







Pain Points through the Customer Journey

Lane Bryant 2022 Interns

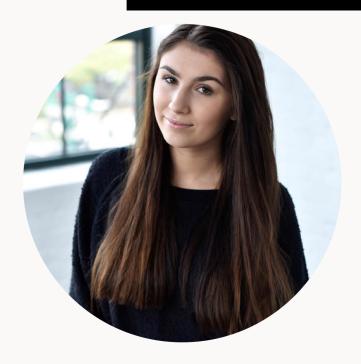
LANE BRYANT INTERNS CLASS OF 2022



Jacob Brooks
Cacique Allocation
Intern



Skylar Rice Cacique Design Intern



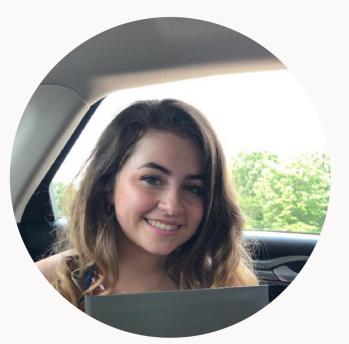
Elaina Fasanelli LB Merchandising Intern



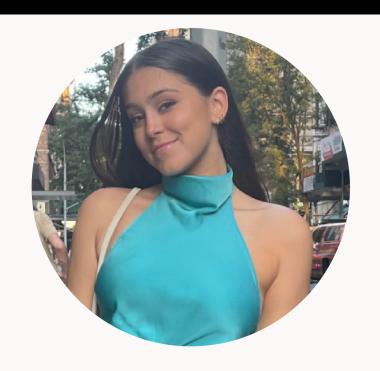
Anna Roth LB NY Office Design Intern



Katy McClure
LB Technical Design
Intern



Maddie Schmidt Cacique Technical Design Intern



Taylor Paine
Cacique Merchandising
Intern

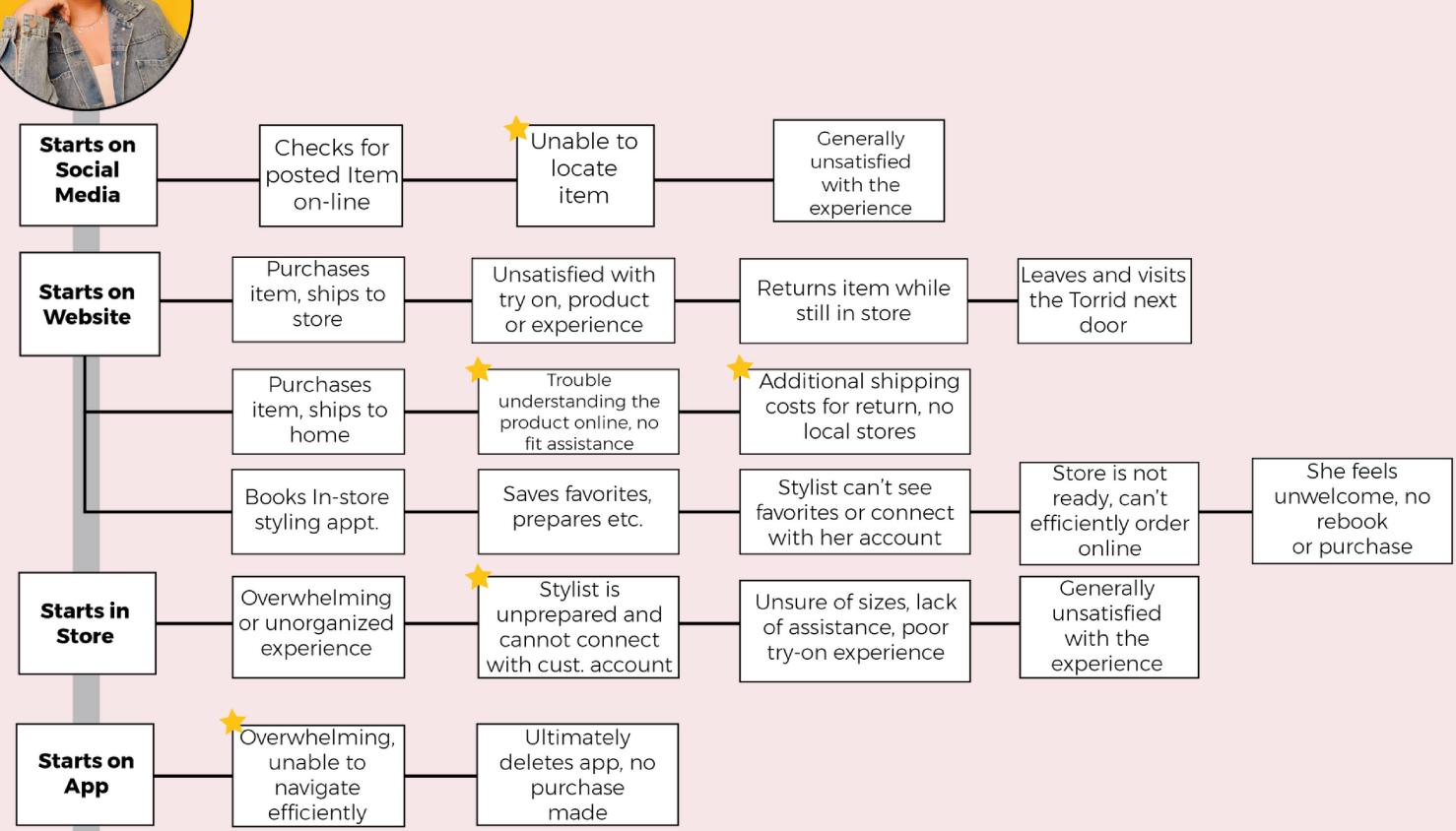


Daniela Wainfor LB Apparel Sourcing Intern

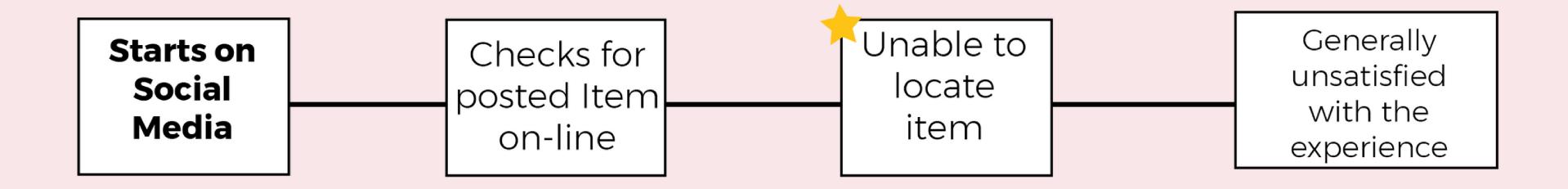
AGENDA

05	SOCIAL MEDIA
14	APP
19	WEBSITE
25	IN-STORE
32	CUSTOMER JOURNEY MAPS
34	SUMMARY & QUESTIONS

WORST CASE SCENARIO JOURNEY



SOCIAL MEDIA



SOCIAL MEDIA

72%

of users make purchase decisions based on **Instagram content**

22%

Younger consumers are 22% more likely to stop following a brand online due to lack of innovative, authentic content.

