

Why Do We Need DESIGN?



Executives are inundated with data



Having higher quality data and insights alone is not enough to break through the clutter



But if we can stand out, with higher quality data and insights, we can own the boardroom



RESONANCE

Helps us shout above the din of data

The Power of DESIGN



CLARITY

Allows us to explore complex issues with a higher level of accuracy



SALIENCE

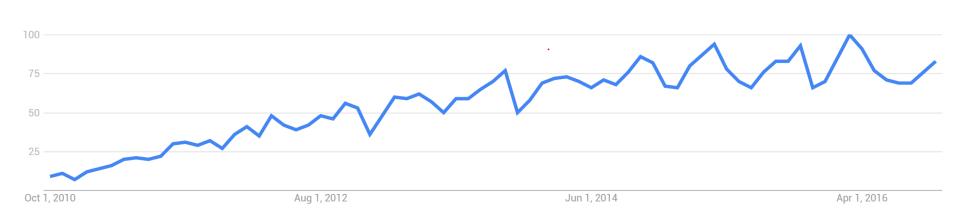
Gives us the tools to create the "user experience" of how our insights are received

Infographics are just the start

The popularity of infographics has shown that design holds promise, but exploding use has made it harder to stand out

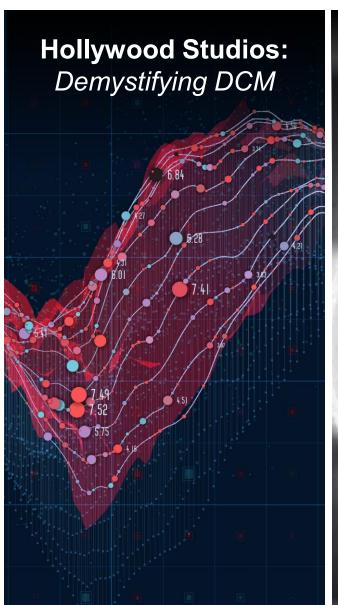
Interest over time





Three Examples of Design in Action







Case Study

UGG Segmentation & Segment Visualization

THE BUSINESS ISSUE

How to grow a wardrobe staple that straddles comfort and high fashion?

THE RESEARCH

- Global quantitative segmentation (2013-14)
- Segment visualization & installation (2014-15)
- Designer Immersion Fall 2015
- Segmentation Quant & Qual Refresh (2016)
- Segmentation Workshops & Playbook (2016)

DESIGN CHALLENGE

How can help UGG internalize the segments and keep the work fresh and relevant?





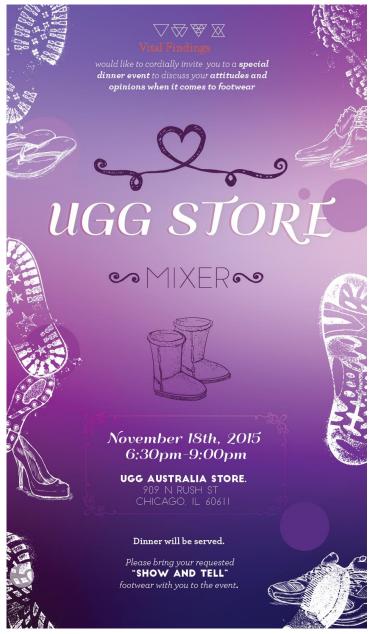






Invitations to Heighten **Excitement**







Vital Findings 🗸 😾 🕱

PRESENTS

segmentation workshop

SEPTEMBER 2016

The Result Resonance & Salience



The segmentation broke through, especially among UGG's designers, who had a hard time embracing previous data



- Three years in, the segmentation is still the foundation for annual strategic plans
- Because of events like the segment shopping immersion and workshops, the segmentation is actually used now more than ever

Case Study

Maximizing Profits for Home Entertainment Movie Releases

THE BUSINESS ISSUE

The home entertainment business used to be dominated by DVDs. Now, there are more ways to watch a movie than ever before.

