A Terragni Case Study

Behavioural Science for Digital Journeys In Action





Challenge

Objective

What We Did

Samples

Strengths

Opportunities

Solutions

Business Outcomes

5th

Largest bank in Asia

56084

Employees

6 Lac+

Customers pan India

3120

Branches





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What We Did

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Profitability and Customer Retention under pressure due to

Weak adoption of digital touchpoints for regular banking processes

High cost of customer service via physical channels (branches, contact centre)

Customer dissatisfaction with digital touchpoints detracting from overall customer experience with the institution





Challenge

What We Did

Samples

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Jump Deployed For All Regular Digital Banking Journeys For:

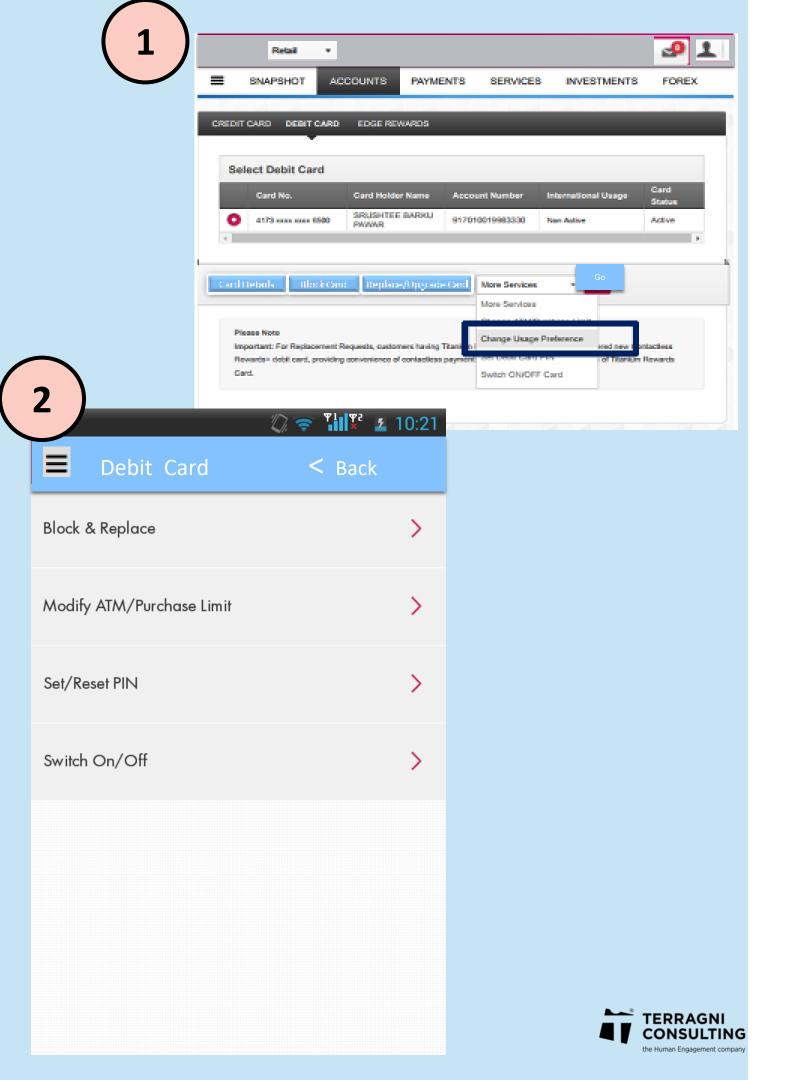
Making journeys simpler

Aligning journeys with user contexts

Incorporating behaviour science principles to drive adoption and usage







Inconsistent touchpoints

Users unable to find the 'Change Usage Preference' option on the mobile application. While this option was found in the Debit Cards section on the website it was not available in the corresponding section in the app.

