

#### JULIE PERSOFSKY

PARTNER WINNING BY DESIGN



Driving Productivity in Customer
Facing and Performance Driven Roles

CUSTOMER FACING & PERFORMANCE DRIVEN ROLES

## PRODUCTIVITY

WINNING BY DESIGN JULIE PERSOFSKY



### STORYBOARD



**SYMPTOMS** 



SCIENCE



**WHAT** 



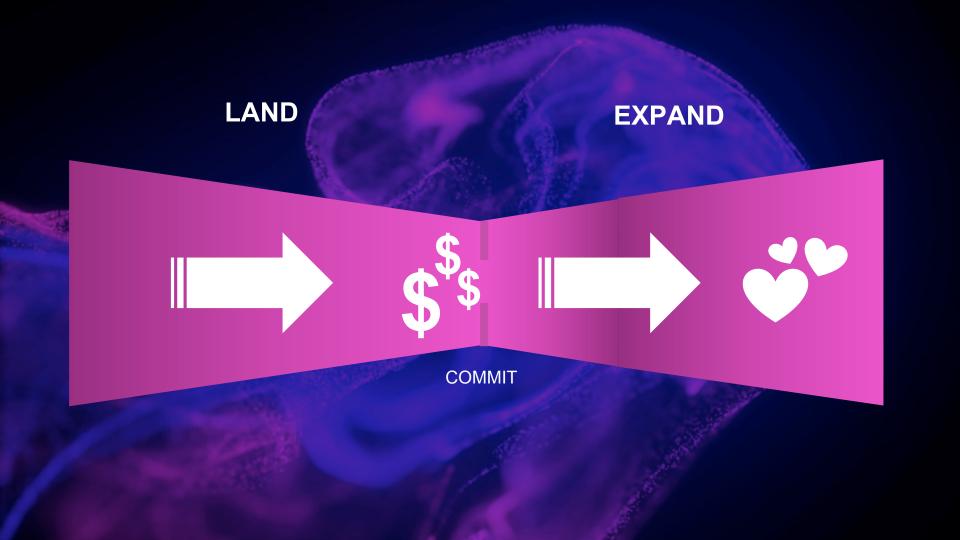
HOW



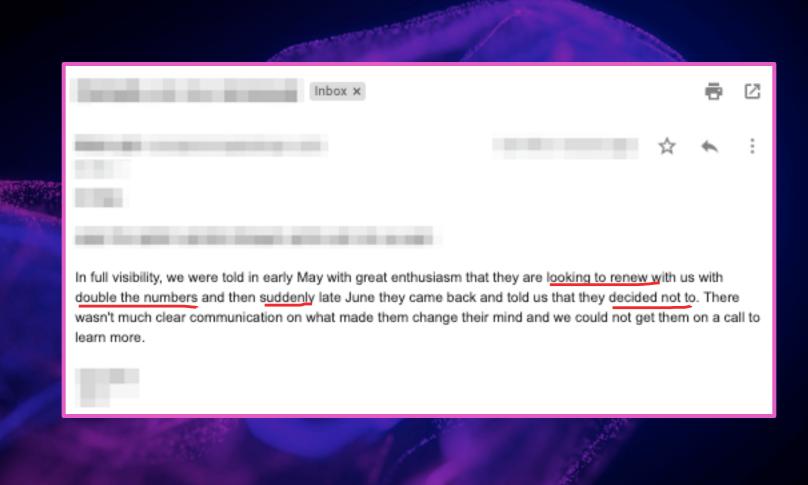
WHY















"The Impact of CS is misunderstood" "What we do in CS has not changed but client demands have"

"People think
the act of
selling is a
breach of trust"

