

Workshop 3 - Knowing your customer



Scottish Enterprise

Green Heat
Accelerator

Powered by **CLT** CARBON
LIMITING
TECHNOLOGIES



2nd November 2022

Understanding your users

- *Nov 2nd*
- Marie Geneste
- Marie@theccollective.com

14:00	Intros & Ice breaker
14:10	Psychological barriers to climate action
14:30	Methods to understand your users
15:00	BREAK
15:05	Persona mapping
15:25	User journey mapping
15:45	Other research methods
15:50	Next steps

My background

CLT associate with 15y experience in international **marketing, user experience and sales**

Circular economy consultant

Worked with blue-chip and start-up organisations, B2B / B2C

Founded the C Collective to focus only on organisations with positive social and environment impact

marie@theccollective.com



The UK Passive House Organisation



Introductions & expectations

- >Your business elevator pitch
- >Business stage
- >Expectations





Understanding your users

The Attitude - behaviours gap in sustainable consumption



- Overall in G20 countries, 83% of people want to do more to protect and restore nature (Global commons Aug 21)
- But the reality of market shares of sustainable products shows a huge gap



2021
share of organic products in food
market:

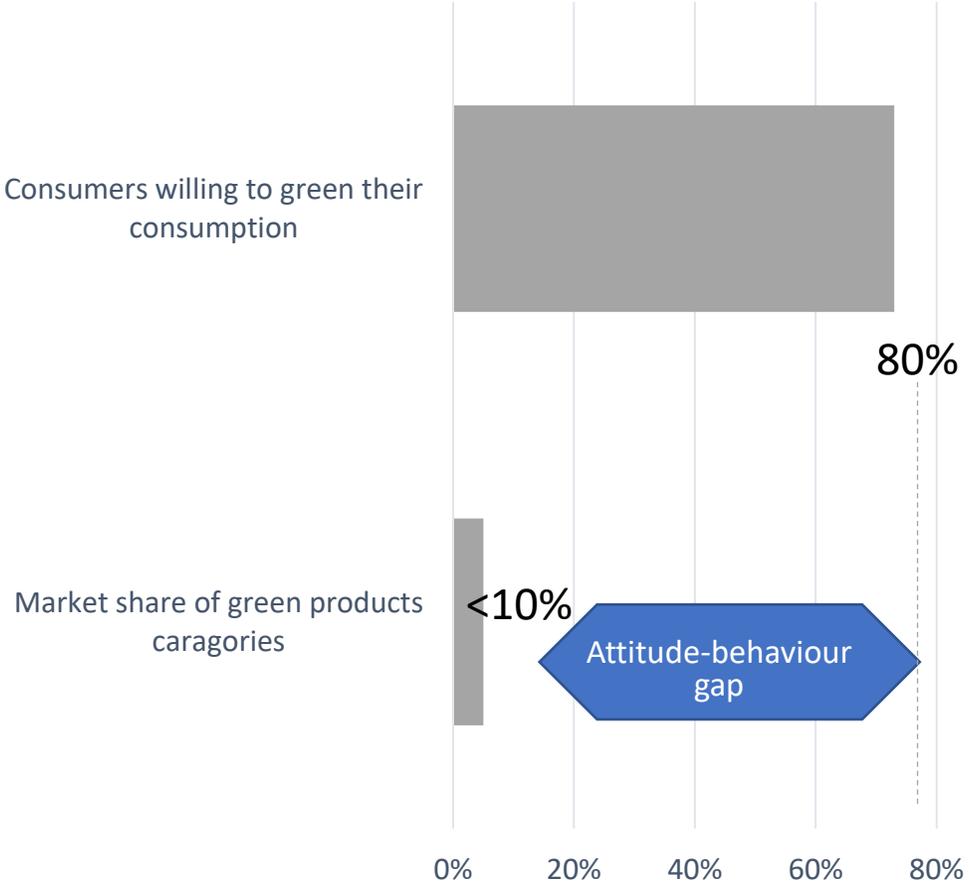
1.8%



2021 – Share of electric cars (BEV)
sales

11.6%

Attitudes vs market share - green products/services consumption



We need to bridge that gap by scaling your solutions

WHY is the gap so wide? Because you're only selling to humans



- Your buyers' daily behaviours are rooted in ancient biology
- **Evolutionary psychology** highlights 5 ancestral forces at play