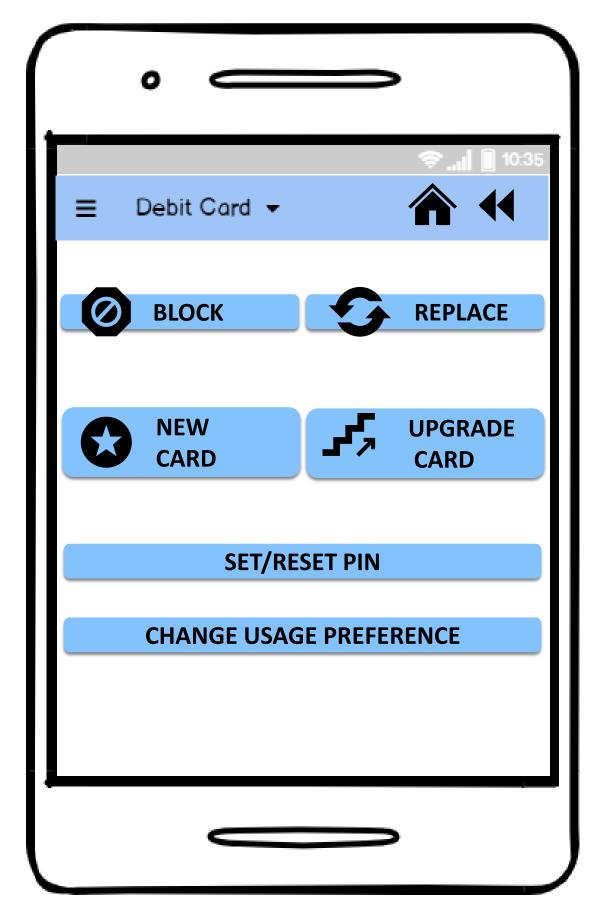
Familiarity Bias violated

Inconsistent terminology

Block & replace only allows the customer to block the card. No option available to apply for new card or to replace card.