### STORYBOARD

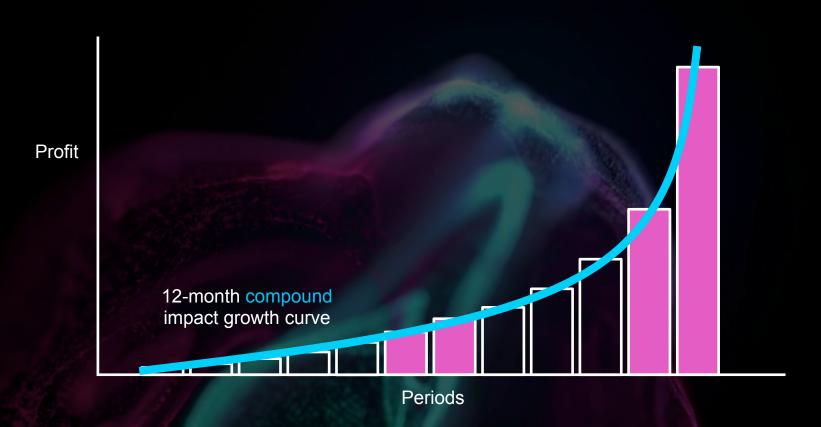


# SCIENCE

the intellectual and practical activity encompassing the systematic study of the structure and behavior through observation and experiment.

MRR x (CHURN + UPSELL)

**PERIODS** 





MRR x (CHURN + UPSELL)

