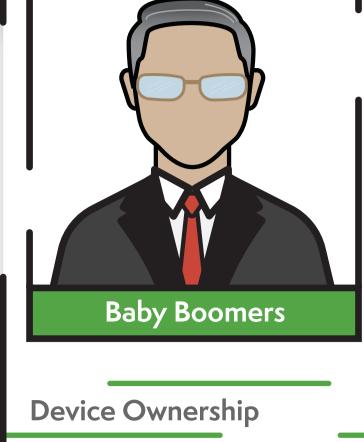
Mobile for Every Generation

Remember when we could shrug off mobile as a "millennial thing"? Gone are the days of letting millennials fend for themselves on mobile. Consumers across all generations are looking to engage with brands on mobile, but we can't rely on a "one size fits all" mobile mentality. In order to develop a multi-faceted mobile strategy that will appeal to everybody from toddlers to teens to retirees, we have to dig a little deeper into their habits:



Habits

Profile

They typically turn to their smartphones to do

Born: 1943-1964

research after a first touch with a traditional

advertising channel (TV, radio, magazine, etc.)6 They don't trust that their data is safe online⁴

shopping and other money-related activities⁴

They're still more likely to use computers for







50%

Ways to Engage







Ensure that your traditional advertising methods have an easy access point to your mobile experience, like a short, memorable URL or a text code

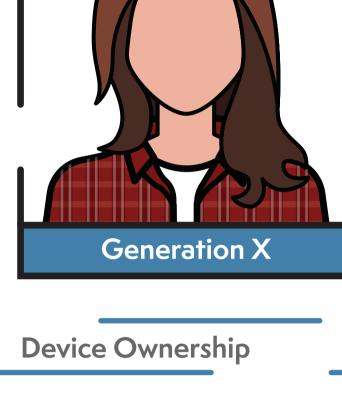
Personalize the Experience

Make Omnichannel Seamless

Capitalize on their loyalty and ensure that second visits to your mobile site are personalized based on their past purchases and behaviors

Profile

Habits



They trust their friends' opinions and look to reviews

for guidance⁸

social media⁷

Born: 1965-1979

They research online, but purchase offline⁹

They're the generation that spends the most time on



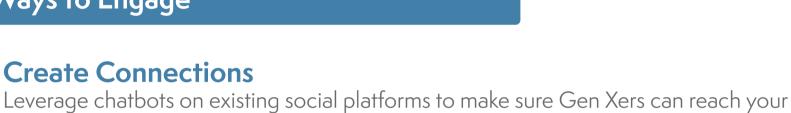
brand easily







Smartphone¹





21% admit to having deleted an app because they

didn't like the look of it on their home screen¹⁰

They turn to their smartphones to discover and

The majority get annoyed with too many



Smart Speaker³

25%

Make sure they can easily find the products they researched online with location-based features

Go Brick-and-Mobile

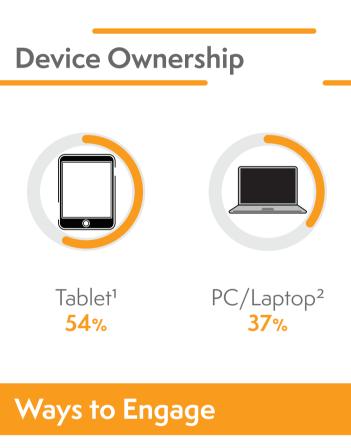
Born: 1980-2000

Profile

Habits

app notifications¹⁰

purchase products⁹



Millennials



Embrace Text

Make Product Delivery Fun Create a Pinterest-like experience for exploring new products, and make sure to include personalized recommendations



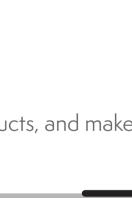
Profile

Habits

between ages 10-12 11

Smartphone¹

92%



Wearable⁵

30%



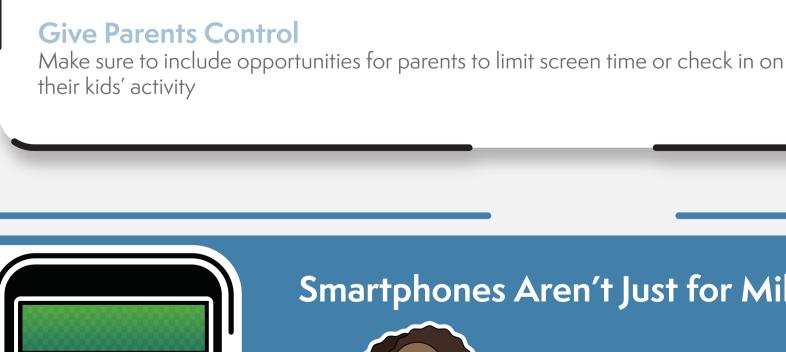
Smart Speaker³

34%

Ways to Engage

Augment Playtime

Generation Z



Create a mobile game to augment your product or experience

75% of women

80% of men

Born: 2001 - 2013

45% of kids with smartphones got their first phone

The majority of parents say they want better safety

apps, playing games, and surfing the web¹¹

and usage controls for their kids' activities¹¹

Top smartphone activities for kids: texting, downloading

Smartphones Aren't Just for Millennials¹

18-29

89%

30-49

73%

50-64

46%

One Device. Endless Possibilities

plan and research will pay off in the end when you've got happy customers of all ages!

⁶ https://www.marketingsherpa.com/article/chart/online-shopping-behaviors-based-on-age ⁷ https://www.nytimes.com/2017/01/27/technology/millennial-social-media-usage.html 8 https://www.mediapost.com/publications/article/314505/marketing-to-the-generations-boomers-and-gen-x.html 9 https://www.tapbuy.io/en/blog/millennials-vs-gen-x-can-adapt-shopping-habits/ ¹⁰ https://www.comscore.com/Insights/Press-Releases/2017/8/Comscores-2017-US-Mobile-App-Report-Available-for-Download

- 1 http://www.pewinternet.org/fact-sheet/mobile/ ² https://www.statista.com/statistics/368406/individual-computer-ownership-usa/
- ³ https://www.emarketer.com/content/the-smart-speaker-series-millennials-infographic ⁴ https://www.aarp.org/research/topics/technology/info-2018/technology-use-attitudes.html ⁵ https://www.emarketer.com/Chart/US-Wearable-User-Penetration-by-Age-2017-of-population-each-group/202360
- It's time to start building mobile strategies that make sense for your customers and their mobile habits. Taking the time on the front end of your campaigns to

¹¹https://www.nielsen.com/us/en/insights/news/2017/mobile-kids--the-parent-the-child-and-the-smartphone.html