CSE 403

Customers and Users (AARRR: A Pirate's Approach)



Announcements

- 12/03 release?
 - Send TA and instructor information via email -- release notes, status report
- Final on 12/07
- 12/08 release:
 - Release notes, write up due on 12/08 at 11:59p
 - Okay if presentation deck isn't in until 12/09 at 11:59p
- Presentations on 12/10, 8:30a-10:20a in ARCH 160
- See Wednesday's lecture slides for details

Customers vs. Users/Visitors

- Users and visitors are people who user your product
- Customers pay you money
- In a world where things are "free," we sometimes forget the difference
- What is the cost of free?
- Free --> ad supported? The customer is the advertiser
- If it's free, then you are the "product" not the customer

Why customers matter to software engineering

- If you aren't getting paid, you probably won't survive
- Being a successful software engineer requires you to have some understanding of the customer
- Sales, marketing, and customer relationships are increasingly part of a software product
- Sales, marketing, customer relationships are increasingly becoming engineering disciplines
- If you don't have customers, the greatest software might be (sadly) irrelevant

Customers and Users (for consumer applications)

AARRR!* (A pirate's approach to customers)

- Acquisition: users come to site from various channels
- Activation: users enjoy first visit <u>visit</u>: <u>"happy"</u> experience
- Retention: users come b **AARRR!**
- Referral: users like product enough to read others
- **Revenue**: users conduct some monetization behaviour

*Coined by Dave McClure





Pirates? What?



- Approach started off as "non-traditional"/renegade
- The Internet was a new medium -- old rules don't apply?
- Old school marketing, PR, broadcast, passive: Still alive but impacted
- ...but pirate's approach now coming into the mainstream
- Merging with mainstream...but nonetheless, still uncharted territory

Acquisition

Acquisition

- Getting new users to your site
- Branding and messaging
- Pirate (Scrappy): SEO, SEM (e.g. Google adwords), social media (Facebook marketing), affiliate marketing, email
- Non-pirate: traditional marketing, PR, advertising,...



Landing page



Search Engine Optimization (SEO)

- "Free" traffic from search engines, delivered through the "organic" search results (as opposed to the paid search results)
- Get the search engines to crawl and index your pages and deliver high (organic) "SERPs"
- Write good content, good html, good urls
- Keyword planning
- Page Rank: Build links to your site to get authority and higher SERPs
- Internal link strategies(?)
- Synergistic tools (analytics, adsense, adwords, webmaster, plus)
- "White hat" vs. "Black hat" tactics

Search Engine Marketing (SEM)

- Advertisers buy keywords "from" the search engines -- words searchers use at search engines
- They write advertising *creatives* (words, graphics, videos) to be displayed as a search result
- Advertisers pay when the ad is clicked on
- Also used for "display" advertising, using keywords as a heuristic (less effective)

Online (display) advertising



Digression: online advertising

- A content provider has advertising inventory to sell
- An advertiser buys that inventory to place an *advertisement*
- A creative is the content created for the advertiser to be filled in the inventory (the "ad")
- A content provider can sell inventory directly to advertisers but usually does so through an ad network/broker
- Google brokers inventory between content providers and advertisers through Adsense (and other networks)

Advertising inventory

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Ad examples



Ad examples



Online advertising mechanics

- Form factors
 - Text ads vs. Display ads (images, videos)
 - Sizes and shapes (banners, skyscrapers, 300×250)
- When you pay (advertisers)/get paid (content providers)
 - Cost per click (CPC)
 - Cost per thousand of impressions (CPM) -- "M" == I thousand
 - Cost per action (CPA) -- not so common
- How ads are priced -- fixed vs. auction
- Click through rate -- # times ad is clicked / # times ad is displayed

Online advertising basics

- Unlike previous media, online advertising is highly measurable
- Demographic, psychographic, intent-based, temporal targeting possible
- Analytical tools available to reason about ad effectiveness
- Ad buyers (advertisers): Ad planning, creation, analytics, optimization
- Ad inventory sellers (content providers): Create inventory, find advertisers, analytics
- Ad brokers: Match up advertisers and ad inventory in the most effective way possible (effective for advertisers, content providers, and self)
- Rapidly changing! Facebook will probably be a large (the largest) advertising broker on the web/in the world(!?)

