

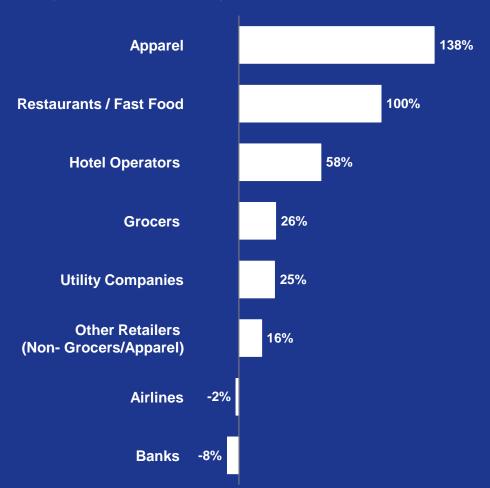
5 Principles Supporting Lifelong Loyalty

November 2022



Loyalty programmes are increasingly important to companies across sectors

Change in Mentions of Loyalty programmes in Annual Reports¹ 2017-21 by Sector





When (re-)designing loyalty programmes, we believe there are 5 principles for Lifelong Loyalty

Start with the strategic objective

Loyalty programmes must support and enhance business priorities, and have a clear customer focus

'Earning' must be simple and demonstrate tangible value

The best programmes offer a simple, 'universal' way to earn, while encouraging additional engagement to earn faster / more

You want members to use their benefits!

Benefits should appeal broadly, celebrate the individual and offer choice to address specific target customer segments

The economics must be understood overall and by customer group

Monetising free / low-cost assets, minimising cannibalisation, and passing costs to partners / suppliers are critical levers to managing cost, and increasing ROI

5 Maximising value requires integration across the business

Loyalty cannot stand alone – it is essential to integrate across customer facing touchpoints and across business operations



Loyalty programmes need to be designed to support business objectives, with a clear focus on target customer groups

Questions to ask of your programme

What priorities can loyalty support? Is loyalty the best way? Eg vs investment in price / marketing

Which customer groups are you attempting to reach through loyalty? Do you understand how much each group is worth and how much you're willing to invest?

Common objectives for loyalty programmes

Increase preference and capture share of wallet

Retain customers / stimulate next purchase

Understand customers better

Expand repertoire / purchase higher margin products

Increase usage of **new / preferred** channels

Smooth demand / increase utilisation during off-peak

Monetise customer database

Common objectives across virtually all loyalty programmes – essential to consider which customer groups you want to reach through loyalty – and their needs / value

Important for companies with store / offline interactions

Focus on these objectives varies by company – and by customer group. For example, capturing customer data (especially with marketing rights) is highly valued amongst lower frequency groups

Influencing channel behaviours is an increasingly important objective for loyalty programmes

Channel Objectives

Travel Operators



Encourage 'direct'
bookings - maintaining
/ reclaiming volumes
vs OTAs

Recent Examples Include





Hilton Honors Members can chose their room – selecting eg rooms with great views, use digital key, order room service, chat with front desk

Retail



Encourage use of apps to enhance (and influence) store shopping experience



Asda's new Pounds not Points programme tasks shoppers with in-store app missions – to collect rewards

Hospitality



Encourage use of apps to streamline ordering (and reduce cost to serve) and maintain ownership of customer (vs 3rd party platforms)



Step 1 – Download the McDonald's app

Download the McDonald's app from the App Store or Google Play to get started. Then all you need to do is sign-up and opt-in to MyMcDonald's Rewards! **



Step 2 - Order & Earn

Order on the app for pick up or delivery and you automatically earn 1 point for every penny.

If you're ordering via a Kiosk, Front-Counter or Drivethru, you need to generate a unique code, located in the 'code' section of your app and give this before you order. McDonalds new loyalty programme requires ordering via the app to earn rewards



Earning something is a powerful motivator. This must have a simple, mass-appeal mechanic

Questions to ask of your programme

Can you describe the reason to join in a **short sentence?**

Does the mechanic have **broad appeal** across your customer base?

