

Why real-time *really* matters in 1:1 engagement

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PegaWorld*iN*spire



Real-Time Interaction Management

(per Forrester Research)

- Technology that determines the best **action, offer, or message**.

- Technology that enables **contextually relevant** experiences.

- Technology that engages customers via **preferred channels**.

- Technology that delivers **utility and value** to the recipient.

Empathy

Real time is about *people*,
not technology.

Campaigns

Offers	Product A	Product B	Product C	Product D
Bob			✓	
Jennifer				
Mary			✓	
Angus			✓	
Emily				



Response

Real-Time

Actions	 Sell	 Serve	 Retain	 Nurture
Bob				
Jennifer				
Mary				
Angus			✓	
Emily				

10%

Response

Why?

Four reasons

Context

What's happening with this customer *right* now?

Where **ARE** they?

What are their **EMOTIONS**?

How are they **BEHAVING**?

What's their **INTENT**?

Are they making **PROGRESS**?

**Which approach
matches their
context?**

Hardship messages

(if relevant to individual)

Service tasks

(if open service issue ongoing)

Retention offers

(if churn likely & CLV high)

Sales offers

(only if offer relevant & suitable)

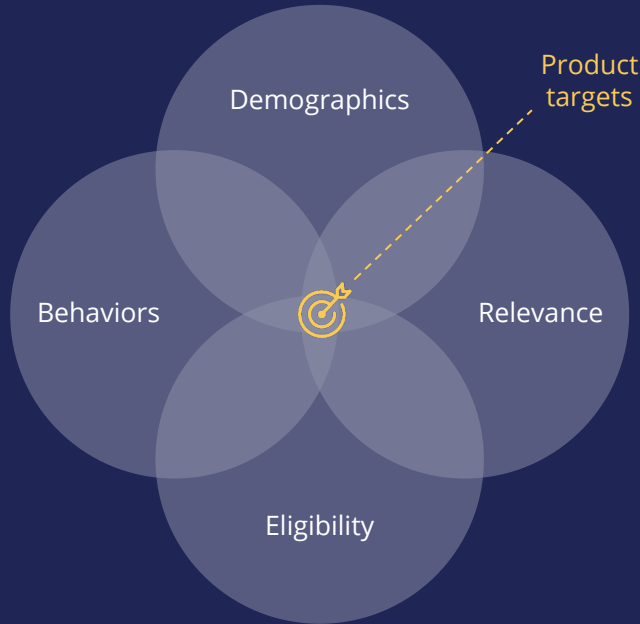
No action

(otherwise)

Relevance

What does this individual
really care about?

