Spillepuls

Tanja Sveen

Senior rådgivare spelansvarsfrågor Norsk Tipping



Spillepuls at Norsk Tipping: Real-time, data-driven player interactions

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Senior adviser RG Tanja Sveen Norsk Tipping





The proactive call – a journey of learning



WHAT IF?



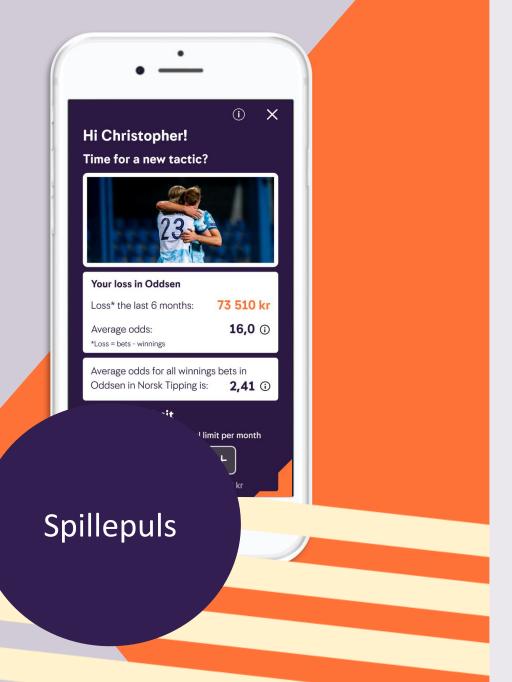
We could:
Digitize, expand on and scale
these learnings?

Real-time, data-driven player interactions

 Act on the rich data that is available for each customer

Be personal and relevant

Integrated in the customer journey

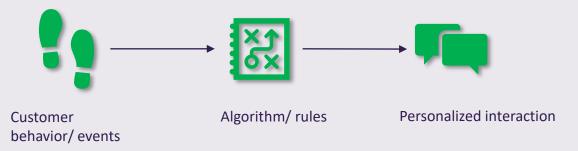


What is the Spillepuls player interactions?



A digital personal dialogue/interaction designed to prevent that players become or stay at-risk or problem gamblers

How does Spillepuls work?



What is the aim?



Awareness



Reflection



Complete an action that moderates further gambling

SPILLEPULS – TWO EXAMPLES

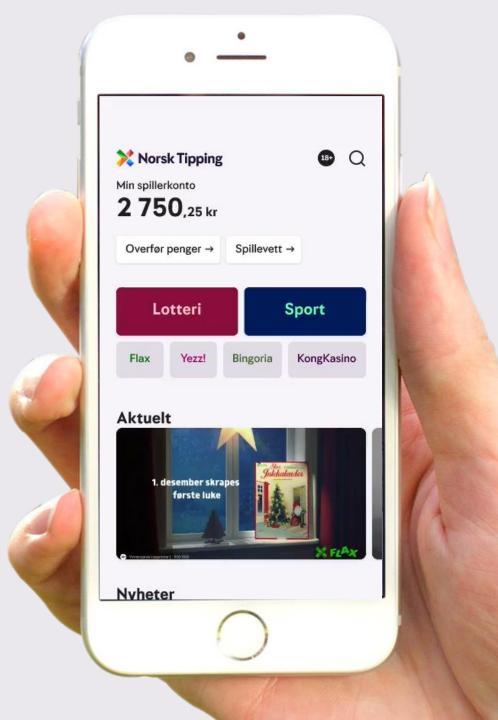
Behavioural marker: Escalated play – medium risk level



RCT design

A C E
B D F

Control







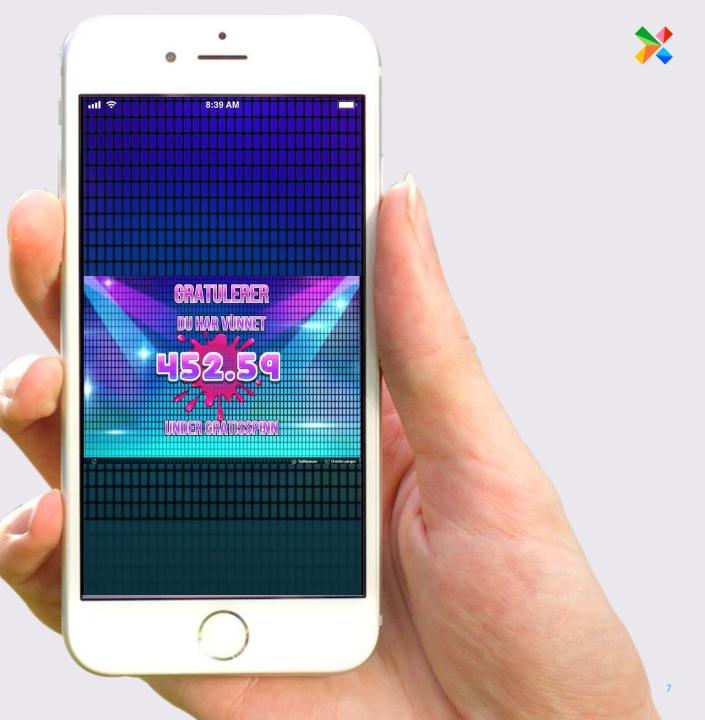
Prevent increased at-risk playing triggered by wins Transfer winnings to bank account