SELF-INTEREST



SHORT-TERMISM



DISREGARD OF RISK
YOU CAN'T SEE



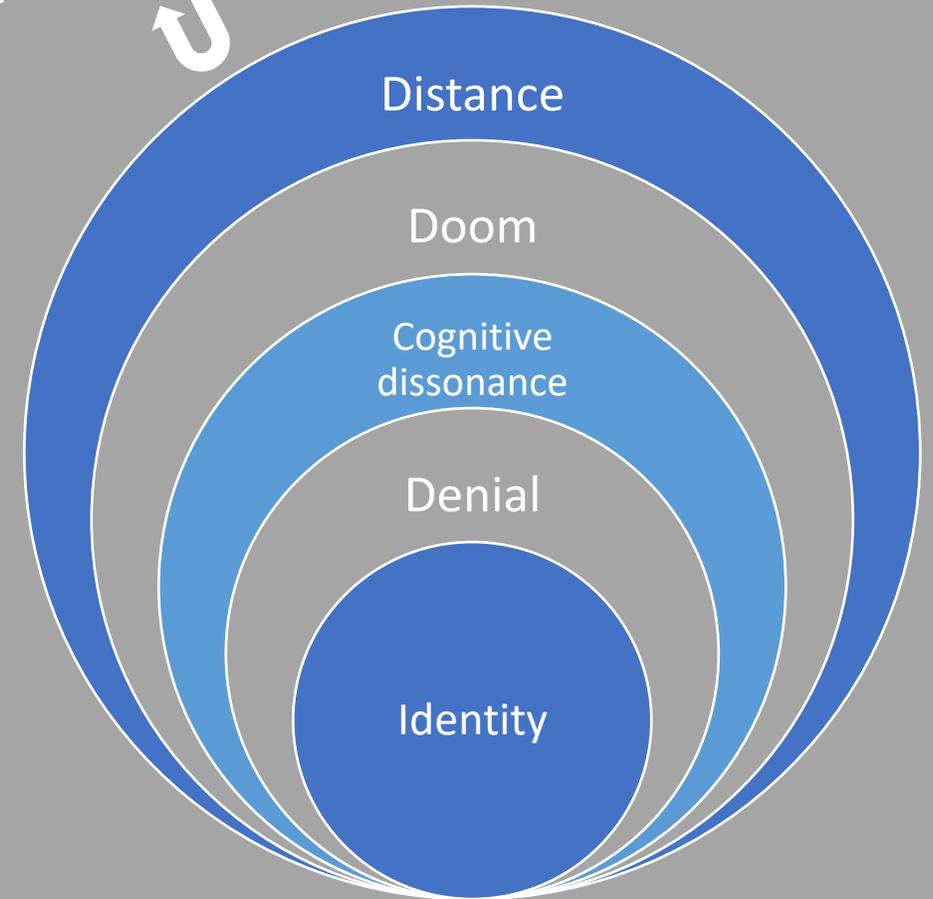
SOCIAL
IMITATION



STATUS

PSYCHOLOGICAL Barriers to sustainable action and products adoption

Climate
Message



**Source: what we think about when we try not to think about global warming*



Distance

Problem feels remote
because we can't see it as
it's far off in space and
time



Doom

Negative framing of climate change – cost, loss, sacrifice – creates a need to simply avoid the topics. People feel helpless and the fear message backfires into inaction

Cognitive dissonance

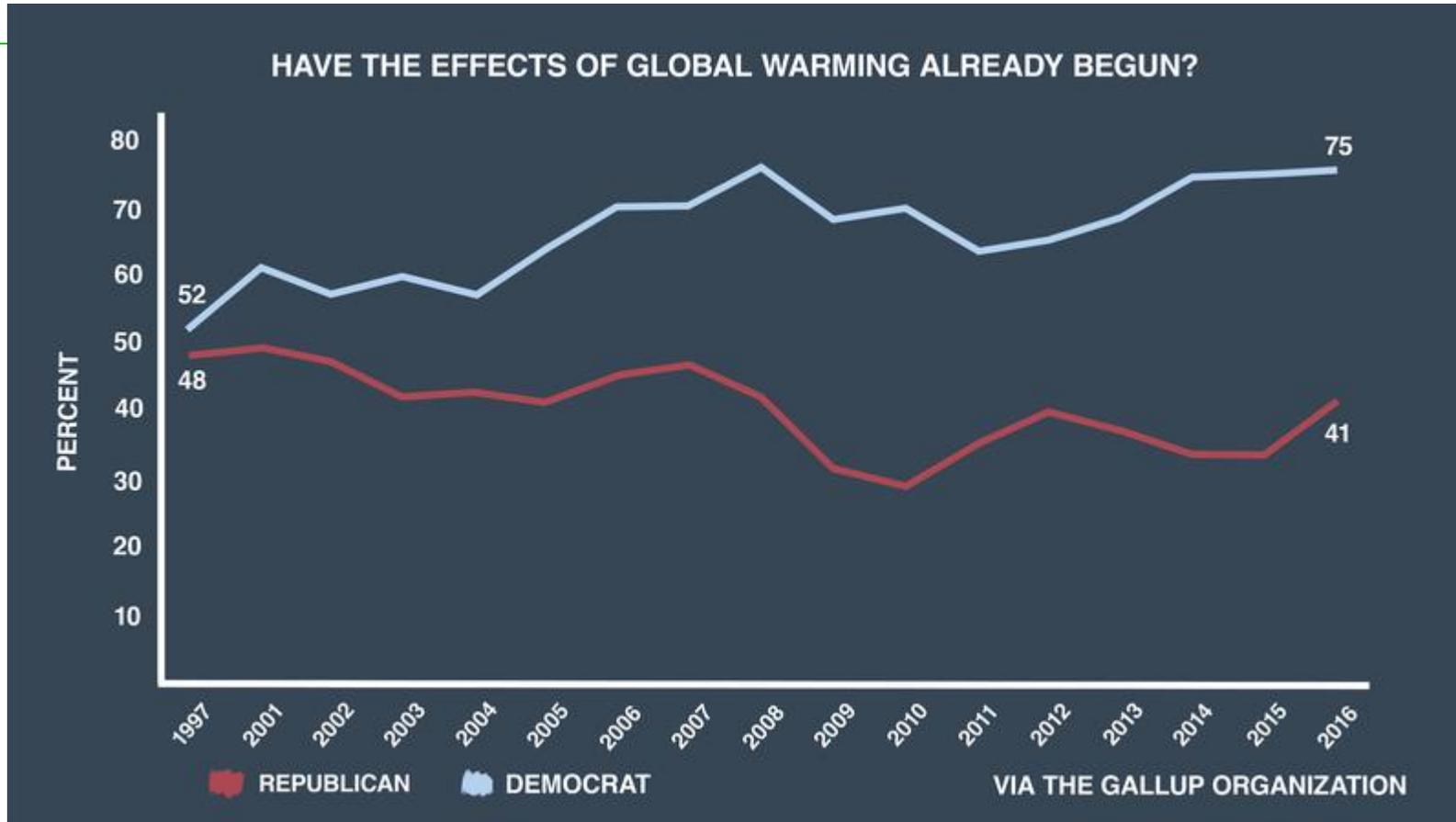
The mental gymnastics
happening when a new reality
conflicts with what people
want to believe





Identity

We filter news through our professional, political and cultural identity, looking for information that confirms our existing values and notions, filtering out facts that would make us change our identity.

