

Act on Feedback Playbook

By Survicate for **Braze users**

10+ practical use cases, ready to implement



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Introduction

Why is collecting and acting on **customer feedback** important?

76% of consumers get frustrated when personalization is based on assumptions from past behavior, **not what they actually want right now.**

But just 15% of global brands were using **zero-party (feedback) data** in their marketing attribution modelling (Forrester Report, 2025).

Instead of blindly trusting in the browser/device/or otherwise based attribution, you **ask directly at the source**, and take that information for proper enrichment and **highly personalized messaging in remarketing**.

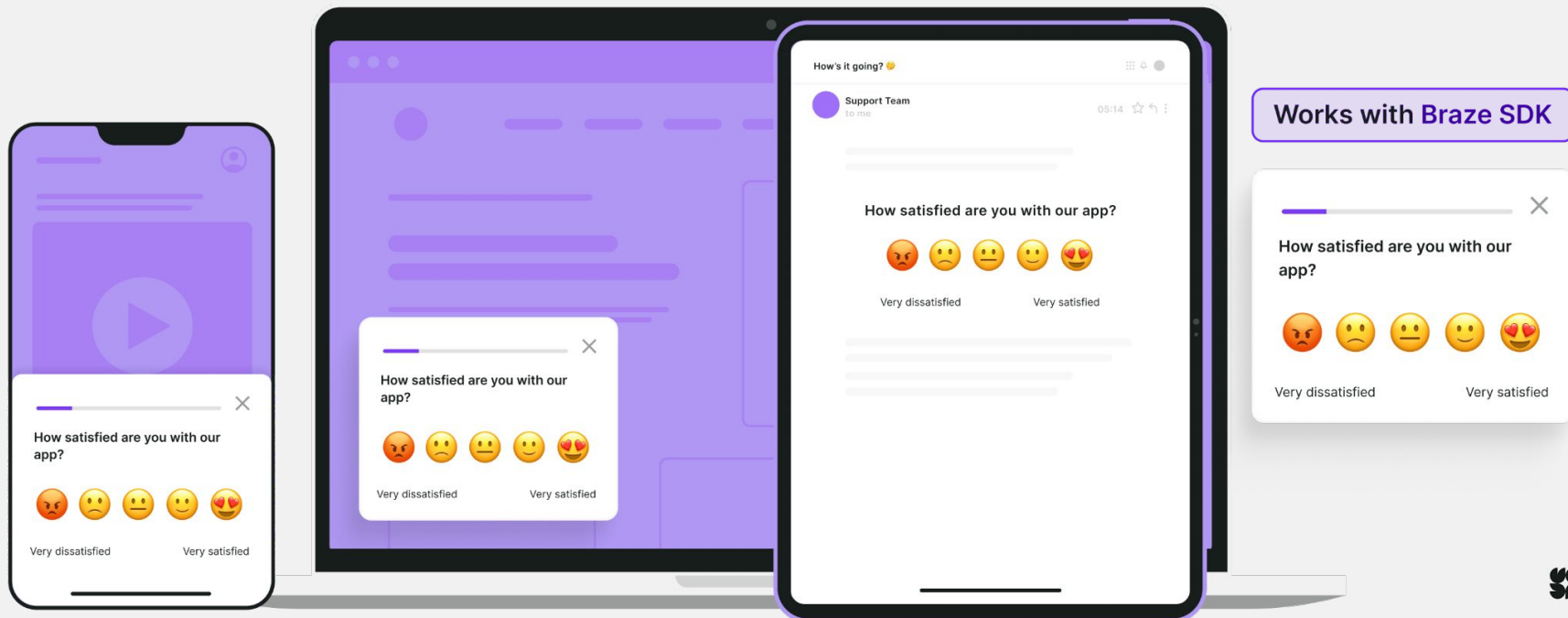
Ask for feedback via

Mobile survey

Web survey

Email survey

In-app survey



To do that, use the feedback loop...

Launch your surveys

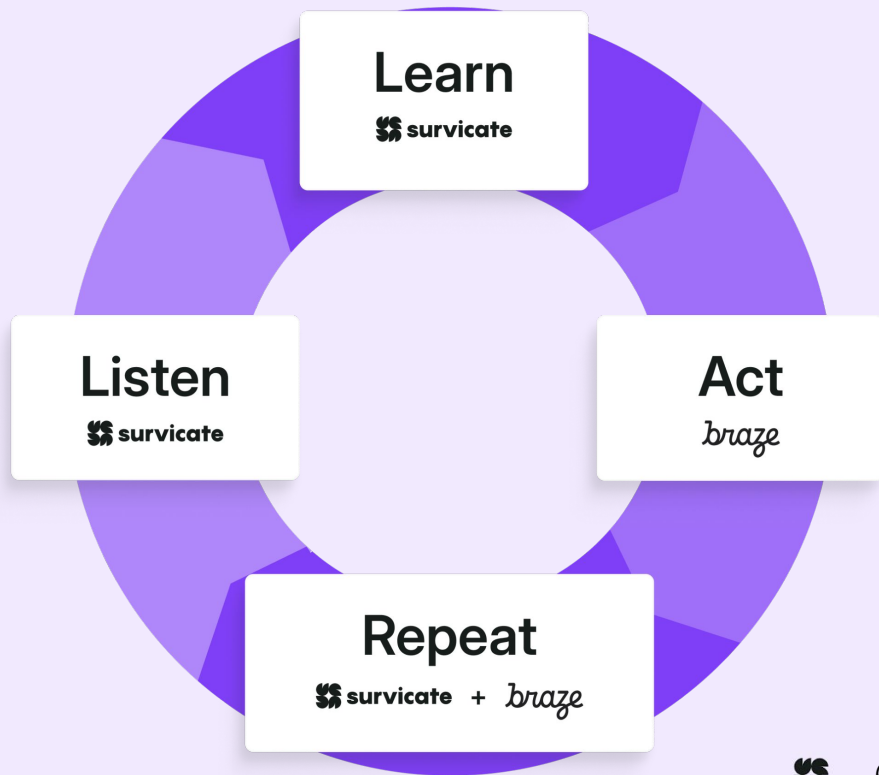
Create surveys with our intuitive builder in minutes

