



## What do these brands have in common?











## NETFLIX

#### Positive customer experiences are KEY

- → 80% say the customer service is as important as the products or service
- → 86% would pay more for better customer service (Walker Study)
- → 1 in 3 (33%) will leave a brand they love after just one bad experience
- → 92% will completely abandon a company after two or three negative interactions

#### **Customers expect connected journeys**

→ 76% expect consistent interactions across departments and that you know how they interact with your agency holistically

#### **Customers expect PERSONALIZATION - Customize everything.**

- → 52% expect offers to always be personalized
- → 66% expect companies to understand their unique needs and expectations
- → 82% expect immediate responses to questions

#### **Customers expect innovation - Push the limits!**

→ 88% expect companies to accelerate digital initiatives post COVID-19

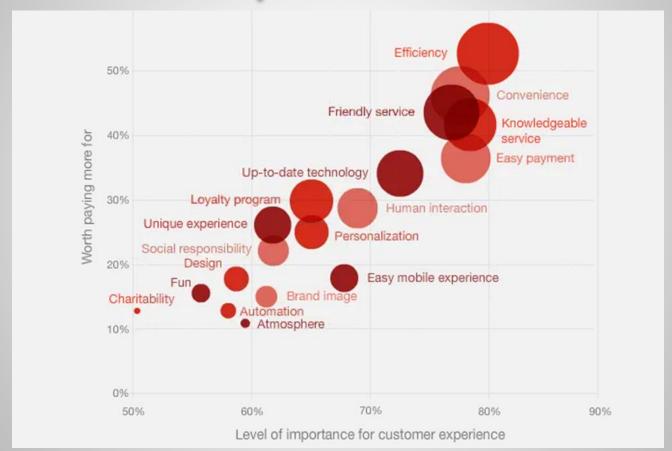


## **Expectation Evolution!**

#### THE PAST THE FUTURE Technology makes experience worse Technology makes experience better Open 9-5 x 5 24/7 Open 24/7 Company is in control of where Customer is in control of where Interaction happens Interaction happens Customer repeats information on every Company knows information from every channel channel Call centre volume is high Mobile messaging volume is high Customer finds content Content finds customer Customer fixes product Product fixes product



## **Customer Experience Values**





## Baby Boomers - b. 1946-1954

- → Make sure they know you value their time
- → Be solution oriented
- → Be ready to give them all of the information necessary before asking them to make a decision

### Gen X - b. 1965-1980

- → Prefer Informal digital communication (webchat, SMS)
- → Speed and efficiency
- → Readily available website information
- → Give the ability to leave immediate feedback
- → Don't want to talk on the phone



## Millennials - b. 1981-1996

- → Give them information quickly
- → Provide a customized experience
- → Maintain a positive attitude
- → Don't want to talk on the phone



#### Gen Z - b. 1997 - 2012

- → Omnichannel is a must
- → Phone calls are less taboo
- → Jumps at the chance to provide experiential information
- → Always put your best face forward or risk going viral
- → Make immediacy a priority
- → More comfortable with virtual agents and IVR

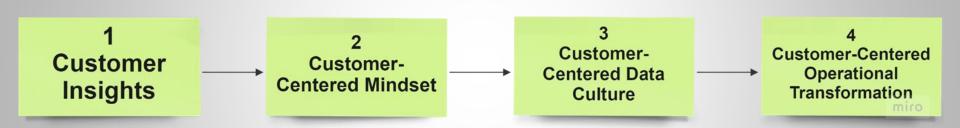


## **Generation Alpha - b. 2013 - Present**

- → "Kidfluencers" \$250+ Billion industry
- → Oldest are starting to interact with social media
- → Have access to their own tech, wearables, voice assistants
- → Gaming and social media: Fortnite, Roblox, Among Us, Ryan's World, Stormi Jenner, Gang Beasts, YouTube, the Metaverse
- → Highly opinionated and activists, with a fully developed position on most current issues
- → Expects real time in-app personalization from online retailers on social media



## **Creating Customer-Centric Process**





#### Integrity

Acting with integrity and building trust.

#### **Time and Effort**

Minimizing customer effort and creating frictionless process

#### Personalization

Individualized attention to drive emotional connection

#### Resolution

Turning poor experiences into great ones.

