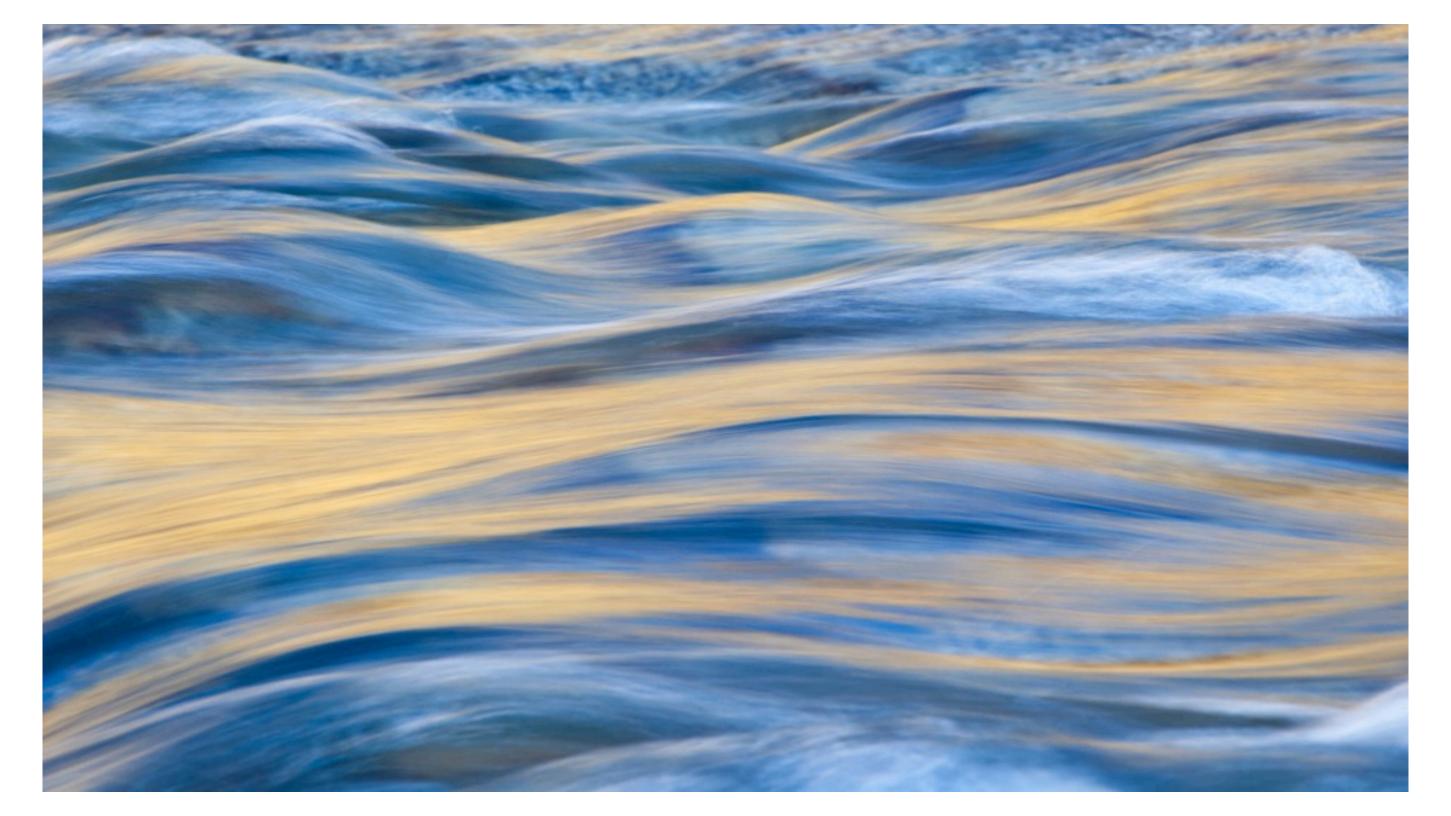
To buy or not to buy

Michele Airoldi – King

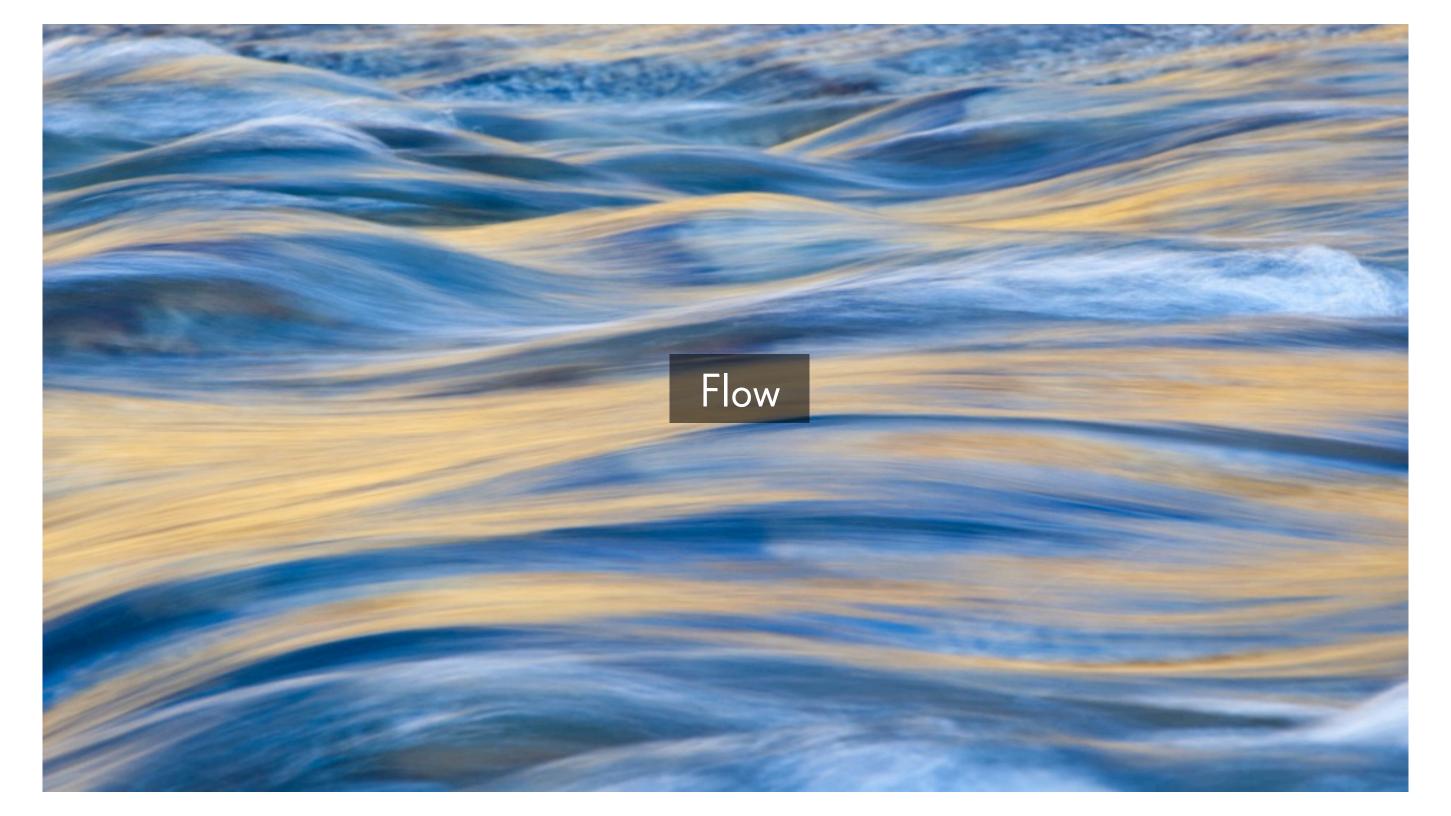
