



hightouch

# How Anaconda powers growth with Meta-style experimentation

Dean Iwaoka | Anaconda

Alec Haase | Hightouch

## **About Us**



Dean Iwaoka

**HEAD OF GROWTH** 

ANACONDA.

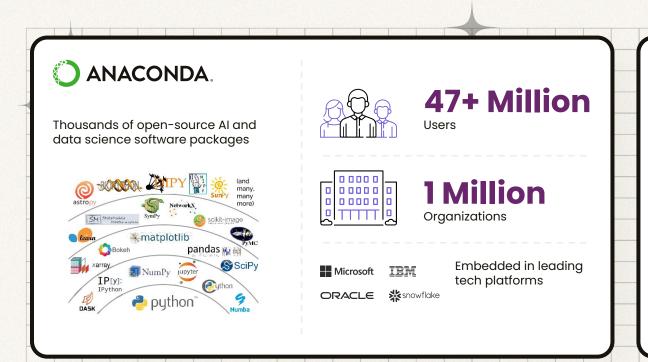


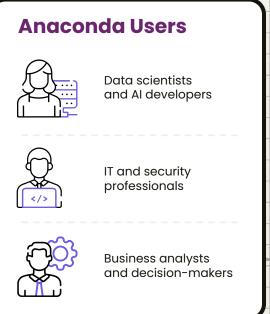
Alec Haase

**GM, AI DECISIONING** 

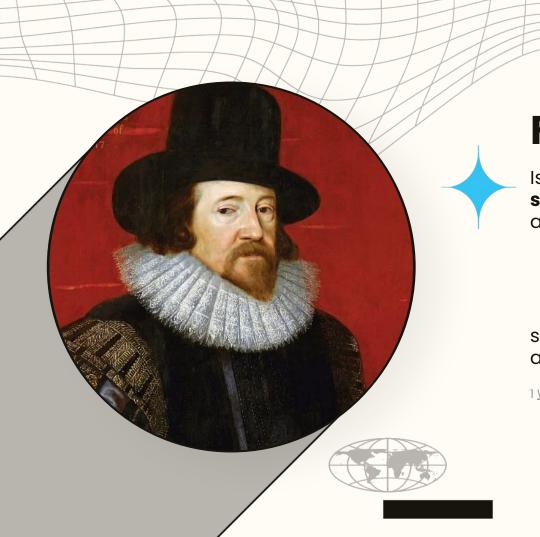
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## Anaconda: The World's Trusted Open Ecosystem for Al and Python









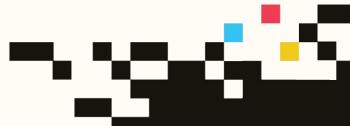
### **Francis Bacon**

Is often considered "the father of modern science" since he proposed a new combined method of

- 1. empirical experimentation and
- 2. shared data collection

so that humanity might finally discover all of nature's secrets and improve itself.<sup>1</sup>