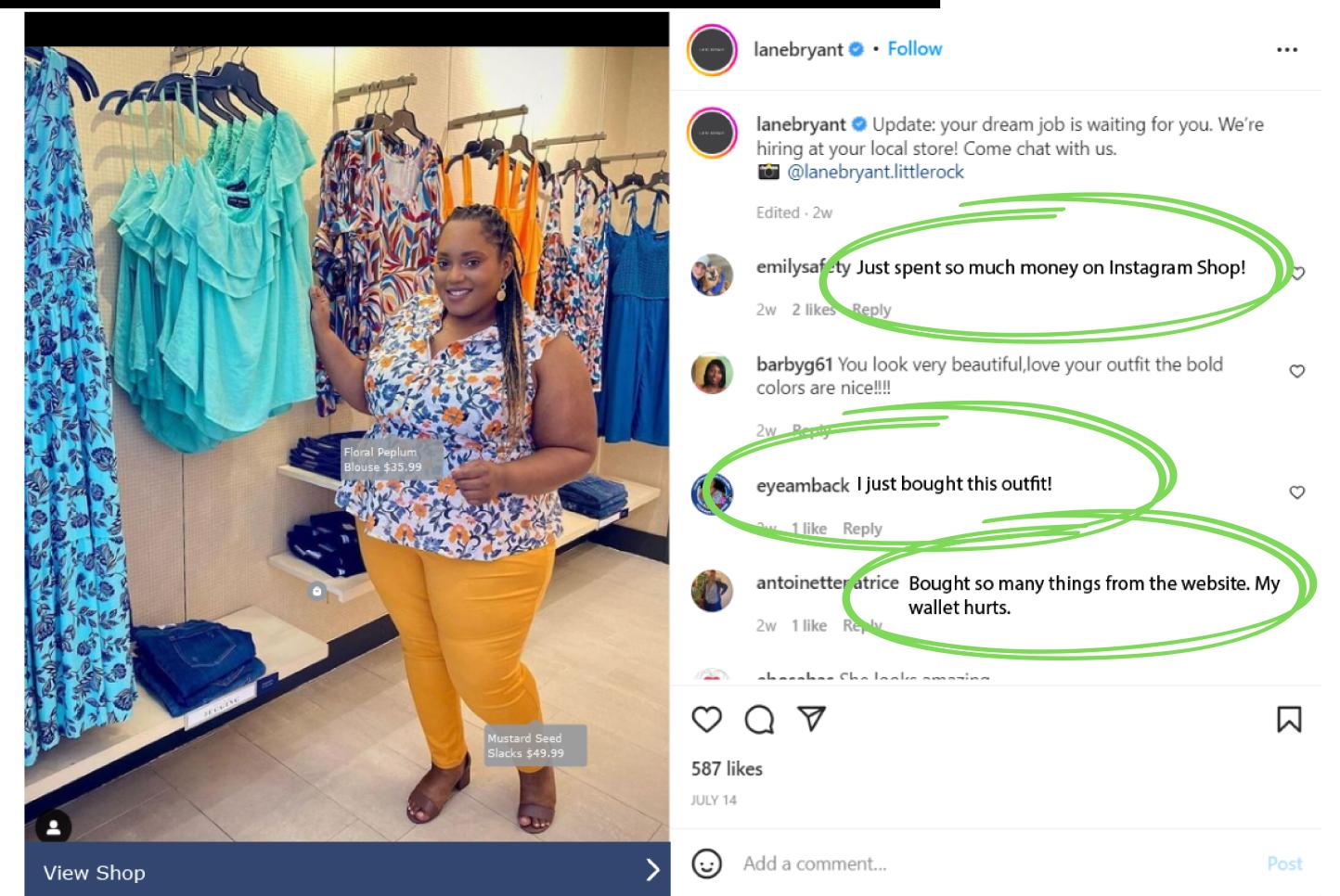
72%

of consumers are active on some form of social media for >1 hour per day

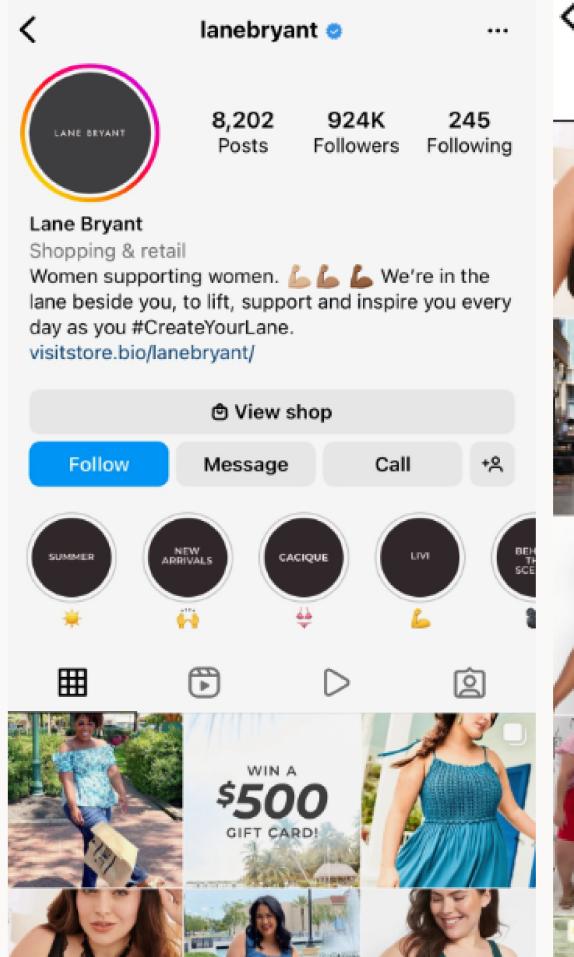
SOCIAL MEDIA: FUNCTIONALITY

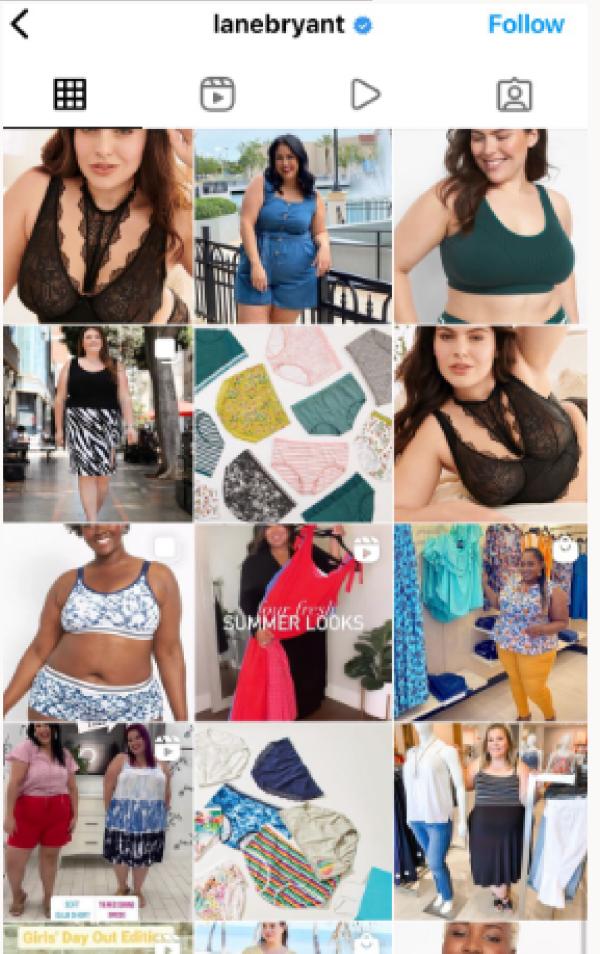


SOCIAL MEDIA: FUNCTIONALITY



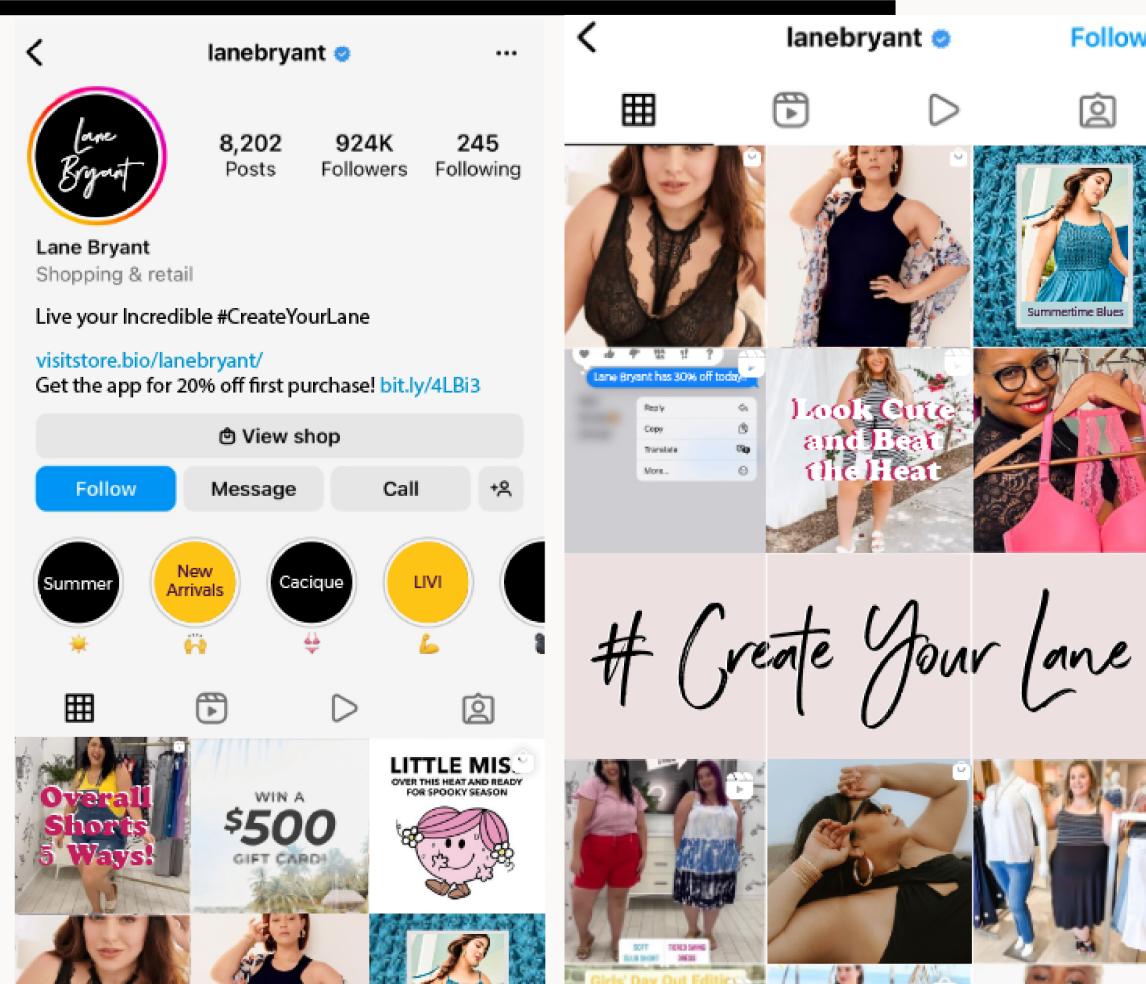
SOCIAL MEDIA: AUTHENTICITY





SOCIAL MEDIA: AUTHENTICITY



