Quantitative study - Exploratory Analysis

## Most effective Digital Onboarding Strategies

Case study in Accra, Ghana

June 18, 2020







## Context



#### Ghana

This quantitative research is based on a sample of 304 residents of the capital Accra and its suburbs, who expressed their fears, behaviors and preferences towards digital onboarding on mobile apps.

YUX and Appruve are two African tech-companies collaborating to pinpoint the difficulties and improve user experience when signing up on mobile applications — particularly when entering personal information. YUX and Appruve partnered with LOOKA, a market research service for Africa, to carry out this study.

Onboarding is the process of guiding users through an app interface with the objective of improving user experience. This "sign up" phase is essential, as most users drop out during it — we wanted to find out why. This study was conducted in December 2019, and we chose to release it publicly today in light of the COVID-19 context which has driven digital adoption of financial services, online sales on WhatsApp or e-commerce platforms and, raised new concerns with regards to personal data and security risks.

We hope that the data provided here and its analysis will serve entrepreneurs, start-ups, SMEs and overall actors of the digital sector to improve their KYC (Know Your Customer) guidelines in designing the first step towards a seamless user journey, in Ghana and beyond.







## Methodology

A random sample was interviewed according to **several criteria (age, gender, digitalization, and education)**. Their answers **highlight trends** that reflect the demographics of the Ghanaian population, without any pretension to be statistically representative at the national level.

#### **Demographic Information**

- Gender: 57% female and 43% male.
- **Digitalisation**: Total of 70% smartphones, 3% of standard phones and 26% who own both.
- Age: 70% of respondents are 18-25
- **Education:** 91% of respondents have achieved up to a secondary or tertiary education

#### **Data Collection**

Our surveyors conducted **face-to-face interviews in Twi, Ga and English** using a directive questionnaire drawn up on our collection tool: the **LOOKA mobile application.** 

Each questionnaire has been validated by our Lab and Data Analyst, based on our questionnaire verification interface developed for this purpose.

#### **Confidence Interval**

The sample of 304 people represents the target population at a confidence level of 95% and a 5.6% margin of error.

#### **Dates**

**December 6:** Pre-tests — adaptation of the questionnaire **December 7 - 12 :** 300 interviews — 6 days



## 5 key findings

- 76% OF USERS ARE FEARFUL OF FRAUD DURING ONBOARDING (pg.15) 47% indicate that both security and ease of usage are equally important
- TOO MANY QUESTIONS LEAD USERS TO QUIT YOUR APP (pg.13) 26% of respondents who've quit an app did so as a result of too many questions
- APPS ASK FOR DOCUMENTS USERS DON'T HAVE READY TO UPLOAD (pg.16) Only 5% of respondents have P.O. Box ready to upload and 14% have a passport photo
- 76% DON'T KNOW WHAT A CHATBOT IS OR HAVE NEVER USED ONE (pg.19)
  57% of those who used chatbots did not find it more useful than the usual process of filling out forms
- USER EXPERIENCE IS THE MAIN REASON WHY YOUR APP IS CHOSEN (pg. 9) 64% prefer apps because they are easy to use



## Study scope





This study was conducted throughout **Accra and its suburbs:** 



## **Know Your Customer**





61% of respondents have games on their mobile phone and 35% banking apps







#### "Other" Responses

- Religious apps
- Football live TV
- Navigation app
- Health app
- Cooking app
- Dictionary

NB: 14% of respondents understand a mobile app to be "a website accessible on my phone."



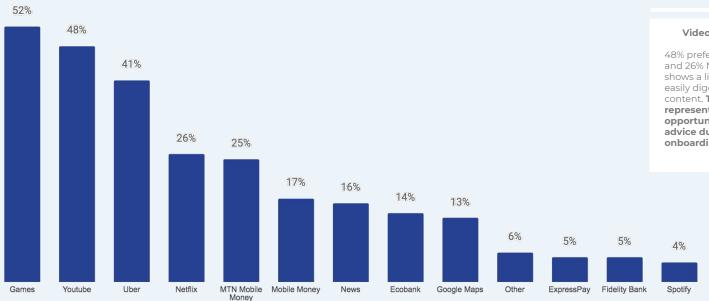


52% cited games in their top 3 favorite apps (list of apps given to respondents)





48% prefer Youtube and 26% Netflix, which shows a liking for easily digestible video content. This could represent an opportunity for video advice during the onboarding.



