



CS100SUMMIT

Presented by

client**success**



NISHA BAXI



HEAD OF COMMUNITY, GONG

**COMMUNITY
FOUNDATIONS**



#CS100SUMMIT

AGENDA

- Why Community?
- What every CCO needs to know
- People make Community happen
- Community wins you can take home



Hi, I'M

Nisha Baxi

More details: bit.ly/AboutNisha

Director of
Community at
Gong

Lives in Mountain View

Won 1st Place in
Morse Code
Competition



Started at Gong at April
2021



GONG REALITY PLATFORM


Customer interactions


AI-based insights & personalized guidance


GONG COLLECTIVE
100+ integrations

CHANNELS

- Video calls
- Email
- Phone
- SMS
- Chat
- Contact data
- Engagement
- Events

CRM

- HubSpot
- salesforce
- Dynamics 365

- COACHING
- DEALS
- FORECAST
- ASSIST


GONG REALITY PLATFORM™

- slack
- Gainsight
- LinkedIn
- Outreach
- zendesk
- okta
- Clearbit
- DocuSign
- HIGHSPOT
- zapier
- Microsoft Teams
- Azure

1 YEAR IN ...



36%

Of our accounts are in the
Community



12,000

Unique visitors - lots of
prospects!



800

1:1 meeting have occurred!



3000

Community members in 1 year



72

Days from start to finish



100

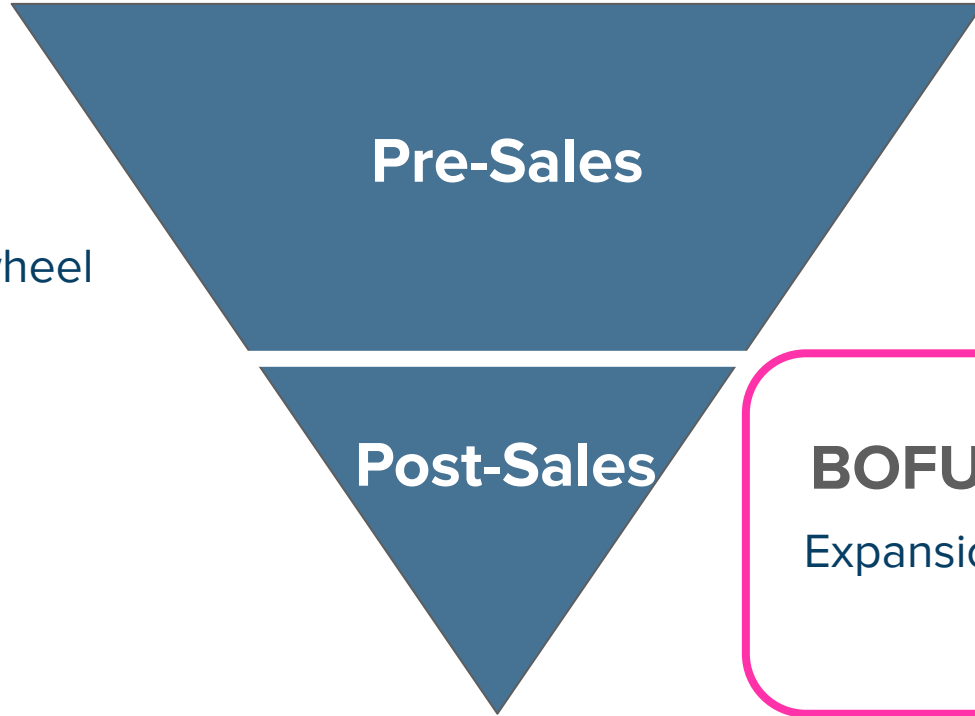
Gongsters were not harmed in
the making of this community

WHY COMMUNITY?

WHAT ARE YOU TRYING TO SOLVE FOR?

