



When words matter:

Cultivating careers in content design

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Overview

1. About me
2. Engagement style
3. Leadership style
4. Review of work



A little bit about me

I'm a content designer based in the Midwest

I love dogs & good coffee ...

- + Books (any Irish lit—Yeats, Beckett, Anne Enright)
- + Pasta: Cacio e pepe
- + Dance, Pilates, walking, tennis, being outside!
- + Travel: Paris. I also love canal cities
- + Films: Nocturnal Animals; anything Almodovar

Strong beliefs, strongly held ...

- Humans over everything
- Always consider the cost
- Rest as our divine right
- Economy of words



Where I come from

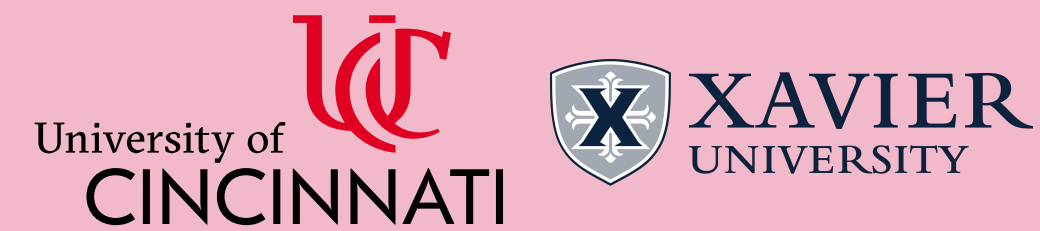
A timeline of my career

2006-2009



Graduate School,
Xavier Writing Center

2009-2013



Writing Instructor
Xavier, UC, and more

2013-2015



Interactive Content Director,
HOW Design + PRINT Mag

2015-2017



Content + Copywriting
BBDO, LPK

Where I come from

A timeline of my career

2017-2021

UNITEDHEALTH GROUP®

- Copywriting - Marketing
- Creative Dir - Product
- Associate Director (team 6)

2021-2022

 **GoodRx**

- UX content design - lead
- Copywriting & CRM
- Voice & tone development

2022-2023

 **MEMORA HEALTH**

- Content design lead
- Grew team to two CDs
- AI driven programs

2023-2024

 **FANDUEL**

- Content design leader (5)
- Collaborative partnerships
- Tone & voice differentiation

ENGAGEMENT STYLE

Bridge-builder. Learner

With peers & partners

*Champion of people.
Defender of words.*

I'm the person sent in to negotiate when cross-functional collaboration falls apart. I meet people where they are, help them drop their weapons, and solve problems with a sense of safety and ease.

How? Cultivate trust.

Immediate honesty and respect in collaboration with:

PRODUCT

ENGINEERING

DESIGN

RESEARCH

BRAND

OPERATIONS

SALES + MARKETING

LEADERSHIP STYLE

People first. High craft

I grow writers.

Big picture

- Simplifying complex problems
- Energizing, educating, empowering
- Unwinding ambiguity
- Removing roadblocks
-

Daily

- Coaching, mentoring, listening
- Igniting curiosity & critical thinking
- Being transparent, confronting with care
- “Wide open-door policy”

The team comes first

I believe “leaders eat last.”

Shepherding, protecting, and showing up
for people is my purpose.

***Their wins are my wins...
= OUR wins***

The opportunity

Take stock of the players; identify flight risks and quickly rally around them; determine what near- and long-term success looks like.

Integrate myself as the **new Content Design team leader**, rebrand the discipline for the organization, and reintroduce our practice.

Note: At one year's tenure I had far surpassed the last two leaders' tenures previously in this role.



LEADERSHIP STYLE: FANDUEL 2023-2024

State of play

Putting aces in their places

A lean team, serving the all business units in the organization

SPORTSBOOK

CASINO

FLYWHEEL

CORE PRODUCT
EXPERIENCE

ACCOUNT
MANAGEMENT

UPPER
FUNNEL

CRM

LEADERSHIP STYLE

Building team & culture

The ask: Retrain (retain) and rebuild FanDuel's product-focused Content Design team.