GDC, San Francisco

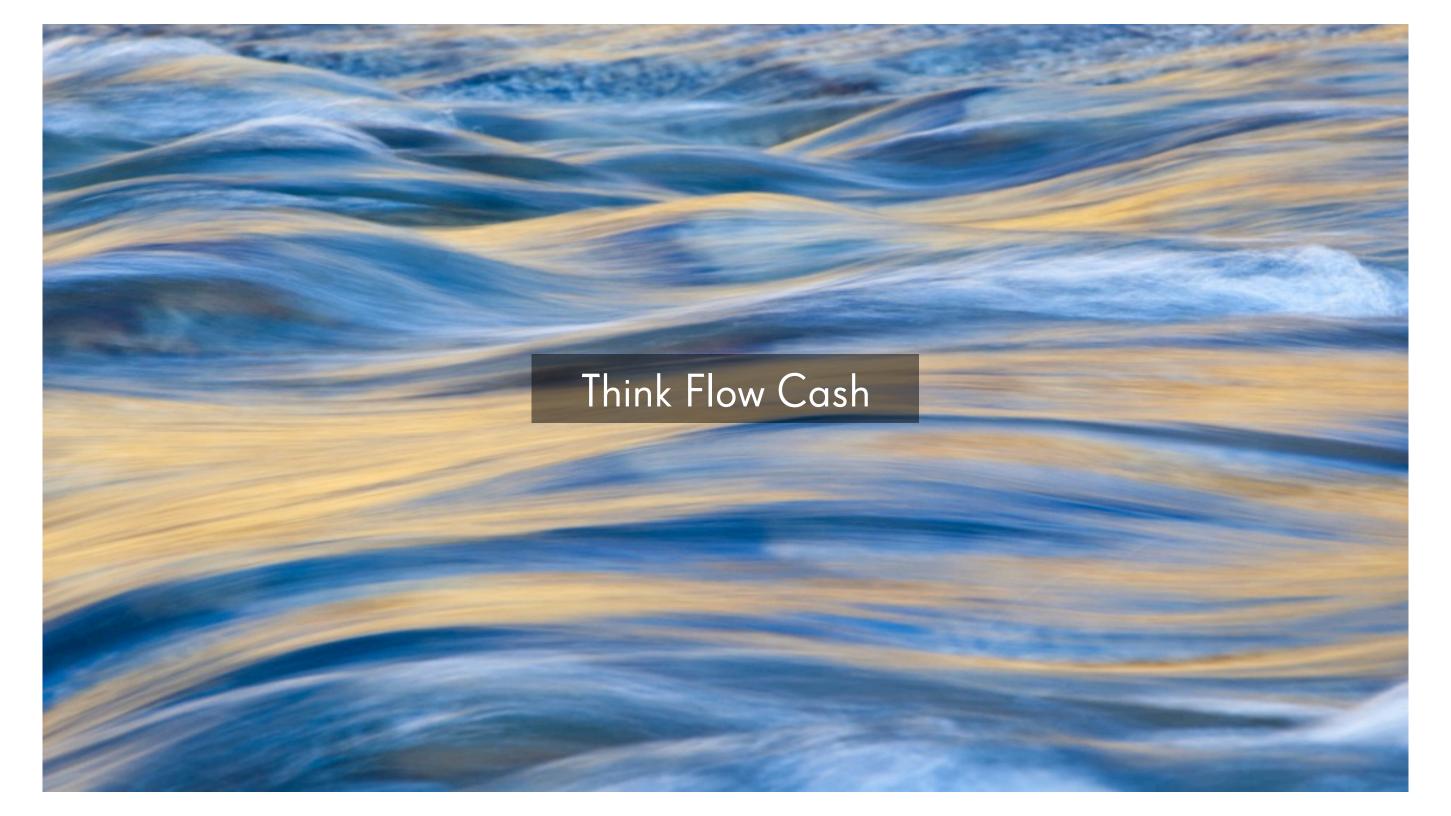
March 16th, 2016





Why?