TOFU

Growth Flywheel



Pre-Sales

Post-Sales

BOFU

Expansion Flywheel



**WHAT EVERY CHIEF
CUSTOMER OFFICER
NEEDS TO KNOW**



ERAN ALONI
CHIEF
CUSTOMER
OFFICER



CUSTOMER
SUCCESS



EDUCATION AND
TRAINING



SOLUTIONS
STRATEGY

COMMUNITY



CUSTOMER
SUCCESS
OPERATIONS



PROFESSIONAL
SERVICES



SUPPORT



PLAN FOR SUCCESS

- 1 Discovery**
 - Launch Community Discovery - Semi-hiring / semi-learning
- 2 Discussion**
 - Get ELT Feedback on this investment
- 3 Logistics**
 - Understand budget, collaboration between teams etc.
- 4 Prioritization**



MEASURE SUCCESS

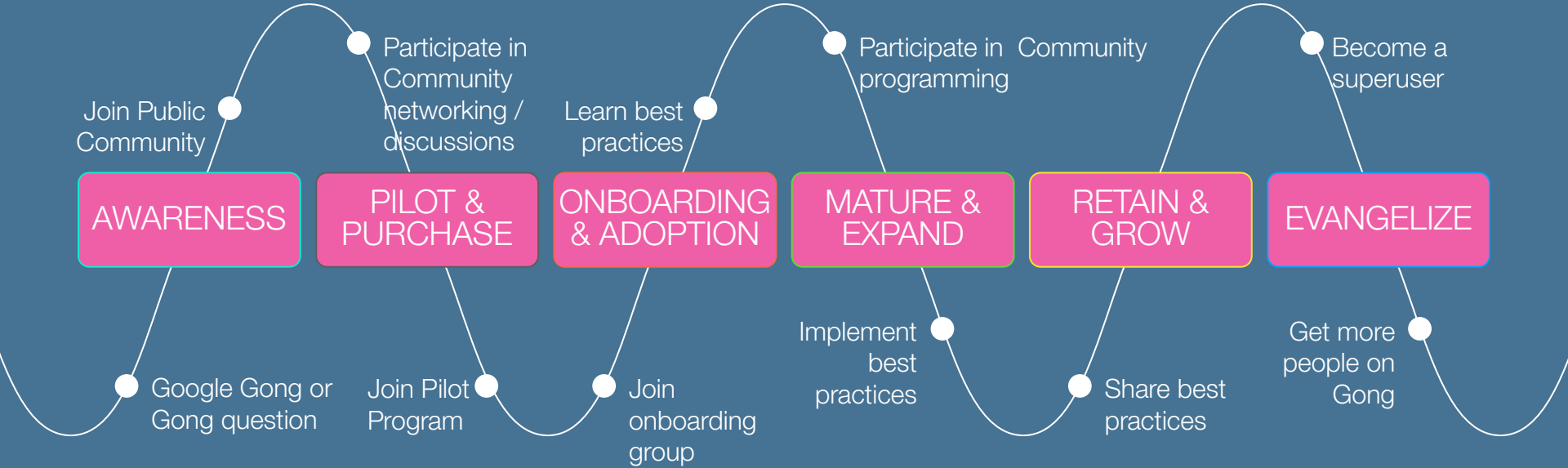
OBJECTIVES	GOALS	KPIs
S upport	Answer questions	% case deflection
P roduct	Gather feedback	# of product ideas
A cquisition	Get new leads and customers	# of new customers
C ontribution	Build content and collaborate	Quantity of user-generated content
E ngagement	Foster loyalty and retention	% churn reduction % customer retention
S uccess	Drive customer expansion	% of active users in program