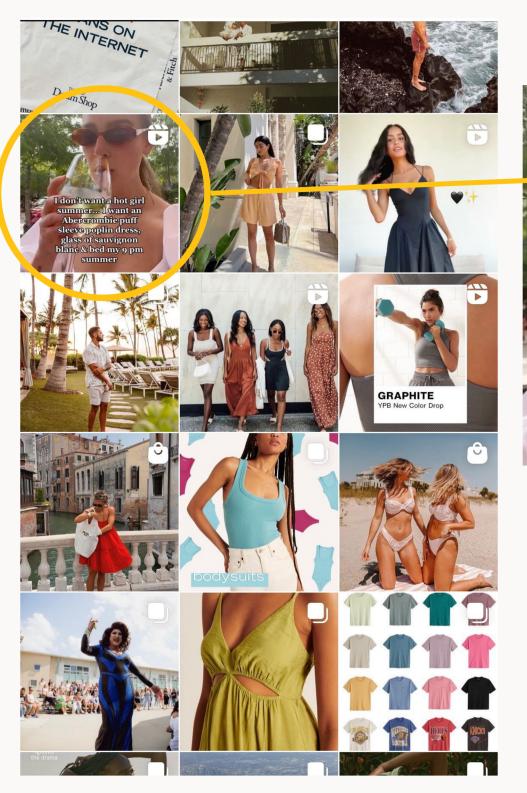


Follow

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SOCIAL MEDIA: AUTHENTICITY

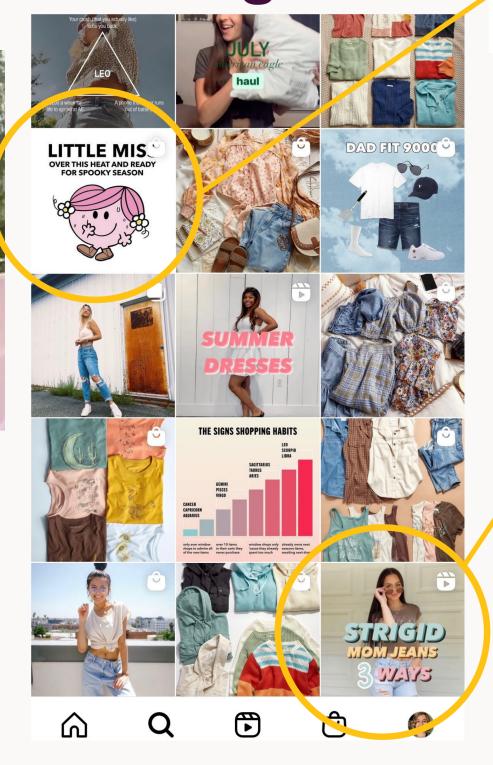
Abercrombie





 Fun reels that entertain while still advertising.

American Eagle





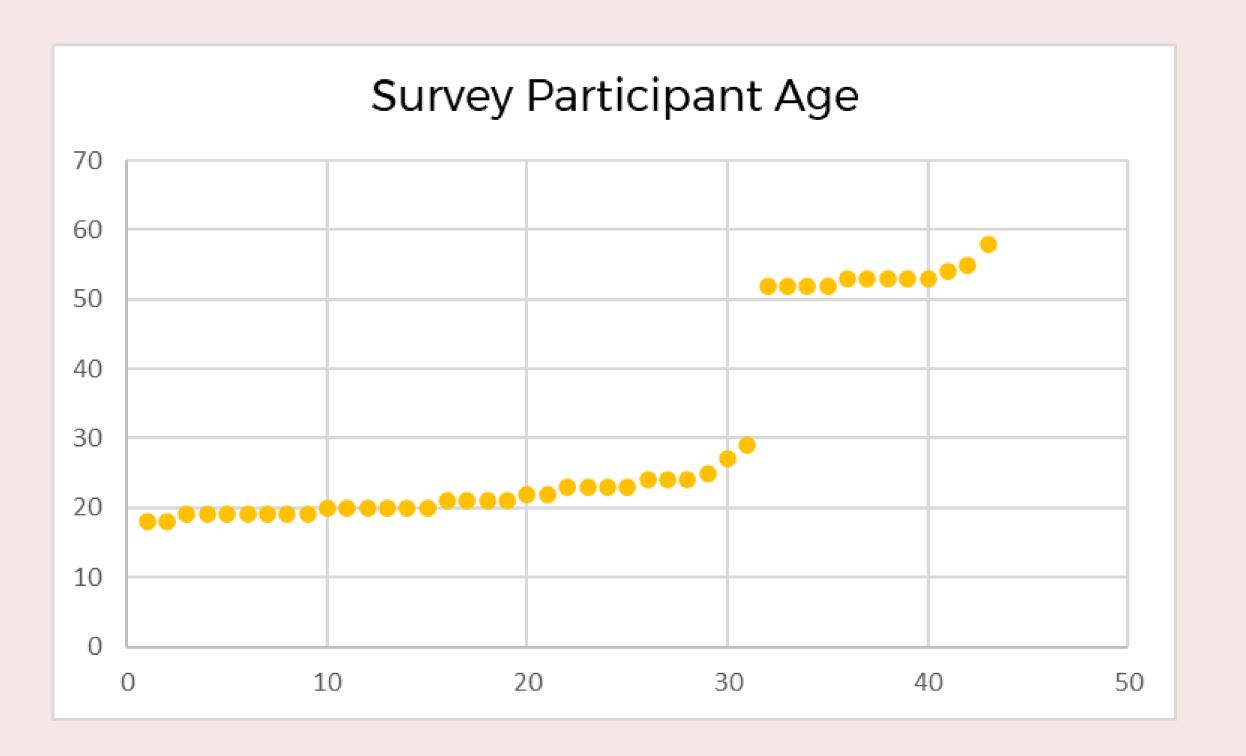
Shoppable memes!



Helping her with styling while being relatable.