# Pillars of Experience Excellence

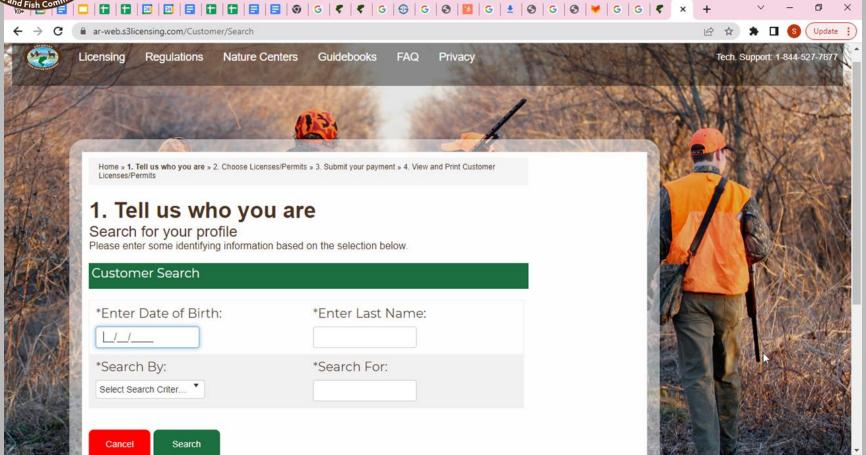
#### **Expectations**

Managing, meeting, and exceeding customer expectations.