BUSINESS VALUE

OBJECTIVE	TEAM	"GETS" FROM THE COMMUNITY	"GIVES" TO THE COMMUNITY
Support	Support & Customer Success	<ul style="list-style-type: none"> • Reduction in troubleshooting inquiries • Organic upsell channel 	<ul style="list-style-type: none"> • Provide QA of user-generated answers • Provide top 10 FAQ
Product	Product (PM & PMM)	<ul style="list-style-type: none"> • Technology/product feedback for future enhancement 	<ul style="list-style-type: none"> • Guidance to internal community leader(s) on enhancing the onboarding experience and increasing stickiness
Acquisition	Growth Marketing	<ul style="list-style-type: none"> • Customer and user growth • Propagating Revenue Intelligence category and brand recognition 	<ul style="list-style-type: none"> • Industry and thought leadership
Contribution	Education & Training Content Marketing	<ul style="list-style-type: none"> • Net new content (UGC), content ideas • Content distribution channel 	<ul style="list-style-type: none"> • Content geared to Admin and Sales Leader personas
Engagement	Customer Marketing	<ul style="list-style-type: none"> • Broader network of engaged customers • Articulation point for campaigns and initiatives 	<ul style="list-style-type: none"> • Recognizing and activating power users in the community as part of CM efforts
Success	Sales	<ul style="list-style-type: none"> • Another touchpoint in sales cycle • An active community signals excitement and growth 	<ul style="list-style-type: none"> • Regular engagement w/Admin and Sales Leader personas (Sales Evangelism)

COMMUNITY MEMBER LIFECYCLE



MAP SUCCESS

OBJECTIVES	GOALS	KPIs
S upport	Answer questions	% case deflection
P roduct	Gather feedback	# of product ideas
A cquisition	Get new leads and customers	# of new customers
C ontribution	Build content and collaborate	Quantity of user-generated content
E ngagement	Foster loyalty and retention	% churn reduction % customer retention
S uccess	Drive customer expansion	% of active users in program

MAPS TO COMPANY GOALS & LIFECYCLE

- 1. Awareness**
Touchpoint in sales cycle
- 1. Pilot / Purchase**
Pilot to customer % influence
- 1. Adoption**
Product usage
- 1. Mature & Expand**
ARR:CSM ratio influence
- 1. Retain**
NDR influence



**PEOPLE MAKE
COMMUNITY HAPPEN**

WIN AS A TEAM



ROLES & RESPONSIBILITIES

Executive Sponsor: Eran Aloni, Chief Customer Officer

Role	Responsibility	Name / Department
R - Recommend	<ul style="list-style-type: none">● collects data and input (from the “I”) and recommends one or more options	Nisha Baxi
A - Agree, Approve	<ul style="list-style-type: none">● agrees to, or rejects the decision (if rejects - goes back to “R” and “D”)	Eran Aloni, Amit Bendov (CEO)
P - Perform	<ul style="list-style-type: none">● executes the decision	Nisha Baxi
I - Input	<ul style="list-style-type: none">● provides input	Bulldog Team, Udi Legorer (CMO)
D - Decide	<ul style="list-style-type: none">● decides which option to choose and/or how to best alter recommendation where deemed necessary	Eran Aloni (CCO)

External Community Board of Advisors: Erica Kuhl, Consultant, Sofia Rodriguez, Venafi, Jeff Stroud, Alteryx, Richard King, Jordan Scott, Jessica Langston

ROLES & RESPONSIBILITIES

Executive Sponsor: Eran Aloni, Chief Customer Officer

	Success	Marketing	Sales	Product
Executive Supporter	Steve Sanchez	Julien Sauvage	Jameson Yung (JD) Ryan Longfield	Damian Cowell
 Bulldog Team / Core Team Members	Stephanie Pellegrino Josh LaMarche Sunny Huang	Sheena Badani Jane Menyo Trish Bautista	Brandy Ringler Nate Vogel	Danit Gad Naomi Papoushado
Internal Evangelists	Chelsea Neill Sam McClure (Kennedy) Brent Ludwig Sonam Dabholkar Linda Lin Brandon James Meg Dougherty	Danny Hutto Devin Reed	Fei Liu Bob Spina Dana Feldman Max Frazier Roxy Ameri Jordan Poulit Leah Wilson (Laband) Chris Orlob	
Community Strategy Consultant - Erica Kuhl Data / Operations - Bennett Williams Security / Privacy - Jack Leidecker Legal - Chris Bifone				

[Roles & Responsibilities w/ Details here.](#)

**COMMUNITY WINS YOU
CAN TAKE HOME**

IF YOU DON'T HAVE A COMMUNITY...

