

LITTLE THINGS CAN MAKE THE BIGGEST DIFFERENCE

IN CREATING CUSTOMER WOW AND NAVIGATING ACROSS THE GENERATIONS













Contributor

Stan Phelps

I write about the future of CX, Tech, and Employee Engagement FULL BIO ^

PurpleGoldfish.com. I have a JD/MBA with over 25 years of agency and brand expecustomer and their experience, instead of the chasing the prospect. I also believe employees. Culture is an openior employees. Culture is an ongoing commitment, not a campaign. My six books abo Purple Goldfish, Green Goldfish, Golden Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfish, Green Goldfish, Blue Goldfish, Purple Goldfish, Green Goldfi Purple Goldfish, Green Goldfish, Golden Goldfish, Blue Goldfish, Purple Goldfish Se stan@purplegoldfish.com or call me at +1.919.360.4702.



gement, technology, and purpose at t a business paradigm: Focusing on the sed customers without happy engaged employee engagement are called fish. They all focus on the little ways to folina. You can email me at









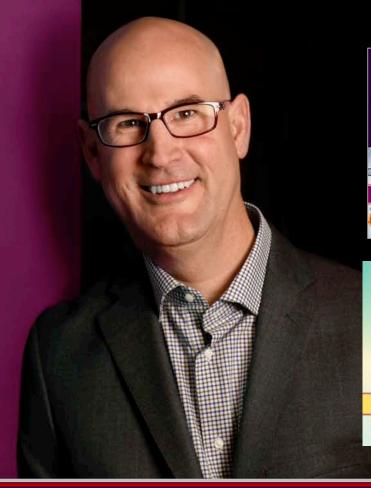




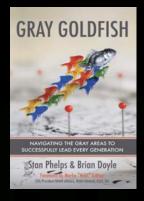


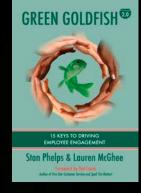


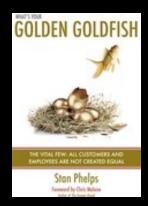


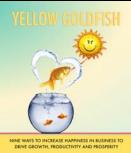












Foreword by Jeanne Bliss Author of Chief Customer 2.0 and Would You Do That to Your Mother





