Product5x Case Study with solution Lifesum Activation



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Lifesum Activation

Context: Lifesum is a digital health platform that helps users to develop healthy eating habits at scale. They have 55M+ users, and their core markets are in Europe and US. The app offers simple tracking of meals, exercises and habits. They also offer meal plans, diets and recipes.

You've joined Lifesum as Head of Product

Problem Statement: Although many users download the app, very few users realise the capabilities of the app. You are tasked to envision a roadmap finding ways to activate more users towards the real value of the product.

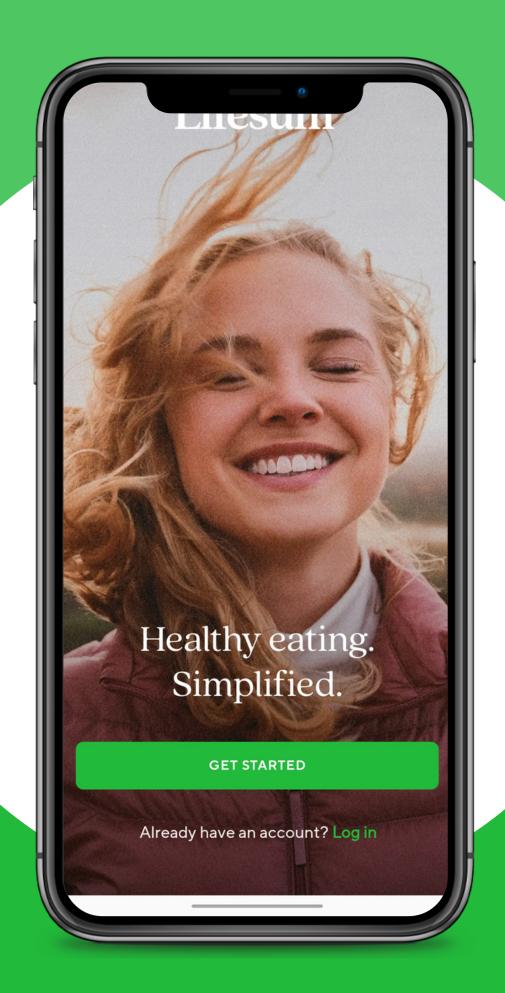
Things to do: Consider the new features that will help you increase activation – help users realise the capabilities of the app and revenue at the same time, how the new features will fit in with the existing set of features, and other factors.

Level: Intermediate

Category: Health & Fitness

Goal: User Activation

Figma wireframes are preferred
Market sizing
Business opportunity
Monetisation strategy, if any
Go-to-market plan
Minimum Success Criteria
(Metrics)



Lifesum

Healthy eating. Simplified.

About

Lifesum is a digital health health platform that helps users to develop healthy eating habits at scale. They have 55M+ users, their core markets in Europe and US. The app offers simple tracking of meals, exercises and habits. They also offer meal plans, diets and recipes.

Highlights

- Users seem to be very happy based on reviews and success stories
- They are providing services at competitive pricing.

Problem Stmt

It is observed that out of the users who install the app, very few so their first transaction.

Objective

Is to enable users to reach the aha moment as possible.