11

SURVEY DEMOGRAPHICS



General

43 Women

13 Questions

Social Media and Shopping Habits

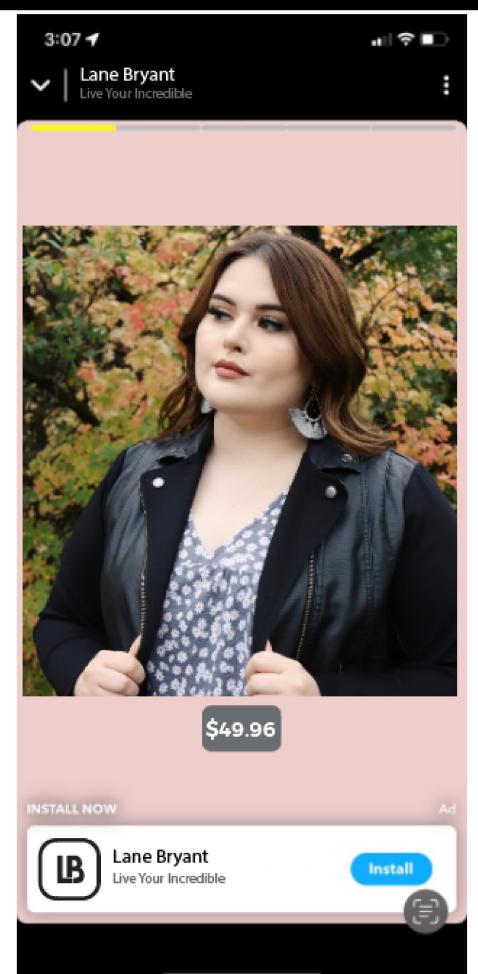
AGE

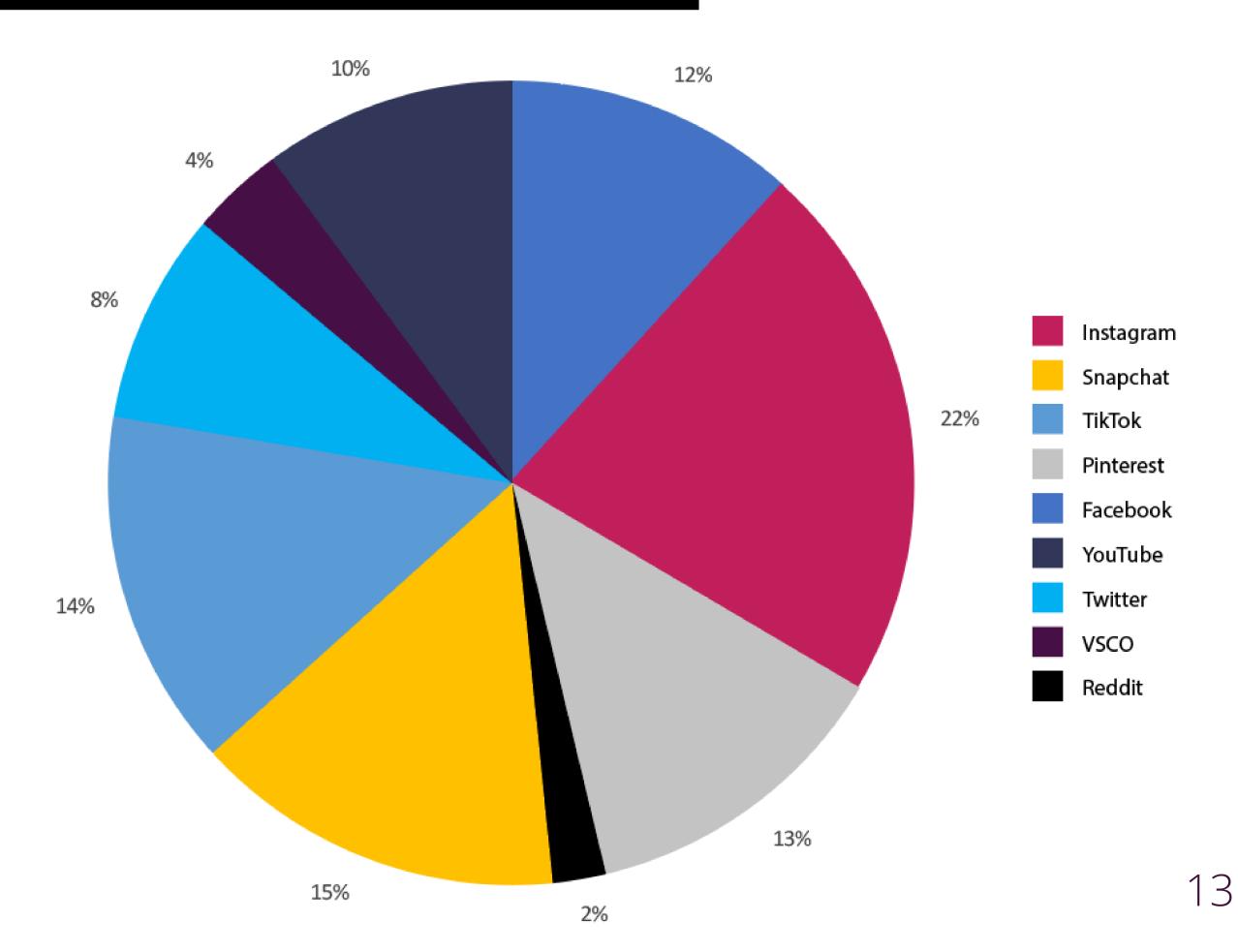
Range: 18-58

Average: 30.28

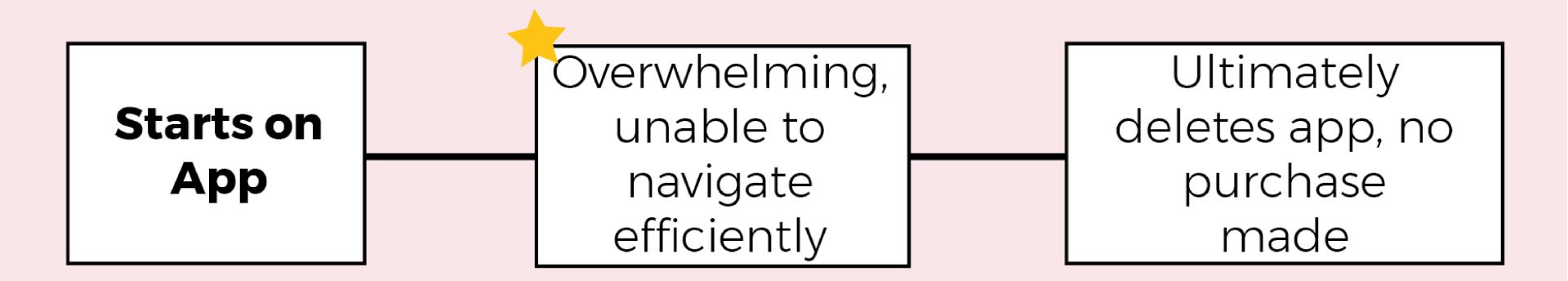
Median: 23

SOCIAL MEDIA: ADS AND PREFERENCE





APP



APP

61%

19

60%

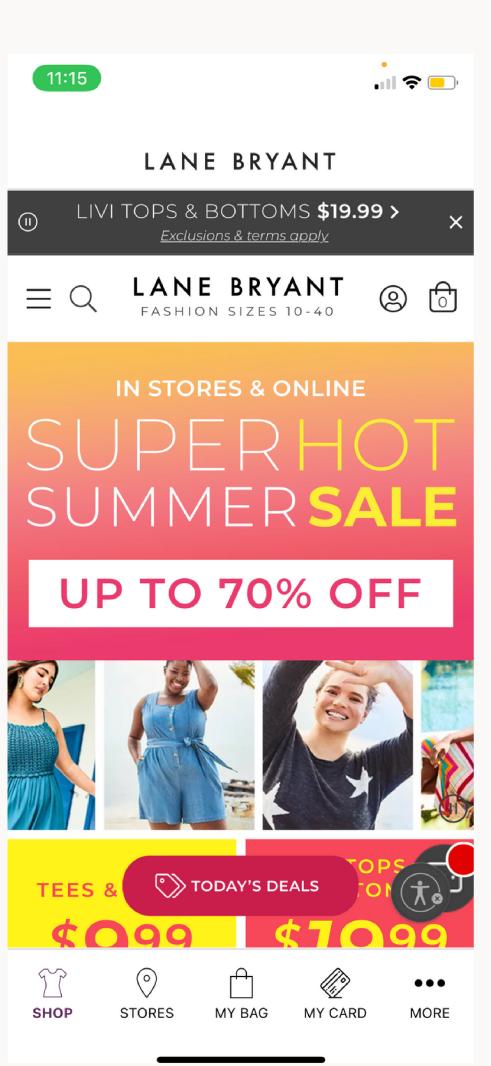
Of 18-24
year-olds
used an app
to shop in
2020

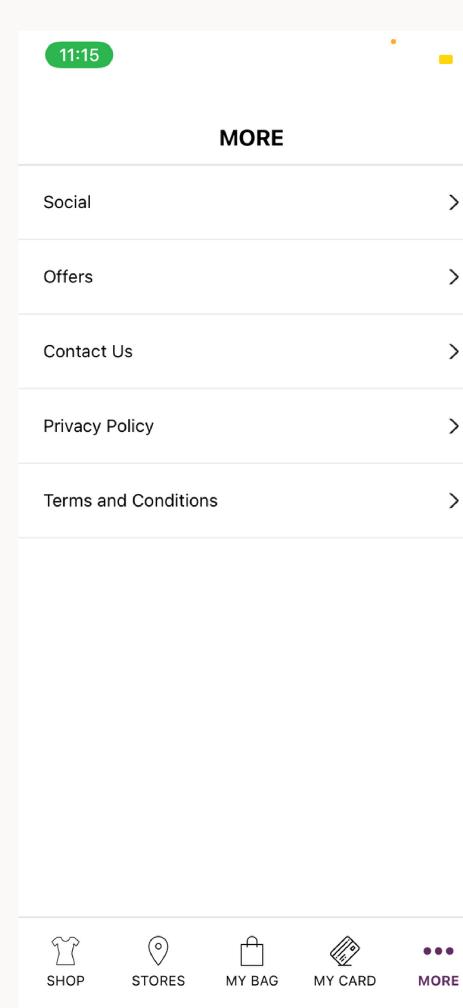
Gen X makes more online purchases than any other age group, averaging nearly 19 transactions per year

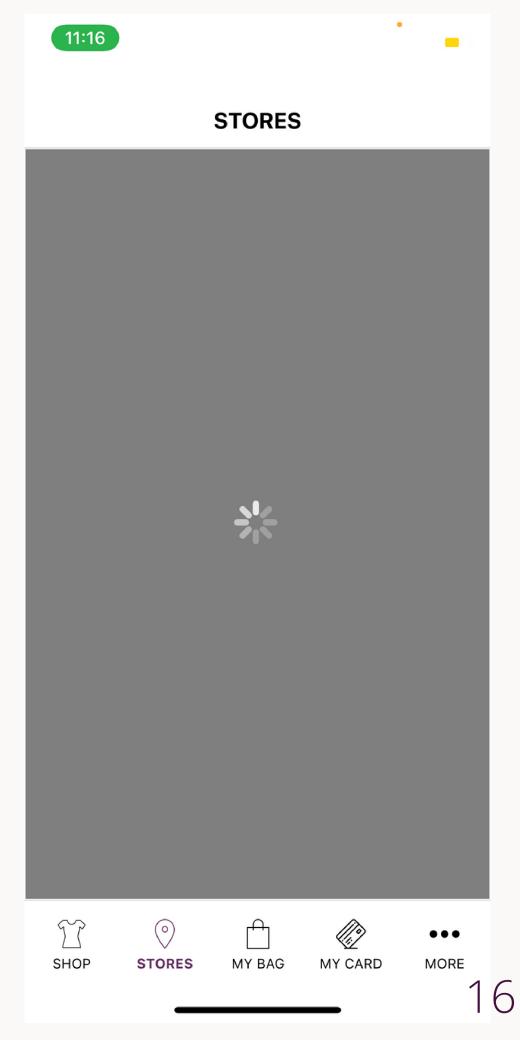
Deleted an app after just one attempt to use it, if problems with performance.

