



DATA SNAPSHOT

# ***How Success, Effort, and Emotion Affect Customer Loyalty, 2024***

**James Scutt, XMP**  
Principal XM Catalyst

**Talia Quaadgras**  
Research Program Manager

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# Executive Summary

## KEY FINDINGS IN THIS REPORT

As part of Qualtrics XM Institute's 2023 US Consumer Study, we asked 10,000 consumers to rate their recent interactions with brands across the three dimensions of customer experience – *success*, *effort*, and *emotion* – and how likely they are to perform four loyalty activities afterward: *trust* the brand, *forgive* the brand for a mistake, *recommend* the brand to others, and *purchase more* from the brand. From our analysis, we learned that:

- + **Emotion has the largest impact.** Consumers with a high *emotion* rating are the most likely to exhibit each of the four loyalty behaviors compared to consumers with high *success* or *effort* ratings. On average across all industries, high *emotion* scores are most likely to coincide with high likelihood to *purchase more*.
- + **Effort and success also have positive effects on loyalty.** On average across all industries, *effort* and *success* have a strong positive impact on all loyalty behaviors. As with *emotion*, these customer experience components have the strongest relationship with likelihood to *purchase more*. Seventy-eight percent of respondents who give a high *effort* rating say they are likely to purchase more, while only 18% with a low *effort* rating say the same. These numbers for *success* are 77% and 19%, respectively.
- + **Airlines benefit the most from strong customer experiences.** Of the 22 industries, airlines' *success* and *emotion* ratings have the strongest relationship with each the four loyalty behaviors. On average, consumers who give an airline high *emotion* ratings are 8.3x more likely to have strong loyalty than those with low *emotion* ratings, while those with high *success* ratings are 5.3x more likely to exhibit strong loyalty behaviors.
- + **Consumer payments loyalty is least affected by customer experience.** Consumers with high *success* ratings are, on average, 37 points more likely than those with low *success* ratings to *recommend*, *forgive*, *trust*, and *purchase more* – the smallest gap across all 22 industries. Consumers with high *effort* ratings are 41 points more likely to exhibit these behaviors, while high *emotion* ratings leads to a 48 points gap – each the smallest gap present for the component.

## STUDY KEY FACTS

- US consumer study
- Online panel study
- Conducted in Q3 of 2023
- 351 brands
- 22 industries
- 10,000 consumers

# How *Success, Effort, and Emotion* Affect Customer Loyalty, 2024

## STUDY OVERVIEW

The data for this report comes from a US Consumer study that Qualtrics XM Institute conducted in the third quarter of 2023. Using an online survey, XM Institute collected data from 10,000 consumers within the United States of America. To ensure that the data was reflective of the population within those countries, we set quotas for responses to match the gender, age, ethnicity, geographical region, and income according to the latest available U.S. Census.

## FIGURES IN THE REPORT

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*Methodology*

# Customer Experience and Loyalty Measurements

## Three Components of a Customer Experience

**SUCCESS** *To what degree were you able to accomplish what you wanted to do?*

**EFFORT** *How easy was it to interact with the company?*

**EMOTION** *How did you feel about the interaction?*

## Four Loyalty Measurements

**RECOMMEND** *How likely are you to recommend this company to a friend or relative?*

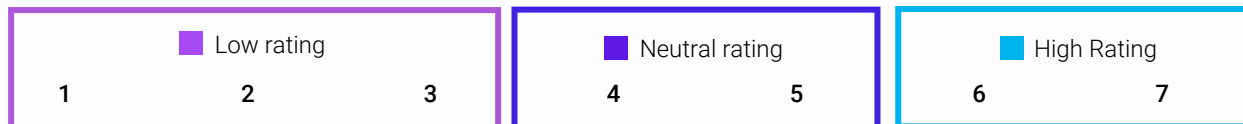
**PURCHASE MORE** *How likely are you to consider purchasing more products or services from this company in the future?*

**FORGIVE** *How likely are you to forgive this company if they deliver a bad experience?*

**TRUST** *To what degree do you trust that this company will take care of your needs?*

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Consumers rated each component statement on a 7-point scale\*:



\*Each scale is labeled according to question-specific attributes

# CX and Loyalty Connections – All Industries

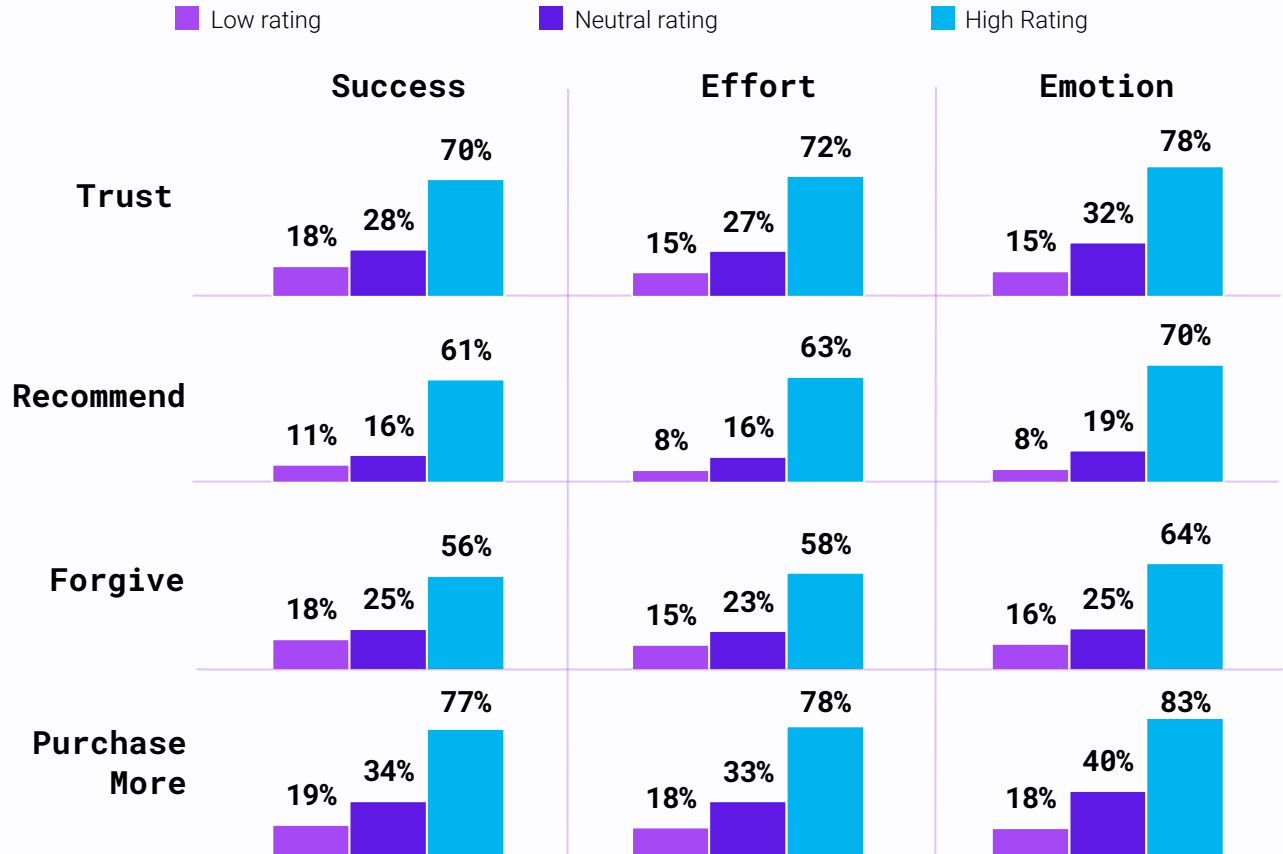
## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in brands, with their degree of *trust* 5.1x higher after a delightful experience versus after an upsetting experience.
- + Consumers are 3.9x more likely to *forgive* a brand if they deliver a bad experience and 8.4x more likely to *recommend* a brand to friends/family after an easy experience versus after a difficult one (*effort*).
- + Brands are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

Consumer Loyalty based on Customer Experience Ratings  
across 351 brands

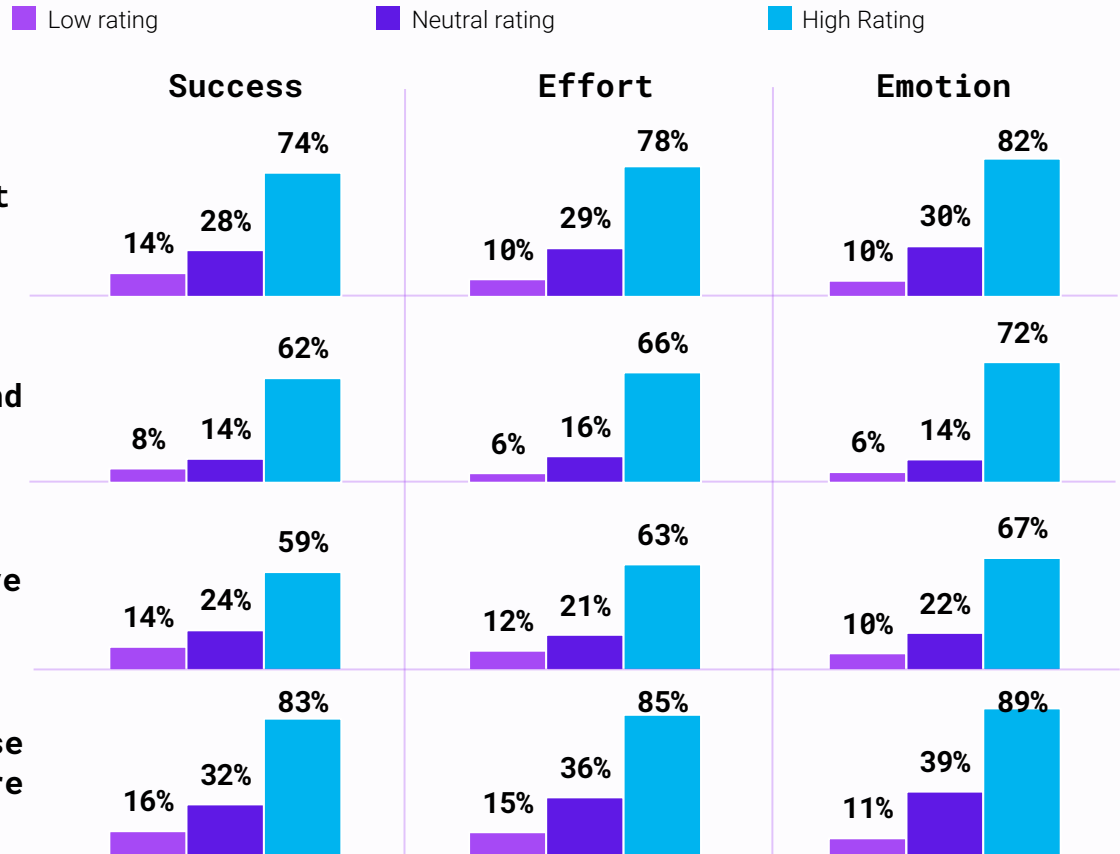


# CX and Loyalty Connections – Airline

Consumer Loyalty based on Customer Experience Ratings  
across 9 airlines

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in airlines, with their degree of *trust* 8.2x higher after a delightful experience versus after an upsetting experience.
- + Consumers are 5.3x more likely to *forgive* an airline if they deliver a bad experience after an easy experience versus after a difficult one.
- + Airlines are 5.2x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