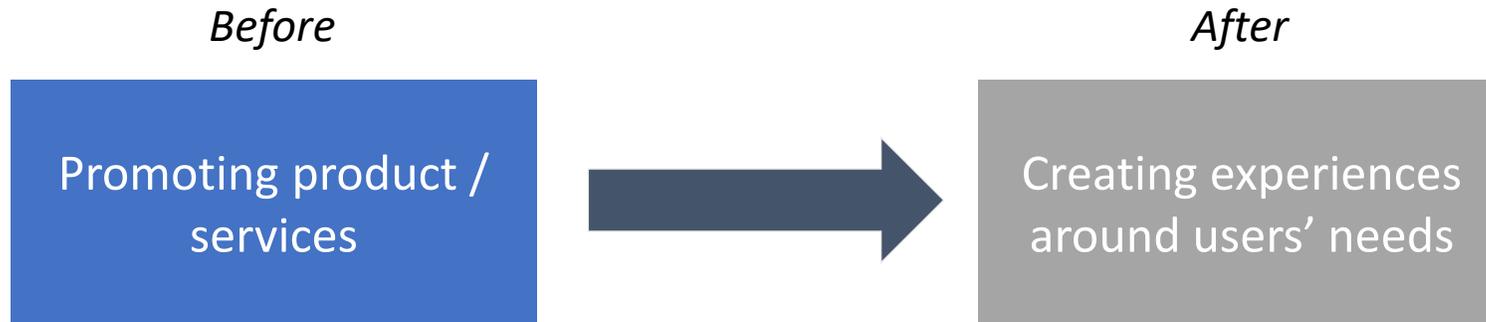


Source: Gallup, <https://www.pbs.org/wgbh/nova/article/depolicizing-climate-change/>

Understanding your users' needs is the 1st step to design great customer experiences



CUSTOMER EXPERIENCE IS THE NEW Marketing



Organisations need to design experiences around users' needs, allowing their brand to **emotionally connect** with their users across channels, all through the buying journey



Designing the Product

VS.



Designing the Experience

User Experience Definition

The product of a sequence of interactions between users and an organisation across different channels.

It is how your prospect/customer experiences your brand across all its facets (touchpoints) ... and how your brand makes them FEEL by triggering positive or negative emotions

- TYPES OF USERS



Prospect



User – not paying & Paying customer - B2B or B2C



Partner



Employee / applicant

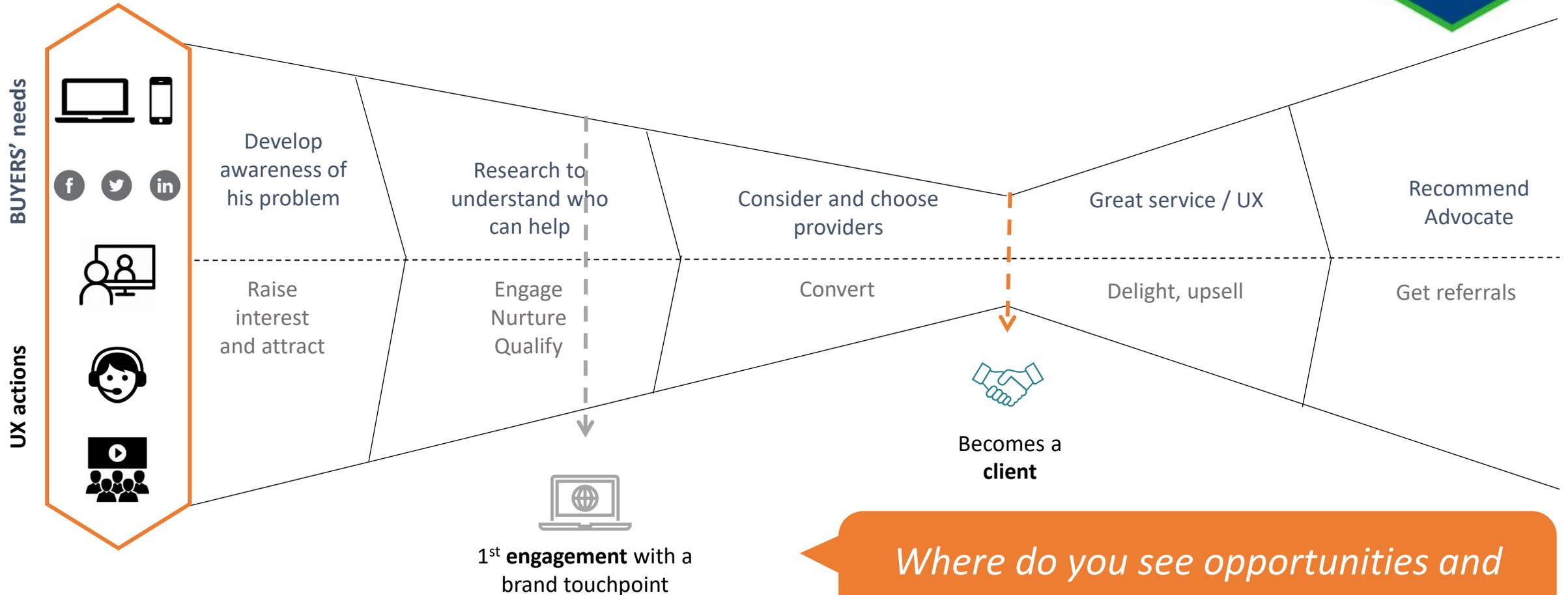


Investor



Influencer

An efficient growth strategy covers all stages and channels of the buying journey



