### Talking data

Ariel, the Zuck, Dinosaurs & marlin









## This is boring



## As long as we do good work

# IT will speak for itself

5	Saves	4
12	Shots	11
3	Corner kicks	6
4	Yellow cards	2
41%	Possession	59%

#### France 4 - 0 Netherlands

5	Saves	4
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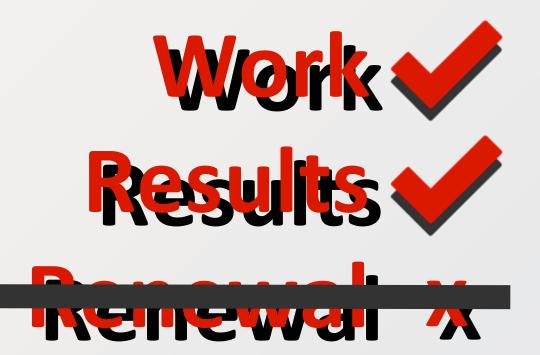
## When data is left to speak for itself we get



## What about

Aons







## Warned Followed X Result X

### We don't have a knowledge problem. We have an insight problem

Data does not automatically lead to 'ta-da!'

The Insight Book Anthony Tasgal



THE INSIGHT BOOK

#### WHY

Is this important?

**WHAT** 

Is important?

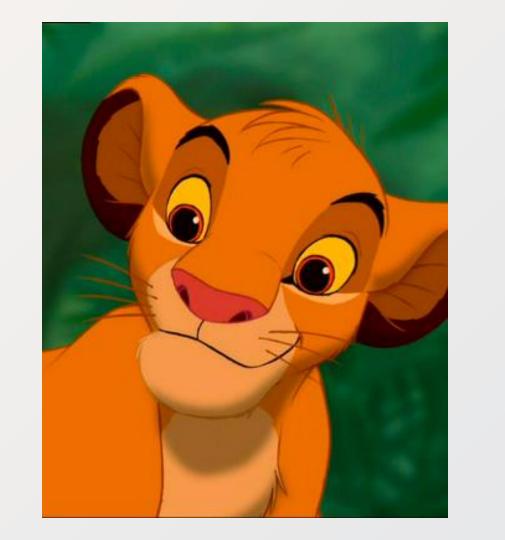
**WHO** 

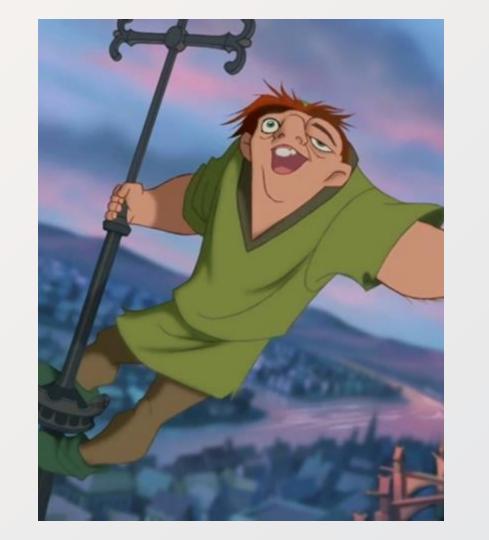
Is our audience

## WHY ARE YOU BOTHERING ME WITH THIS?

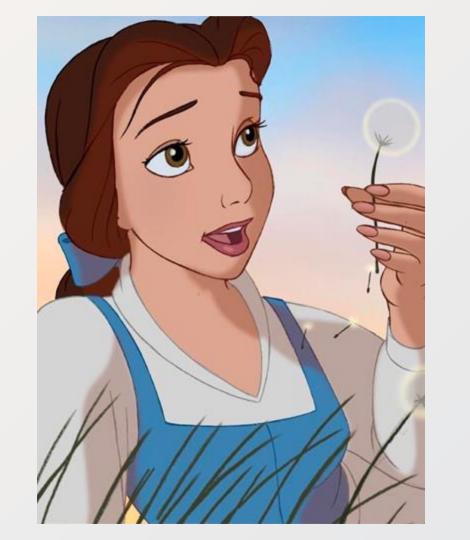














#### What

Is important?

