

## Making the Case for Interactive Email

What's Possible, Beautiful, and Relevant



#### **Your Adventure Guides**



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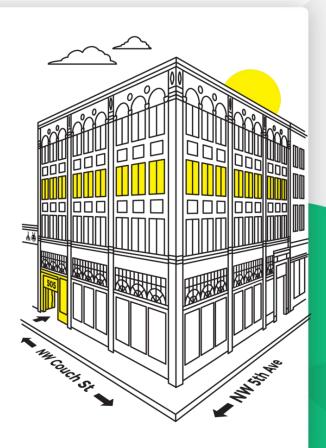
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## eROI







# PORTLAND, OREGON.



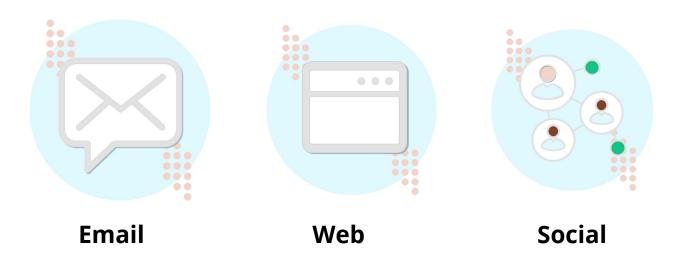








#### At eROI we...







### **teen**VOGUE



COFFEE EST. 1999

#### **STUMPTOWN**

ROASTERS







**KAISER PERMANENTE®** 





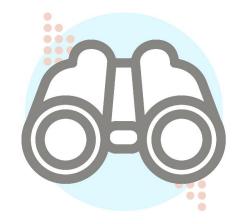






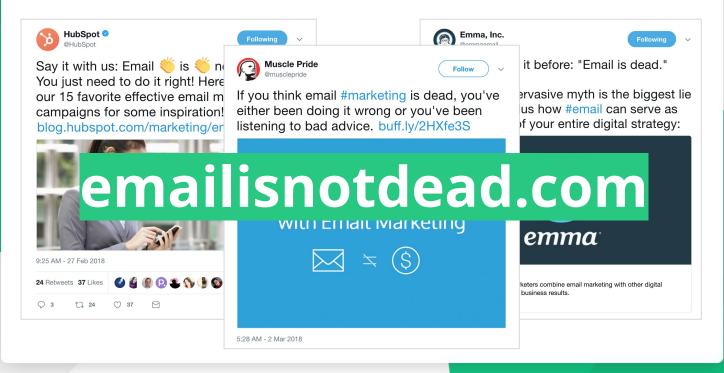
### **Today's Program**

- 1. What Is Innovation
- 2. Getting Buy-In
- **3.** Tactics
- **4.** Props, High-Fives, and Dreams





#### Email is not dead.





### What *is* Innovation



## Innovation can be so many things

Ugh, can't we just make a plain text email?

Ooh! Let's make a shopping cart in email.



Innovation doesn't always mean complicated technology usage.



Innovation doesn't always mean complicated technology usage.

It should be built around an idea or a new way to tell your story.



#### Just because you can...

#### Ask yourself if interactive strategies:

- ☐ Provides value to the user
- Supports a business goal
- Is supported on a good percentage of your subscriber's email clients.
- Provides an opportunity to learn more about your subscribers
- Means more than impressing your #EmailGeek friends <a>e</a>

If you can't answer yes to any of the above, it's time to re-evaluate.



# Getting Buy-In



### How to get client buy-in







**Engagement** 

**Data Collection** 





**Brand Values** 

**Email Enthusiasts** 



3 Biggest Challenges







**Skillset** 



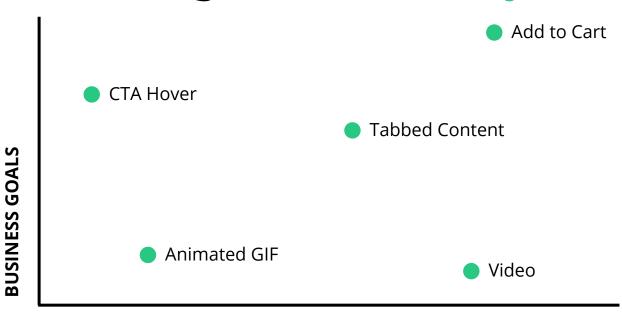
**Passion** 



Brainstorm different tactics, no idea is a bad idea (usually).

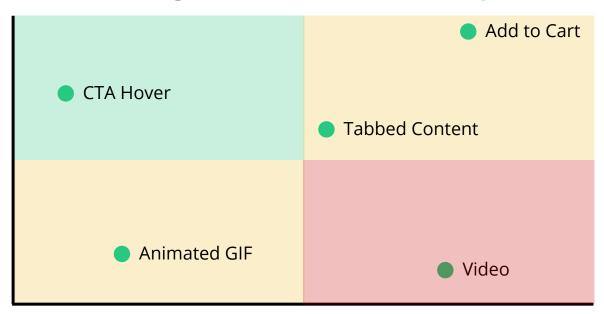
- Video
- Animated GIF
- Add to Cart
- Tabbed Content
- CTA Hover





**EASE OF IMPLEMENTATION** 





**EASE OF IMPLEMENTATION** 

**BUSINESS GOALS** 



- Involve your coworkers in the brainstorm process
- Start collecting data to support your strategies
- Create a system to enable you to focus on innovation
- Encourage team members to join the #EmailGeeks community on Slack + Twitter as well as the Women of Email group on Facebook
- Subscribe to emails about email #meta



