Hej!

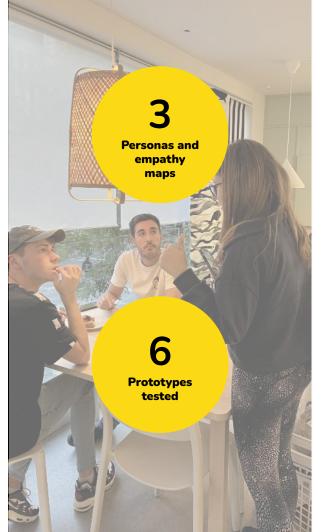
Team A

Ikea Challenge:

Research - Joy of Shopping

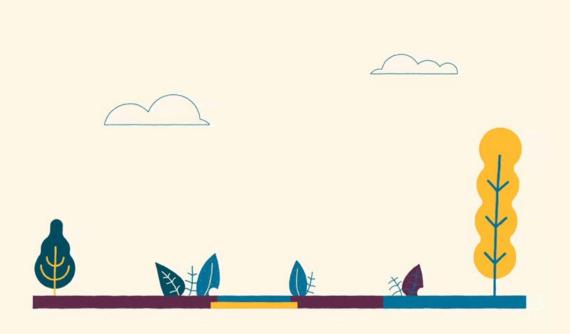








Pure joy!





How might

Ikea bring deeper joy to the shopping experience?



Meet Camila

Just moved in with her boyfriend

Want to furnish their house with their own style

Ikea is top of mind



Insight 01: IKEA, a house not a home.



She feels like Just another customer

Every visit feels like the first time

Doesn't feel her purchase is personalized

Insight 01: IKEA, a house not a home.

Why did it happen?

She imagined perfect dinner dates

Wanted a table to fit her dreams



Long lines

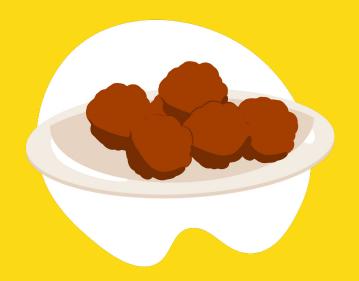
Big crowds

A maze inside the store

Still

Willing to go through all of that





Anxiety in line

Relief with payment

And

Meatballs as a reward!

Insight 03: Overcoming the IKEA experience.



Shopping is supposed to be

Fun, surprising and rewarding

But Camila didn't feel it as much as she should



How might we bring

more peaks of joy in the customer journey?

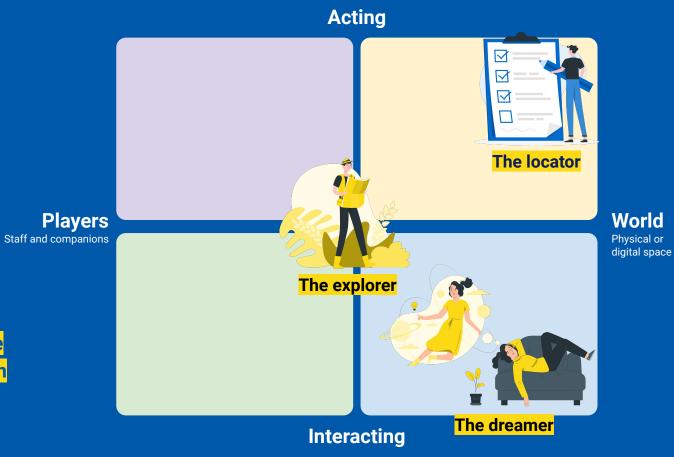
Immersive environment

Losing sense of time

Desire to keep returning

The gaming experience





World

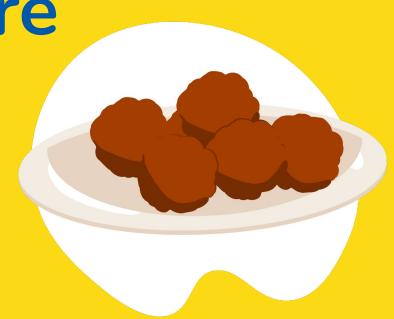
Camila's mindstate changes along with her journey

Remember that

Meatballs were a reward?

Tasty, nostalgic and iconic

A powerful way to create memories





Meet

MiKEA

IKEA's new mascot

Curates the right game

Connects with all the mindstates



Tangible dreams

Vision of dream house

Best way to explore

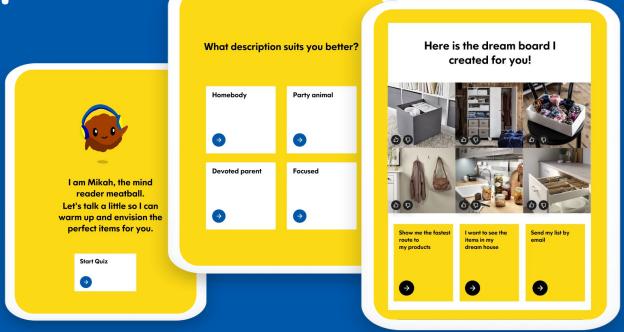


Tell me what you need I want Mikah to I want to play read my mind with my dream house