Does the mechanic give you scope to target specific customer behaviours you want to change?



"Which of the following would encourage

Accessing Tesco Clubcard Prices create a 'must join' reason for shoppers to sign-up and realise instant benefit

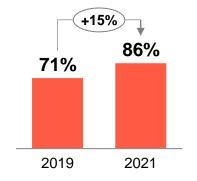


Tesco shifted focus from a 'rewards later' (Points) to a 'rewards now' scheme in 2019 through launch of member only Clubcard Prices

Highly visible in store, the shift has delivered a step-change in Clubcard's already high usage

...and allowed Tesco to maintain share – the only Big 4 grocer to do so in context of Discounter growth

% Sales from Clubcard Holders







Clubcard Prices now account for 100% of Tesco's promotions



Starbucks Rewards is simple – yet flexible, to nudge customers towards desired behaviours



Broad appeal and simple mechanic



- Universally relevant as reward (free drinks) are the core proposition
- Readily understandable in markets where loyalty schemes are common (eg US, Europe)

Flexible mechanic which can be used to encourage desired customer behaviour

Additional stars can be earnt through games and promotional periods, rewarding customers who engage (and buy) more...



...while customers are steered towards customer journeys which Starbucks wants to promote – eg app / cobrand credit card





SHEIN issues loyalty points to encourage user-generated content eg reviewing clothing



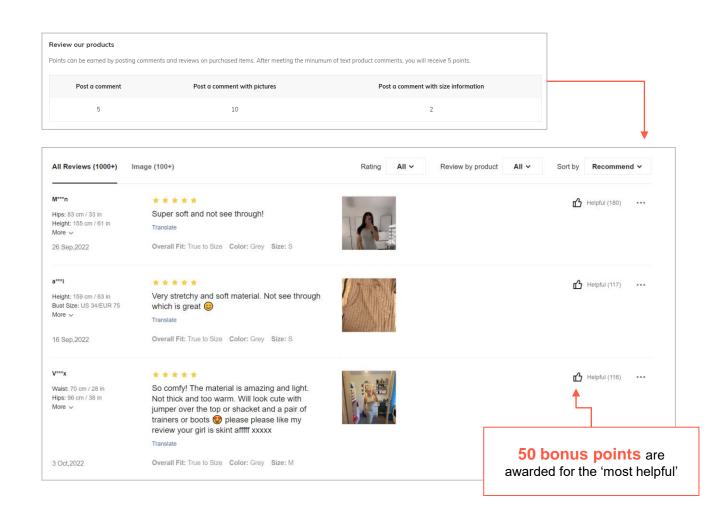
SHEIN awards points for purchase – and for engagement

The simplest way to earn additional points is through leaving reviews

Highly informative user generated content is encouraged as members receive more points for posts with size information and photos

Members can earn up to \$20 per day in points through reviews

Most popular items have 1000+ reviews





Earning can encourage 'everyday' engagement – half a billion members 'plant trees' in Alipay's Ant Forest



Members of Alipay earn 'green energy' from everyday activities – eg walking instead of driving.

Alipay rewards members with virtual trees – planted in app based world...

...which supports Alipays commitment to the environment – planting a real tree for each virtual tree







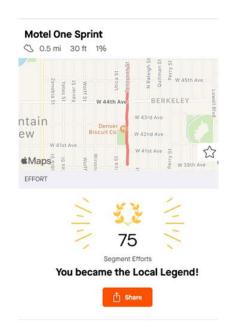
100m+ trees planted

500m members participate



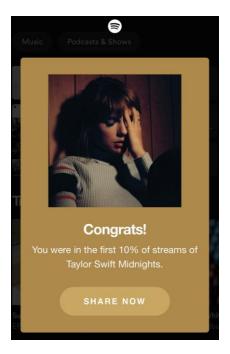
Earning praise can be 'gamified' – lifestyle apps have put this front and centre of their approach to customer loyalty





Highly local competitions through Strava's activity tracking encourage regular participation





Spotify codifies behaviours in sharable soundbites – encouraging social conversations





Peloton uses multiple awards, streaks and competitions to nudge users to regular activity and try new classes



Benefits should be designed to be used. Redemption should encourage incremental purchases

Questions to ask of your programme

Are your members regularly using their benefits? Are these benefits valued?

