# **Customer Experience in the age of IoT**





### **About Y2S Consulting**



#### We help our clients shape their future

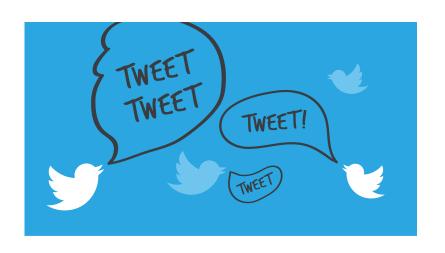
The future is shaped by the choices we make today.

This is where Y2S Consulting can help.

We bring clarity via market and consumer insights on external forces that are driving the future. We translate this knowledge into strategy, value proposition & business model innovation, branding, marketing and go-to-market strategy.

Our experience is global and spans across industries. We are thought leaders on customer experience, new product innovation, business model innovation and the Internet of Things.

### Feel free to:



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### **Acknowledgements**

- McKinsey & Company
- Sparks & Honey
- Institute For The Future
- Harvard Business Review
- Playing To Win
- B.J. Fogg Model
- Capgemini Consulting
- Business Models Inc.
- CB Insights

# How the Internet of Things Changes Business Models

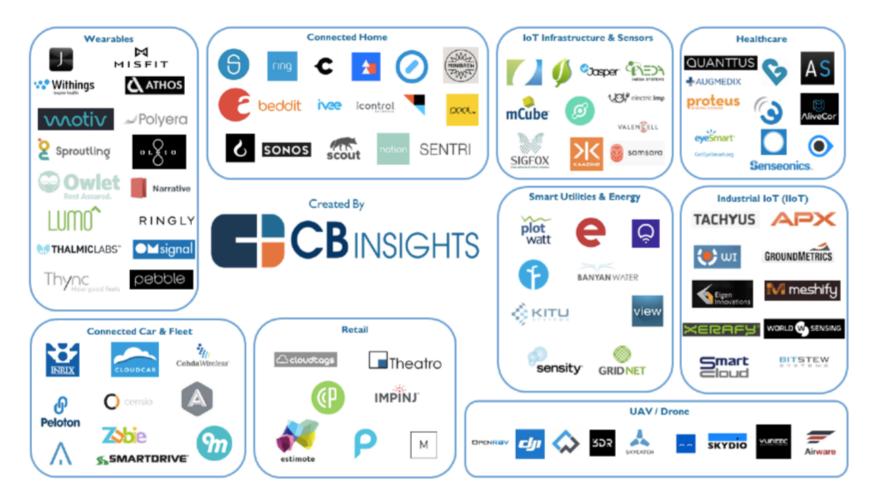
#### THE INTERNET OF THINGS REQUIRES A MINDSET SHIFT

Because you'll create and capture value differently.

		TRADITIONAL PRODUCT MINDSET	INTERNET OF THINGS MINDSET
VALUE CREATION	Customer needs	Solve for existing needs and lifestyle in a reactive manner	Address real-time and emergent needs in a predictive manner
	Offering	Stand alone product that becomes obsolete over time	Product refreshes through over-the-air updates and has synergy value
	Role of data	Single point data is used for future product requirements	Information convergence creates the experience for current products and enables services
VALUE CAPTURE	Path to profit	Sell the next product or device	Enable recurring revenue
	Control points	Potentially includes commodity advantages, IP ownership, & brand	Adds personalization and context; network effects between products
	Capability development	Leverage core competencies, existing resources & processes	Understand how other ecosystem partners make money