Uber, Netflix and MTN Mobile Money stand out as the top 3 company apps



4%

Deezer



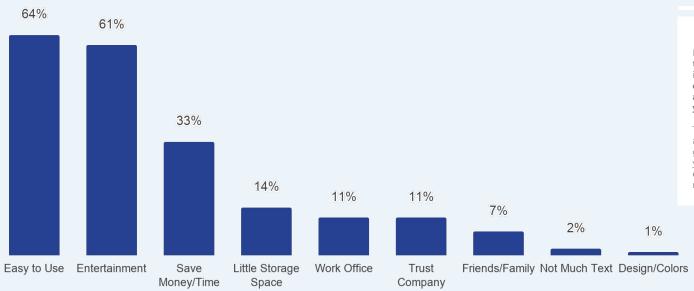
64% prefer the aforementioned apps because they are "easy to use" (Multiple responses possible)





Entertainment is one the main preferences in apps. Gamifying the onboarding of your app might decrease your drop-off rate.

The use of illustrations, animations, and gestures could change your onboarding experience and make it more enjoyable.



A good User Experience (UX) is the main reason why your app is chosen

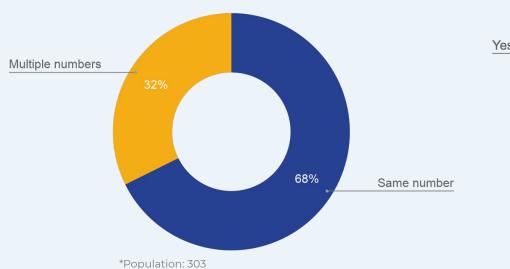


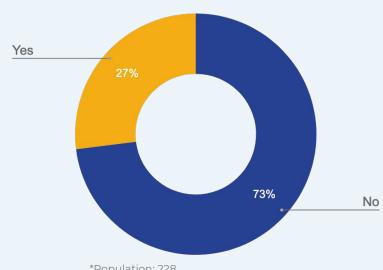


32% use different numbers when registering into apps



27% have used someone else's SIM to register for an app





\*Population: 228

Authentication concerns are prevalent as customers use your service but may not be the ones who are registered

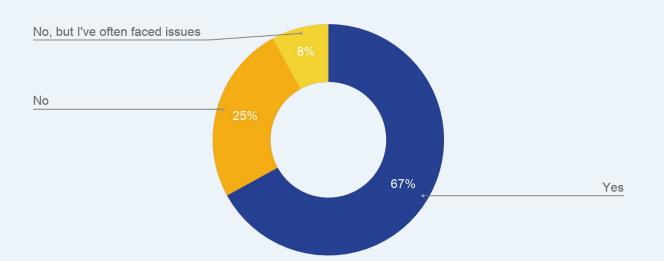


Security vs. Efficiency



67% have quit an app while entering personal information





Make robot tests fun

One of the reasons why users quit an app while entering personal information is: **robot tests.** 

Don't lose your users while the sign-up process is nearly completed. Creating a little game hard to solve for bots could add some fun in your onboarding while filtering bots.

Entering personal information is the make it or break it point of user onboarding





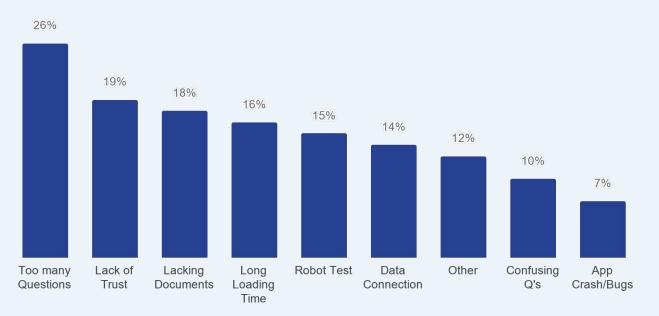
26% of respondents that quit during onboarding did so as a result of too many questions







To avoid leading your users into quitting your app by requiring too much information early on, you can let him create and use your app first with basic information like an phone number. Then ask to complete the profile later on, to unlock all the features. once you've earned their trust.



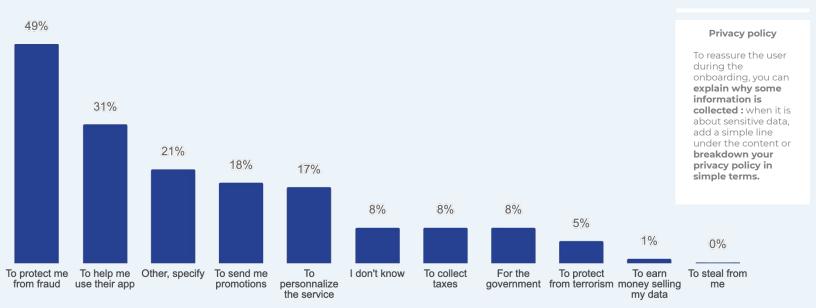
Too many requirements before earning trust will increase drop off rates





49% think companies collect information to protect them from fraud





There is a shared understanding that information collected can protect and help them for a more personalized service