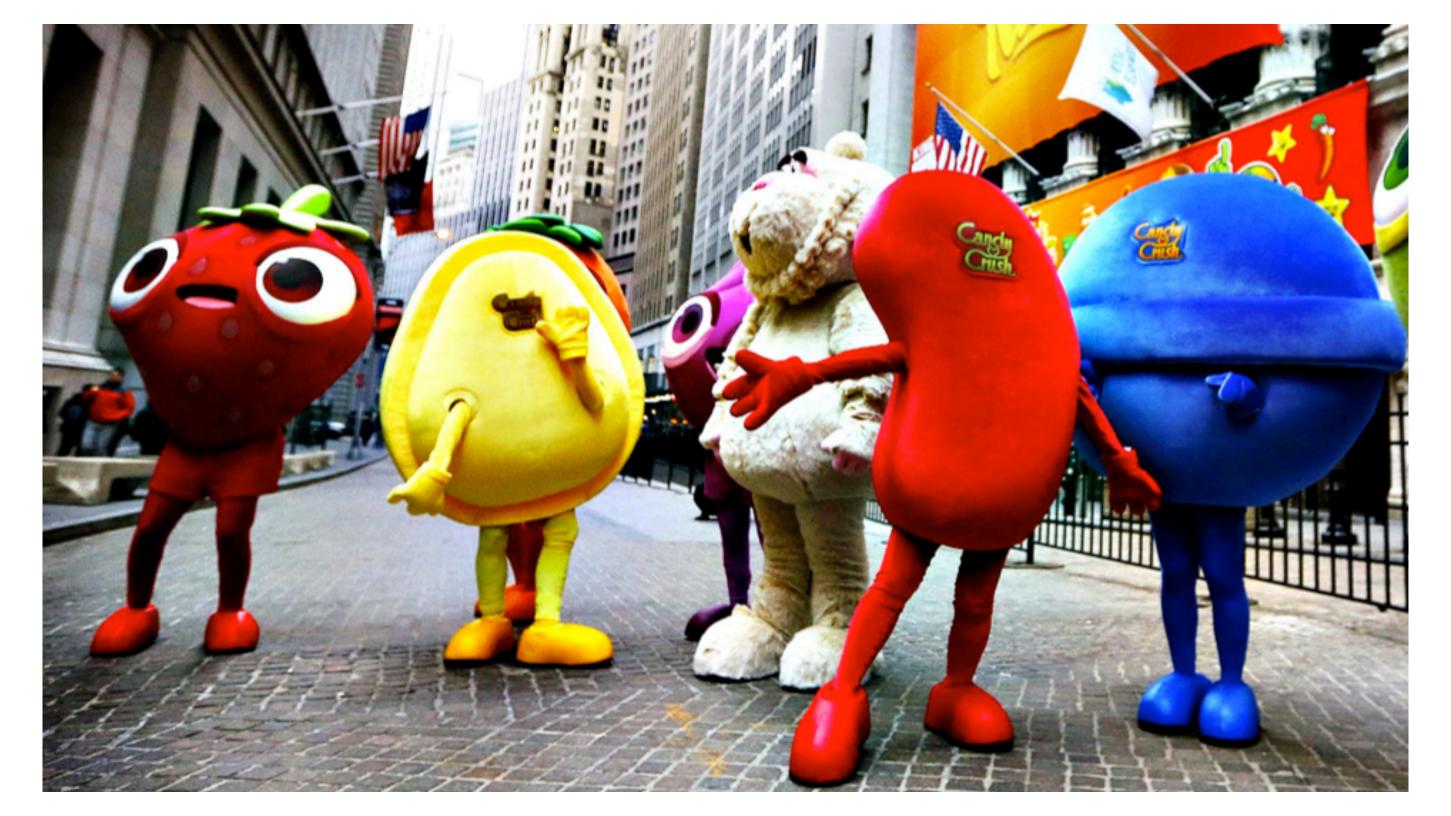












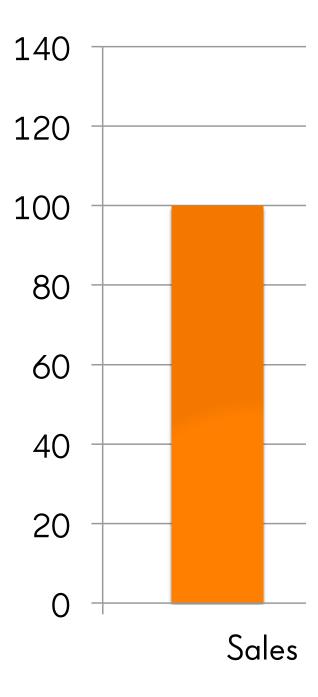




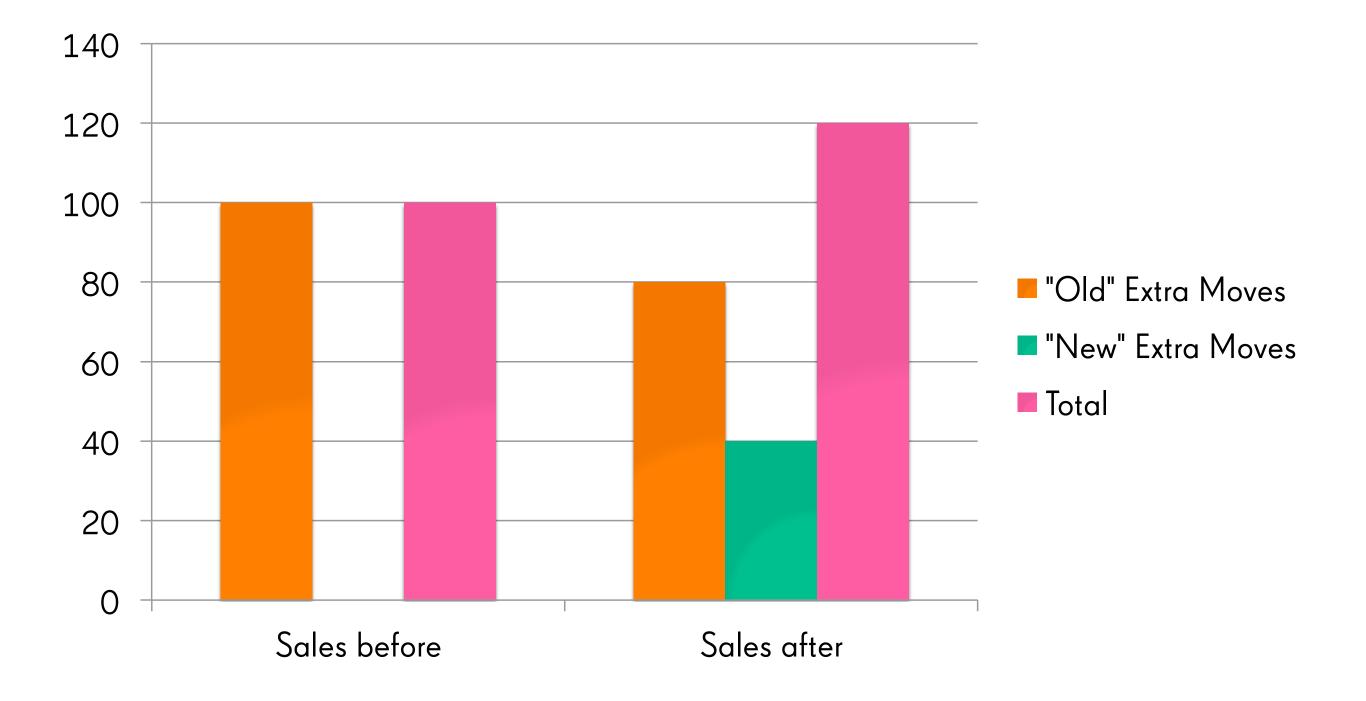


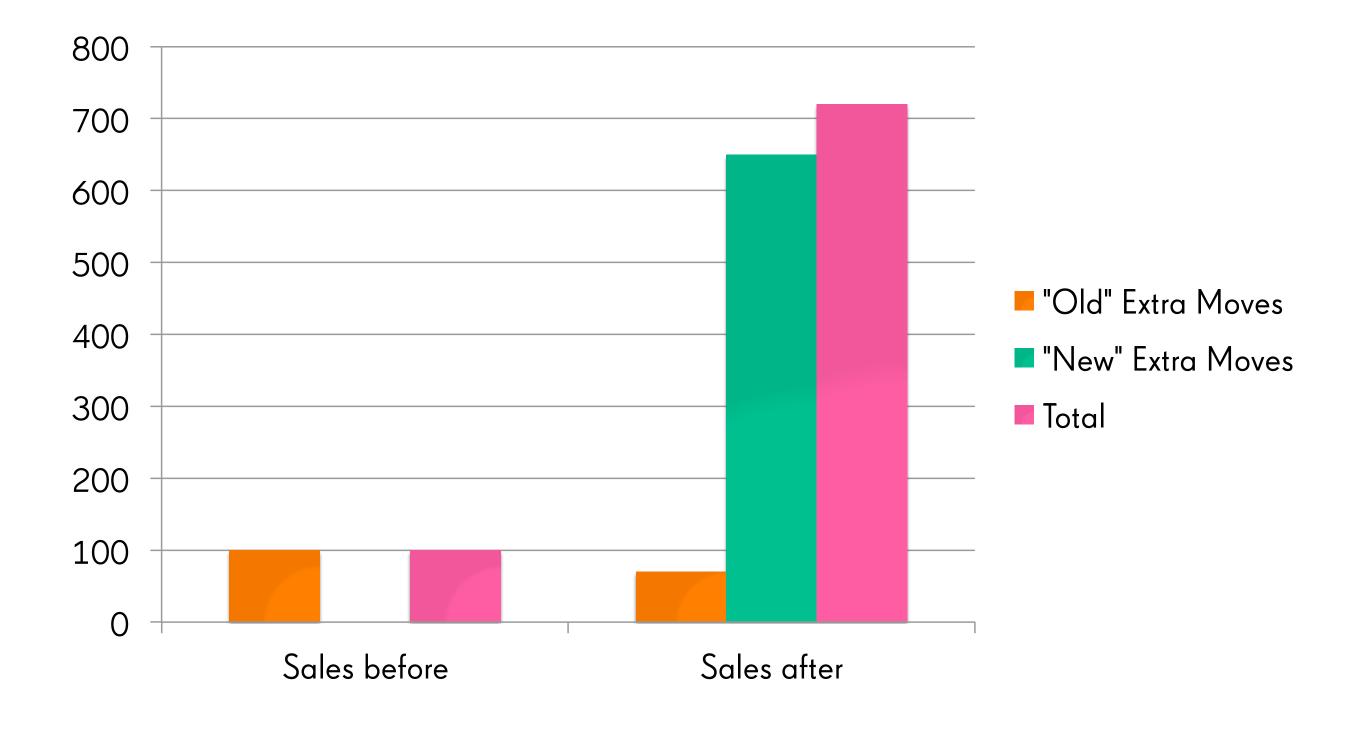
In-game

Post-game



"Old" Extra Moves

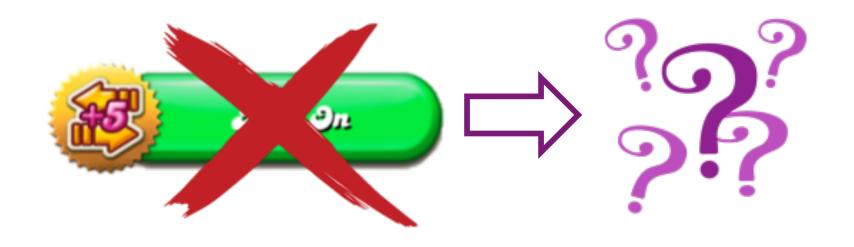
























WRONG!

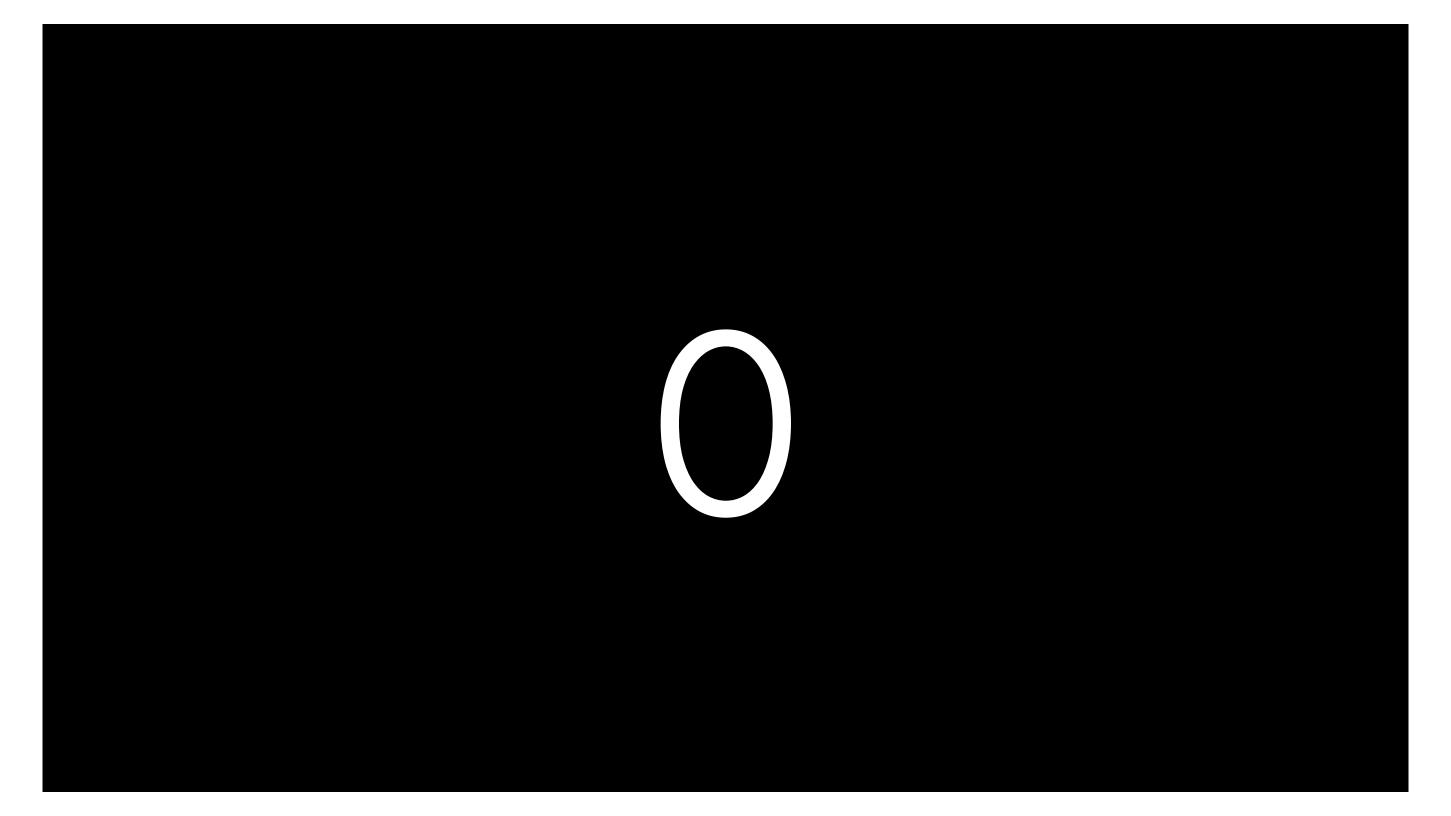






Why do people buy?











n sense service have made Nim as to work with ars now."

electric corp.

98-3433

297-3539 otu, 160-731-0014 NECONOMIA DOCANOMIA JANA

ORIGINATION .

the pinn are compared to the desired to the control of the control

OUT NOW!











n sense service thave made him as to work with ars now."

electric corp.

98-3433

297-3539 otu, 160-731-0014 NECONOMIA DOCANOMIA JANA

ORIGINATION ORIGINAL

the plan are compared to the problem of the problem

OUT NOW!