Sync responses instantly

Turn survey data into custom events & user attributes

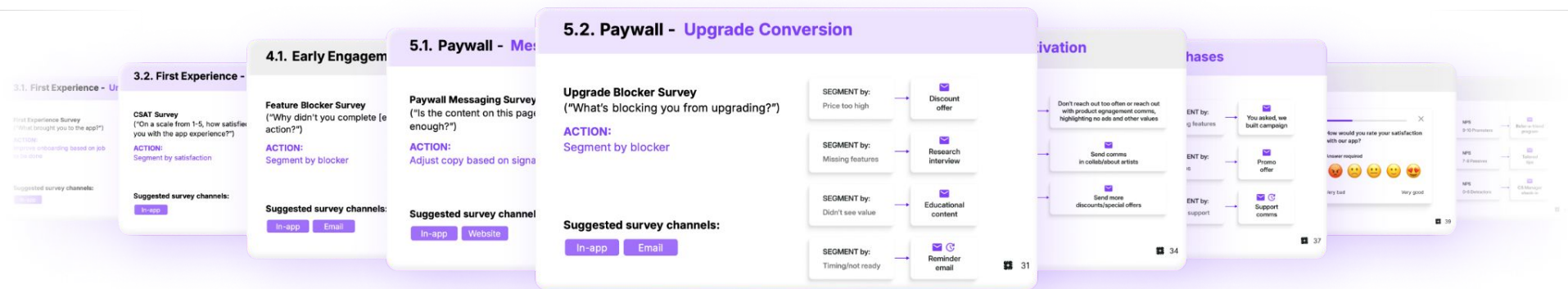
Send personalized campaigns

Segment audiences, and automate follow-ups in Braze



Act on Feedback Playbook:

10+ Use Cases Examples for Braze Users



All examples are based on a fake Music App



1. Acquisition:

Attribution and Enrichment

The acquisition stage is where you **get the intelligence** that powers everything else.

Ask how they found you, what they're looking for, and what matters most.

Then use those answers to **segment** accurately and **personalize** every message that follows.



1.1. Acquisition - Attribution

Attribution Survey

("How did you hear about us?")

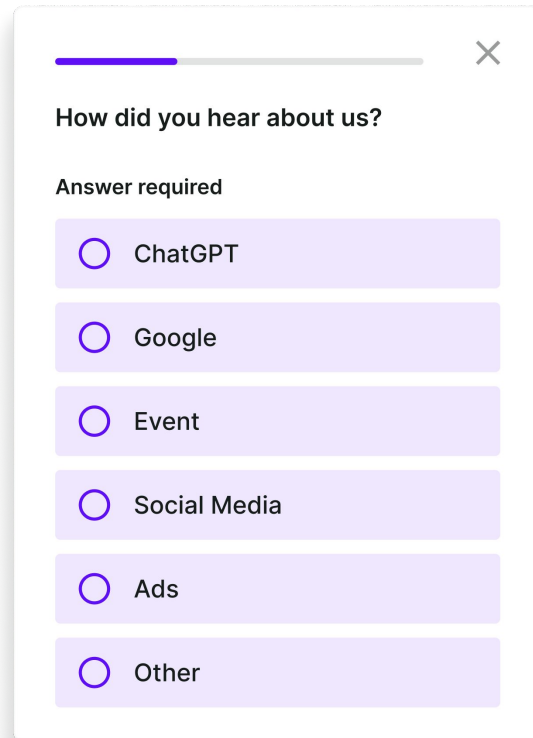
ACTION:

Segment enrichment, channel attribution

Suggested survey channels:

Website

In-app



How did you hear about us?

Answer required

- ☐ ChatGPT
- ☐ Google
- ☐ Event
- ☐ Social Media
- ☐ Ads
- ☐ Other

1.1. Acquisition - Attribution

TRIGGER

User visits homepage

SURVEY

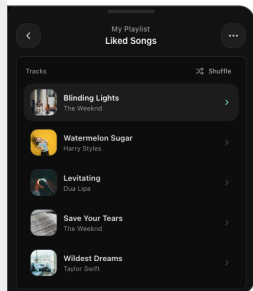
Attribution survey

ACTION

Personalized remarketing & user segmentation in Braze

Attribution source = ChatGPT

Hey Chatt, what's
the best music app? 🤗

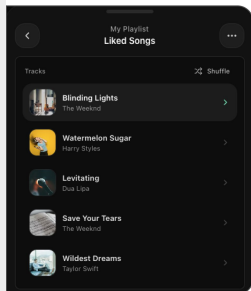


YourMusic

Create your playlist

Attribution source = Google

Top results for
a music app is... 🤗

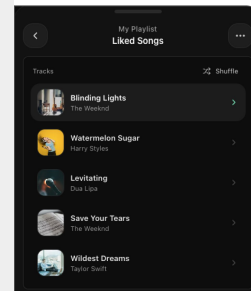


YourMusic

Create your playlist

Attribution source = Word of Mouth

The birds are chirping that...
you're **searching for the right**
music app 🤗



YourMusic

Create your playlist

1.2. Acquisition - Enrichment

Enrichment Survey

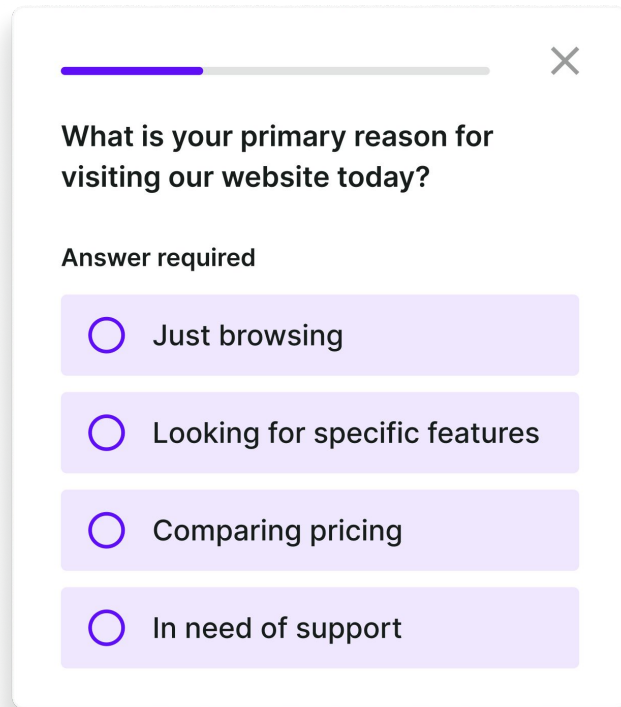
("What is your primary reason for visiting our website today?")