How can redemption be used to **stimulate incremental purchases**?

Enrolment isn't enough – active engagement is key

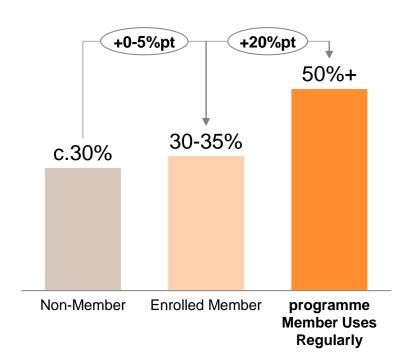
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Average number of loyalty programmes each adult is enrolled in

Average number of loyalty programmes each adult uses regularly

Example Uplift in Share of Wallet for Travel Loyalty programme

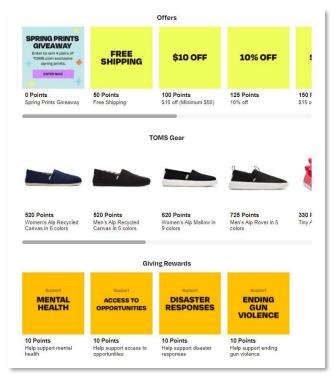


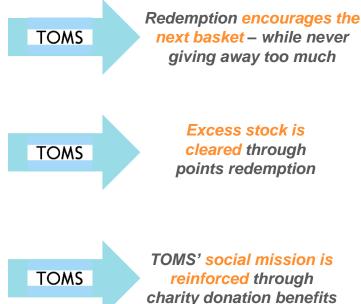
TOMS benefits are designed to initiate a new basket – and capture incremental spend



TOMS has designed its points-based loyalty programme with the intention of points being used 'little and often' – helping members see tangible value on most orders

For example – if a member placed a \$50 order, they would earn 50 points – redeemable for free shipping on their next purchase



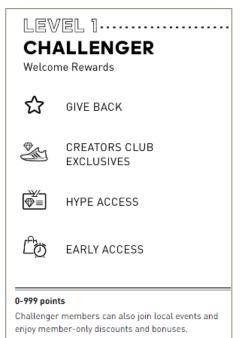


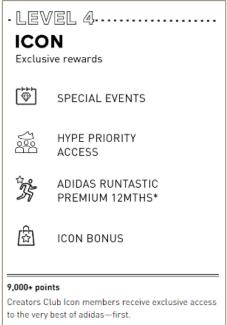


Adidas' adiClub membership encourages brand engagement, and initiates purchase through exclusive access to launces



adiClub gives
members priority
access to product
launches and events
– creating regular
engagement with
customers, while
ensuring that new
products are
purchased and
promoted by Adidas'
best customers first







Benefits readily available (at a low cost) to all – eg early access, donations to charity Money can't buy benefits (eg meeting Messi) offered to a very limited number of adidas' highest influence customers



IHOP's new programme gives members more choice in how to spend their rewards through the 'stack market'











engagement and regular usage through the app based 'Stack Market' – allowing customers more ways to use their PanCoins

Each \$5 spent rewards customers with one PanCoin – 3 PanCoins can be redeemed for pancakes



Halfords' freemium model is designed to encourage crossshop between 2 business divisions



halfords motoring club

Choose the best plan for you.		Premium Worth over £100 Helping you save across the year	Free Worth £30
Join Halfords Motoring Club Premium today for £4.99 a month or £49 a year and get access to a wide range of instant benefits to keep you moving all year round, worth over £100.		£4.99/mo £49/year	£0.00/mo
		Join Premium	Join Free
		Premium	Free
MOT Offer	i	FREE MOT Save £39.99	£10 OFF
10 point car check	i	2 x FREE Save £30.00	1 x FREE
Welcome Voucher *£20 minimum spend on free membership	i	£10	£5
5% off motoring products and services	i	✓	×
1 x FREE fitting in our stores of wiper, bulbs or batteries	i	~	×
FREE next day delivery (online orders)	i	✓	×
Exclusive offers and member discounts	i	~	✓

