

# CONVERSION RATE OPTIMISATION (CRO) GLOSSARY



This glossary covers some terms you may encounter as you explore the world of CRO, and complements our <u>Simple Guide to CRO</u> and <u>CRO Cheat Sheet</u>.

# A A/B TESTING

Where you test two versions of a webpage or mobile app against each other to determine which performs best.

## A/B/N TESTING

Where you test multiple versions of webpage or mobile app against each other to determine which performs best.

#### **ABOVE THE FOLD**

The part of a webpage that is visible to users before they scroll.

## **AVERAGE ORDER VALUE (AOV)**

The average amount spent each time a customer completes a transaction (makes a purchase) on a website or mobile app.

## B BANNER BLINDNESS

Where a website or mobile app's users consciously or subconsciously ignore banner ads or any other banner-like graphic on a website.

## **BELOW THE FOLD**

The part of a webpage that is not visible to users before they scroll. Users would need to scroll to view the content that is below the fold.

## **BOUNCE RATE**

The percentage of users that land on a webpage or mobile app and then exit without any further interaction.

# C CALL TO ACTION (CTA)

A prompt that tells or persuades the user to take a specified action.

## **CLICK-THROUGH RATE (CTR)**

The percentage of users that click on a link or element that they have been shown.

#### **CLICKMAP**

A view of a webpage or mobile app that shows the number of clicks for each link or element has had.

#### **CONTROL**

The original version of a webpage or mobile app, or the version that you are trying to beat.

#### **CONVERSION**

When a user completes a desired action on your site. For example completes a transaction or fills out a contact form.

## **CONVERSION FUNNEL**

The path of a user through a website or mobile app that is taken to reach a conversion

#### **CONVERSION RATE**

The number of conversions on a webpage or app divided by the total number of visitors.

## **CONVERSION RATE OPTIMISATION (CRO)**

The process of testing and improving a website or mobile app to increase the percentage of users who convert.

## Н неатмар

A graphical view of a webpage that highlights the patterns of mouse movement around the page

#### **HERO IMAGE**

The most prominent image present on a website. Typically extending the full page width and featuring a call to action or value proposition. The hero image is usually the first visual of a website that visitors encounter.

## **HIPPO**

The acronym highest paid person's opinion. Used to describe the tendency for higher-paid employees' opinions and suggestions to matter more and carry more weight in decision making.

#### **HYPOTHESIS**

An assumption that making a change to a webpage will lead to an improvement in performance (a higher conversion rate). A theory that you would want to test.

#### L LANDING PAGE

The web page that a user is presented with when they first enters the site.

#### LANDING PAGE OPTIMISATION

The process of testing and improving a specific landing page to increase the percentage of users who convert.

#### **LEAD GENERATION**

The process of generating consumer interest for a product or service with the goal of turning that interest into a sale offline.

#### LIFETIME VALUE

An estimate of the total income or revenue that a customer will generate throughout their lifespan as a customer.

## M MULTIVARIATE TESTING (MVT)

A technique for testing a webpage or mobile app where multiple variables are modified, in order to determine the best combination of variations on those elements of a website or mobile app. For example testing different wording and 3 different colours of a button.

## S SHOPPING CART ABANDONMENT

When a potential customer begins a checkout process for a transaction but drops out of the process before completing the purchase.

## STATISTICAL SIGNIFICANCE

The percentage likelihood that the difference in conversion rates between a given variation and the baseline is not due to random chance.

# UNIQUE SELLING POINT (USP)

A unique differentiator that a business has over all of its competitors.

## **USABILITY TESTING**

A method of evaluating a website or mobile app by getting real users who are part of your target audience to interact with and feedback on it.

# VARIATION(S)

The new version(s) of a page which is different from the control in some way.

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