Cognitive Effort



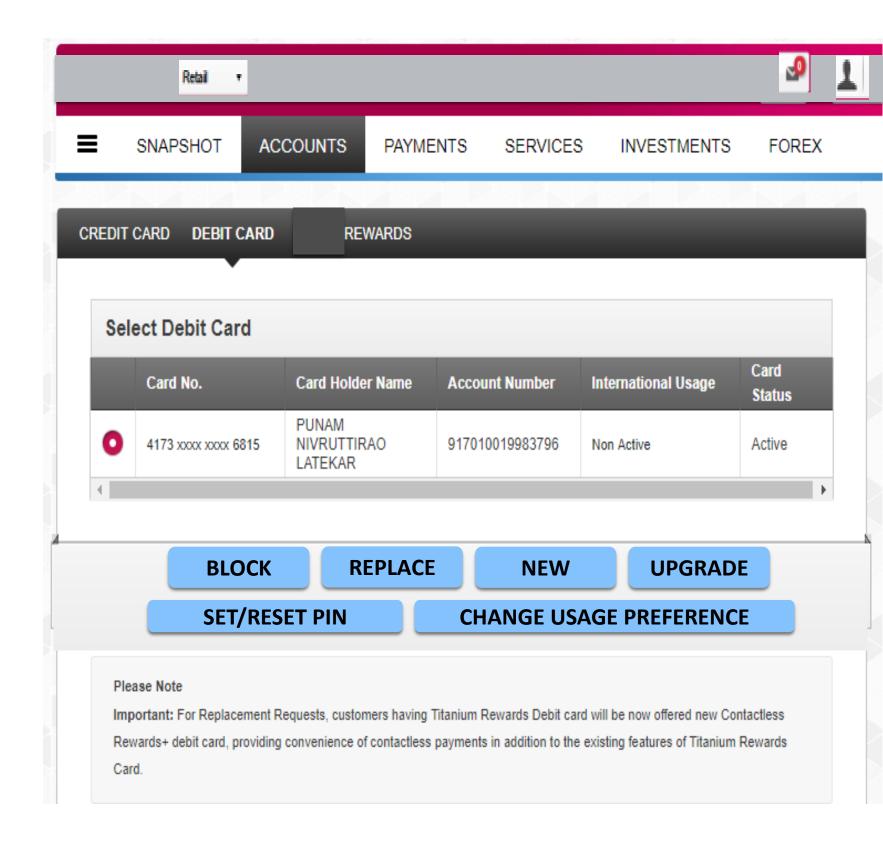


Chunking of functionality

Contextual Design

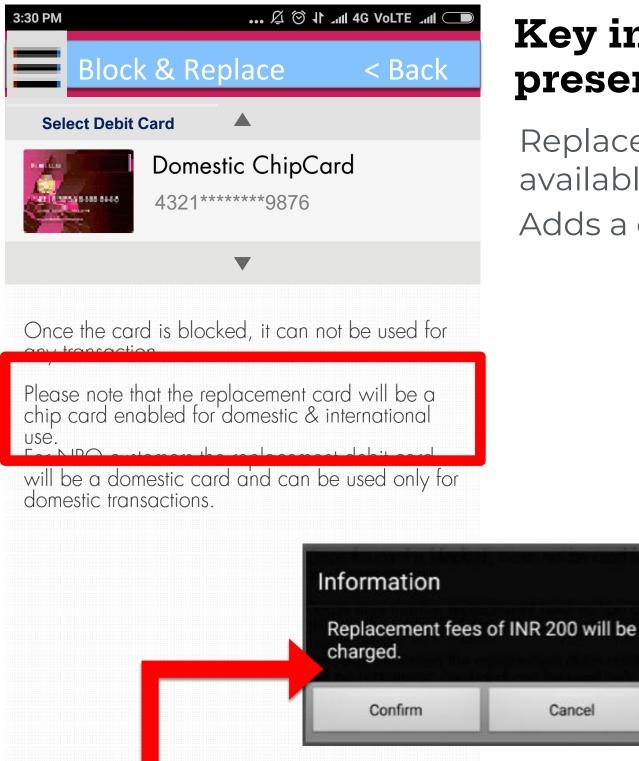
Links changed to buttons to allow for ease of clicking, based on user observations

Application of Familiarity Bias









Block & Replace

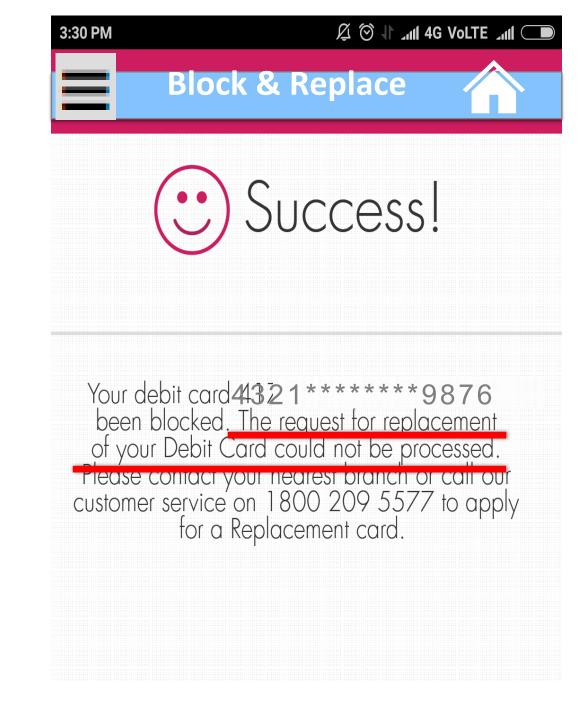
Key information not presented upfront

Replacement fees information available on a different page Adds a click, adding cognitive effort