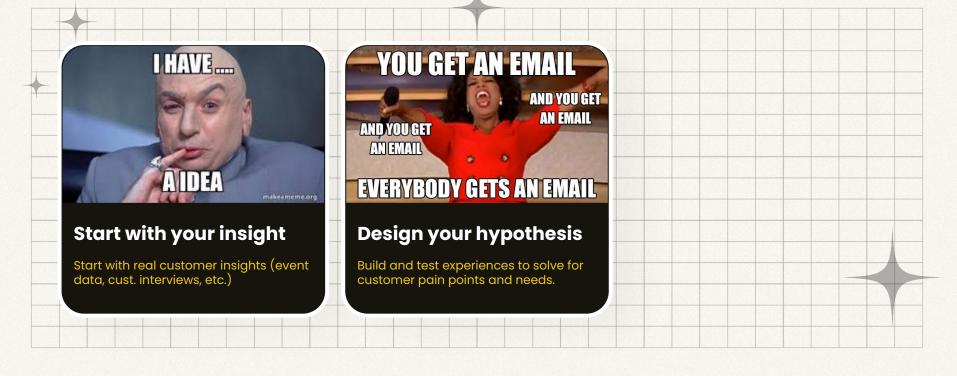
1 World History Encyclopedia



## Experimentation empowers you to (im)prove your impact



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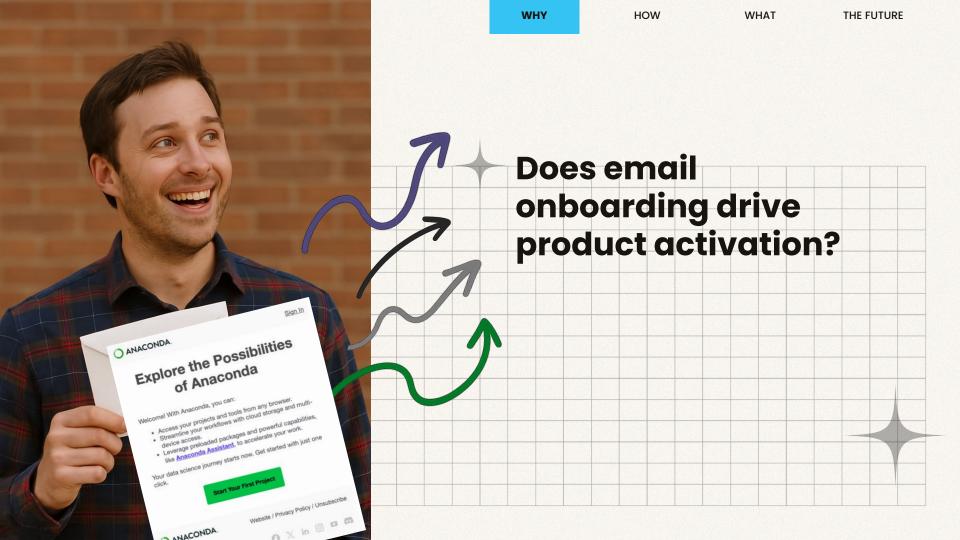


## Experimentation empowers you to (im)prove your impact









### Does email onboarding drive product activation?

### Start with your insight

Many of our users do not activate their accounts.

#### **Design your hypothesis**

**If** users receive onboarding emails,

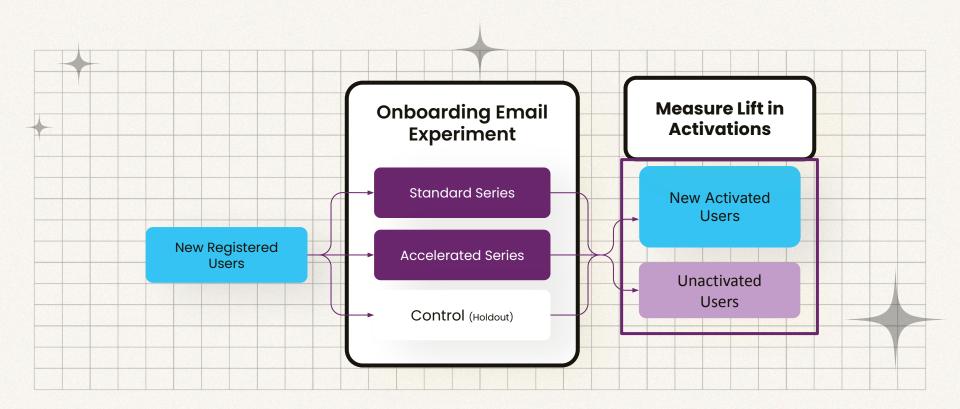
then they will activate their accounts faster,

