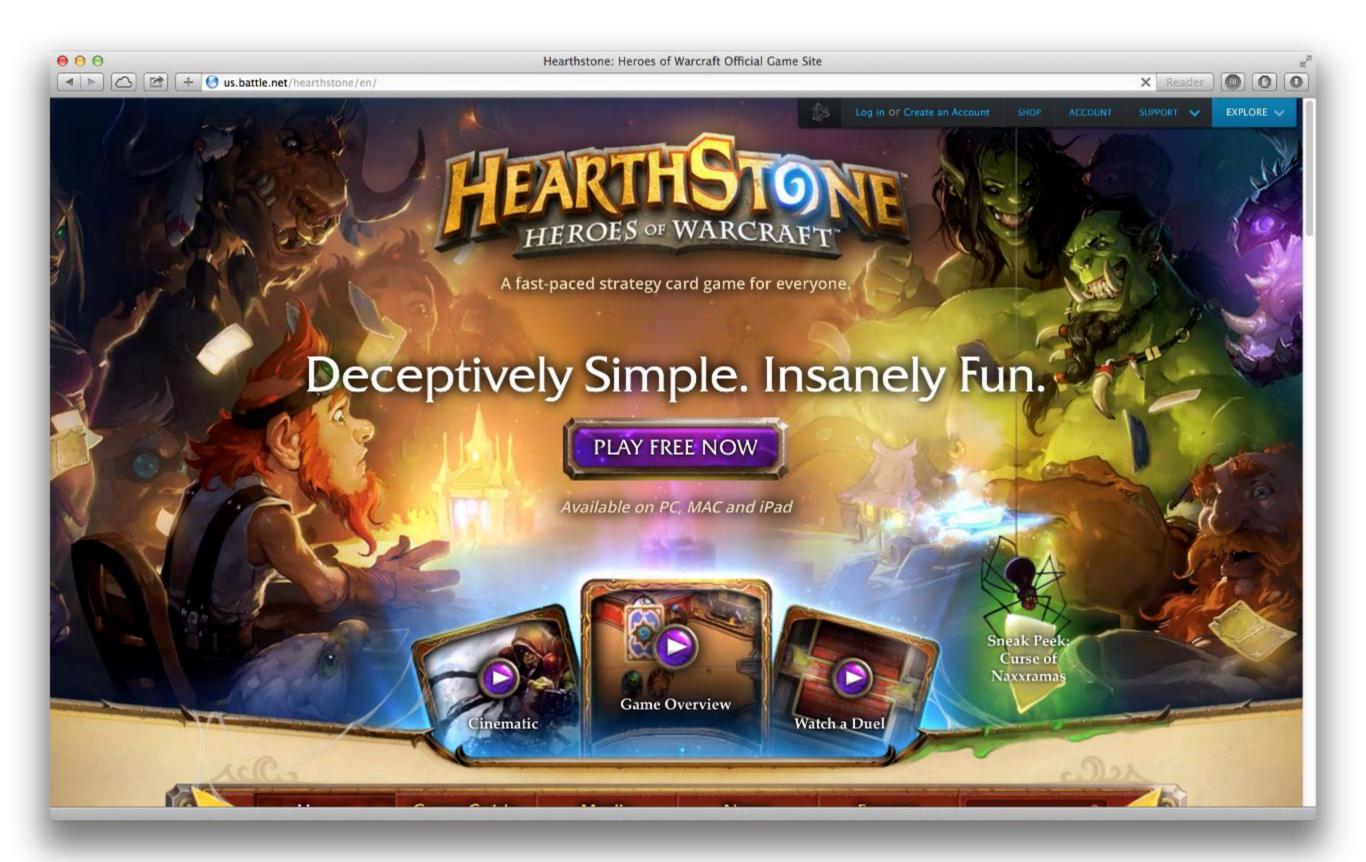
HIGHER CONVERSIONS THROUGH BETTER UX IN GAME WEBSITES

Are you sure that your website has a value...