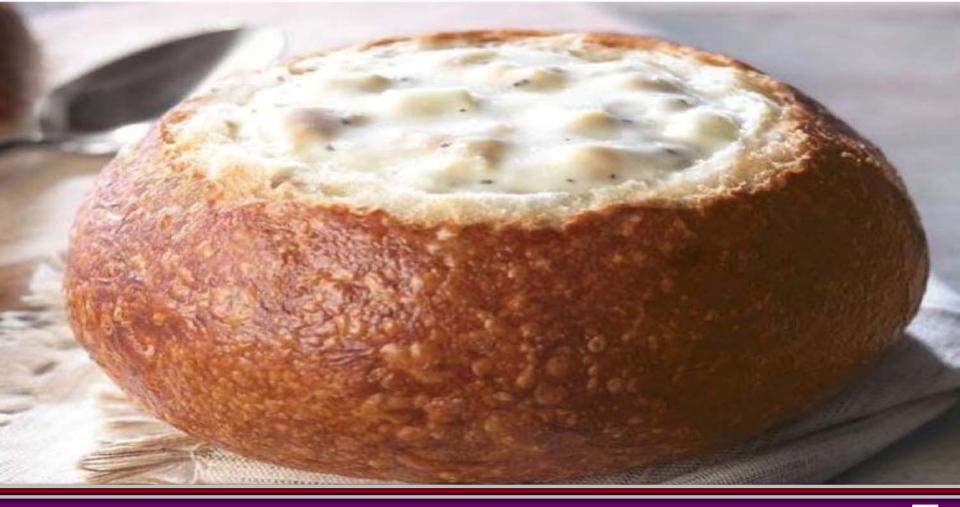
















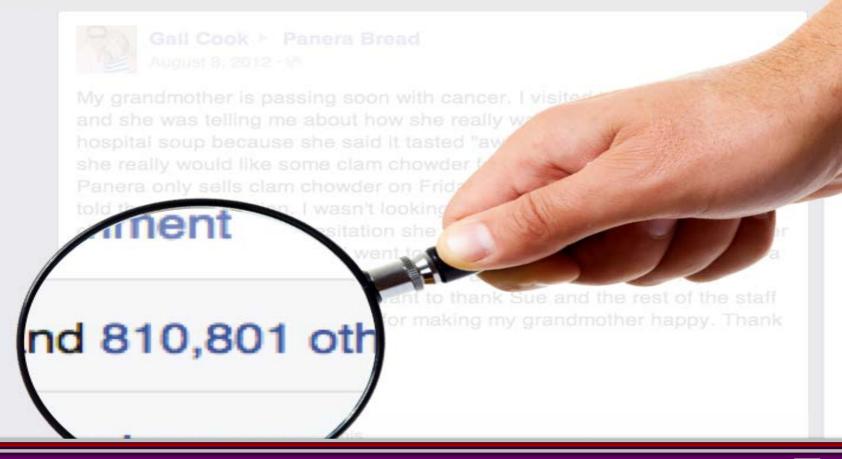




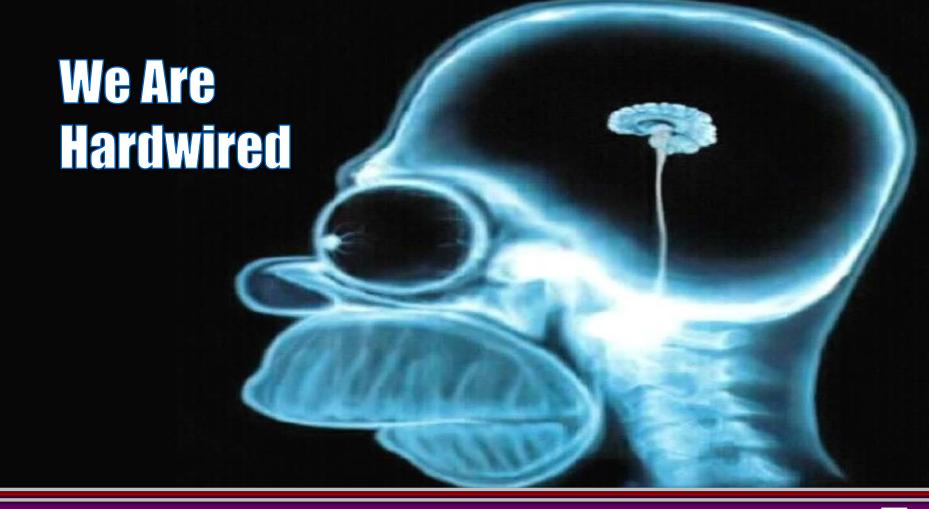




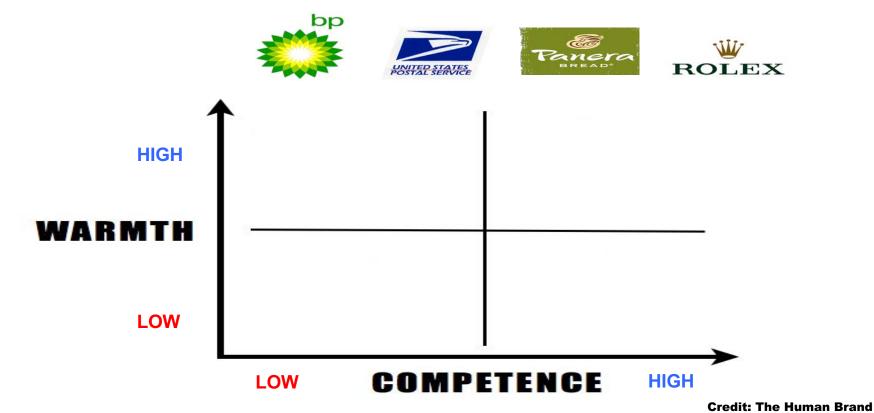




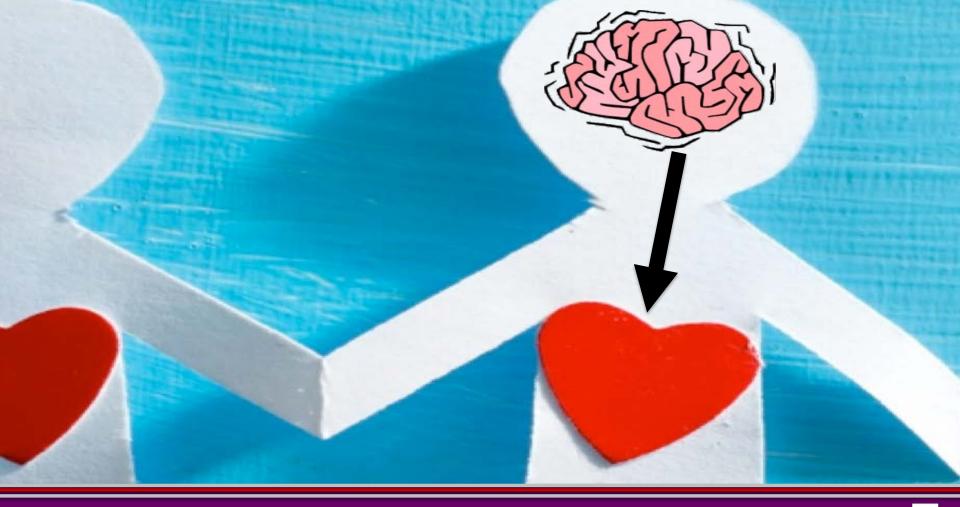


























Gift



Greeting



Results

1. Control Group (no greeting and no gift)

\$7.11



2. Greeting Group (yes greeting but not a gift) \$8.39





3. Gifting Group (yes gift but not a greeting)