Empower each writer to "own" their product space
AND evangelize on behalf of the discipline.

- **Team was disconnected** from one another and flying under the radar
- **They felt ignored**, underutilized and/or over-extended
- **Lacked encouragement** to speak up or set boundaries
- **Nine months of no leadership**/manager



★ = 2024 promotion ▲ = underperforming

LEADERSHIP STYLE

Implement new ways of working

Rebooting FanDuel's Content Design team

Tactics

- **Hold onsite** to foster familiarity, bonding
- **Foster evangelism**/frequency for presenting
- **Initiate weekly crit** (CD only)
- **Propose reading group**: Content design books

Results

- **Closer CD team** w/ real trust & relationships
- **CDs improve presentation skills**; evangelizing content
- **Feedback friendly**; Speaking up for content
- **Greater connection** to the craft

LEADERSHIP + ENGAGEMENT

Igniting internal excitement and collaboration

While the team acclimated to new ways of working, **I carefully crafted and presented internal road shows**, promoting areas where **Content Design could add instant and long-term value**, while also re-educating the org on who we are and what we do.

Product leadership

- Assure partners they have clear content leadership
- Build bridges/step in on requests
- Fix in-app inconsistencies
- “Before & After” examples
- Create/reboot voice and tone guidelines
- Fix typos and grammatical errors facing users

Design & Research leaders

- Set up regular check-ins with UXR and UXD
- Encourage each CD to schedule 1:1s weekly designers and product managers
- Help research by testing content via DIY methods

Design system

- Add words to “wordless” design system
- Assign a fraction of a content designer to design system development
- Create and codify content components
- Assemble and formalize Product CD Style Guide

LEADERSHIP STYLE

First year wins

How did I do it? *I didn't rush.*

I spent time getting to know each CD—who they are, why they chose content design, and what makes them tick. I cleared a path to do deep, productive work.

- **Quick-hit process wins**

- work intake & boundaries
- predictable CD collab/crits
- roadmap clarity
- workflow leveling out

“Erin led the Content Design Team at FanDuel with openness, trust, and an infectious passion for the craft.

My design skills and confidence flourished under her leadership. She gave us autonomy to do our best work, but she was always there when we needed a hand.

Plus, she’s a natural relationship-builder—bringing our team closer together while strengthening our connections across the company.”

JL — L3 CONTENT DESIGNER

- **Voice & tone** across BUs
- **Role descriptions**/hiring rigor
- **OKR roll-ups:** macro/micro levels

CASE STUDY: FANDUEL 2024

*Bringing an experiment
to life: FTD's*

CASE STUDY: FANDUEL 2024

Bringing an experiment to life

Content to combat user confusion

1. Problem to be solved
2. Why First-time desposits?
3. How we did it
4. What we learned

Audience:

All FanDuel product design leadership, peers, and partners across org

WHAT WE KNOW

(New) users are apprehensive about depositing funds to place a Sportsbook or Casino bet

- People who sign up may not have a specific bet they want to place (Thomas, 2022)
- Many customers don't have discretionary funds to bet with or only want to look (Thomas, 2022)
- Participants consider safety and credibility of platform before making FTD (2024)

PROBLEM TO SOLVE

Reduce user anxiety and increase First Time Deposits

First-time deposits (FTDs) are core to FanDuel's Top 10 product initiatives in 2024, aiming to **improve user acquisition** and **support market dominance**.