ACTION:

Segment enrichment, channel attribution

Suggested survey channels:

Website

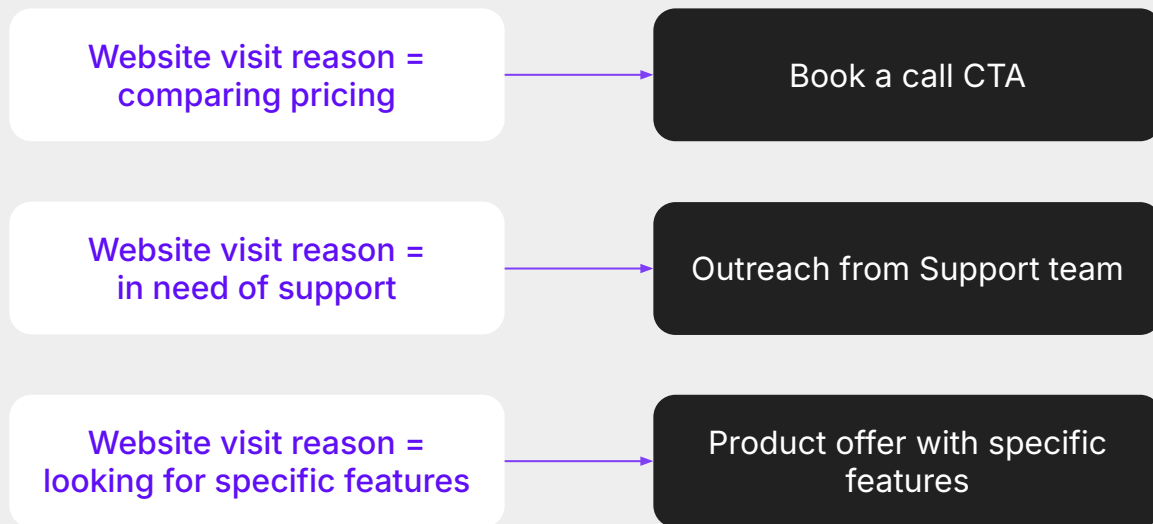


What is your primary reason for visiting our website today?

Answer required

- ☐ Just browsing
- ☐ Looking for specific features
- ☐ Comparing pricing
- ☐ In need of support

1.2. Acquisition - Enrichment



2. Lead Nurturing: Sign Up Hesitation, Content Needs

Not every visitor converts immediately.

Some need **time**, **more information**, or **reassurance** before they're ready to sign up or make a purchase.

Feedback helps you understand what's holding them back and what content or messaging will move them forward.



*"We ask three questions that help us classify our users, and put them into one of our **targeting** groups. That information is also **saved in Braze**, our CRM tool, and the team uses that to drive content **personalization**."*

Krzysztof Szymański

Head of CRM @ Taxfix



2.1. Lead Nurturing - Sign Up Hesitation

Sign Up Barriers Survey

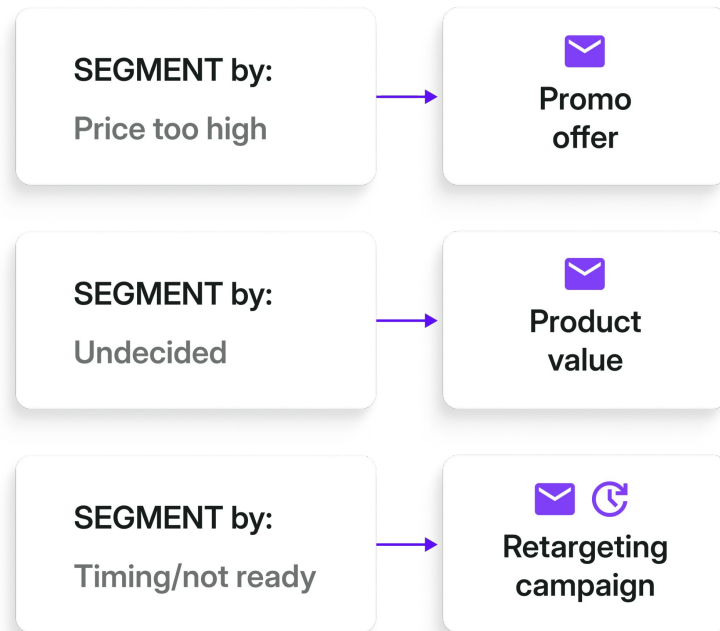
("What's stopping you from trying the app?")

ACTION:

Segment by barrier

Suggested survey channels:

Email



2.2. Lead Nurturing - Content Needs

Content Needs Survey

("What topics would be interesting for you?")

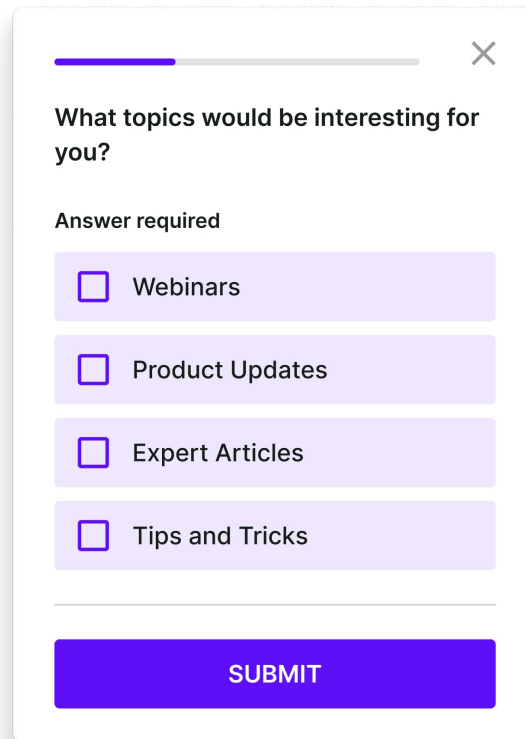
ACTION:

Segment by content needs

Suggested survey channels:

Website

Email



What topics would be interesting for you?

