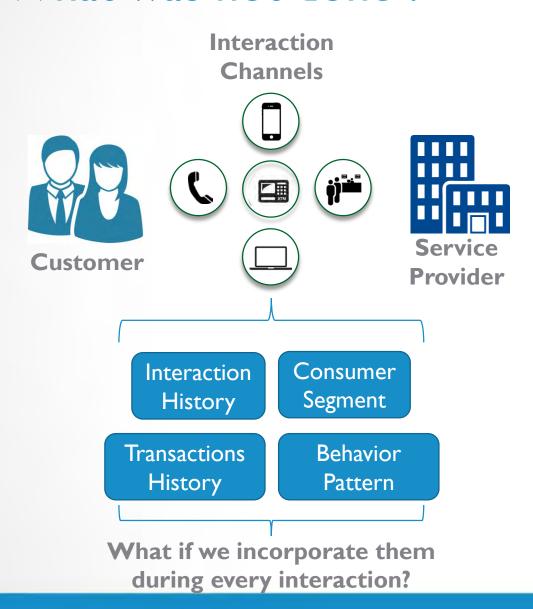


#### What was not done?



Businesses ask in pation, customers for inferent on harit, on te often, available sories d'il a pri interaction charnels

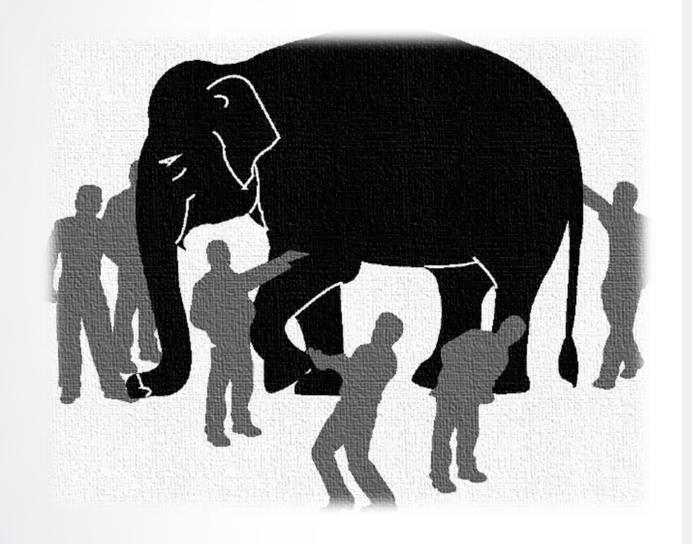
### Experience



omprehend
<u>ustomers</u>
interaction
ation to be

Nore careful for and service do not mater customer needs and expectations.

servion'



Marketer
Technologist
Service Agents
OEM Vendor
System Integrator
CRM Application



### The Customer Experience Problem is.....

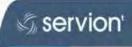
About the emotional distance between the brand and its clients...

Beyond just the number of channels available.....

More than just providing resolution....

It is embedded in the feelings of the end customer.

So let us see what the consumer has to say...



I almost grew up with you. Even then, you feel like a stranger.

In the beginning, you paid attention. Of late its like you are ignoring me.

You don't seem to learn!

Today, I have so many options to reach you. Yet I dread having to interact with you.

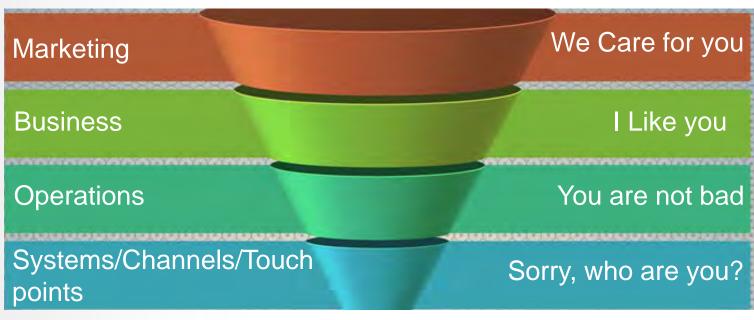
No matter how tough a time I am having, you continue to overlook it.

You have taught me to be disloyal.

### **Customer Experience – Brand Promise GAP**

Brand Promise Conceptualized "We Care for you"



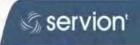


So how do we fix this Problem?

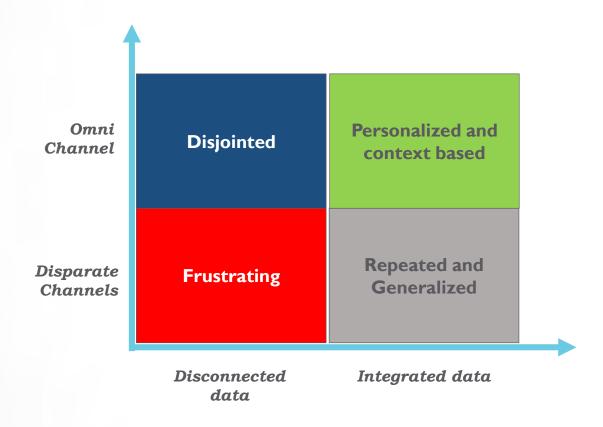
Brand R

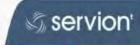


Brand Promise Delivered "We couldn't care less"