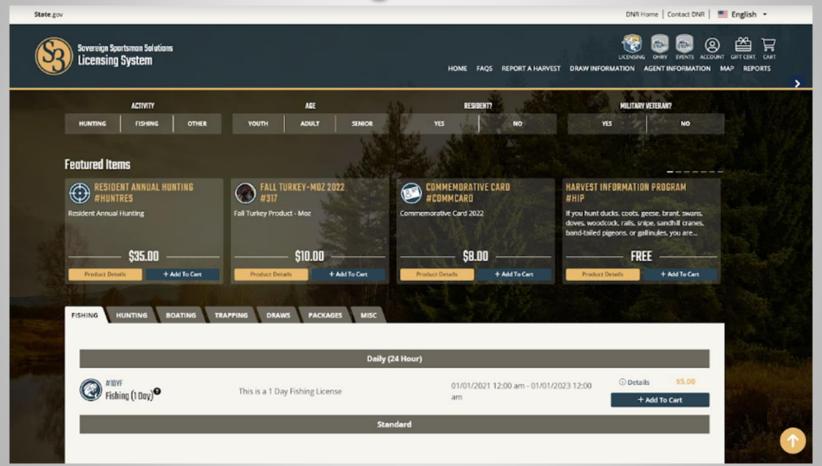
#### **Empathy**

Understanding the customer's circumstances to drive deep rapport

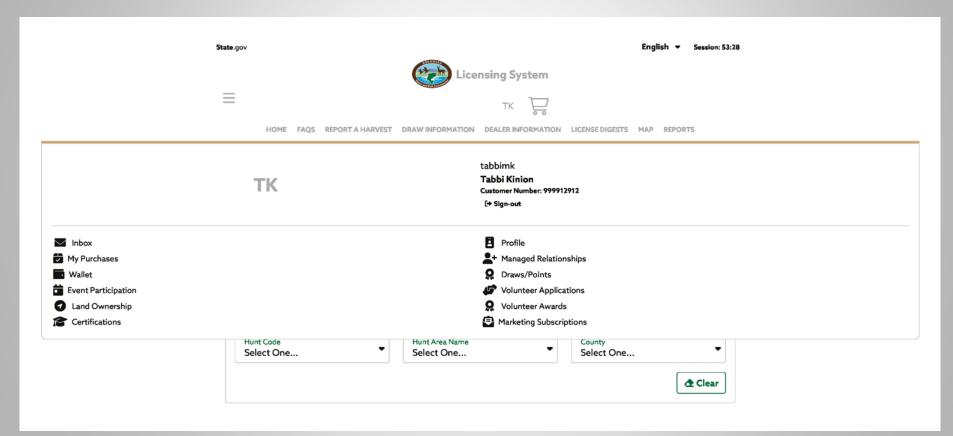




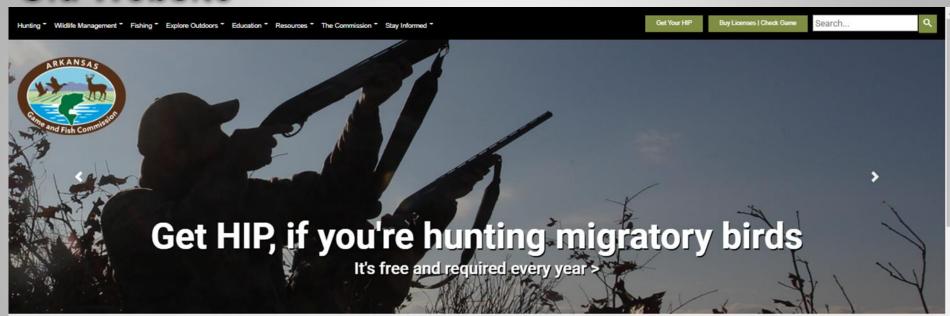
## **Product First Licensing**



## **Customer One-Stop Shop**



## **Old Website**





Download the 2022-23 Waterfowl



Join the AGFC on Oct. 29 from noon - 5



Help AGFC find the next site for a state-



All youth need a one-time, free Youth

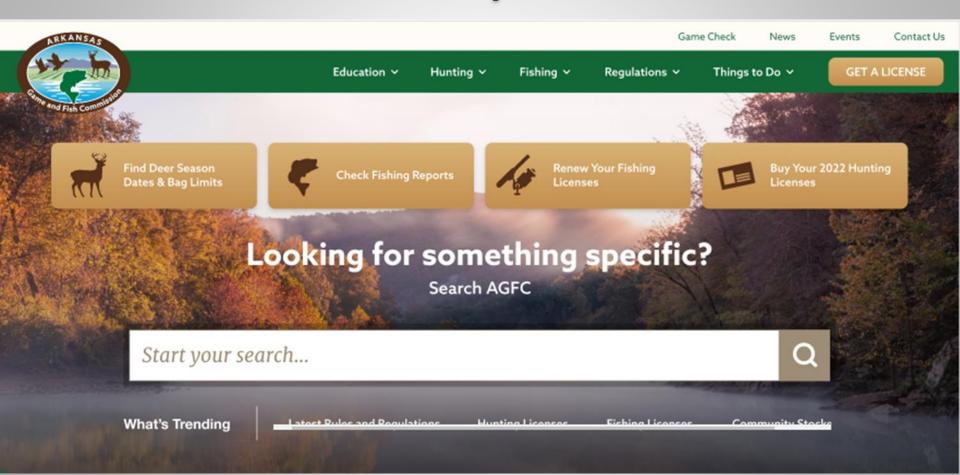


## **Current Website Use**

End-user Task	% of Pageviews for 2021	Jan-Mar 2021 %	Apr-Jun 2021 %	Jul-Sep 2021 %	Oct-Dec 2021 %
Game Check	36.07%	65.15%	23.25%	23.04%	22.48%
Buy licenses/permits	18.97%	10.52%	23.25%	23.04%	22.48%
Season Dates and Bag Limits	15.76%	6.06%	10.32%	16.16%	27.42%
Hunting licenses	7.25%	2.85%	3.57%	8.69%	12.43%
Fishing Licenses	6.27%	3.62%	15.12%	9.58%	2.45%
Check fishing reports	3.05%	2.95%	6.19%	3.46%	1.34%
General Fishing Regulations	1.15%	1.01%	2.61%	1.41%	0.42%
NEW Ag Community and Wildlife	0.72%	0.53%	0.93%	1.16%	0.54%
Where to hunt	0.70%	0.40%	0.48%	0.79%	1.03%
Hunter education	0.58%	0.25%	0.37%	0.79%	0.89%
Specialty Access-Disability	0.54%	0.29%	0.95%	0.78%	0.41%
Maps	0.50%	0.38%	0.65%	0.64%	0.48%
Where to fish	0.48%	0.33%	1.02%	0.72%	0.22%
Check the Laws and regulations	0.52%	0.29%	0.40%	0.58%	0.76%
Career paths and opportunities	0.42%	0.30%	0.60%	0.54%	0.36%

1% = 76,000 page views

## **Customer-centered desktop**

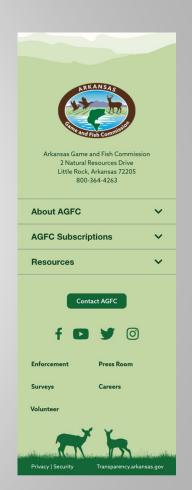


## **Customer-centered mobile**

83% of AGFC website traffic in 2021 was on mobile devices







## **Customer-centered app**

@ \$ 0 7 481% @ 11.25 AM

Arkansas

SIGN UP

LOGIN

- SKIP THIS STEP / OFFLINE ACCESS -

#### Current



#### **Update**



Fishing

Get a License

Fishing Report What's the latest fishing news?

Fishing Records

Did you land the big one?

Fish Identification Need help identifying that fish? Here is a list of sporting fish

located in Arkansas waters.

Record your catch for bragging

8

**Trophy Case** 

Merca

n

Home

Checkput state fishing records

Find licensing fees and apply or

Read the weekly fishing report.





## **Thank You!**

Tabbi Kinion
Education Division Chief
tabbi.kinion@agfc.ar.gov