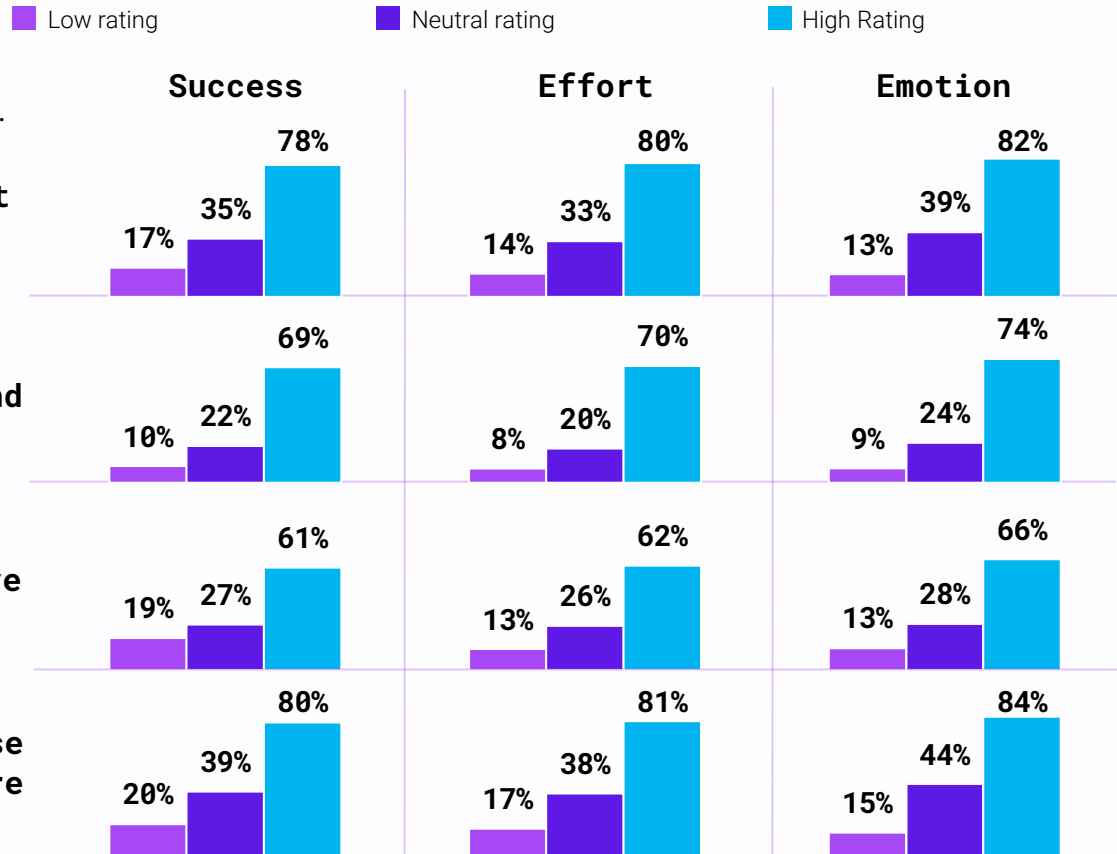
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Auto

**Consumer Loyalty based on Customer Experience Ratings**  
across 18 auto brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in auto brands, with their degree of *trust* 6.3x higher after an easy experience versus after a difficult one.
- + Consumers are 5.1x more likely to *forgive* an auto brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Auto brands are 4.0x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

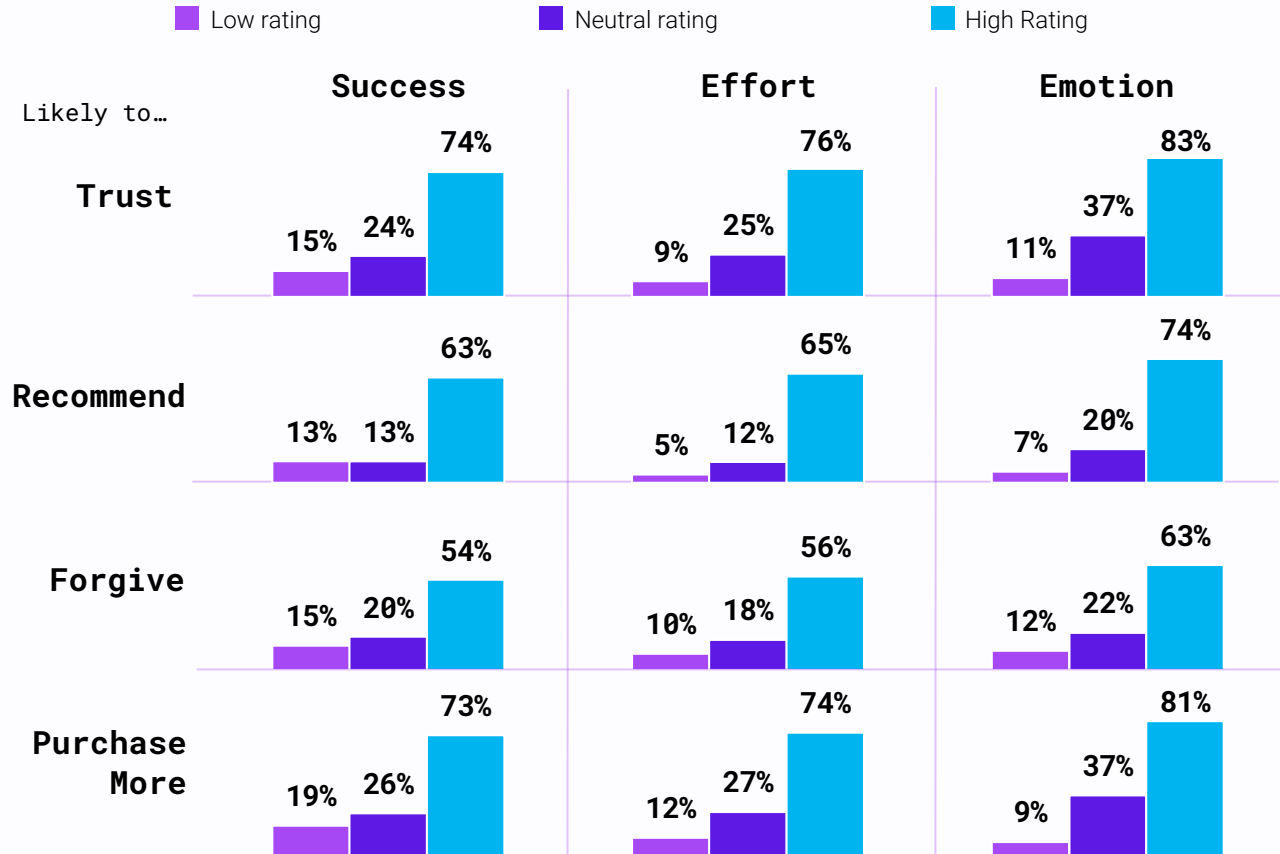
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Banking

**Consumer Loyalty based on Customer Experience Ratings**  
across 15 banks

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in banks, with their degree of *trust* 8.4x higher after an easy versus a difficult experience.
- + Consumers are 5.3x more likely to *forgive* a bank if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Banks are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

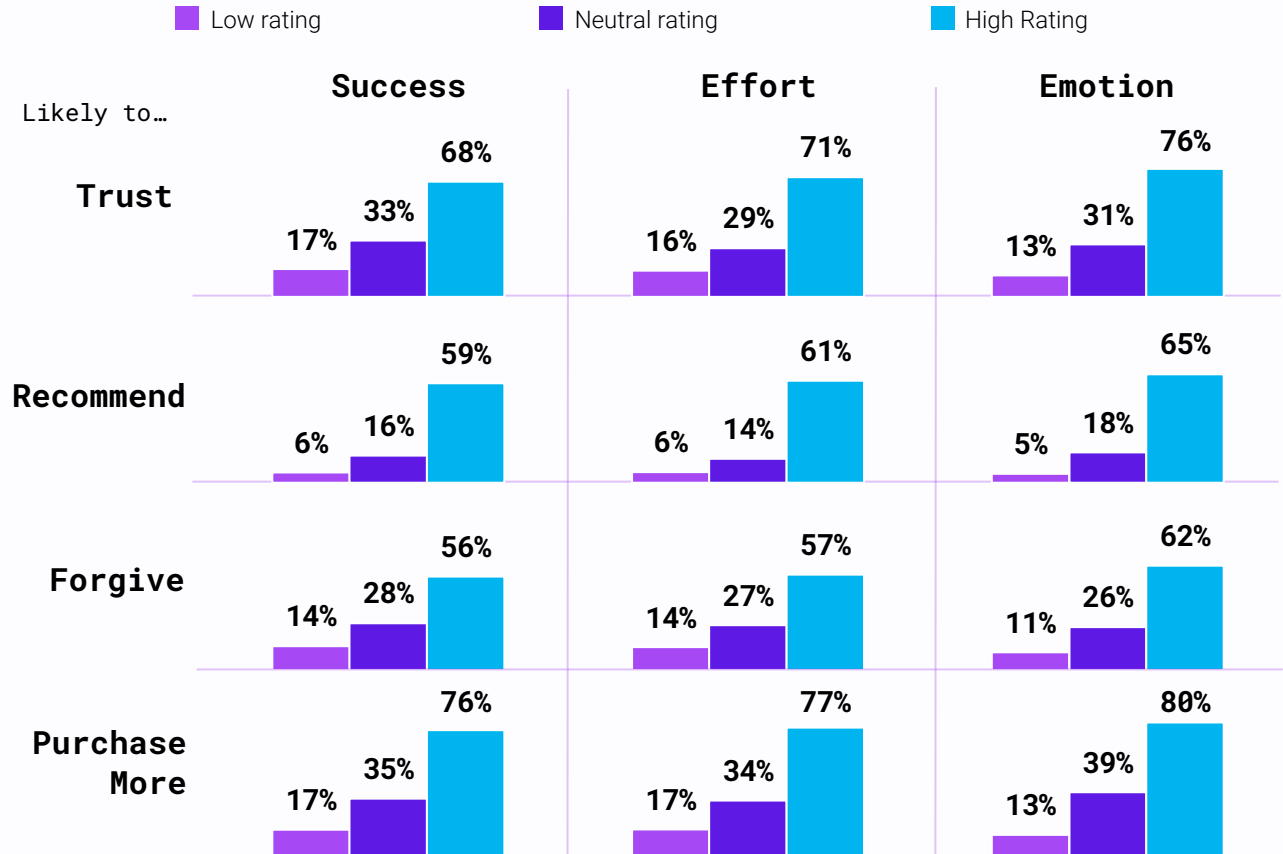


# CX and Loyalty Connections – Car Rental

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in car rental brands, with their degree of *trust* 5.8x higher after a delightful experience versus after an upsetting one.
- + Consumers are 10.1x more likely to *recommend* a car rental brand to friends or family after an easy experience compared to after a difficult one.
- + Car rental brands are 4.5x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

