

Mobile Growth 的思路和实践

邵震

再谈 GROWTH

聚焦前沿技术 传递实践经验

主办方 **Geekbang** **InfoQ**
极客邦科技







Growth 关心的核心话题

Acquisition

Conversion

Monetization

Retention



Growth 关心的核心话题

Acquisition

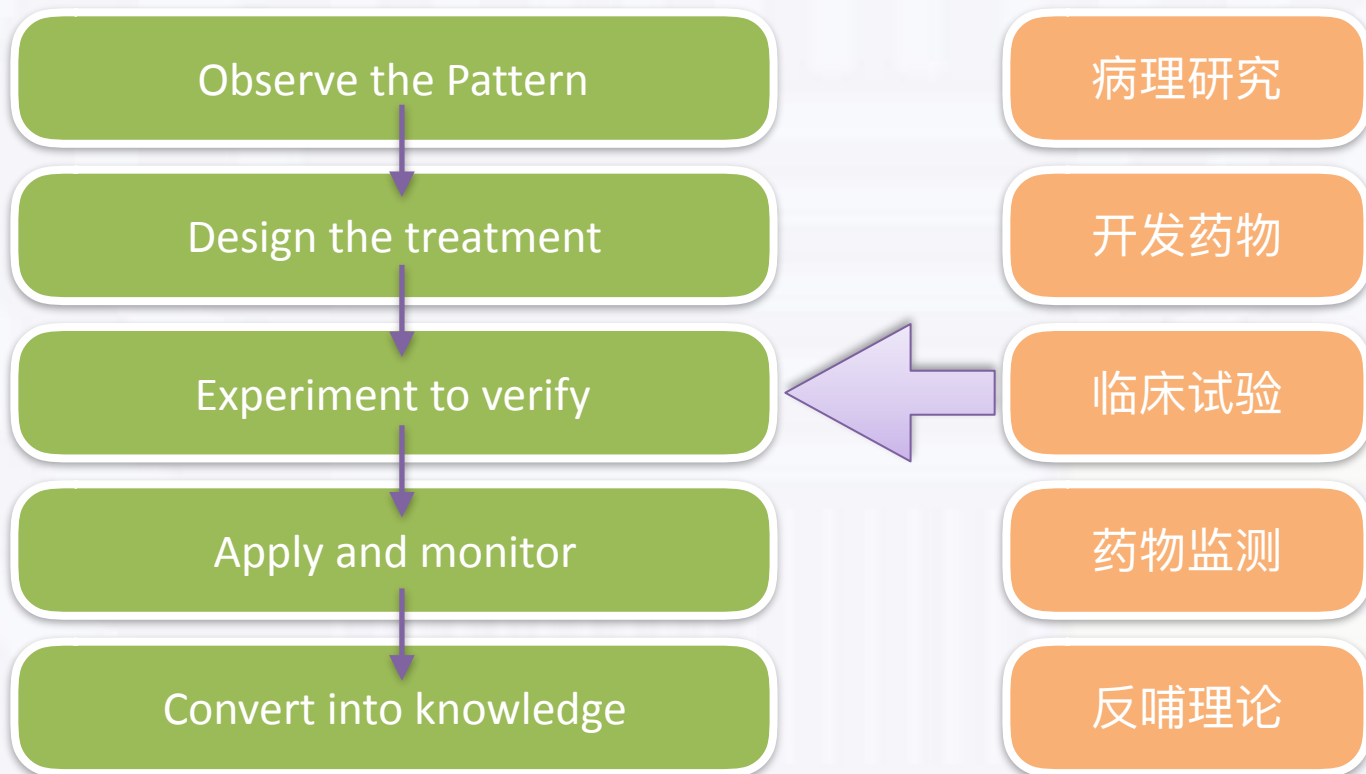
Conversion

Monetization

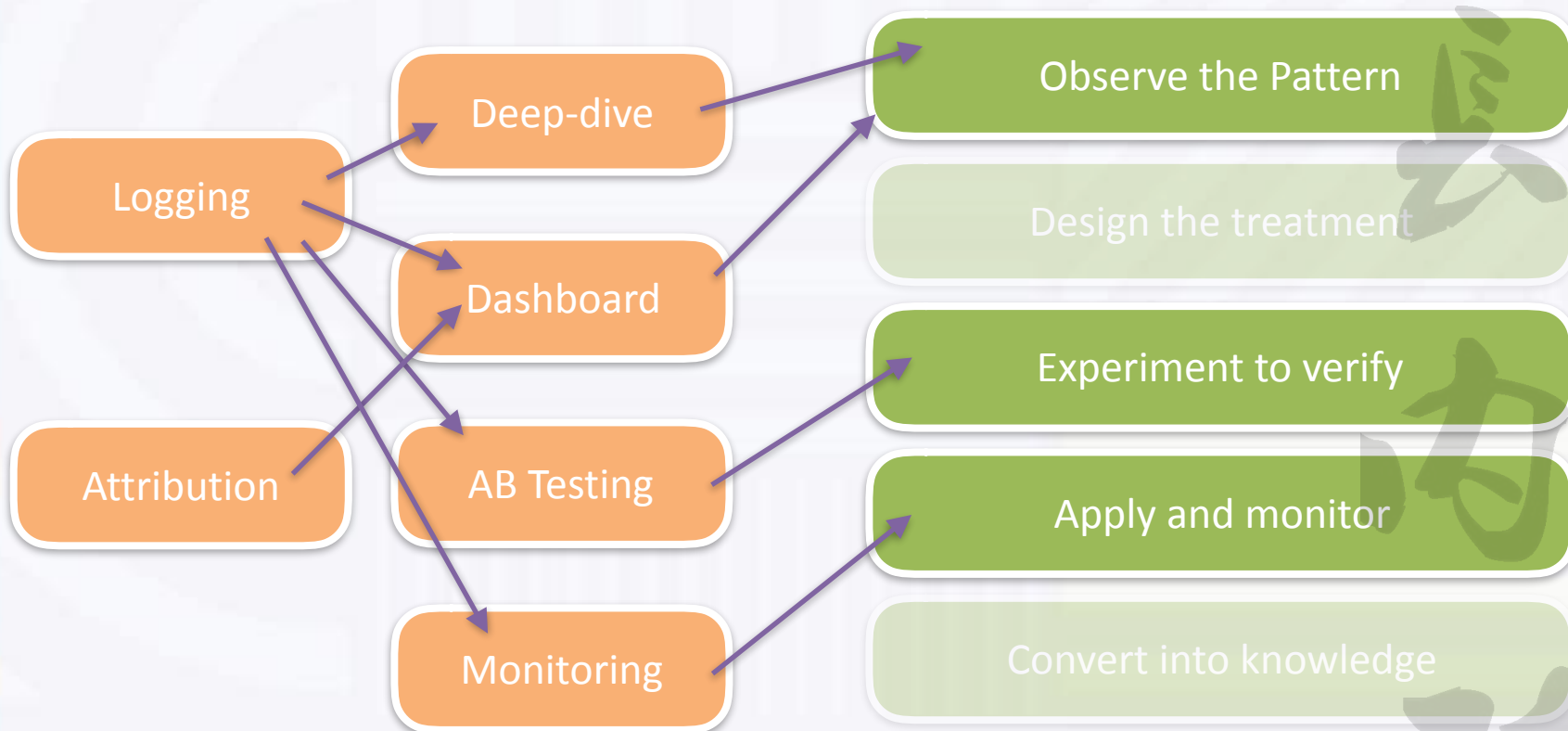
Retention



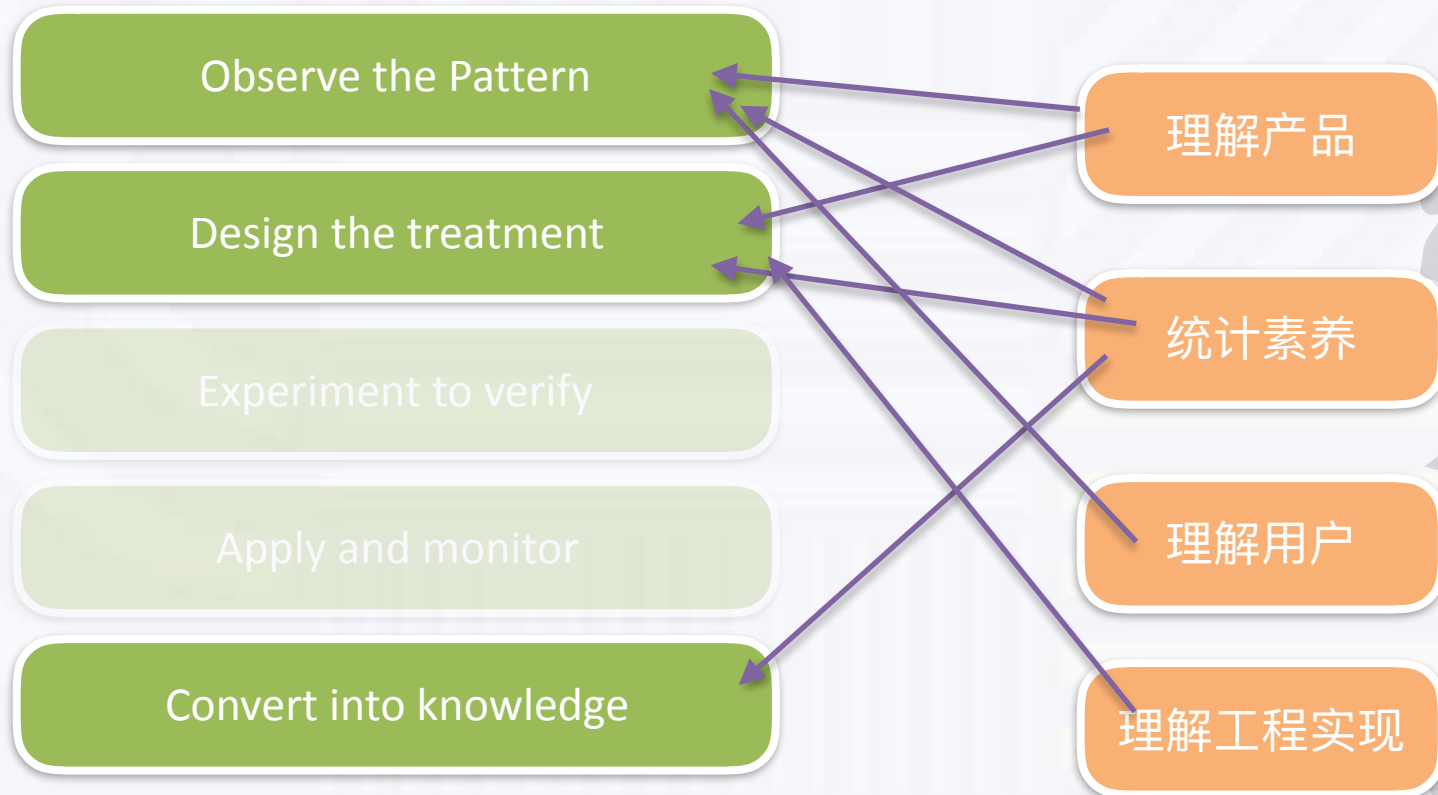
Growth 的一颗子弹



Growth 的一座军工厂

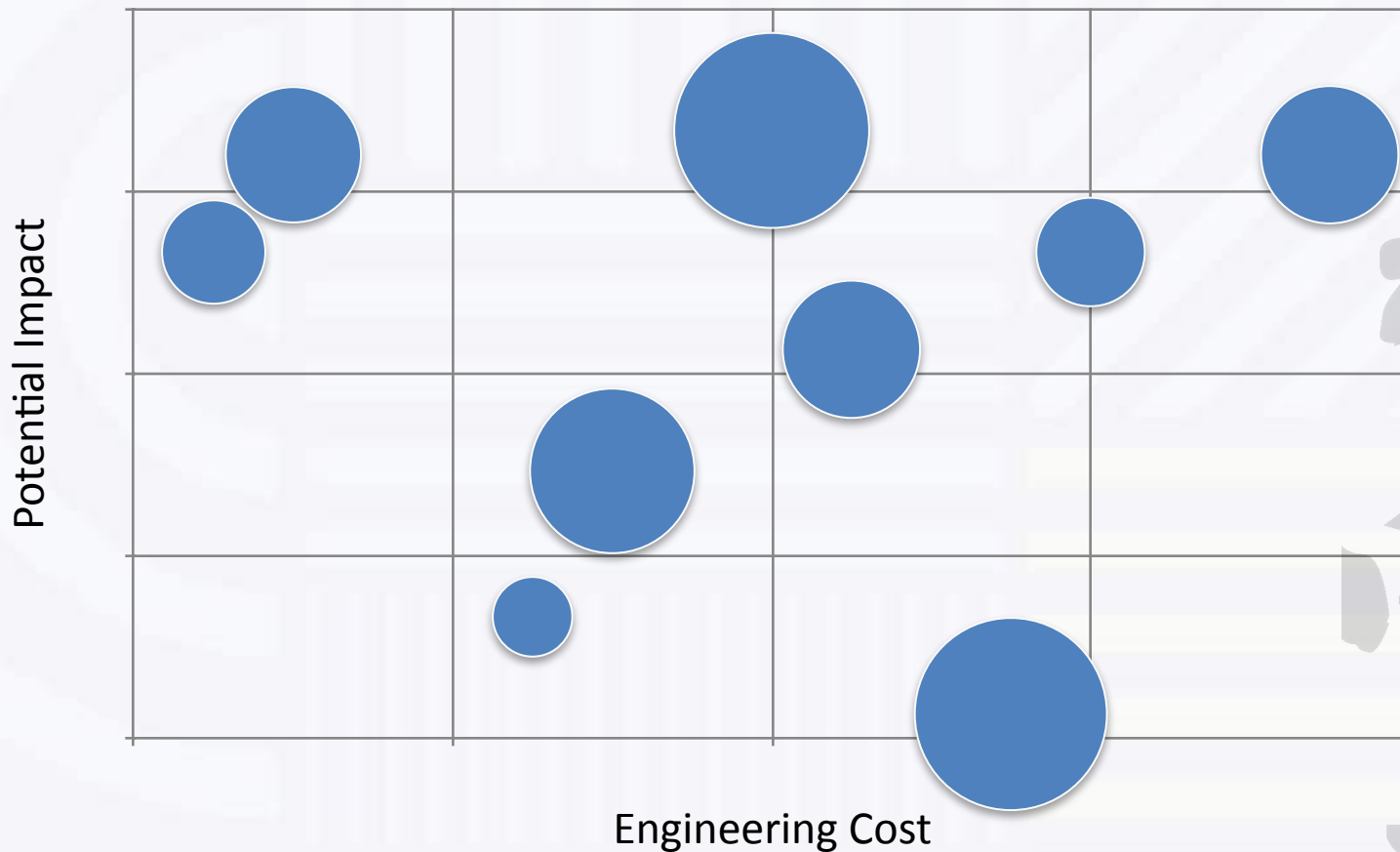


Growth 的一个指挥部



Growth 的一块阵地

	A	B	C	D	E	F	G	H	I
1		Impact	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
2	Total	15%							
3	Exp-1	-1%				x			
4	Exp 2	2.20%			x				
5	Exp 3	1.50%				x			
6	Exp-4	-10%					x		
7	Exp 5	5%				x			
8	Exp 6	4.40%					x		
9	Exp 7							x	
10	Exp 8	?					x		
11	Exp 9							x	
12	Exp 10								x
13	Exp 11					x			
14	Exp 12	1.00%					x		
15	Exp-13	-4%			x				
16	Exp 14	0.40%					x		
17	Exp 15	?				x			
18	Exp 16							x	
19									



Growth 实践中的一些心得

Retention! Retention! Retention!

