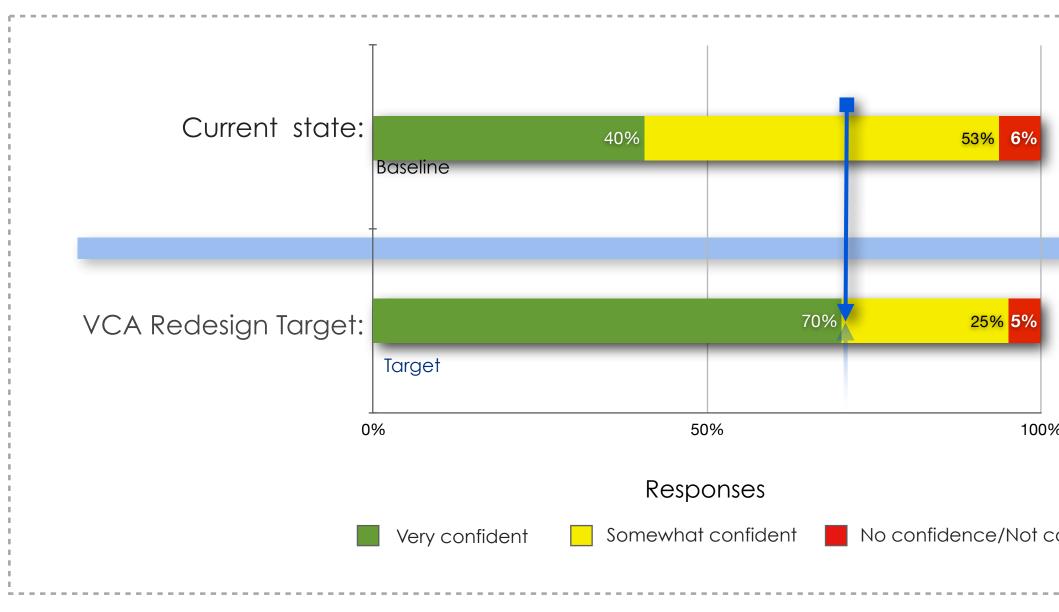
• Current state of **Goal Attainment** across all 7 tasks:





VCA Redesign Success Metrics: Current State & Redesign Targets

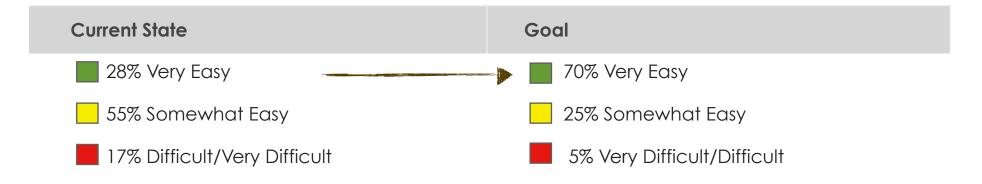
• Current state of **Confidence in content** on Vodafone.com.au:



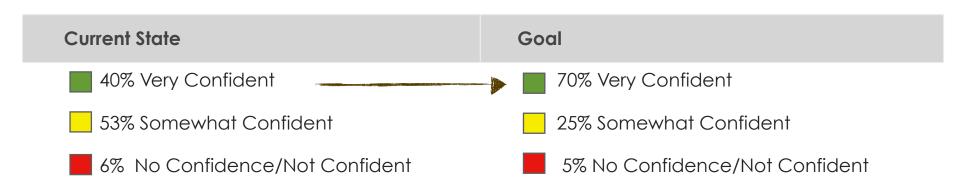
	-	_	_	_	_	_	_	_	_	_	_	_	-	
													÷	
													÷,	
													- i	
													1	
													1	
													1	
													÷	
													÷	
													1	
													1	
													1	
													÷	
													÷	
													÷.	
													1	
													1	
													1	
													÷	
													÷,	
													÷	
													- i	
													1	
													1	
^													1	
%)													
													÷	
													- i	
													1	
													1	
													1	
												1		
~/	Зr	٦f	ic	42	2	<u>.</u>	ŀ						÷	
-(וכ	П	IC	Jt		I							÷	
													÷,	
													- i	
	-												2	
		_	_	_	_	_	_	_	_	_	_	_	_	

