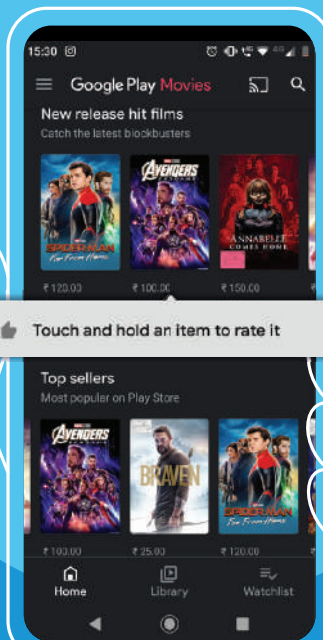


Nudges for Feature Adoption in 2020

A Global Observational Study



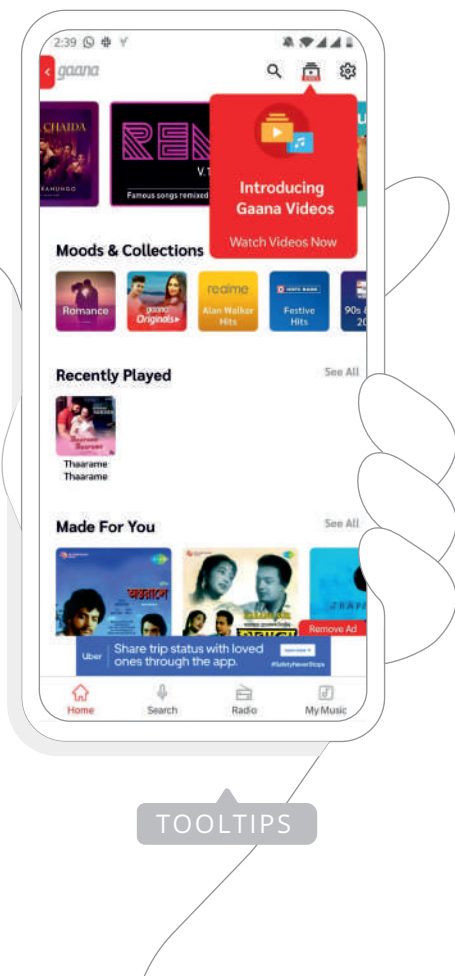
TOOLTIPS



Table of Contents

● Feature Discovery & Adoption is Hard.....	03
● Breakdown of all 300+ Nudges by Type.....	04
● Industry Breakdown	05
● Function.....	07
● Aesthetics	11

Feature Discovery & Adoption is Hard



Getting users to find, learn about, and then repeatedly use new features fundamentally requires users to change their existing behavior.

There are many strategies to drive feature adoption, but one of the most popular methods is to introduce UX changes that draw attention to, and educate users on, new or existing features. These UX changes take many forms: tooltips, spotlights, beacons and more. So, our teams at Netcore - Hansel wanted to observe which of these UX tactics were the most popular and prevalent. We also wanted to see how product teams would frame their language and copy within these UX changes, in hopes of nudging users towards the desired action.