Consumer Loyalty based on Customer Experience Ratings  
across 14 car rental brands



### ABOUT

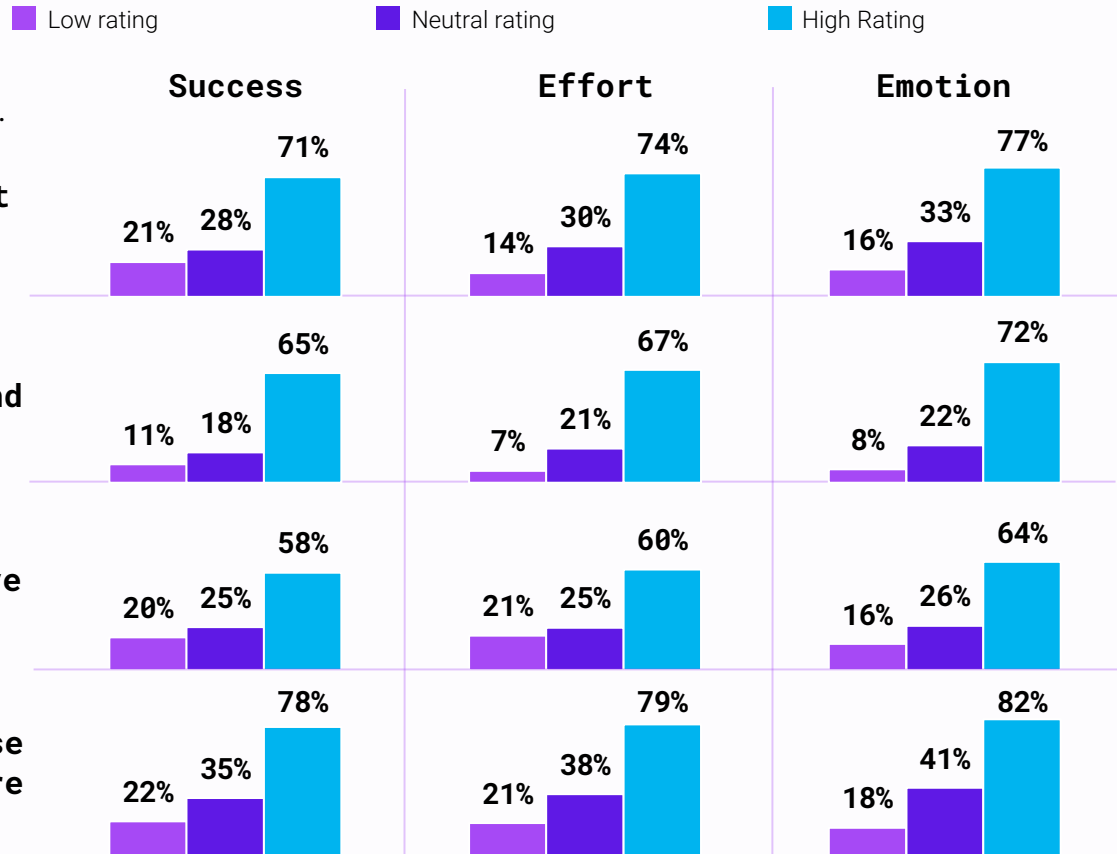
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Computer/ Tablet Makers

**Consumer Loyalty based on Customer Experience Ratings**  
across 13 computer & tablet brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in computer & tablet brands, with their degree of *trust* 5.3x higher after an easy versus a difficult experience.
- + Consumers are 4.0x more likely to *forgive* a computer & tablet brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Computer/tablet makers are 3.5x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

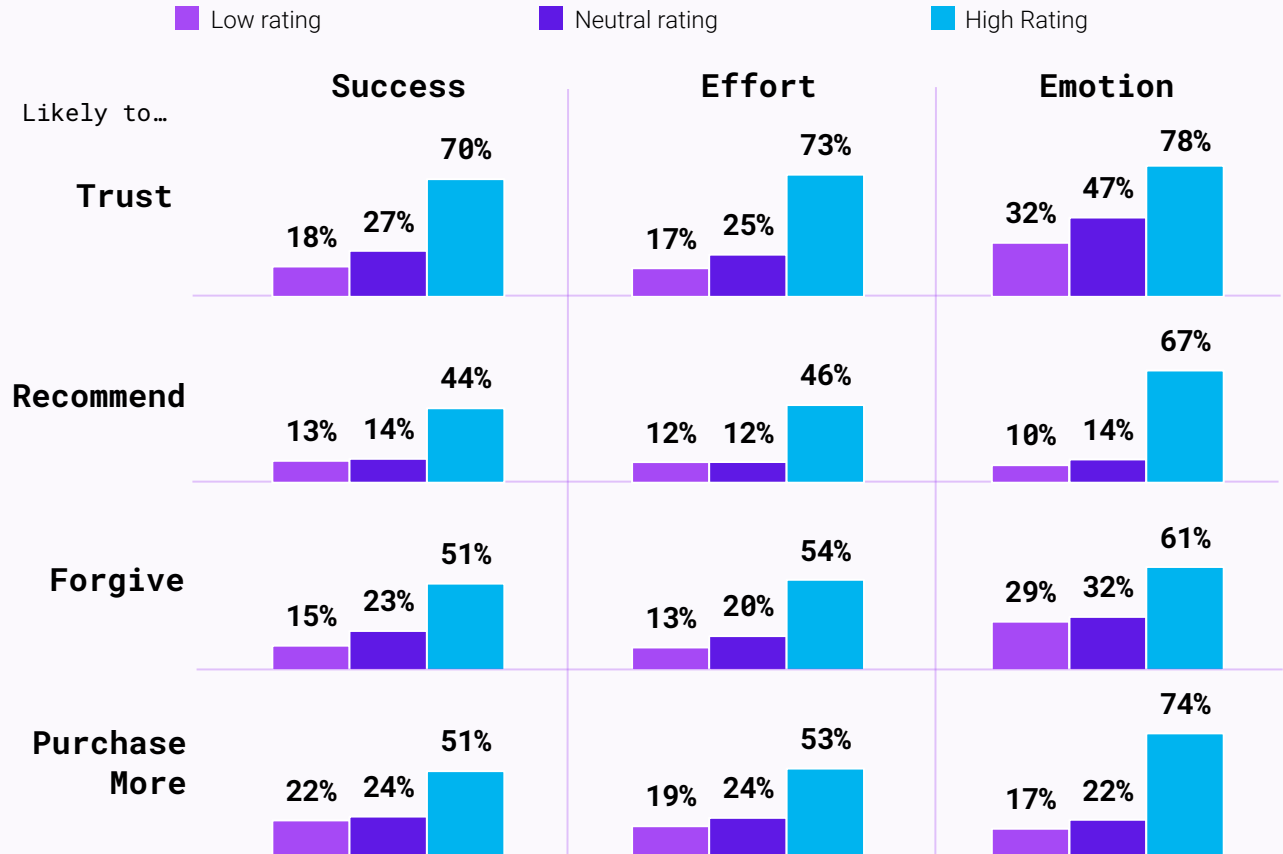
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Consumer Payment

**Consumer Loyalty based on Customer Experience Ratings**  
across 17 consumer payments brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in consumer payment brands, with their degree of *trust* 4.3x higher after an easy versus a difficult experience.
- + Consumers are 2.1x more likely to *forgive* a consumer payment brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Consumer payment providers are 2.3x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Electronics

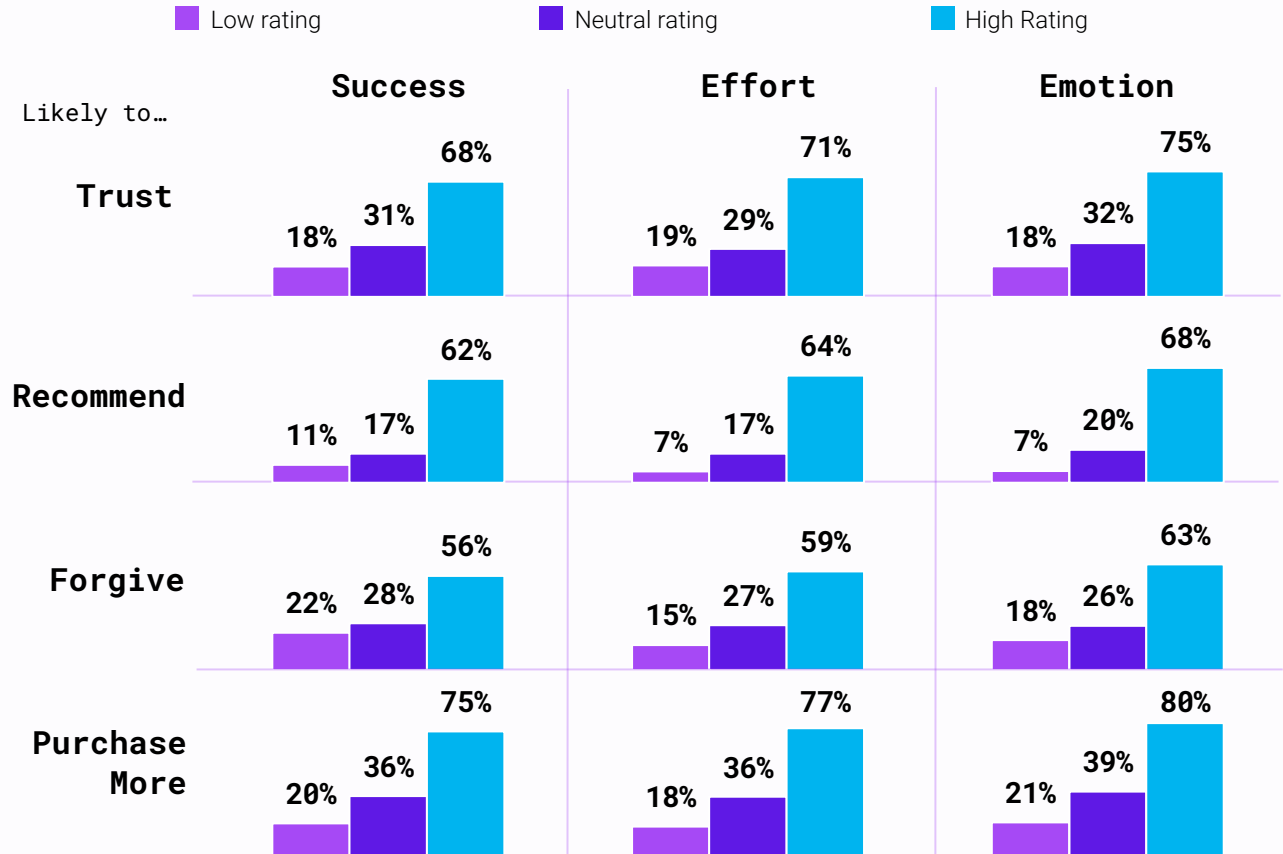
## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in electronics brands, with their degree of *trust* 4.2x higher after a delightful versus after an upsetting experience.
- + Consumers are 9.1x more likely to *recommend* an electronics brand to friends or family after an easy experience versus after a difficult one (*emotion*).
- + Electronics brands are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

Consumer Loyalty based on Customer Experience Ratings  
across 13 electronics brands