**because** more frequent emails will keep users engaged.

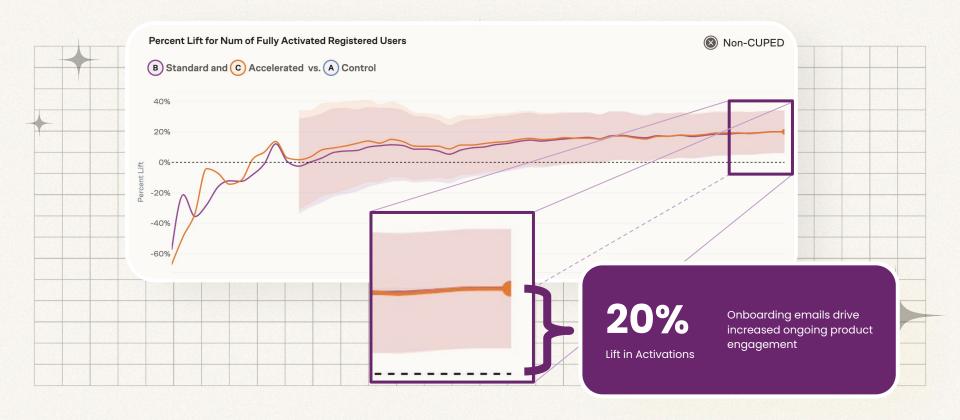
#### Measure your impact

Can we increase the number of new registered users who activate their accounts by taking a meaningful action?

### Does email onboarding drive product activation?



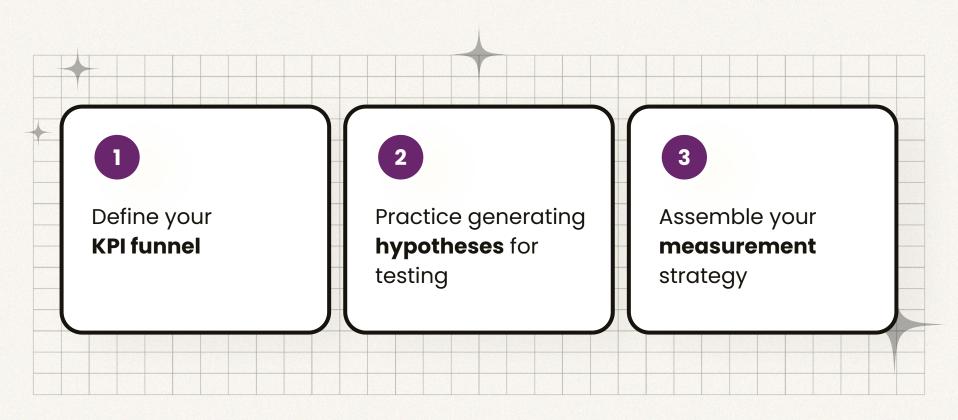
### Email marketing works!?!