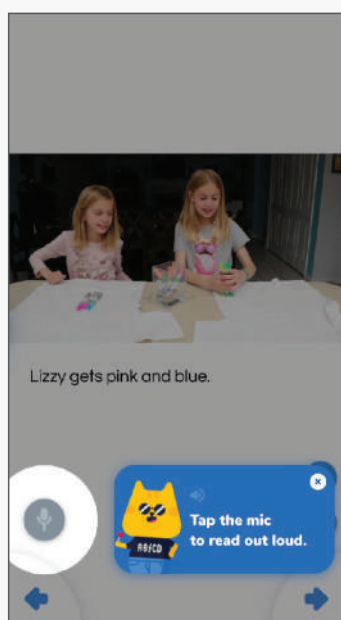
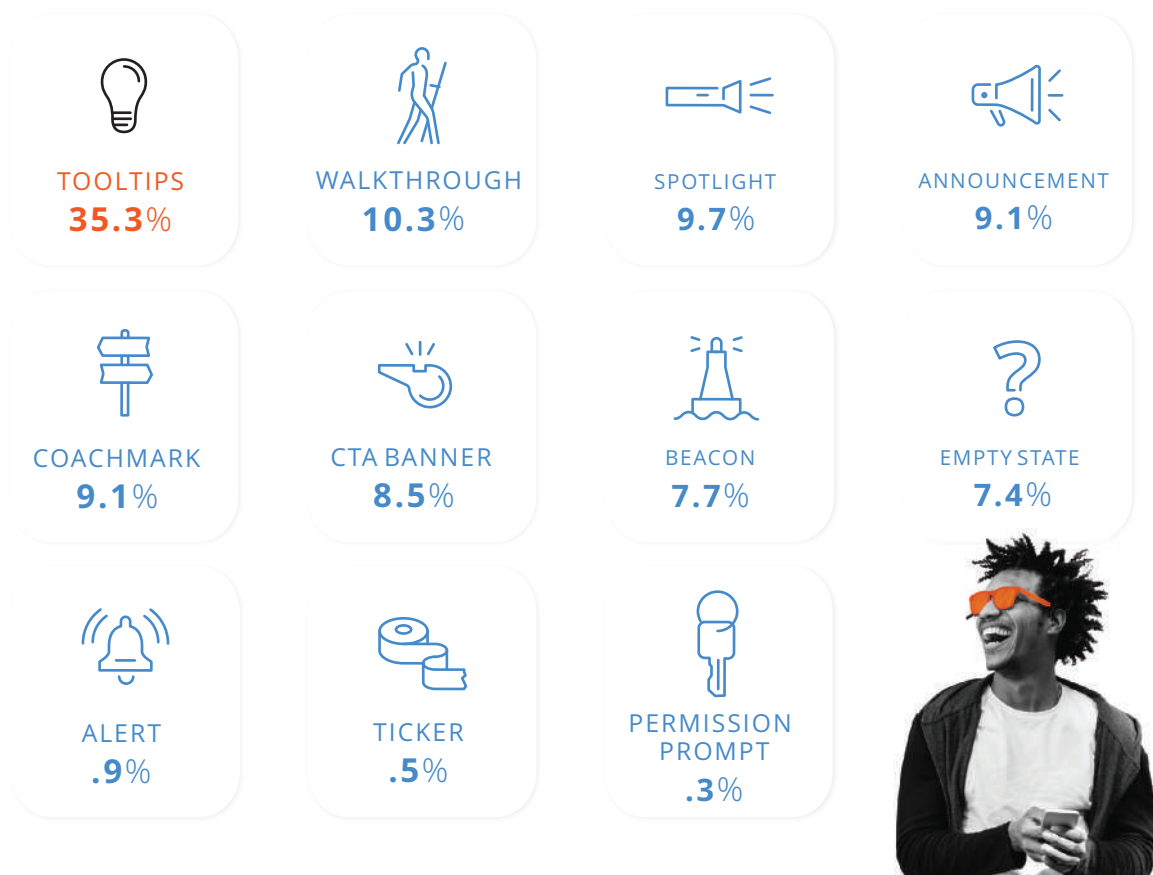
Our Teams Observed and Recorded Over

**300
OF THESE
NUDGES**

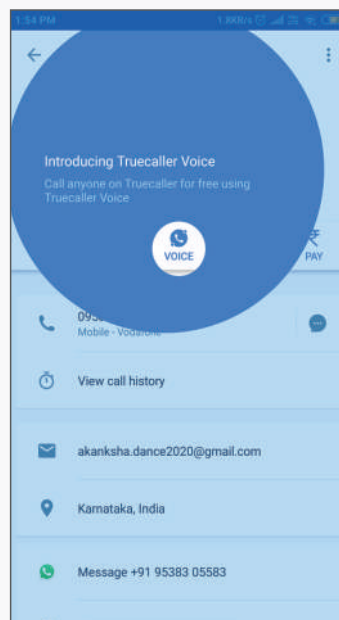
**9
DIFFERENT
INDUSTRIES**

We organized the results into digestible categories and hope they provide you with a view into the means and methods that product and growth teams are using today to drive feature adoption.

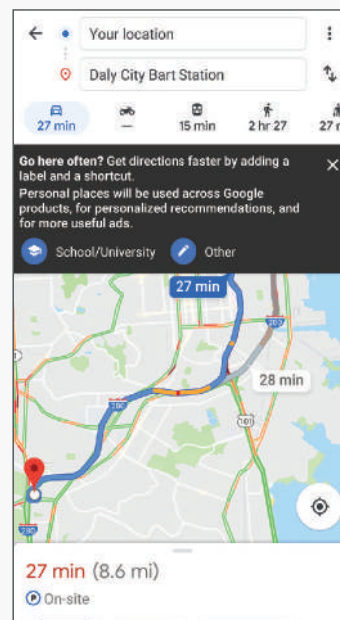
Breakdown of all 300+ Nudges by Type



SPOTLIGHT



COACHMARK



ALERT

DID YOU KNOW?

DO user retention can be 13% higher with an on-boarding walkthrough.

