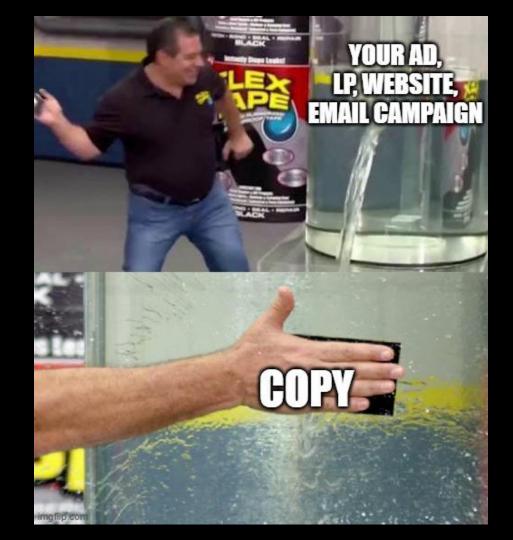
Your copy is \*not\* your problem

### It's all social media's fault

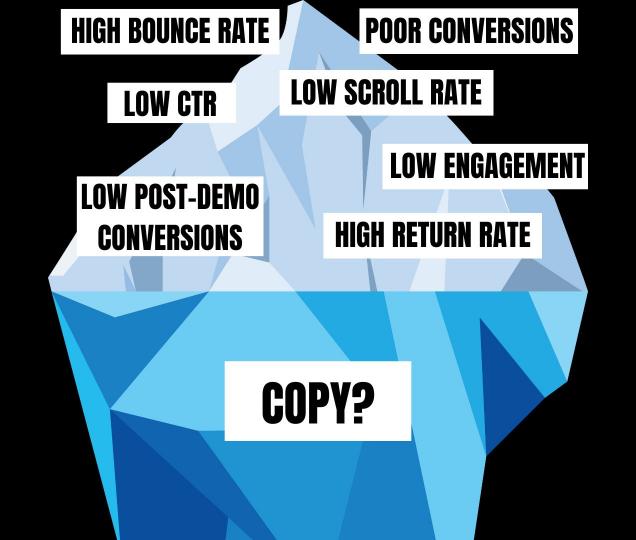
### Social media be like...

- 100+ Magic words you \*HAVE\* to use (or your copy won't convert and it's all your fault)
- 3,000 Big money making copywriting formulas (Follow me + DM me to get exclusive access!!)
- 2M+ High converting hooks (That made me \$2B in sales in 24 hours... now buy my course)





# So what are we trying to fix (by updating the copy)?



Here's what happens when we only look at optimizing the copy...

# **#1** You accidentally strip out critical brand elements

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# #2 You accidentally "stretch the truth" for performance

# **#1** You accidentally strip out critical brand elements

Which leads to:

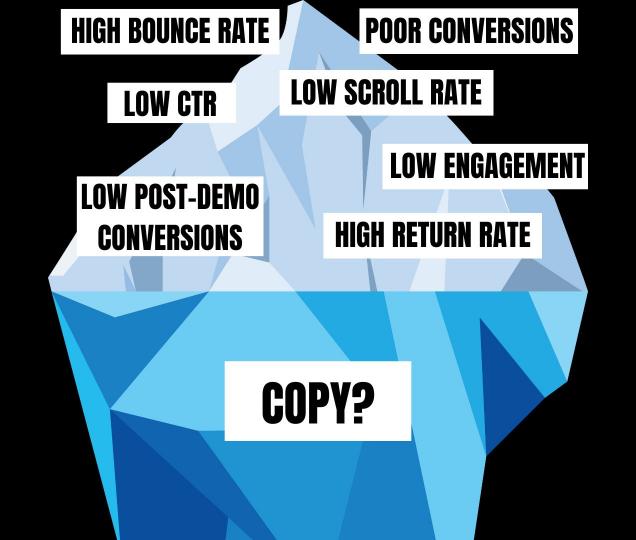
- Poor engagement and poor brand awareness/ recognition
- Fails to help the company/client capture the interest of customers who aren't yet in-market
- Makes C-suite and marketing mad

# #2 You accidentally "stretch the truth" for performance

Which leads to:

- Poor close rates post-demo (which makes sales mad)
- High return/refund rates (which makes finance mad)
- Low customer satisfaction/NPS (which makes product and customer success mad)







#### AKA "One of these things is not like the other"

*One of these things is not like the other i* 

AKA "One of these things is not like the other...":

- Ad / Email  $\rightarrow$  Landing page
- Landing page  $\rightarrow$  Sales page
- One web page  $\rightarrow$  Another web page

This COULD be the copy, but it could also be...

- Mismatching colors or branding
- Mismatching offer (BOGO vs. 50% off)
- Wrong destination (didn't end up where they expected)

What this means is...