Self-sufficient unit of engineering, analytics, product, design, and marketing; driven by engineers

A top-down strategy that encourages a bottom-up execution.

Fast iteration makes Growth more powerful.

Basic Assumptions of Growth

The final success of a product is defined by how users love it.

Everything can be measured, with some cost.

Growth is in the gene of a product.

小结 GROWTH 的方法论

彼节者有闲，而刀刃者无厚，以无厚入有闲，恢恢乎其于游刃必有余地矣，是以十九年而刀刃若新发于硎。

虽然，每至于族，吾见其难为，怵然为戒，视为止，行为迟；动刀甚微，謦然已解，如土委地。提刀而立，为之四顾，为之踌躇满志，善刀而藏之。

GROWTH IN THE MOBILE WORLD

Hard to cross-link and attribute.

Hard to get users start.

Challenges

Hard to iterate fast.

Hard to do AB-Tests.

Mobile 环境下Growth 的机会和挑战

Device as entry point.

Opportunities

Device as identity.

Device as channel.

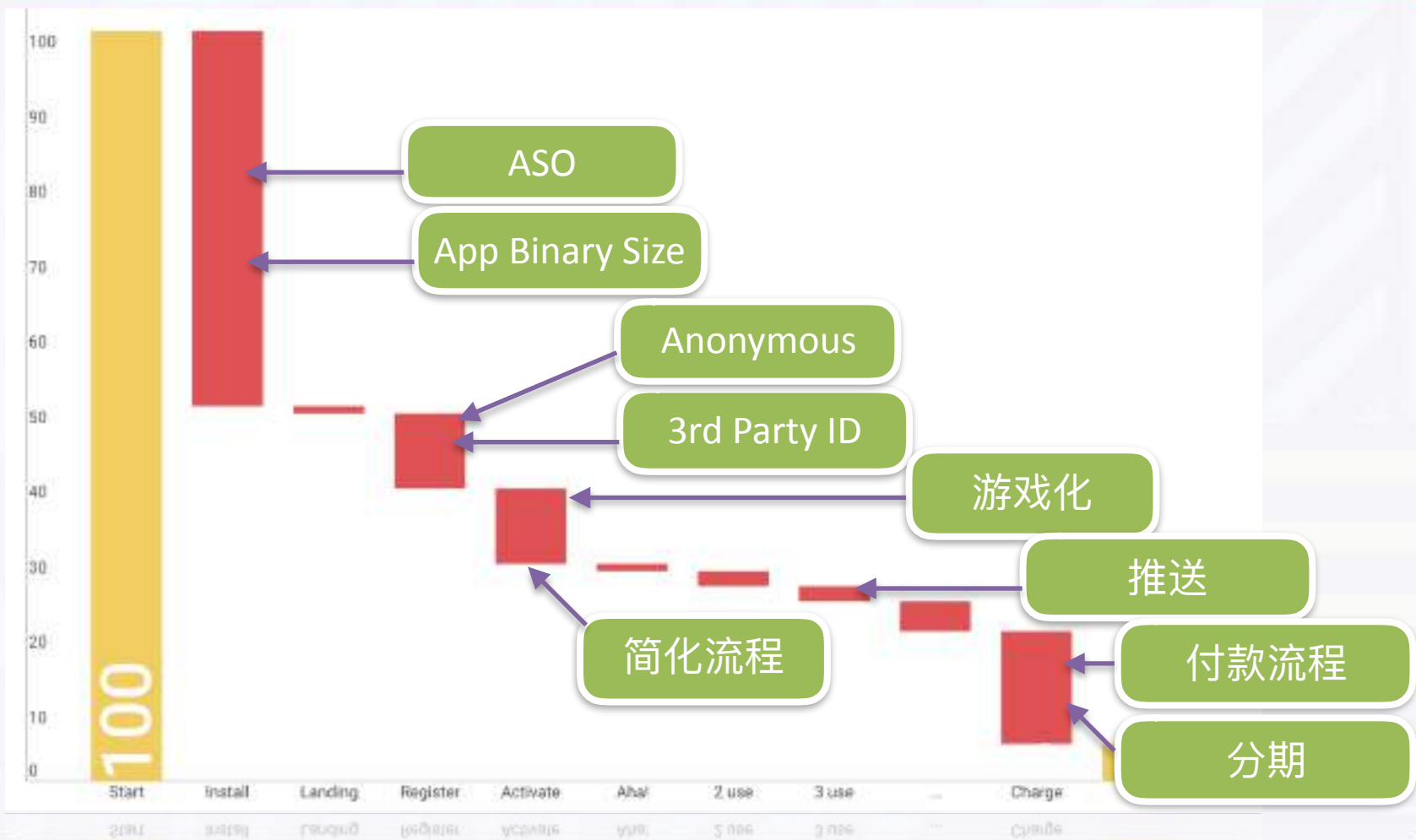
USER ONBOARDING 的顶层思路

User Onboarding 的顶层思路

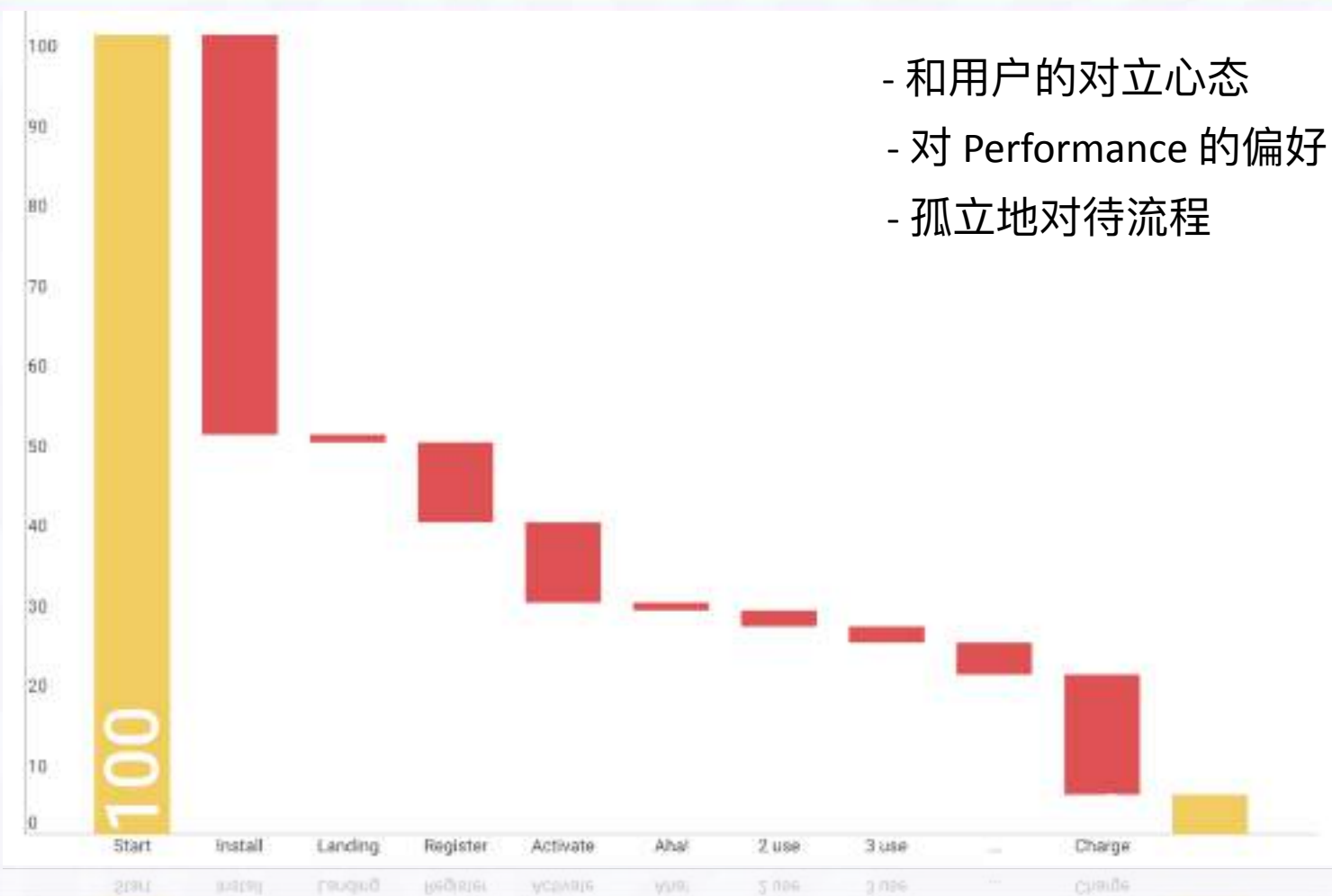
Funnel Analysis



User Onboarding 的顶层思路



User Onboarding 的顶层思路



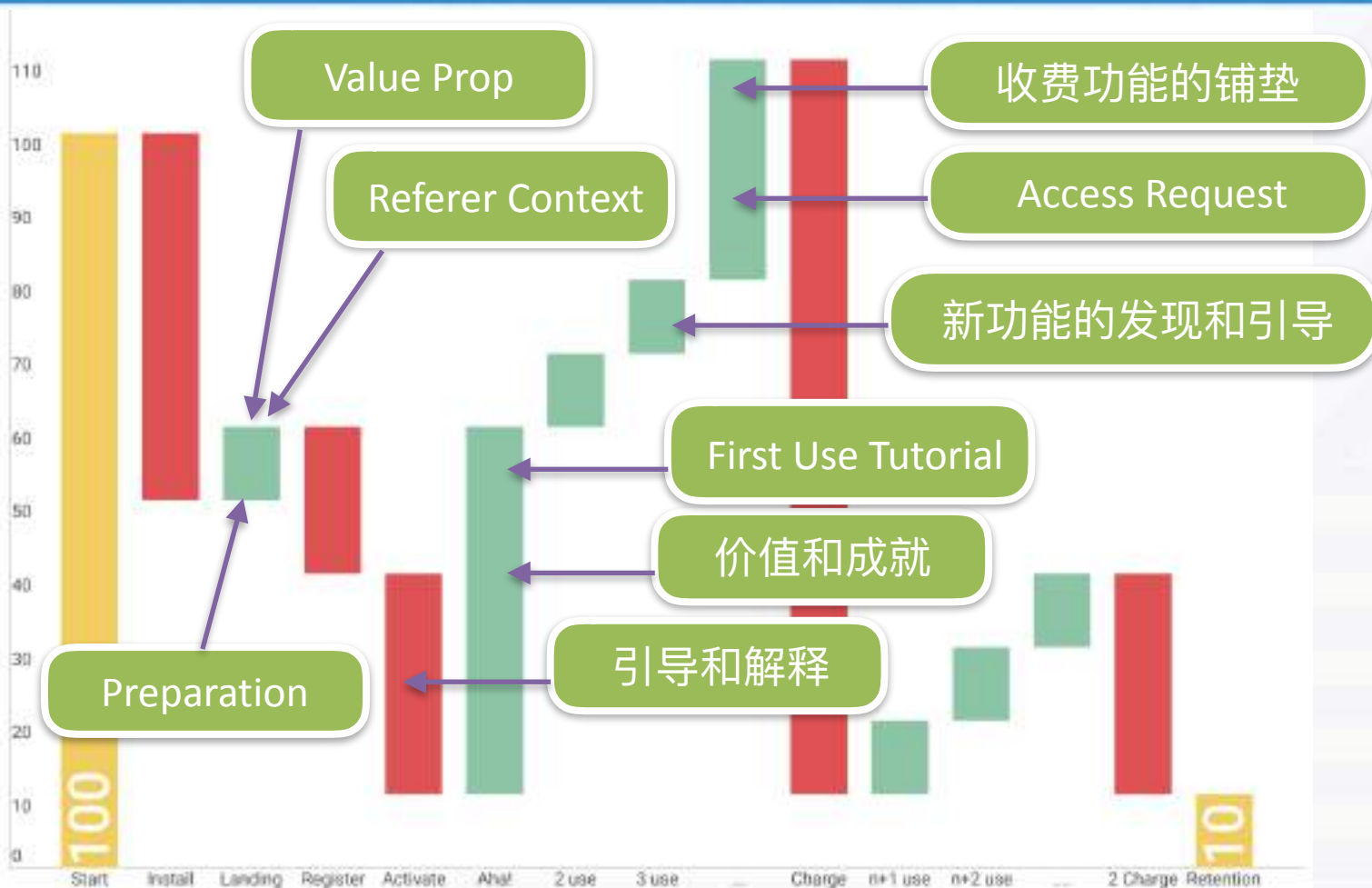
- 和用户的对立心态
- 对 Performance 的偏好
- 孤立地对待流程

User Onboarding 的顶层思路

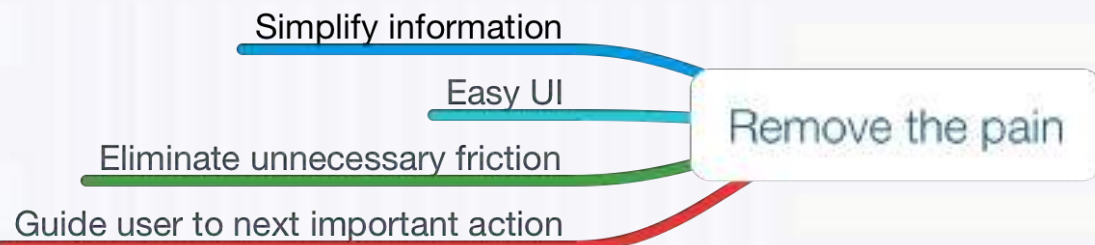
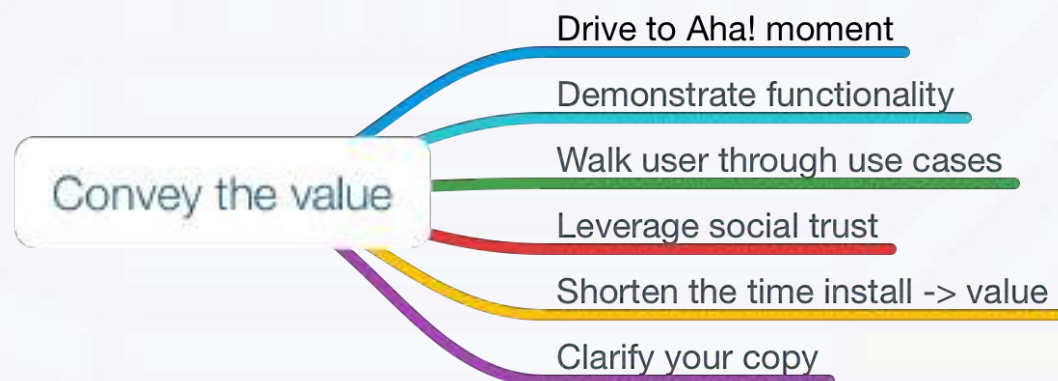
User Intention Management