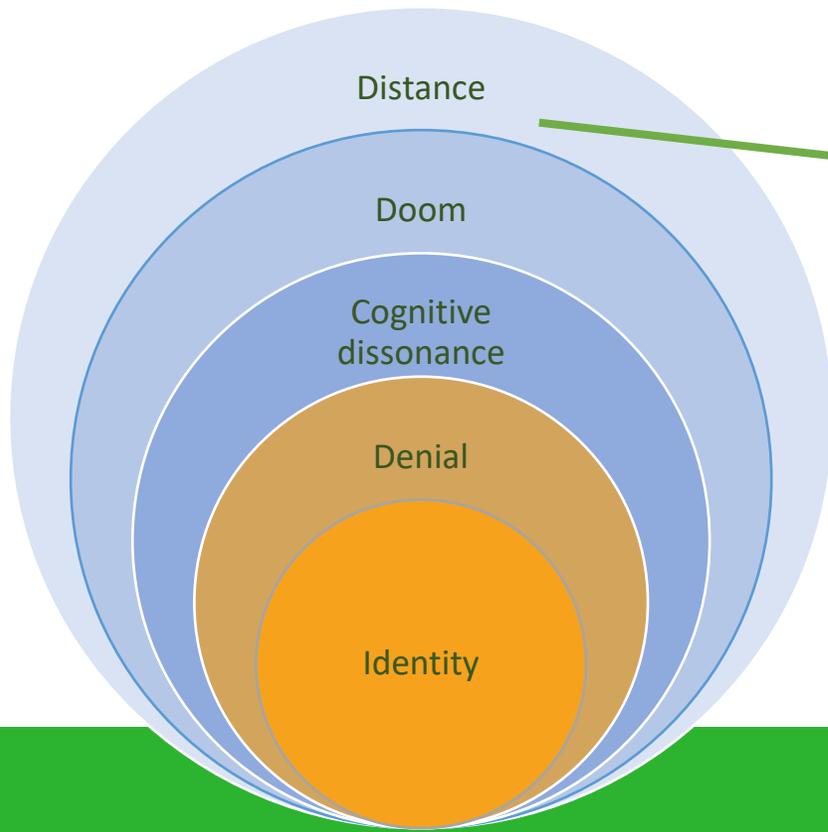
Where do you see opportunities and barriers to growth for your business?

The virtuous
buying journey

*The holy grail of
growth*



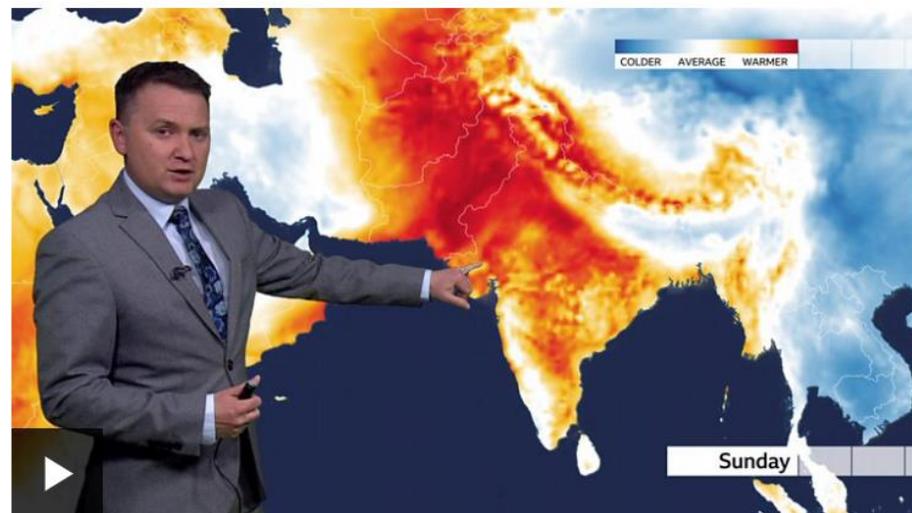
Great messaging and customer experience allow to bypass barriers to sustainable action



Make the issue feel near and personal to your audience

Heatwave in India leaves millions struggling to cope

By Sharanya Hrishikesh
BBC News, Delhi



| Intense heatwave grips India and Pakistan

But many experts say India is now recording more intense, frequent heatwaves that are also longer in duration.

Roxy Mathew Koll, a climate scientist at the Indian Institute of Tropical Meteorology, agrees that several atmospheric factors have led to the current heatwave. But adding to all that, he says, is global warming.

"That's the root cause for the increase in heatwaves," he says, adding that more research is needed to link climate change to other, less extreme weather fluctuations.



