Omni-Channel Agility – Maximizing Customer Service & Profitability



Jim Barnes





Tami Mohney

EVP, Marketing, eCommerce
and Human Resources







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RETAIL'S BIG SHOW

Customer Service

Golden Rule – do unto your customers as you want to be treated when you're the customer....

But is it really that simple?



Customer Service is Imperative

"It takes 20 years to build a reputation and five minutes to ruin it. If you think about that, you'll do things differently."

Warren Buffett

Consumers are not Tolerant

71%

of consumers have stopped buying from a company because of poor customer service

7 times Many (perhaps most) companies focus more on customer acquisition than retention, even though it's around 7x more expensive

The Essence of Anytime / Anywhere Retailing



Where Demand is

<u>Generated</u> and
Where it is <u>Fulfilled</u>
Are Now **Physically Disconnected!**



Customer Experience Drives Revenue

A good customer experience means your customers spend more, with:



of consumers are willing to pay more for a great customer experience

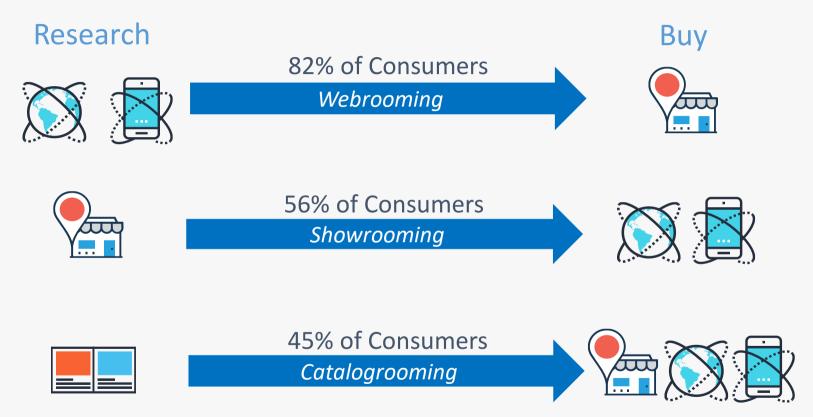


of consumers point to customer experience as an important factor in purchasing decisions



of consumers find a positive experience with a brand to be more influential than great advertising

Shopping Journeys Vary



Source: BRP 2019 Consumer Survey



Customer Journey







Awareness



 Target marketing and consistent brand messages across all mediums and touch points builds brand awareness

Influencers can make or break a brand

Brands need to create a "value" in customers minds



Research



Activities consumers perform online before visiting a store:

- 62% Compare prices
- 53% Build a shopping list
- 52% Look for offers/coupons
- 44% Check consumer reviews/ratings
- 40% Look up product information



Shop



Percent of consumers that would choose to shop at a store that offers the following service over one that doesn't:

- 68% Personalized rewards based on customer loyalty
- 68% Personalized promotions and discounts
- 50% Product recommendations based on my previous purchases
- 45% Product recommendations based on my profile preferences



Buy



Percent of consumers that would choose to shop at a store that offers the following service over one that doesn't:

- 44% Ability to pay via wallet or credit card on retailer's mobile app
- 55% Self-checkout
- 68% Ability of store associates to order out of stock products



Fulfill



Percent of consumers that would choose to shop at a store that offers the following service over one that doesn't:

- 85% Free delivery
- 68% Buy anywhere, ship anywhere
- 68% Buy online, pick up in store
- 66% Same day delivery



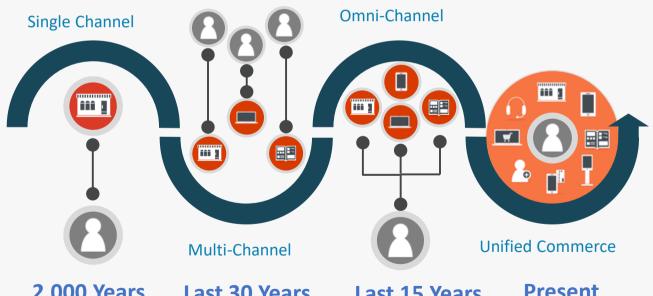
Service



- Multi Faceted
 - Online
 - Phone
 - BOTS
 - Auto Agents
- Fast access to all information
- Customer focused and driven
 - Customers can answer their own questions
 - Sales and service associates can access all order info

Unified Commerce

Commerce is Rapidly Changing....