Who

Is our audience

WHY

Is this important?

## Ask what's important

#### What's important?

What outcomes indicate success?

What outcomes indicate failure?

### REVENUE: +30%

## USERS: +40%

#### Overcoming confirmation bias

What would we see if this is true?

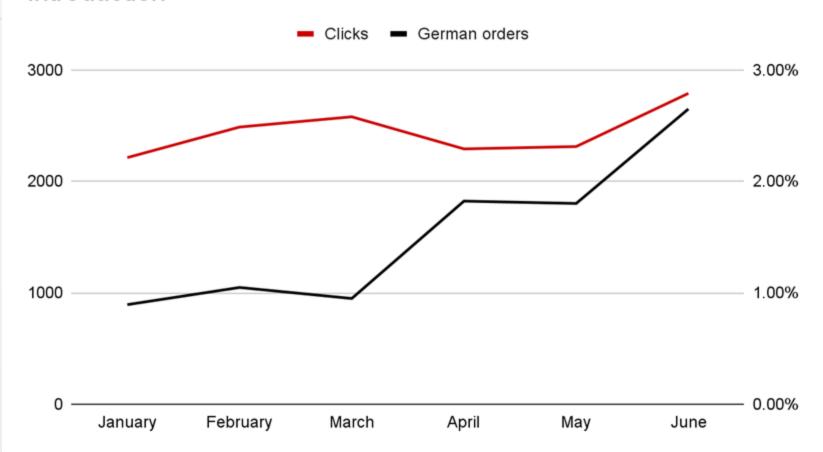
What would we see if it isn't true?