Number of first-time depositors, June '23-'24

BRINGING AN EXPERIMENT TO LIFE

Content design approach

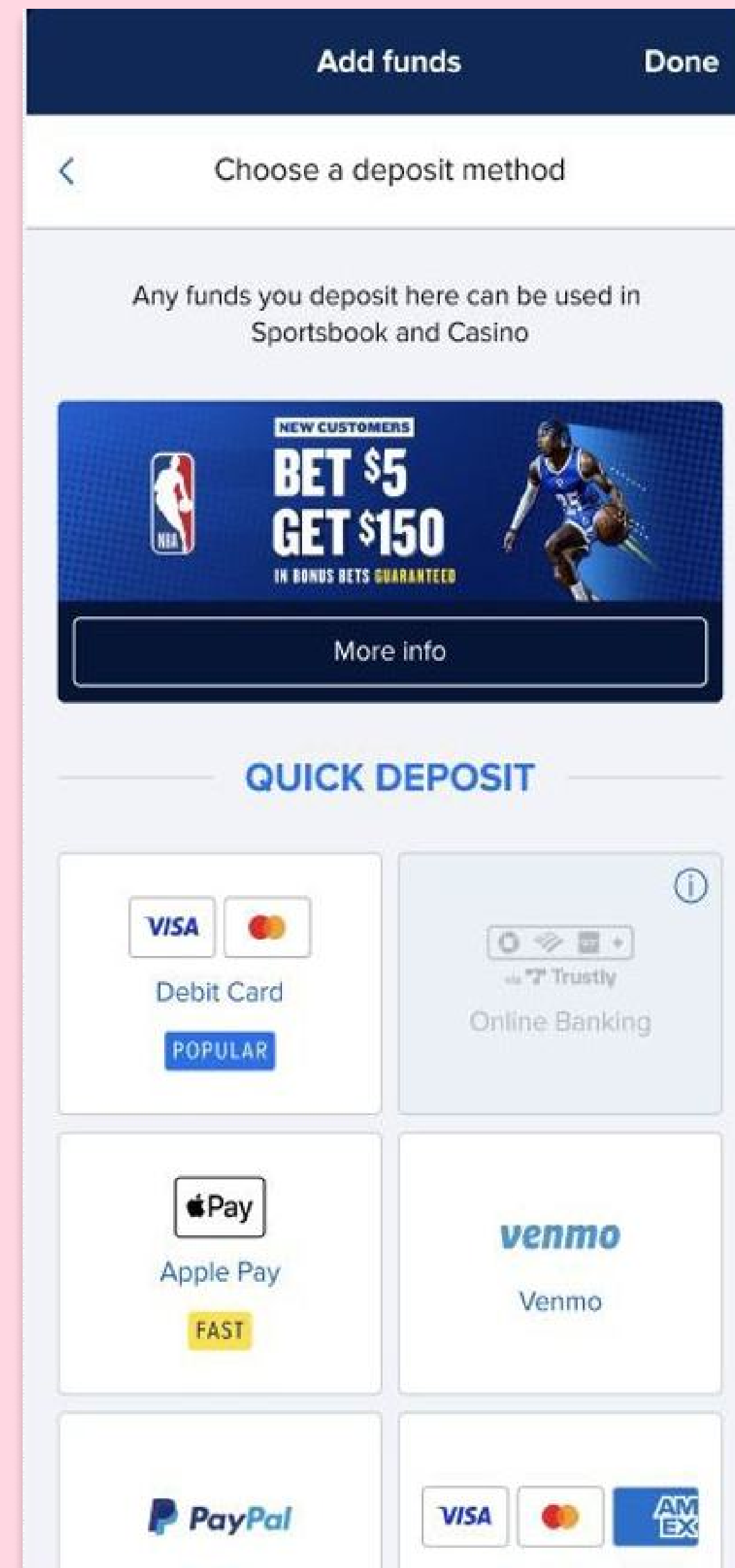
Content to combat user confusion

Content designer JP proposed a full redesign to give users more support around refunds, with a hypothesis that by supporting this **business-critical user action**—so users feel more safe and secure—FTDs will increase.