Halfords Freemium loyalty programme stimulates new visits by offering discounted and free services visits

These benefits are targeted at services with 'known value' eg MOTs which drives value perception of the programme, and encourages trade-up to paid-for programme

Since launching in March 2022
Halfords motoring club has
>0.5M members and aims to
have 1M by April 2023



Loyalty programmes need to deliver sufficient value to customers as to encourage usage, while minimising cost to deliver

Questions to ask of your programme

Do you understand the cost / benefit overall and at customer segment level of your loyalty programme?

Do you understand how dialling up / down specific benefits can influence customer behaviour – and programme economics?

3 approaches are commonly used to support loyalty programme economics

Monetise 'free' assets

 Most loyalty programmes create value from monetising assets which are otherwise given away – eg priority access, or have very marginal cost to deliver – eg enhanced service / product

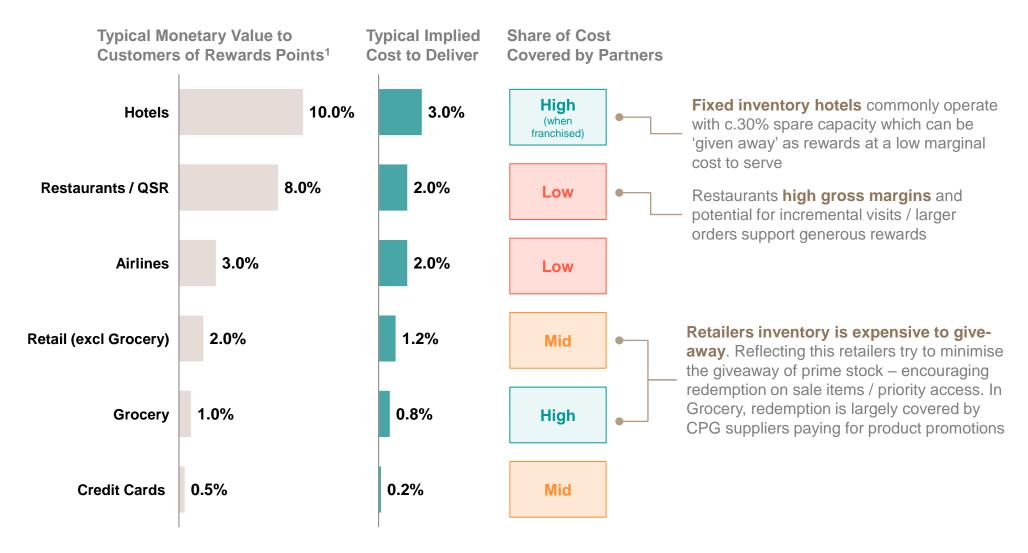
Minimise Cannibalisation

 Making the economics work requires minimising cannibalisation of existing super-user spend (eg limited redemption on high demand lines / dates), while investing just enough to change behaviours of lower frequency customers

Pass on Costs to Suppliers & Partners

 Customer access is the most valuable asset of any rewards scheme – programmes need to understand the value of a customer to a specific supplier / partner and charge accordingly

Loyalty programmes of fixed asset businesses (eg travel) can be more 'generous', retailers must work hard to create customer value



Fixed inventory businesses eg Hotels, monetise unused capacity through loyalty rewards – marginal cost is low; perceived value high

Points

Other Low Cost Assets Monetised

Monetise 'free' assets

Points redeemed on inventory – few hotels are 100% full allowing assets to monetised at marginal cost

Minimise Cannibalisation

Dynamic pricing and black-out dates encourages redemption on lower-occupancy nights

