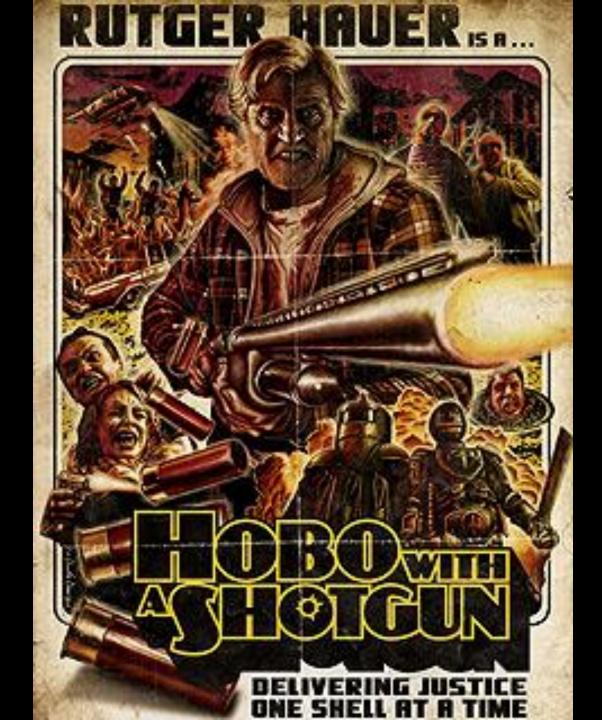
#### Nik Davidson

#### Why We Buy

GDC Online 10/12/11 "If this guy actually knows the answer to that question, and tells me, I will become rich."





### **Obligatory Bio Slides**













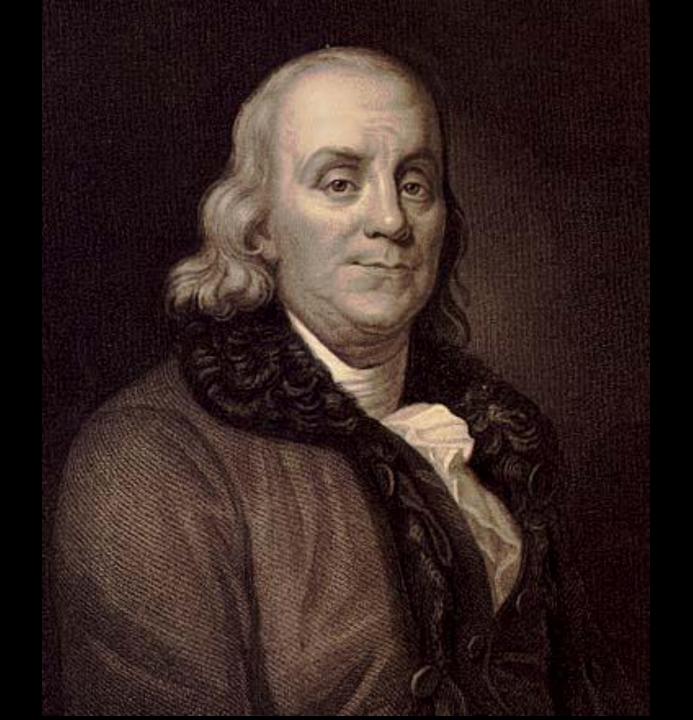


# Warning: Squishy



# Warning: Evil





#### How To Make a Decision, Franklin-Style

- 1. Make a list of all the pros and cons
- 2. Attach a relative value to each pro and con
- 3. Total it up
- 4. Do whichever thing earns the most points

#### Sorry, Ben.

- We make decisions <u>emotionally</u>
- We usually just need <u>one good reason</u>
- We don't look deeply down the list.
- I can write anything at all down here. It doesn't matter. You already agree with me or you don't.

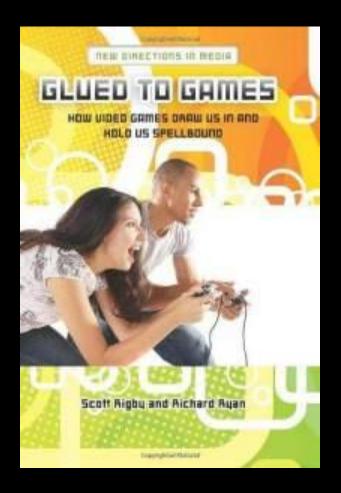
#### So why do we buy?

We buy when we match an opportunity with emotional motivation.