\$9.39





4. The Greeting and Gifting Group

\$10.41



Gartner

89% of companies expect to compete mostly on the basis of CX



... seven years ago it was 36%









PURPLE GOLDFISH PROJECT



KIMPTON



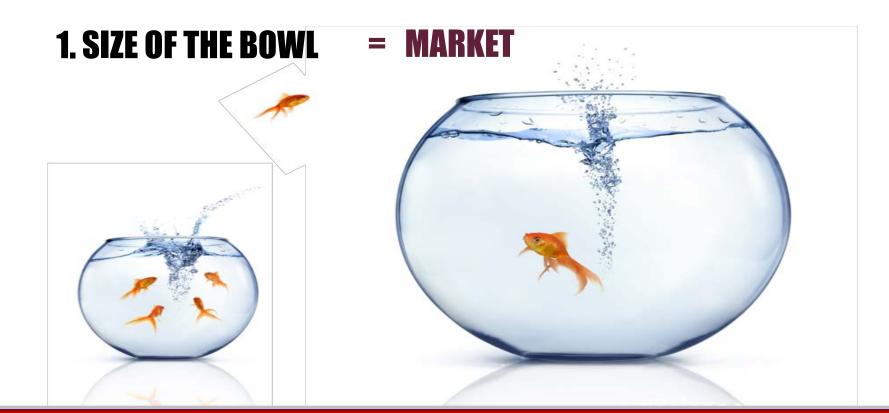




Average Goldfish = 3 inches

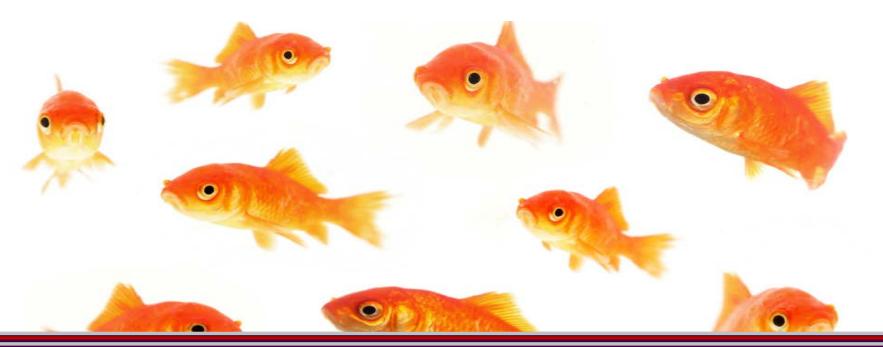


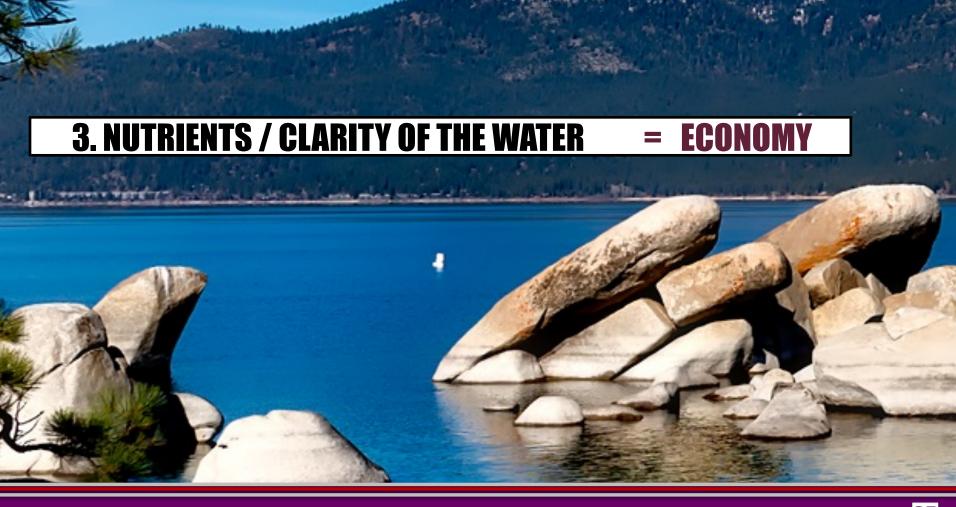
Their Growth is Affected by 5 Factors:



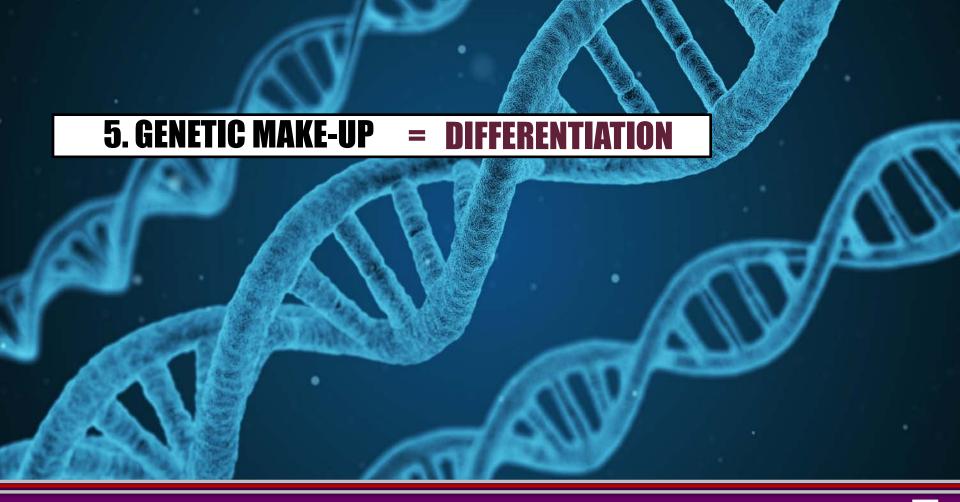


2. NUMBER OF OTHER GOLDFISH = COMPETITION





4. FIRST 120 DAYS OF LIFE = START-UP OR NEW PRODUCT







Why Purple?













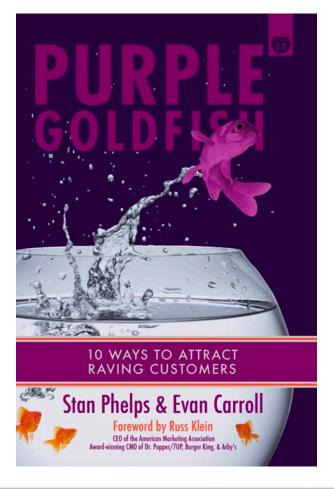
Lagniappe

Meaning - The additional gift or to give more



PURPLE GOLDFISH PROJECT





VALUE

- 1. Throw-ins
- 2. Sampling
- 3. Guarantees
- Pay it Forward
- 5. First/Last Impressions

MAINTENANCE

- 1. Added Service
- 2. Convenience
- 3. Waiting
- 4. Handling Mistakes
- 5. Follow-up