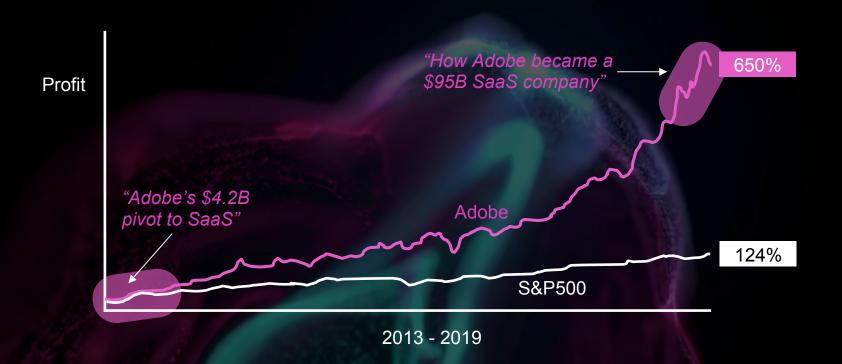
**PERIODS** 



**PERIODS** 

**Customer Success** 





### STORYBOARD





### MAGIC CASTLE HOTEL



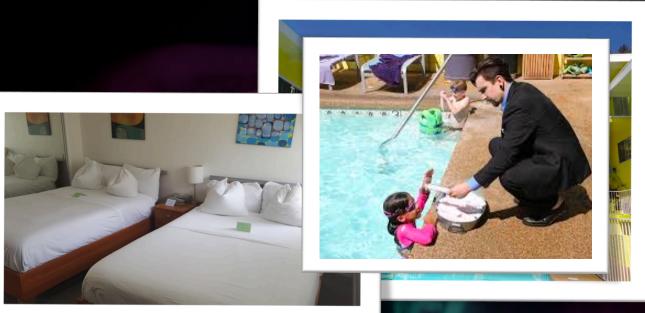






### MAGIC CASTLE HOTEL



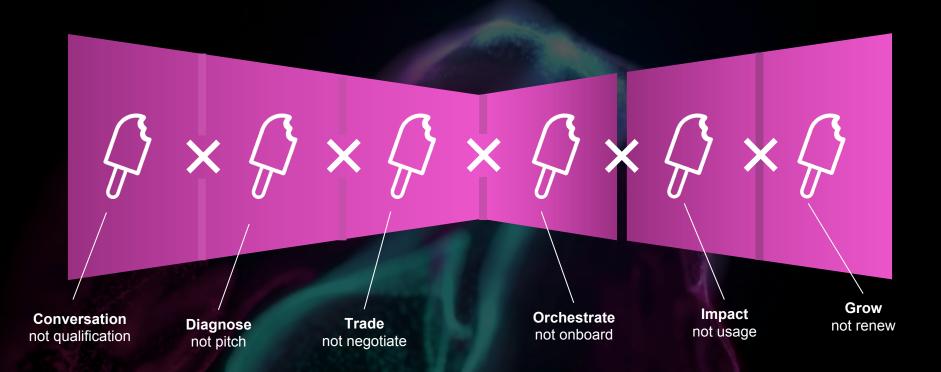




## FOCUS ON THE MOMENTS THAT MATTER



# FOCUS ON THE MOMENTS THAT MATTER



# FIND YOUR POPSICLE MOMENTS

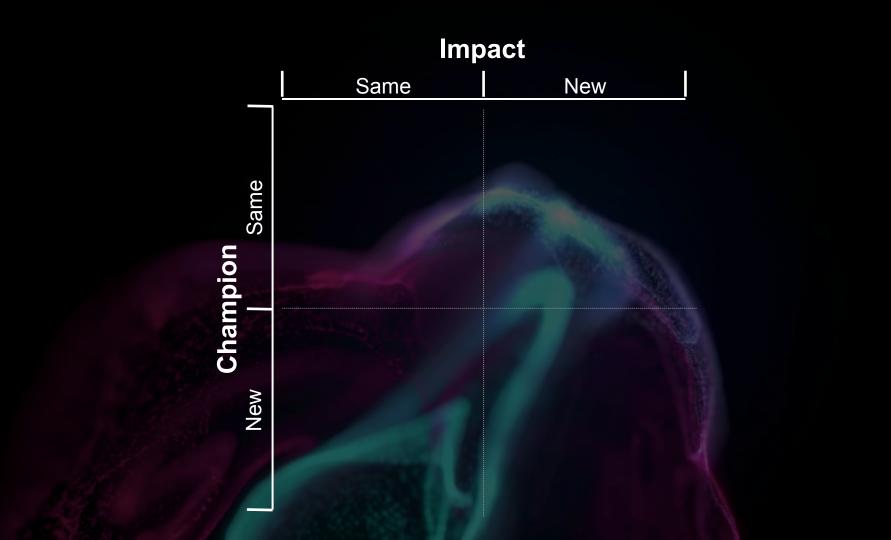
### STORYBOARD





One must look at errors as consequences rather than causes, having their origins not so much in the perversity of human nature as in upstream systemic factors. These include processes that give rise to them.

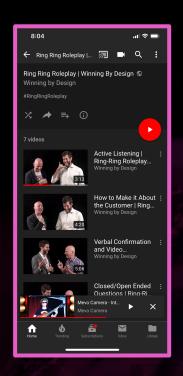
James Reason
Professor Emeritus of Psychology
University of Manchester



### **Impact**

New Same **Upsell** Renew More Impact Same Impact Same + Early renewal + New features + Payment terms + More usage + Contract terms + Additional seats + Longer contract + New group or dept + Unseat competitor + New languages + Entire company + New product launch + Local support ReSell Cross Sell Impact Everywhere **Identify New Impact** 

### IMPORTANCE OF BEST PRACTICES





100+ videos available @ www.youtube.com/winningbydesign

### STORYBOARD





## WHY WE DO IT

Internal and external factors that stimulate desire and energy in people to be continually interested and committed to a job, role or subject, or to make an effort to attain a goal.

## MONEY

HAS NEVER
BEEN THE MAIN
MOTIVATOR

### NEITHER IS COFFEE



### NOPE NOT TOYS



### NOT EVEN OPEN WORK SPACES



### Instead







### CAREER TO DEVELOPMENT



### CAREER TO DEVELOPMENT

1. Customer Success Skills

What do we need to know to do our job better?

2. Product Knowledge
How does our product work?

3. Market Knowledge

Who are our customers? What do they think about?

### STORYBOARD



C







**SYMPTOMS** 

MisUnderstood

No Change

No Selling

**SCIENCE** 

**Compound Effect** 

**Big Impact** 

**WHAT** 

Focus

on a few

**Key Moments** 

**HOW** 

**Process** 

to drive

Results

**WHY** 

Career

**Development** 

CUSTOMER FACING & PERFORMANCE DRIVEN ROLES

## PRODUCTIVITY

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