User Onboarding 的顶层思路



User Onboarding 的关键点



MOBILE GROWTH 的几个关键技术

Mobile Growth 的技术点比较驳杂



Mobile Growth 的几个关键技术

Channels	Push	In-App Messaging	Email	SMS	Search	Social <small>SNS, Blogging Platforms, Forums</small>	Mobile Ad Networks	TV, Print and Radio	Owned <small>AppStore Listing, Website, Blog, etc.</small>
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Acquisition	App Store Optimization	PR	Content Marketing	Performance Marketing	Distribution Deals <small>(inc. pre-installs, traffic exchange)</small>	Viral Loops <small>(invites and content sharing)</small>	Cross Sell	Content Indexing <small>(Mobile SEO)</small>	Retargeting	International	Partnerships
Engagement & Retention	First Time User Experience <small>(onboarding, sign-up flow, tutorial)</small>	User Accounts <small>(Data persistence across sessions & devices)</small>	Deep Linking	Lifecycle Marketing	Activity Notifications	Community Engagement & Support					
Monetization	Revenue Model <small>(Freemium, Paid Apps, Ad-Supported, Subscriptions, Virtual Goods)</small>	Payment Processing <small>(Carrier Billing, PayPal, Offer Walls, Credit Card, Bolet, etc.)</small>	Conversion Optimization	Pricing <small>(Fixed, Dynamic, Regional, virtual currency bundles)</small>	Merchandising <small>(inc. virtual goods refresh & management, special offers, etc.)</small>	Ad Inventory Management <small>(Native Ads, Sponsorship, Direct Sales, Ad Exchanges)</small>					

Insight & Analytics	Install Attribution	Deeplink Attribution	Event Tracking	Campaign Measurement	App Store Analytics	ASO Keyword Performance Tracking	User Segmentation	Cohort Analysis	Content Analytics	Sentiment Tracking
	User Testing	A/B Testing	Touch Heatmaps	Screen Flows	Conversion Funnels	Billing & Revenue Reporting	Performance Analysis <small>(CPU, Battery, Network, Bug Tracking)</small>	LTV Modelling	Growth Accounting <small>(Growth Rate, Churn, Sessions)</small>	Growth Modelling <small>(Opportunity Identification)</small>

Mobile Growth Stack v3.0 www.mobilegrowthstack.com
@andy_carvell
(contributions from Moritz Daan)

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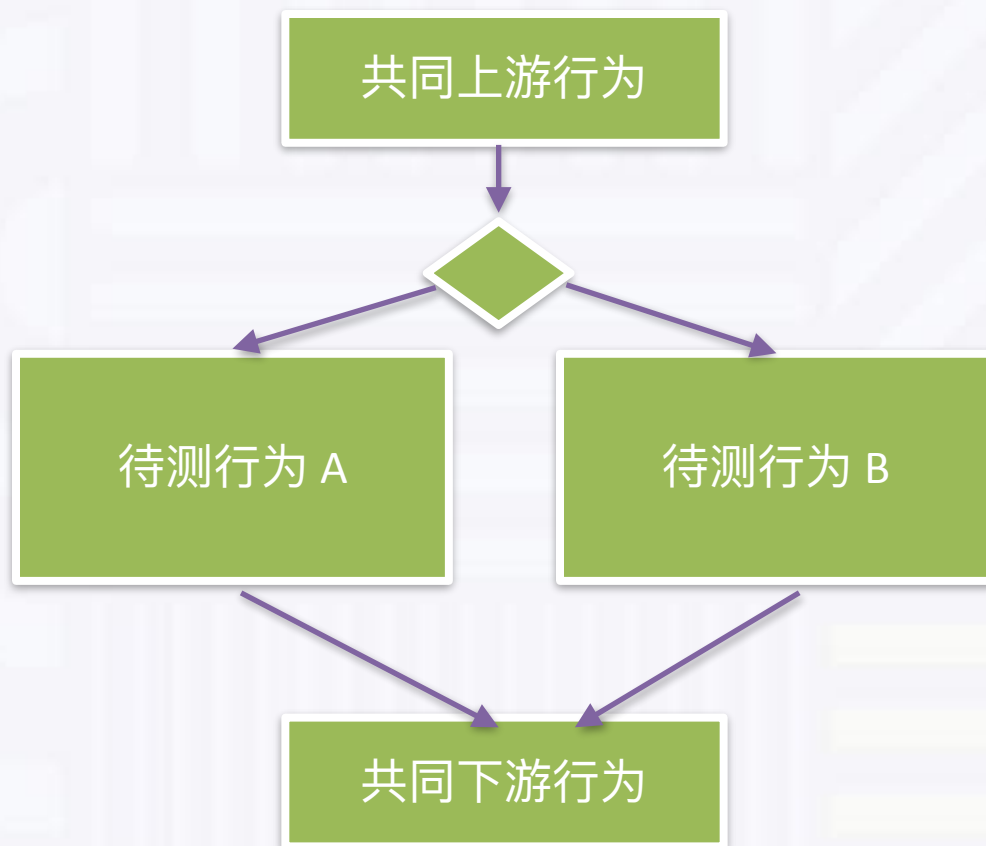
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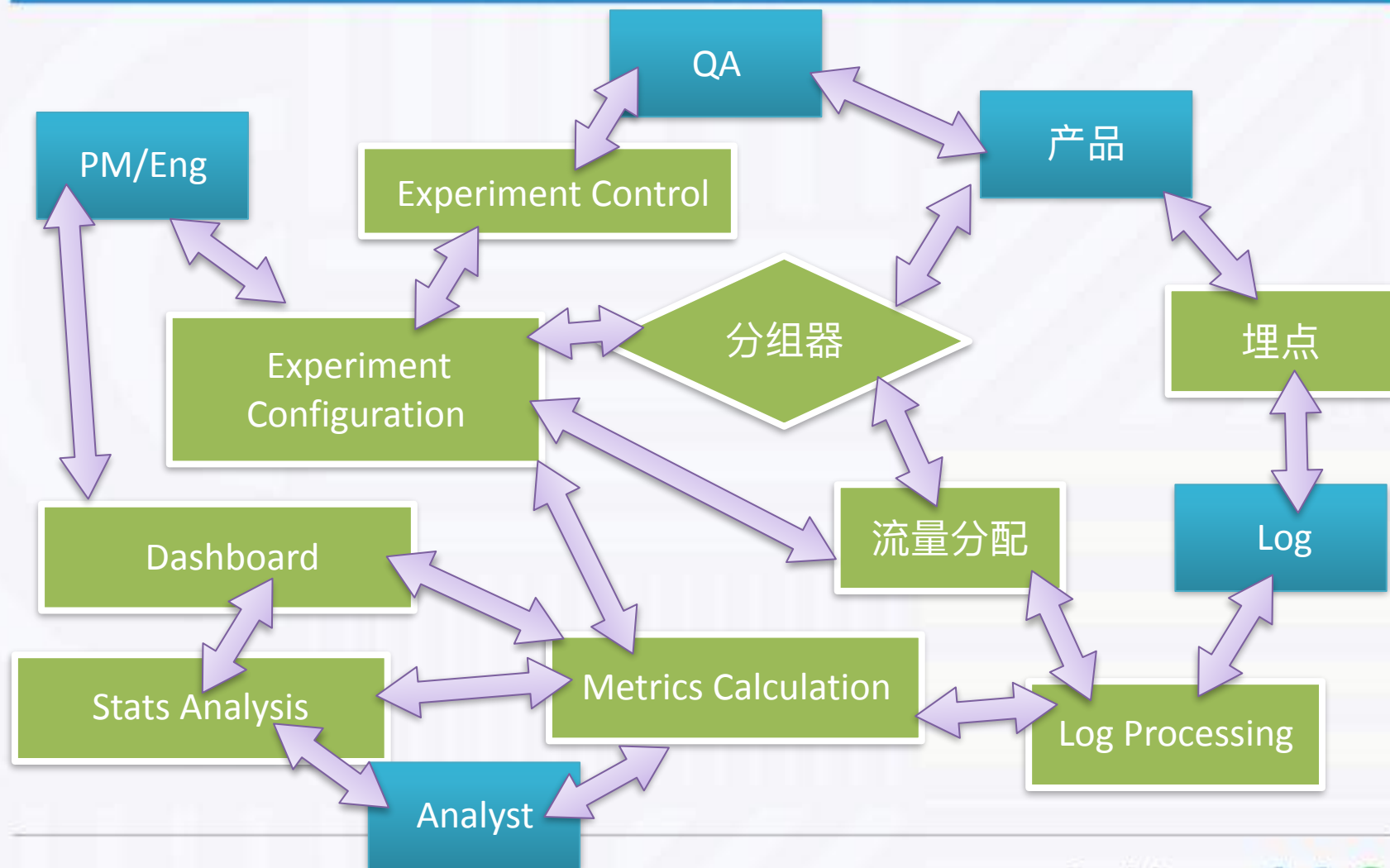
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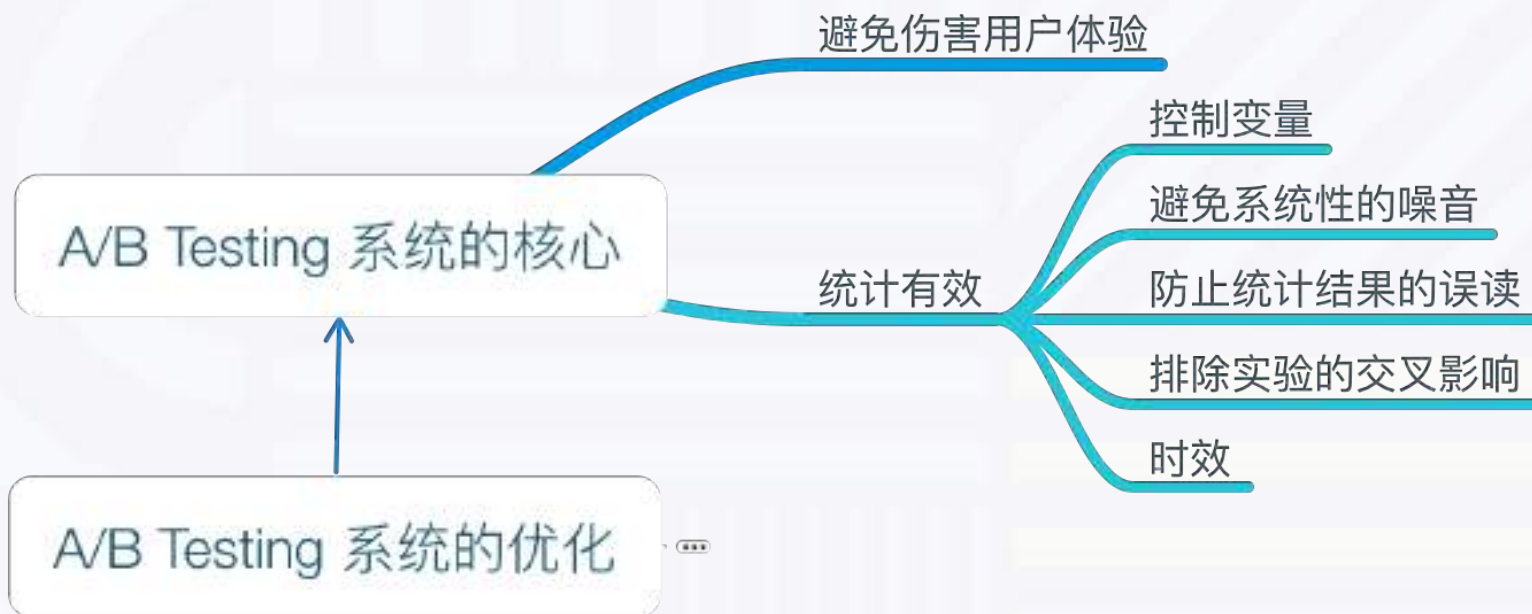
A/B TESTING 系统的搭建