Total 80% will eventually delete an app if problems continue

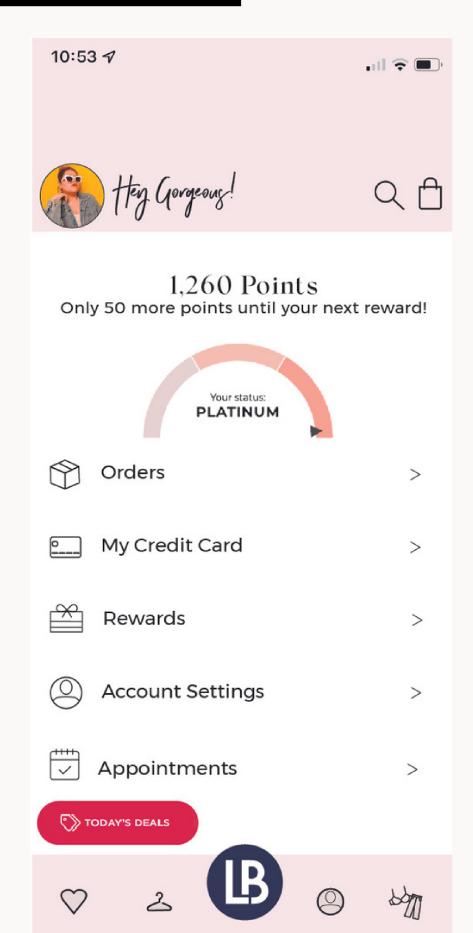


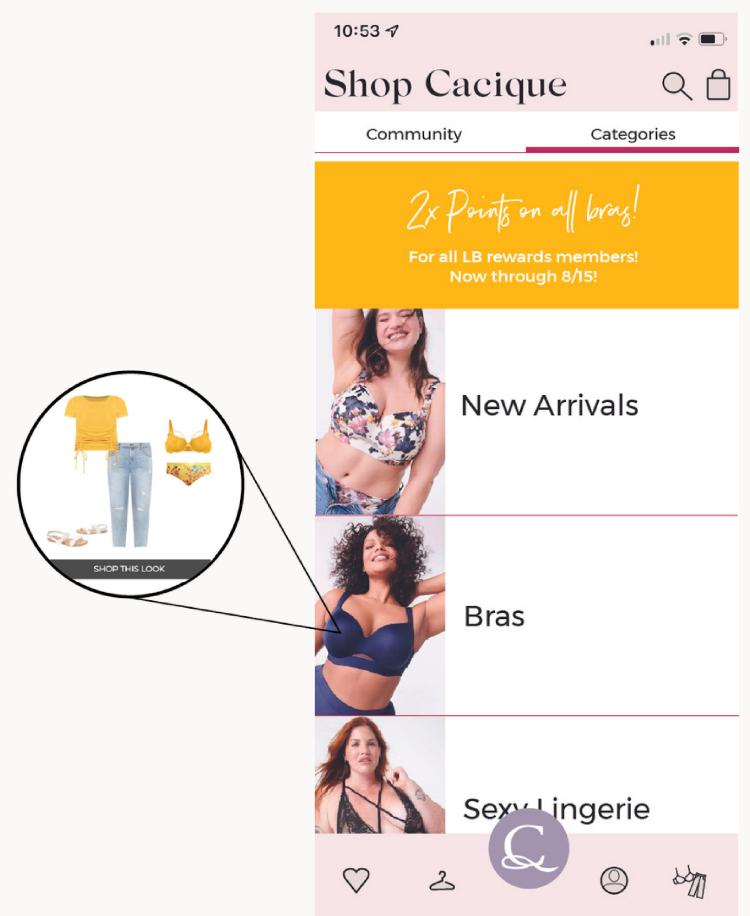


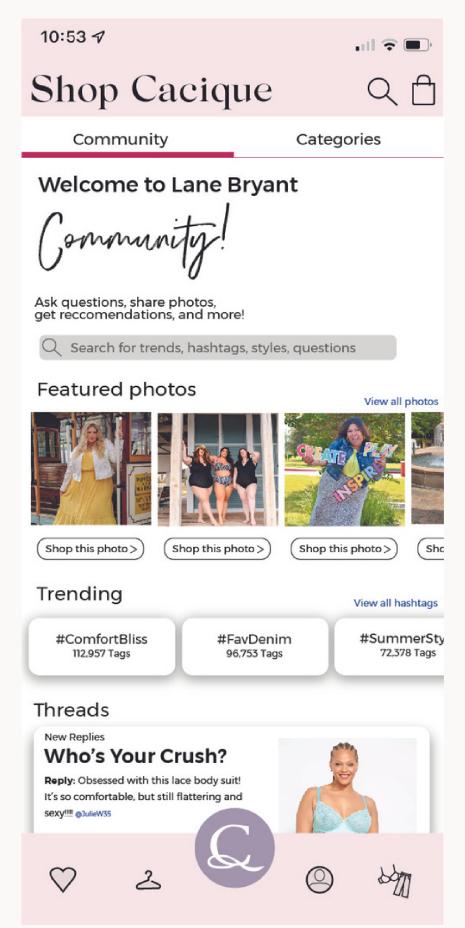


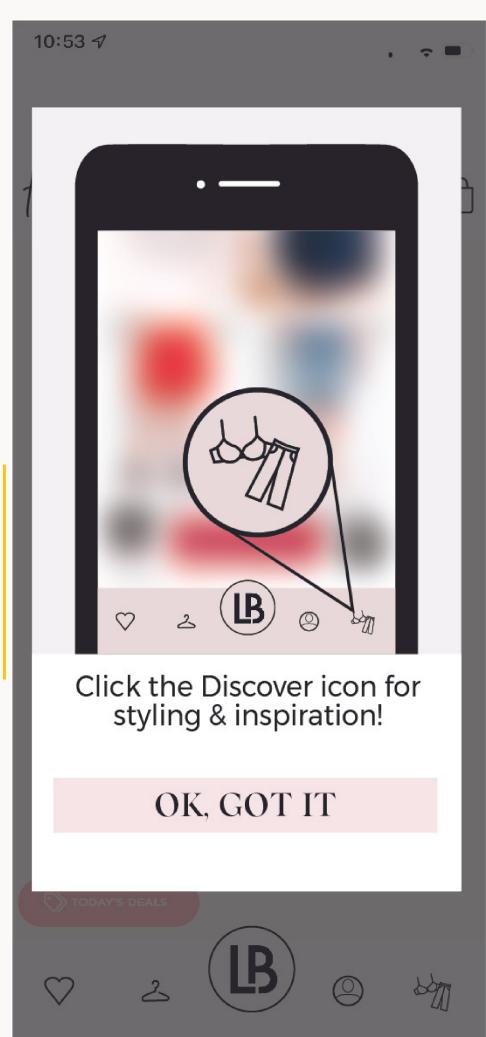


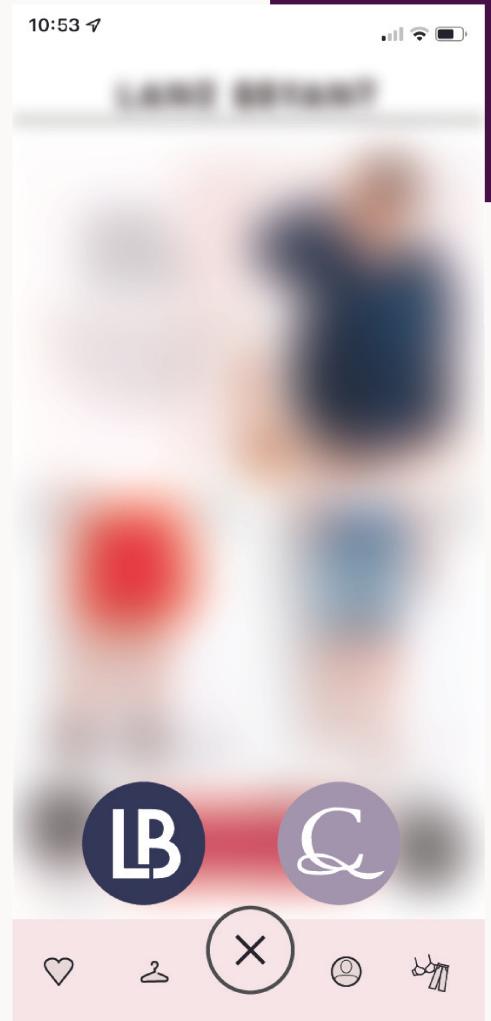
BEFORE

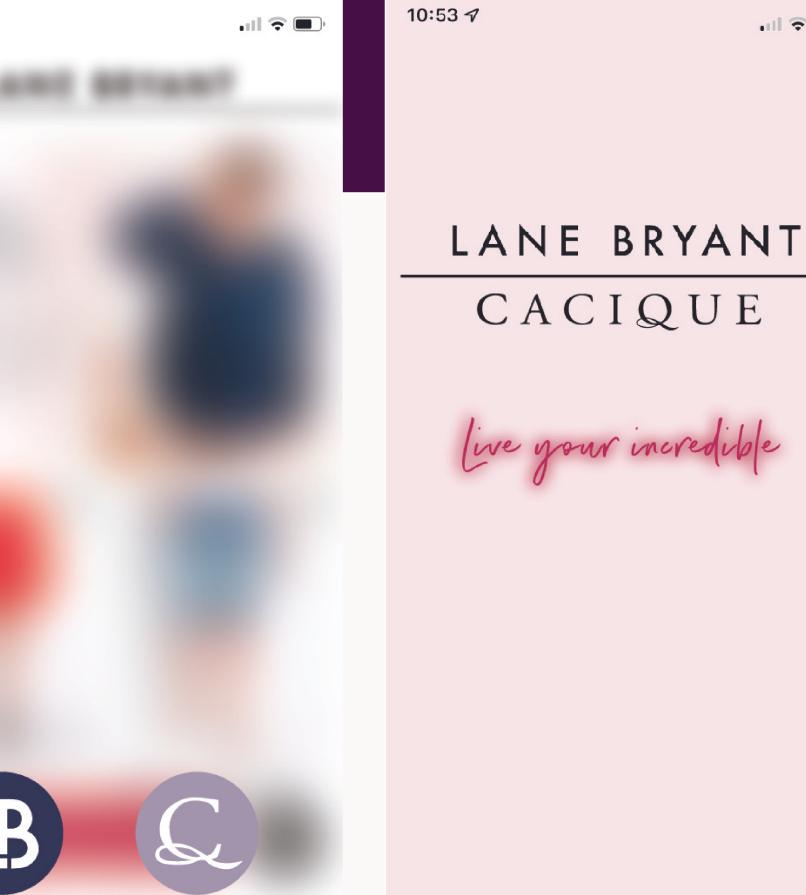






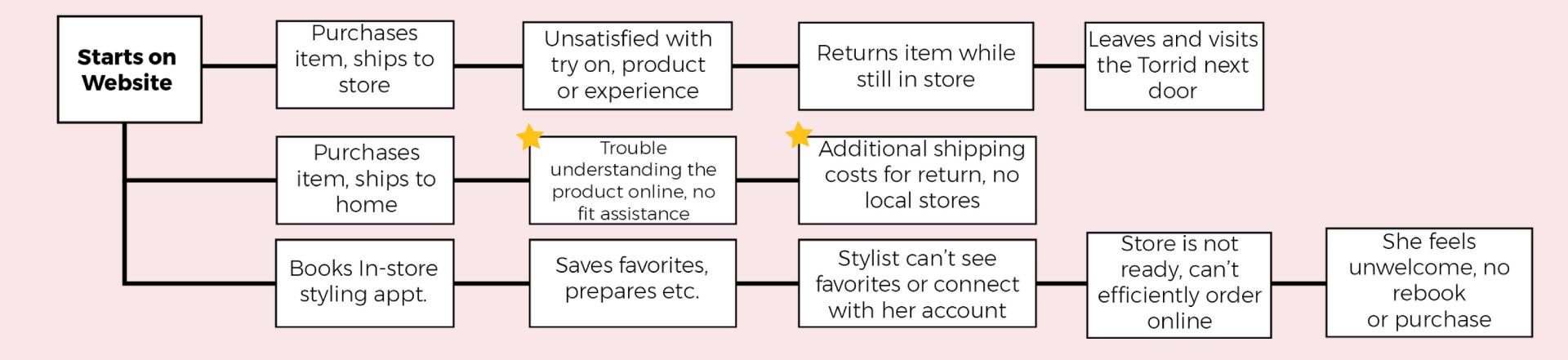




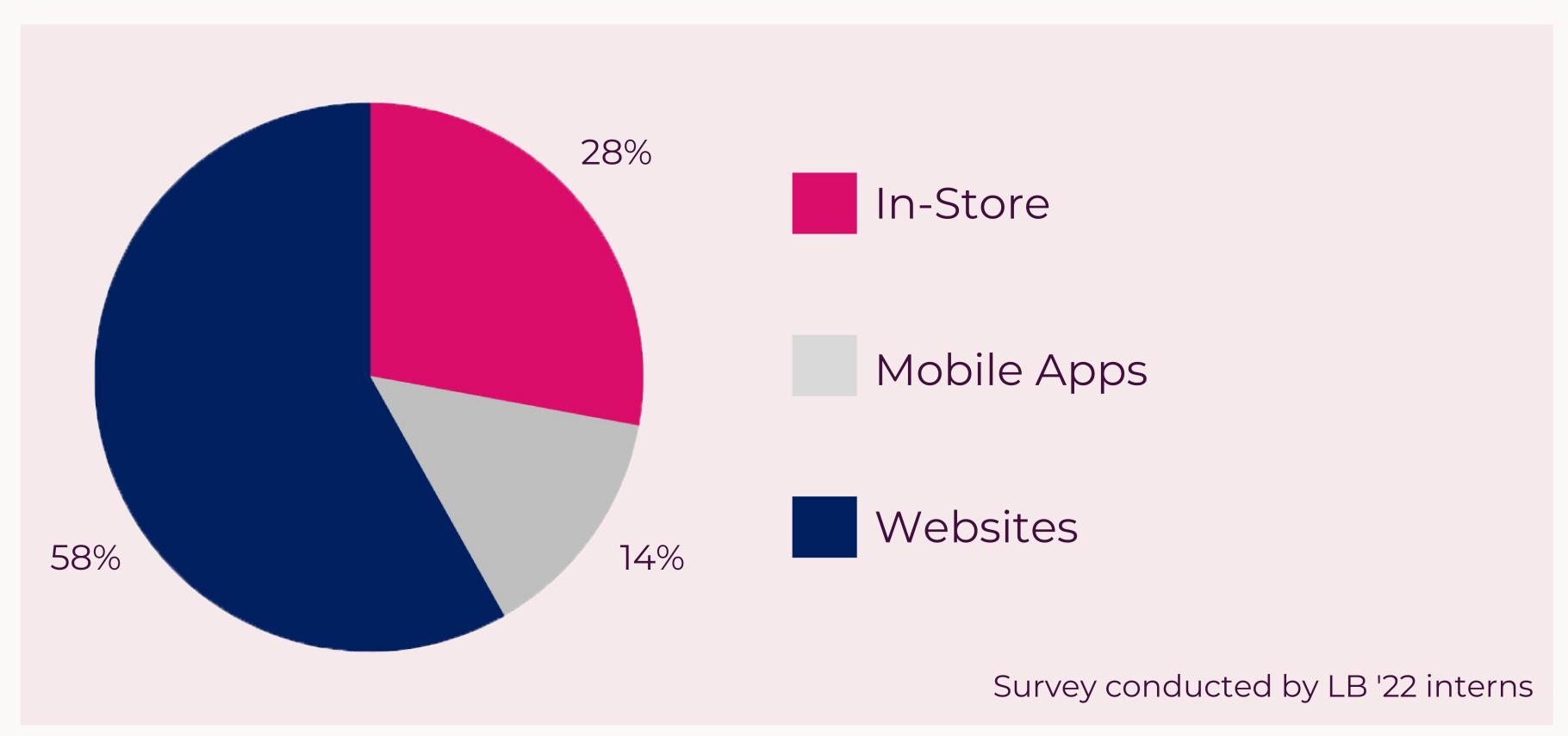


.ill 🗢 🔳

WEBSITE

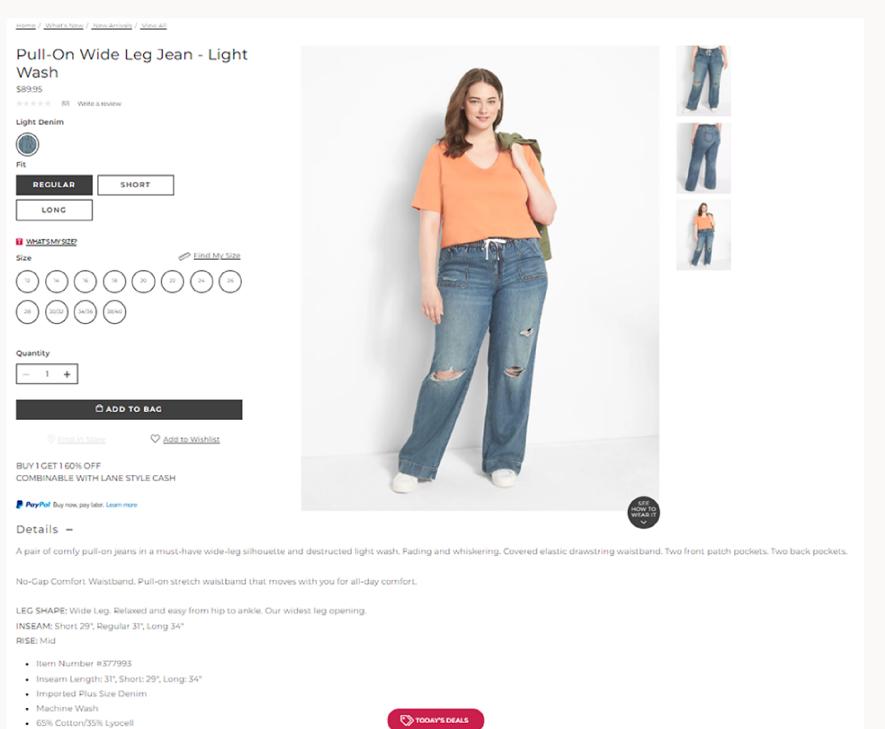


SHOPPING HABITS

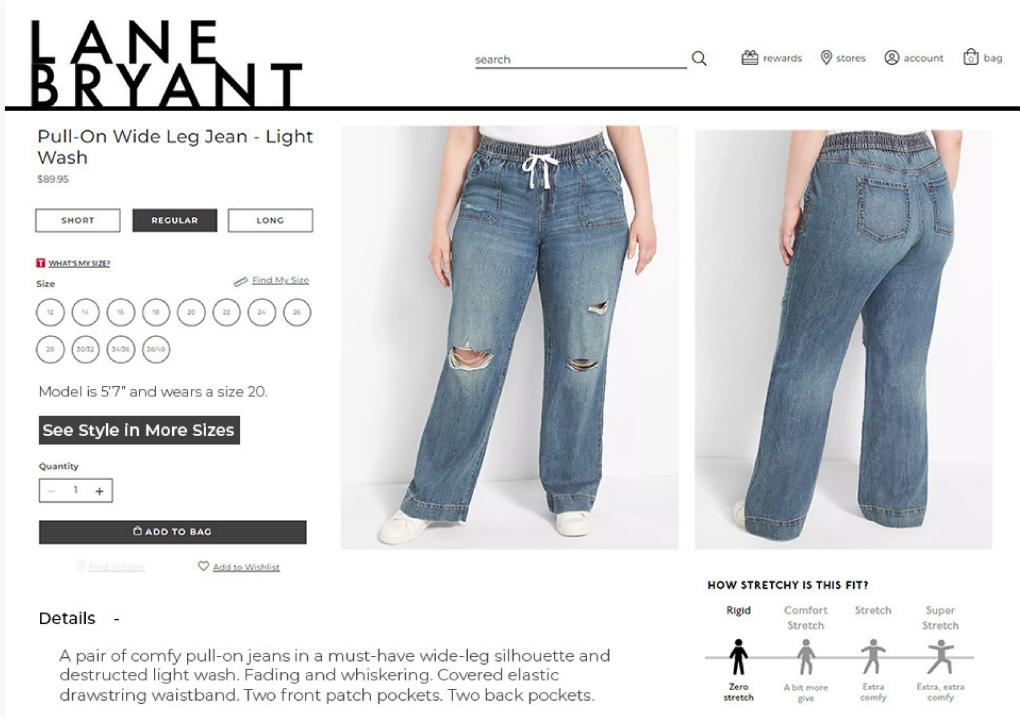


WEBSITE

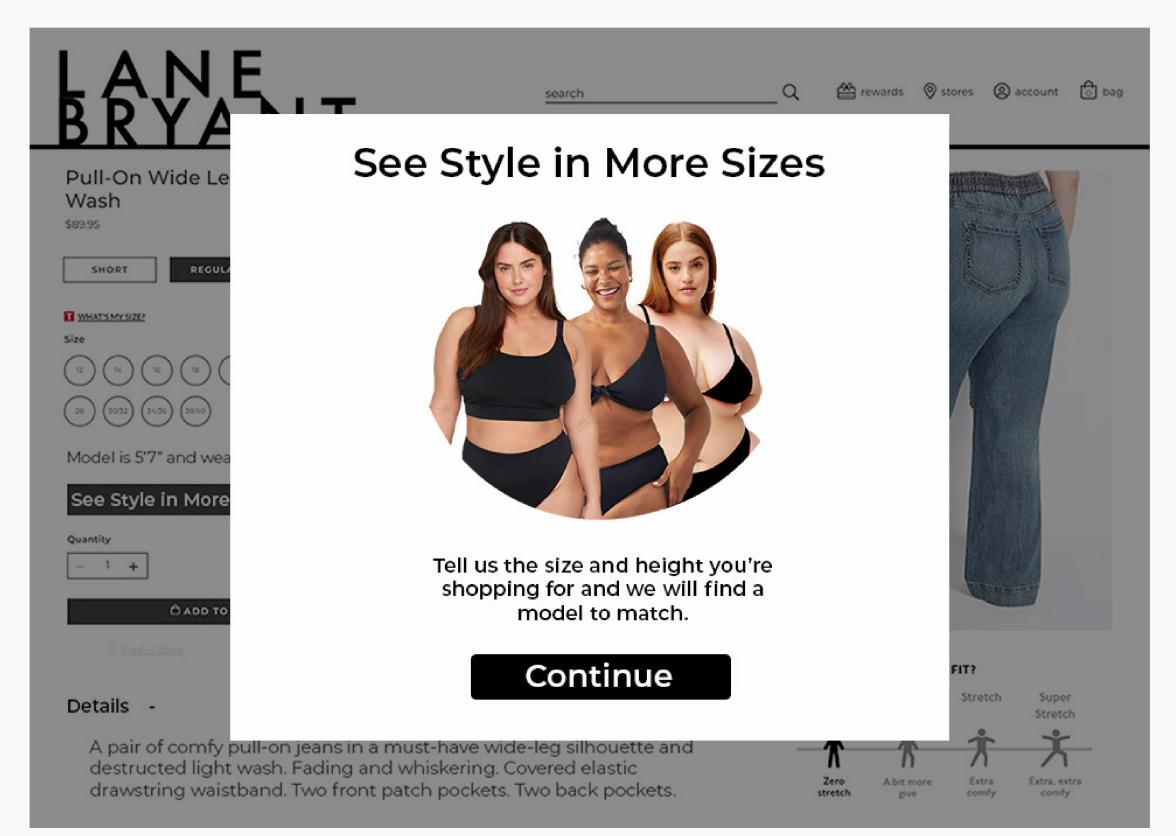
WEBSITE BEFORE



WEBSITE AFTER



WEBSITE





ASOS "See my Fit"