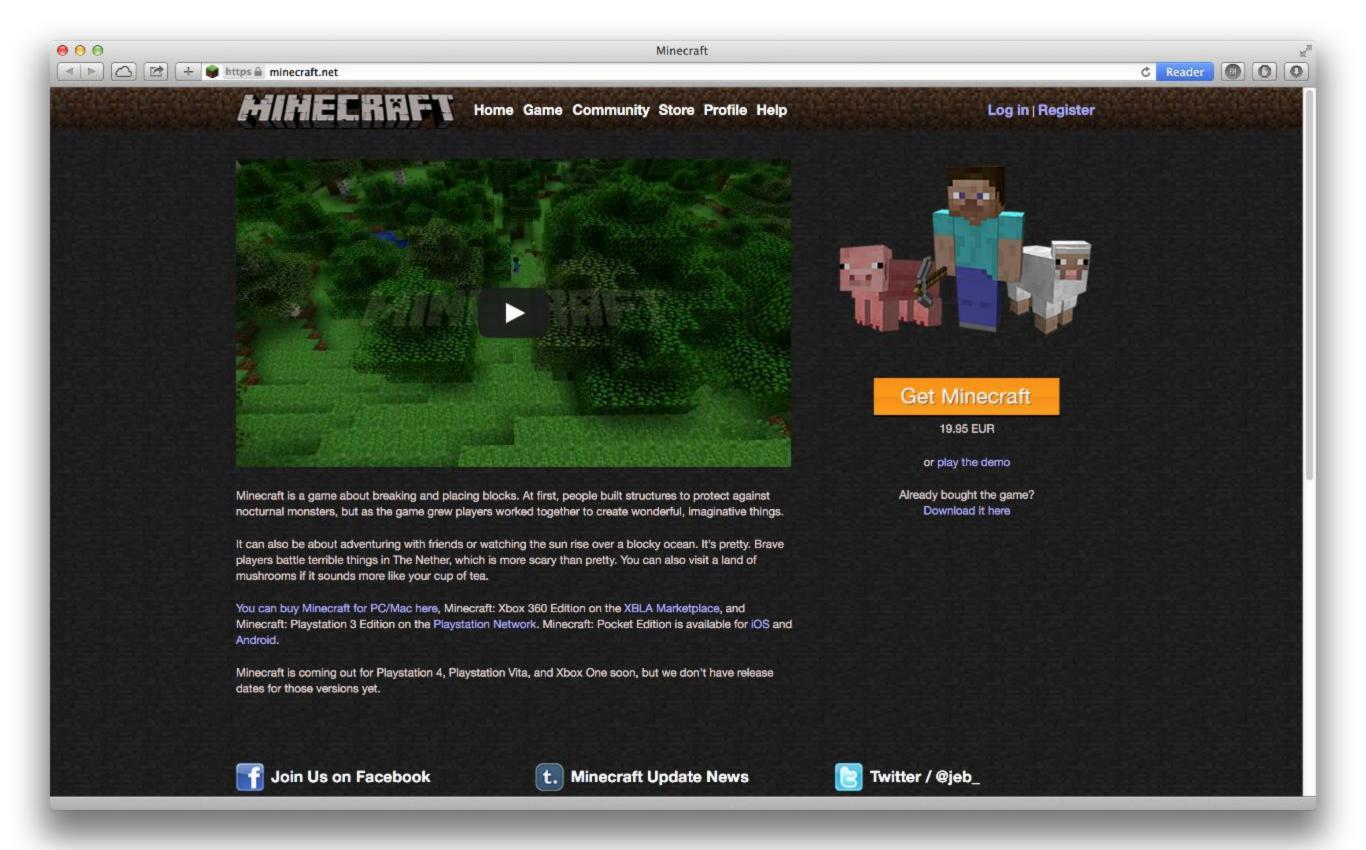
Why do you need a website?

Youneed a focus...

- Who will visit your website?
- How do they land on your website?
- What is their reason for visiting?
- What you like them to do on your website?