Segments



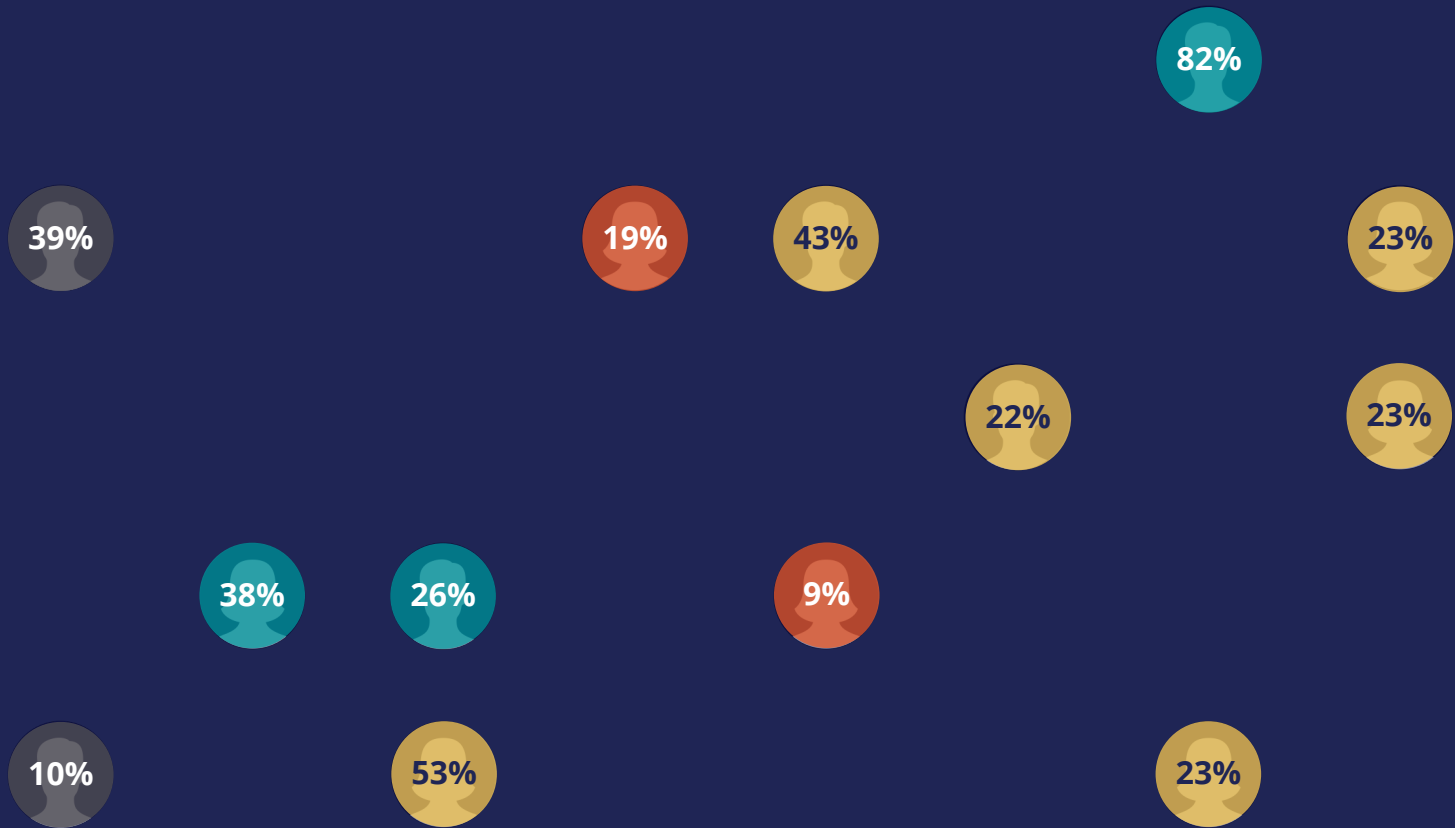
Propensity

Potential actions	Angus's propensity
Offer: Rewards card offer	0.3%
Offer: Mortgage loan offer	0.1%
Service: Missing email address	4.0%
Service: Travel notification	3.0%
Retention: Unclaimed rewards alert	14.0%
Retention: Waive annual fee for one year	5.0%
Hardship: COVID-19 support	6.0%
Hardship: Hurricane relief package	0.0%

Timing

Is *this* the right moment to present
this message to *this* person?





Channel

Which are the most sensitive to response times and decision lags?

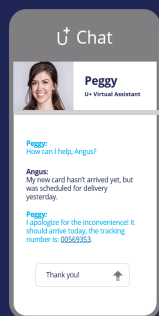
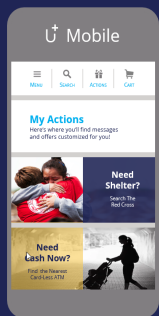
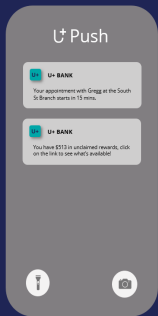
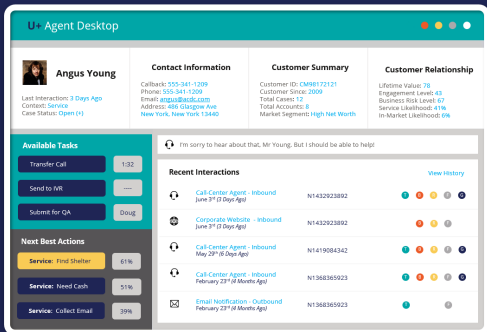
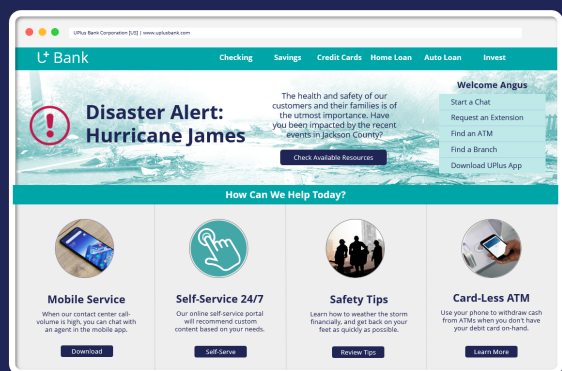
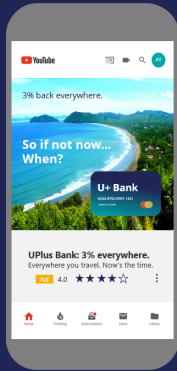
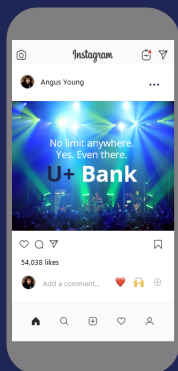
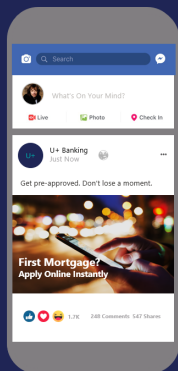
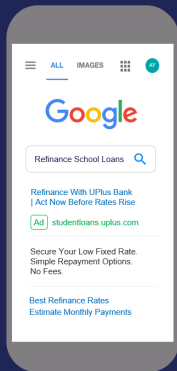
The impact of speed on CX

As speed decreases, so does quality



Speed of the Decision	Website	Mobile app	Virtual assist	Contact center	Retail location	Mobile push	Email & SMS	Paid ads	Direct mail
<200 milliseconds	✓	✓	✓	✓	✓	✓	✓	✓	✓
<500 milliseconds	-	-	✓	✓	✓	✓	✓	✓	✓
<1 second	X	X	-	-	-	✓	✓	✓	✓
<10 seconds	X	X	X	X	X	✓	✓	✓	✓
<1 minute	X	X	X	X	X	-	-	✓	✓
<1 hour	X	X	X	X	X	X	X	-	✓
<1 day	X	X	X	X	X	X	X	X	-
<1 week	X	X	X	X	X	X	X	X	X

Quality of customer experience



\$150M / Year
(for every 10M customers)



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