Recipient Quick Send - Hypothesis Doc

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<u>PRD</u>

Status: Approved -

Background

Send shortcuts make it easier for customers to quickly send transfers. Currently we have one send shortcut implemented in the Remitly product: the "send again" shortcut presented on completed transfer cards. This shortcut is modeled on a transfer-first mindset, however research and analysis of customer habits show that Remitly users have a recipient-first mindset. This experiment tests the impact on introducing recipient-focused sending shortcuts to the Home screen, with a hypothesis that these shortcuts will be of particular benefit to our most active customers.

For more detailed background, see the Recipient Quick Send PRD.

Hypothesis		
If we	Introduce a recipient-focused shortcut on the Home screen	
Then	Revenue per user will stay flat or increase	
Because	 The shortcuts better suit customers' recipient-first mindset, allowing customers to send the same amount or a greater amount more efficiently The shortcuts make it easier for our most active customers, who often have multiple recipients they send to regularly, allowing them to send more or the same amount of money more easily 	

Experiment Plan

Learnings & metrics — how will we measure success?		
Key Learning(s)	 Do recipient shortcuts enable easier/more efficient sendflow ingress? Do recipient quick send shortcuts enable more frequent sending for other (ie, not Nth with 11+ completed transfers in last 6 months) customer segments? Do the shortcuts impact usage of the "send again" shortcuts on transfer cards? How do the shortcuts impact multi-corridor customers? Does positioning of the recipient shortcuts impact customers' ability to have transfers complete? 	
Decision metric	14 day revenue per user (for Nth customers with 11+ completed transfers in last 6 months at time of allocation)	
Secondary metric(s)	All metrics will use a 14 day time window OR OCR Queued txns per customer Completed txns per customer Profit per customer Total USD send per customer Sendflow launch rate Sendflow sessions per user Determined by number of hours where a user is recorded viewing the sendflow Recipients sent to per user Duplicate recipient per user Duplicate recipient will be recipients with the same name (first and last) and same disbursement destination Minutes per transfer per customer Defined as the number of minutes between the most recent tap on a sendflow ingress point and the time the transfer was created Break out by tap on recipient shortcut vs tap on any other sendflow ingress point Send again" transfer card shortcut interaction rate (T1/T2/T3 only) recipient shortcut interaction rate	
Dimension(s)	Most active customers (Nth customers with 11+ completed transfers in last 6 months at time of allocation) vs rest of population	

Test Design — what, how, and where are we testing?		
Audience	Global Nth	
Platform	App and web	
Treatment(s)	C: current experience T1: recipient shortcuts shown above transfer cards T2: recipient shortcuts shown below transfer cards T3: recipient shortcuts shown above transfer card, with the number of transfer cards on the Home screen reduced to	