Industry Breakdown



UTILITY
29.3%



MEDIA
15.8%



E-COMMERCE
11.5%



PRODUCTIVITY
11.3%



TRAVEL
9.6%



SOCIAL MEDIA
8.9%



FINANCE
8.2%



SOFTWARE
4.1%



GAMES
1.4%

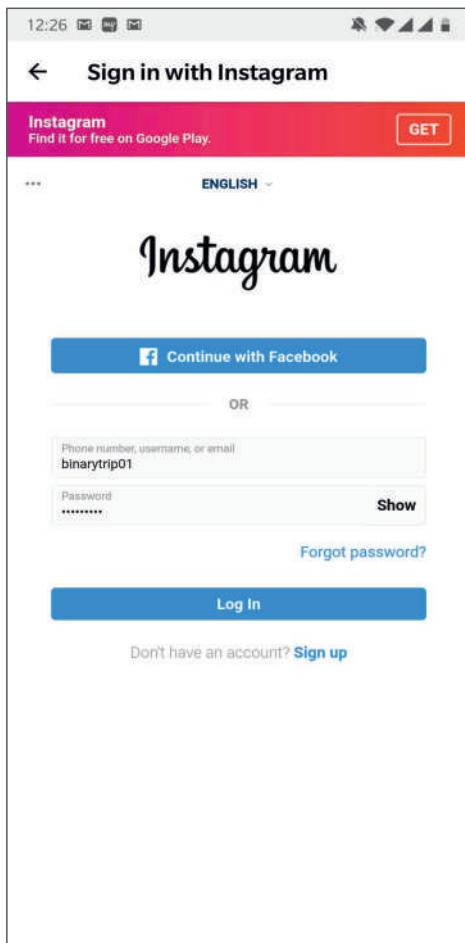
DID YOU KNOW?

When rightly used, Nudges can promote the average time spent per session by the user, by up to **15 - 20%?**

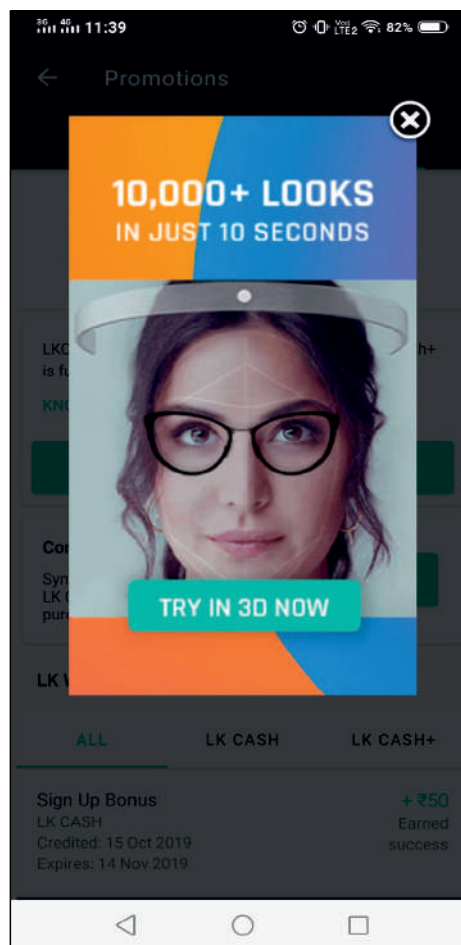
MOBILE
81%



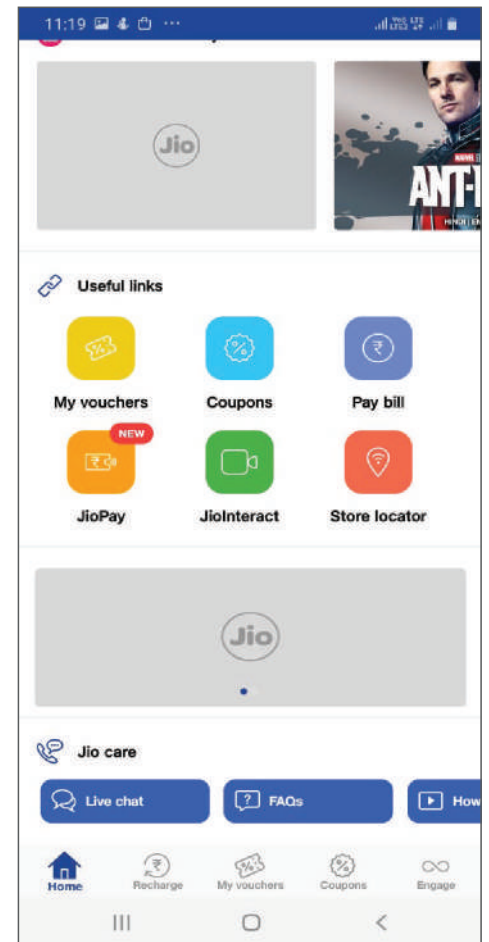
DESKTOP
19%



CTA BANNER



ANNOUNCEMENT



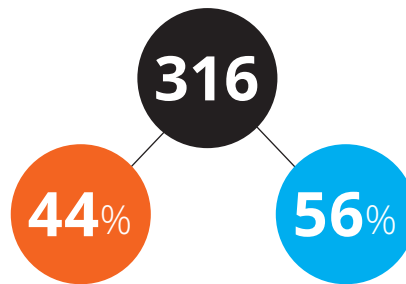
BEACON

DID YOU KNOW?

Feature Discovery and Adoption can increase
by **up to 12%** with relevant contextual nudges?