VCA Redesign Success Metrics: Targets in another format

• Increase Ease of Goal Attainment

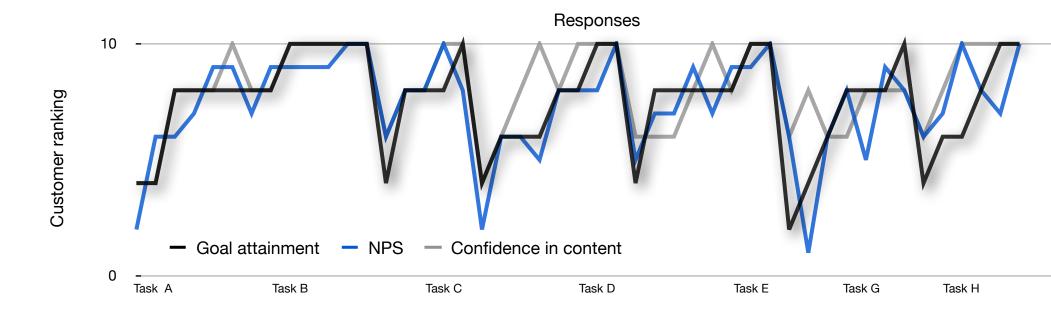


Increase Confidence in the Content



VCA Redesign Success Metrics: Goal attainment, Confidence &

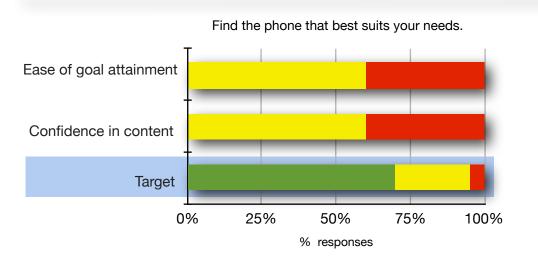
- NPS correlates directly (.85) with the customers' rating of 'Ease of goal attainment' and 'Confidence in the content.'
- Increasing "Ease of goal attainment" and "Confidence in the content" will positively impact NPS.