47% of respondents think security is equally as important as ease of usage

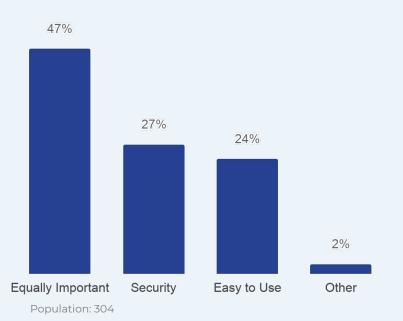


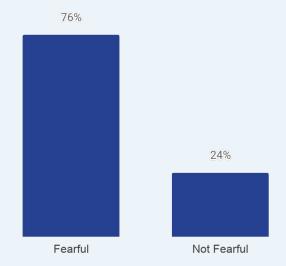
76% of respondents are fearful of fraud in the onboarding process





Transparency is vital to gain user trust. In your privacy policy you can start by presenting your company, explaining what you will do with the data and give the user the choice to decide which data to share.





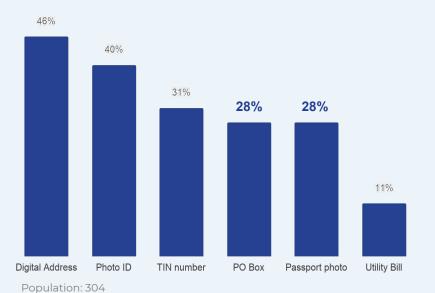
Population: 303

Respondents are seeking a balance between security and ease of usage

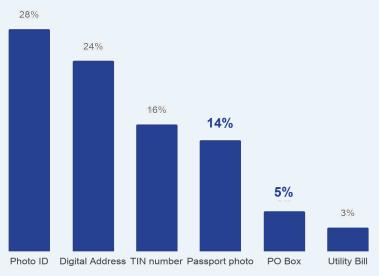




28% have been asked for P.O. Box or a passport photo during onboarding







Population: 171

Respondents are frequently asked for documents that few have ready to upload on their phone



App Usage Assistance

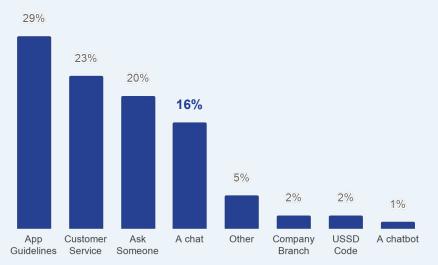


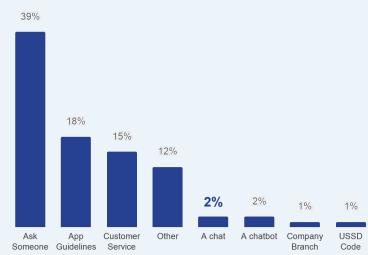


16% of respondents choose chats as the ideal way to ask for help



Only 2% of respondents actually use chats to ask for help





The majority ask a real person or customer service when they need help, while about a quarter would ideally like to use a chat

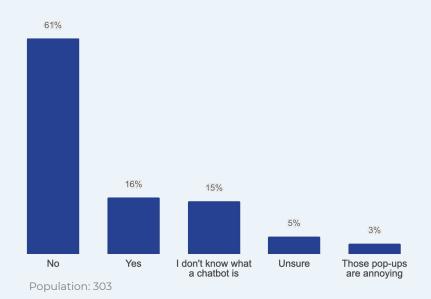


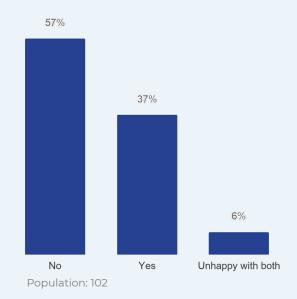


76% don't know what a chatbot is or have never used one to enter an app



57% did not find chatbots more useful than the usual process of filling out forms





The majority have never used chatbots and those who have did not find it more helpful, despite the potential upside



# Digital Onboarding Examples in Ghana and Nigeria



### Most effective digital onboarding strategies: Case Study in Ghana

The **tabs are unclear**, as they use slogans rather than descriptions.







Doesn't **clearly state expectations** on account opening process.



The landing page has too many tabs and can be **crowded and** overwhelming to the user.



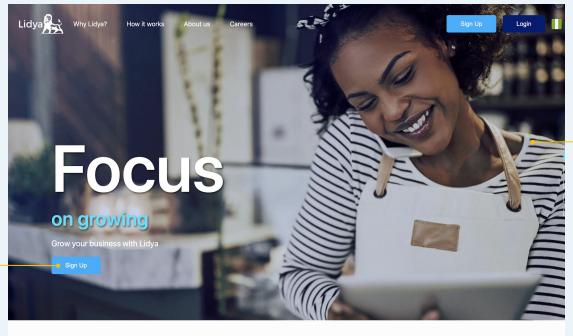
"Easy Pick" **options are crowded** by a host of other

buttons. The easy

be isolated and

bigger.

pick options should





The use of relatable and empowering imagery builds trust and likability.

