Habit forming products

Tech seminary 7

Content

- Hooked model
- How to Create a Pitch Deck



'A must-read for everyone who cares about driving customer engagement'

ERIC RIES, author of The Lean Startup

HOOKEL



How to Build Habit-Forming Products

NIR EYAL

WITH RYAN HOOVER

Hooked

- NIR EYAL creates, builds, and successfully sells 2 startups
- Hook Model
 - When Offering Value to Users
 - Building User Engagement
 - Creating Habit-Forming Products (designing features that encourage regular use)
 - Enhancing Customer Retention
 - In Competitive Markets
 - When Building Brand Loyalty

Ethics

Responsibility in design:

- + fitness App encourage healthier lifestyle
- make user obsessively check their progress and compare (negatively) with others

Avoid manipulation:

- build engaging products
- a social media platform where users spend excessive time, ignoring real-life relationships and responsibilities

• Create positive habits:

+ learning app that encourage users for regular practice



Hook Model

- The goal should always be to **enhance the user's life** and provide value, **rather than exploiting** psychological vulnerabilities for profit.
- Hook Model:
 - Trigger
 - Action
 - Variable Rewards
 - Investment

Trigger

- **Externs** (what makes the user getting the product):
 - Marketing, press releases, videos, newsletters, shares, ...
- Interns (what does the user really want)
 - Fear of losing precious moments (Instagram)
 - Social connection (email app, WhatsApp, Facebook)
 - o Boredom: Twitter, TikTok

Action

For a behavior to be adopted, 3 elements are needed:

- Trigger
- **Motivation**: pleasure-seeking, hope, pain avoidance, social acceptance
- **Possibility** of acting:
 - Time
 - Money
 - physical effort
 - intellectual effort
 - deviation from the social norm
 - lack of routine



(Variables) reward

- The reward from the tribe:
 - Our behavior is influenced by the people we admire
 - Facebook, League of Legends, Stack Overflow
- Reward from hunting:
 - The outcome is important but let's not forget about the process
 - This unpredictability stimulates continued usage.
 - online shopping, searching for information on the internet
- The reward for ourselves:
 - Self-progress
 - Ex: games, Mailbox (acquired by Dropbox for \$100Mil)

Bad example for variability. FarmVille which was very popular, but the next versions (City, Chief) kept the same suspense elements and consequently lost 80% of the users.

Investment

- Psychological, we are **over-evaluating our work**
- **user** puts something into the **product** (time, data, effort, social capital, or money)
- likelihood of returning due to a sense of ownership
- Examples:
 - IKEA, you have no problem ensemble it, and you care more about it because you "build" it
 - Instagram/Facebook account where you "acquire" a lot of followers
 - Photoshop (as you grow your competences)
 - Stack Overflow (as you grow your reputation)



Create a Pitch Deck

- Pitch decks typically contain about 10-12 slid
- Keep the slides simple, concise
- Reduce and simplify text with icons
- Accentuate numbers with charts
- Compare competitors with an XY graph
- Show off the team with professional photographs



ONLINE TRANSACTION





Pitch Deck Slides

- The problem
- Primary Target Market
- Your Solution
- Numerical results
- Competition
- Business Model: how to generate revenue
- Demo (code, self-made components, Al models)



Conclusions

- The main purpose is NOT to create manipulative or destructive prod ucts, but tools that frequently connect users' problems to solutions and create habits.
- "Hook Model" includes the following elements: "Trigger", "Actions", "Variable Reward", "Investment"
- I hope the "hooked model" will shine a spotlight on your success



References

"Hooked. How To Build Habit-Forming Products" –
Nir Eyal