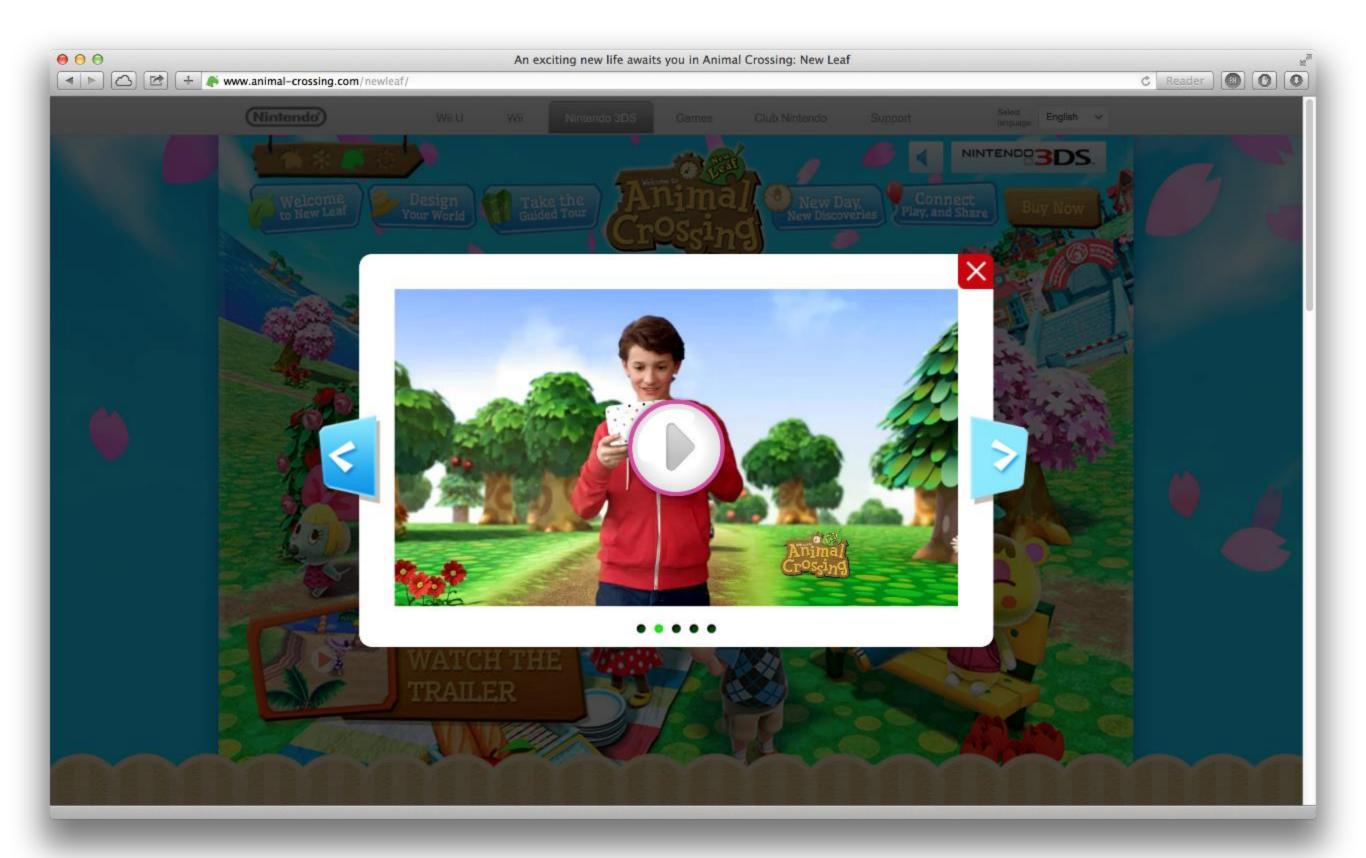
It you want to sell then provide a way to buy!



Player needs...