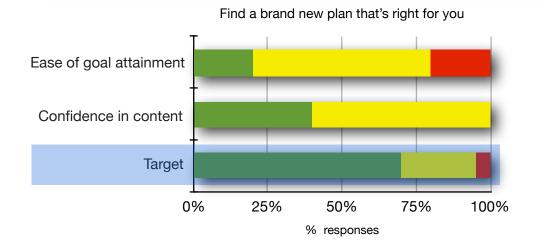


VCA Redesign Success Metrics: Current state & targets

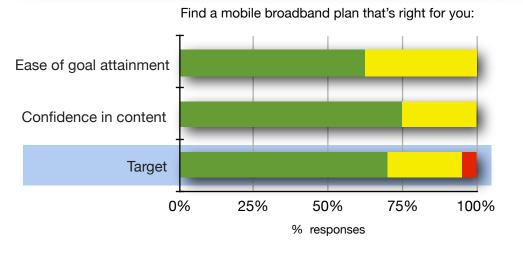
Finding & choosing a device



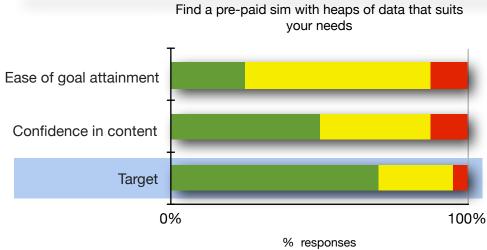
Finding & choosing a new postpaid plan



Finding & choosing an MBB plan



Finding & choosing a prepaid sim





Very easy/ Very confident



Somewhat easy/ Somewhat confident

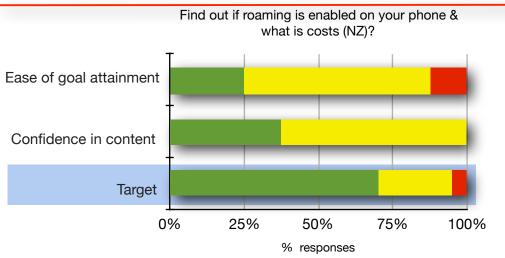


Very difficult/difficult -No confidence/not confident

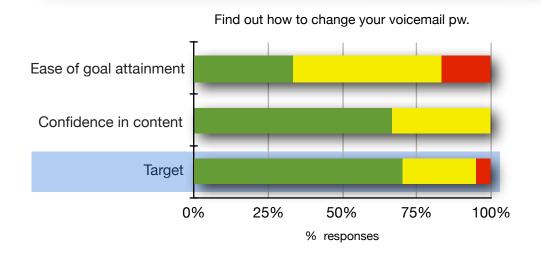


VCA Redesign Success Metrics: Current state & targets by task

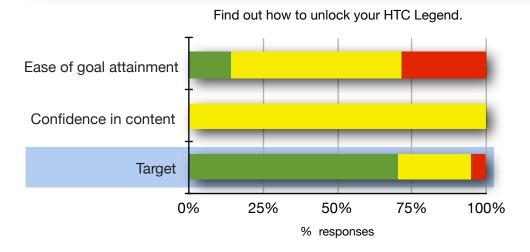
Finding out if roaming is enabled & potential costs

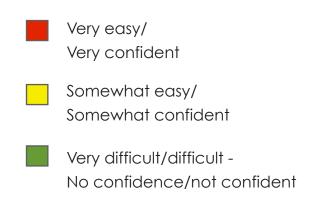


Changing one's voicemail password









16 May 2011

Quick wins: What did customers want?

- Fix the store comparison tool.
- Product and device pages need improvement.
- Improve support content as it relates to roaming costs
- Automate unlocking through better self-help content
- Customers want to hold a device before purchase.
- Integrate the purchase/research experience.

Appendix

Experience Architecture Team 2011 | Version 1.0



Raw data

	Basta	Very	Somewhat	Very Eany/		-		may	votes				-	
	Scale:	Very Difficult- Difficult/ No Confidence Not Confident	Somewhat Easy/ Somewhat Confident	Very Confident	1	2	3	4	5	6	7	8	9	10
Device	Task:											_		
p=5	Goal attainment	40%	60%	0%	0	2	0	3	0	_	_	_		_
	Confidence in content	40%	60%	0%	0	2	0	3	0	-		-		_
	Target	5%	25%	70%	0	1	0	0	0	2	1	0	1	(
мвв														
-	Goal attainment	0%	38%	63%	0	0	0	3	5		-	-		_
8=q	Confidence in content Target	0% 5%	25% 25%	75% 70%	0	0	0	2	6	0	1	0	5	2
Postpaid														
0100	Goal attainment	20%	60%	20%	0	1	0	3	1	_		_		_
p=5	Confidence in content Target	0% 5%	60% 25%	40% 70%	0	0	1	2	2	1	0	3	o	1
	Prepaid													
	Goal attainment	13%	63%	25%	0	1	3	2	2	- 1				
p=8	Confidence in content	13%	38%	50%	0	1	1	2	- 4					
	Target	5%	25%	70%	0	1	0	0	1	2	0	3	0	1
Roaming														
	Goal attainment	13%	63%	25%	0	1	0	5	5	-	-	-		_
p=8	Confidence in content Target	0% 5%	63% 25%	38% 70%	0	0	3	2	3	0	3	0	3	1
Unlock	Goal attainment	29%	57%	14%		1	1	3	1					
p=7	Confidence in content Target	0% 5%	100%	0% 70%	0	0	3	4	0	2	0	2	1	1
	Larget	979	2979	70%		0	0	.0		2	0	2		
Voicemail	Goal attainment	17%	50%	33%	0	1	2	1	2					
p=6	Confidence in content	0%	33%	67%	0	0	1	1	4					_
p=0	Target	5%	25%	70%	0	0	o	ò	ò	1	2	1	0	2
Total	Goal attainment	17%	55%	28%	1	7	6	20	13	0	0	0	0	0
	Confidence in content	6%	53%	40%	0	3	9	16	19	0	0	0	0	0
	Target	5%	25%	70%	1	2	0	0	3	8	7	9	10	8