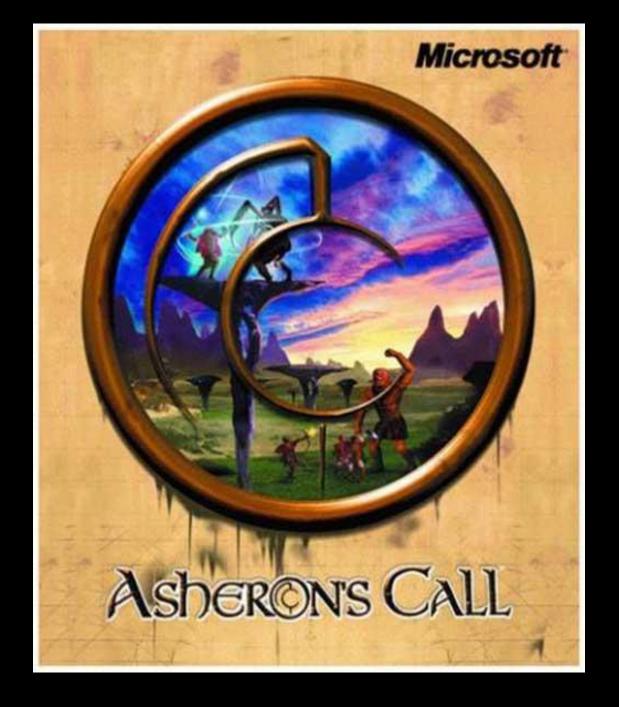
# A Giant Plug For Scott's Book

Is your boss evil?

• Make him or her read this book.















# 









 Anchoring, AKA Behavioral Economics For Clever Griefers

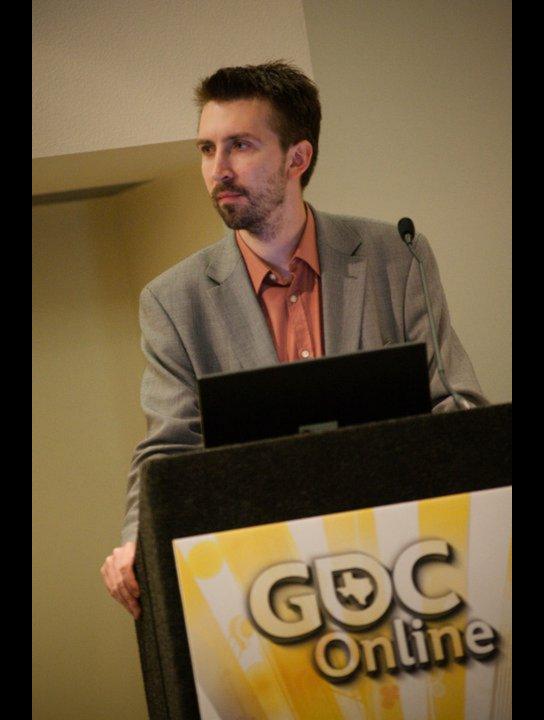
• The Three Types of Transactions, And How Not To Screw Them Up

Crossing Transaction Types



#### **Boss wants to do your Performance Review first.**

# Start packing up desk





# Galvanotron 3000



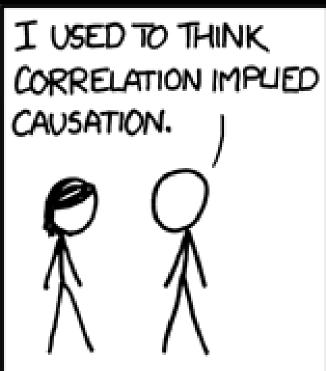




# \$399







THEN I TOOK A STATISTICS CLASS. NOW I DON'T,

SOUNDS LIKE THE CLASS HELPED. WELL, MAYBE.