2,000 Years

Last 30 Years

Last 15 Years

Present

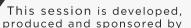


Unifying Physical and Digital

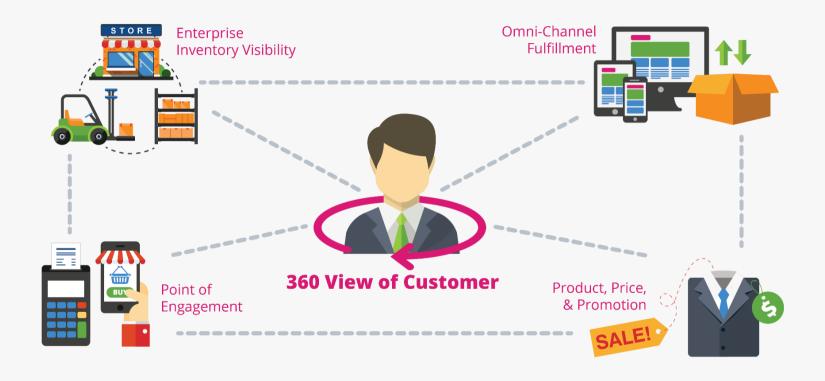
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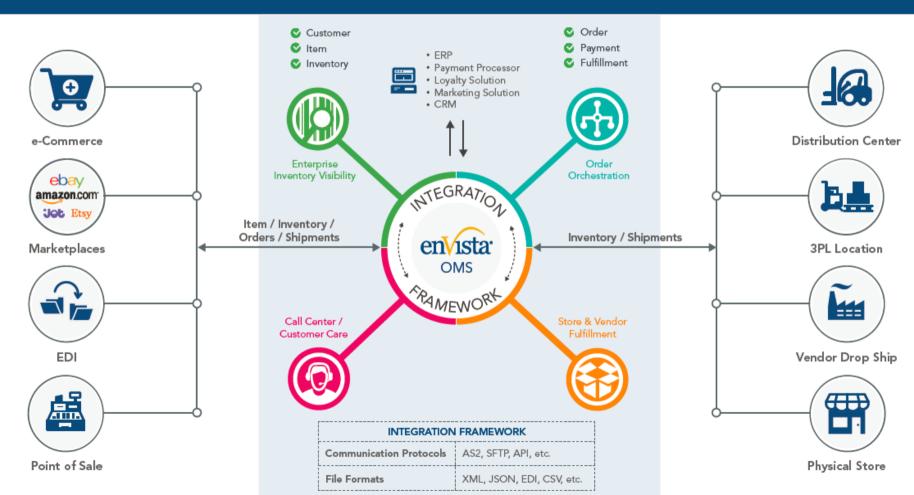


A 360-Degree View of the Customer is Essential









Levers to Satisfy Customer Demands



Personalization



Customer Service



Inventory



Unified Commerce

Post-Transaction Customer-Centric Activity

- Returns/Appeasement/Issue Resolution
 - Should be as seamless as the purchase process
- Carrying Brand Throughout Process
- Opportunities to personalize aren't limited to in store and online, the fulfillment center also holds opportunity to deliver seamless customer experiences.
- Marketing/CRM
 - Continuing communication with the customer
 - Survey, offer, works well with, in-store event notifications



Key Takeaways

- Shoppers don't see channels; they have experiences
- Customers want to buy wherever and whenever, however they want to have a consistent experience
- Retailers need to know when the customer wants choice or expects the retailer to do the work
- You can't be customer-centric if you don't know your customer!

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Physical and Digital Success is Based Upon

Speed of Customer + Speed of Business + Speed of Operations = Satisfied Customers

Building Experiences for Life



Questions?



Jim Barnes CEO jbarnes@envistacorp.com





Tami Mohney EVP, Marketing, eCommerce and Human Resources













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