- The user gets confused
- The user loses trust
- The user bounces, doesn't click through, or doesn't convert

How to fix it:

- Create a Figma or Miro board and paste screenshots of all the key user touchpoints across their potential journeys
- If you have existing user journey maps then great! map your screenshots to those
- See where things are out of whack and make those tweaks (this is a \*real\* eye opener for so many people)

### **#2** Poor UX

#### AKA "Bugs... bugs everywhere"



### **#2 Poor UX**

AKA "Bugs... bugs everywhere":

- Links not working in ads or emails
- Mobile experience is terrible
- Creatives/images not loading properly
- Can't put a coupon code in
- Can't find a button, etc. etc. etc.

# SO CONFUSED

### **#2 Poor UX**

What this means is...

- The user gets frustrated
- The user thinks the company/product/brand is bad (by association)
- The user loses motivation
- The user doesn't click through or convert

### **#2 Poor UX**

How to fix it:

- Check your analytics platform where are people dropping off?
- Check it yourself in different browsers (incl. incognito) and different devices
- Record user/page sessions and do usability sessions so you can clearly see where people struggle and where they get stuck so you can fix it

#### AKA "We're not reaching the right people"



#### C-LEVEL EXEC

AKA "We're not reaching the right people":

- Made guesses & assumptions instead of doing research
- Title/position is wrong
- User doesn't have the power or authority to make a conversion decision
- The people who want/need what you have aren't seeing it

What this means is...

- Won't build brand recognition or awareness
- Zero to low conversions
- Ton of wasted media spend

How to fix it:

- Go back and talk (again) to Sales & Customer Success who are they speaking with in demo calls? Who's on the buying team? Who's pulling the trigger on the purchase, or who owns the budget and needs convincing?
- Make sure your targeting is set up right in your ad and marketing platforms so the right audience is seeing the right ads/emails and is going to the right pages

## **#4** Desire misalignment

# AKA "We guessed what people wanted..."

### \*AWKWARD SILENCE\*

## **#4 Desire misalignment**

AKA "We used buyer personas based on demographics only...":

- Images and creatives don't reflect the audience
- Not including technical details when the audience is technical or sophisticated
- Thinking users need to be convinced they have a problem when they're already "Most aware with high intent"

## **#4 Desire misalignment**

What this means is...

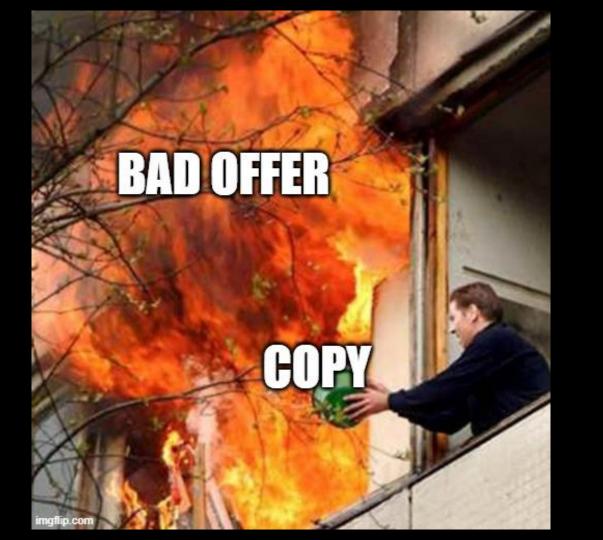
- Zero scrolling & high bounce rate
- Few to zero click throughs
- Few to zero conversions and purchases

## **#4 Desire misalignment**

How to fix it:

- JTBD customer interviews! Understand what they really wanted (beyond "a fixed windshield")
- Ask Sales/Customer Success what questions people are asking them (pre-purchase and post-purchase) so you can uncover what's most important to them

#### AKA "Nobody wants what you're selling"



AKA Nobody wants what you're selling:

- No bullets here.
- This speaks for itself.
- "You can bring a horse to water but you can't make it drink."

What this means is...

- Few to zero click throughs
- Few to zero conversions
- Few to zero purchases
- High return/cancel/churn rate if people do convert

How to fix it:

- Social listening: search on Reddit/SM platforms/forums where people talk freely to see if something was missed
- Run wider audience surveys (\*not\* focus groups!)
- Interview people who returned the product/cancelled why did they do it?
- ...and gently tell the client/company to re-evaluate what they're selling

## Your Copy Is \*Not\* Your Problem

- O1 Copy isn't a cure-all for a wide range of conversion problems. And in fact, trying to optimize the copy only won't lead to quick wins – it can lead to disastrous consequences for your company/client.
- 02 There are 5 key issues that appear to be copy problems but are really something else entirely. Broken user journeys, poor UX, market misalignment, poor targeting, and a bad offer can't be fixed by copy alone.
- 03
- The good news is that these problems \*can\* be fixed. It just takes a little patience. So the next time you see a social media post saying "use these magic words to drive more conversions"... well, you'll know better than to listen to hacks.









CAPE Agency