FutureState - PresentState

 $\Delta State = (FutureState - PresentState)$



Intrinsic Perceived Value (IPV)

 $IPV \propto \Delta State = (FutureState - PresentState)$

$$IPV \propto \frac{1}{Price}$$

$$IPV \propto \frac{1}{Risk}$$

$IPV = \frac{FutureState - PresentState}{Price \cdot Risk}$





Buyer's Disposition (BD)

BuyerPurchaseDisposition = f(ObjectiveFactors, SubjectiveFactors)

Subjective

Objective

Brand / industry perception	Available money
Physical / mental state	Available means of payment
Peer pressure	Available time
Self-worth	Recent purchase experiences
Gratification need	Personal history
Beliefs & values	Amount of friends
Aspirations	Type of friends

have made him as to work with ars now."



297-3539 Otro, 100-731-0014 STEECON DECENTION JOHN





Offer Added Value (OAV)

OfferAddedValue = f(ObjectiveFactors, SubjectiveFactors)

Subjective

Objective

Surprise	Discount
Timeliness	Time-limit
Fairness	Special conditions
Uncertainty	Visual presentation
Agency	Novelty
Consistency	Accessibility
Transparency	Repetition
Visual gratification	Information

So...Why do people buy?

- Item's intrinsic purchase value (IPV)
- Buyer disposition (BD)
- Offer added value (OAD)



Purchase Probability

IPV BD OAV

 $Purchase Probability \propto IPV \cdot BD \cdot OAV$





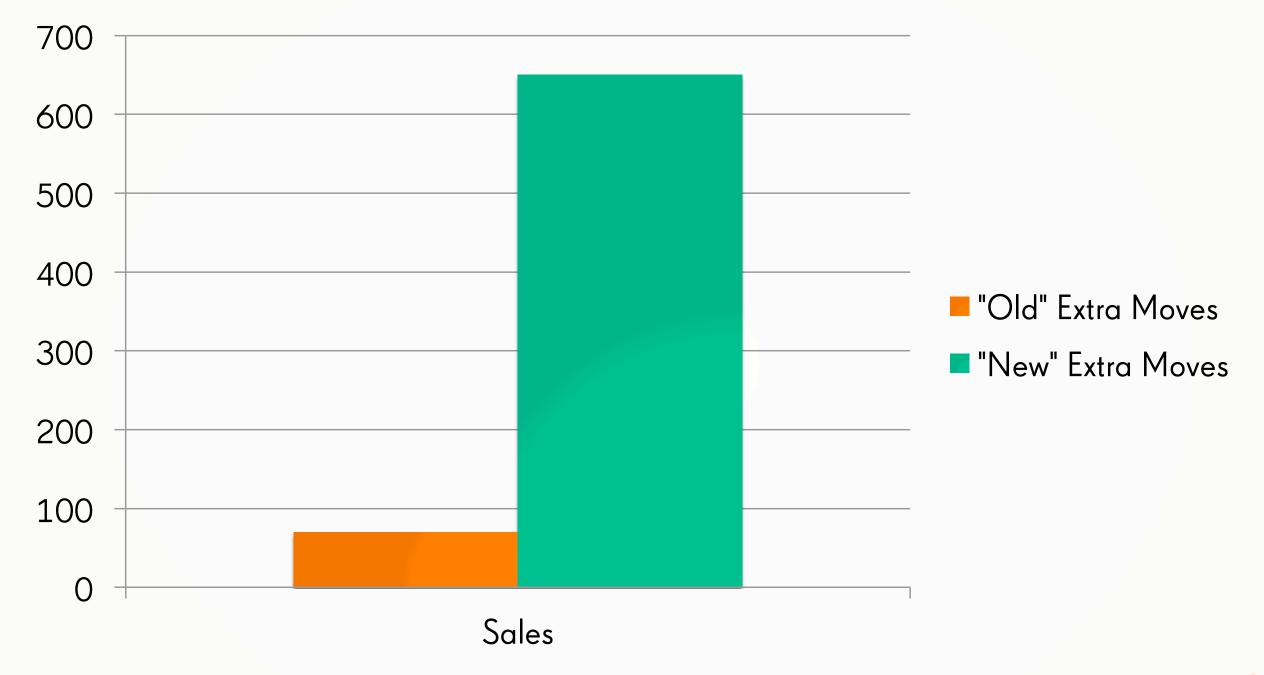


Vs.



In-game

Post-game





Intrinsic Purchase Value



VS.