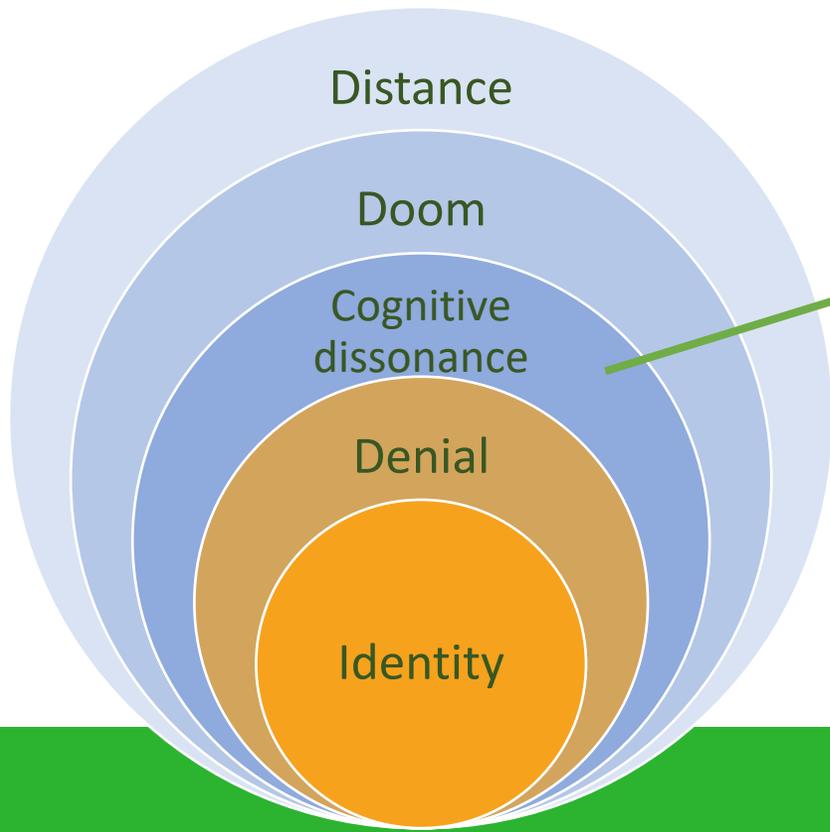
FOOD

A Shortage of Beer and Fries? Climate Change Hits Europe Where It Hurts

By Conservation International | Oct. 11, 2018 12:04PM EST



Great messaging and customer experience
allow to bypass barriers to sustainable action

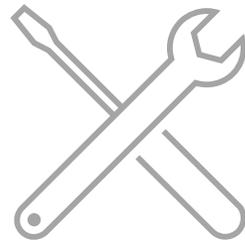


Reduce dissonance by providing easy ways to take action



How to understand your customers

Good research will be the foundation of your marketing and user experience



- RESEARCH
 - User research
 - User personas
 - User journey mapping
- DESIGN
 - Service maps
 - Information architecture
 - Wireframes / Visual design
- TESTING / PRODUCT VALIDATION

RESEARCH

stages and methods

- Research preparation
 - Desktop research
 - Analytics
 - Define your research assumptions and questions
 - Define research methods
 - Stakeholders interviews
 - Draft target user profiles to decide who to speak to during the research
 - Prepare recruitment of research participants
- Run research
 - Recruit participants
 - Online surveys, Focus groups
 - Observation
 - 121 interviews (min x15 with min 3-5 for each user profile)
 - Sprints of 5 ITWS
- Analyse & Wrap up
 - User persona
 - Mapping existing user journeys

User persona, a key output of user-research and cornerstone of UX and marketing



Definition

- A representation of the motivations and behaviours of a hypothesized user.

Persona vs segments

- Segmentation usually focus on data such as demographics, purchase behaviours, buying patterns, preferences. Personas provide a deeper understanding than segments of whom you are designing your service or communications for, by focusing on the wants, needs and motivations of various types of users.

- Typically, an organization can develop 3 to 6 user personas:
 1. Primary user personas focus of the end users of your service
 2. Secondary personas will be buyers, influencers, admin, partners or investors

Jasmine, the fired up next gen investor

I'm doing my best to invest for good as there's too little money flowing in high-impact solutions and too much impact washing



30s
Single
Lives in a European
capital

Jasmine's family founded a leading retail group. A family office was created following its sale. Since her late twenties, she has been using capital inherited for philanthropy and impact investment. Also involved in activism and lobbying for good.

Information sources and touchpoints

- Next gen education programs
- Fellow impact investors and Next Gen investors
- Credible sources (Impact assets 50)
- General media
- Social media (Twitter, FB, Linked In...)

Objectives and motivations

- Lobby people in power to bring systemic changes
- Wants to influence more the Family Office to have active impact investment and measurement.
- Invest in people who know what they're doing

Pain points/challenges

- Can only influence investment decisions of Family Office as not wealth owner
- Invest through funds because don't have capacity or knowledge to invest directly into companies.
- Too little money in impact. Greenwashing.

Daily activities

- Works mainly from home
- Meets a lot of people
- Likes to exercise and enjoy socializing with friends
- Goes to a lot of networking events