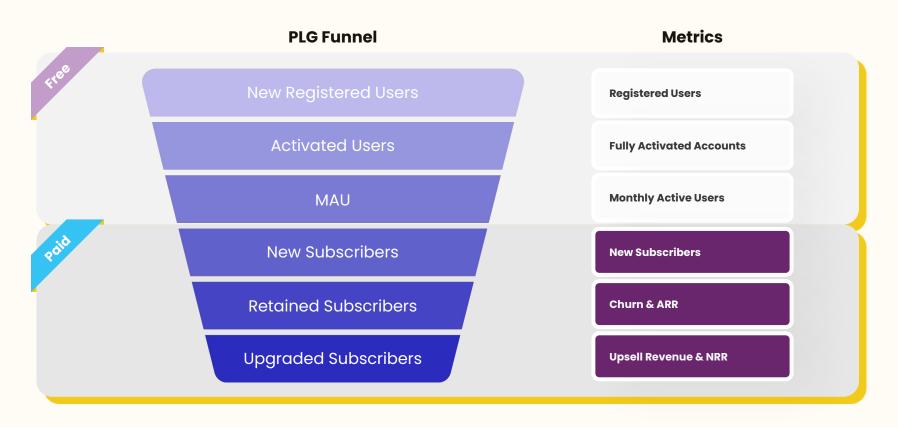


WHY

### Your Experimentation Starter Pack



### Start with KPIs: What moves your business?



### Build a sequence of hypotheses to test

Hypothesis: If, then	, because
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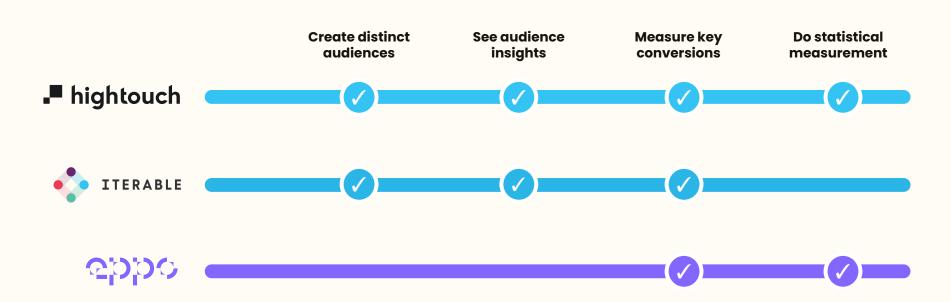
#### **Example:**

If If users receive onboarding emails every 2 days for the first two weeks,
then they will activate their accounts faster than those who receive emails every 3–4 days or no emails at all,
because more frequent emails will keep users engaged and help them quickly see the value of Anaconda Cloud.

#### **Example Experimentation Tracker**

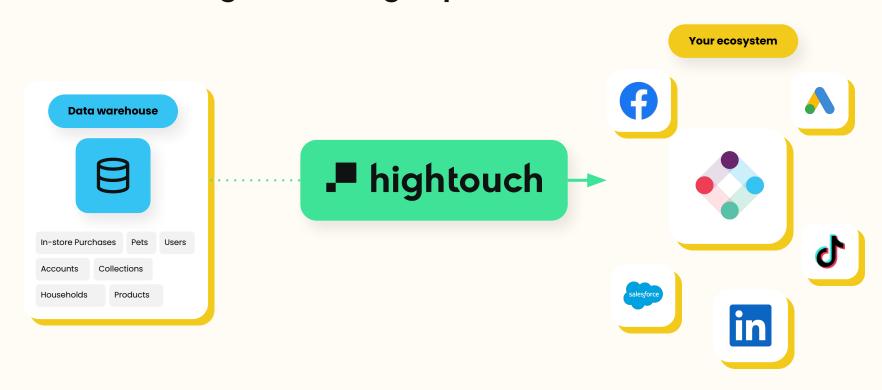
Тт Experiment Name ~	Hypothesis	<ul><li>PLG Stage</li></ul>	~	⊙ КРІ	~	Secondary KPI	~	Priority	~	<ul><li>Status</li></ul>	~	Est. LOE	~	Est. Impact	~
Frequency Test - Onboarding Campaign (Free users)	If users receive onboarding emails every 2 days for the first two weeks, they will activate their accounts (user has clicked on Cloud Learning and Cloud Notebooks) faster than those who receive emails every 3-4 days. We will also have a control group that receives no emails, to see if users can activate their accounts on their own. The idea is that more frequent emails will keep users engaged and help them quickly see the value of Anaconda Cloud.	Activate	•)	Fully Activated Accounts	•	CTR	•	High	•	Complete	•	М	•		•
Anaconda Navigator Account Creations Experiment v2	Positioning the Anaconda Assistant as a primary benefit with supporting visual demonstrations & iconography will significantly increase account creations among Navigator users by making the immediate value more tangible and reducing friction in the decision making process	Acquire	•	Registered Users	•	Registered Users	•	Medium	•	Not started		M	•	L	