Behavioural impact

High cognitive effort Perception of lack of transparency

Given the context of a financial product, this drives erosion of trust

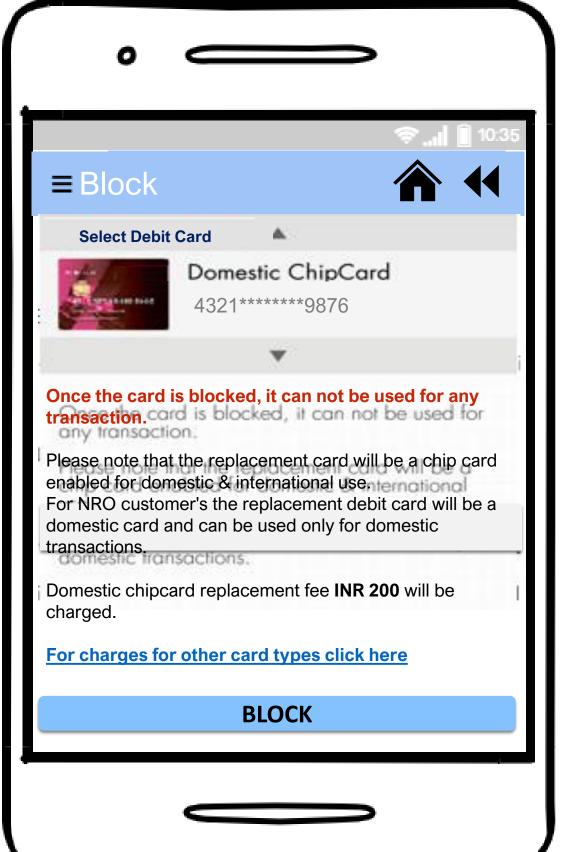


Request not completely addressed

User request is only partly completed
No option available to continue with
replacement of card Key details not
placed intuitively