Function

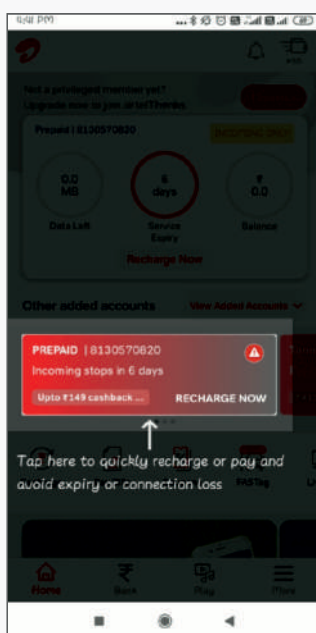
TOTAL NUDGES



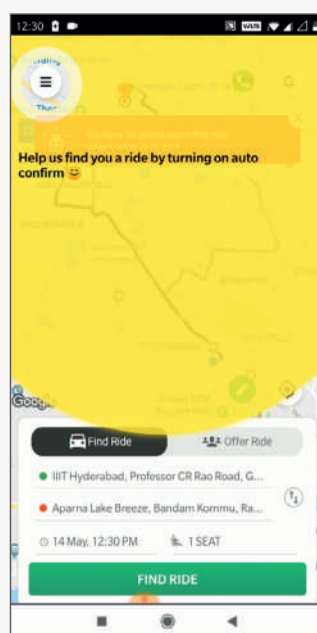
Instructional Nudges are framed with a call-to-action in mind, using task-oriented language to direct and guide the user in the desired behavior.

Educational Nudges educate the user on the feature, in hopes that giving users knowledge about the feature's benefits will act as an incentive.

