**"Disruption** is about getting a whole lot of people to try the **unconventional** while burying the fact that they'll need to give up the **traditional**."

**Disrupting** 

**User Engagement** 

February 2021





### THE UNSOLVED GLOBAL CHALLENGE

Average user downloads 60-90 apps | Spends 90% of their time on only 3 apps Opens 75% of downloaded apps only once | 90% of users churn out within 90 days

#### The Mobile Marketing Funnel



## **COOEE** will help

Reversing the funnel and creating a multiplier effect leading users to

Purchase more from the app

Spend more time on the app

Open the app more often

Increasing ARPU from Engaged user, Reduced churn and increasing life time, Optimizing overall cost of acquiring users

Source - Tune



### **EVOLVED APPROACH TO CUSTOMER ACQUISITION**



CPA \$5 Invest \$3000 to acquire 600 new users Churn 90% Net Users 60 Net CAC \$50



CPA \$5 Invest \$1500 to acquire 300 new users Churn 70% (Retention focused) Net Users 90 Net CAC \$16.66





### **POWERING ENTIRE USER APP CYCLE JOURNEY**







### **OUR EUREKA APPROACH**

## **Heatmaps**

Understands user, interaction & gesture with the screen

# Machine Learning

Predecting user behaviour with improved security & privacy

## SDK

Plug & Play, No sprints or software development

## COOEE

Real time, Hyper-personalized, App Engagement Platform









**NO MORE SPRINT CYCLES** 







Cloud Platform
- Auto Scale

## Data Insights





# **Power to be in #themoment**

### THANK YOU



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