1. **Decide if a community right for you.** If so, what are you trying to solve for?
2. **Learn** from the best
 - a. Meet other CS leaders that have communities you'd consider successful
 - b. Meet other Community professionals - to understand hiring and what to look for
3. **Define** what success looks like
4. **Create** an internal task force to
5. **Build & Launch** the Community in 90 days
 - a. Decide who will manage the community
 - b. Decide what tools you'll use an
 - c. Interview potential community members
 - d. Create content, programming and incentive strategy
 - e. Build the community and go on a roadshow
 - f. Launch the community
6. **Measure** how the community is mapping towards your success metrics

IF YOU DO HAVE A COMMUNITY...

1. Put yourself through a community audit

- a. Is the community achieving what I hoped it would?
- b. At your company: What is working / what isn't?
- c. With your customers: Send out a survey, what they liked, what they want more of?

2. Reinvalidate your strategy by defining your big bets, roadmap, revisiting SPACES and programming as it relates to customer lifecycle

3. Educate employees.

- a. Go on a roadshow to remind people about community and it's value and how they can contribute.
- b. Make sure you are part of new hire onboarding
- c. Make sure new customers are being onboarded on the Community (we use Gong for this)

4. Make Community F-U-N. This is your chance be fun, show your passion by liberally handing out swag, running fun contests, and partnering with design to create your own sub-brand

TAKE IT FROM BRUNO:

IF YOU'RE NOT HAVING FUN, YOU'RE DOING IT
WRONG



Q&A

THANK YOU

Keep in touch!