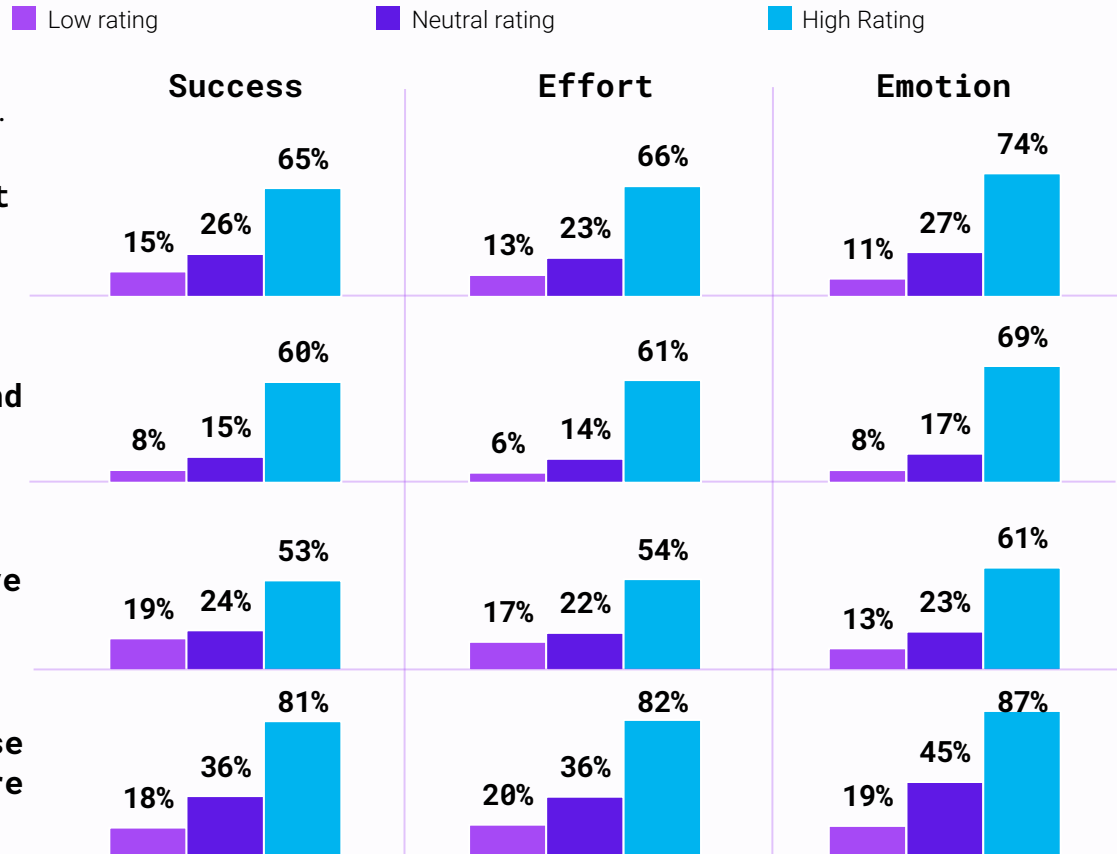


# CX and Loyalty Connections – Fast Food

**Consumer Loyalty based on Customer Experience Ratings**  
across 24 fast food brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in fast food brands, with their degree of *trust* 6.7x higher after a delightful versus an upsetting experience.
- + Consumers are 3.2x more likely to *forgive* a fast food brand if they deliver a bad experience after an easy experience versus after a difficult one (*effort*).
- + Fast food brands are 4.5x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

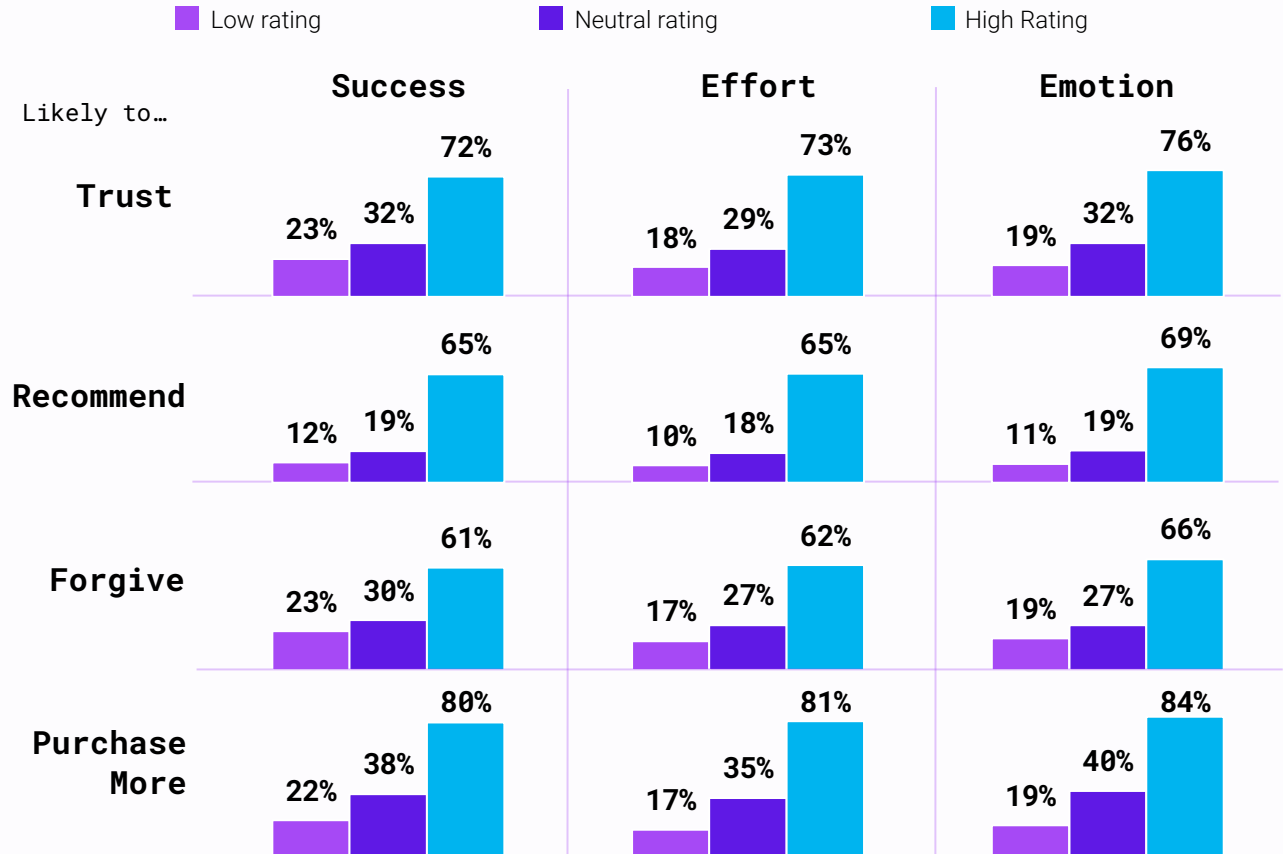
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Food Takeout & Delivery

**Consumer Loyalty based on Customer Experience Ratings**  
across 12 food delivery & takeout brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in food takeout and delivery brands, with their degree of trust 4.1x higher after an easy versus a difficult experience.
- + Consumers are 3.5x more likely to *forgive* a food and takeout delivery brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Food and takeout delivery brands are 3.6x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

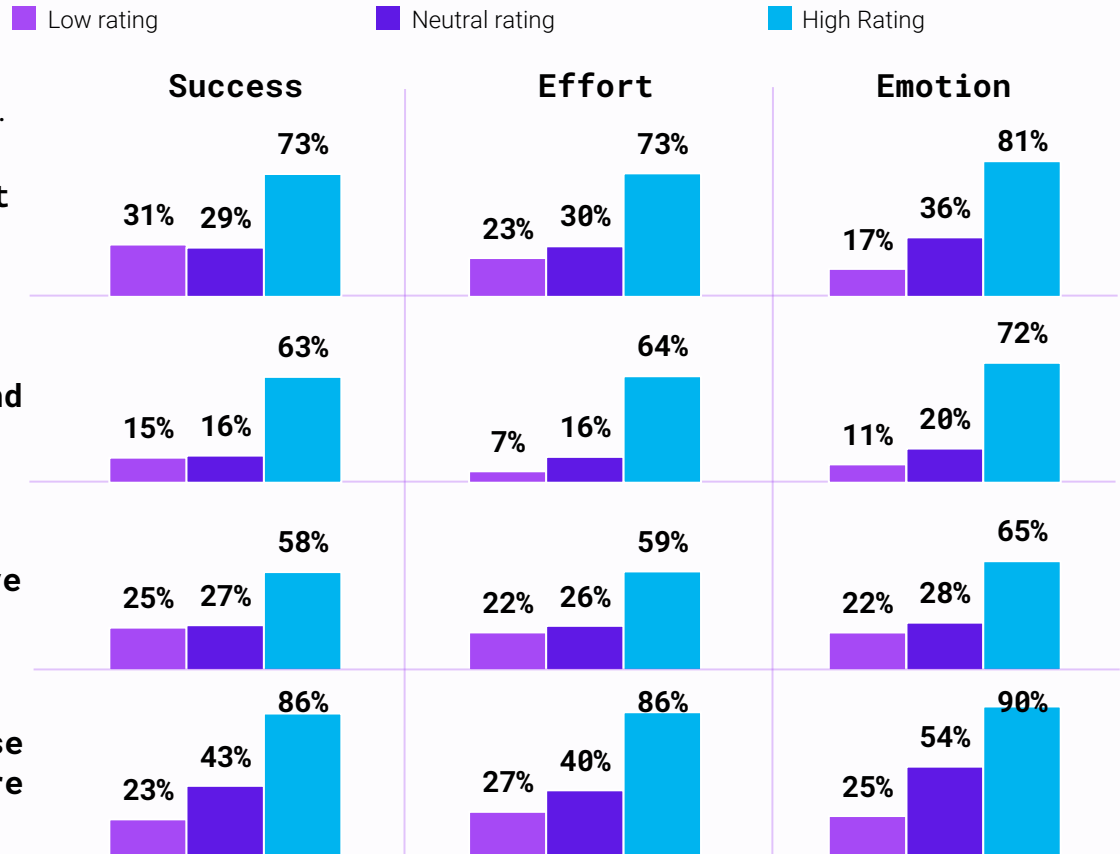
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Grocery

Consumer Loyalty based on Customer Experience Ratings  
across 20 grocery brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in grocery brands, with their degree of *trust* 4.8x higher after a delightful versus an upsetting experience.
- + Consumers are 3.0x more likely to *forgive* a grocery brand if they deliver a bad experience after an easy experience versus after a difficult one (*effort*).
- + Grocers are 3.7x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