# Plan your measurement process and implement required tech





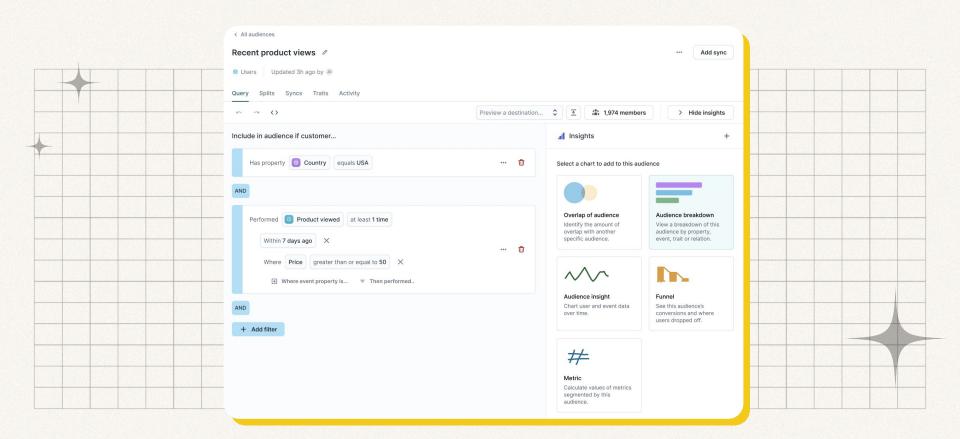
# Enabling marketers with the power of data and AI to create amazing marketing experiences



WHY HOW WHAT THE FUTURE

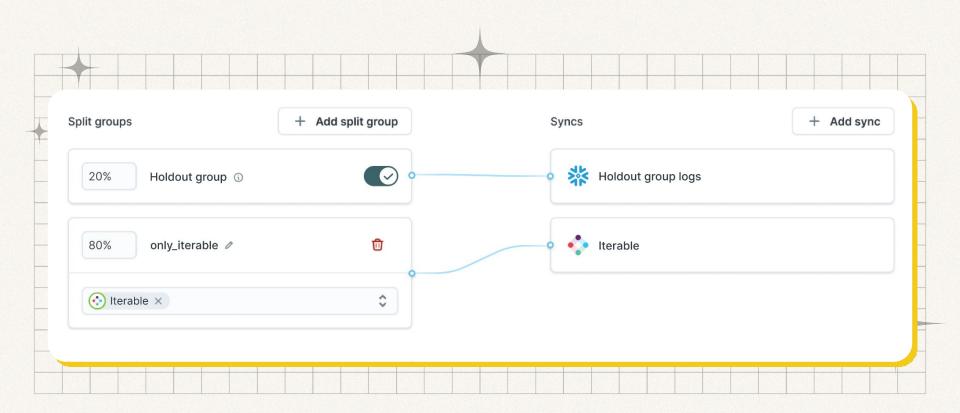
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### Self-serve audience building and analysis