Types of Maintenance

- 1. Added Service
- 2. Convenience
- 3. Waiting
- 4. Follow-Up















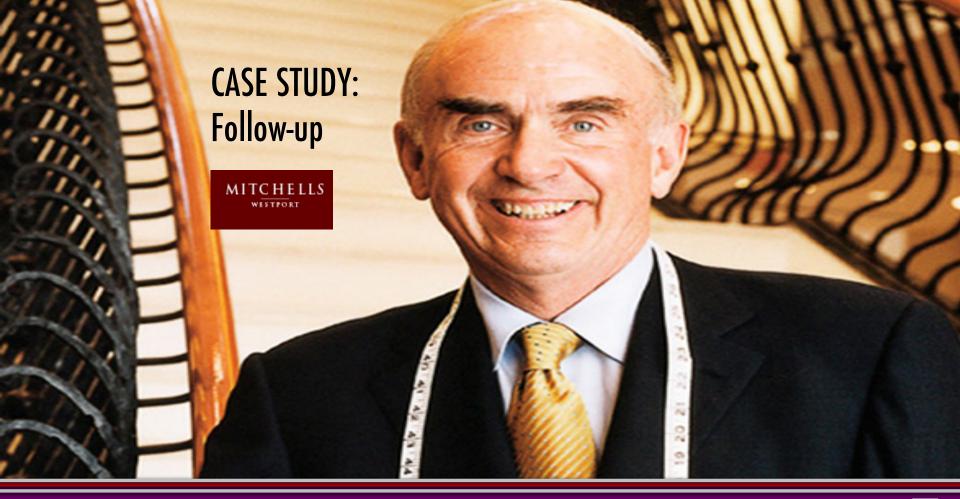


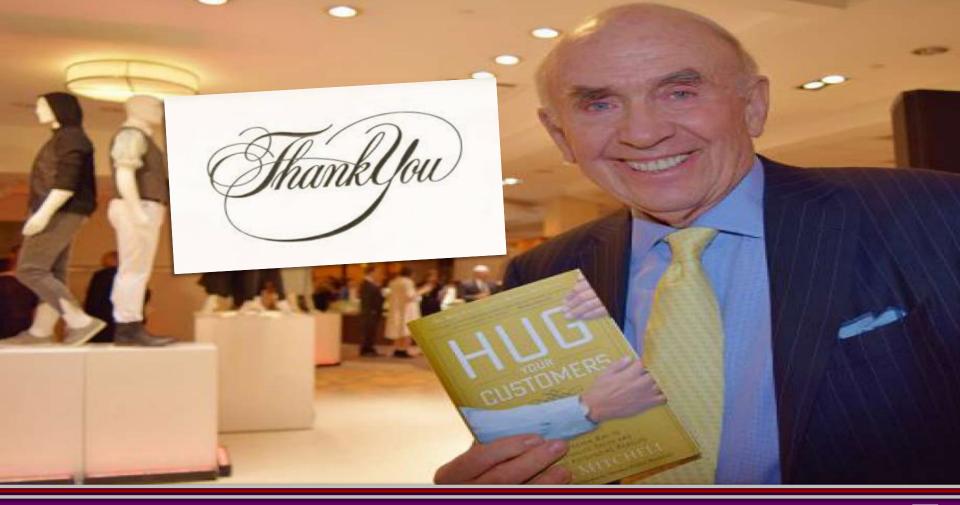














Good luck in your new home



Exercise

1. How are you currently making it easier for customers?

(added service, convenience, waiting, follow up/thanks)









AGES (APPROXIMATE)...