$$IPV = \frac{FutureState - PresentState}{Price \cdot Risk}$$

Buyer Disposition





Offer Added Value



Subjective

Surprise

Timeliness

Fairness

Uncertainty

Agency

Consistency

Transparency

Visual gratification

Subjective

Surprise

Timeliness

Fairness

Uncertainty

Agency

Consistency

Transparency

Visual gratification

Objective

Discount

Time-limit

Special conditions

Visual presentation

Novelty

Accessibility

Repetition

Information

Objective

Discount

Time-limit

Special conditions

Visual presentation

Novelty

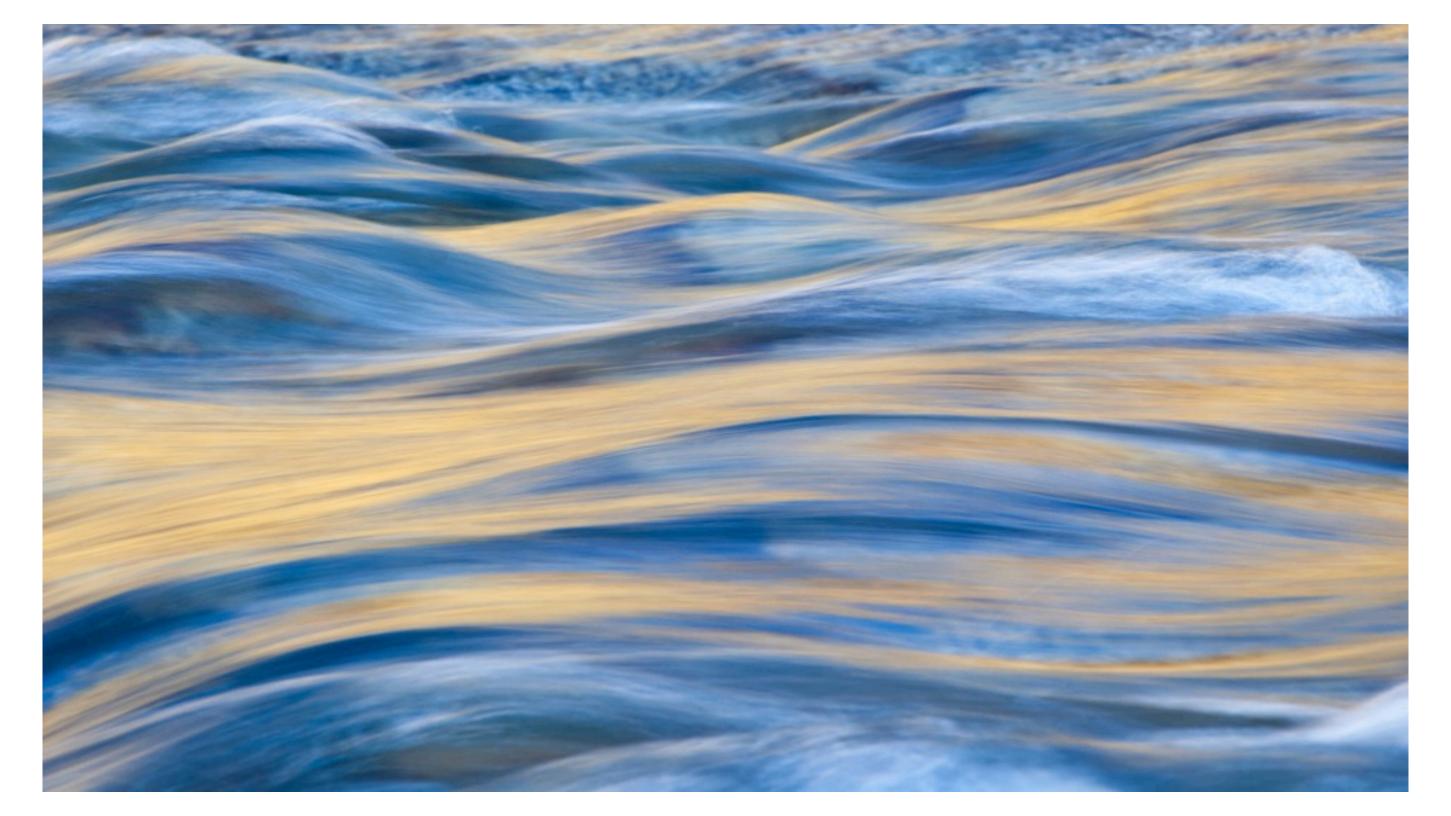
Accessibility

Repetition

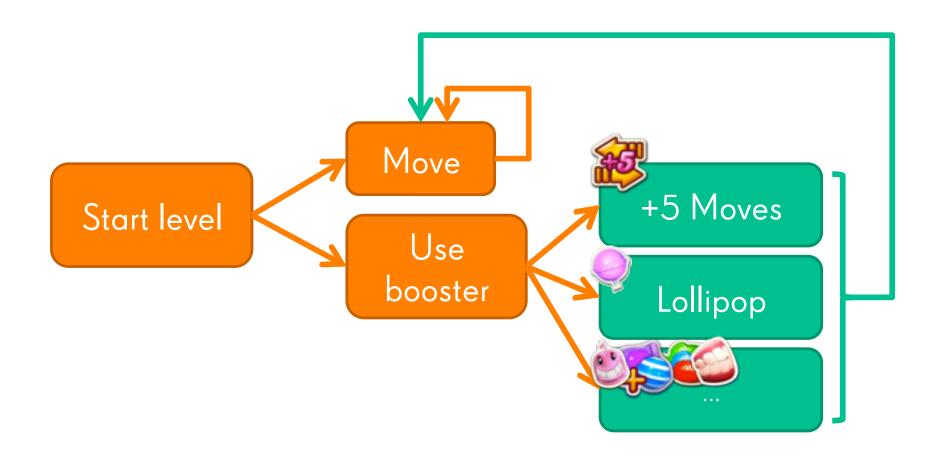
Information

Subjective Objective Timeliness Special conditions Visual gratification Visual presentation Transparency Information

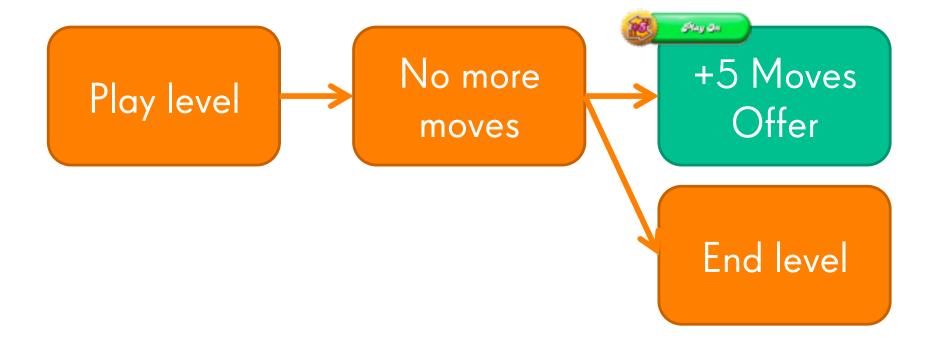
SubjectiveObjectiveTimelinessSpecial conditionsVisual gratificationVisual presentationTransparencyInformation