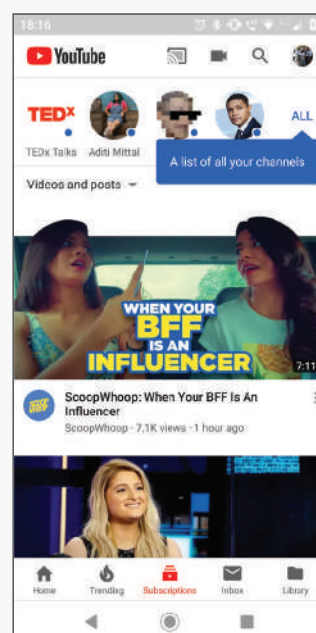
TOOLTIP



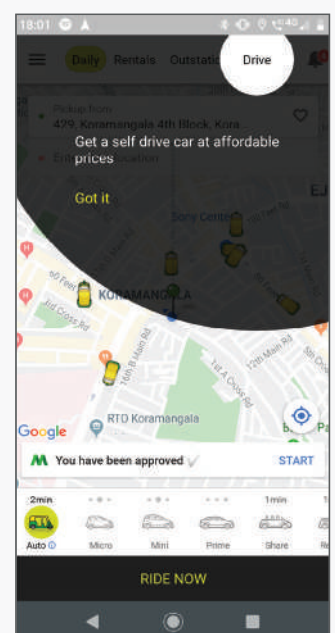
SPOTLIGHT



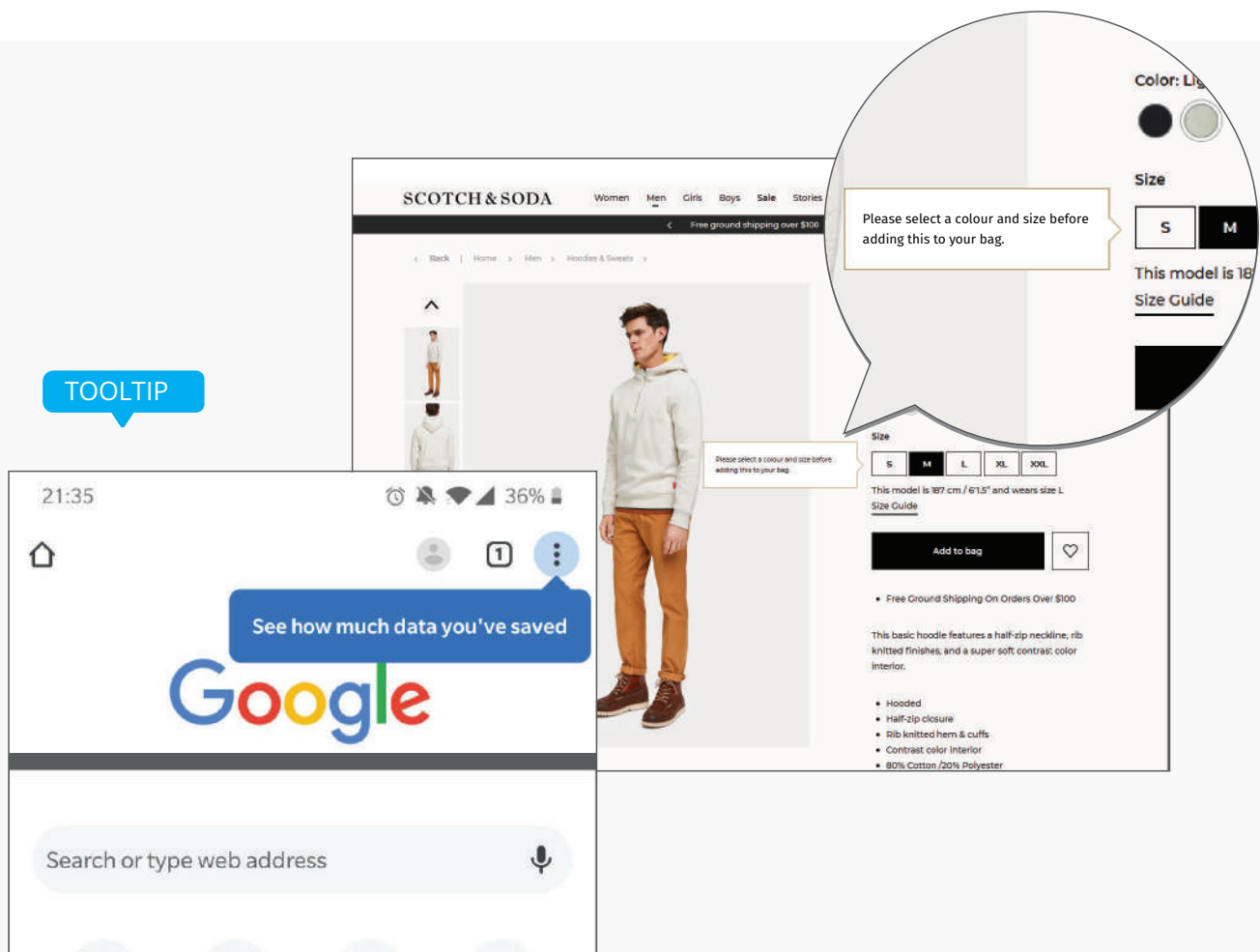
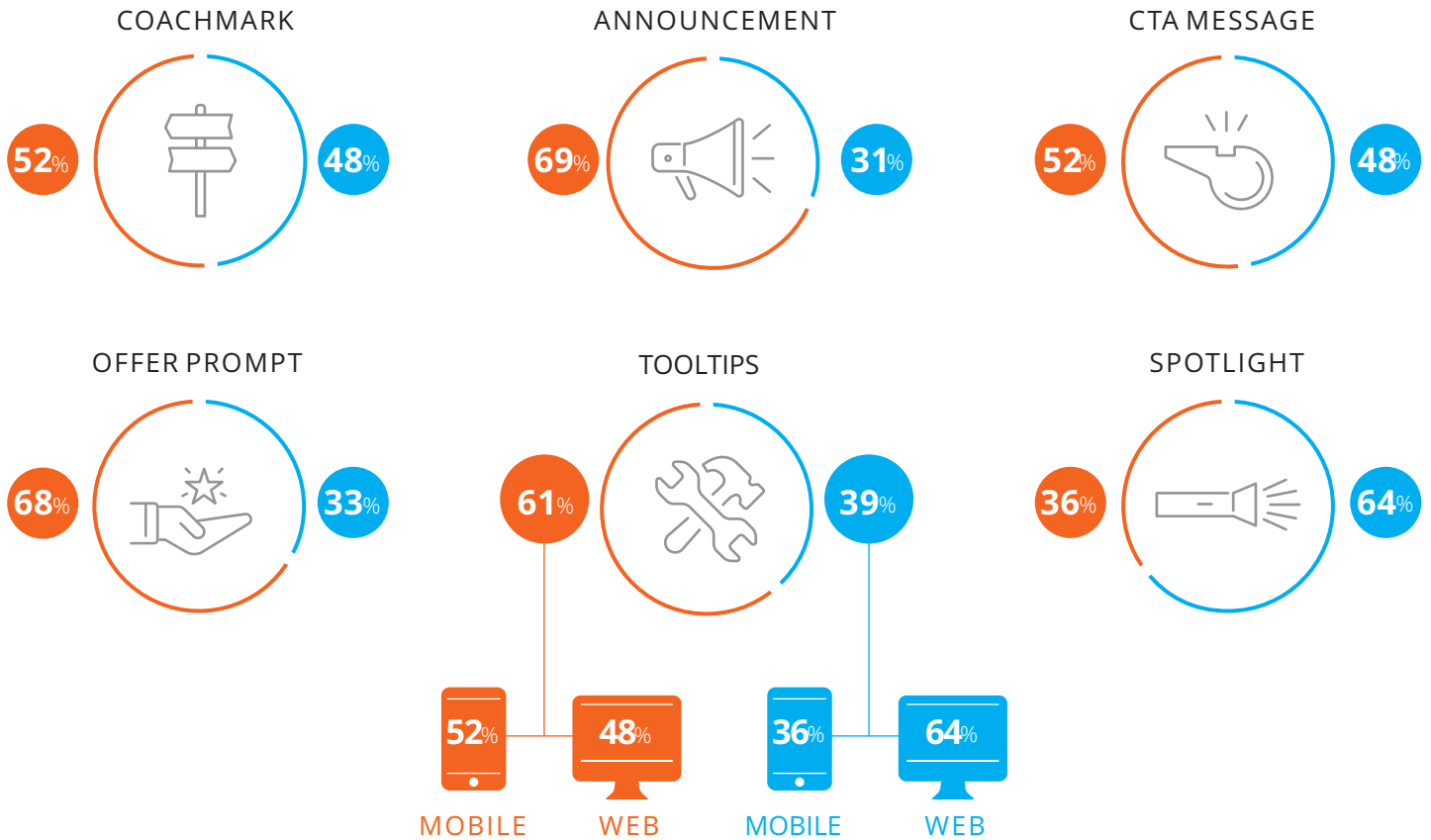
TOOLTIP