- The feeling of the game / what this site is about
- The story
- How can I play
- Easy to start
- Help on the way
- Community to belong to



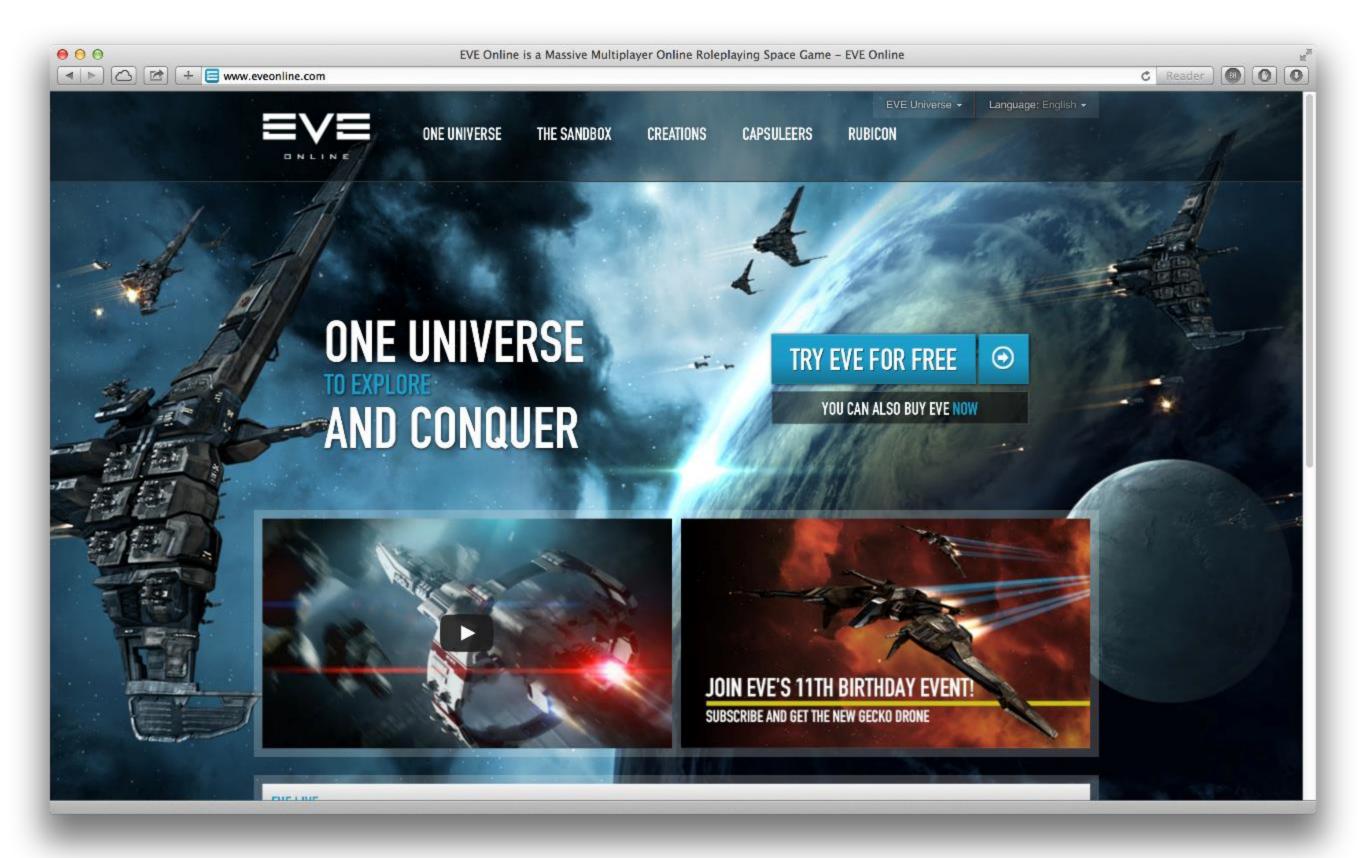


Publisher needs...

- Your potential awards, your team, things you have done, how far are you...
- Monetization
- The story
- Your contact information!

For conversion...

Do you have a main action on the first screen?



Is your main action converting?