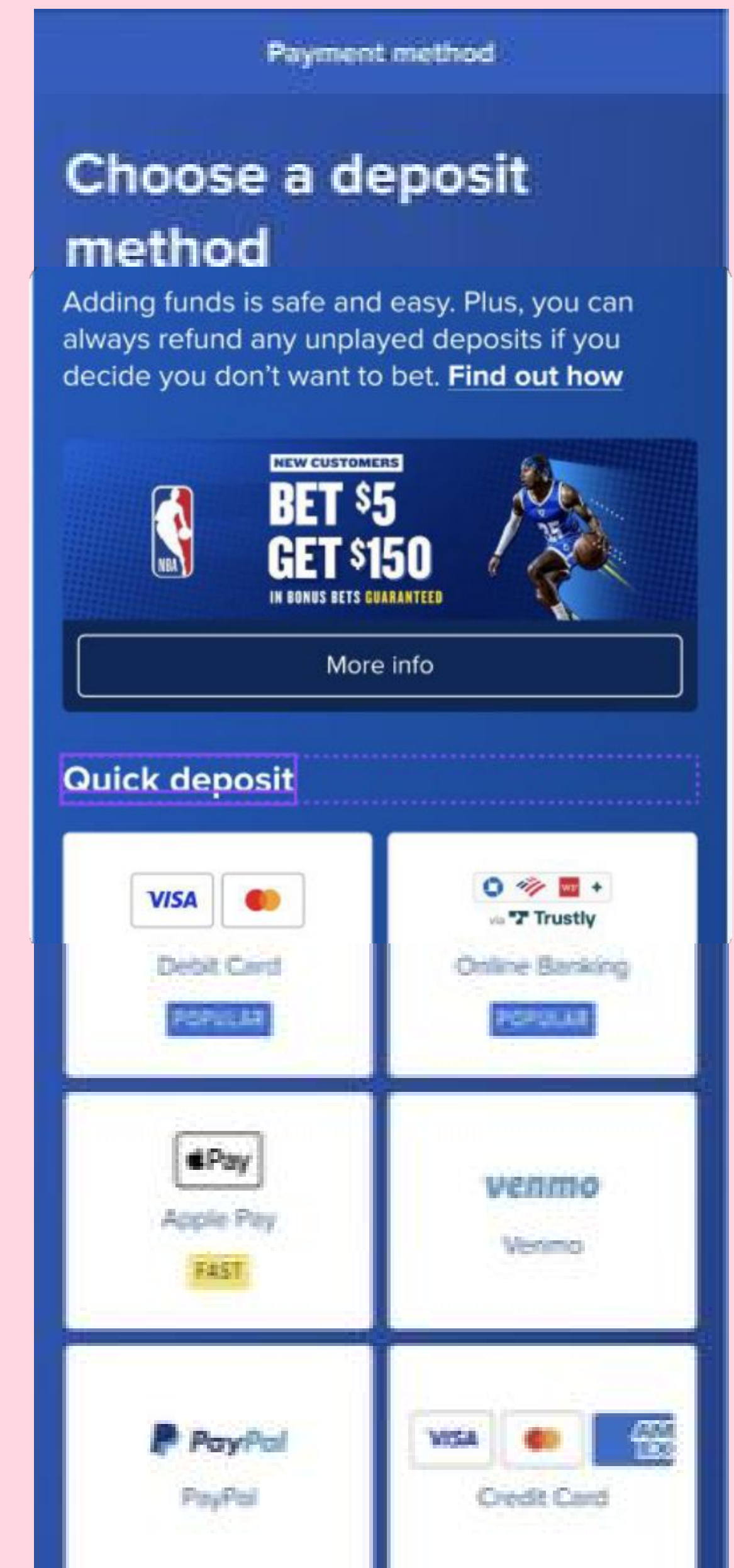
How? Give the user more control

- **Education around “refunds”** and how to find/access refund instructions within the UI
- **Making it easy to get money back** for any unplayed deposits combats user skepticism around the security of FTDs
- The **user is given more freedom** to change their mind after making a deposit