nisha.baxi@gong.io



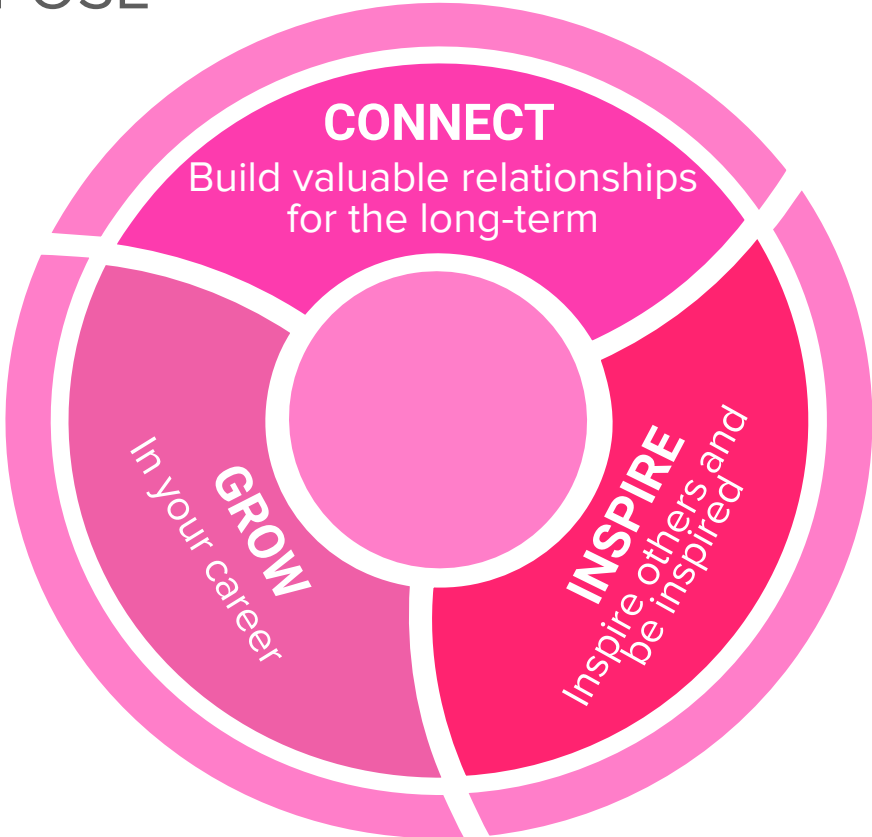
CS100SUMMIT

Presented by

client**success**

Resources

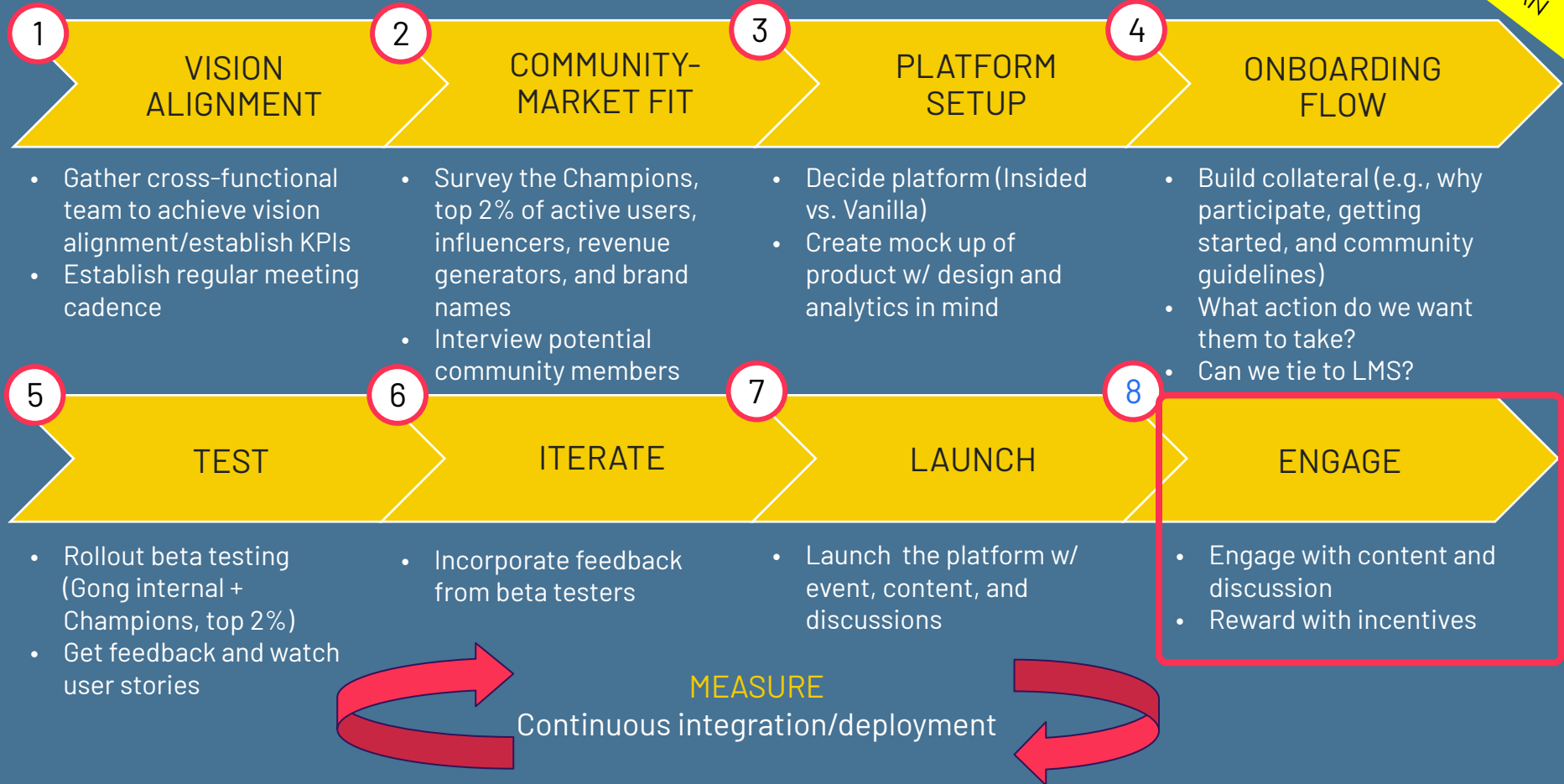
COMMUNITY PURPOSE