### 10,724

### 3.14%



#### Introduction



## **Meta**

### EURO 1.200.000.000

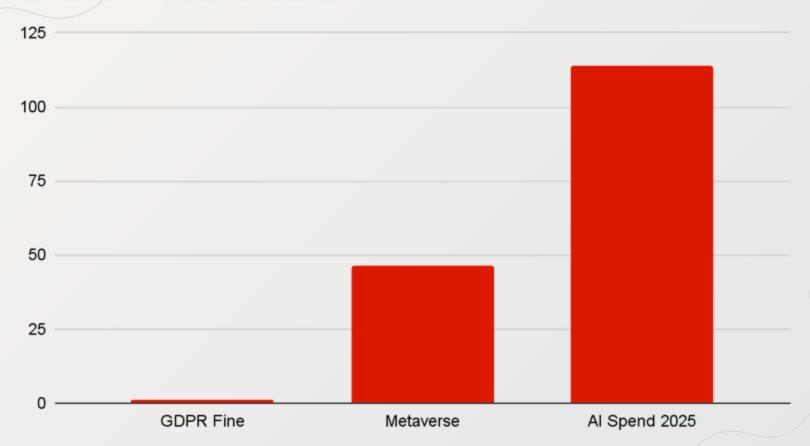


46.230.000.000



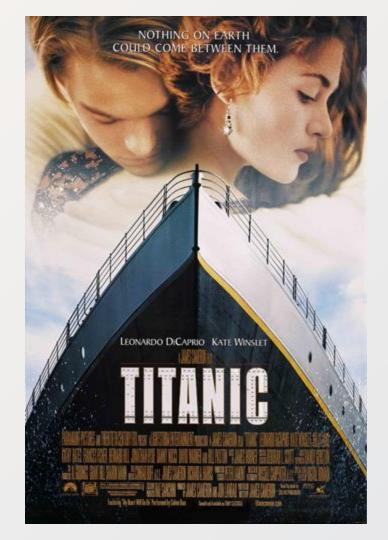
### 114,000,000,000

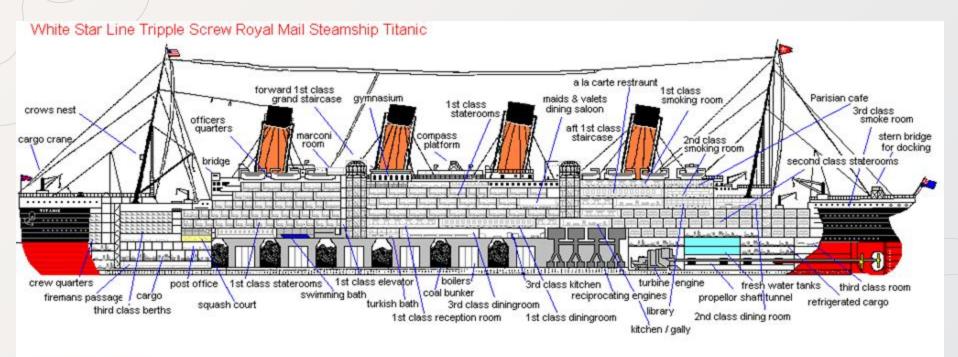
#### Meta cost centers in Billion





## DON'T SAY: SHOW





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### WHO

Is our audience

WHAT

Is important?

WHY

Is this important?