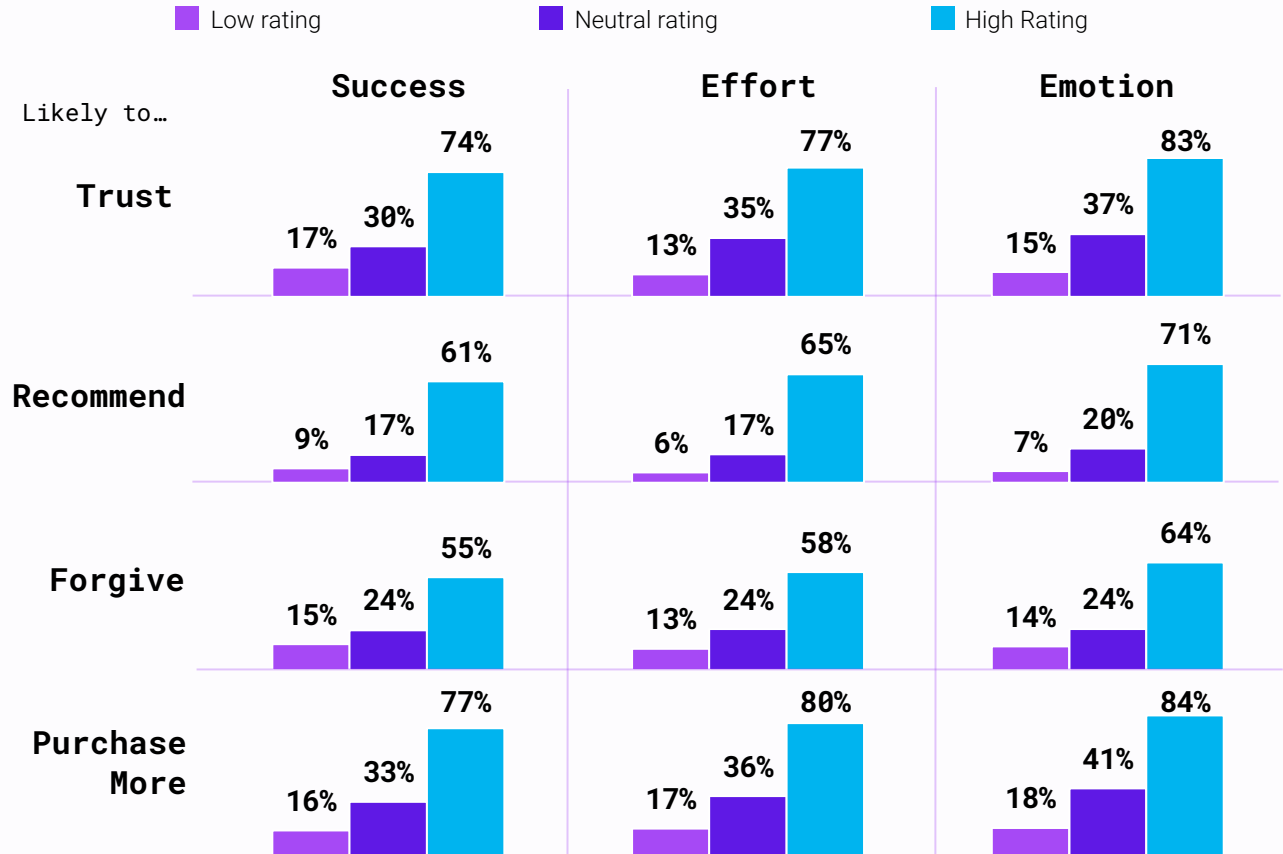
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Health Insurance

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in health insurance brands, with their degree of *trust* 5.9x higher after an easy versus a difficult experience.
- + Consumers are 4.6x more likely to *forgive* a health insurance brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Health insurers are 4.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

Consumer Loyalty based on Customer Experience Ratings  
across 15 health insurance brands



### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

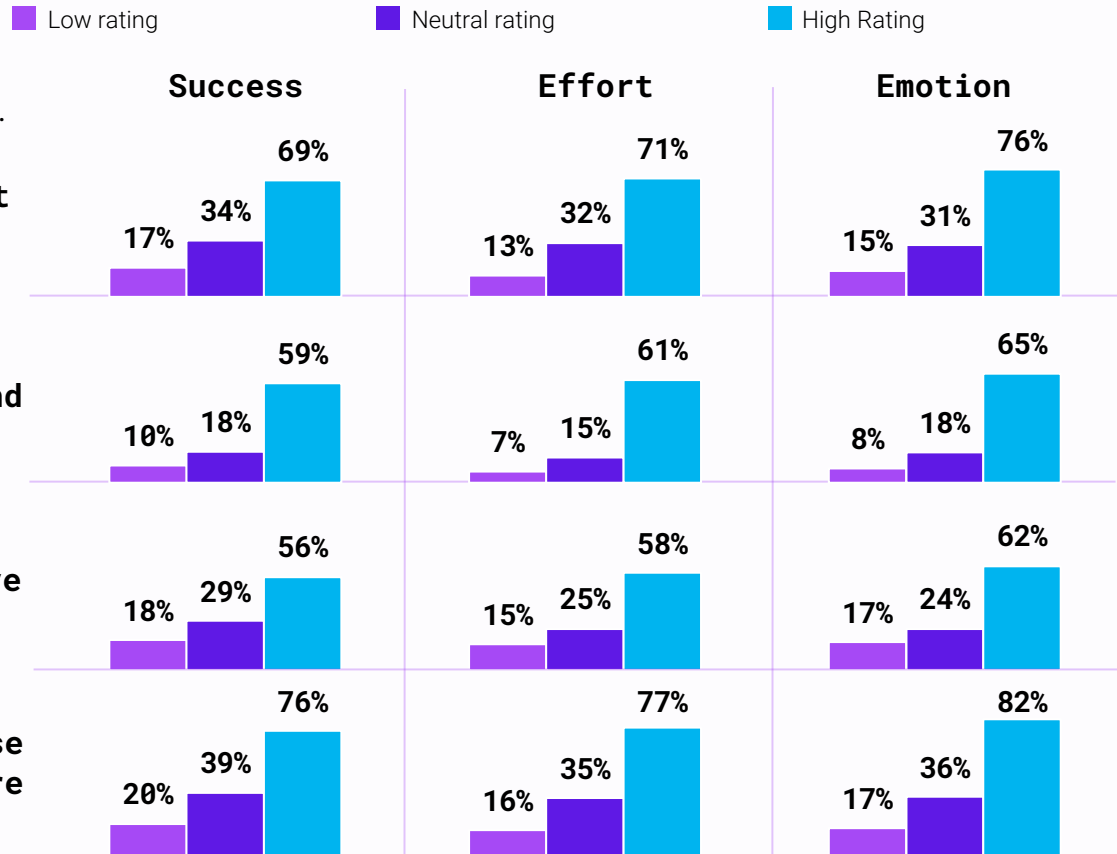


# CX and Loyalty Connections – Hotel

**Consumer Loyalty based on Customer Experience Ratings**  
across 22 hotel brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in hotel brands, with their degree of *trust* 5.5x higher after an easy versus a difficult experience.
- + Consumers are 8.1x more likely to *recommend* a hotel brand to friends and family after a delightful experience versus after an upsetting one (*emotion*).
- + Hotels are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

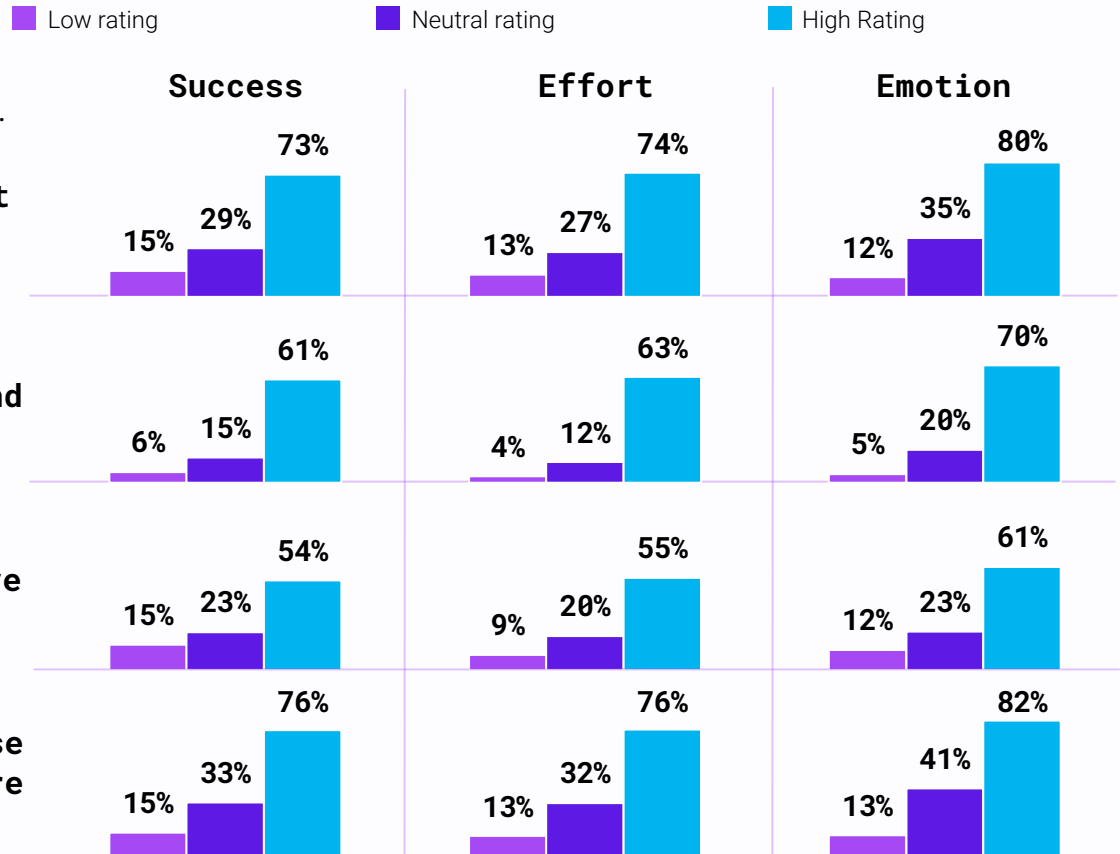
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Insurance

**Consumer Loyalty based on Customer Experience Ratings**  
across 18 insurance brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in insurance brands, with their degree of *trust* 6.7x higher after a delightful versus an upsetting experience.
- + Consumers are 6.1x more likely to *forgive* an insurance brand if they deliver a bad experience after an easy experience versus after difficult one (*effort*).
- + Insurers are 5.1x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