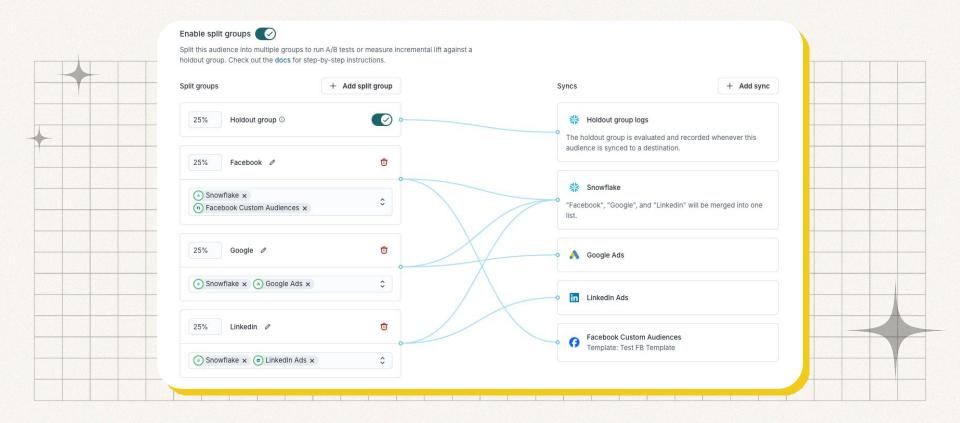


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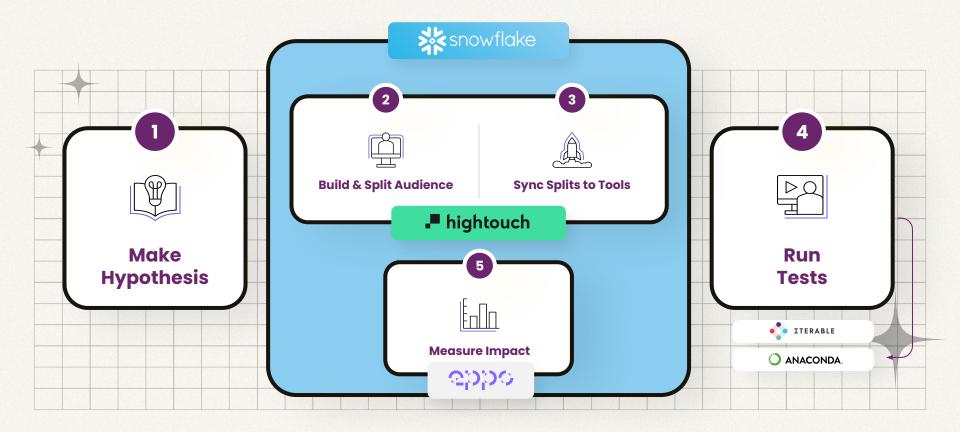
### Self-serve experimentation with Splits



### Example of using Splits across channels



### Anaconda's experimentation tech stack





^ Marketers with Hightouch & Iterable ^

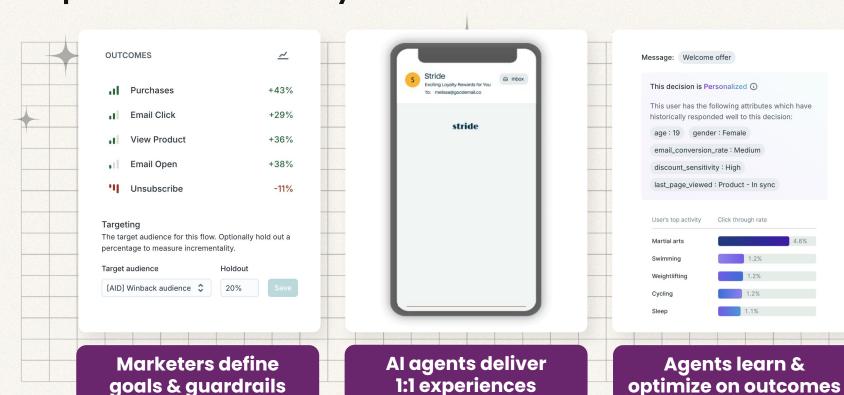
## What we've unlocked at Anaconda

#### **Value Adds**

- Marketing teams can now independently manage experiments
- More structured learning & deeper insight generation
- Better, more performant user experiences



## Al agents work alongside marketers to run continuous experiments for every customer and variable



## Marketers learn alongside the AI agents as they continuously experiment across channels

"We saw more learnings In 6 weeks with Al Decisioning than in the previous 12 months of AB testing.

Now our marketers are focusing on strategy, and creativity, not operations."



Aoife O'Driscoll

AVP, Lifecycle Marketing



### Come visit the Hightouch booth!





**GameStop** 





**Maked** 







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Demo of Hightouch

hightouch.com



Connect with us for slides from today!

alec@hightouch.com

### **WE'D LOVE YOUR FEEDBACK**

### Here's how to fill out the session survey:

- 1. Download/Open the Activate app
- 2. Toggle to the Agenda tab
- **3.** Tap on this session
- 4. Scroll to **Engagement** and tap **Survey**

### **BONUS**

Complete the survey to earn points you can redeem for prizes at **The Market @ Activate!** 



RECORDING WILL BE AVAILABLE ON APRIL 10TH!