Access to finance in 3 easy steps

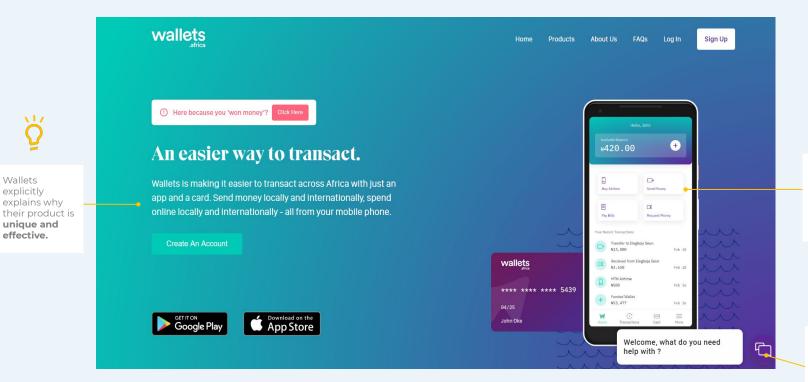


Efficiently emphasizes the ease and speed of creating an account.



Lydia uses a **short** 

eye catching term, "focus", and keeps onboarding clear and understandable with few buttons on page.





Provide picture of UI so users can visualize their journey and know what to expect.



Effectively advertises chat features so users know they can get help.

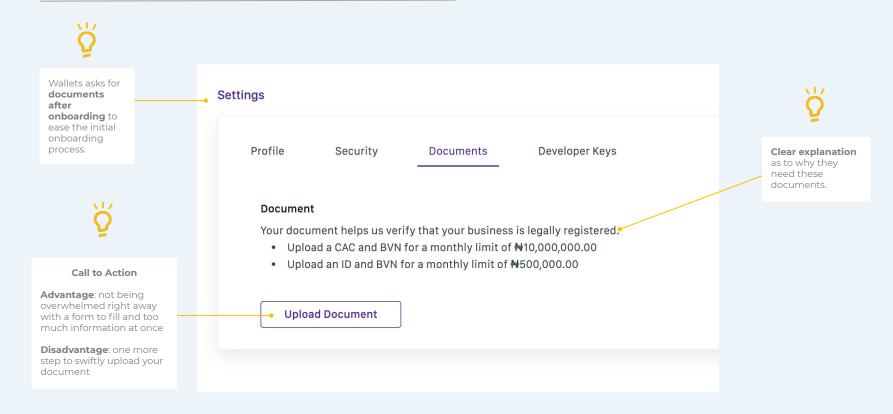


Wallets

explicitly

effective.

## Most effective digital onboarding strategies: Case Study in Ghana



## Strategic Orientations

Users want to have a seamless onboarding process, but they also want to feel as though they are safe from fraud and that personal information collected is ensuring this safety. Successful onboarding must strike the balance between these two factors.

Insights from this study show that security and ease of use are equally important to respondents. Yet, current security questions make digital onboarding take longer while not necessarily making the user feel safer. Additionally, users are asked for documents such as P.O. Box and Passport Photo, but rarely have them ready to upload — increasing drop off rates. When it comes to app usage onboarding, users who want to refer to app guidelines and customer service prefer these avenues, but current chat features fall short of expectations.

While this study offers recommendations to strike this crucial balance, there are many more considerations that will largely influence the proper implementation of these solutions.

Here are some of the questions and trends that will need to be considered to improve digital onboarding in Ghana and beyond:

- What factors unrelated to onboarding could make users more likely to trust the company? (famous brand, large industry, local content, ....)
- How do the types of devices and sign up protocols impact users' perceptions and experiences with onboarding? (USSD on Yam feature phones)
- Are there ways of asking for information during onboarding that inherently feel more intrusive such as fingertips or facial recognition?
- What is the impact of COVID-19 on the demand of remote onboarding in different industries, particularly for financial services?







Oppruve Inclusive

Launched in 2016, YUX is a pan-African research and design firm.

YUX's ambition is to democratize design and co-create with users in Africa products and services adapted to their diversity. YUX has grown into a start-up of over 40 people operating across the continent

yux.design

## Launched in 2019, LOOKA is a Market Research Service for Africa.

With its network of local surveyors trained in research and its advanced technology, LOOKA works on studies for large companies, SMEs and associations. LOOKA's ambition is to make market research accessible to all

getlooka.com

Launched in 2018, Appruve is an identity verification tool in Ghana, created by Inclusive Innovations Inc.

With its machine learning models and ethical artificial intelligence, Appruve APIs can classify images, videos and detect genuine or spoofed identity documents of over 60 million Africans. The largest of its kind for black Africans, using computer vision and natural processing technology.

appruve.co