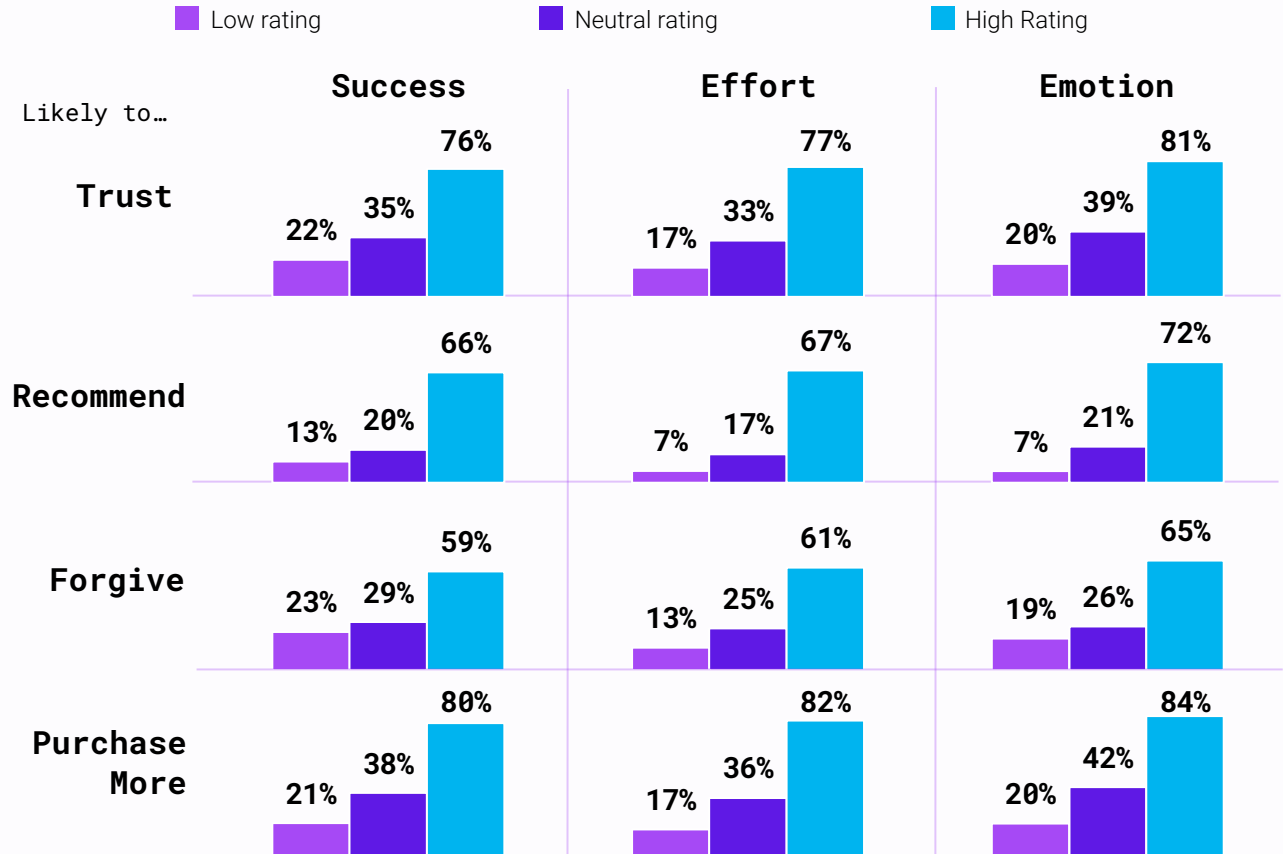
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Investment

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in investment brands, with their degree of *trust* 4.5x higher after an easy versus a difficult experience.
- + Consumers are 3.4x more likely to *forgive* an investment brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Investment firms are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

Consumer Loyalty based on Customer Experience Ratings  
across 13 investment brands



## ABOUT

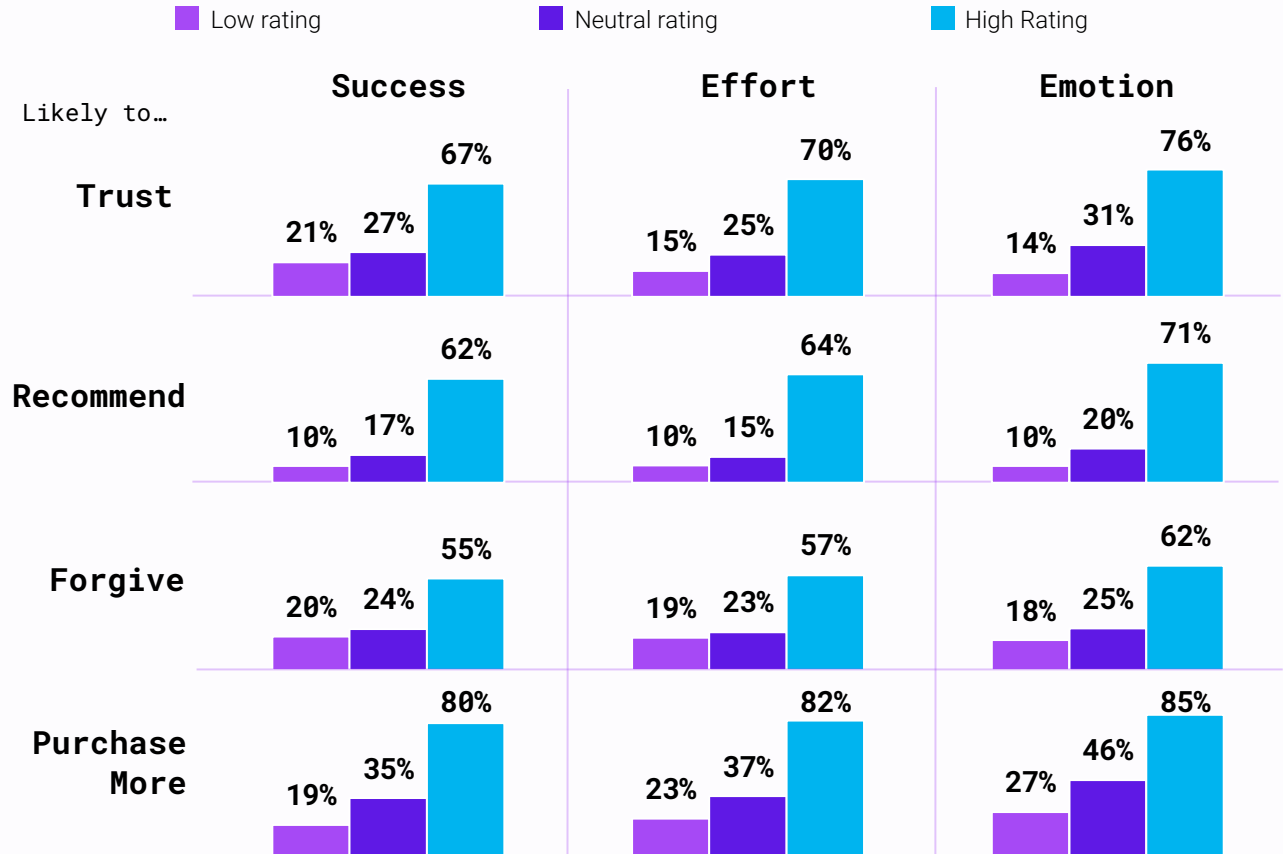
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Parcel Delivery

Consumer Loyalty based on Customer Experience Ratings  
across 5 parcel delivery brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in parcel delivery brands, with their degree of *trust* 5.4x higher after a delightful versus an upsetting experience.
- + Consumers are 3.0x more likely to *forgive* a parcel delivery brand if they deliver a bad experience after an easy experience versus after difficult one (*effort*).
- + Parcel delivery brands are 4.2x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

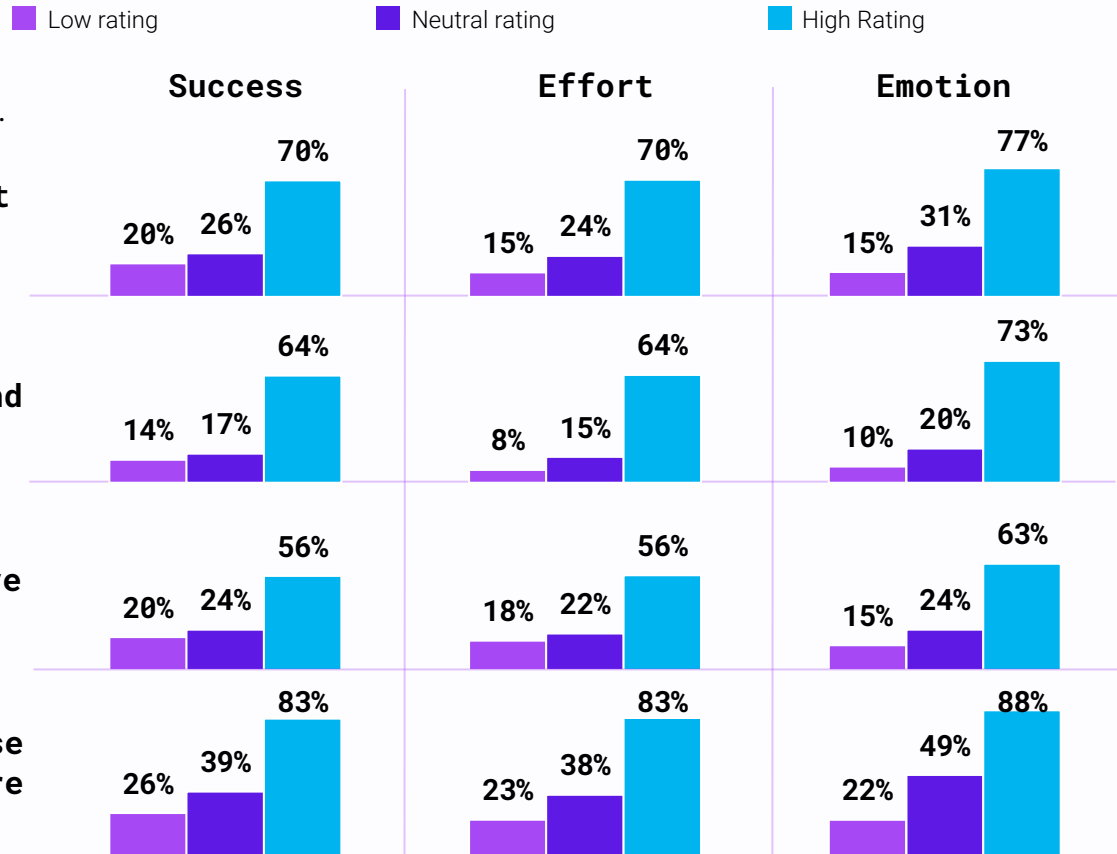
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Retail

**Consumer Loyalty based on Customer Experience Ratings**  
across 41 retail brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in retail brands, with their degree of *trust* 5.1x higher after a delightful versus an upsetting experience.
- + Consumers are 3.1x more likely to *forgive* a retail brand if they deliver a bad experience after an easy experience versus after difficult one (*effort*).
- + Retailers are 3.2x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