Answer required

- ☐ Webinars
- ☐ Product Updates
- ☐ Expert Articles
- ☐ Tips and Tricks

SUBMIT

2.2. Lead Nurturing - Content Needs

TRIGGER

User visits blog

SURVEY

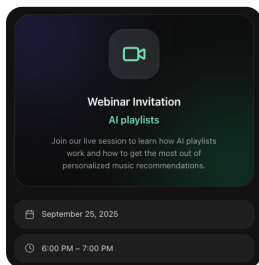
Content needs survey

ACTION

Auto-enroll in topic based nurtures

Content need = Webinars

Join us for a **live webinar** on AI music playlists! 🥳

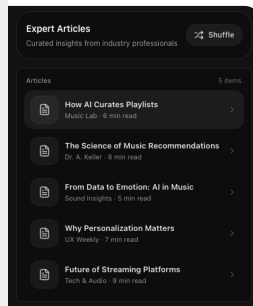


YourMusic

Listen now

Content need = Expert Articles

Expert article on shuffling playlists is now live!

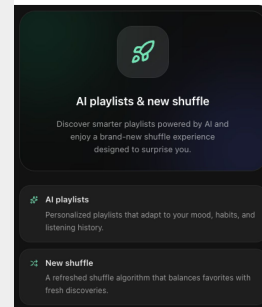


YourMusic

Read article

Content need = Product Updates

November **Product Update:** AI playlists & new shuffle



YourMusic

Log in to check

3. First Experience:

JBTD and Early Satisfaction

The first moments in your app **set the tone** for everything that follows.

Are users getting value right away? Do they understand what to do next? Or are they confused and frustrated?

Survey users early to understand their "job to be done" and measure satisfaction while there's still time to course-correct.



3.1. First Experience - Understand JBTD

First Experience Survey

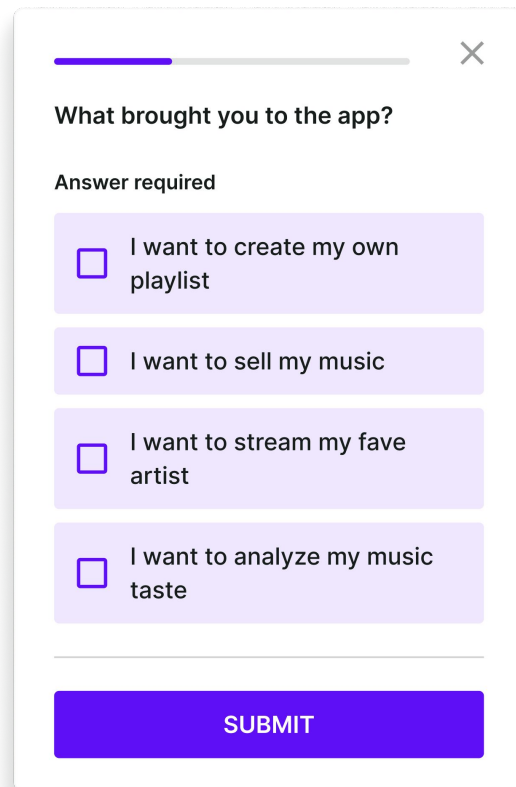
("What brought you to the app?")

ACTION:

Improve onboarding based on job to be done

Suggested survey channels:

In-app



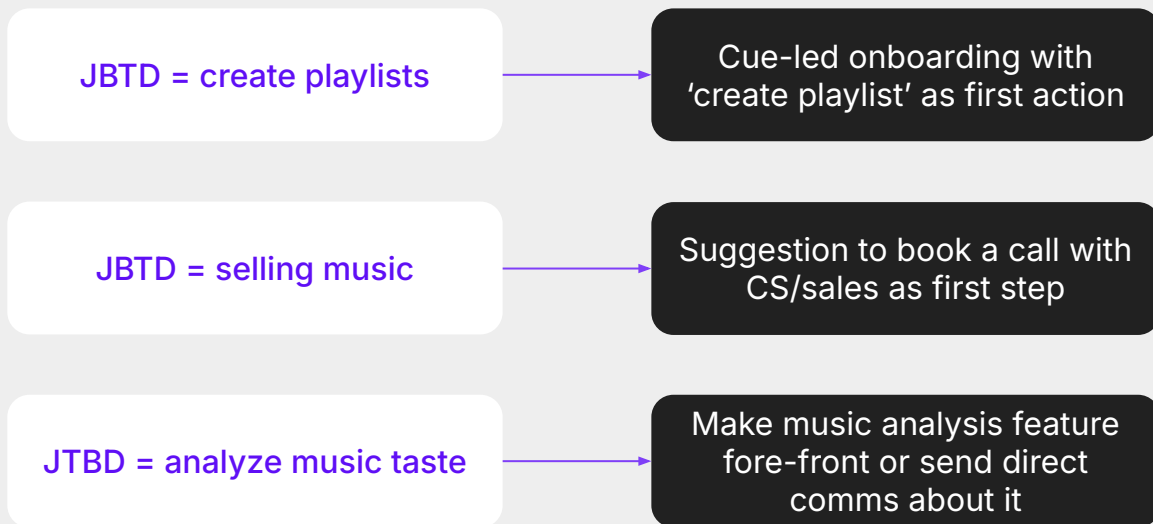
A mobile app survey modal with a close button (X) in the top right corner. The title is "What brought you to the app?". Below the title is a progress bar (partially filled) and the text "Answer required". There are four radio button options, each in a light purple box:

- ☐ I want to create my own playlist
- ☐ I want to sell my music
- ☐ I want to stream my fave artist
- ☐ I want to analyze my music taste

At the bottom is a blue button labeled "SUBMIT".



3.1. First Experience - Understand JBTD



3.2. First Experience - Early Satisfaction

CSAT Survey

("On a scale from 1-5, how satisfied are you with the app experience?")

ACTION:

Segment by satisfaction






Suggested survey channels:

In-app

✕

How would you rate your satisfaction with our app?