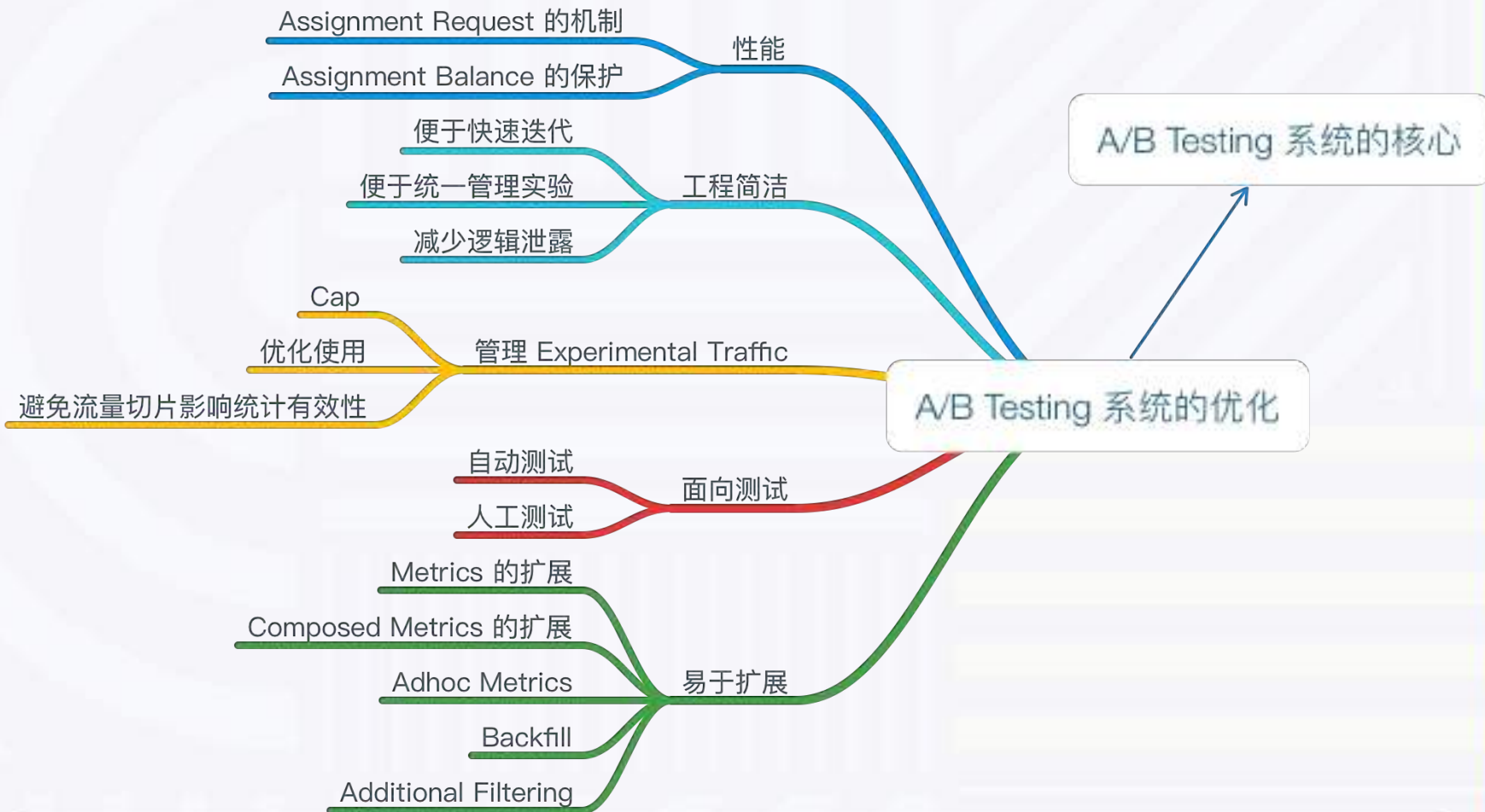




A/B Testing 系统的搭建







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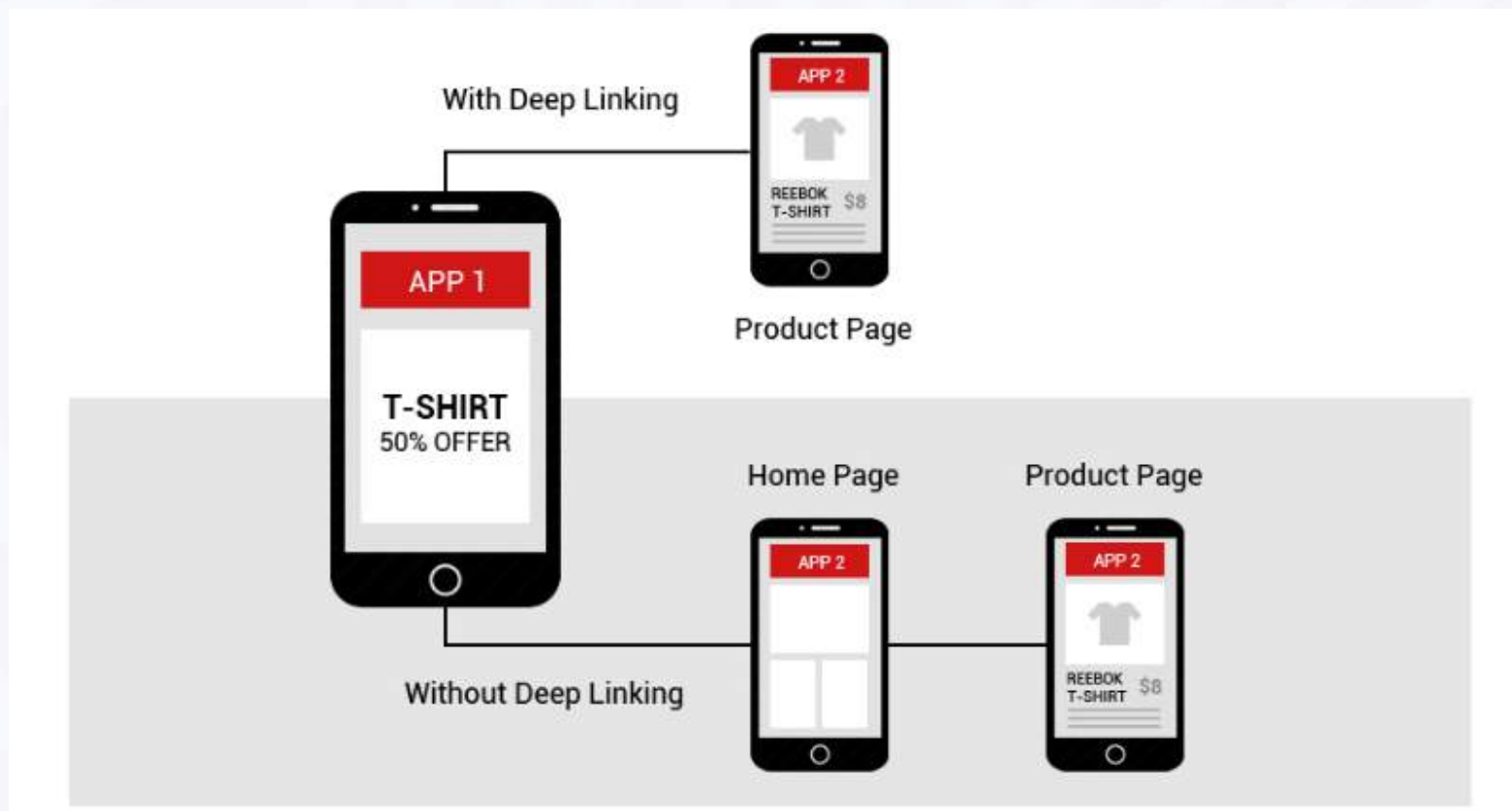
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DEEP-LINK 的趋势和使用