Before



After



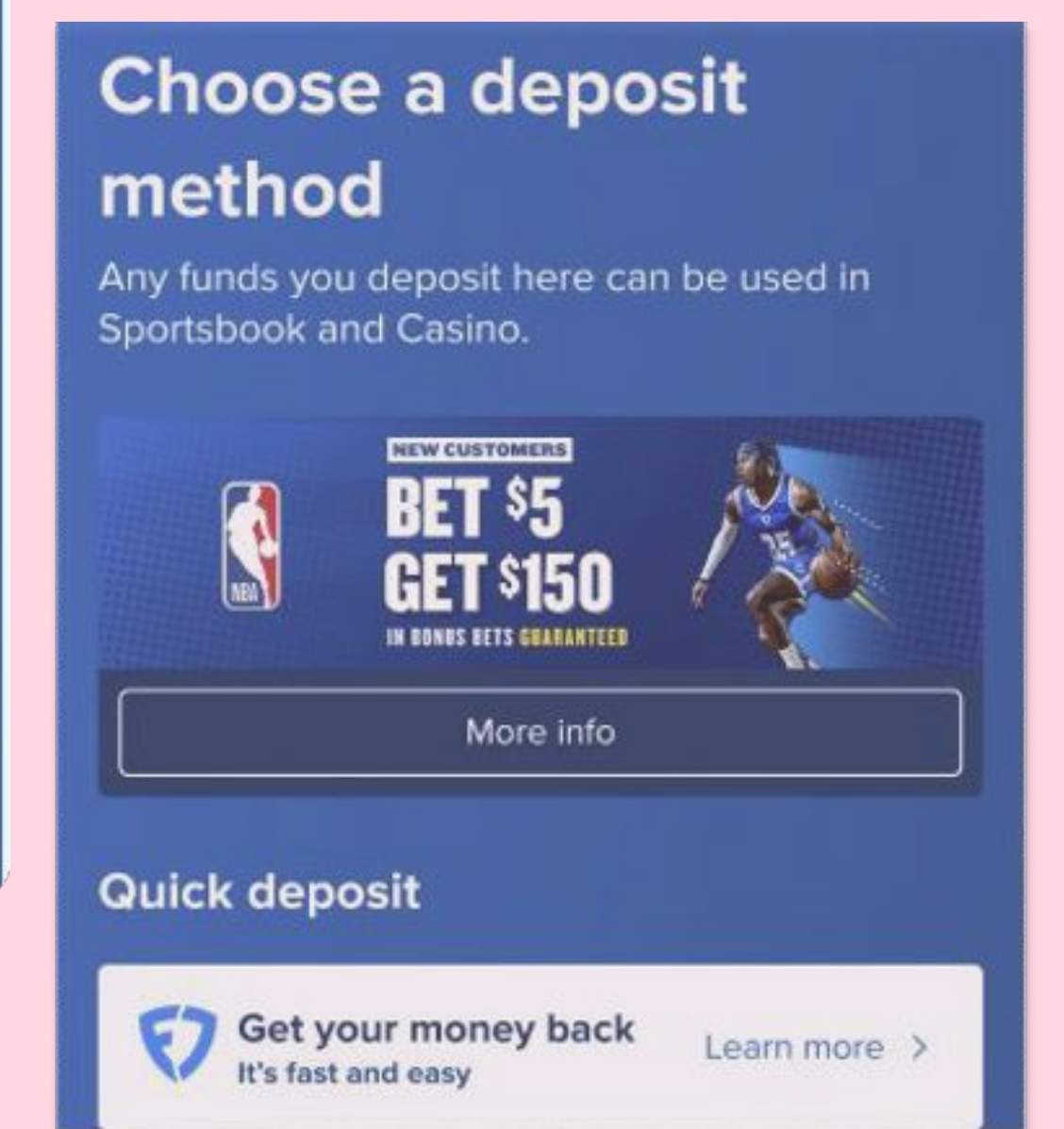