# The Gain/Loss

## The Deal

# The Gamble

The Gain / Loss

### The Gain/Loss

• It's an event

• It can be earned, or seemingly random

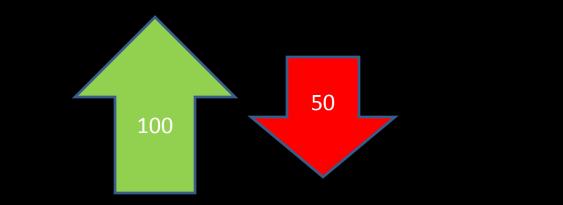
Does not feel like an exchange of currency

# **Typical Gain/Loss Events**

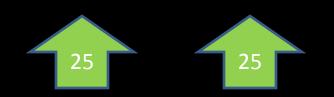
- Achievements
- Loot
- Daily Rewards
- Loyalty Programs

- XP Losses
- Item loss
- Taxation events

#### **Behavioral Econ 101: Loss Aversion**





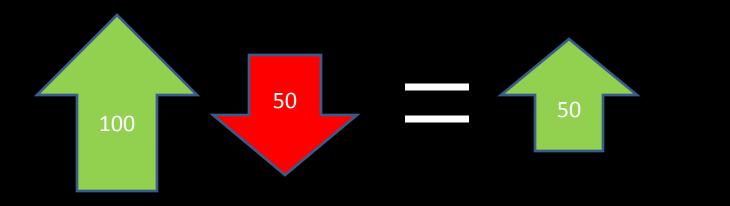


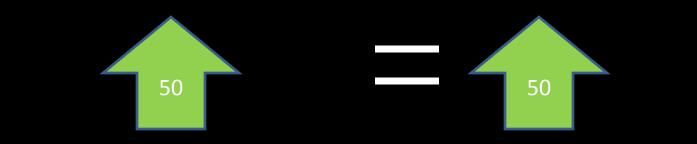


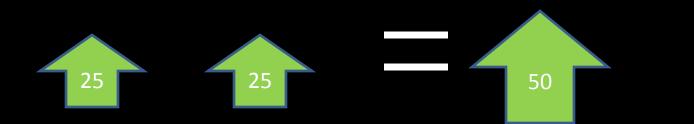




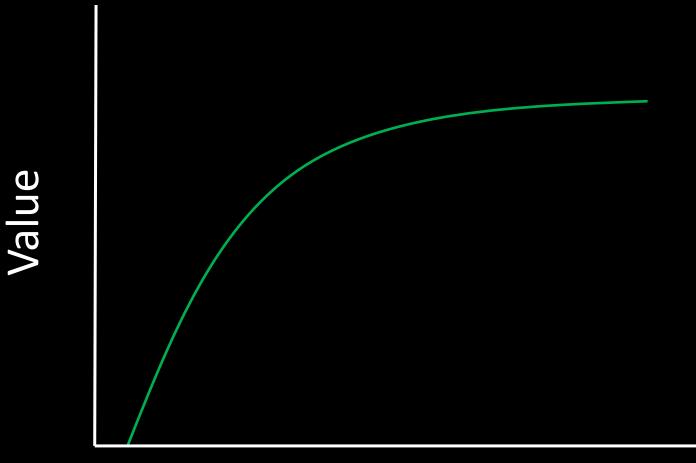
#### **Economic Equivalence**







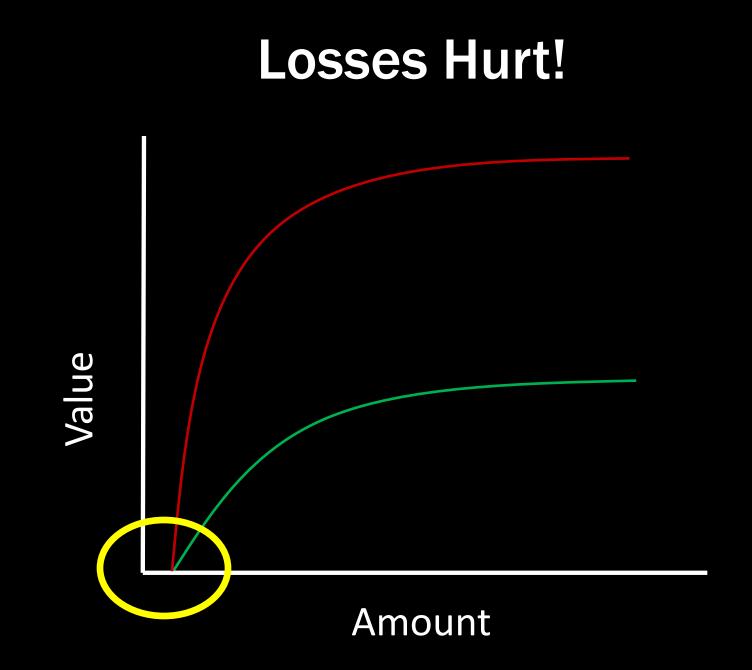
### **Diminishing Sensitivity**



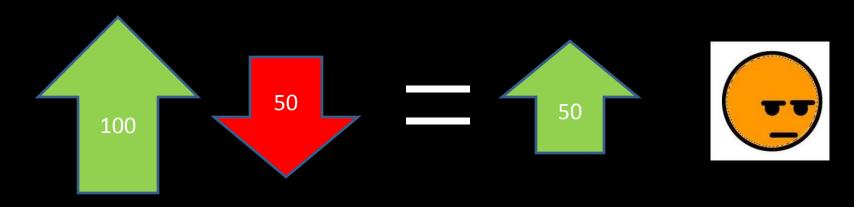
#### Amount

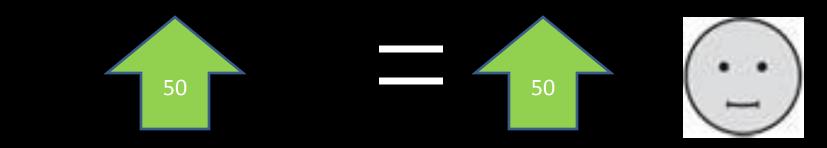


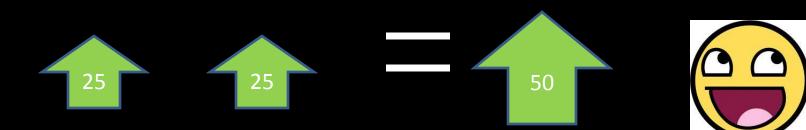
Amount



#### **Economic Equivalence**







- Use losses intentionally
- Segregate gains
- Be mindful of triviality
- ...and beware using loss aversion as a hammer.

The Deal

### The Deal

- It's an exchange I give you X for Y
  <u>But I may not entirely understand it.</u>
- I choose to enter into the arrangement

• Barter or Currency Exchange

# Typical "Deal" Events

- Wallet fills
- Subscription
- Box purchase
- Virtual goods purchase
- Token Exchanges

# Perception is everything.

# Perception is mutable.

### **Floating Anchors**

Economist.com subscription – US \$59
 Print & web subscription – US \$125

### **Floating Anchors**

Economist.com subscription – US \$59
 Print & web subscription – US \$125

#### VS.

Economist.com subscription – US \$59
 Print subscription – US \$125
 Print & web subscription – US \$125

## **Floating Anchors**

Economist.com subscription – US \$59 (68)
 Print & web subscription – US \$125 (32)