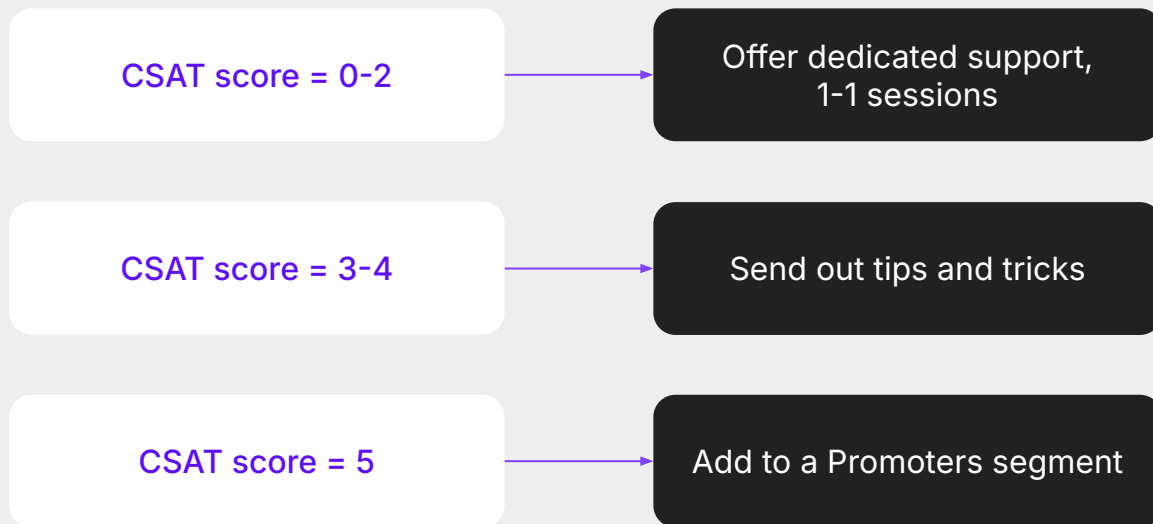
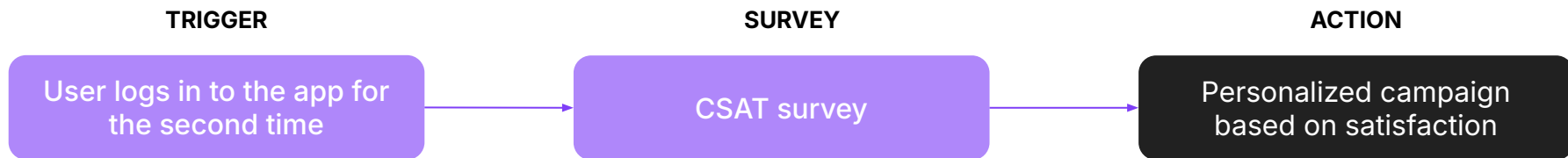
Answer required



Very bad

Very good

3.2. First Experience - Early Satisfaction



4. Early Engagement: Removing Blockers

Users have signed up, tried your product. Now the question is: will they stick around?

Early engagement is where you **identify friction points** that prevent users from experiencing core value.

Ask about blockers, confusion, or incomplete actions, then personalize your approach to get users past those hurdles.



4.1. Early Engagement - Blockers

Feature Blocker Survey

("Why didn't you complete [example] action?")

ACTION:

Segment by blocker

Suggested survey channels:

In-app

Email

SEGMENT by:
Undecided



Product
value

SEGMENT by:
Confused with the app



Getting started
comms

SEGMENT by:
Didn't find good playlist



Artist
suggestion



5. Paywall:

Messaging & Conversion Upgrade

Your paywall is where interest either converts into revenue... or walks away.

If users aren't upgrading, you need to know **why**.
Is the messaging unclear? Is the value not obvious?
Is something blocking the purchase?

Survey at the point of decision to understand hesitation and optimize conversion.



5.1. Paywall - Messaging

Paywall Messaging Survey

("Is the content on this page clear enough?")

ACTION:

Adjust copy based on signals

Suggested survey channels:

In-app

Website

The image shows two overlapping survey modal windows. The background window is titled 'On a scale of 1-5, how clear is the content of the payment process?' and features a rating scale with buttons for 1, 2, 3, 4, and 5. Below the scale, it says 'Answer required' and 'Very unclear' on the left and 'Very clear' on the right. The foreground window is titled 'What is unclear about the messaging?' and features a text input field and a 'SUBMIT' button. Both windows have a progress bar at the top and a close button (X) in the top right corner.

Use AI Follow Up Questions

Ask for more context

("What is unclear about the messaging?")

ACTION:

Use AI to automatically ask more in-depth questions and stop guessing

×

What is unclear about the messaging?

Answer required

Taxes were misleading |

Can you provide specific examples of how the taxes were misleading?

Yes, gross was mixed up with net value, + in US we apply the taxes after and here they were added from the start |

SUBMIT

5.2. Paywall - Upgrade Conversion

Upgrade Blocker Survey

("What's blocking you from upgrading?")

ACTION:

Segment by blocker

Suggested survey channels:

In-app

Email

SEGMENT by:
Price too high



Discount
offer

SEGMENT by:
Missing features



Research
interview

SEGMENT by:
Didn't see value



Educational
content

SEGMENT by:
Timing/not ready



Reminder
email



6. Purchase Experience:

Reason and Motivation

When someone upgrades, that's valuable intelligence.

Understanding **what motivated the purchase** helps you replicate that success with other users and personalize the post-purchase experience.

Ask what tipped the scale, then use those insights to refine messaging and drive even more conversions.



6.1. Purchase Exp. - Reason and Motivation

Post Trial Survey

("What made you upgrade your subscription?")

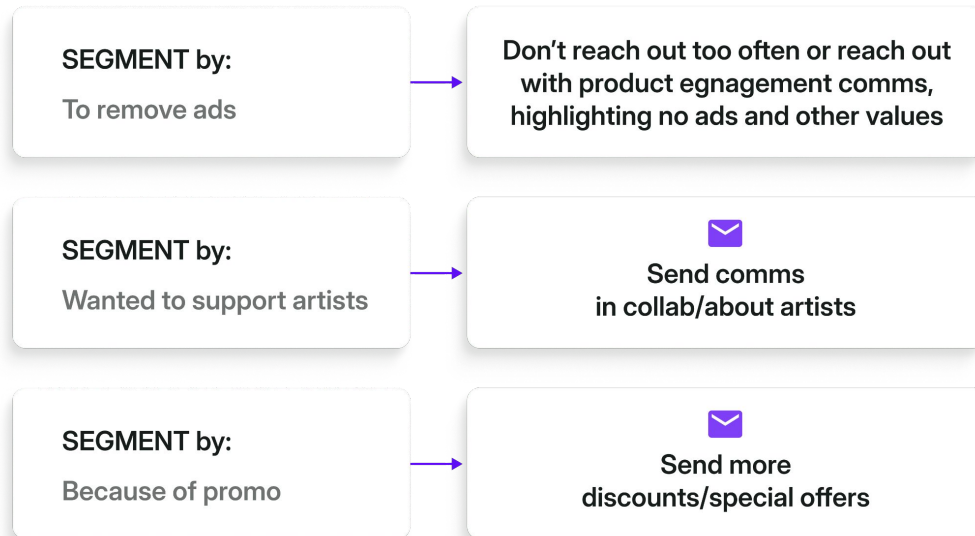
ACTION:

Segment by upgrade reason

Suggested survey channels:

In-app

Email



6.1. Purchase Exp. - Reason and Motivation

TRIGGER

User upgraded their subscription

SURVEY

Purchase reason survey

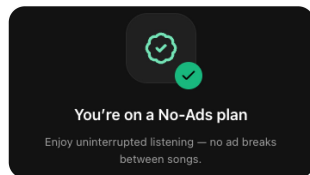
ACTION

Auto-enroll in personalized comms

Purchase reason = no ads

Nothing stops you from
**playing your favourite tunes,
on loop (24/7)** 🎵

maybe just your downstairs neighbours 😊

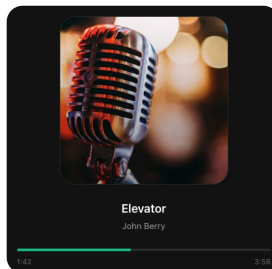


YourMusic

Listen now

Purchase reason = support artists

Your favourite artist has just
released a **new hit** "Elevator" 🎧

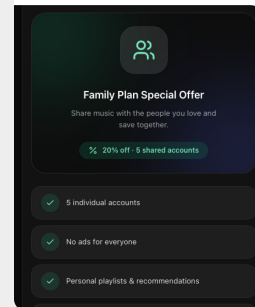


YourMusic

Listen now

Purchase reason = promotion

Get 20% for a family deal:
5 shared accounts, one
subscription 🤖



Upgrade now

7. Turning One-Time Buyers Into Repeat Purchases

They purchased once. But **will they come back?**

One-time buyers represent untapped **revenue potential**. The key is understanding what would bring them back for a second purchase.

Survey to uncover what's missing, what they'd like to see improved, and what offers might re-engage them.



7.1. One Time Buyers - Repeat Purchases

Product Survey

("What would convince you to purchase more from us in the future?")

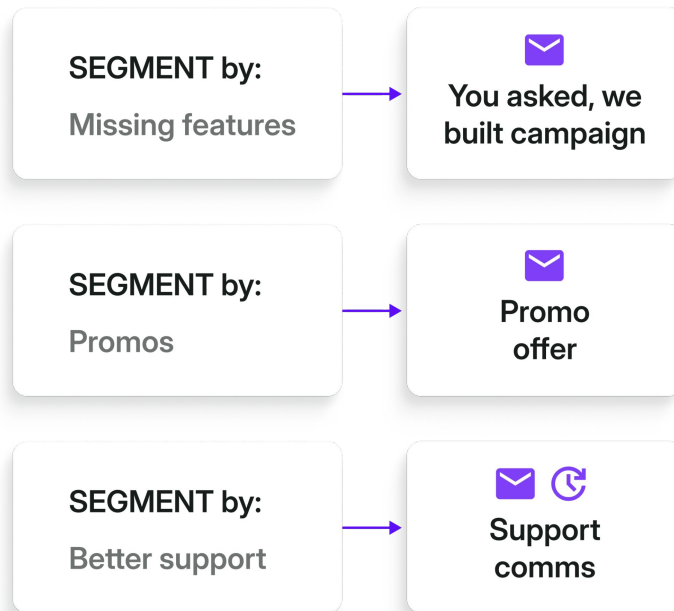
ACTION:

Build roadmap/Improve product/CX to drive more purchases and send dedicated campaigns

Suggested survey channels:

In-app

Email



8. Ongoing Usage: CSAT, NPS, Support Satisfaction, and Customer Loyalty

Active users are your **most valuable asset**, but their satisfaction isn't guaranteed.

Regular feedback helps you **spot issues** before they become problems, **identify promoters** who'll spread the word, and **continuously improve** the experience.

Monitor satisfaction, loyalty, and support quality to keep users engaged long-term.



8.1. Ongoing Usage - CSAT

Post Trial Survey

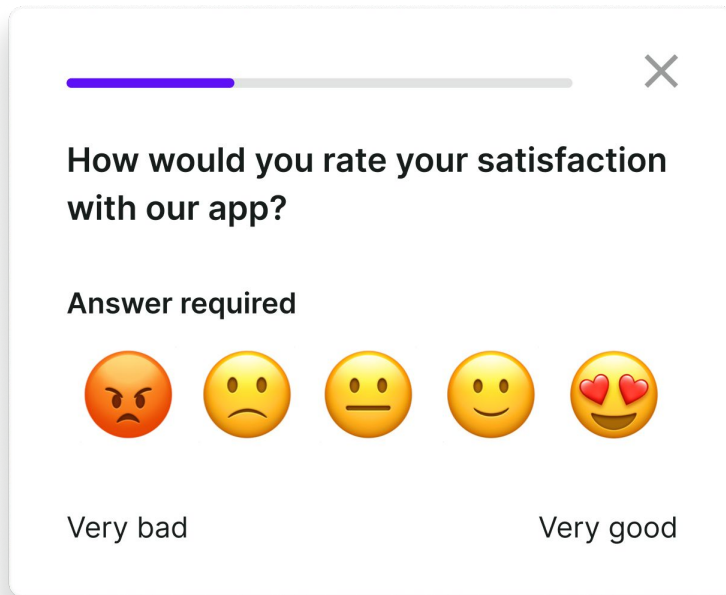
("On a scale from 1-5, how satisfied are you with the app?")

ACTION:

Segment by satisfaction

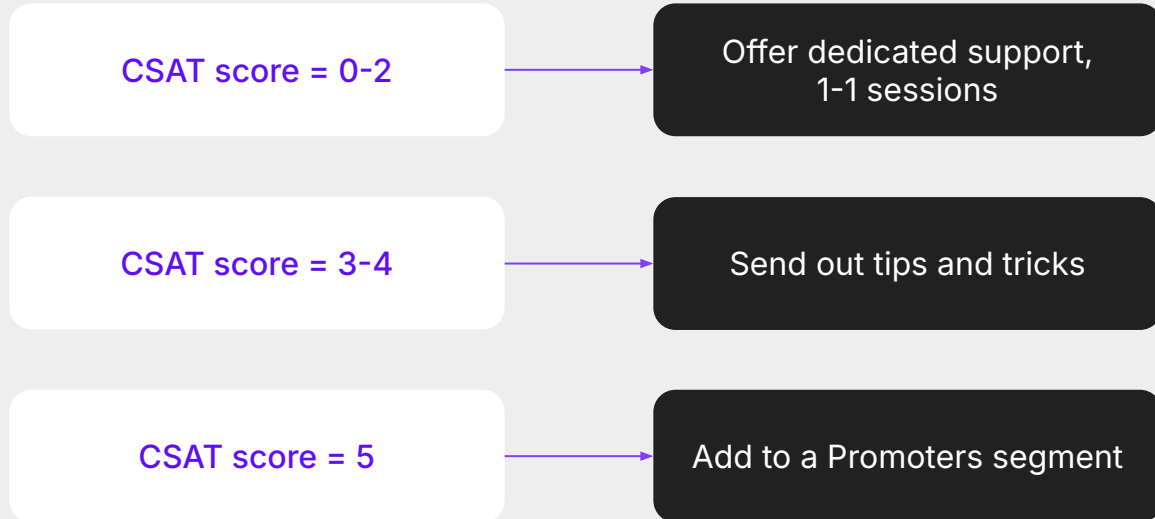
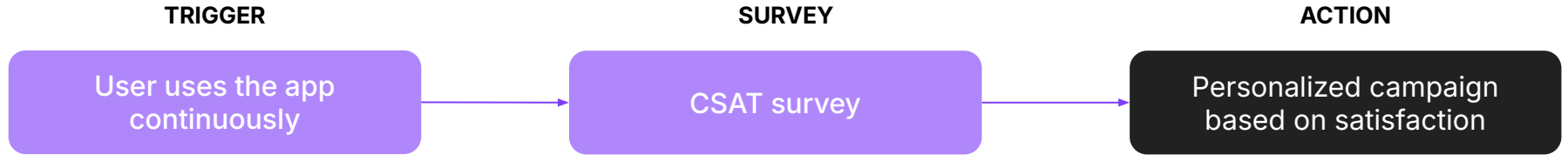
Suggested survey channels:

In-app



A screenshot of a post-trial survey modal. At the top, there is a progress bar with a purple segment on the left and a grey segment on the right, followed by a close button (X). The main text asks, "How would you rate your satisfaction with our app?". Below this, it says "Answer required". There are five emoji options: an angry face, a sad face, a neutral face, a happy face, and a face with heart eyes. At the bottom, the text "Very bad" is aligned with the first emoji, and "Very good" is aligned with the last emoji.

8.1. Ongoing Usage - CSAT



8.2. Ongoing Usage - NPS

NPS Survey

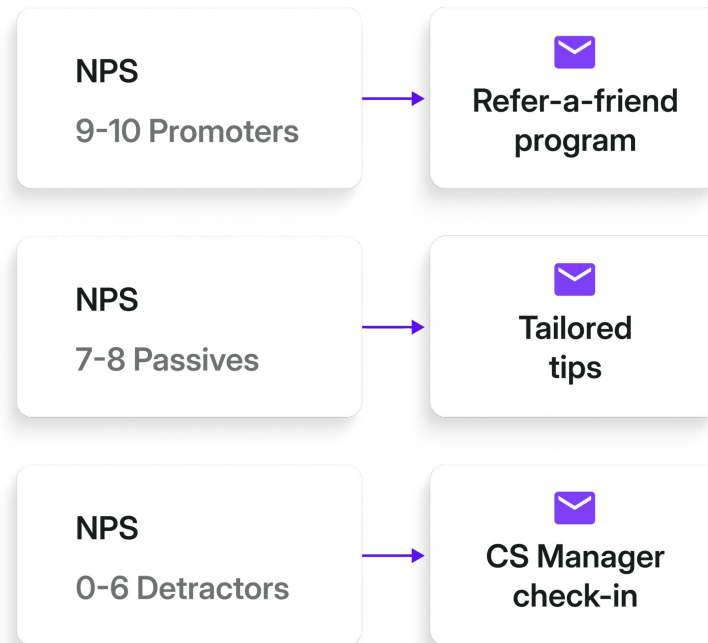
("On a scale from 0-10, how likely are you to recommend our app to a friend or colleague?")

ACTION:

Segment by NPS Score

Suggested survey channels:

In-app



8.3. Ongoing Usage - Support Satisfaction

Support CSAT Survey

("On a scale of 1-5, how satisfied are you with our Support?")

ACTION:

Segment by Satisfaction Levels

Suggested survey channels:

In-app

Email

Support CSAT
4-5

Ask for a quote
on support's work

Support CSAT
3

Offer additional
support

Support CSAT
1-2

Ask more questions,
what can we improve?



8.4. Ongoing Usage - Reviews from Loyal Customers

NPS Survey

("On a scale from 0-10, how likely are you to recommend our app to a friend or colleague?")

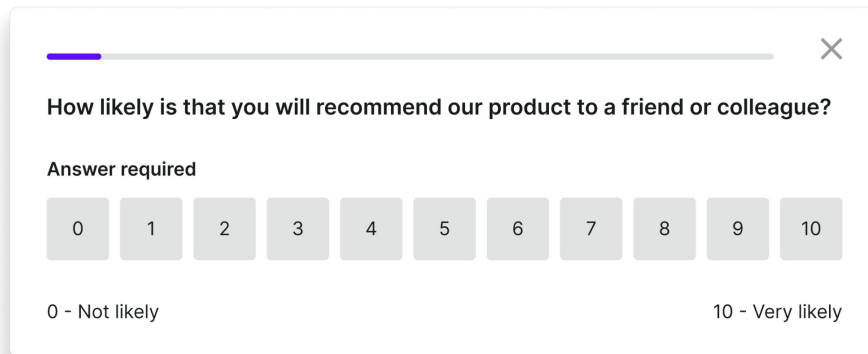
ACTION:

Ask for reviews

Suggested survey channels:

In-app

Email



A mockup of an NPS survey interface. It features a progress bar at the top with a purple segment on the left and a close button (X) on the right. The question "How likely is that you will recommend our product to a friend or colleague?" is displayed. Below the question, it says "Answer required". The response scale consists of 11 buttons labeled 0 through 10. At the bottom, the text "0 - Not likely" is on the left and "10 - Very likely" is on the right.

How likely is that you will recommend our product to a friend or colleague?

Answer required

0 1 2 3 4 5 6 7 8 9 10

0 - Not likely 10 - Very likely

9. Inactivity and Drop Off Reasons

When users go **quiet**, you need to act **fast**. Inactivity is a warning sign, but it's also an opportunity.

Ask what's blocking them from using the app, and you might be able to **win them back** before they're gone for good.