BEACON

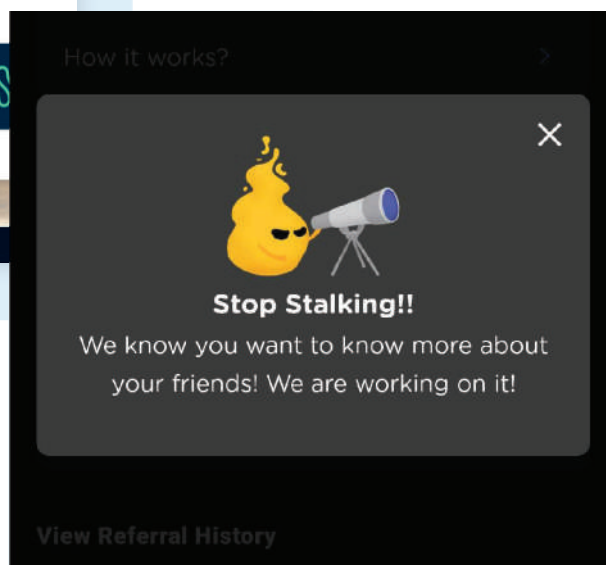
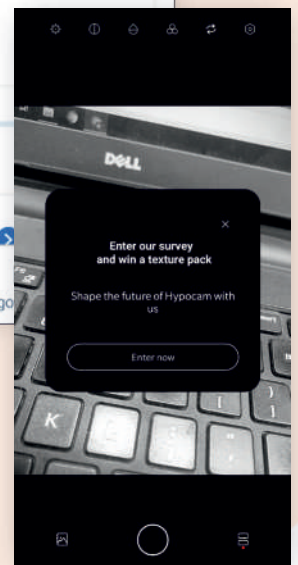
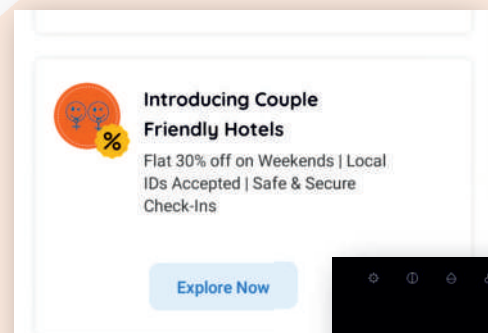
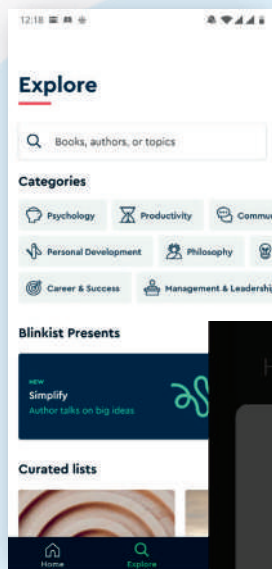