- How many visitors do you have daily?
- How many of them makes a move you desire?
- Do they understand what they do?
- Do they believe you?
- What scares them?

For conversion...

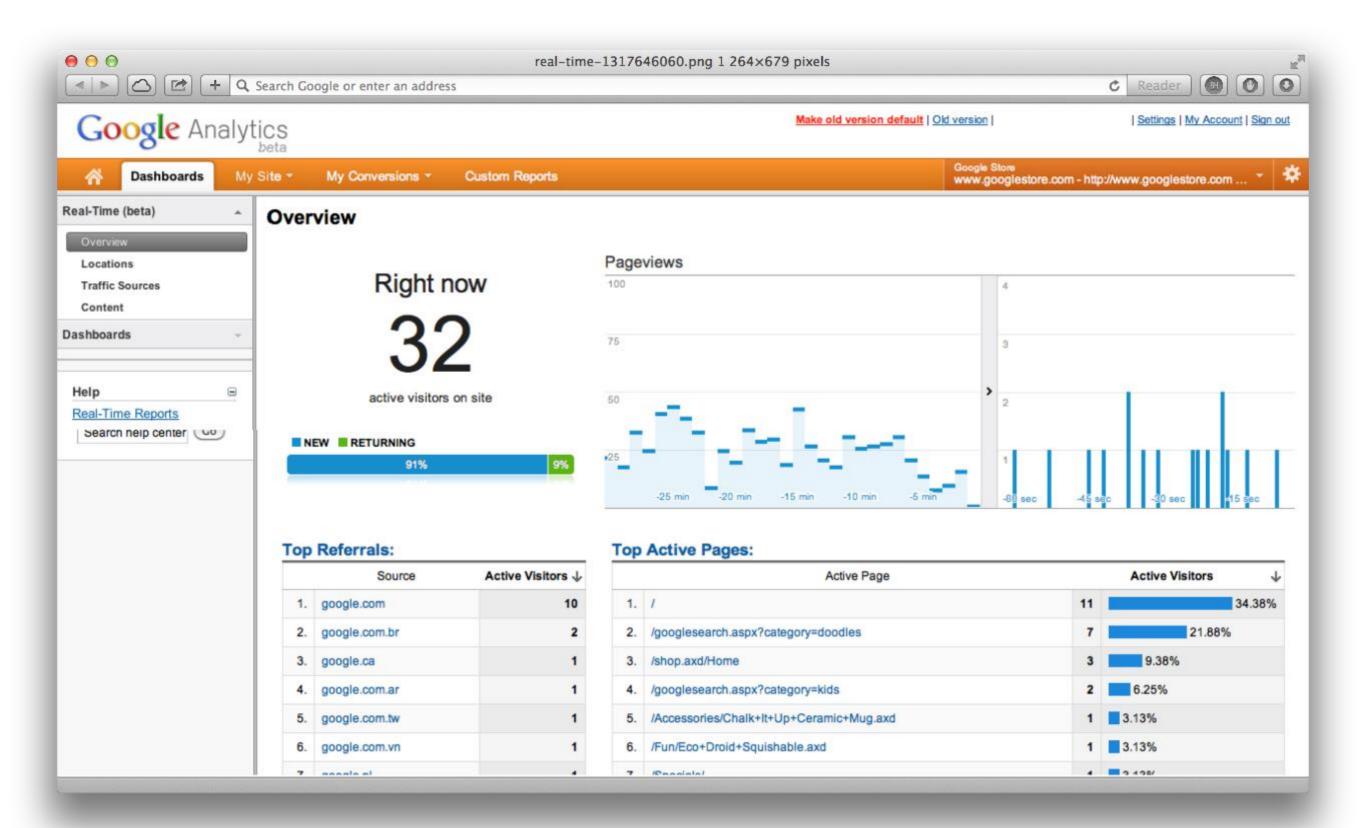
Do you know what people do on your site?