Matures > 73 years old

•Baby Boomer 55 to 72 years old

•Gen X 40 to 54 years old

Millennial23 to 39 years old

•Gen Z < 23 years old

EMPLOYEES

Generational Leadership Matrix

LEADERS

	N	MATURES BORN PRIOR TO 1946	BOOMERS BORN 1946 - 1964	GENERATION X BORN 1965 - 1979	MILLENNIALS BORN 1980 - 1996	GENERATION Z BORN 1997 AND AFTER
בייוו בסובבס	MATURES	RECRUIT: Schedule flexibility TRAIN: Classroom MANAGE: Enlist them to train others INSPIRE: Share experiences	RECRUIT: Company integrity TRAIN: Facts & figures MANAGE: Explain how projects help others INSPIRE: Emphasize team	RECRUIT: Show organizational commitment to being #1 TRAIN: Summarize MANAGE: Be decisive INSPIRE: Explain how you'll win	RECRUIT: Value their experience TRAIN: Patience MANAGE: Spell out what's expected INSPIRE: Ask for their input	RECRUIT: Alleviate fear of tech TRAIN: Explain every step MANAGE: Don't count on evenings INSPIRE: Show you're working hard too
	BOOMERS	RECRUIT: Status they'll have in the organization TRAIN: Full of information MANAGE: Provide face time to senior leaders INSPIRE: Share keys to climbing ladder	RECRUIT: Team-oriented business TRAIN: Workshops MANAGE: Highlight team successes INSPIRE: Show how work helps community	RECRUIT: Opportunity to shine TRAIN: At-your-own-pace MANAGE: Allow autonomy INSPIRE: Provide details of your plan	RECRUIT: Respect past achievements TRAIN: Interactive team building MANAGE: Share all the credit INSPIRE: Help them learn	RECRUIT: Show they'll be leading edge TRAIN: Focus on soft skills MANAGE: Ask them to stay late for big projects INSPIRE: Ask for their perspective
	GEN X	RECRUIT: Share that ideas will be respected TRAIN: Summarize, then detail MANAGE: Understand the challenges INSPIRE: Provide autonomy	RECRUIT: Promotion opportunities TRAIN: Interactive MANAGE: Don't micromanage INSPIRE: Earn time off	RECRUIT: Show how organization is different from others TRAIN: Computer-based MANAGE: Do your share of the work INSPIRE: Work/life balance	RECRUIT: Opportunity to do different things TRAIN: Role play MANAGE: Try to make work easier INSPIRE: Fun at work	RECRUIT: Highlight lack of bureaucracy TRAIN: Self-directed MANAGE: Specific goals INSPIRE: Give them credit
	MILLENNIALS	RECRUIT: Opportunity for mentoring TRAIN: Let them practice MANAGE: Assign small projects first INSPIRE: Offer path to promotion	RECRUIT: Appeal to their parents TRAIN: After-training mentors MANAGE: Be open to new ideas INSPIRE: Get to know them	RECRUIT: Flexible scheduling TRAIN: Online MANAGE: Check in often INSPIRE: Explain importance of work	RECRUIT: What you like about the organization TRAIN: Multi-tasking interaction MANAGE: Celebrate small successes INSPIRE: Positive feedback	RECRUIT: Highlight your tech TRAIN: Connect them with their peers MANAGE: Face-to-face feedback INSPIRE: Schedule flexibility
	GEN Z	RECRUIT: Highlight your culture TRAIN: Bi-directional mentoring MANAGE: Allow worktime flexibility INSPIRE: Listen to their tech ideas	RECRUIT: Speak to brand purpose TRAIN: Mentor, without all the detail MANAGE: Let them work start to finish INSPIRE: Continuous learning	RECRUIT: Use tech to communicate TRAIN: Mentor, don't tell MANAGE: Guide in small steps INSPIRE: Customize feedback	RECRUIT: Wide use of tech TRAIN: Collaboratively and with technology MANAGE: Enable work/life integration INSPIRE: Explain "why"	RECRUIT: Promote diversity TRAIN: Gamification MANAGE: Leverage tech to simplify INSPIRE: Tie work to greater purpose

LEADERS





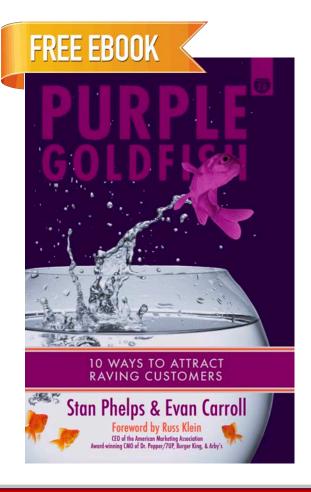
RECRUIT: Appeal to their parents

TRAIN: After-training mentors

MANAGE: Be open to new ideas

INSPIRE: Get to know them

EMPLOYEES MILLENNIALS



Thank You





















READY TO THINK OUTSIDE THE BOWL?