RCT design

A B C D

E F G H

Control



Spillepuls – overview: Events & Behavioural markers



EVENTS

- Start a play-break
- Resume to play after play-break
- Wins in the online casino
- New in casino

BEHAVIOURAL MARKERS



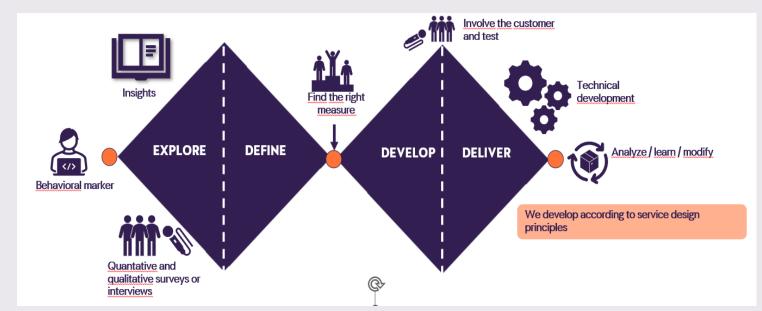
HOW DO WE WORK – DEVELOPING SPILLEPULS?



The team & how we work



- Interdisciplinary innovation team
- Step-by-step
- Design thinking customer centric
- Prototyping and user testing
- Learning from data RCT's & feedback
- Exploring & experimenting
- Learning and improving through iterations



OBJECTIVES, DATA & RESULTS A FEW KEY LEARNINGS



OBJECTIVES

USAGE:

Read the whole message

ACCEPTANCE:

Perceived as relevant, useful and not (too) disruptive

BEHAVIOUR:

Complete an action, reduce loss

DATA



24 randomized control trials so far...



110 variants of interactions tested



531 000 unique customers

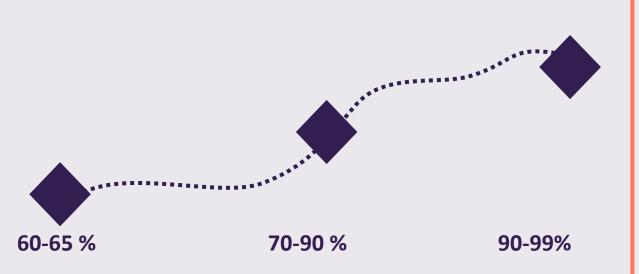


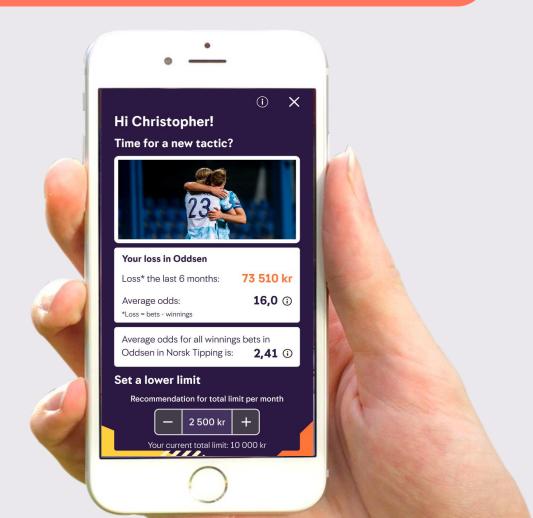
More than 4,4 millions customer-interactions

USAGE: Complete the interaction

Increased from 60 - 90- 99 % across all pilots/RCTs

Optimizing length and degree of involvement





ACCEPTANCE:

Perceived as relevant, useful and not disruptive

Across all pilots/RCTs:

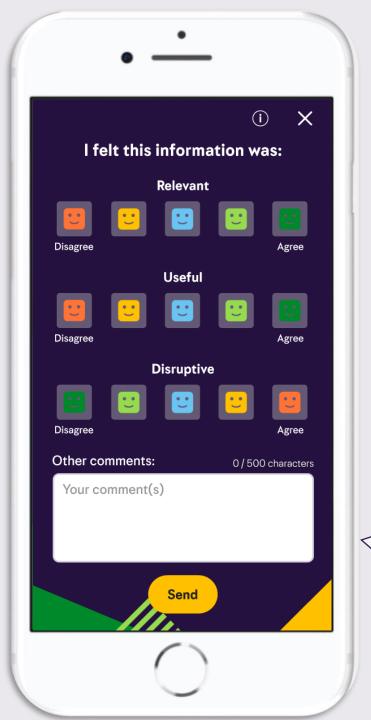
Relevant: 3,7

Useful: 3,7

Disrupting: 2,4

Scale 1-5, reversed for «disrupting»

200 000 customers / 7 500 comments





"Thanks for the message. It's easy to get carried away when you lose and want to win your money back. When you really do not have the money...

I'm aware, but it's my own earned money that I spend...

It's a great experience that you follow up with your customers! Even though it is a simple bot, it feels meaningful and good to be "seen".

BEHAVIOR: Complete an action, reduce loss



Complete an action during the interaction:

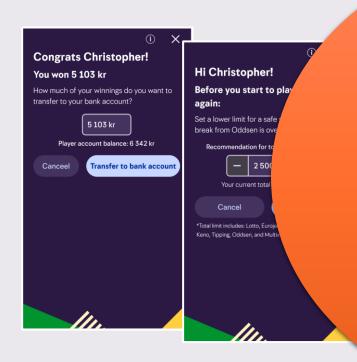
Limits, breaks, self-test, quiz, etc.

Varied across trials from 2,4 % to 50 % Increased because of learning and adapting across trials

SHAVIOURAL MARKERS

*

EVENTS



Accumulated: 51

%

completed at least one action across interactions

11 % (36 %!)

15 %

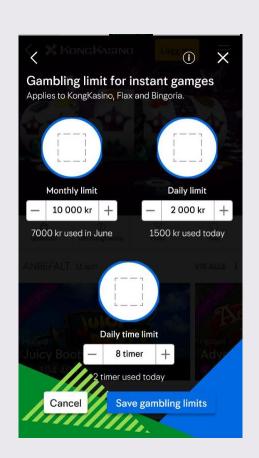
50 %

42-55 %

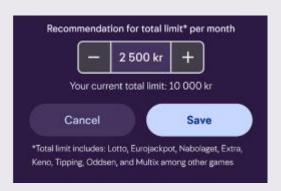
Accumulated



Key! Make it super-easy for the customer to complete an action







Personalized suggestion

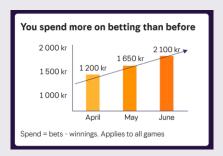
Anchoring effect

Easy to understand

One quick choice



The content/messages that motivate for action









Set your limit to 2 300 kr, and you will use 9 300 kr less on KongKasino within the next year.

The total is a projection based on how much money you have bet in the last 30 days



Facts

Reflection/ involvement

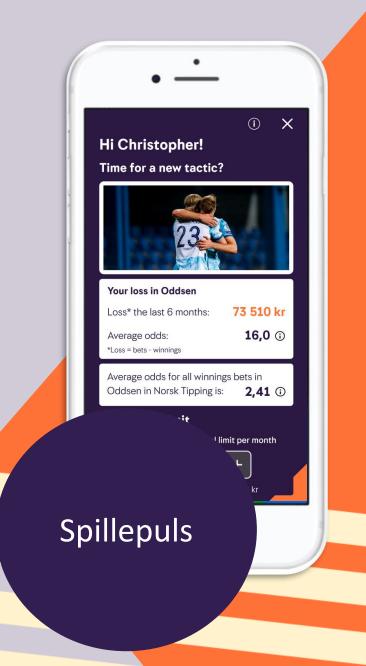
Normative information

Emotions

Positive motivation

"Assertive about risks"

WRAP UP:





Wrap-up

- High usage
- Accepted by the customers
- Behavioural changes complete actions & reduce loss

- Personal
- Relevant
- Integrated in customer journey
- Scalable
- Well tested



Thanks!





Contact information
Senior adviser responsible gaming Tanja Sveen
tanja.sveen@norsk-tipping.no
Mob: +47 994 40 319