SOURCE SMART DESIGN HBR.ORG

#### The IoT Market Map





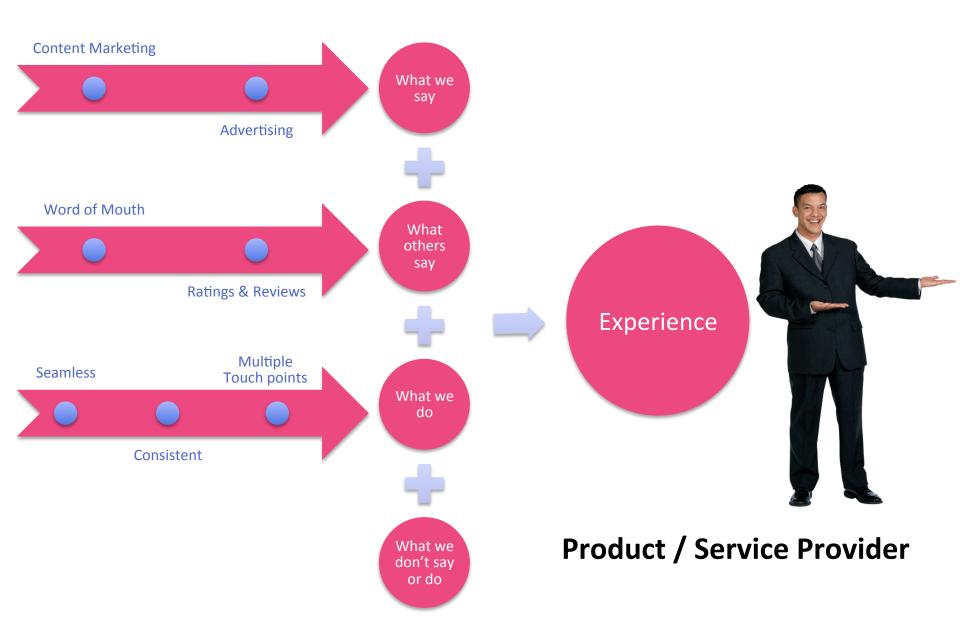
### **Our definition for Customer Experience**

Attract and engage your customers by consistently delighting them with "new benefits" or eliminating "pain points" across the entire activity system.



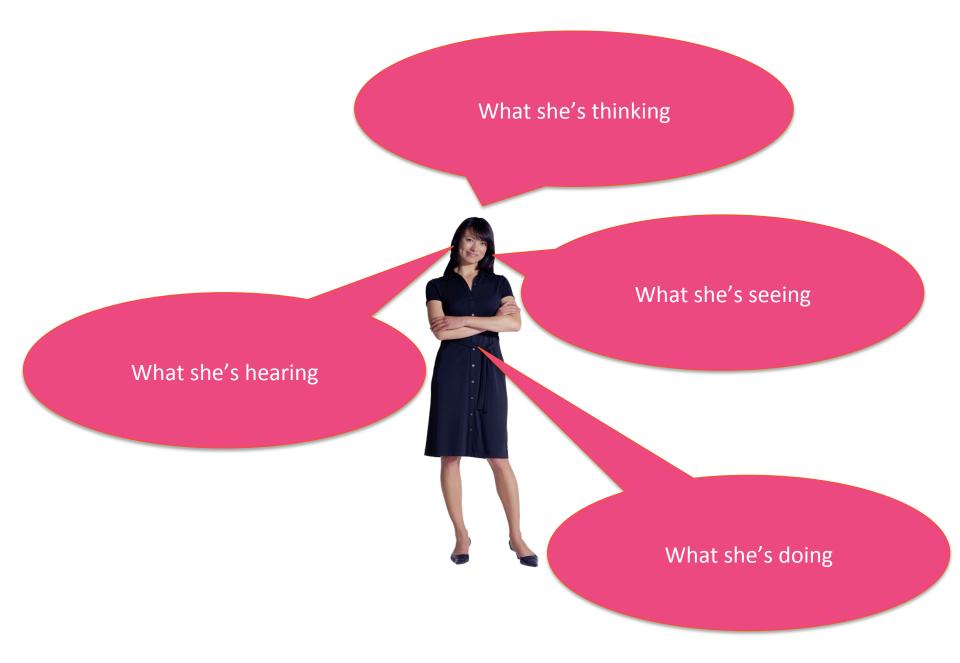
Product/Service provider offering experience

Customer's preconceived expectations



### **Six Drivers to design Customer Experience**

- 1. Define what's aspirational for the customer
- 2. Determine their pain points and/or new benefits they are seeking
- 3. Map the customers behaviors, inflection points and motivators
- 4. Translate current customer journey to future state journey
- 5. Re-design your activity systems to support & re-enforce new behaviors
- 6. Act on what you measure; so measure, measure, measure



### **Attitudes & Behaviors**



WHAT GAINS IS (S)HE LOOKING FOR?