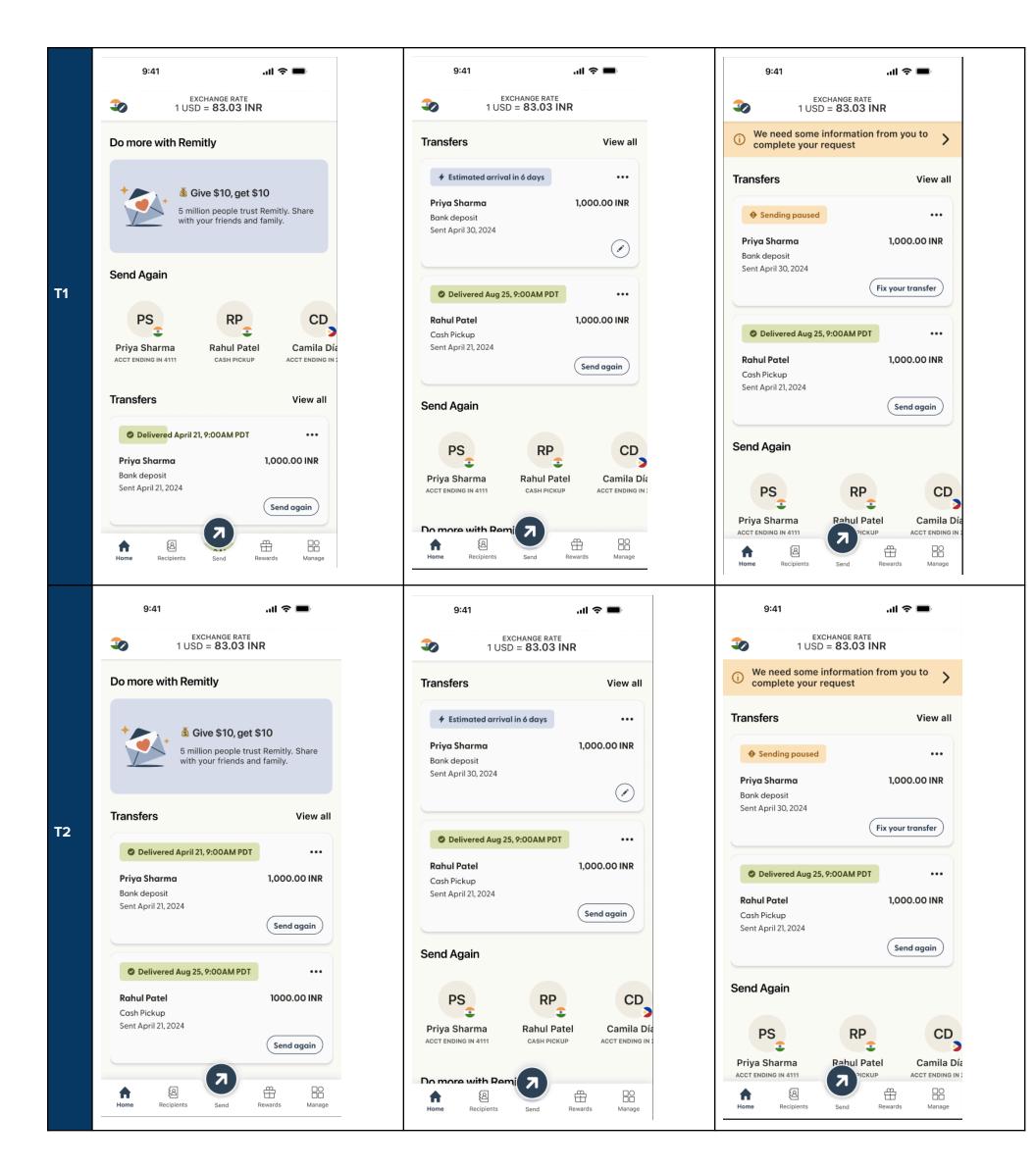
	one	
	 There is some behavior that changes the order of components on the Home screen which will impact the order in which recipient shortcuts may appear. This includes (you can also see the screenshots in the Appendix): When a transfer is in flight, transfer cards float to the top of a user's Home screen. This will still happen in all treatments – for T1 and T3 transfer cards will be shown above recipient shortcuts when a transfer is in flight There is a Do More with Remitly section on the Home screen that will show in app merchandising (referral cards), this is shown above transfer cards when there are no transfers in flight. This section will be above the recipient shortcuts in T1 and T3 when there are no in flight transfers. 	
Allocation Point	Successful authentication	
Traffic %	 Day 0: 0% for self allocation and testing Day 1: 1% of total traffic Day 3: 5% of total traffic Day 4-7: hold for early signals Due to holiday app release cycle allocations on the app will be delayed – we will hold at a low allocation % until exposures from the app begin Day 8: 100% (or the determined max from power analysis) of total traffic 	
Treatment %	C 25% / T1 25% / T2 25% / T3 25%	
Duration	14 day allocation runtime + 14 days for metric maturation = 28 day runtime Although we could get the necessary allocations in a shorter time than 14 days, we are running for longer to allow for allocations to hold while we wait for allocations to begin on app and also to get payday activity bumps	
Power analysis	Power analysis notebook	
UEL requirements	 [P0] User taps on quick send shortcut, with the following metadata available (likely in the properties field): [P0] receiver key (or other unique identifier for recipient/disbursement combination [P1] index of recipient shortcut in shortcut list [P1] the total number of recipients shown [P0] User taps on "View All" option, with the following metadata available (likely in the properties field): [P1] the total number of recipients shown [P0] User taps on "New Recipient" option, with the following metadata available (likely in the properties field): [P1] the total number of recipients shown 	
Guardrails	OCR (total audience)OR (total audience)	