Survey inactive users to understand the "why" behind their absence, then re-engage with targeted, relevant messaging.



9.1. Inactivity & Drop Off - Reasons

Inactivity Reasons Survey

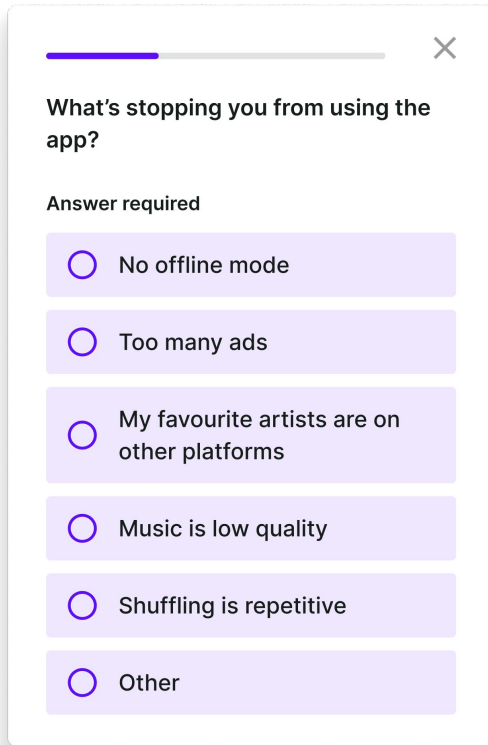
("What's stopping/blocking you from using the app?")

ACTION:

Segment by inactivity reason and send personalized comms to re-engage users

Suggested survey channels:

Email



A survey modal with a purple progress bar at the top left and a close button (X) at the top right. The question is "What's stopping you from using the app?". Below the question is the text "Answer required". There are six radio button options, each in a light purple box:

- ☐ No offline mode
- ☐ Too many ads
- ☐ My favourite artists are on other platforms
- ☐ Music is low quality
- ☐ Shuffling is repetitive
- ☐ Other



9.1. Inactivity & Drop Off - Reasons

TRIGGER

User has not logged in for 2 months

SURVEY

Inactivity reason survey

ACTION

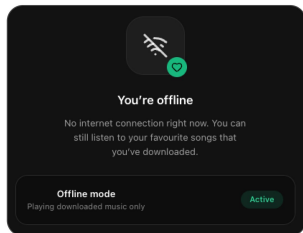
Send personalized comms based on inactivity reason

Inactivity reason = no offline mode

Inactivity reason = couldn't find good music

Inactivity reason = forgot about it

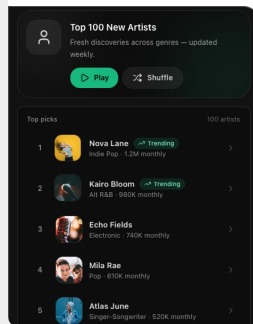
Listen to your music
on and **offline** 🎧



YourMusic

Listen now

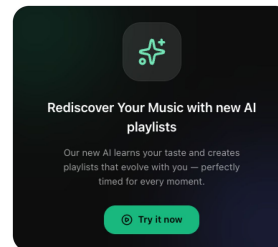
Have you heard this? 🍷
Top 100 new atrists



YourMusic

Listen now

Now we're just somebody
that you used to know 🤔

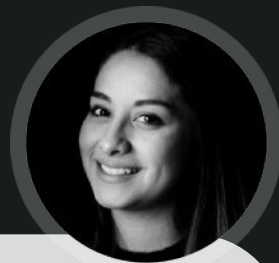


YourMusic

Listen now

Churn and Cancellation:

Winning Back Customers



They've canceled. But **it's not over yet.**

Churn feedback is **pure gold**. It tells you exactly what went wrong and gives you a chance to win customers back with a targeted offer or fix.

Survey churned users to segment by **reason**, improve your product, and create **win-back campaigns** that address specific pain points.

*"With Survicate feeding data into **Braze**, we can act on feedback instantly.*

*Whether it's driving **referrals** or **proactively supporting users at risk of churning**.*

Aura Arias

Head of CRM @ MAJORITY



10.1. Churn & Cancellation - Win Back Lost Customers

Churn Survey

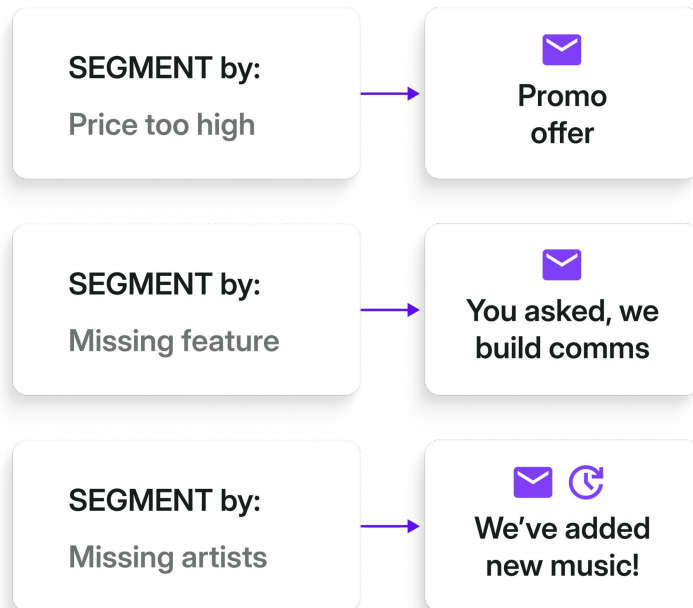
("Why did you cancel your subscription?")

ACTION:

Segment by churn reason and win back lost customers with dedicated comms

Suggested survey channels:

Email

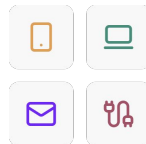


Why Braze Users Choose Survicate

1-click

Native Braze Integration

Setup in minutes, get data in Braze in real time



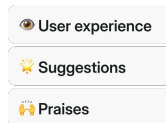
Multi-Channel Flexibility

Run surveys via email, in-app, web, mobile app



Advanced Surveys features,

incl. Smart survey logic, and user targeting



AI-Powered Insights

Auto-categorize responses, incl. text data

Braze **customers** who already use Survicate



getolo



MAJORITY



DOUGLAS

taxfix



BLUE LIGHT CARD.



Ready to **learn more?**

Set up an introduction call at a time that **works for you**
with one of our Survicate Experts

Book a demo →