THE RESEARCH

- Exploring Day-and-Date DVD/Theatrical Release (2004)
- Driving Increased Consumer Adoption of Digital Movie Purchasing (2009)
- Maximizing Studio Profit Across the Release Spectrum (2016)

DESIGN CHALLENGE

How can we test complex market simulations without overwhelming respondents (and studio executives)?



2004

Scenario 1 of 16

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Theater Release Date	Jun 4, 2004	Jun 4, 2004	Jun 4, 2004	Jun 4, 2004
Evening Ticket Price	Usual price (range)	Usual price (range)	Usual price (range)	Usual price (range)
DVD Sale and Rental Date	Jul 30, 2004	Jul 30, 2004	Jul 30, 2004	Jul 30, 2004
Buy DVD Price	\$15.99	\$15.99	\$15.99	\$15.99
Average Price to Rent	\$8.00	\$8.00	\$8.00	\$8.00
Pay Per View First Show Date (post-DVD)	Jul 2, 2004	Jul 2, 2004	Jul 2, 2004	Jul 2, 2004
Pay Per View Price	\$10.00	\$10.00	\$10.00	\$10.00
Special Features on DVD	No	No	No	No
If these movies had been released with the release dates, prices and features shown, what would you have done?	☐ See it at Theater ☐ Buy the DVD ☐ Rent the DVD ☐ Watch Pay-Per-View ☐ Watch it on TV ☐ None at all	☐ See it at Theater ☐ Buy the DVD ☐ Rent the DVD ☐ Watch Pay-Per-View ☐ Watch it on TV ☐ None at all	☐ See it at Theater ☐ Buy the DVD ☐ Rent the DVD ☐ Watch Pay-Per-View ☐ Watch it on TV ☐ None at all	☐ See it at Theater ☐ Buy the DVD ☐ Rent the DVD ☐ Watch Pay-Per-View ☐ Watch it on TV ☐ None at all

2016



Assume you are interested in watching the movie [options below are the only <u>purchase</u> options available.

at home and the

	Buy Digital Version to Own	Buy DVD	Buy Blu-ray	Buy DVD/Blu-ray Combo Pack
Price	\$16.99	\$16.99	\$22.99	\$24.99
Disc includes Digital Copy of the movie				
Includes Full Bonus Content				
Release Date	August 1	October 1	October 1	October 1
If you could only watch this movie if you bought it , which option would you most prefer?	•	•	•	•

If you could watch this movie **any way you wanted** (including the purchase option you picked above), which way would you most likely watch this movie?

\bigcirc In	would	buy	the	option I	chose	above
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- I would rent the movie on disc, as a digital version, or On Demand
- I would wait and <u>stream</u> via subscription (e.g., Netflix)
- I would wait and watch on a premium TV channel (e.g., HBO)
- I would wait and watch in some other way (e.g., on free TV, BitTorrent, borrow, etc.)

The Result Salience & Clarity



- In the past, DCM studies were viewed as fascinating, but too "black box" to trust fully
- The video made DCM accessible to studio execs, driving trust in the results



- From pre-testing, we found that respondents reacted well to the design of our two-task format
- When we showed them the video, they told us this is when they finally "got it"

Case Study

Understanding Driver's Attitudes Toward Autonomous Vehicles

THE BUSINESS ISSUE

To prepare for the future, the automotive industry needs to understand how consumers will react to **different levels** of vehicle autonomy.

