# PLAYER RETENTION IN GAMBLING 3 radical





Cost per acquisition is increasing **Higher retention rates = higher customer lifetime value** Lower churn = happy customers Loyal, satisfied players = higher revenue



#### **HOW CAN YOU IMPROVE RETENTION?**



Truly know your player: gather high quality, detailed player data and insights



Engage with players on their preferred channel, at the right time, in the right way



As the cost of acquisition increases, vou need to understand what your drop-offs are, the levers you have to pull, and where your marketing money is best spent.

Alistair Boston-Smith, Bede Gaming



Create customer advocates and encourage social sharing

Create an interactive and

engaging loyalty scheme/

Players love games! Create

daily retention game

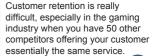


Engage and reward players for their engagement in real time





gambling is at the heart of your strategy





Finally, don't enter into a race to the bottom!



Tom Ustunel, News UK

## an customer journey with gameful elements



Foxy Bingo embedded an immersive board game into its website, encouraging repeat engagement and zero-party data collection.



**RESULTS:** 

Daily active wagering player volumes increased by 30%

60% engaged on five or more days

WHAT ARE OPERATORS DOING TO IMPROVE RETENTION?

Thousands completed their guiz and surveys

Every player that played in month one returned in month two



Stride Gaming created a daily retention game to encourage repeat engagement for Aspers Casino, Magical Vegas, Kitty Bingo, Lucky Pants Bingo and Spinandwin.com.

**RESULTS:** 

Increase in returning lapsed customers

Significant increase in player engagement

Greater player loyalty

Increased amount wagered



Few operators segment properly and offer their players bespoke promos. For me segmenting is about looking at how to really retain your customers because at the end of the day the games are the same from one platform to the next.



Kim Eaglestone, Formerly GVC



## 3RADICAL'S 3 STEP MODEL FOR PLAYER RETENTION

### **ENGAGE & COLLECT DATA**



Offer players a compelling, interactive and fun reason to engage on a daily basis, reducing reliance on financial incentives

The more they engage the more zero-party data you can collect

### **SEGMENT & PERSONALISE**



Use the transactional. sentiment and intention data collected to segment players.

The more you know them, the more you can personalise their experience and your marketing to drive repeat engagement

#### **NURTURE**



Once segmented, nurture and encourage players to complete engagement actions in return for rewards. Including:

- Social sharing
- Sharing more zero-party data
- Subscribing
- · Consuming responsible gaming content



If operators can have an open, honest dialogue with players, explaining how they are using their information and the way they bet, in order to protect them, then we believe that in the medium term this will actually drive customer retention and brand advocacy.





With the advancement of technology, we should be able to do a better job segmenting our user base and getting access to really interesting user information. This allows us to reward people at the right time, and with the right incentive, to enable us to achieve the best result.







We use data to better engage with our guests and continue to develop our single view of their experience with Aspers, meaning we can see both their retail and digital activity. This is critical from a compliance perspective, but it also means that we can get a far better understanding of their preferences in order to quide our marketing.

Daniel Lindsay, Aspers Casino













#### **ABOUT** 3 radica

3radical allows individuals to interact with organisations on their own terms. Voco's real-time decisioning engine is able to combine game science theory, data accumulated from billions of interactions, and real-time self-reported data, resulting in the optimum blend of interactive content, rewards incentives and channel for each engagement. The self-reported data is willingly and transparently provided in return for a value exchange, and can be used to improve the relationship of the individual with the organisation across all channels, and by informing product and service development.

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