User Personas



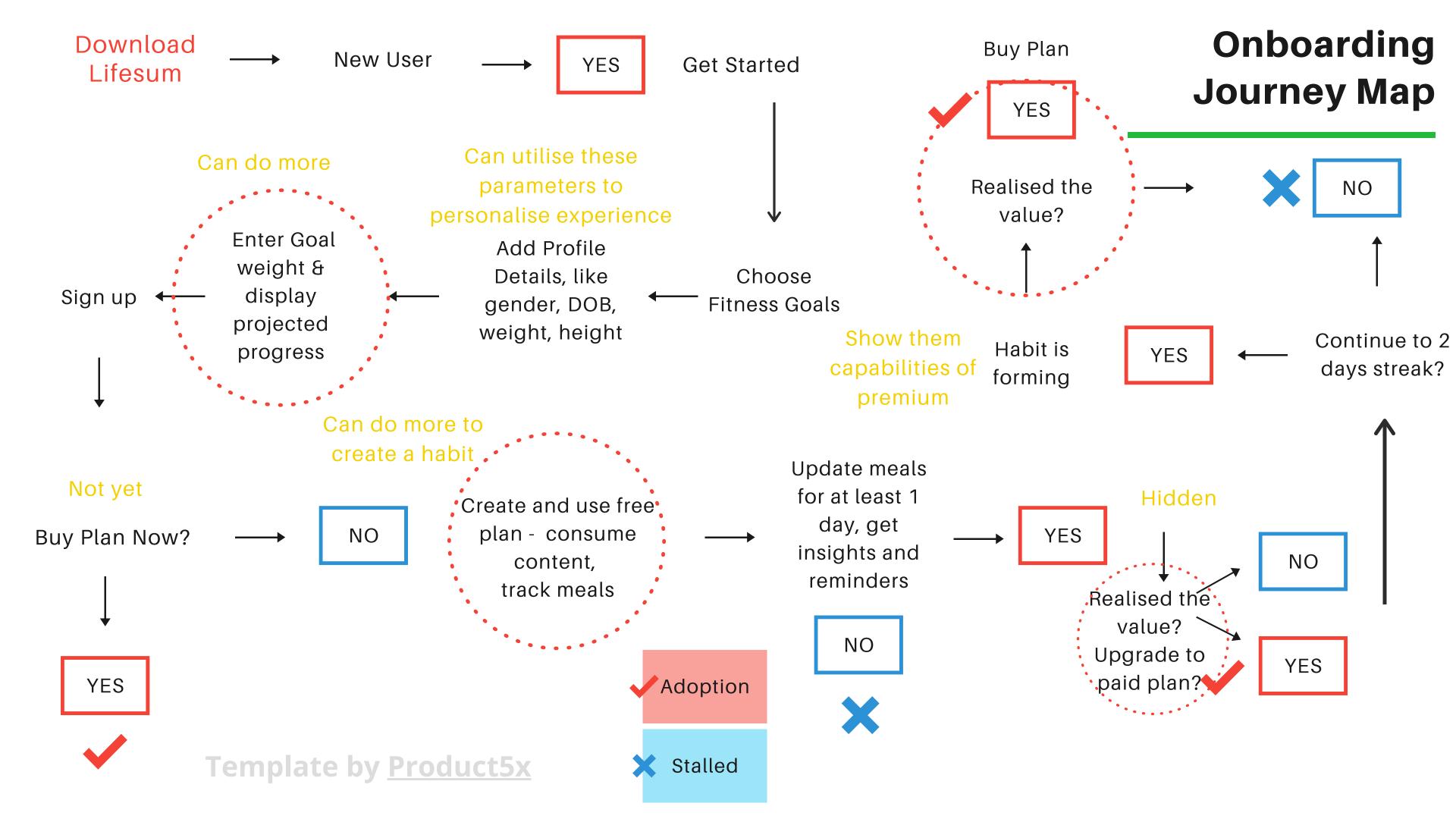
34 yr old Olivia, always has been on the heavy side. Also suffers from hyperthyroidism. Has tried crash everything from crash dieting, intermittent fasting to intense workout regimes and was unable to be consistent to see significant change. Plus her medical treatment hindered her efforts. She realises she needs professional help



28 yr old Mia recently delivered her first baby and wants to lose her post-partum weight. She is also wary of the wrong way to lose weight without effecting her health or her baby's. She is busy with her new baby and needs to be at home while she works on her fitness.



32 yr old Mike, who met with an accident 3 years ago gained weight due to constant rest and medication. He still has some constraints on his body so cannot join a gym. He seeks personal attention and wants to shed 10 kgs before his wedding.





Scope - Activation, Adoption

The blue cross points in the journey map can lead to low activation and adoption rates. The orange circles indicate moments when key triggers are invoked to realise value.

Pain-points

- Most potential core/power users have trouble identifying the right regime that suits their body and lifestyle. The fact that Lifesum can truly help them (Value Proposition) is not realised straight away in the app.
- Path to aha moment is longer. Realisation is stalled and happens only after 1-2 days of using the app

Engagement, Customer Happiness, Retention and Task Success will not be part of this study.