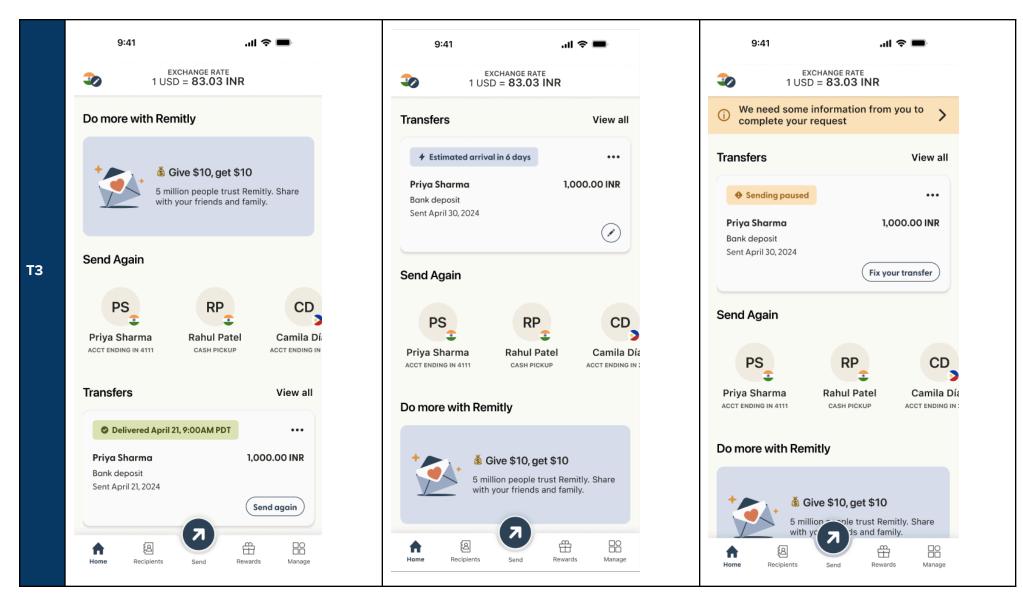
Next steps — for each outcome, what we think we'll do next		
Regardless of results	•	
If (Treatment wins or results are flat for most active customers) and (Treatment wins or results are flat for total audience)	Call for treatment	
If (Treatment wins or results are flat for most active customers) and (Treatment loses for total audience)	 If net revenue/business metric impact is negative: Call for control, determine drivers of differentiating results, identify feature improvements and re-run test If net revenue/business metric impact is flat/positive: Call for treatment, determine drivers of differentiating results, identify feature improvements and run a fast follow test 	
If (Treatment loses for most active customers) and (Treatment loses for total audience)	Call for control	
If (Treatment loses for most active customers) and (Treatment wins or results are flat for total audience)	 If net revenue/business metric impact is negative: Call for control, determine drivers of differentiating results, identify feature improvements and re-run test If net revenue/business metric impact is flat/positive: Call for treatment, determine drivers of differentiating results, identify feature improvements and run a fast follow test 	

Appendix

See these screenshots for what the layouts of T1, T2, and T3 will be and how it can change with different Home screen conditions (ie, in app merchandising, transfers in flight, CAR banners)

No active transfers	Transfer in flight	CAR banner/transfer in flight





Footnote:

T1: Quick send **above** 2 transfer cards

T2: Quick send **below** 2 transfer cards

T3: Quick send above 1 transfer card