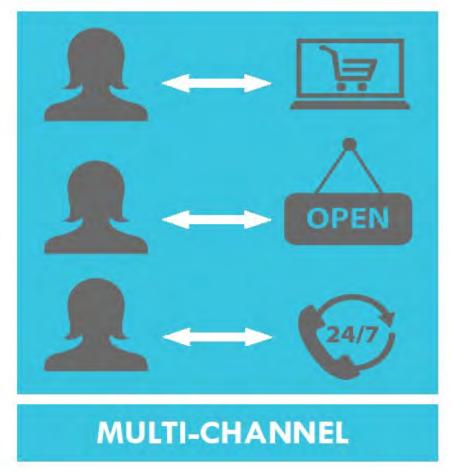


### Impact on customer experience





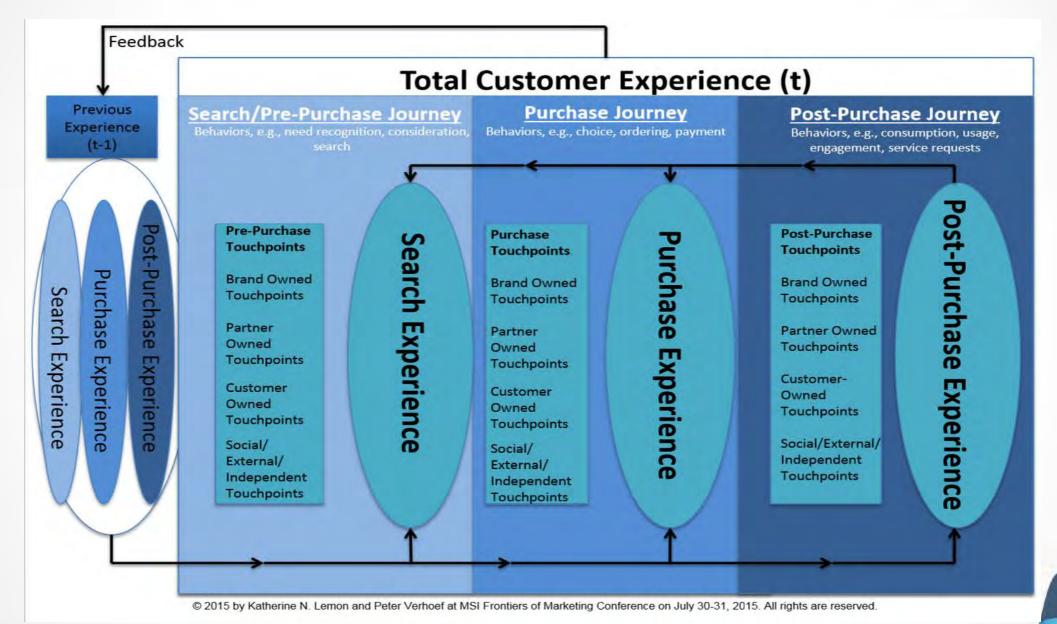
### Multi-Channel → Omni-Channel





# Technology disruptions in the CX Journey





## Increasingly fragmented and siloed























































































**Pitney Bowes** 





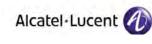




response tap™











Source: Gartner servion'

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## Identify the Single Owner

Email, Web, **Mobile** Campaign **M**anagement TERADATA. salesforce **SSAS** Marketo

**Web Content M**anagement

sitecore

Social **Engagement Applications** 

Customer Center

**Digital** Commerce **Platform** 

**Business** Process Management

**Contact Center** Infrastructure

Voice of Customer **Solutions** 









Journey

**Analytics** 









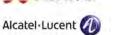














Web Analytics

Customer

CEC Workforce Web Customer **Self Service** 

**Real Time Decisioning** 

Customer Comms. **Management** 

**Other Point Solutions** 



































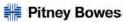














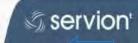








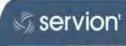
Source: Gartner



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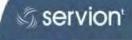
## Some stats that Omnichannel will Change CX.

- 96% of unhappy customers don't complain, however 91% of those will simply leave and never come back *1Financial Training services*.
- A dissatisfied customer will tell between 9-15 people about their experience. Around 13% of dissatisfied customers tell more than 20 people. White House Office of Consumer Affairs.
- Happy customers who get their issue resolved tell about 4-6 people about their experience. White House Office of Consumer Affair.
- 70% of buying experiences are based on how the customer feels they are being treated –*McKinsey*.
- It takes 12 positive experiences to make up for one unresolved negative experience —"Understanding Customers" by Ruby Newell-Legner.



# Digital Population in Indonesia and ASEAN

Indonesia		Thailand	
opulation	255.5 M	Population	65.1 M
nternet users	88.1 M	Internet users	35.0 M
Social media users	79.0 M	Social media users	38.0 M
Mobile connections	318.5 M	Mobile connections	97.1 M
Mobile social users	67.0 M	Mobile social users	34.0 M
Malaysia		Singapore	
Population	30.8 M	Population	5.54 M
nternet users	20.6 M	Internet users	4.65 M
Social media users	18.0 M	Social media users	3.70 M
Mobile connections	41.9 M	Mobile connections	8.10 M
Mobile social users	16.0 M	Mobile social users	3.40 M
Philippines		Vietnam Vietnam	
Population	102.4 M	Population	90.7 M
nternet users	47.1 M	Internet users	45.6 M
Social media users	48.0 M	Social media users	36.0 M
Mobile connections	114.6 M	- Mobile connections	136.1 M
Mobile social users	40.0 M	Mobile social users	29.0 M



# A digital-ready Indonesia