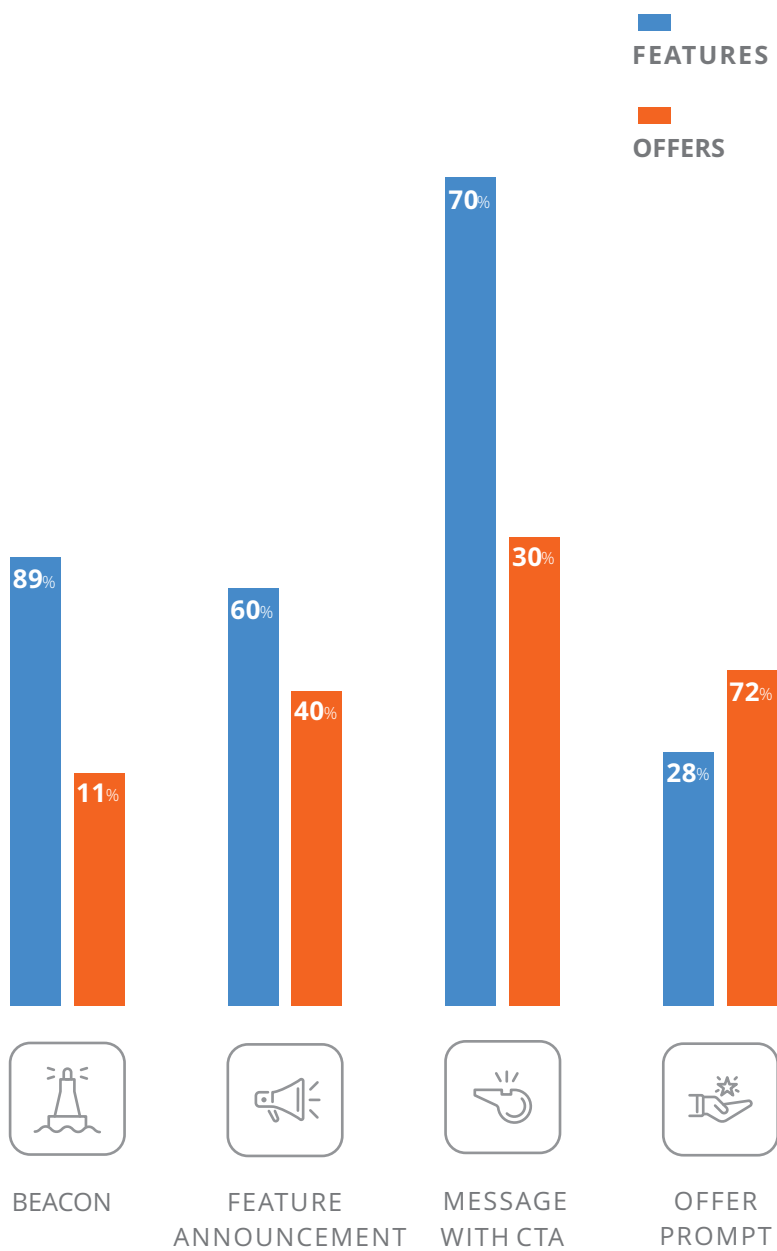
INSTRUCTIONAL VERSUS EDUCATIONAL NUDGE BREAKDOWN



While this report was about observing use cases of feature adoption, we also noticed how apps make use of announcements and offer prompts to elevate a certain experience for users. The former is more native to the app's UI theme, reserved to shout-out a new or existing feature, or an incentive to use it. Offer prompts can be likened to an ad spot, usually marketing-driven to push for conversion.

PRODUCT OR MARKETING

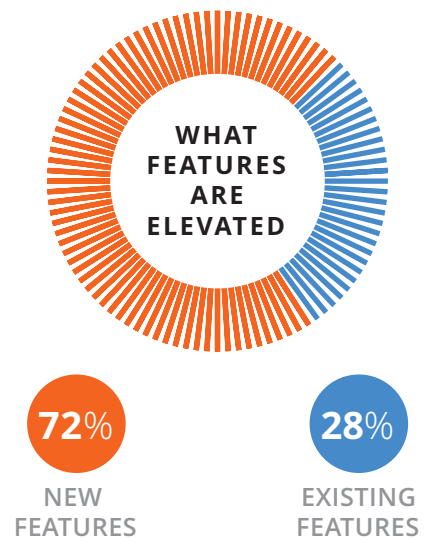




TOOLTIP CONTENT



SINGLE LINES OF TEXT	33.9%
MULTIPLE LINES OF TEXT	63.7%
IMAGE ONLY	2.4%



DID YOU KNOW?