CUSTOMER JOBS (S)HE'S WANTING TO GET DONE

- •
- •
- •
- •

WHAT PAIN
POINTS DOES (S)HE
EXPERIENCE?

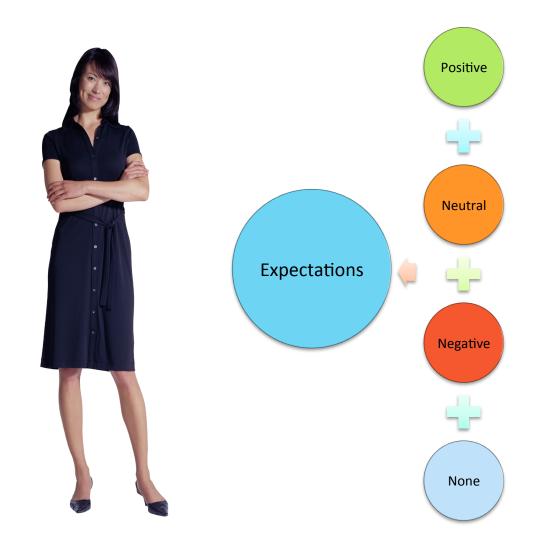
### New proposition design have to be:

Contextual

**Authentic** 

Personalized

Experiential



### **B.J. Fogg Behavior Model**

#### **Motivators**

- Pleasure/pain
- Hope/fear
- Social acceptance/rejection

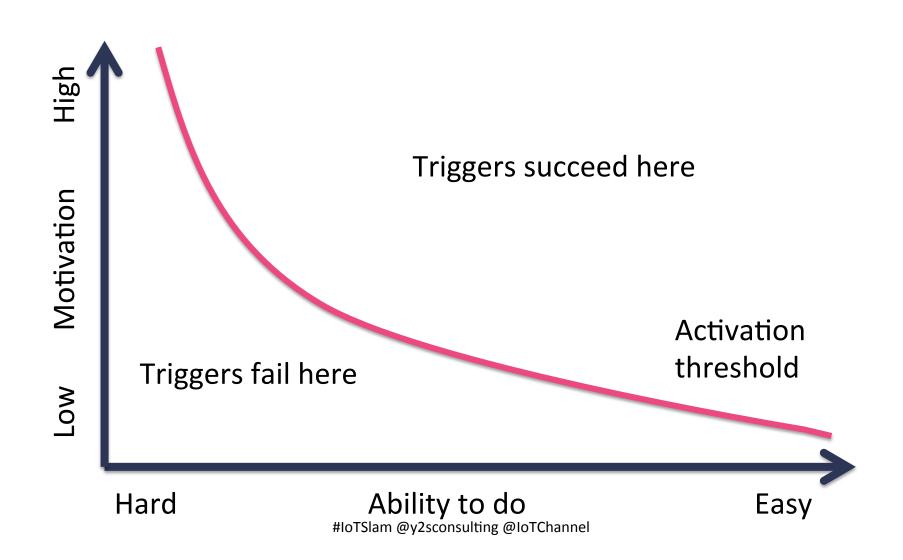
#### **Ability**

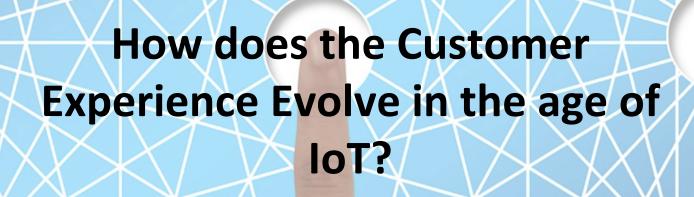
- Time
- Money
- Social Deviance
- Physical effort
- Brain cycles
- Non routine

### Triggers: Have to be intuitive

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### **BJ Fogg Behavior Model**





The future is already here. It's just not evenly distributed.