MiKEA - the mind reader

IKEA is getting data to understand customer needs

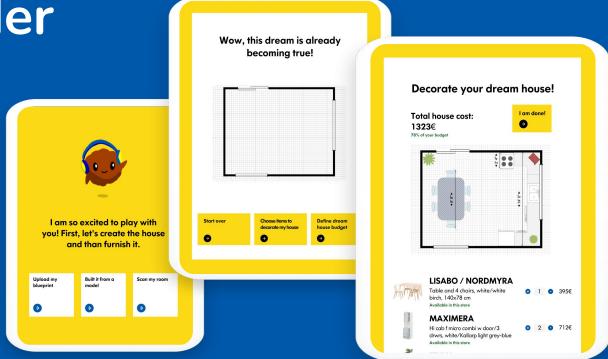
Camila feels that Ikea is bringing her closer to her essence



The Dream Home builder

Works with your real life space

Camila gets to chose the best fit for her house





The personalized map

Filtering system

Details, availability and budget

What if

Camila already knew what she wanted to buy?

The practical shopping list

Filtering system

Details, availability and budget







But

Is this theory proven?

Prototype testing



Helpful and exciting

Exceeded users expectations

Made shopping more joyful



But we know that

Not everyone wants to play with an app...

So we went physical!

Identify Idle pain points







Explore

Interactive games



05. IN-STORE PAIN POINTS







When you surprise customers when they least expect it, Joy resounds throughout their bodies

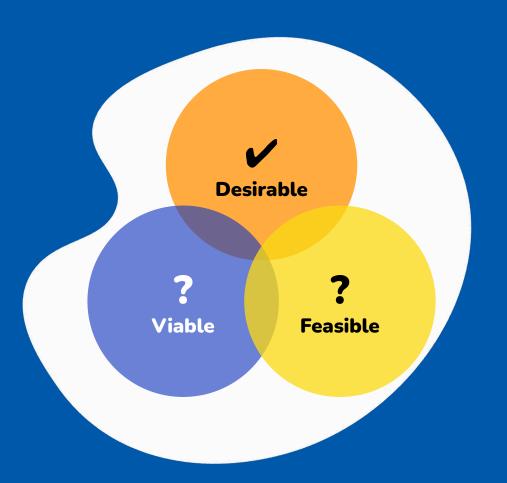






The MiKEA phygital experience is

But is it...





What we need from you?

1 Pilot Store

Actual inventory data, Real store blueprint

3 Capital Expenditure

MiKEA Stations & Stickers MiKEA Hoops & Games

2 Backend Developer

Inventory-based
Dreamboard
Blueprint-based Map

4 Staff Retraining

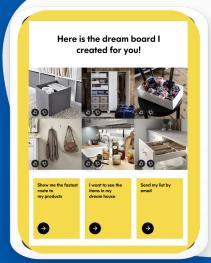
Facilitate the phygital experience

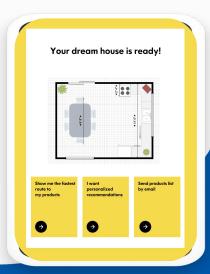


We will help the

Goya store grow its business
by reimagining

Inspiration & Exploration





in the showrooms and through QR stickers in the store entrance



We will help the

Goya store grow its business

by reimagining



near the elevators and stairs



We will help the

Goya store grow its business
by reimagining

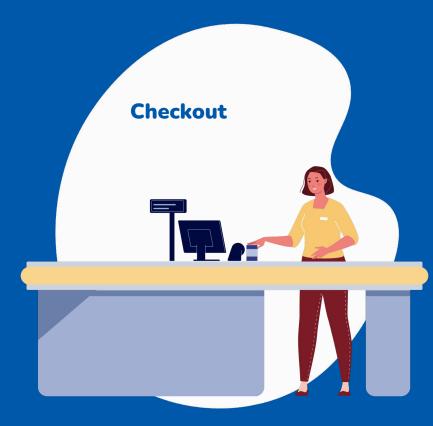


on the walls by the queues



We will help the

Goya store grow its business
by reimagining



Integrate the measurement metrics



What and how will we measure?

Lead metrics

Inspiration & Exploration

Navigation & Waiting in Line

Checkout



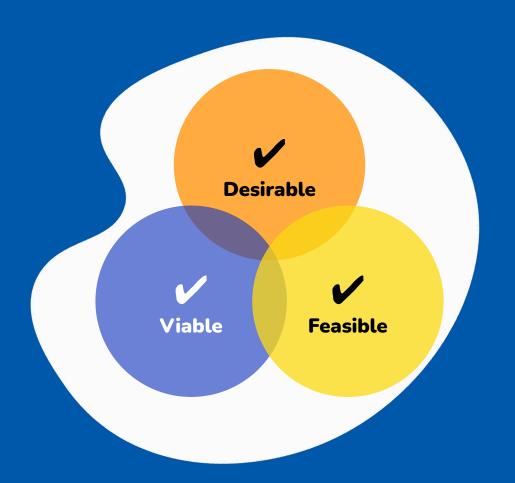






The MiKEA phygital experience

is now



Ikea is transitioning to

Smaller and more accessible stores

Smaller stores can still bring joy to customers and big sales to IKEA

Joy is in the small details.

Joy is about exceeding expectations.

Joy is about memorable bursts of happiness.

Customers crave for shopping at Ikea because of all the joy before, during and after.



Tack!