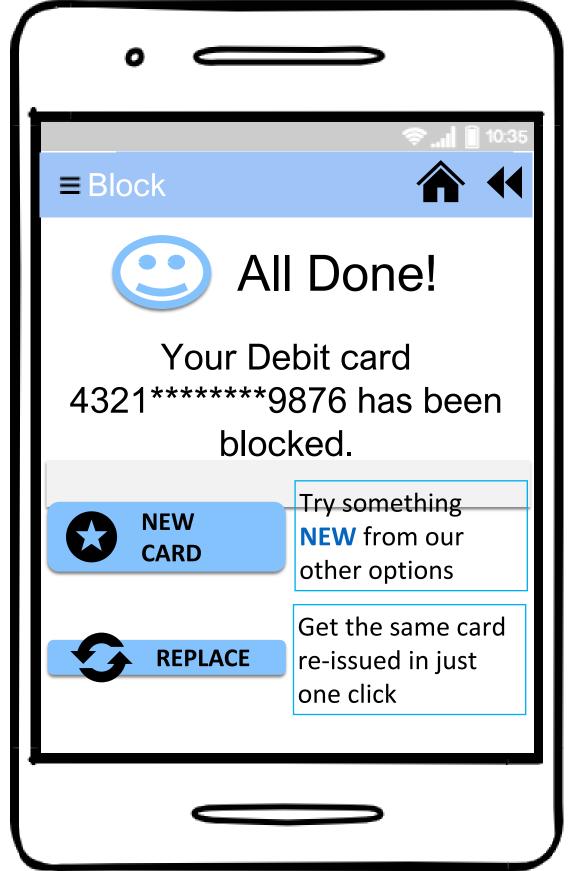




Alerts and key information about fees provided upfront

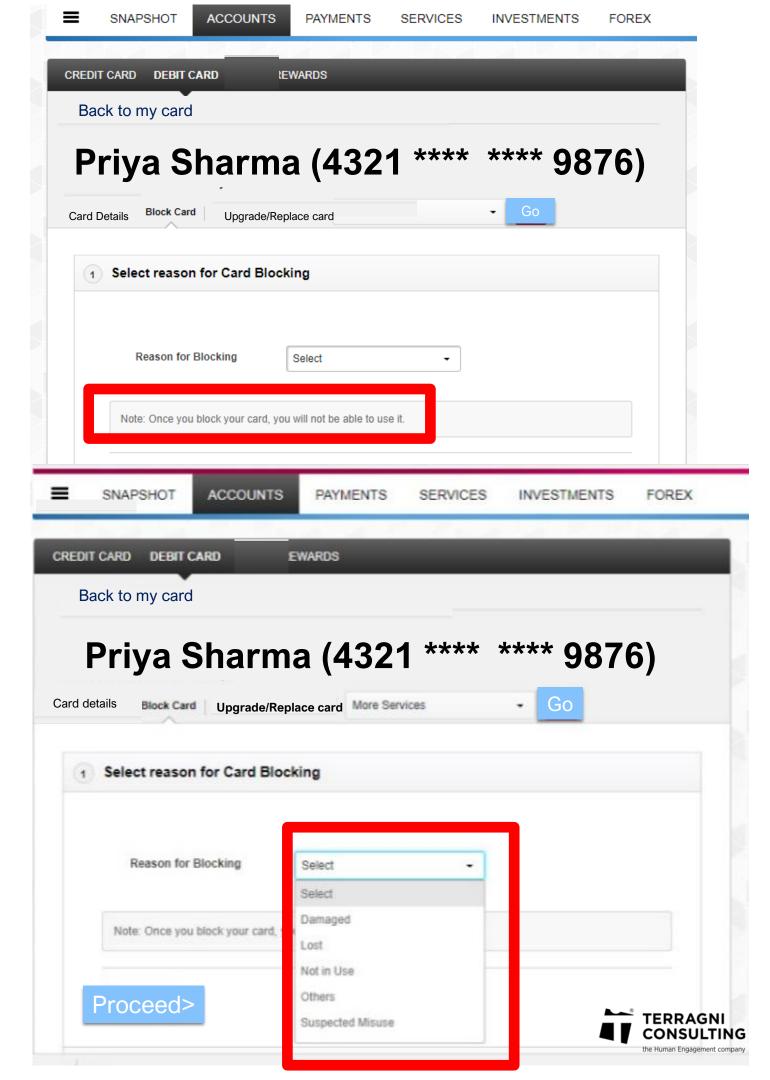
External trigger using Fresh Start effect

Application of Feed-Forward principle









Lack of visibility

User is not clear how many more steps are required and often abandons the journey here

Readability challenge

User is not able to easily discover the note about card blocking

Usability challenge

It takes the user two clicks just to select the reason

Behavioural Impact

High Perceived Effort associated with residual anger, lack of transparency and loss of trust

Absence of empathy magnified



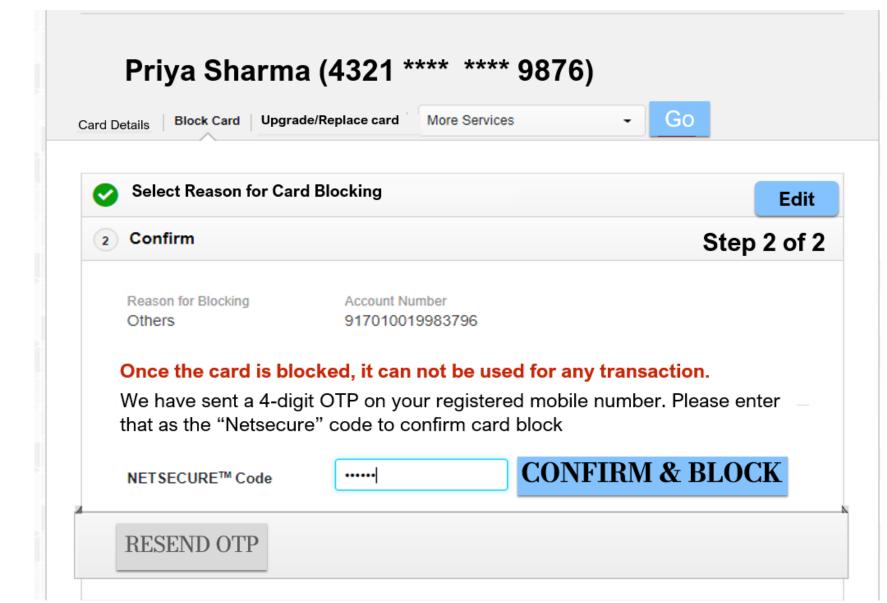
Reason for Blocking: Lost Not in Use

Others

Suspected Misuse

Once the card is blocked, it can not be used for any transaction.