### Henn na Hotel



# **Disruptions: Taxi industry**



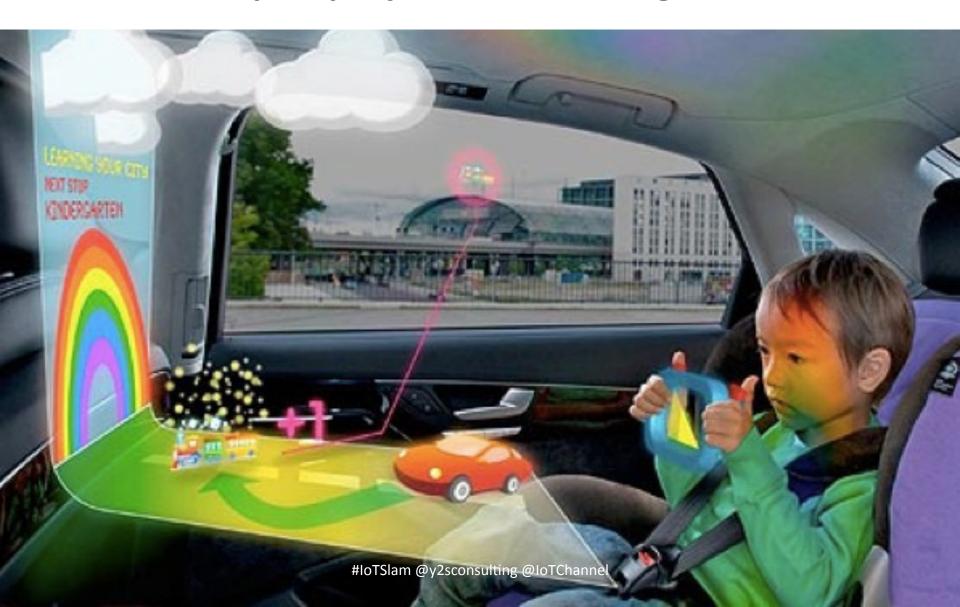
### **Driverless cars**



### The experience?

- Freedom to do other activities
- Giving up control
- Risk?
- Insurance?

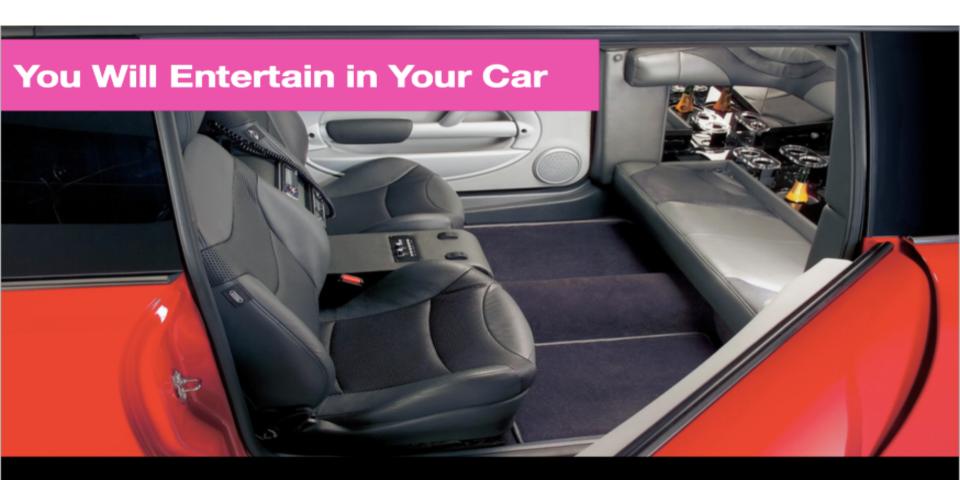
## New concepts: play connected to geo-location





Expect windows and surfaces to become touchscreens, allowing passengers to interact with surroundings using hand gestures and augmented reality projections. Transportation will play a big role in education and "MOOCCs" (massive online open car courses).