Example / Sustainable building project



0 – Layman
Could be interested if he knew about it

1 – Beginner
Needs more understanding and practice

2 – Practitioner
Has training and delivery experience

• knowledge

Self-build

Social / Educational



Jo,
the conscious home-owner



Alex,
the pragmatic architect



Raj,
the social housing manager

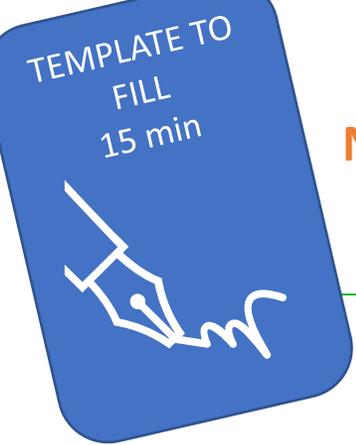


Ciara,
the experienced contractor

Min to deliver / buy PH



Anita,
the enthusiast PH Designer



Name, short description



Photo



xx

Information sources and touchpoints

- xx

Demographics

Objectives and motivations

- x

Pain points/challenges

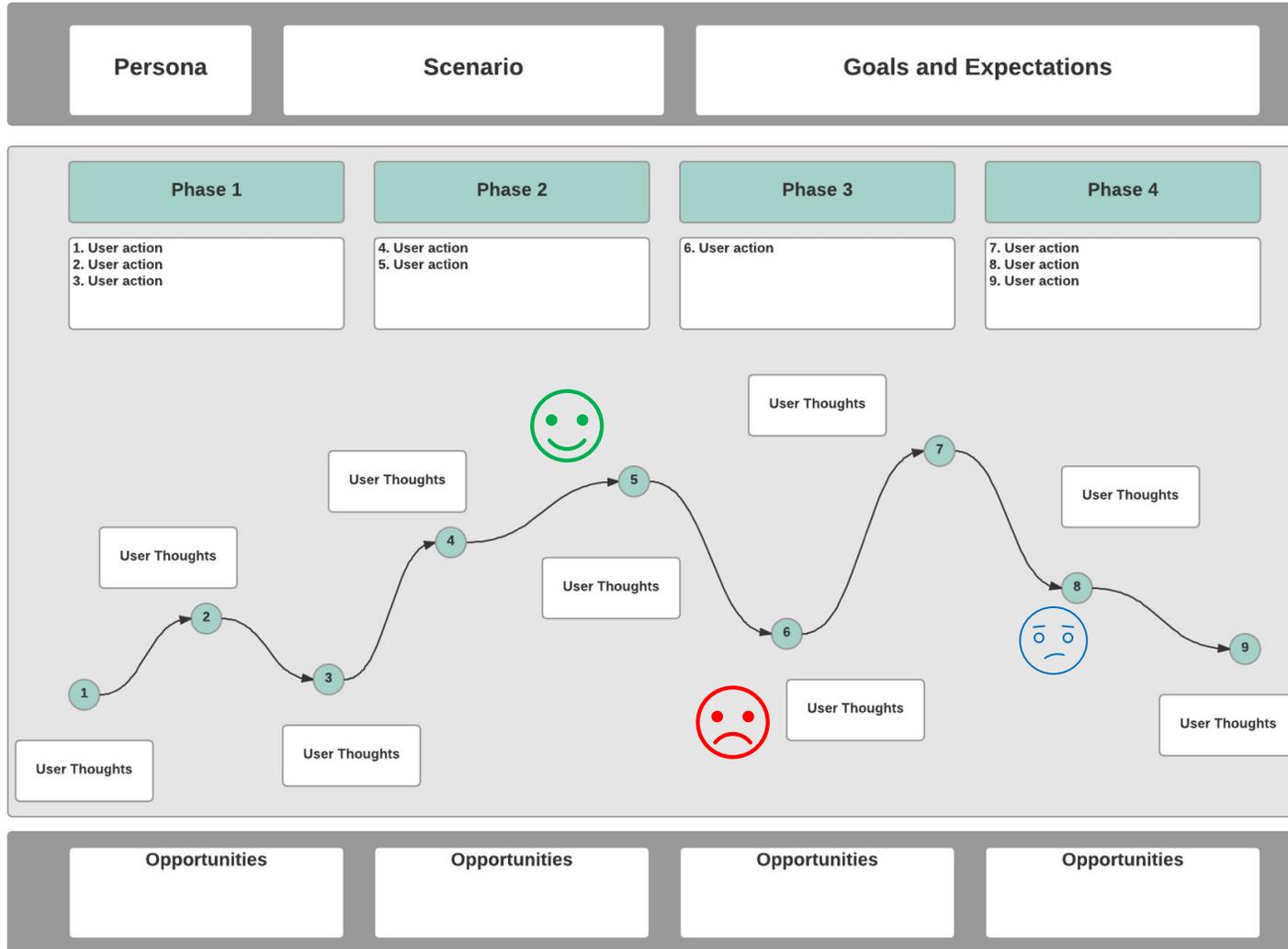
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Daily activities

- xx

User journey

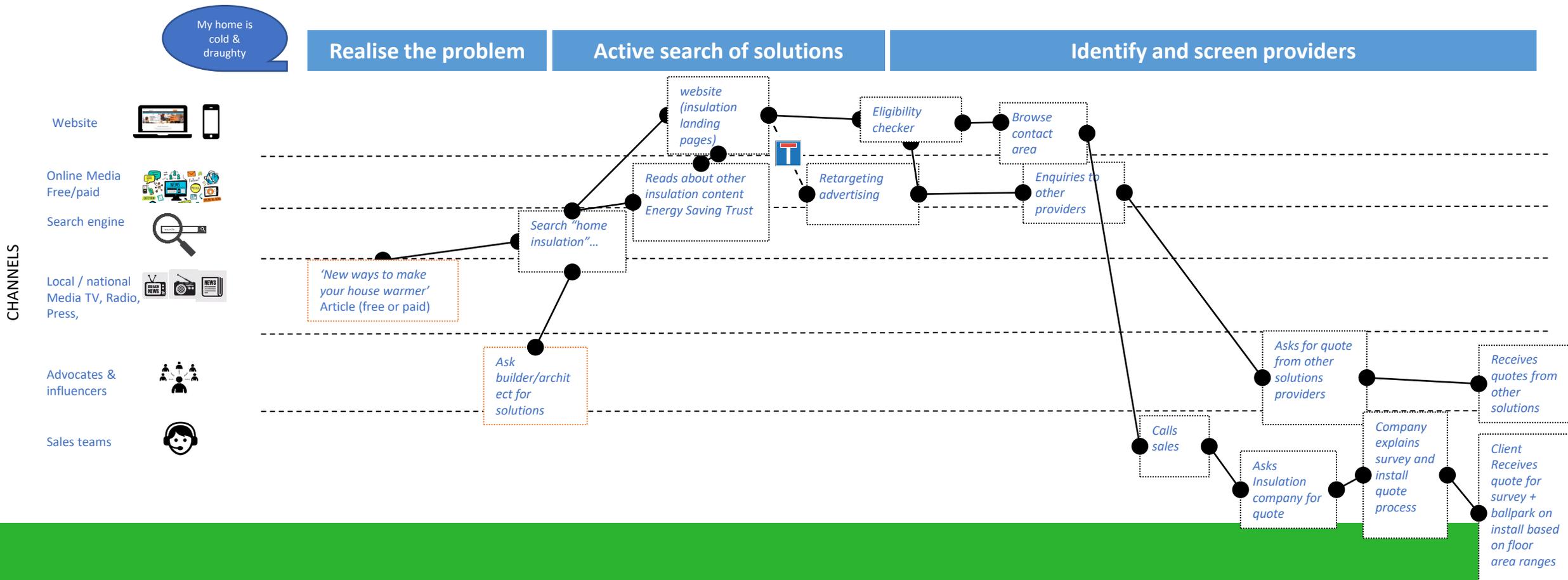
Covers the path from discovery of a need/ through to finding solutions to Fullfill it.