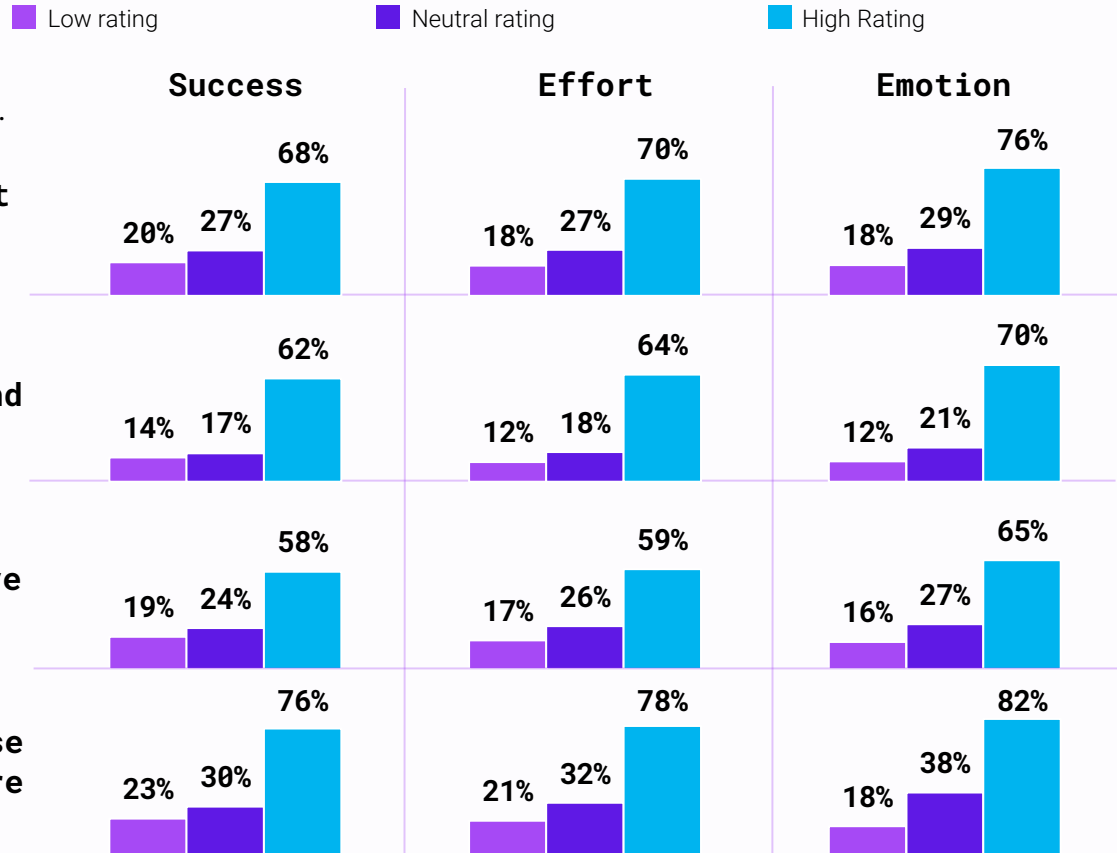
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Software

**Consumer Loyalty based on Customer Experience Ratings**  
across 11 software brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in software brands, with their degree of *trust* 4.2x higher after a delightful versus an upsetting experience.
- + Consumers are 3.5x more likely to *forgive* a software brand if they deliver a bad experience after an easy experience versus after difficult one (*effort*).
- + Software brands are 3.3x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

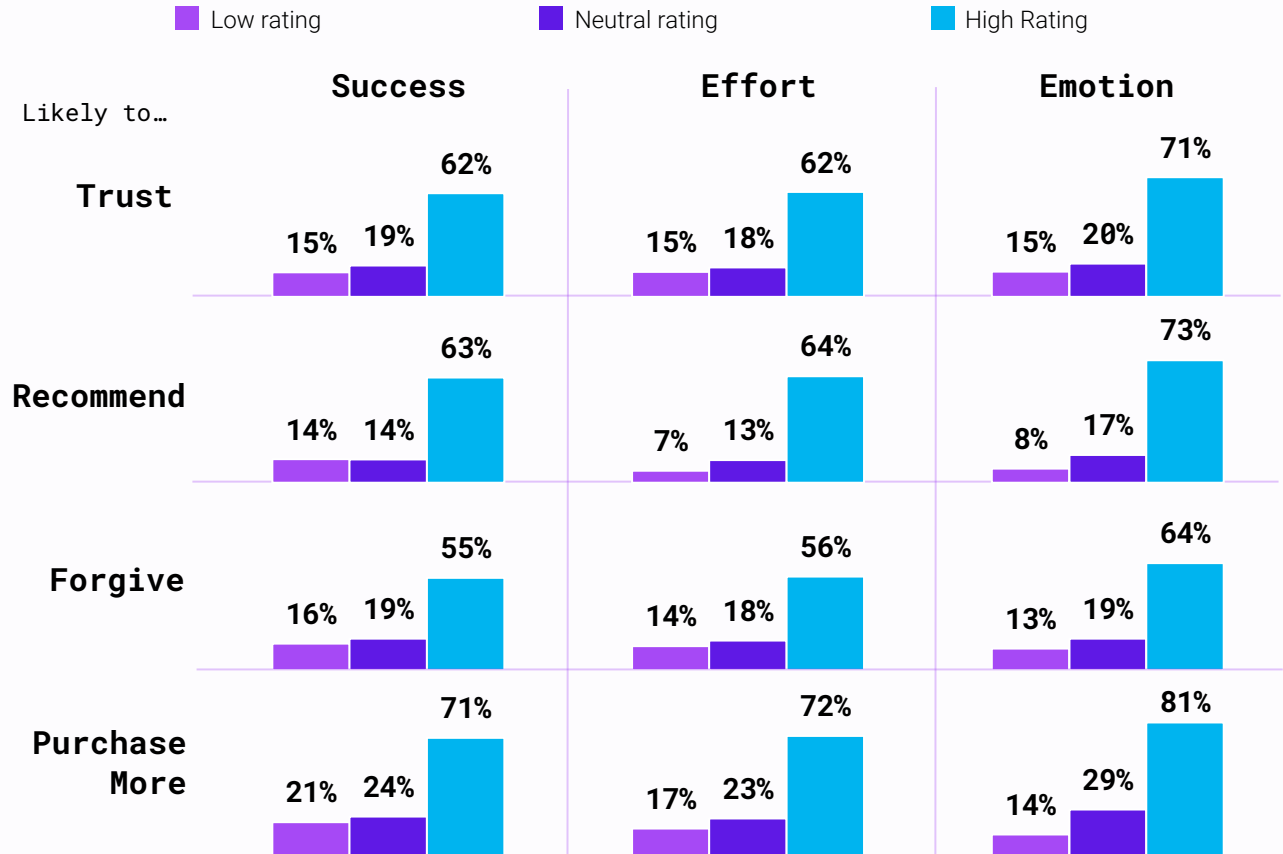
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

# CX and Loyalty Connections – Social Media

**Consumer Loyalty based on Customer Experience Ratings**  
across 11 social media brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in social media brands, with their degree of *trust* 4.7x higher after a delightful versus an upsetting experience.
- + Consumers are 4.0x more likely to *forgive* a social media brand if they deliver a bad experience after an easy experience versus after difficult one (*effort*).
- + Social media brands are 3.4x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

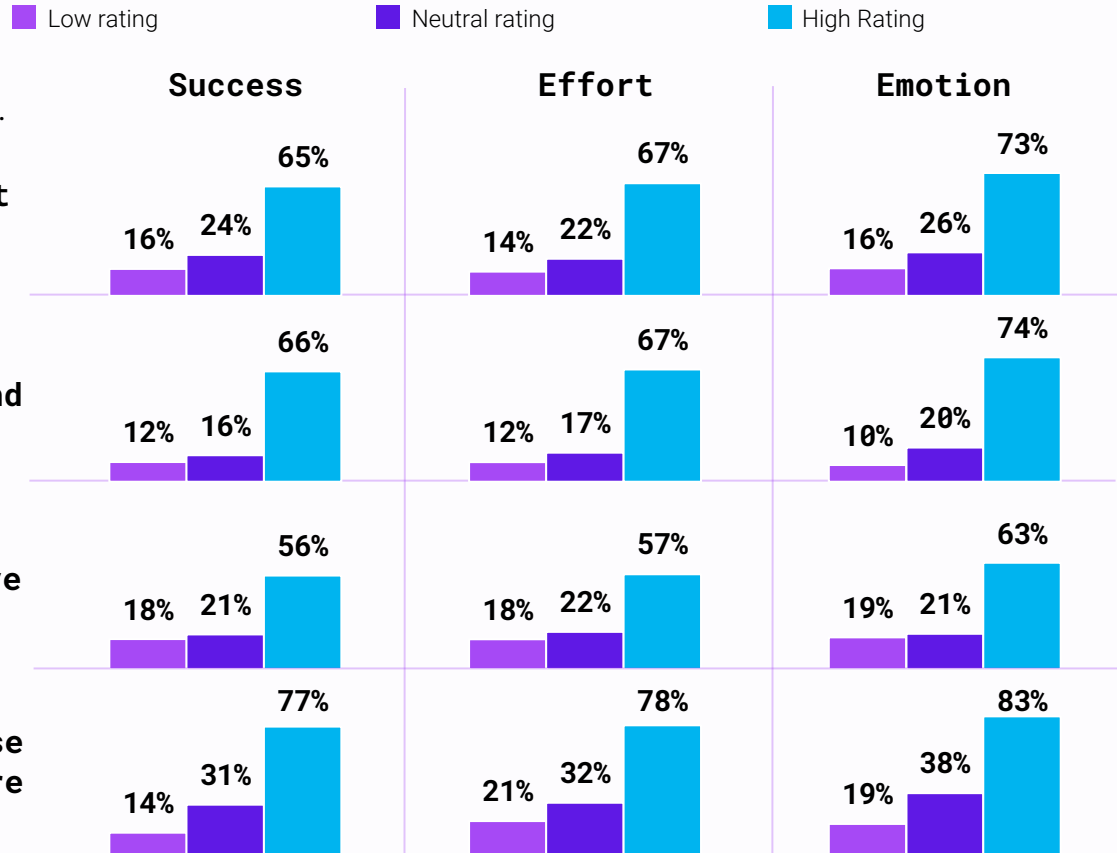
Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Streaming Media

**Consumer Loyalty based on Customer Experience Ratings**  
across 20 streaming media brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in streaming media brands, with their degree of *trust* 4.8x higher after an easy versus a difficult experience.
- + Consumers are 3.3x more likely to *forgive* a streaming media brand if they deliver a bad experience after a delightful experience versus after an upsetting one (*emotion*).
- + Streaming media brands are 5.5x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