#### VS.

Economist.com subscription – US \$59 (16)
 Print subscription – US \$125 (0)
 Print & web subscription – US \$125 (84)

Select an option below and click Next to continue adding Microsoft® Points.

- Ø 400 Microsoft Points \$4.99
- 800 Microsoft Points \$9.99
- 1600 Microsoft Points \$19.99
- Ø 4000 Microsoft Points \$49.99
- © 6000 Microsoft Points \$74.99
- Redeem Code

Select an option below and click Next to continue adding Microsoft® Points.

- Ø 400 Microsoft Points \$4.99
- 800 Microsoft Points \$9.99
- 1600 Microsoft Points \$19.99
- Ø 4000 Microsoft Points \$49.99
- 6000 Microsoft Points \$74.99
- Redeem Code

#### 80 Points = 1 Dollar

#### ...but there's no "good deal".

STEP II lect Payment Amount					
ayment Option : 🔤 🛁 🔤					
Amount	Gcoins	Bon	us Gcoins	Total Gcoins	
© \$5	500			500	
\$10	1,000			1,000	
\$20	2,000	60	(3% extra)	2,060	
\$30	3,000	150	(5% extra)	3,150	
\$50	5,000	500	(10% extra)	5,500	
\$100	10,000	2,000	(20% extra)	12,000	

#### **1** point = \$.01

The math is easy, but the value varies

- Cash
- In-game gold
- Microtransaction Currencies
- In-game tradable items

- Cash
- In-game gold
- Microtransaction Currencies
- In-game tradable items

• ...but not time.

Manage comprehension

Let the customer feel smart

Manage optimism

The Gamble

### The Gamble

• I'm paying for a *random* result

I don't necessarily know the odds

I'm hoping for a result, but I'm not expecting it

# **Typical Gamble Events**

- Lotteries and contests
- Random Rewards
- "Treasure Boxes"
- "Item Grinding"
- Daily Spins

#### Warning: Especially Evil (But Useful)



- Expectation that past events impact future events
  - "I rolled ten times, but never rolled a 6!"
- Blindness to past results can lead to compulsive behavior







#### Ursa's Arctic Vault

Roam the Frozen Tundra Upon the Urus Mount!