BUILDING AND LAUNCHING THE COMMUNITY

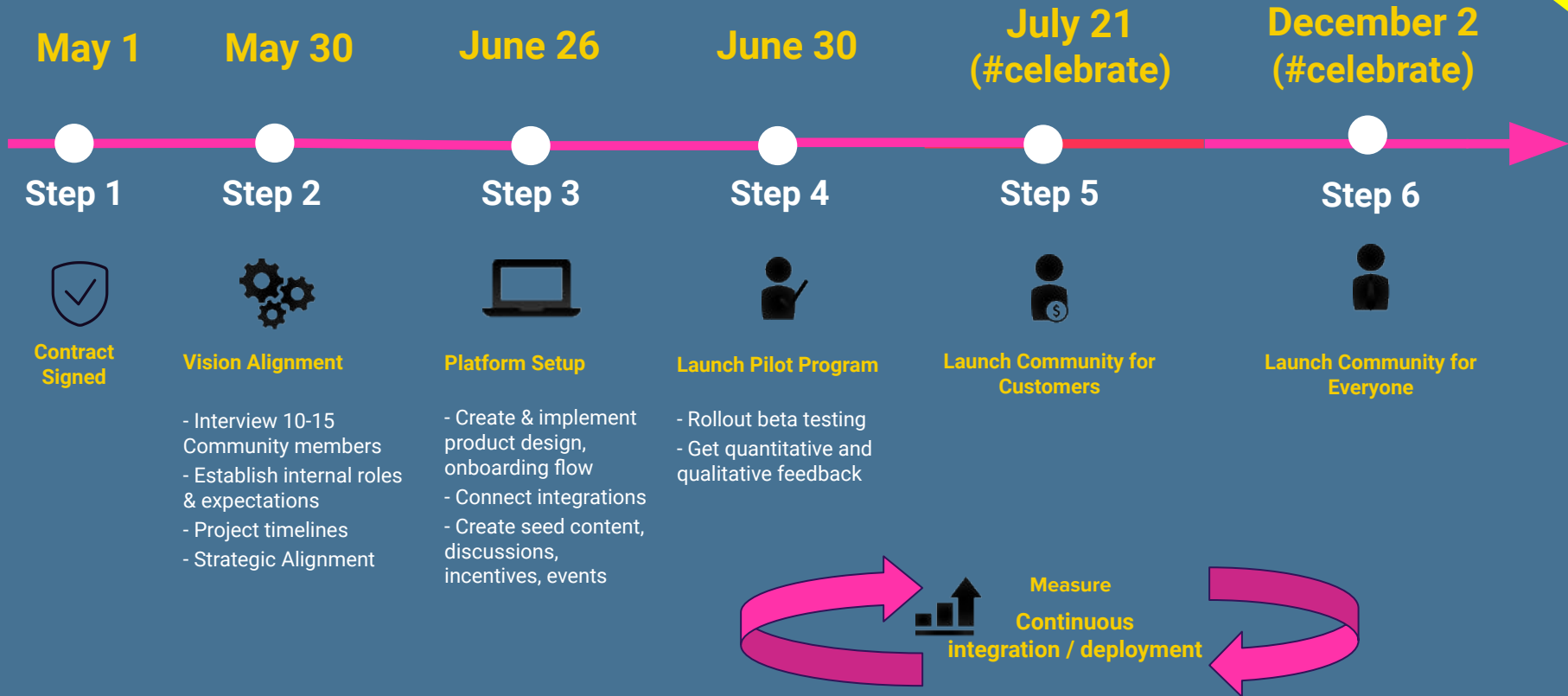
PLAN THE WORK

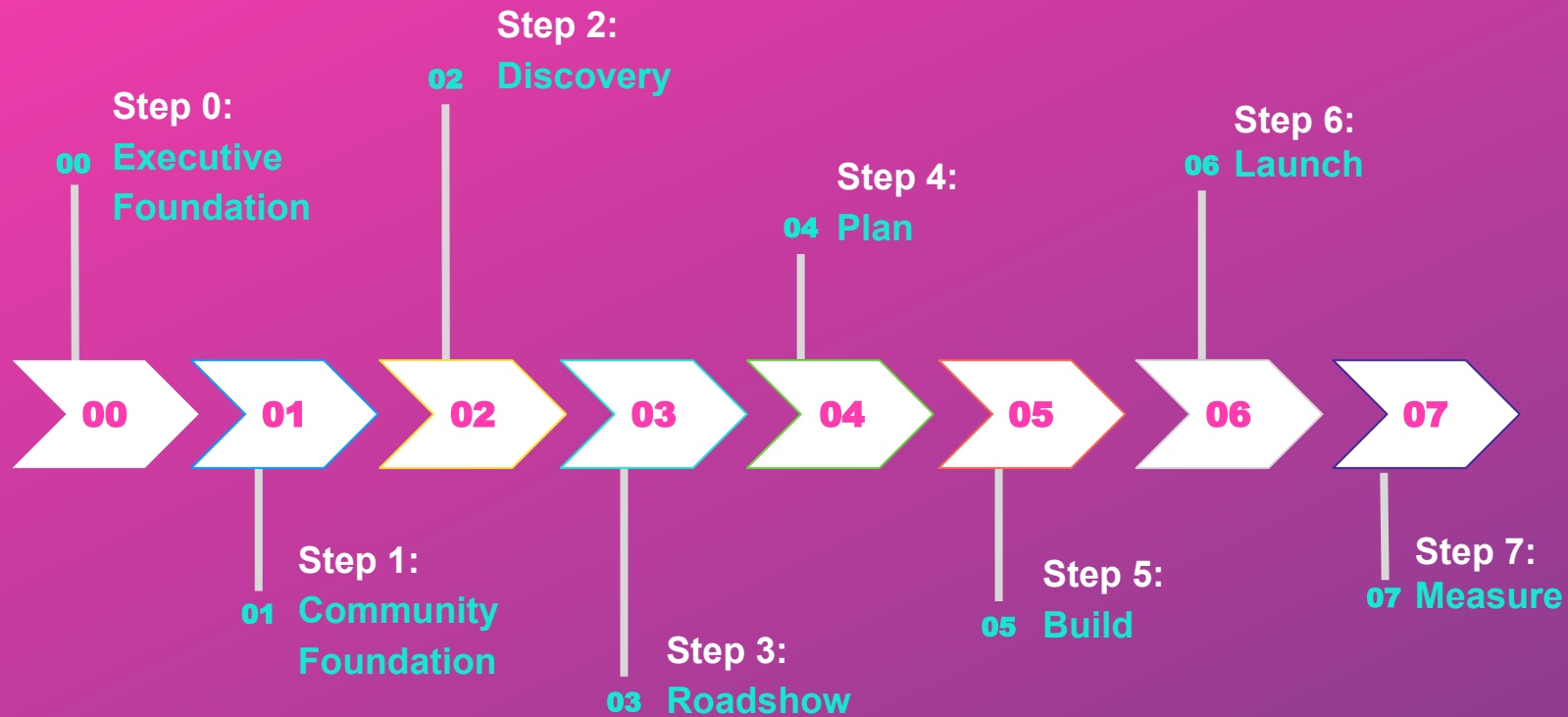
MY PLAN



WORK THE PLAN

WHAT HAPPENED





LAY THE FOUNDATION

LEARN & SHARE

MAKE IT HAPPEN

SLIDE OPTIONS

Please choose any of the 4 slide templates



-Option One-

Title

-Option Two-



Title

-Option Three-



client**success**

client **success**