Rectangle

Most Common Body Type at **46%**

Hourglass

Least Common Body Type at **8%**

MODEL DIVERSITY

200%

more likely to
purchase an
advertised product
when the models
were their size

175%

more likely to purchase when the models were within their age range

1.5X

1.5x times to purchase if the model was of a similar ethnicity



















MODEL DIVERSITY

IN STORE: CUSTOMER EXPERIENCE



IN STORE: CUSTOMER EXPERIENCE

90%

Decide whether to use a business based on their customer service

89%

More likely to return if positive experience

4X

More likely to **switch to competitor** over
service

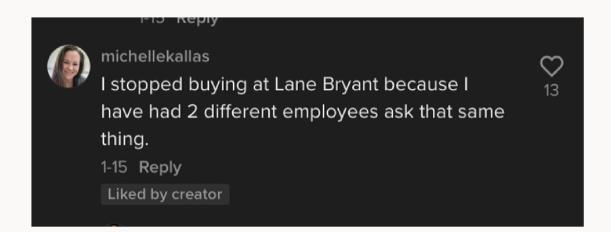
IN STORE: CURRENT STATE

- Market standard BOPIS not available
- No employee access to customer information
 - Purchase history
 - Sizes
 - Preferences
- Use of outdated tech
- Inconsistent customer experiences

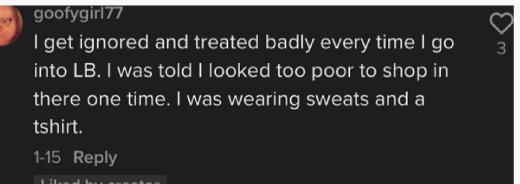


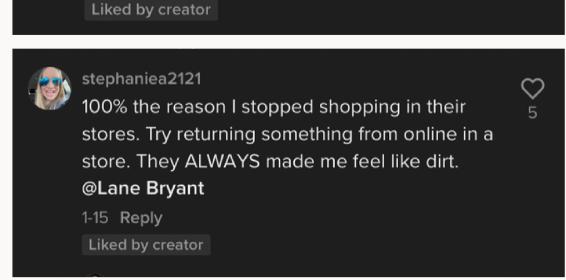
TikTok: @katie_kinslow 1-15-22

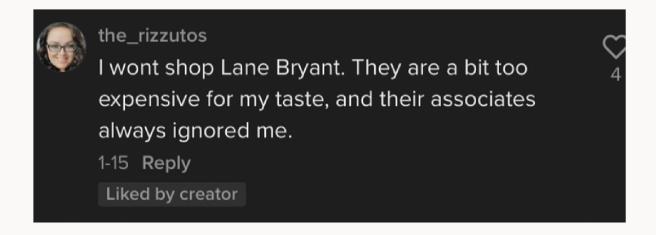
TikTok: @destinee.tirons 4-9-22





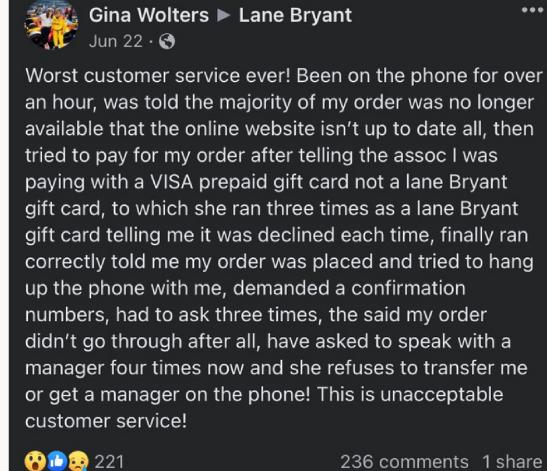














Comment Comment

Like

Share

Proposed Solutions

Employee-Manager Relationships

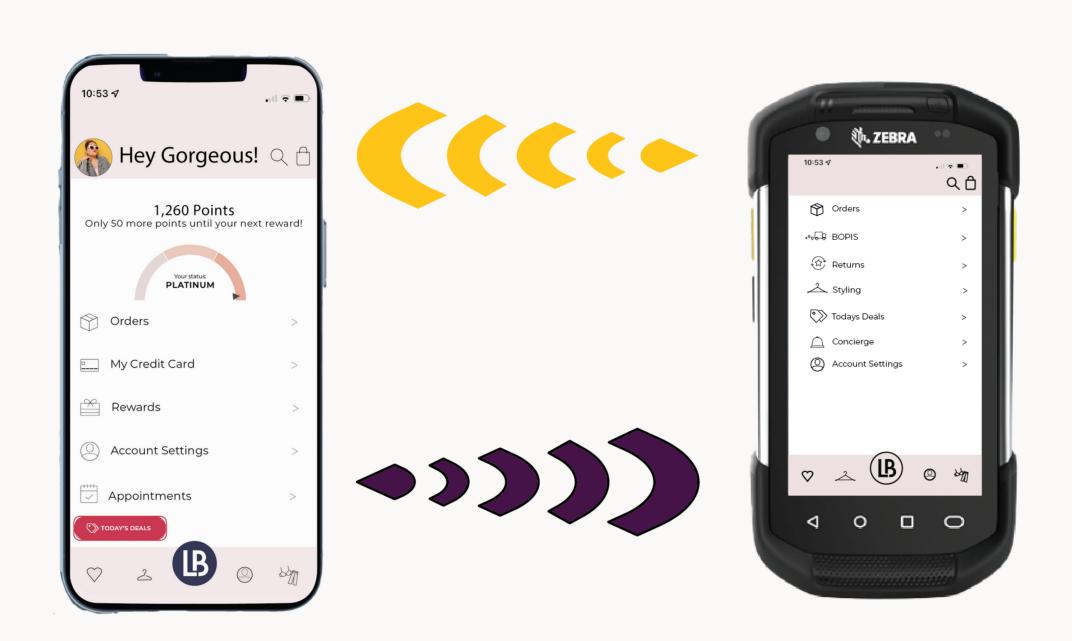
- Building Trust
- Store team building exercises
- Trickle-down effect