How expensive is advertising?

- Widely varying depending on the value, quality of the inventory, quality of the audience, specificity of the audience
- Cheap ads -- .40 CPM
- Targeted search ads -- 100 CPM
- Targeted nonprofit display ad -- \$3-5/click
- Depends on the value of what you are converting for -- "mesothelioma lawyer new york" are expensive
- Prime time TV ads: ~20CPM: 30 second commercial reaching 10MM views costs \$200,000 (e.g. Two and a Half Men, CSI)
- Question: If a Superbowl ad costs \$2 million and reaches 100 million people, what's the CPM? Is this a good deal?

Acquisition

Example Marketing Channels

disclaimer: estimates of vol, cost/user, time & effort are subjective - actual costs are dependent on your specific business

Channel	Volume	Cost/user	Time to implement	Mktg Effort	Prod Effort
Viral / Referral	depends on CTA; size of accessible social networks / # users	low/zero	Low for FB social networks; med/hi for normal sites	low	low/med
Email	depends on CTA, size of your house lists, email signups	low/med	Low	low/med	low/med (med = create templates
Blogs / Bloggers	Depends on # blogs in your segment, competitive scenario	low/med	Low (if just you blogging); med (if you're setting up big CMS / evangelizing to other bloggers)	low/med	low/zero (med = CMS, prof design
SEO	depends on your keywords	Low/zero	Medium (depends on your search geeks)	low/zero	med/hi
SEM	depends on your keywords	Depends	Low/med (depends on your marketing)	Low/med	low/med (landing pages = med)
Contest	small unless big prize \$ (don't, keep it under \$5K)	low/med	low/med (depends on contest, site, campaign)	Med	low/zero (med = prof contest site
Widget	Depends on CTA; size of accessible sites, level of adoption + bloggers	low/med	Low/med	med	med/hi (depends on complexity)
domains	depends on keywords, domain costs	depends	low	low	Low (redirects/co-brand
PR	depends on your business & audience & news	Med/hi	medium (develop story, build contacts)	med	low/zero
Biz Dev / Partner	depends on partner, size of customer base, conversion	med-high	med/hi (capture metrics, generate reports)	Med/hi	med/hi (reports, co-branding)
Affiliate / Lead Gen	depends on economics	Med/hi	med/hi (need to build affiliate program, capture metrics, generated reports)	med/hi	med/hi (depends on rqd tracking & reporting)
Direct / radio	depends on geography	Med/hi	medium	Med/hi	low/zero
Telemkte	depends on target demographics	med-high	med-high	High	low/zero if no system; Med/hi if integrated SFA
TV	Potentially large (if you spend)	High	Med-high	High	Med/hi (production cost

Acquisition

Example

disclaimer: estimates of vol, cost/user, time

Channel	Volume	
Viral / Referral	depends on CTA; size of accessible social networks / # users	
Email	depends on CTA, size of your house lists, email signups	
Blogs / Bloggers	Depends on # blogs in your segment, competitive scenario	
SEO	depends on your keywords	
SEM	depends on your keywords	
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High

Med-

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Email	depends on CTA, size of your house lists, email signups	low/med
Blogs / Bloggers	Depends on # blogs in your segment, competitive scenario	low/med
SEO	depends on your keywords	Low/zero
SEM	depends on your keywords	Depends
Contest	small unless big prize \$ (don't, keep it under \$5K)	low/med
Widget	Depends on CTA; size of accessible sites, level of adoption + bloggers	low/med
domains	depends on keywords, domain costs	depends
PR	depends on your business & audience & news	Med/hi
Biz Dev / Partner	depends on partner, size of customer base, conversion	med-high
Affiliate / Lead	High Med/hi (production cost)	Med/hi