THE RESEARCH

Future Autonomous Vehicles Driver Study

DESIGN CHALLENGE

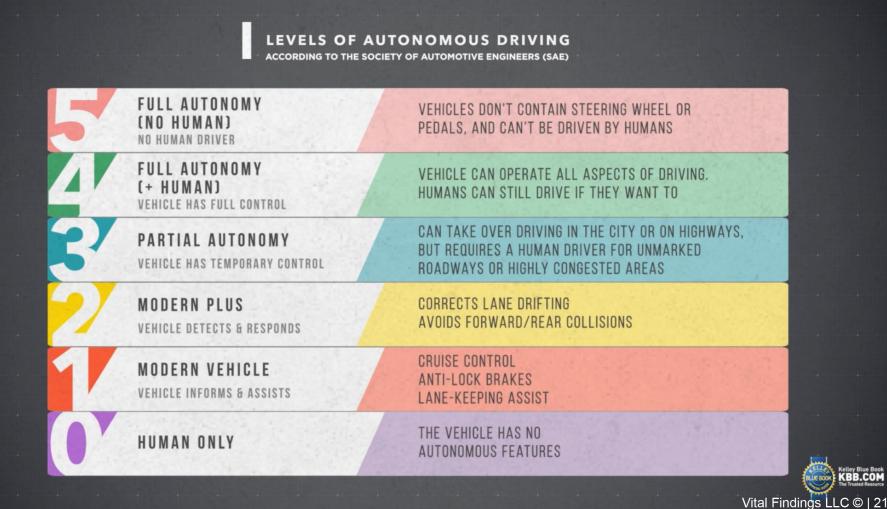
Many consumers don't understand what an autonomous vehicle is, much less what **the five levels of vehicle autonomy** are. How can we understand how attitudes change as vehicles become more autonomous?



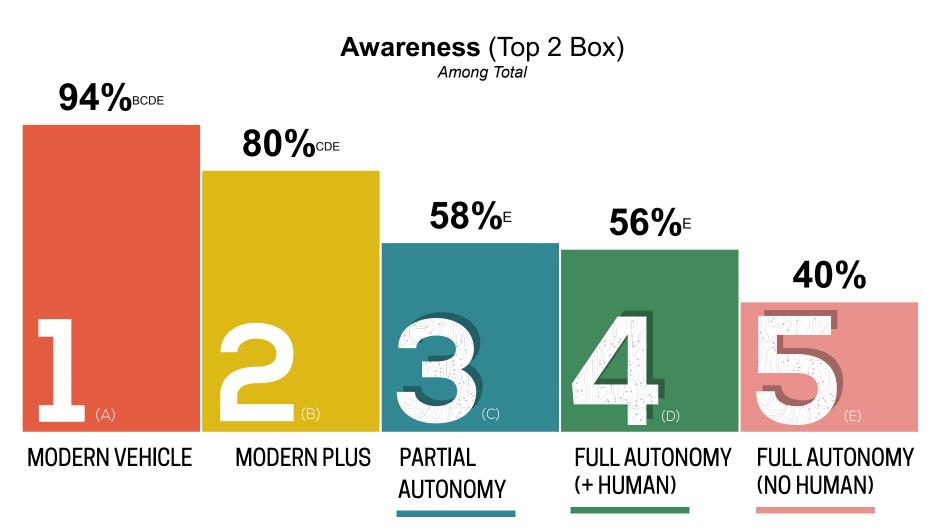




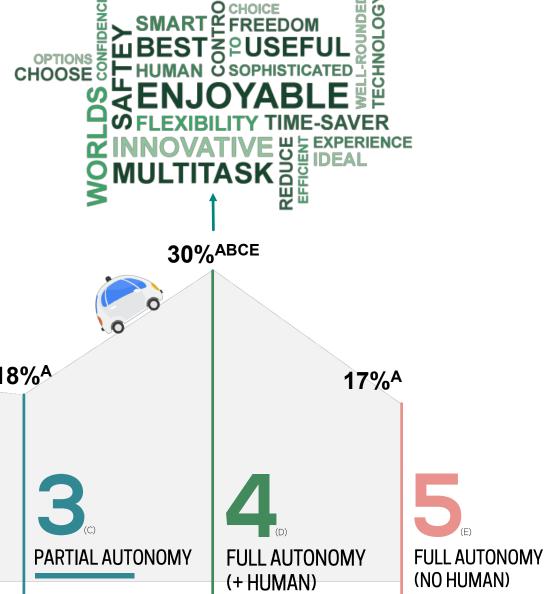
Motion Graphics "Levels of Autonomous Driving" Tutorial