Once you click "BLOCK", you will receive a 4-digit OTP on your BLOCK registered mobile number. Please enter that as the "Netsecure" code to confirm card block

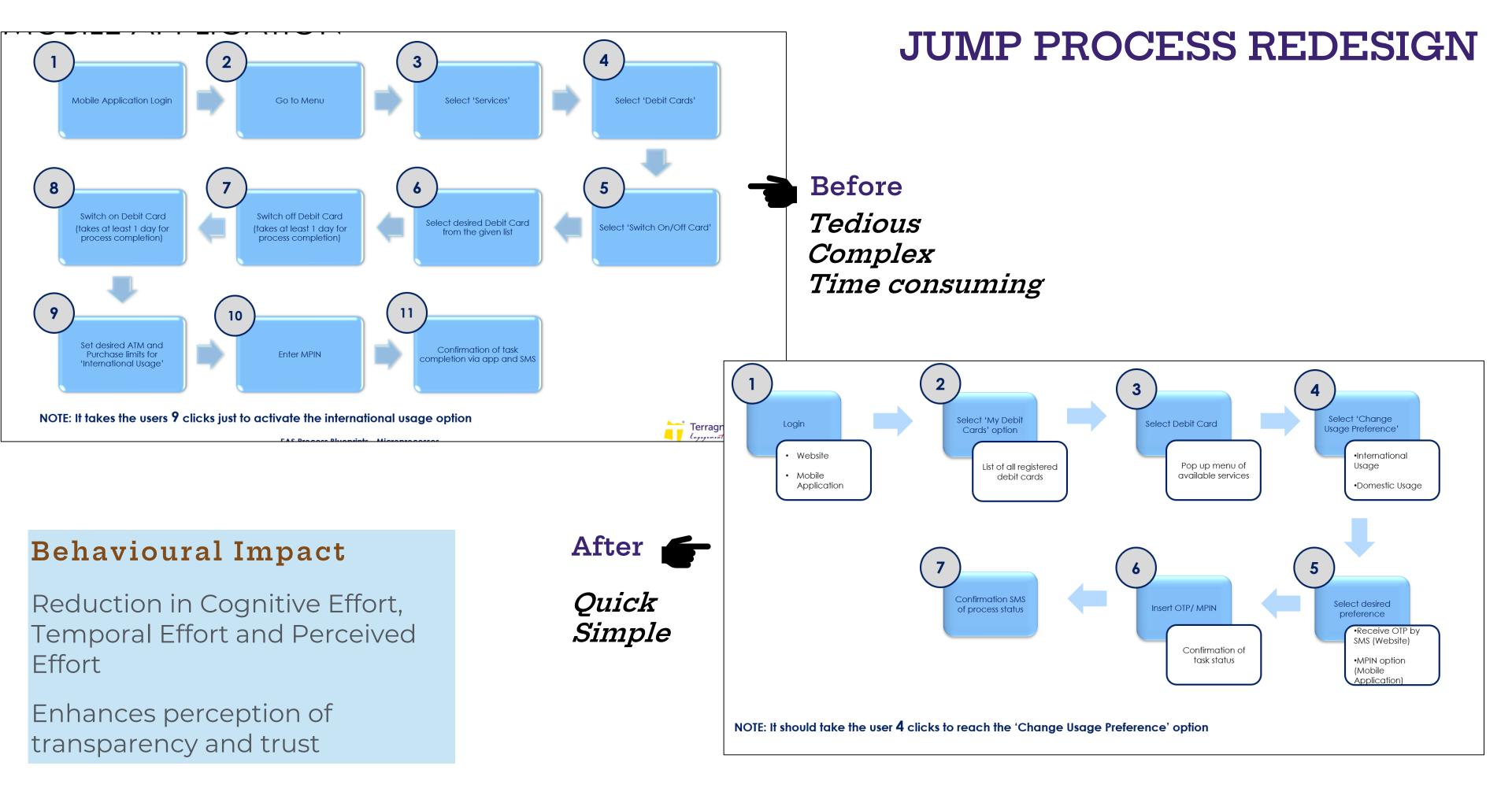


Application of Goal Gradient Effect

User input elements changed to drive better usability

Principles of Visual Hierarchy implemented to bring focus to important instructions









Objective

Approach

Why

Solutions

Business Outcomes



- 11 Higher Digital Adoption
- Reduction In Cost to Serve
- Improvement In Customer Retention
- Improvement In Customer Experience Index
- Improvement In NPS





Thank You

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