Activation

Activation

- Once users are on your site (Acquisition), what do you want them to do?
- Get first time users to do something
- Create an awesome first time experience
- Click on a link, register, give an email address, make a donation, leave a comment, buy something
- Create channel specific landing pages
- Be clear about who you are, what you do, what's in it for the visitor

Ad -> Landing Page -> Conversion

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Is it worth it? ("Funnel Analysis")

- Ad costs 10 CPM
- Click through rate is 1%
- Conversion to insurance policy is .1% of clicks
- Value of a policy is \$500 (guestimate)
- 1,000,000 page views costs \$10,000
- I,000,000 page views == 10,000 clicks == 10 policies == \$10,000/10 policies == \$1000/policy
- If cost is \$1000 for a policy worth \$500, it's probably not worth it

Is it worth it? What are you converting for?



Is it worth it? What are you converting for?



Is it worth it? What are you converting for?



Home page is a landing page: What do you want a visitor to do, feel, think?



Home page is a landing page:What are you converting for?

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What are you converting for?



Less is more.



Something Sucks. Find It. KILL It.

- **STOP** ADDING FEATURES.
- Find the ONE THING that users LOVE.
- How to figure out? TAKE. SHIT. AWAY.
- When they SCREAM, you've FOUND it.
- Then Bring it Back... Only Better.
- Tip: KILL a Feature Every Week.



Retention

Retention

- Will a first time visitor come back?
- Why? What's compelling?
- How can you prod them? (email, social media, advertising)
- What should they do if they do come back?
- Create an awesome experience
Retention



584,000,000 (of ~1 billion) users login every day

More than 40% of users logged in 6 past 7 days

Retention: Your projects

- Bulletin
- Instafeed
- Change My Mood
- Full House
- Tile to the Top
- Event Hub

Referral

Referral

- Get users to tell others about your product
- Key to viral growth
- Mechanisms: Email, social media, widgets, affiliates
- Works only if you have delighted user?

Viral growth

- Holy grail of social media marketing
- If you can acquire one new user, can he/she convince more than one new user to sign up?
- If so, you have viral, exponential, cost-free growth
- Sort of like a Ponzi (pyramid) scheme but

Viral, exponential growth

- Given an new user
- What's the percentage of users that will invite others? (X)
- On average, how many will they invite? (Y)
- What percentage likelihood these people will join? (Z)
- If X*Y*Z > I, you've gone viral!
- "MBA math!"

Viral equation



If X *Y * Z is > I, you've gone viral
If t is the number of days to complete the cycle,
(X*Y *Z)^(365/t) = annual multiplier

Viral growth example

- Joe joins
- There's a 10% chance he'll invite (X)
- …on average 100 friends to join (Y)
- There's a 15% chance they will join (Z)
- 10% X 100 X 15% = 1.5 --> we've gone viral!
- The "cycle time" (time between the time Joe joins and his invitees join) matters too -- sort of like compound interest
- If cycle time is 90 days, Joe generates 1.5⁴ ~= 5 new users a year

Revenue

Revenue

- Advertising
- Commerce (including playing the "middleman")
- Subscriptions (subset of commerce?)

Advertising



Commerce



Subscription



Aside: Delighting customers



http://www.youtube.com/watch?v=ZUG9qYTJMsI

AARRR! (A pirate's approach to customers)

- Acquisition: users come to site from various channels
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- Retention: users come b: **AARRR!***
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*Coined by Dave McClure





What's this have to do with software engineering?

- Being a successful software engineer requires you to have some understanding of the customer
- Sales, marketing, customer relationships are becoming intrinsically part of the software product
- Sales, marketing, customer relationships are increasingly becoming software engineering disciplines

"Software is eating the world."



- Customers are important
- AARRR! The pirate approach (Acquisition, Activation, Retention, Referral, Revenue)
- Sales, marketing, and customer support are increasingly part of the software and increasingly driven by engineers
- <u>http://www.slideshare.net/dmc500hats/startup-</u> metrics-for-pirates-sept-2012