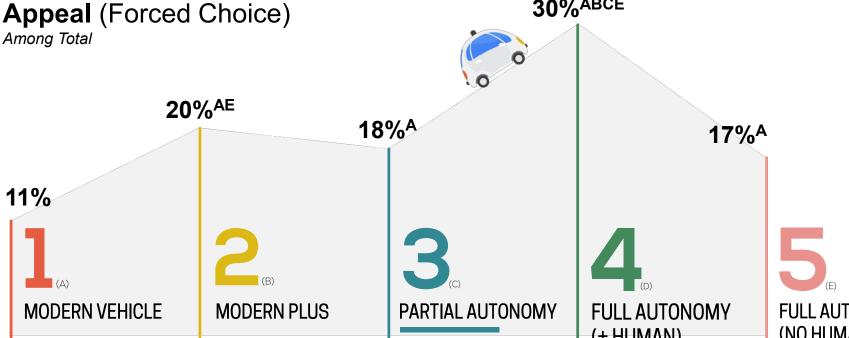


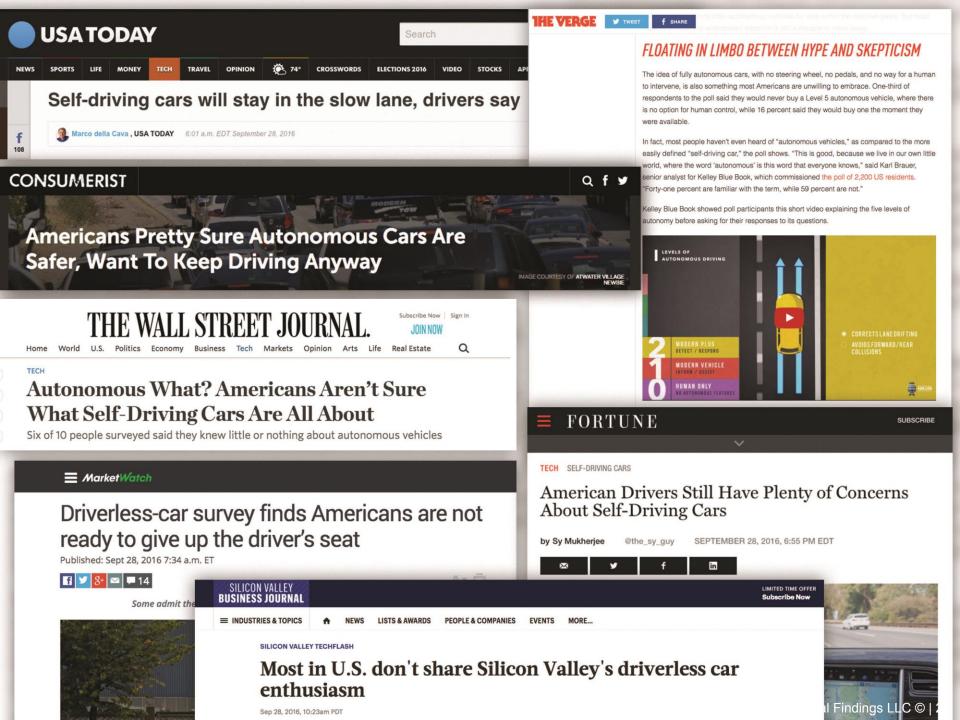
Only half of American consumers are aware of higher levels of autonomy, with a large drop off from Level 2 Modern Plus to Level 3 Partial Autonomy



But Level 4 Full Autonomy (+ Human) autonomy is the most appealing







The Result

Resonance, Salience & Clarity



- With so many surveys on autonomous vehicles, we were the first to be able to accurately research levels of autonomy
- The study ranks among the most covered of Cox's thought leadership studies



The video is now a key internal resource for communicating levels of autonomy



Design allowed us to test an extremely complex topic, explain it in a way that consumers understood, and dig into levels of autonomy in a way never seen before

How design has improved the power of insights at Cox







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