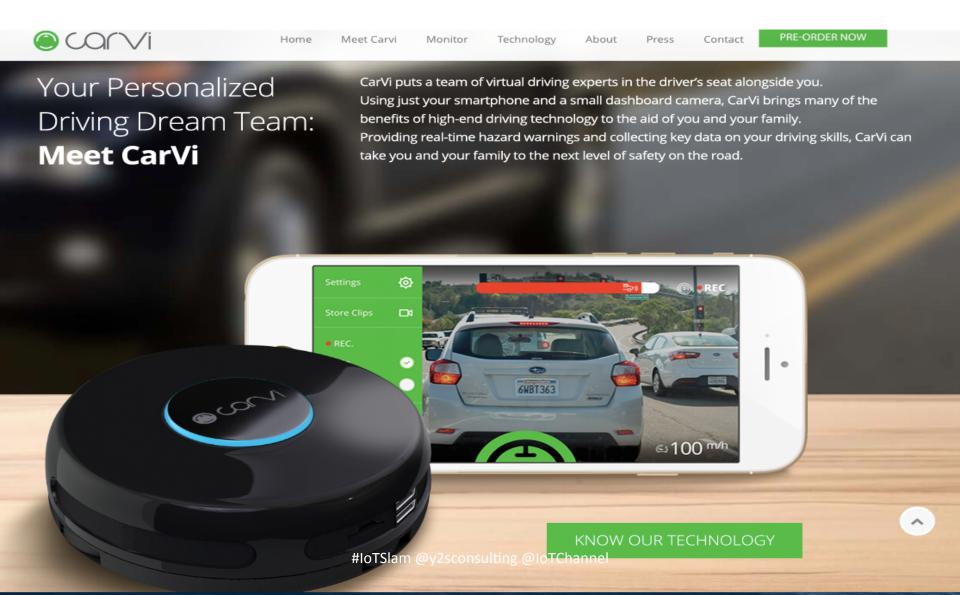
### New forms of entertainment



The "driver" role will evolve into a "host" role. Cars will become the new "3rd Place," replacing cafes and retail. Car parties will supplant car pools. Auto interiors will look more like rooms than cockpits. Passengers will sit wherever they like and entirely new industries like "Auto Decor" will emerge.

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### **Driving coach**



#### **Insurance**



INSURANCE

APP

CLAIMS

LOGIN

GET A QUOTE



Traditional insurance isn't fair to low-mileage drivers

The number one risk indicator for drivers is how often they're on the road. So if you drive less, you really should pay less for insurance.

Did you know?



of drivers pay higher premiums to subsidize the minority who drive the most.

### What about passenger drones?



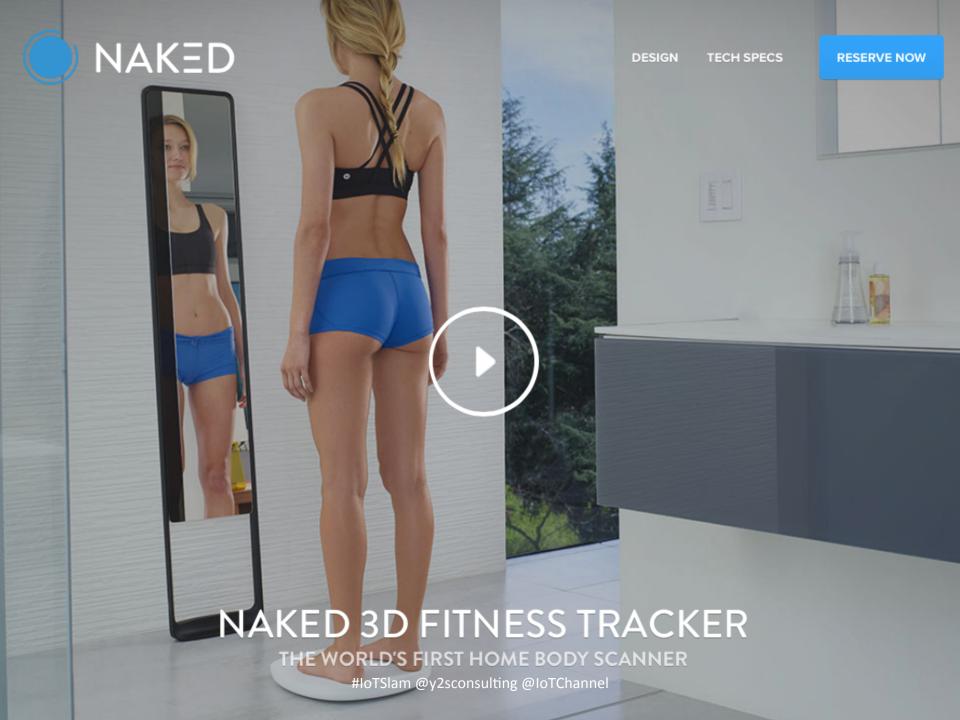
Ehang Inc. (China)