Metrics to Improve

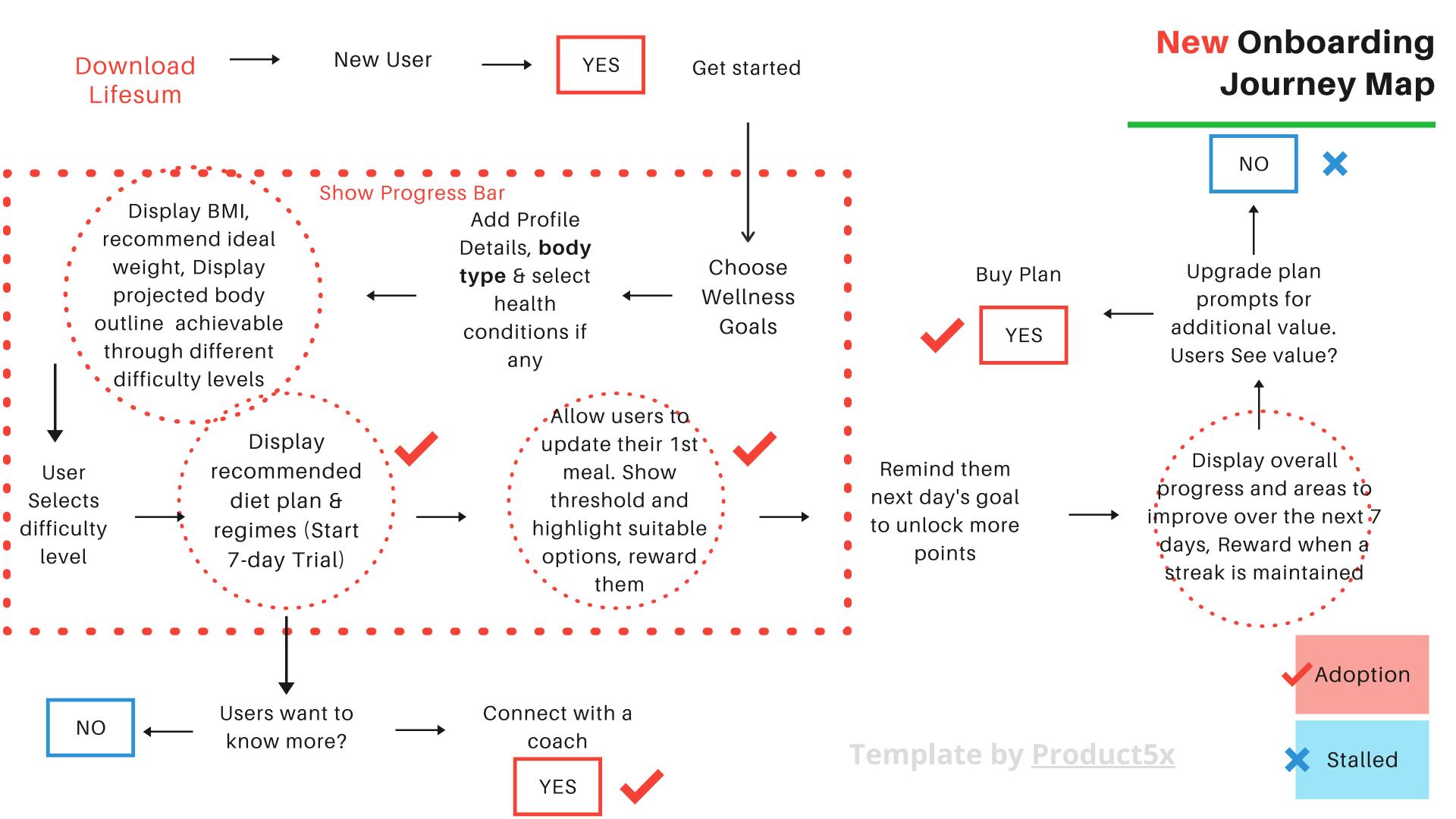


- Activation No of users creating profiles, No of users creating goals
- Engagement Average screens per session, Session frequency, Avg session duration
- Adoption No of paid subscriptions
 - Time taken for 1st transaction

How?

- Shorten the path to aha moment
- Increase aha moments in the path to adoption.
- Make effective aha moments
 - Self discovery of extent of problem
 - Realisation of what went wrong in past regimes
 - Visualise a path to your goal with measurable milestones





Engage

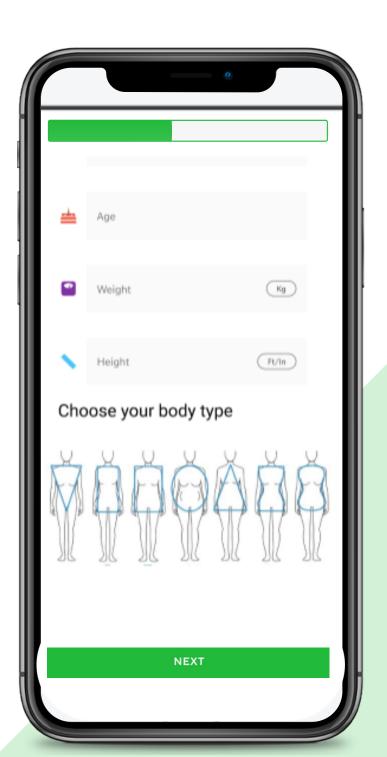
Inform users about optimum weight range based on their other inputted details.

Entering goal weight themselves can lead to anxiety whether they are in the healthy range or not.