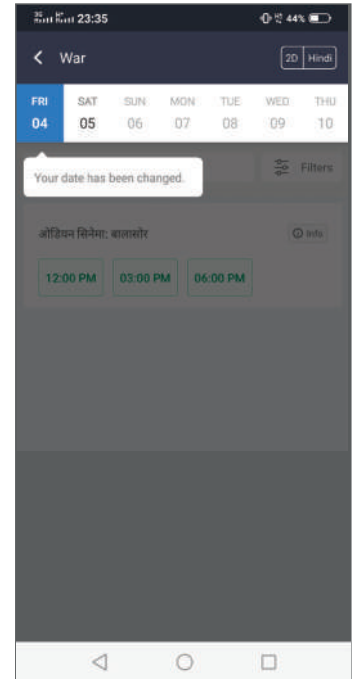
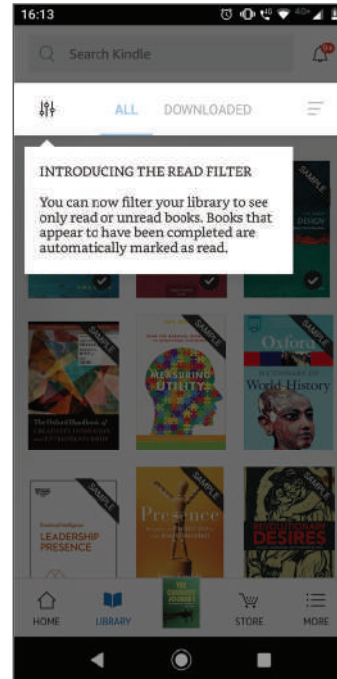
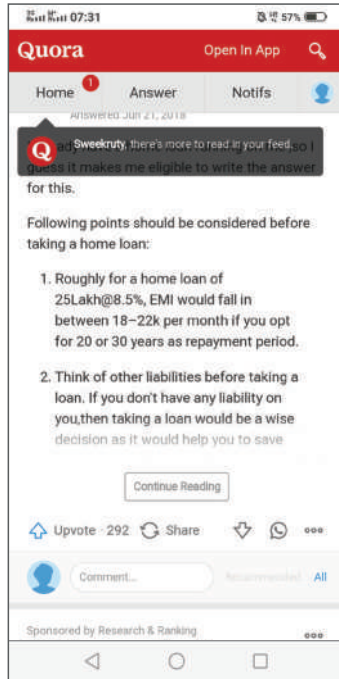
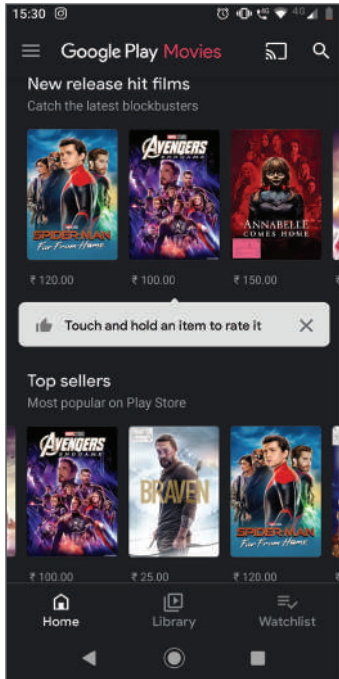
With the right nudges, the CTR and there by conversions can improve by up to 20%?

Aesthetics

ACTIVE APP BACKGROUND

TOOLTIPS

GREYED APP BACKGROUND

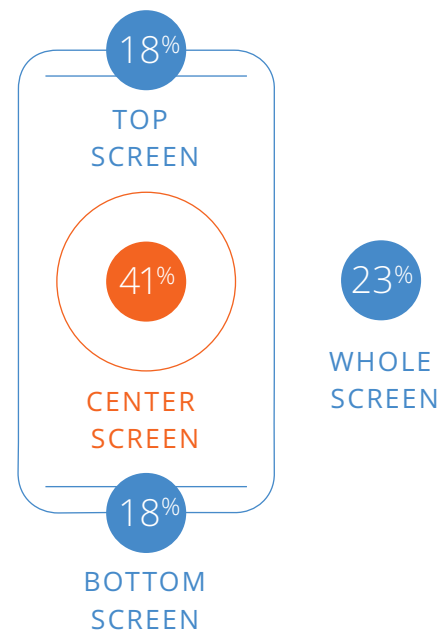


GREYED
BACKGROUND
42.8%

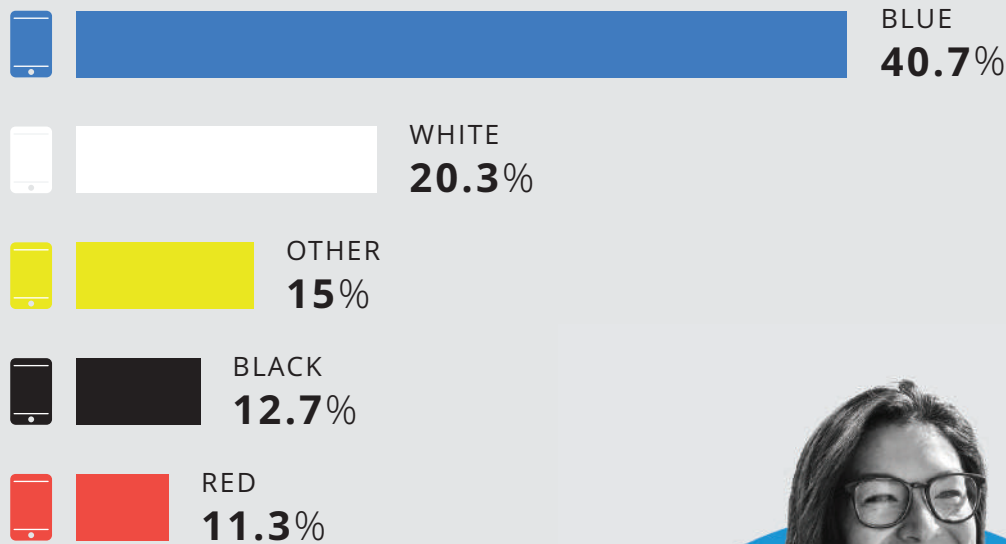


ACTIVE
BACKGROUND
57.2%

PLACEMENT AND POSITION



COLOR DISTRIBUTION



GET IN TOUCH WITH US