Employee Empathy

- Classes/workshops
- Incentives/Rewards
- Connection with customer

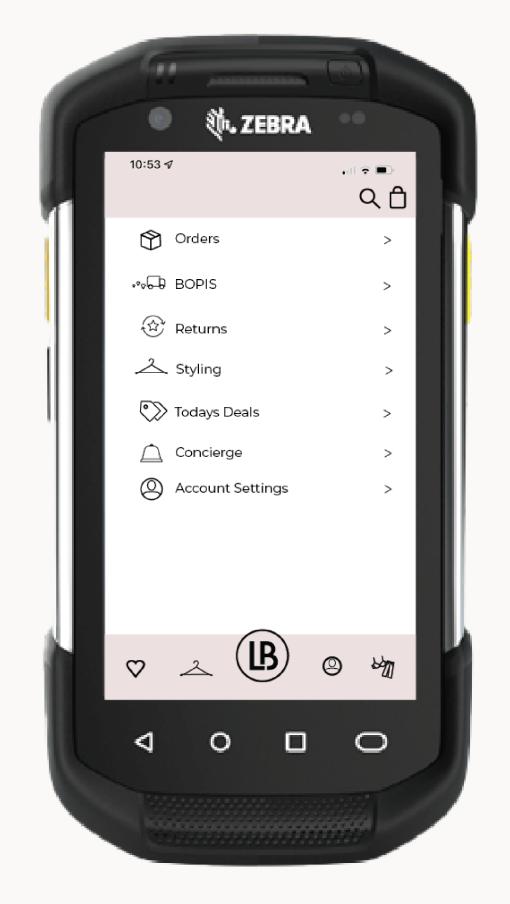
Digital Integration

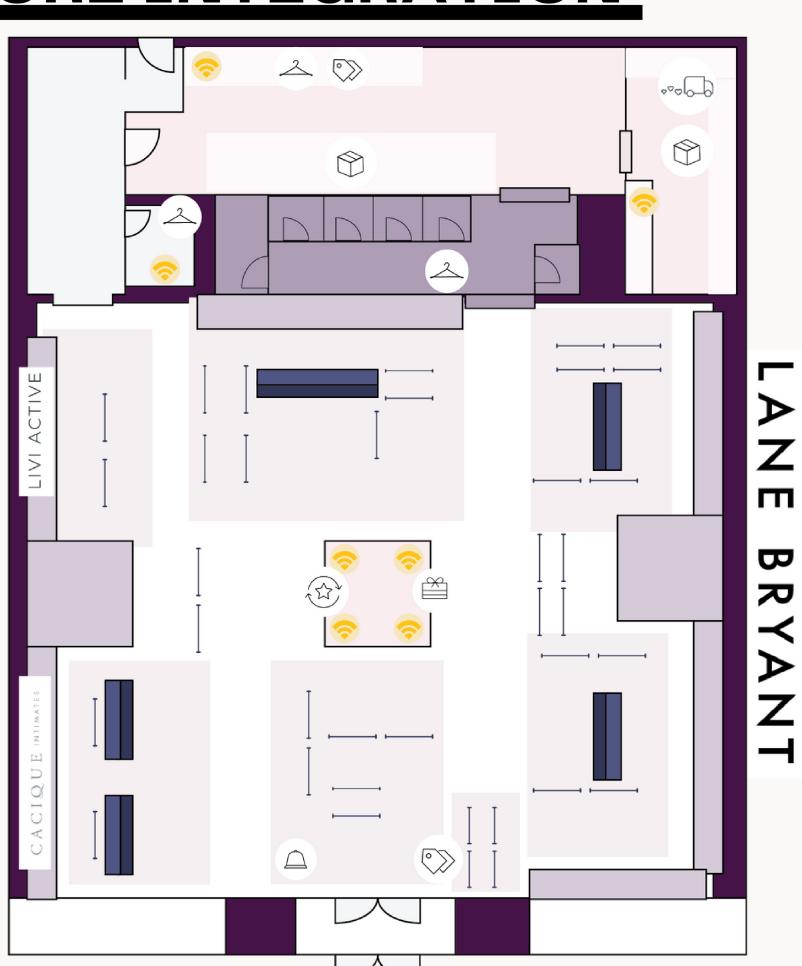
- Customer/Employees/LB
- Clear and consistent



CUSTOMER TO STORE INTERACTION

DIGITAL IN-STORE INTEGRATION







Rewards



Returns

DIGITAL INTEGRATION AT SEPHORA

- Mobile app uses location based marketing
- Stores have Ipads and other handheld devices
 - Order in store --> ship to house
- Experience doesn't end at store level
 - New products, video tutorials, news/trends in app/website

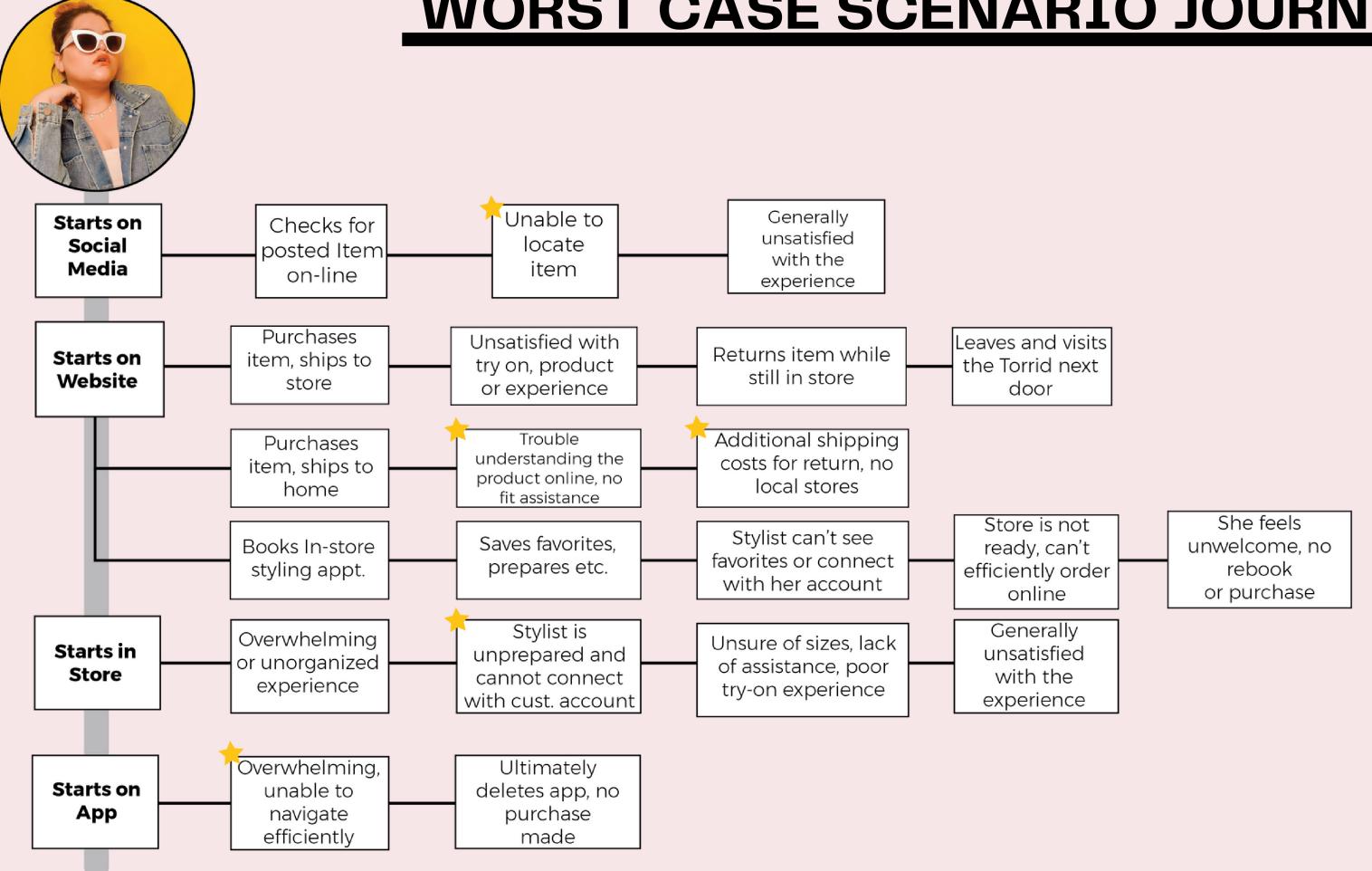








WORST CASE SCENARIO JOURNEY



ASPIRATIONAL CUSTOMER JOURNEY Facebook Shop Ad Pop-Up Books In-store on Social App View on Instagram Media Styling Download Website Shop (Via App or Prompt Website) Purchases Purchases Purchases on on Website on App Website, App, & In-Store Becomes a loyal & satisfied customer



Appendix

Research Sources

Social Media Research

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App Research

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In Store Research

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Further Reading

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- https://www.thezoereport.com/fashion/fashion-education-tool-brands-using-to-create-better-future, Customer Education Tools
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- https://www.theatlantic.com/technology/archive/2022/06/fast-fashion-trends-industry-mass-market-consumption/661371/ , **Repetitive Design**
- Book: Worn, A People's History of Clothing by Sofi Thanhauser, **Materiality understanding from a historical and modern POV**; who and how our manufacturing impacts on a global scale

Best in Class: Our References and Favorites

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- https://www.abercrombie.com/shop/us, **Abercrombie&Fitch**; App, Social Media, "Complete this Look" Website
- https://www.target.com/, **Target**; App, user friendly and easy to find structure
- https://www.torrid.com/, **Torrid**; Website, aesthetically pleasing, user friendly, engaging
- https://www.asos.com/us/women/ , **ASOS**; Size and fit meter on website