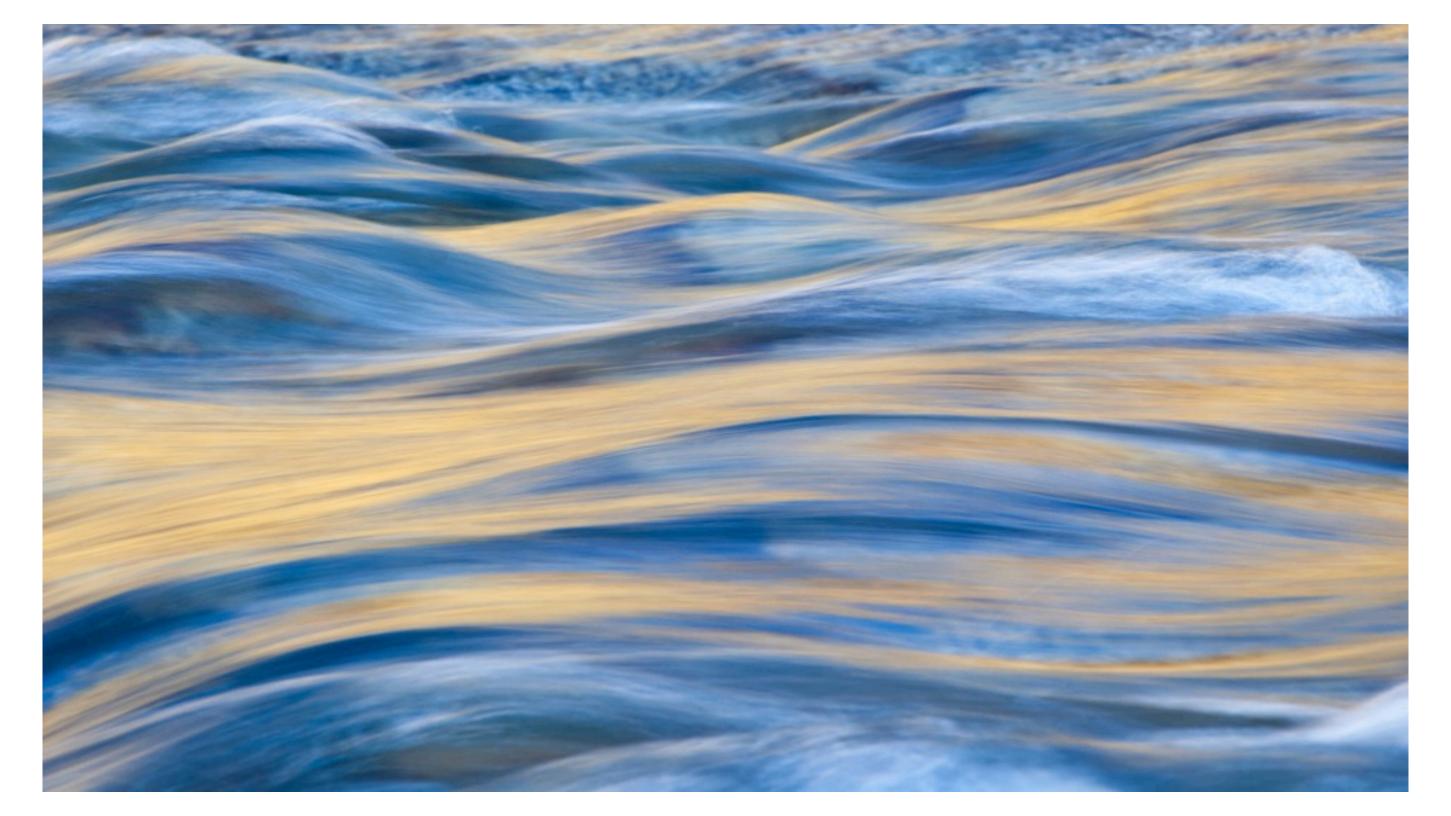


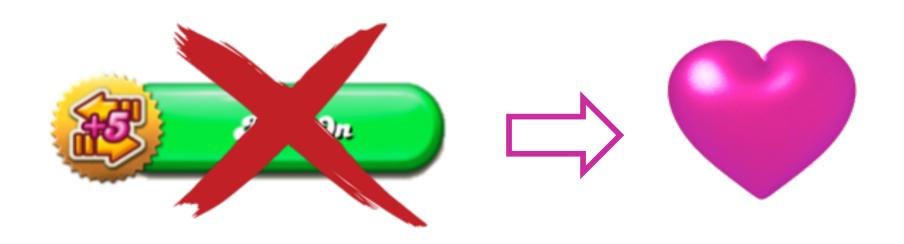






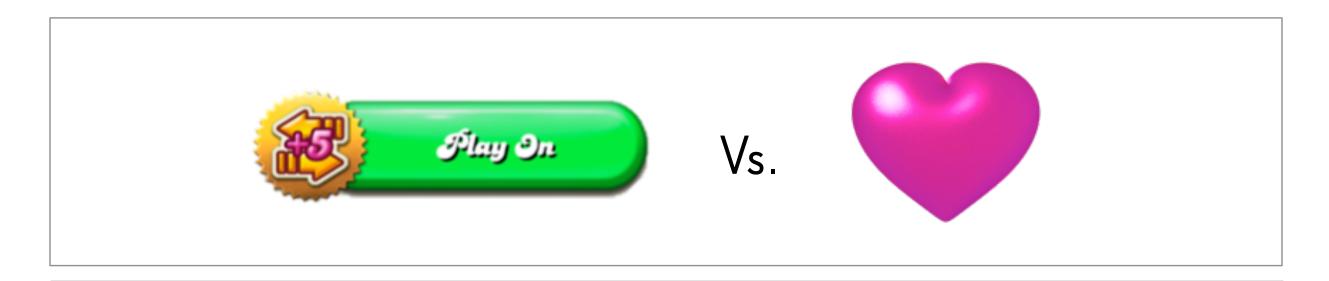








Intrinsic Purchase Value



$$IPV = \frac{FutureState - PresentState}{Price \cdot Risk}$$

Buyer Disposition

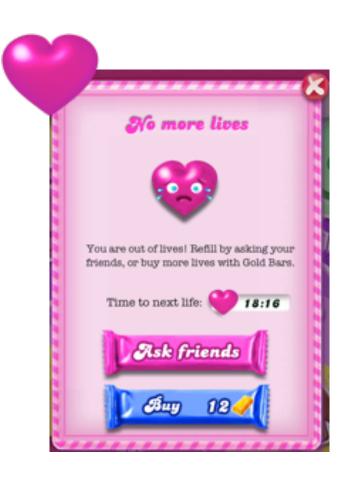


Vs.





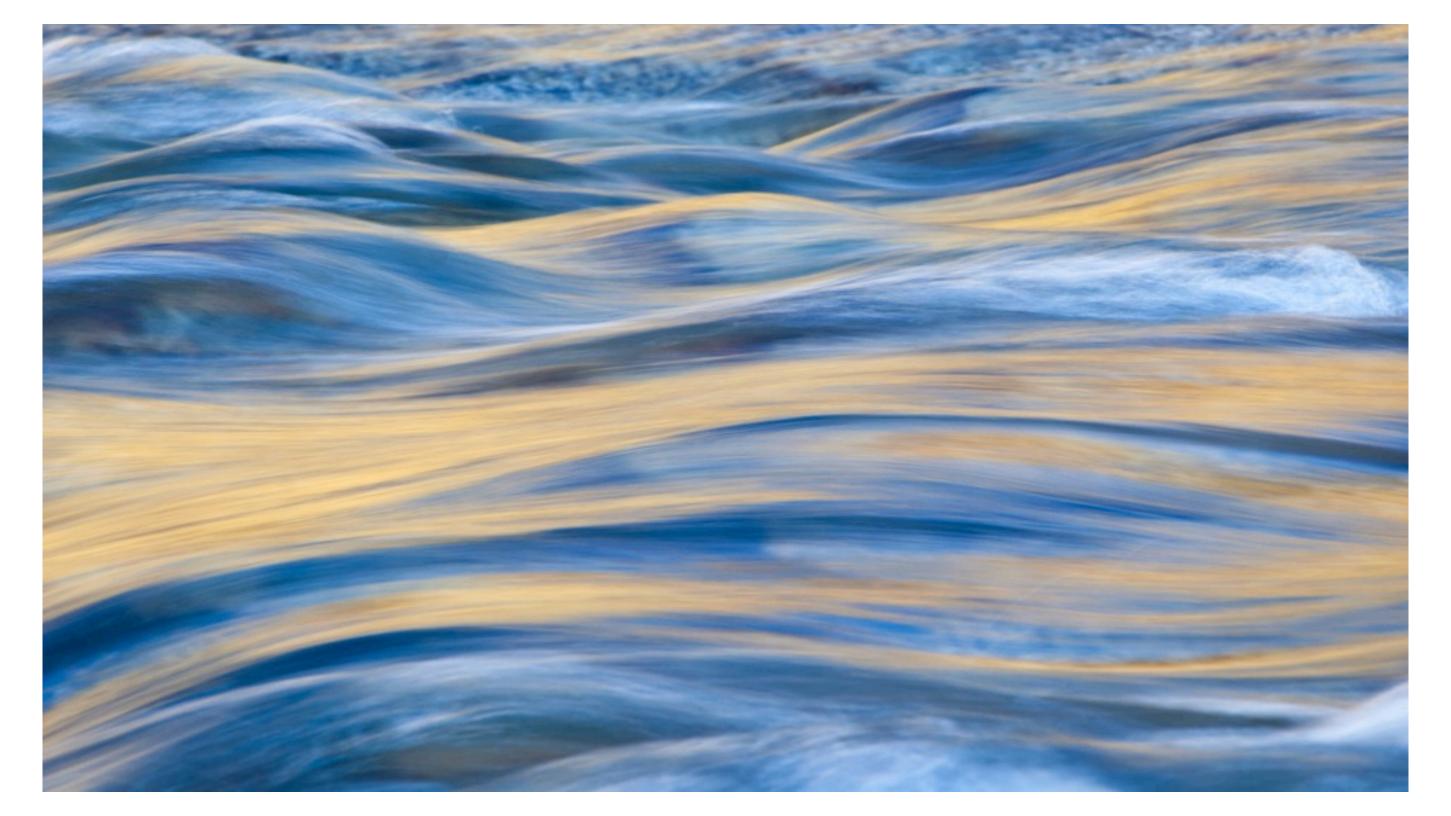
Vs.