Tactics



## Using Data and Strategy: What works where and why







A/B Testing



## Data + Strategy: CSS Animations



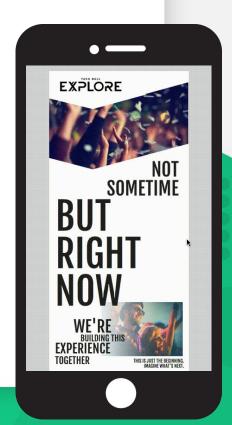
#### **Device Usage**

Majority of clients use webkit rendering engine



#### **Social Strategy**

Success of app adoption reliant on social sharing

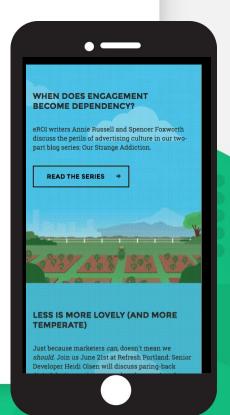




## Data + Strategy: CSS Animations

#### Other use cases:

- Animate rich backgrounds
- Add hover state to CTA buttons





### Data + Strategy: Scrolling Narrative



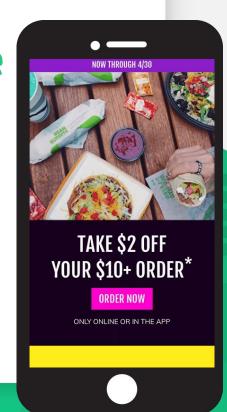
#### **Time of Engagement**

Majority of subscribers spend 20 seconds or more on email



#### **Click Maps**

Majority of clicks under preview pane i.e. the fold  $\bigcirc$ 





### Data + Strategy: Scrolling Narrative

#### Other use cases:

Ignore the fold, embrace the scroll





## Data + Strategy: Gamification



#### **Email Audit**

Audit of top performing emails based on volume of engagement for both email and onsite behavior



#### Incorporate Successful Tactics

Interactive storytelling, RPG, Animation, Lo-fi, Full length narrative

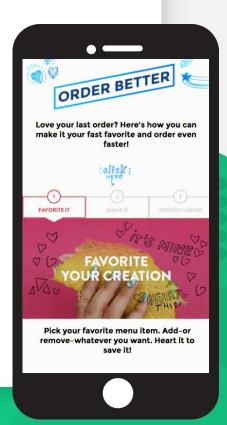




## Data + Strategy: Gamification

#### Other use cases:

- Demonstrate a process through steps
- Show/hide different states





#### **Process Tips + Tricks**

- Create a prototype to ensure the technology is supported.
- Ensure fallbacks in other clients using a QA software (like Email on Acid or Litmus).
- Live test various devices on different operating systems.
- If you are unsure of how successful the strategy will be, A/B test.
- Never be afraid to ask for help!





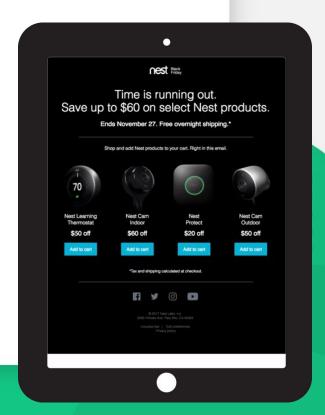
## Props, high-fives, & dreams



#### **Add to Cart:**

#### Nest

- Bring shopping cart to the consumer Option to select products, quantity, and style within the email before proceeding to checkout.
- Provide an opportunity for re-engagement
  If the user adds products to cart but decides not to purchase, there is now an opportunity to trigger a follow-up Abandon Cart email.

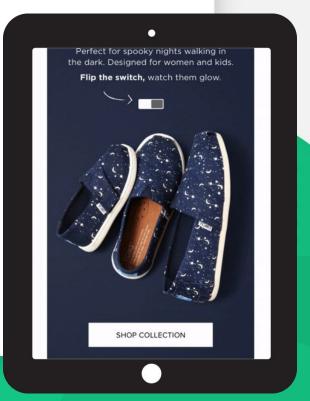




#### **Hover Experience:**

#### **TOMS Shoes**

- → Show, not tell the user about features User can hover over the switch to show how the shoes can glow.
- ★ Large email client support
  The toggle works on hover in desktop and web clients, and reverts to click on mobile.

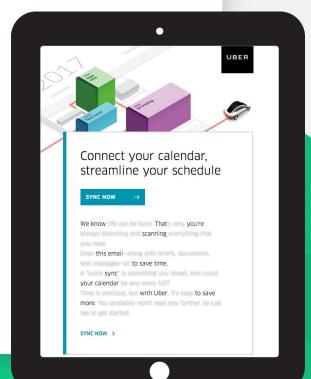




#### **Content Strategy:**

#### **Uber**

- Simple technology, strong narrative Content personalized to the behaviors of their users.
- Uses live text, not an image Text is accessible by screen readers as well as provides the option to highlight text to read full copy.

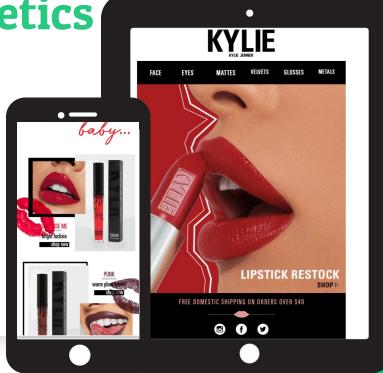




#### **Clever Animation:**

**Kylie Cosmetics** 

- ★ Widely supported image format Animated GIFs are supported in about 94% of email clients
- Easy to implement Provides the ability to showcase products not possible in static designs.





### **Top 5 Takeaways**

- Create innovative experiences that enhance, not confuse, the user
- Define how your message and techniques will add value to your client's business goals
- Convert your client + internal teams to certified #EmailGeeks
- Test, test, test!
- Have fun with your channel, because email should be fun





#### What does the future hold?





### Thank you!



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