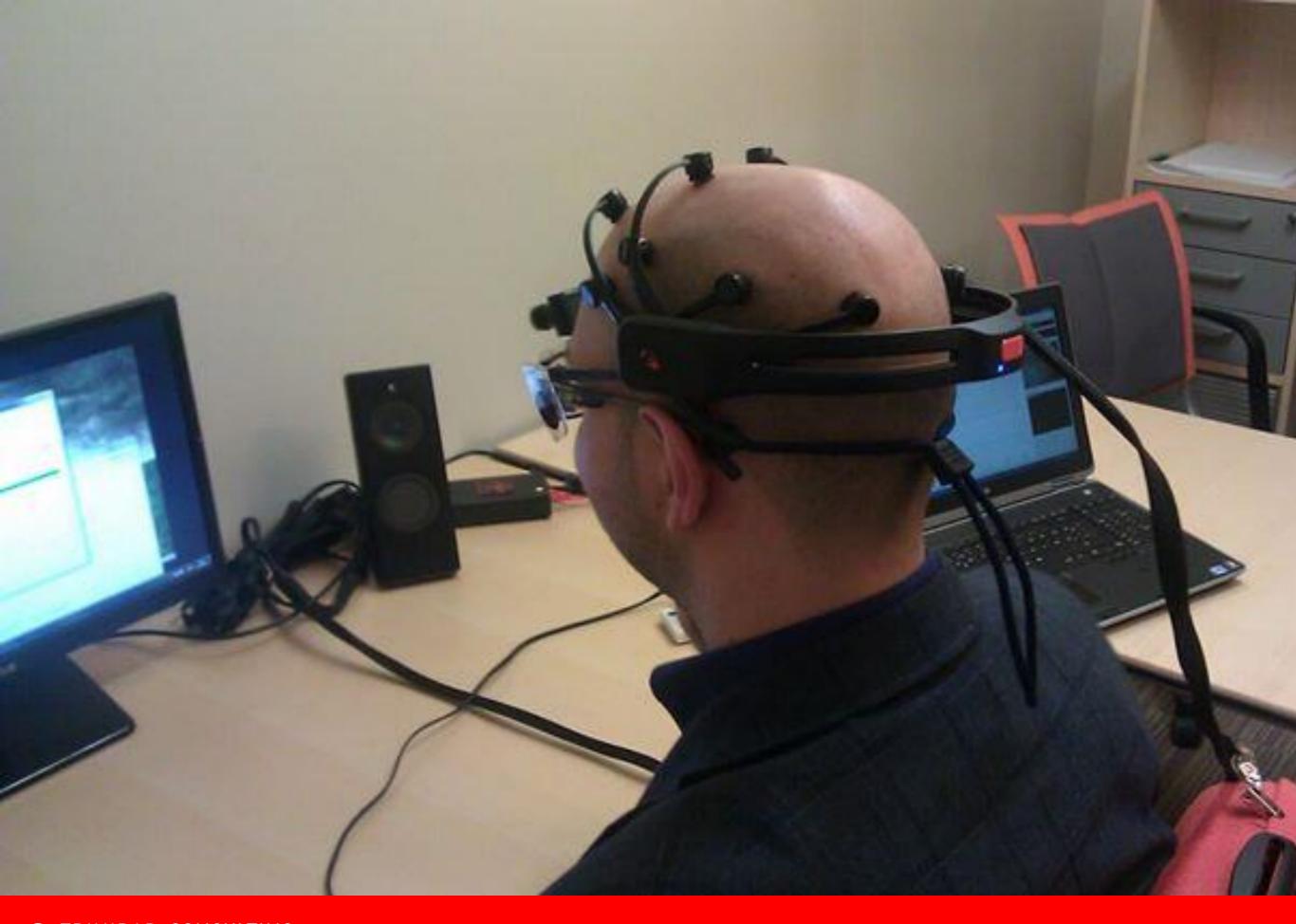
You can use some tools

- A/B testing
- Click through analytics
- User testing
- Eye tracking
- First impression test



http://www.riccardogiraldi.com





Do people come to dream on your site?



Q&A

Thank You!

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