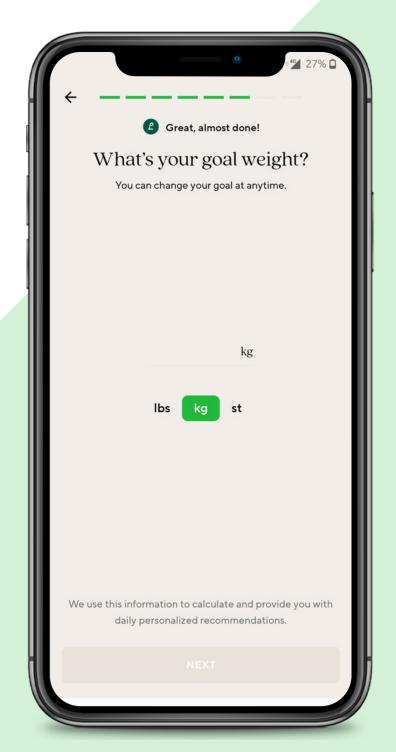
This will also keep them interested and engaged in the onboarding process.

Get users to select a body type

Also remove some inputs like DOB, and substitute with a simpler input like age



Suggest optimum weight range for them, and they can modify the goal weight

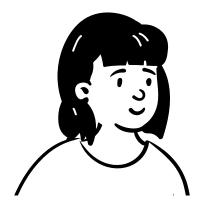


Cohorts

No of users creating profiles
No of users creating goals

Trigger realisation moments

Wow! This could be me in 3 months!

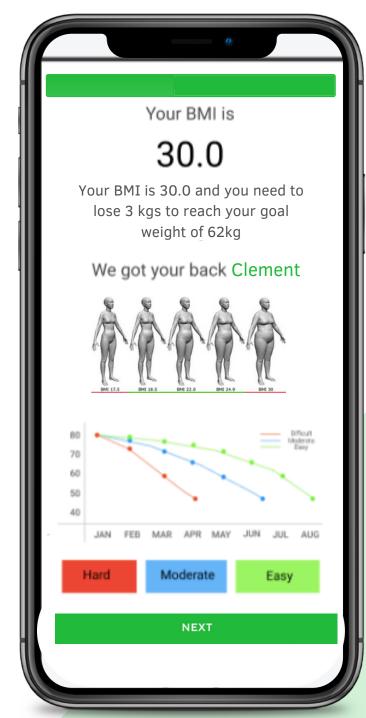


Cohorts

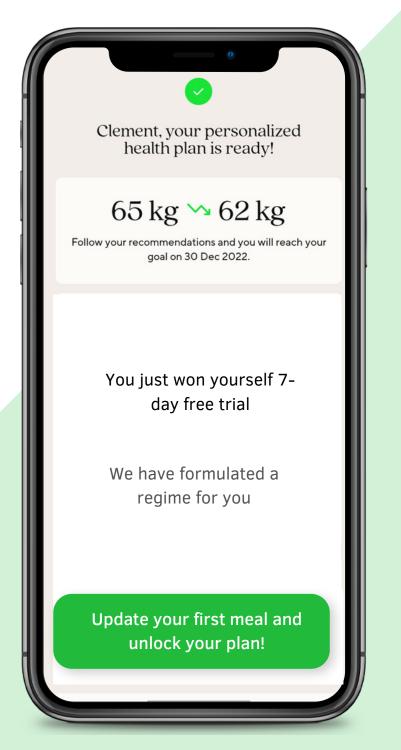
No of users creating profiles No of users creating goals **Example** recommendation

To visualise how their body could change over time with Lifesum

Choose difficulty level



Test 7-day free trial option if it improves conversion rates



Push users to update their meal first time to unlock their 7-day Trial

Realisation Trigger Continues... II

Home Page / first page they see when they open the app. What users need to see?

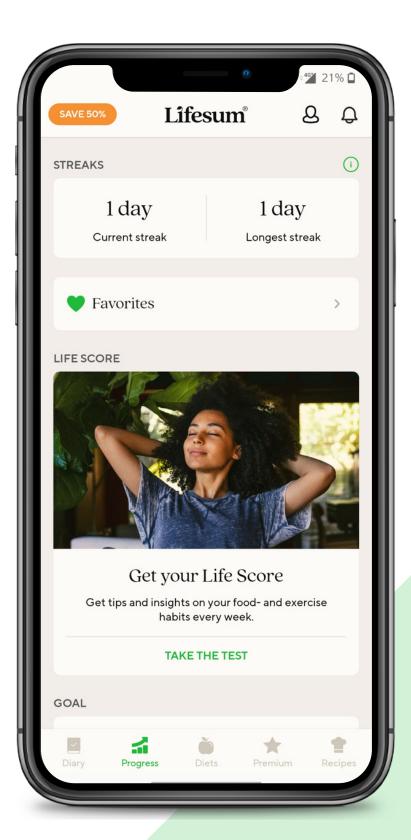
- Today's food tracking summary
- Daily Streak
- Weight / Goal progress

