

Telecoms and media

How to grow revenue and customer loyalty in a challenging marketplace

Top reasons why the sector is feeling the squeeze Media and telecommunications companies are dealing with multiple challenges¹:



and global geopolitical tensions

Banking stress, persistent inflation,

Higher expenses as supply chains are

still recovering from pandemic shocks



under pressure because of other rising costs faced by consumers

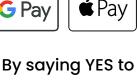
Subscriptions are



be a game-changer Telecoms and media companies are in a unique position to get closer to today's customers









contact channels

other **new ways to pay**

new standards





1. Calls with agents Turn everyday customer

to drive growth

opportunities

Secure everyone Make it fast, simple, and secure **Contact center** for all your agents to take

conversations into better sales

The result? Create more opportunities to sell new packages, upgrades, addons, and extra support options

2. Live Chat

virtually any kind of payment via

the phone

agents **BPO partners**

teams

Home-based



same chat session

when customers are

ready to buy

Enable agents to stay with customers

Unlock the full potential of chat

and boost in-the-moment sales

Empower your agents to make multiple live chat sales simultaneously



Spot trends,

- and guide them

through the transaction

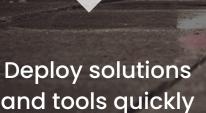
Analyze thousands opportunities, and of customer calls in any barriers to sales

and boost revenues

moments

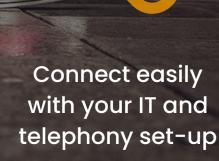
Instantly see if agents are selling correctly, using the right keywords

Stay one step ahead with Eckoh Eckoh's secure engagement products can give telecoms and media brands a sustainable advantage



via the cloud





Telecoms and media: Grow your revenue and customer loyalty

Discover more - Visit Eckoh.com

[3] Computer Weekly: More than 60% of world population will use digital wallets by 2026

[1] PwC: TMT insights: Financial reporting and accounting guarterly - Q2 2023

[2] PwC Consumer Insights Survey (16 Feb 2023)

Eckoh