How to make friends and influence people



Ratings & Reviews:
ASO impact & leverage

Thomas Petit, 8fit





Ratings & Reviews
ASO impact & leverage

Media & Technology Partner



Media Partners













Thomas Petit

Startup Marketing | @Thomasbon Berlin Area, Germany Internet

Previous Wuaki tv. Freelance, iceVault

Education Ecole de Management de Lyon















Thomasbcn

@Thomasbcn

Startup Marketing, Mobile Growth - currently propelling @8fit_app | AARRR, ASO, Games, Ecommerce, CRO, Chartporn... Connect?

1,089 FOLLOWING

4,015 FOLLOWERS





"The secret is in the stars"



- 1. Why
- 2. How





User perception (CRO)
Ranking algorithm (SEO)



User perception





Conversion

80% of users viewing a listing don't install

TUNE

59% check reviews before downloads

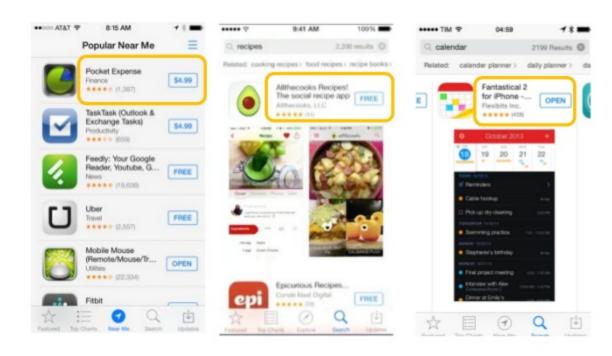
37% check reviews before IAP

33% check reviews before updating

Little/no influence for only 8%

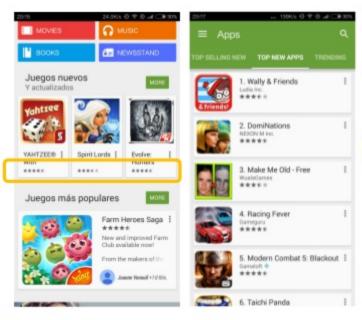
iOS snippet





Android snippet





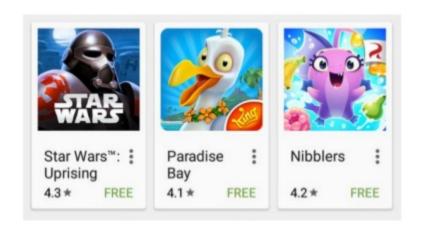


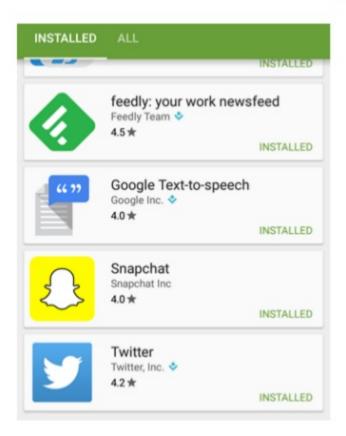




New Android snippet?







UNDERSTANDING ONLINE STAR RATINGS:



```
会会会会 [HAS ONLY ONE REVIEW]
★★★★ EXCELLENT
☆☆☆☆☆ OK
***
***
***
      CRAP
***
****
```

Ranking algorithm

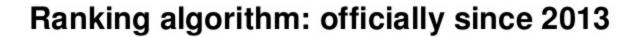


"Rating volume is perhaps the **best indicator of ranks**, with a **29–40% correlation**", Alex Walz, Moz/Apptentive

"Ratings are more heavily weighted in Google Play's algorithm"

"The higher an app is rated, the less its rank it likely to move in a 24-hour period"

"The effect of reviews is more important than global downloads to improve keyword ranking" @francescgo





"Reviews and ratings are a **very strong signal** for us"

Ankit Jain, Google Play



The lines track three groups of apps from the top 200: low ratings [under 3I, medium ratings [3 to 3.99], and high ratings [4 and up]. The Y axis shows the average app store rank for all apps in that group.