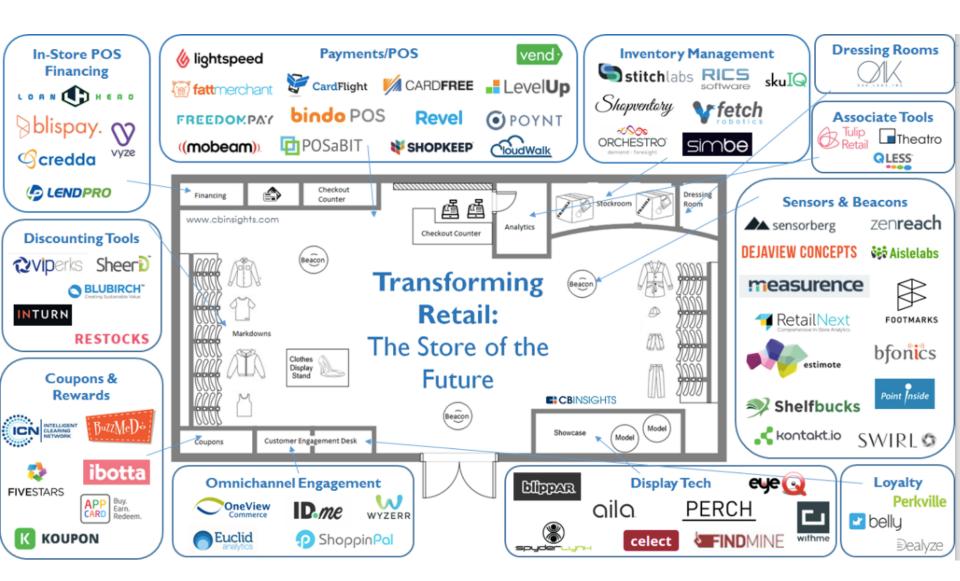
What's the experience?