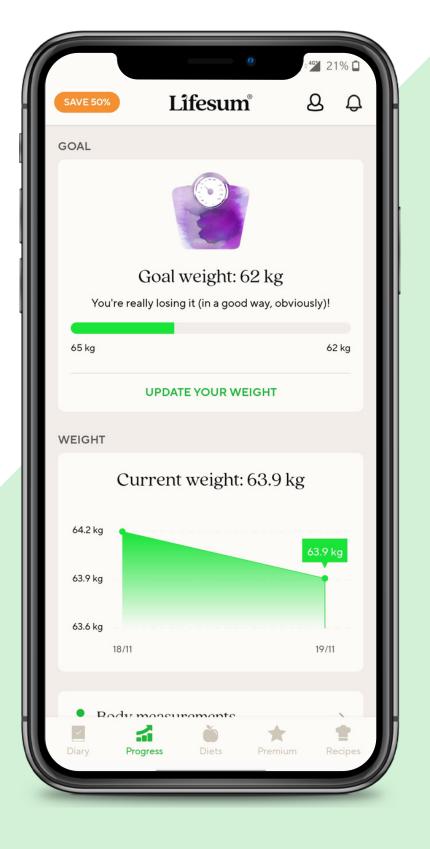
Why? Habit forming elements should be the first thing they see in app. Currently some of these elements are in progress page (not in home page) as shown.

Optional: Reward points for optimal choice of meals, & other habits and show it in home page

Cohorts

Average screens per session Session frequency Avg session duration





Bonus

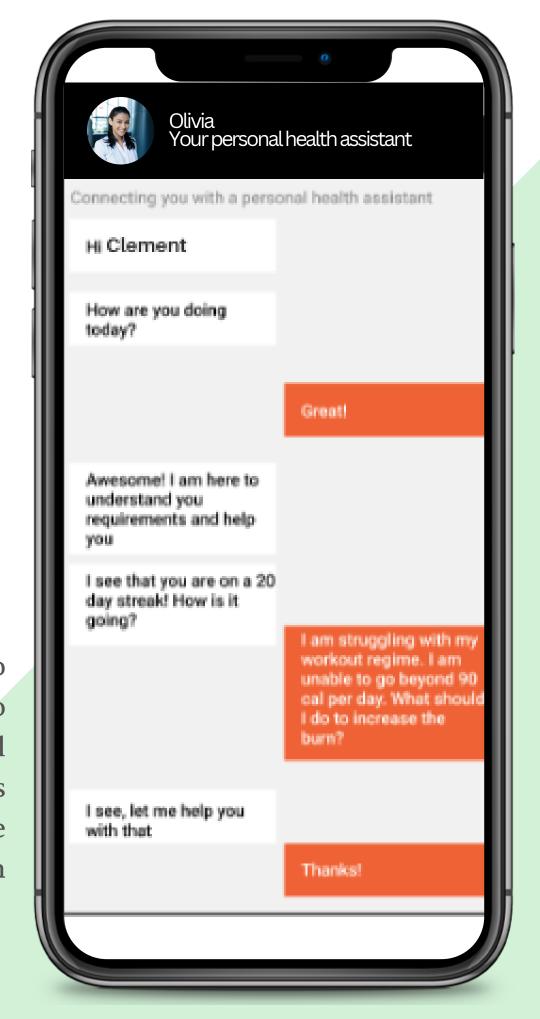
Introduce personal health assistance / AI bot – chat feature

Prompt users to get additional help

- Learn why
- Tell them they can do better. Example: Burn more?
- Boost your progress button (in goal progress section)

Lead these actions to chat feature

The intent to progress and get to next milestone will drive the users motivation to make a transaction



Cohorts

No of paid subscriptions
Time taken for 1st transaction

Success Criteria

Goals **User Satisfaction** Happiness User Content Delivery Engagement Adoption User Onboarding Loyalty Retention User Goals Completion Task Success

Signals

Total value of sales. App rating.

No of active users. No of signups

No of paid subscriptions, App downloads.

No of referrals, Abandonment rate

No of uninstalls.

Metrics

Average Subscription value

Average session per day, DAU/MAU, Average screens per session, Session frequency

Avg Time taken to value

Lifetime customer value

No of freemium and paid users

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