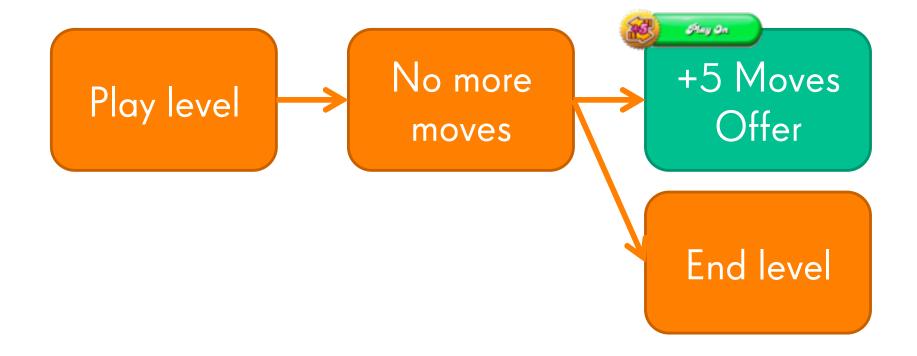






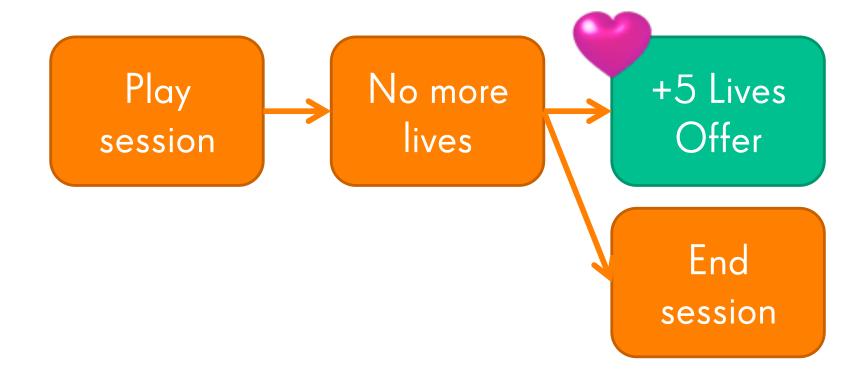
Offer Flows



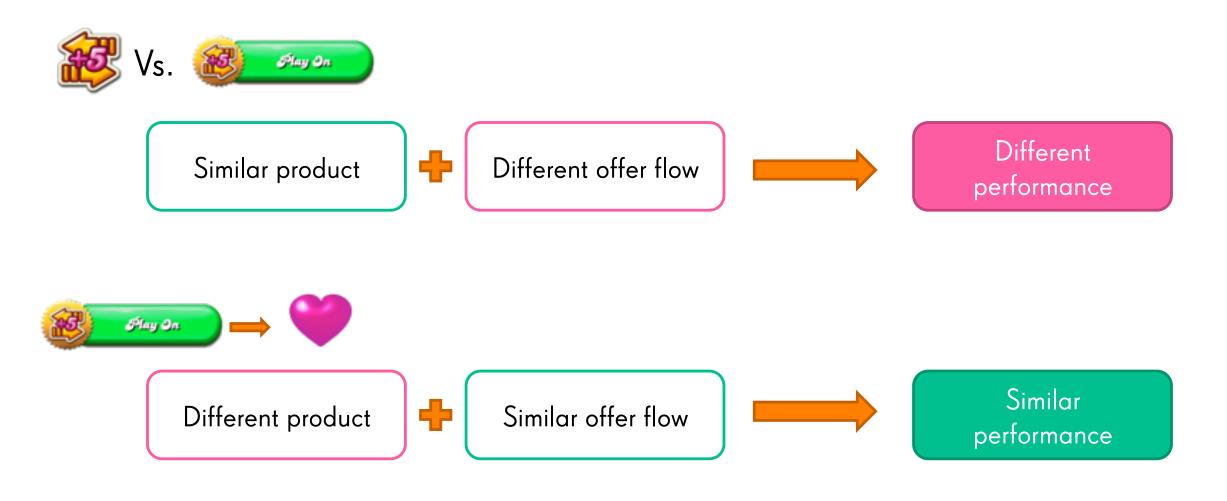


Offer Flows

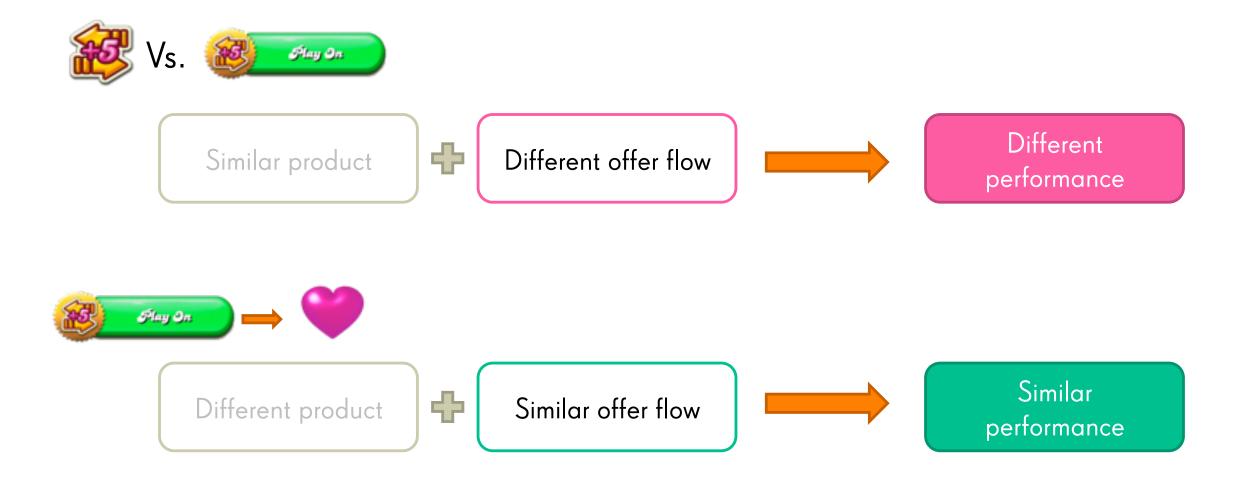




There's a pattern!



There's a pattern!



Think Flow Cash!