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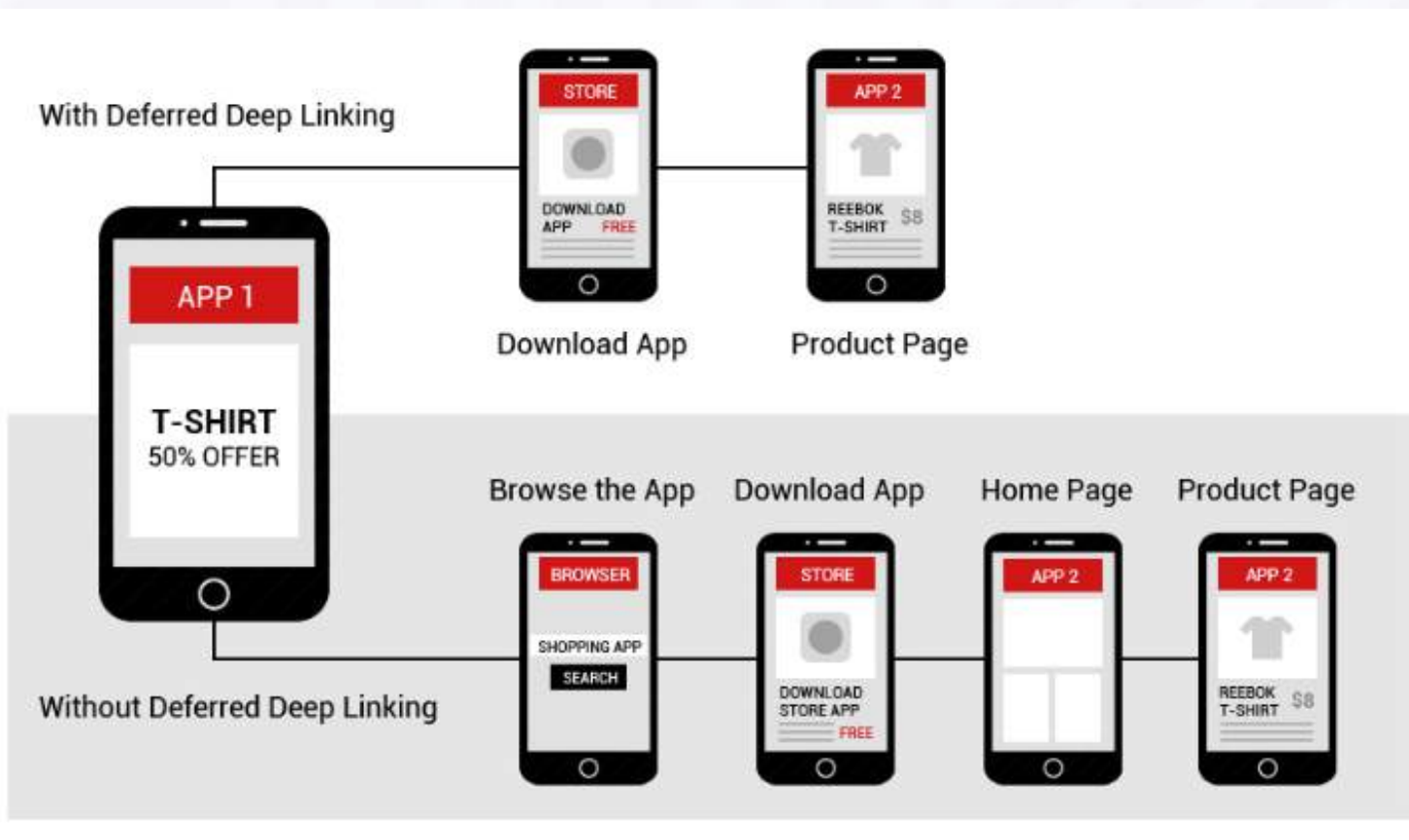
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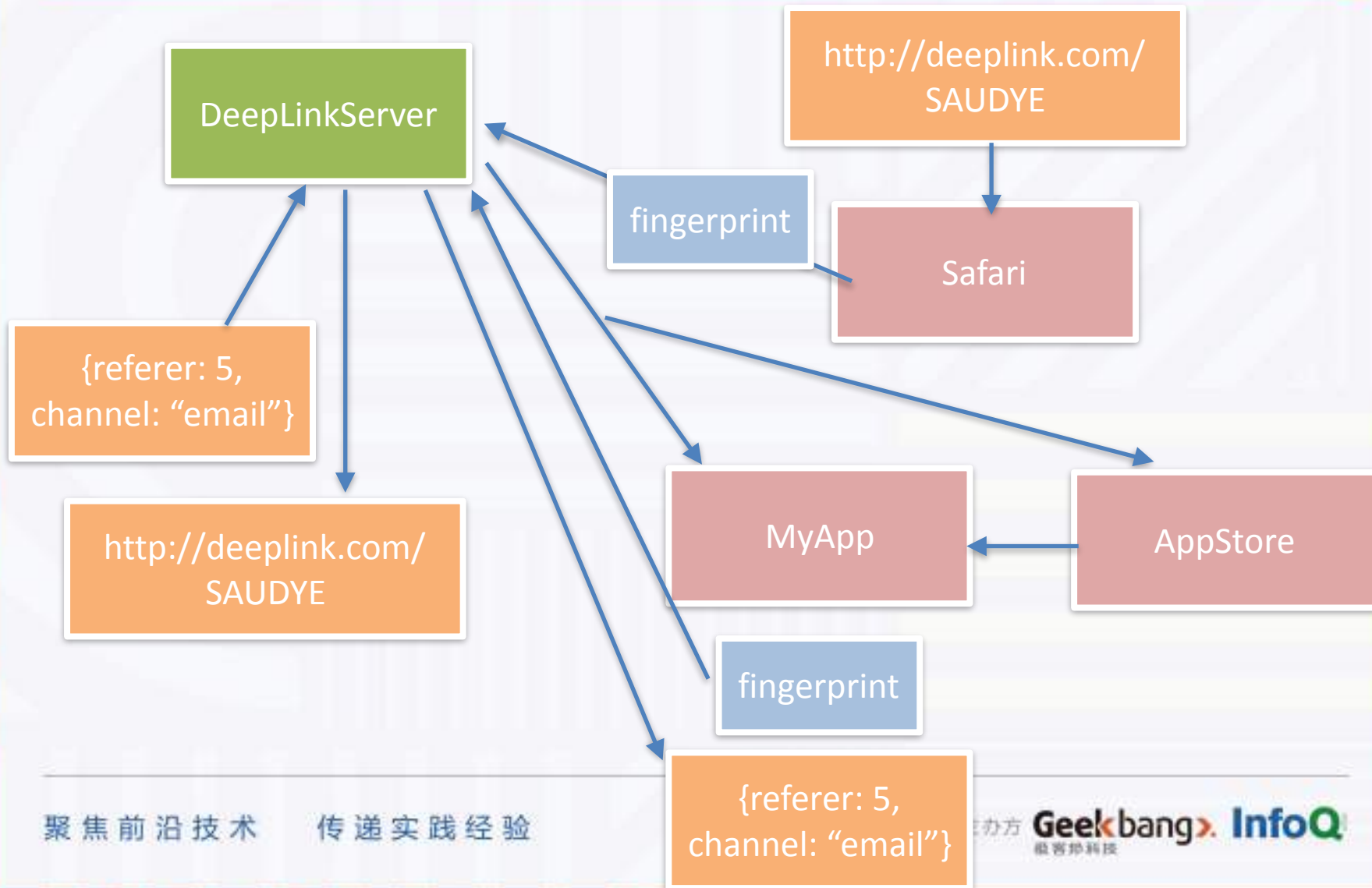
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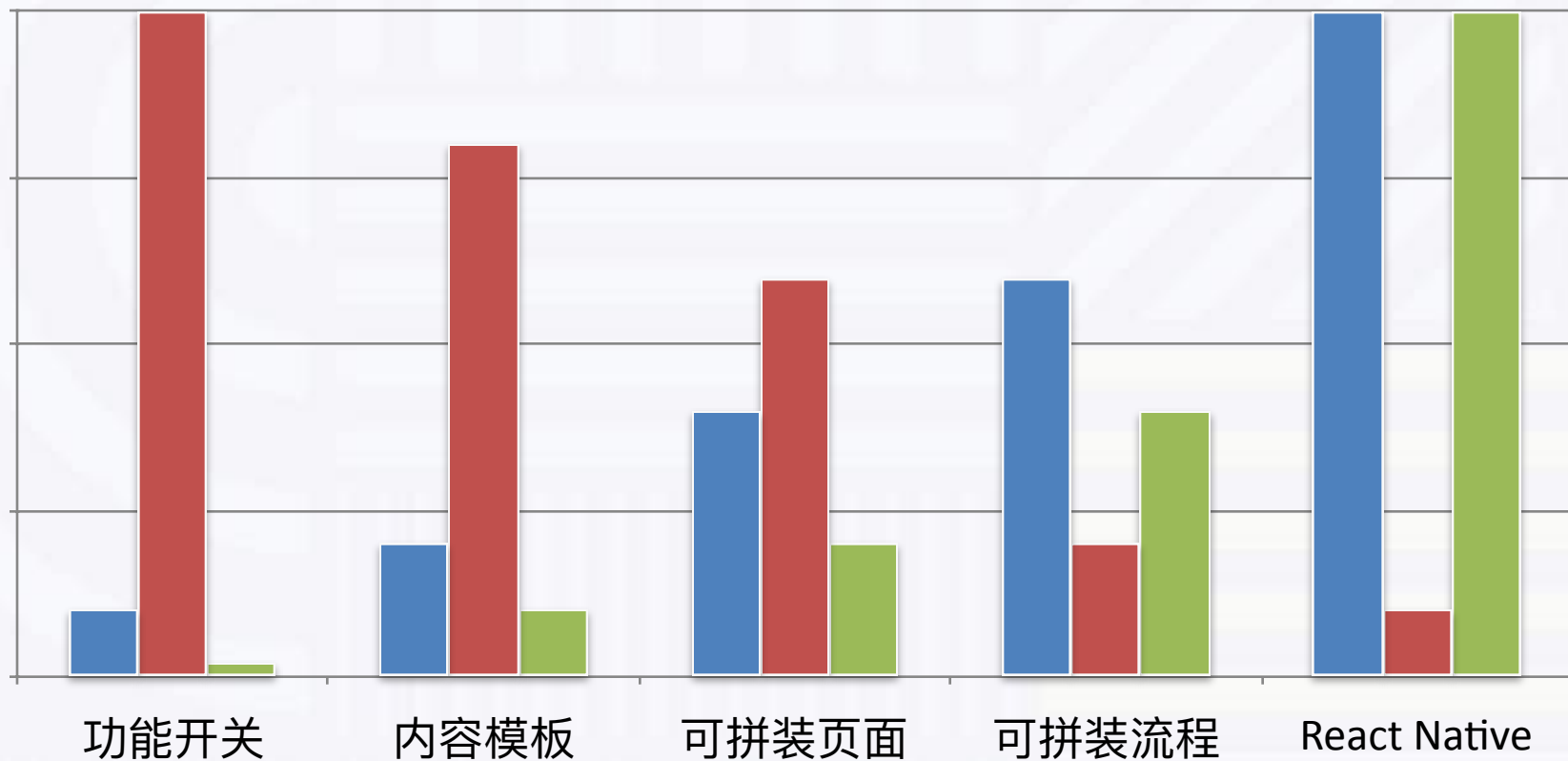
GROWTH 中的内容动态化

Growth 中的内容动态化

■ 灵活性

■ 可测试程度

■ 后期资源



总结

THANKS

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