# **UX MATTERS**

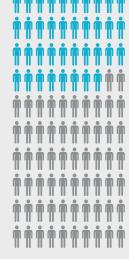
\$1 spent on UX = **\$2** to **\$300** in return<sup>1</sup>

### **USER EXPERIENCE**



Judgment of website credibility are 75% based on website's overall design<sup>2</sup>

38% of people will stop engaging with a website if the layout is unattractive<sup>3</sup>



Without quality **personas** to base requirements on teams will loose out on up to 4x the return4

# **Wireframing**<sup>5</sup>



**50%** more

accurate estimate for build time and cost



80% reduced requests for clarification by development team



25% reduced rework and bug fixes post-launch

**70%** of projects **fail** due to lack of user exceptance<sup>6</sup>



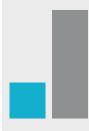
## **CUSTOMER EXPERIENCE**

86% of customers quit doing business with a company because of a **bad** customer experience<sup>7</sup>



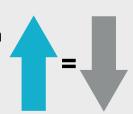
85% would pay up to 25% more to ensure a superior customer experience8

Companies that prioritize the customer experience generate **60%** higher profits than their competitors9



10% increase in customer retention levels results in 30% increase in the value of the company<sup>10</sup>

2% increase in customer retention has the same effect as a 10% decrease in cost11





**Satisfied** customers tell ? people how happy they are VS dissatisfied customers tell 22 people about their bad experiences<sup>12</sup>



Companies that outpace their competitors in Customer Experience have 50% more engaged employees<sup>13</sup>

Highly engaged employees are 33x more likely to do something good for the company—even if not expected14

### **MOBILE**

94% of smart phone users look for local info on their phone<sup>15</sup>





61% of consumers have a **higher opinion** of companies that provide a positive mobile experience<sup>16</sup>

52% of users said that a **bad** mobile experience made them less likely to engage with a company<sup>17</sup>

61% of users said that if they didn't find what they were looking for right away on a mobile site, they'd quickly move on to another site<sup>18</sup>



90% of smart phone users take action, such as contacting a business or making a purchase<sup>19</sup>

**67%** of users are more likely to buy from a mobile-friendly site<sup>20</sup>



**60%** of consumers use **mobile** exclusively to make purchase decissions<sup>21</sup>

An ecommerce site where product pages were optimized for mobiles saw:<sup>2</sup>



30% increase in sales



50% decrease in bounce rate



70% increase in quantity of products sold

By 2020, customer experience will overtake price and product as the key brand differentiators<sup>23</sup>

2/3/16/17/19/35 https://www.webpagef userexperience-matters-marketing/ ebpagefx.com/blog/marketing/ 4 Forest Research. ROI of personas (2010).

5 Designing for Success: Creating Business Value with Mobile User Experiences (UX) (2014)

6 Rich Internet Application Errors to Avoid, Forrester

12 White House Office of Consumer Affairs

7 Customer Experience Impact Report by Harris Interactive/ RightNow, 2010

8 Harris Interactive/RightNow. Techcrunch. Satmetrix. SNI. Kagan 9/11 Leading on the Edge of Chaos, Emmet Murphy & Mark Murphy

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