Pass on Costs to Franchise Partners

Loyalty members book direct – creating a low cost customer acquisition channel for franchisees who cover the cost of points issued





Members can chose their room – selecting eg, quiet rooms / rooms with great views



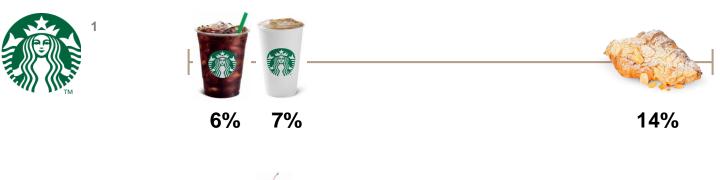
Free / discounted breakfasts and drinks encourage on-property consumption – increasing overall revenue



High restaurant margins support generous redemption rates – a wide range is common to encourage trialing / bolt-on purchases

Range of implied value from points redemption across menu items

Effective Cash Back Rate on Spend with...



Drinks are typically lower value, as rewards often cannibalise existing sales, while food purchases are more likely to be incremental – with uptake encouraged through more generous redemption pricing



Single units are priced more generously than meals – as potential to stimulate new incremental snacking visit, or add on to an existing order







-

7%

13%

18%

Financial Services must 'work harder' to make the economics add up – learnings re: eg partnerships are relevant for all





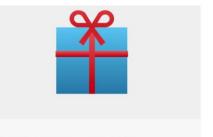
Compare the Market uses *Meerkat Movies* rewards programme as the businesses main marketing tool – and differentiation versus other price comparison websites

The reward appears to be generous to consumers (2 for 1 movie tickets), but is funded by major cinemas as the offer is limited to low utilisation days – Tuesdays and Wednesdays, where incremental ticket sales are highly valued (even when effectively half price)

Understanding 'the ask' of potential partners (often customer access), and designing programme benefits with this in mind helps maximise perceived customer value, while minimising the cost to deliver

BARCLAYS





Current account cash reward

More member benefits

Low margins in retail banking, a focus on headline rates and sticky customer relationships leave little scope to invest in loyalty rewards. Barclays Blue addresses this by explicitly linking rewards to customers taking out more products with Barclays

Creating explicit links between new products taken and benefits is a great way to manage cannibalisation of existing loyal base, and provide steady, positive programme economics

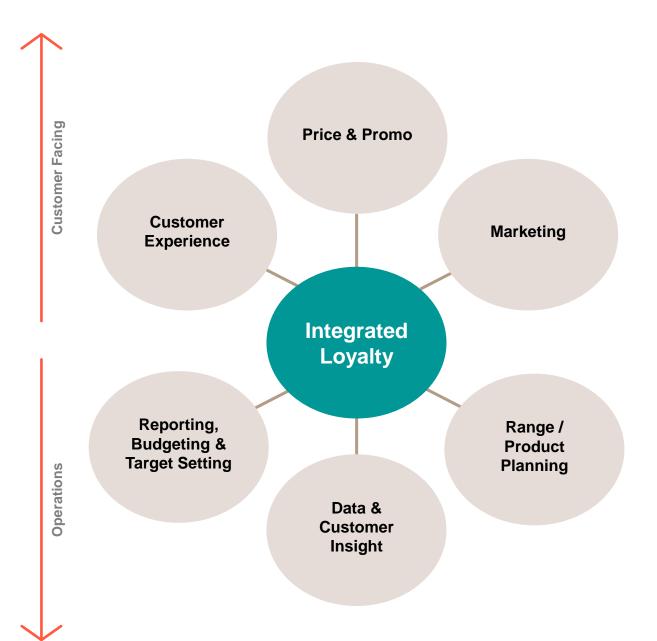
Maximising value requires integration across the business

Questions to ask of your programme

Are investments in loyalty considered alongside other price and promo decisions?

How is enhanced customer knowledge being used to improve user experience?

Are you willing to 'hold-back' your best proposition for loyalty members? *Eg member only pricing*



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strategic

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Thank you!