- ✓ Allows to visualise the user interactions with different touchpoints
- ✓ Time based
- ✓ Captures user insight, emotions.
- ✓ Allows to identify opportunities
- ✓ Great collaboration tool

PERSONA:
JOHN THE RETIREE

USER JOURNEY: I want to find a simple solution to make my home cosier



TEMPLATE TO FILL
15 min

PERSONA:
THE RETIREE

USER JOURNEY: I want to find a simple solution to make my home cosier

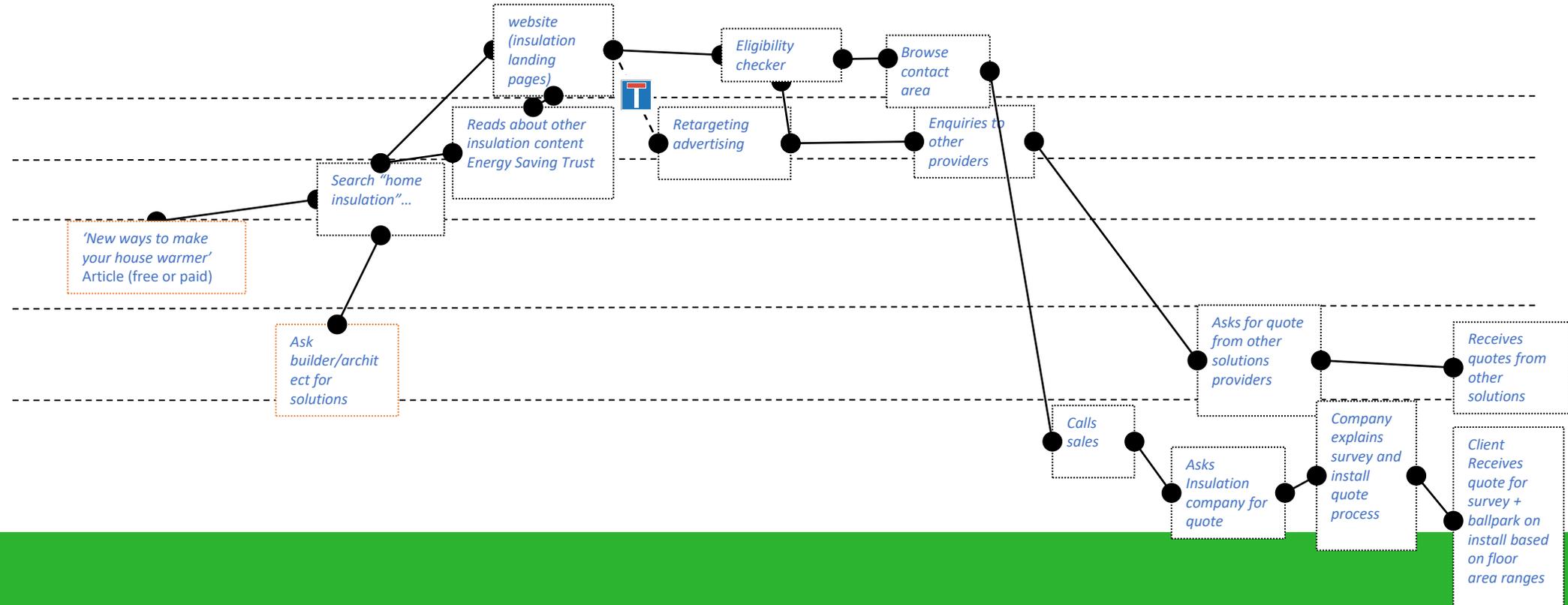


My home is cold & draughty

Realise the problem Active search of solutions Identify and screen providers

CHANNELS

- Website
- Online Media Free/paid
- Search engine
- Local / national Media TV, Radio, Press,
- Advocates & influencers
- Sales teams



TEMPLATE TO
FILL
15 min

USER JOURNEY:

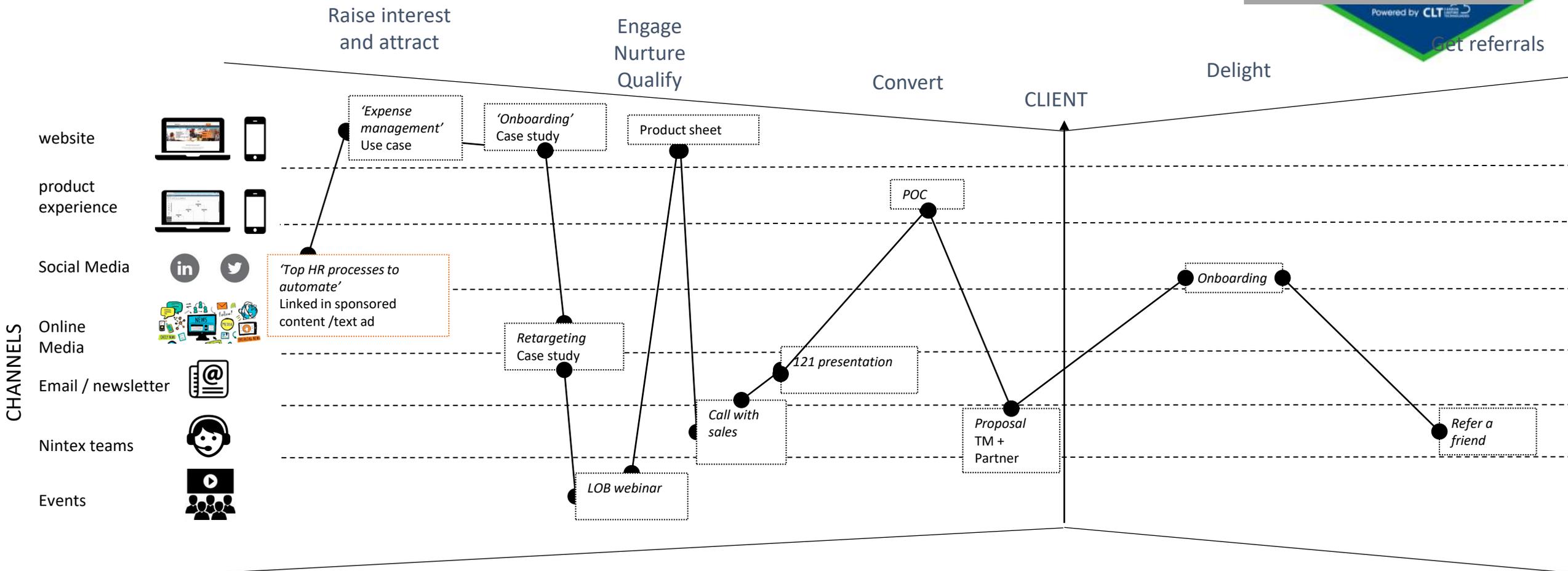


Journey phases

CHANNELS



Experience map = end to end journey from awareness to advocacy



A great tool to collaboratively design your user experience, operations and marketing strategy!

Product / service validation through PROTOTYPING & testing

Invest in user testing at early stage to avoid the costly error of building something that does not work

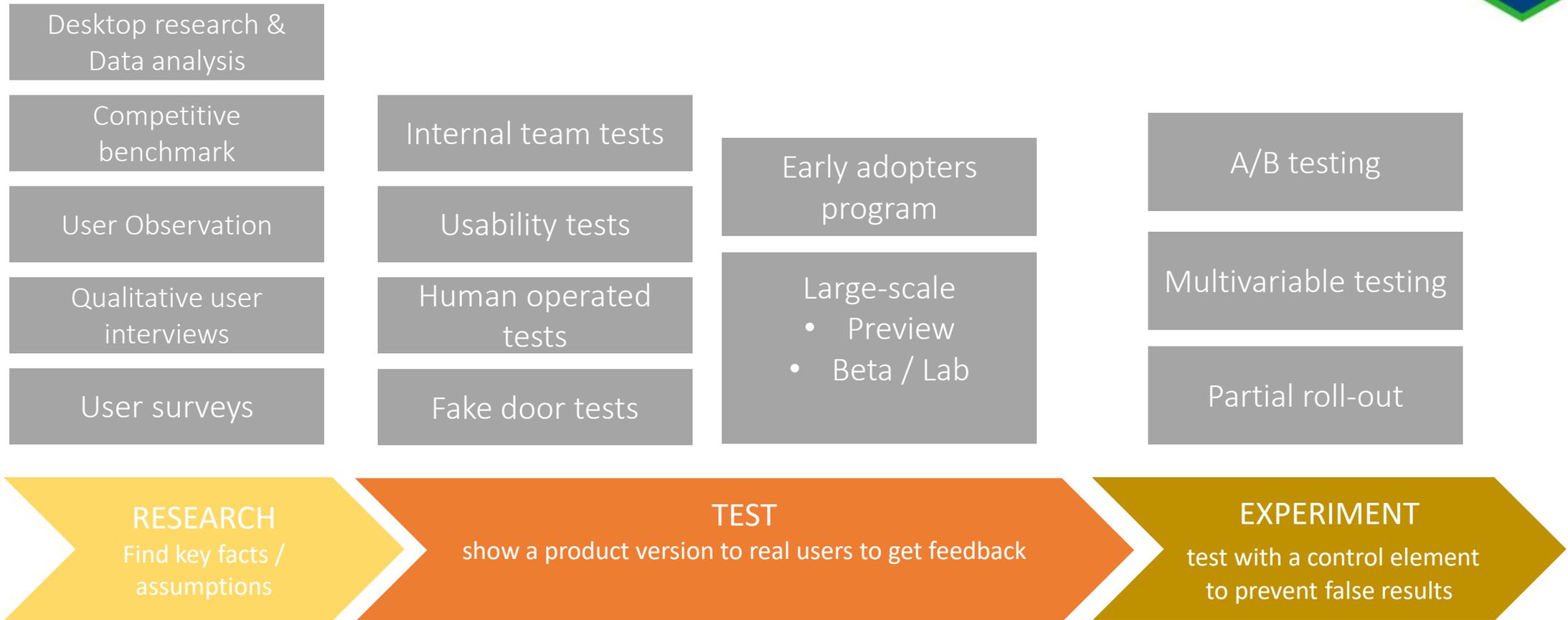
Test your service at all stages using storyboards, paper prototypes, interactive mock-ups

Involve outsiders ie UX experts and real users

TIPS:



Validating your product/service with users, from research to experimentation



Next steps – Follow up session 10th Nov @3:30



TO DO

- Draft 3 or 4 main user persona
- Draft one key user journey
- Share with the group
- Ask questions

In the mean time

- Feel free to contact me on marie@theccollective.com