Price : @999 Gcoins

SUPPL

ch

uy Gift Wish

The Urus is an elusive beast that is feared by all far and wide. Tales of his monstrosities and deadly fangs are told all over the world and only a few brave souls have attempted to tame it... unsuccessfully. However, Atlantians are not just anybody! **The Urus has finally revealed itself**, and only you are able to tame this legendary creature! Roam the Frozen Tundra Upon the Urus Mount! Your enemies will think twice before attacking you, or spend their last remaining days in an asylum forever having nightmares of this ruthless and savage beast!

Get a chance to obtain the Urus Mount\*

Also get a rare chance to obtain the Sacred Urus Mount! Get a chance to obtain an Armed Mount Box, which will give you an Armed Snow Tiger\*, Armed Volcanic Raptor\*, or Armed Byzantine Elephant\*!

#### Randomly obtain one of 40 item sets.

- 1 Urus\*
- 1 Sacred Urus
- 1 Armed Mount Box
- 1 Extra Inventory License (Perm.)
- 2 Merc. Room License (Perm.)
- 5 Aeolus' Horn
- 50 Hermes' Herb
- 100 Heavenly Crystal
- 10x Book: Weapon Rend [I]
- 5x Book: Weapon Rend [II]
- 3x Book: Weapon Rend [III]
- 10x Book: Shield Bash [I]
- 5x Book: Shield Bash [II]
- 3x Book: Shield Bash [III]
- 10x Book: Athena's Protection [I]





Icor

Buy

MALL MAIN BOXES LICENSES SCROLLS SUPPLIES PACKAGES





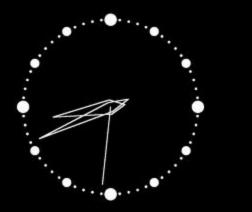
• Gambles are fun

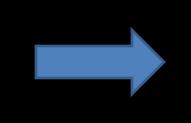
#### Be mindful of player behavior...and the law



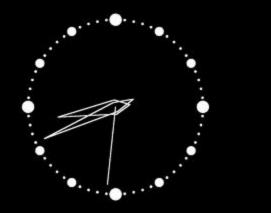
# **Crossing the Streams**

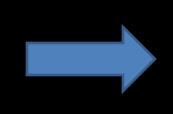
### Gains that feel like (bad) Deals



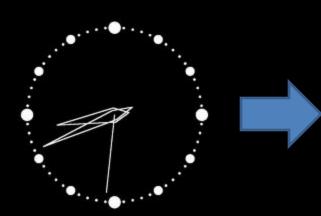








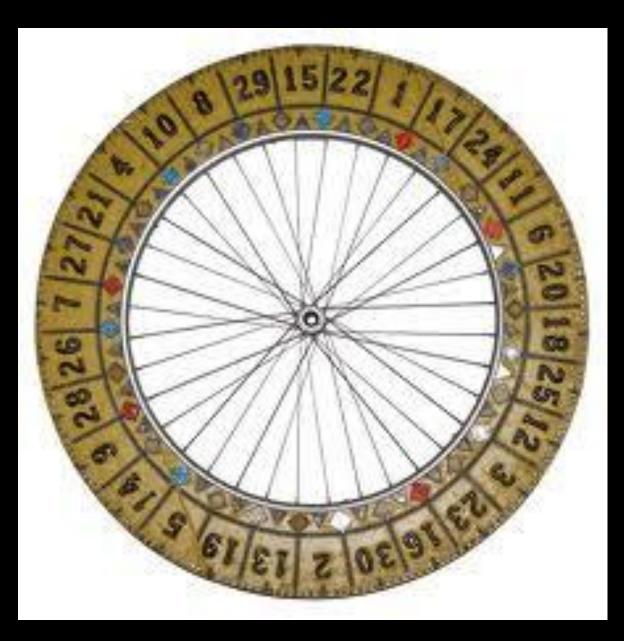








# Gambles that feel like (bad) Deals





#### **Replacing Deals with Gambles**



#### One rare card

# •Maybe a premium card

Total value of opened cards:\$0.25 to \$60+



#### **Deals that feel like Gains**



#### So why do we buy?

We buy when we match an opportunity with emotional motivation.

# Why We Buy

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