Bad rating?



Current Version:

★★ 270 Ratings

All Versions:

★★★ 296482 Ratings



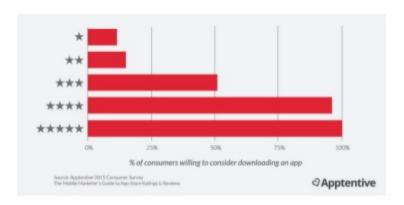
2 Apps among top100

Can you guess which?



Ratings Impact





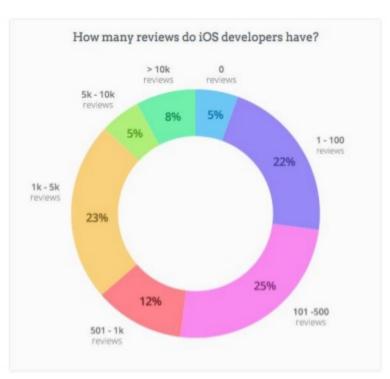
Jumping from	To	Is Expected to Increase App Store Conversion by.
*	**	30%
*	***	340%
*	****	730%
*	****	770%
**	***	280%
**	****	540%
**	****	570%
***	****	89%
***	****	97%
****	****	4%

Source: Apptentive 2015 Consumer Survey
The Mobile Marketer's Guide to Ratings & Reviews



Ratings & Reviews figures







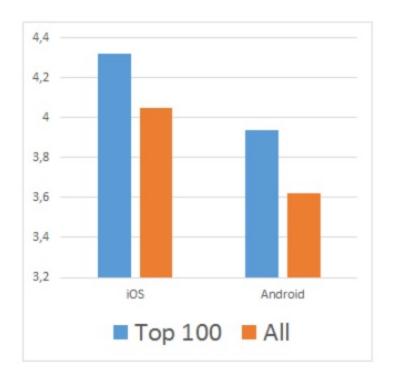
App market: winner takes all

1% devs, 53% of reviews 0,1% 23%

(2013 from 70m reviews)











Hotel Tonight

4m Downloads 6000 Reviews

0.15% of users
Left a Review

Twinde

18000 Downloads 19 Reviews

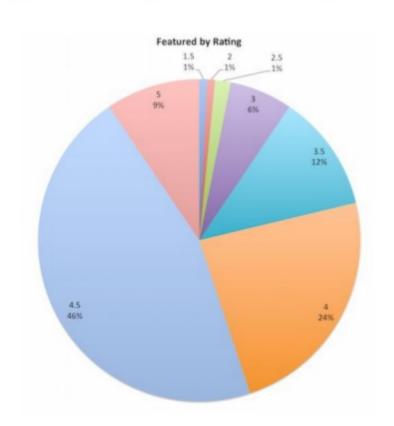
> **0.1%** of users Left a Review

8

0,5%

Apple/Google Featuring







Featured Apps on iOS: 80% not new 61% free 60% games 20% under 4 star (WTF!)



Users are radical

52% post only positive 5% post only negative



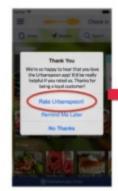




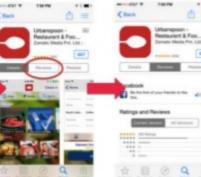
THE PROBLEM WITH AVERAGING STAR RATINGS



Review process is painful



Step 1:Trigger the rating prompt and opt to rate the app

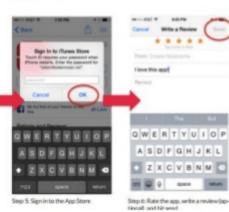


Step 2: Wait as the app store launches with the app's landing page loaded. Navigate to reviews.



scroll down.





5m 7s

Average Session Length