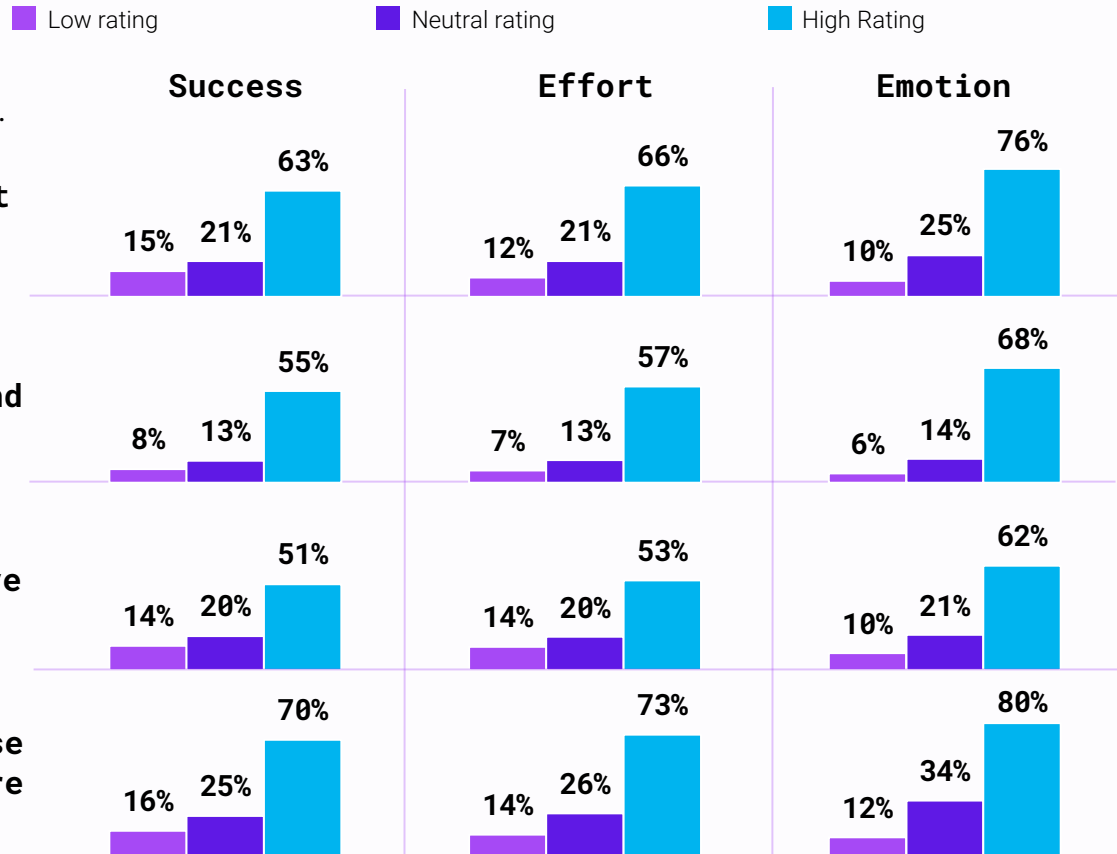


# CX and Loyalty Connections – TV/Internet Service Provider

**Consumer Loyalty based on Customer Experience Ratings**  
across 9 TV/internet service brands

## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in TV/ISP brands, with their degree of *trust* 7.6x higher after a delightful versus an upsetting experience.
- + Consumers are 3.8x more likely to *forgive* a TV/ISP brand if they deliver a bad experience after an easy experience versus after a difficult one (*effort*).
- + TV/ISP brands are 4.4x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



## ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

# CX and Loyalty Connections – Utilities

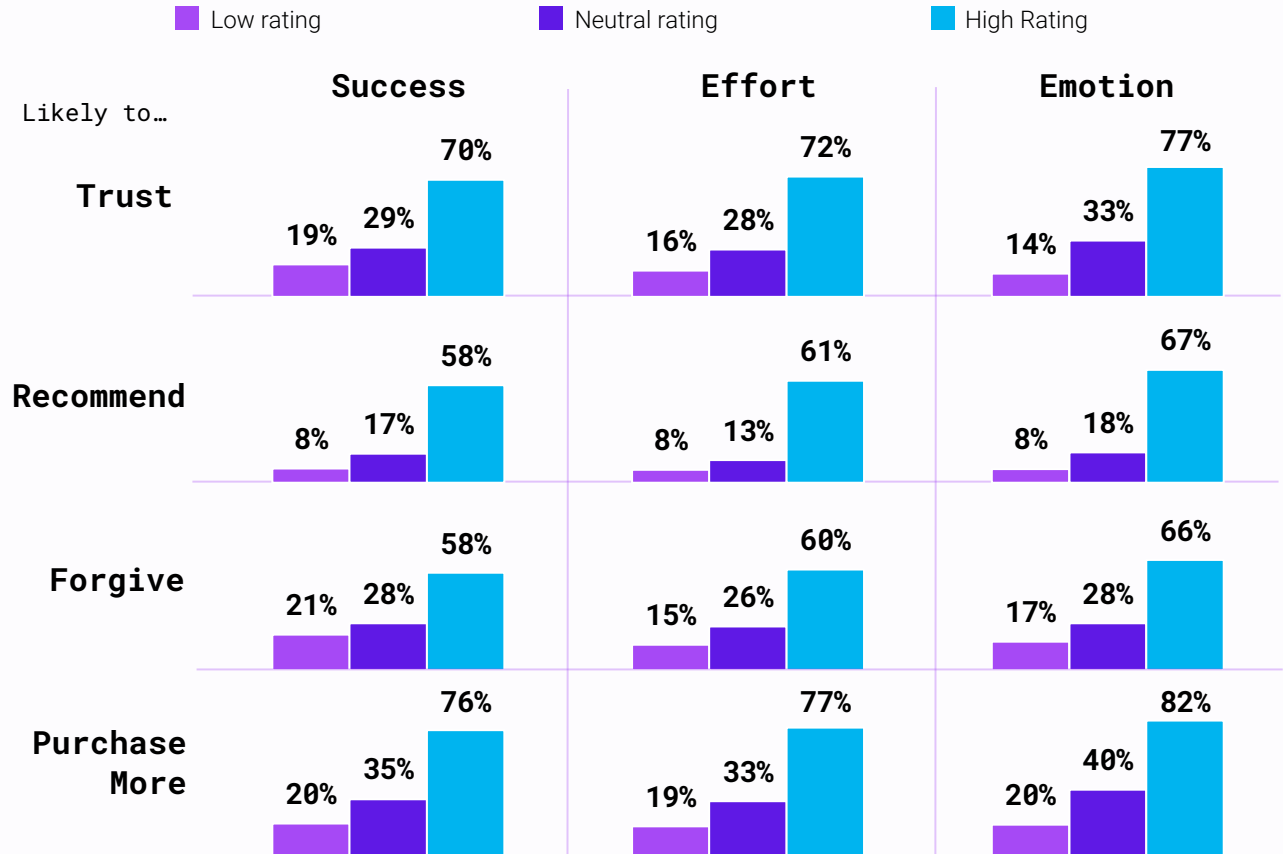
## KEY TAKEAWAYS

- + Consumers' *emotion* rating has the highest impact on their *trust* in utilities brands, with their degree of *trust* 5.5x higher after a delightful versus an upsetting experience.
- + Consumers are 4x more likely to *forgive* a utilities brand if they deliver a bad experience after an easy experience versus after a difficult one (*effort*).
- + Utilities brands are 3.8x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.

### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US  
Consumer Study

Consumer Loyalty based on Customer Experience Ratings  
across 21 utilities brands

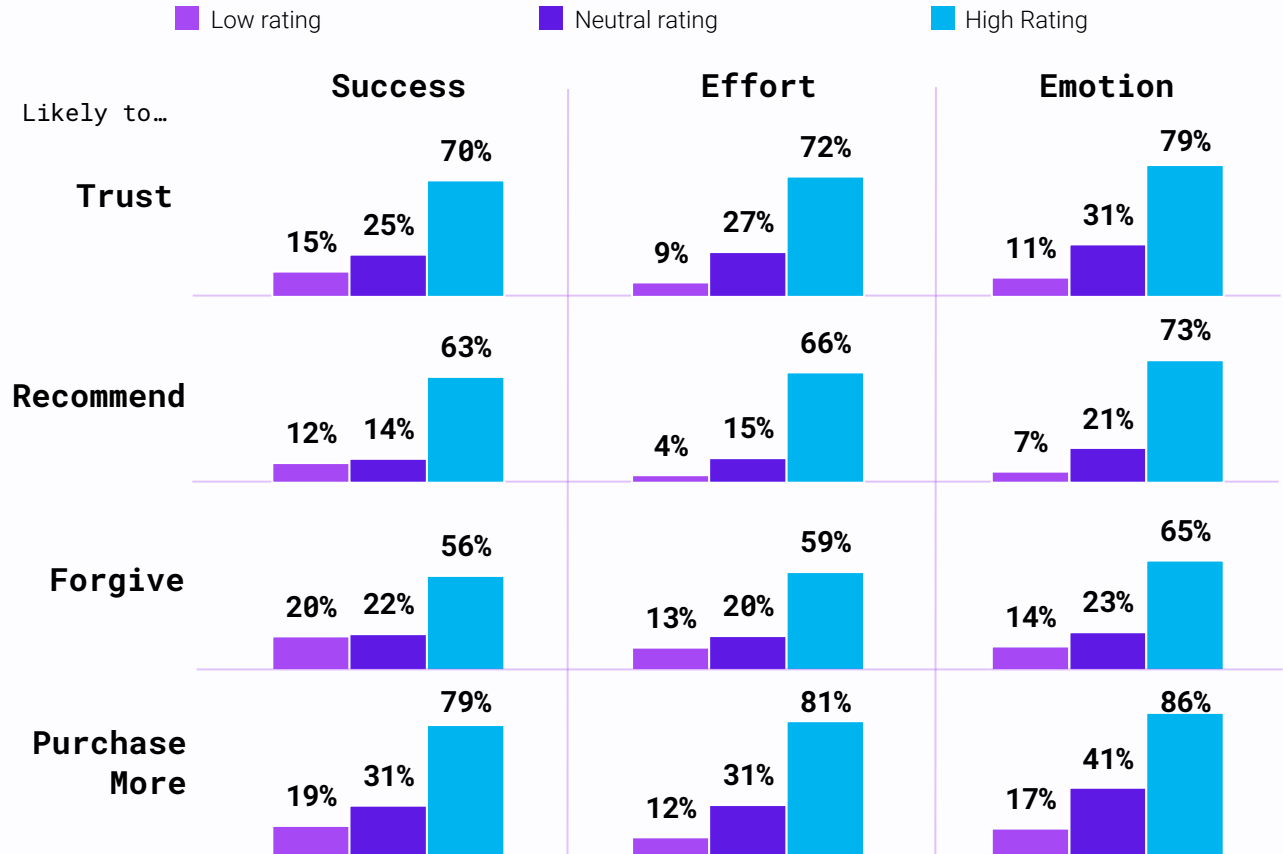


# CX and Loyalty Connections – Wireless

**Consumer Loyalty based on Customer Experience Ratings**  
across 10 wireless brands

## KEY TAKEAWAYS

- + Consumers' *effort* rating has the highest impact on their *trust* in wireless brands, with their degree of *trust* 8.0x higher after an easy versus a difficult experience.
- + Consumers are 4.6x more likely to *forgive* a wireless brand if they deliver a bad experience after a delightful experience after an upsetting one (*emotion*).
- + Wireless brands are 4.2x more likely to have customers return to *purchase more* after delivering successful experiences rather than after failed experiences.



### ABOUT

Base: 10,000 US consumers  
Source: Qualtrics XM Institute Q3 2023 US Consumer Study

## DATA CALCULATION

In **Figures 3-25**, for each customer experience component we took the number of low, neutral, and high ratings in that industry that also had high loyalty ratings and divided it by the total number of low, neutral, and high component ratings. E.g., We took the number of low, neutral, and high *success* ratings airline responses that also rated the airline highly for *trust* and divided those three numbers by the total number of low, neutral, and high *success* responses in the airline industry, respectively.

In **Figure 2**, we take the average across all 22 industries for each respective CX metric x Loyalty metric measurement.

See **Figure 1** for a full breakdown of measurement questions and what constitutes a “low”, “neutral”, and “high” rating.

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### AUTHORS

James Scutt, XMP – Principal XM Catalyst  
Talia Quaadgras – Research Program Manager

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