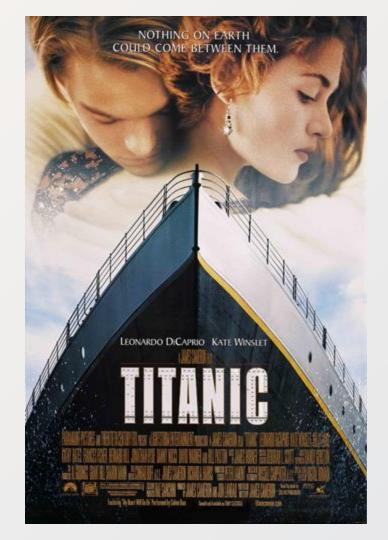
## Humans

# Data needs a storyteller

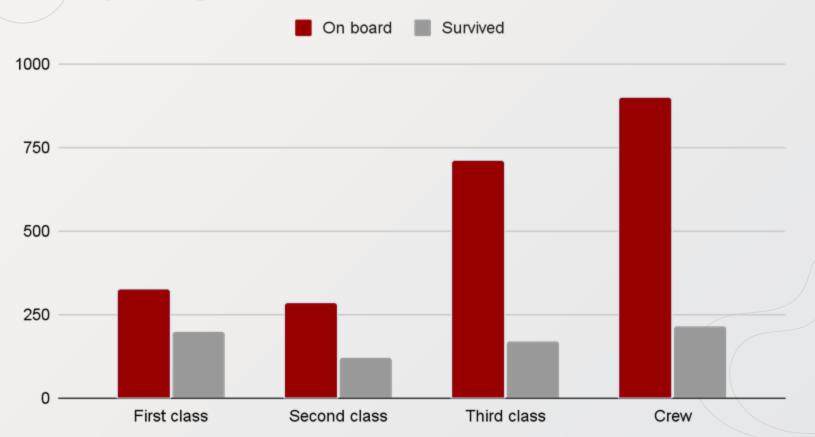


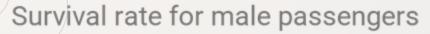


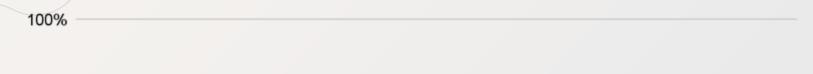
### DON'T SHOW: EXPERIENCE



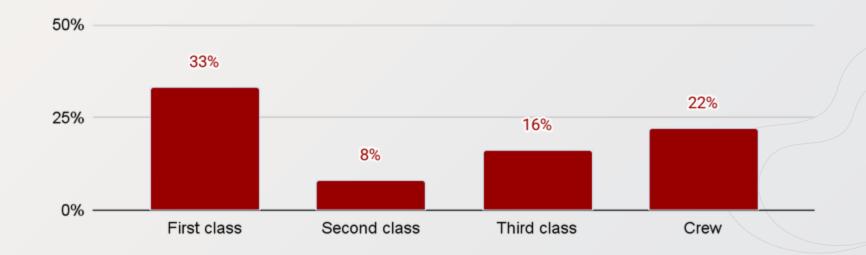
#### Titanic passengers & crew

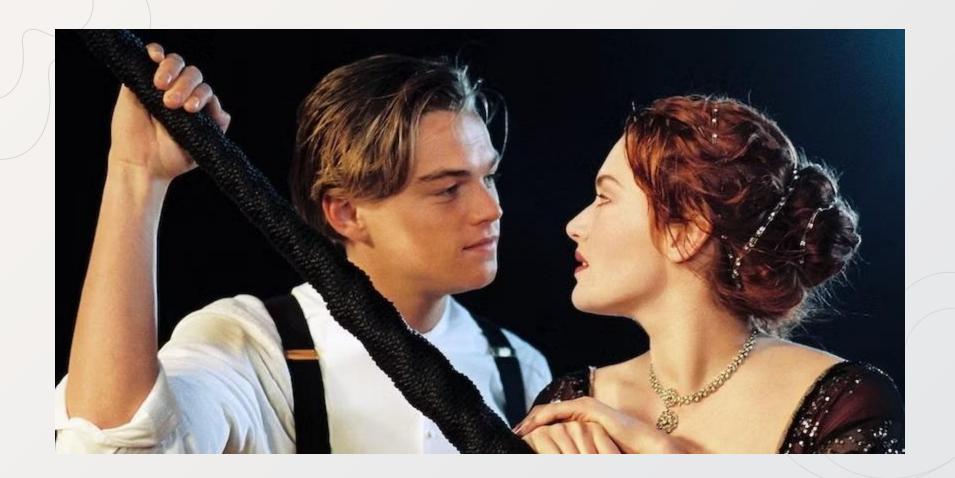








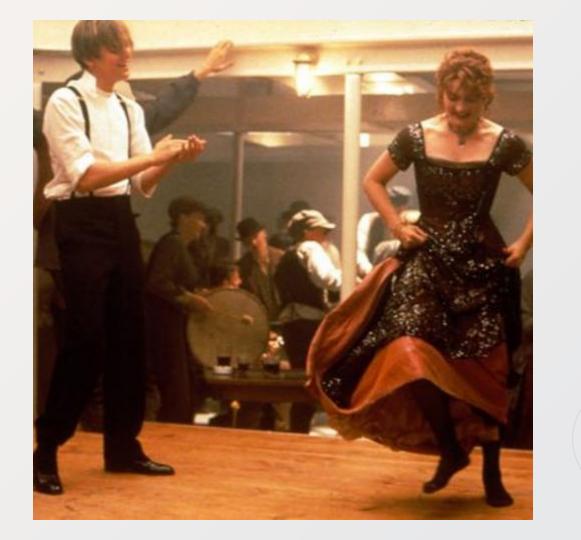


















## Back to telling A story

# Beginning Middle End

## McKinsey & Company

Situation. → Beginning

**Complication.** → Middle

**Resolution.** → End



#### **STRUCTURE OF A GOOD STORY**

ONCE UPON A TIME This story takes place in

EVERY DAY Where x always happens

UNTIL ONE DAY Something changes

BECAUSE OF THAT First order effect

BECAUSE OF THAT Second order effect

UNTIL FINALLY... Lessons learned

#### **STRUCTURE OF A GOOD STORY**

ONCE UPON A TIME A fish is scared and overprotective.

EVERY DAY He's all about safety first.

UNTIL ONE DAY His son gets abducted.

BECAUSE OF THAT He has to work with and trust others.

BECAUSE OF THAT He finds and frees his son.

UNTIL FINALLY... He lets go of his overprotective side.

### **STRUCTURE OF A GOOD STORY**

ONCE UPON A TIME We had a 50% form dropout rate EVERY DAY We would lose 10 leads UNTIL ONE DAY We ran Hotjar movies on our forms BECAUSE OF THAT We discovered a validation issue BECAUSE OF THAT People weren't able to use autocompletes We fixed it and we gained 4 more leads per UNTIL FINALLY... day.

## Good reporting creates unique value

## Doing the boring stuff makes you successful



### Hero? Villain? What do you want? Stakes clear? Experience?

# This wasn't boring, right?