- Jump traffic jams
- Learn new skills new licenses?
- Security
- Safety

### Scanadu









#### LIVE COLORCHANGE

#### VIRTUALIZATION



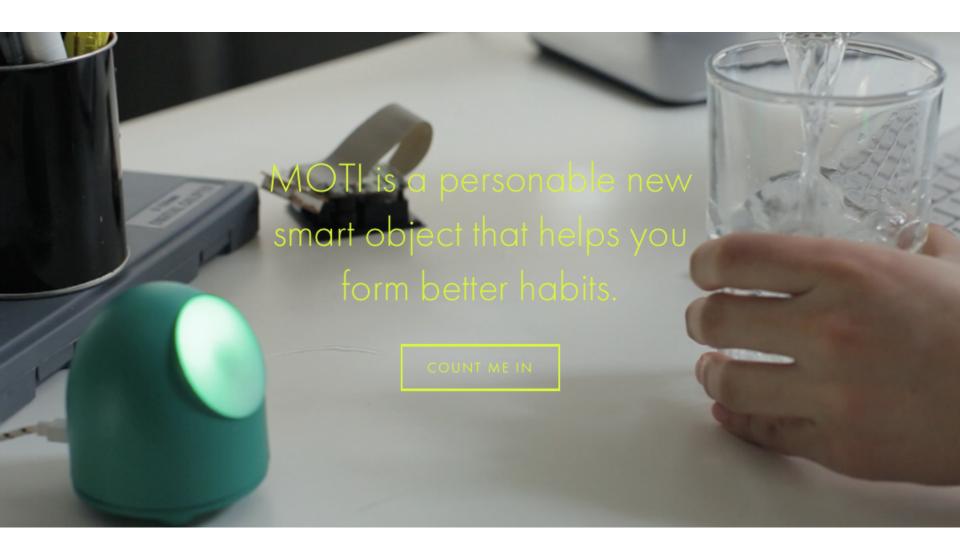




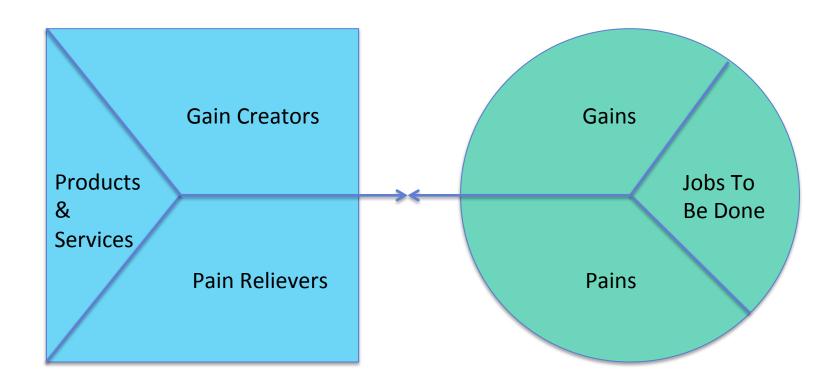
The patented memomi technology let's you change the color of your clothing with a single gesture. Look at yourself in the mirror with new colors without the need to change your clothes – All in real time.

You can use the mirror and try on items virtually – changing colors and patterns instantly, adding accessories and other items to create the perfect look all without having to physically trying on a lting @IoTChannel single thing.

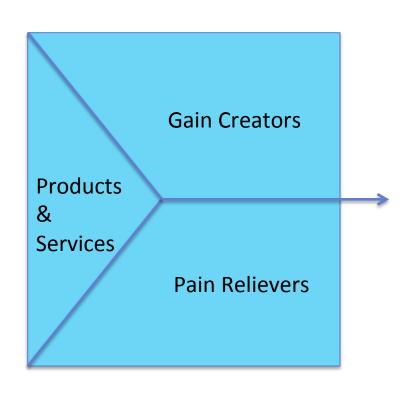




## Value proposition



### Value proposition to concept design



#### Concept design

1. What's the benefit for me?

2. Why should I buy it?

3. How much do I pay?

### **Concept to experience**

#### **Concept Definition**

1. What's the benefit for me?

2. Why should I buy it?

3. How much do I pay?

#### **Experience Definition**

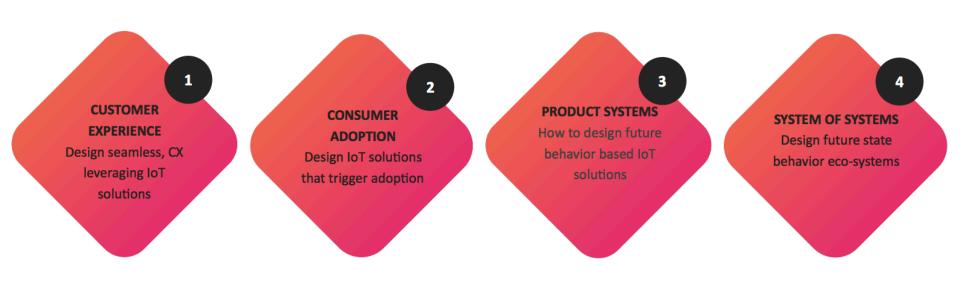
1. Is it contextual?

2. Is it authentic?

Is it personalized?

4. Is it experiential?

## **Y2S Consulting**





### **Thank You!**

### For more info please contact us

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