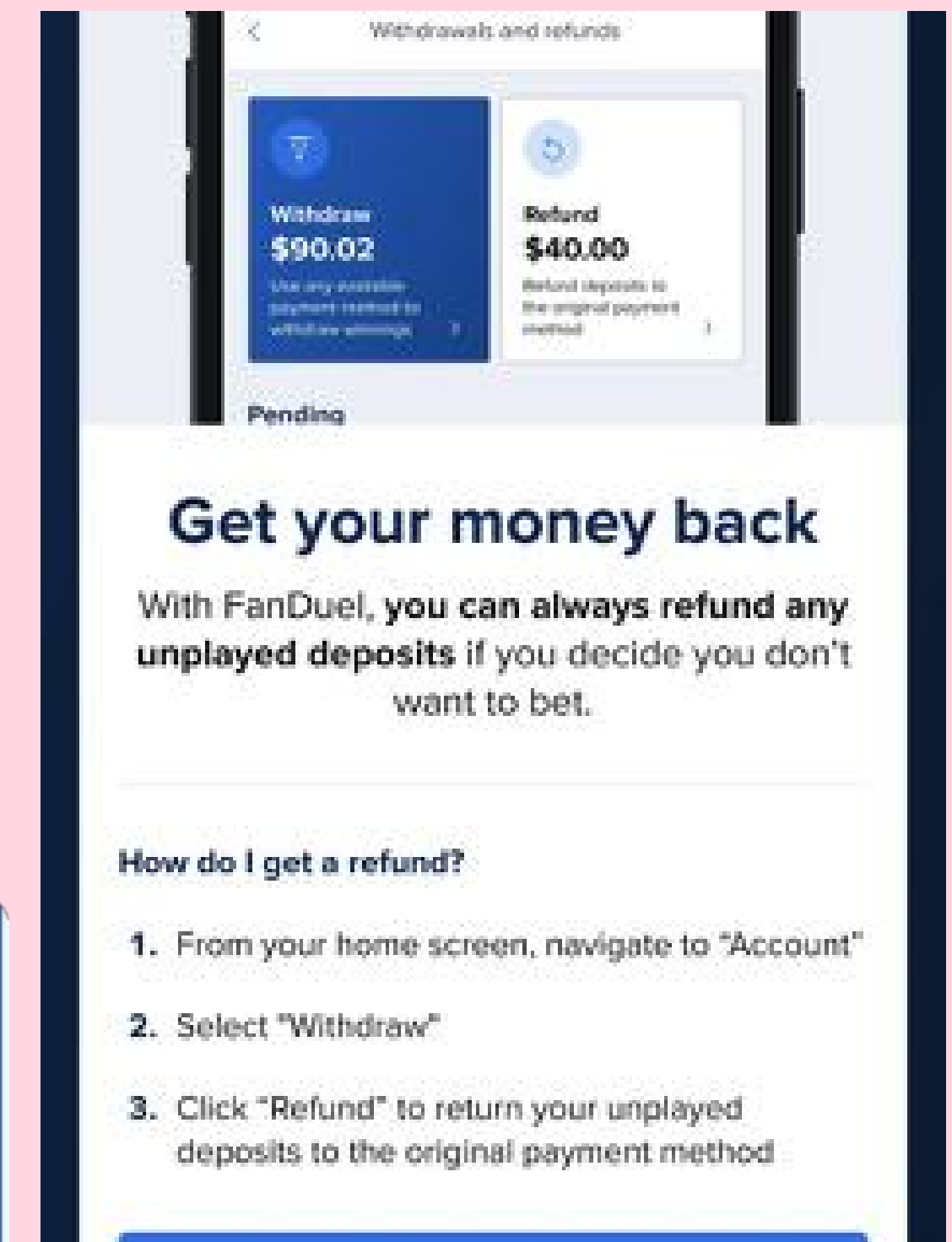
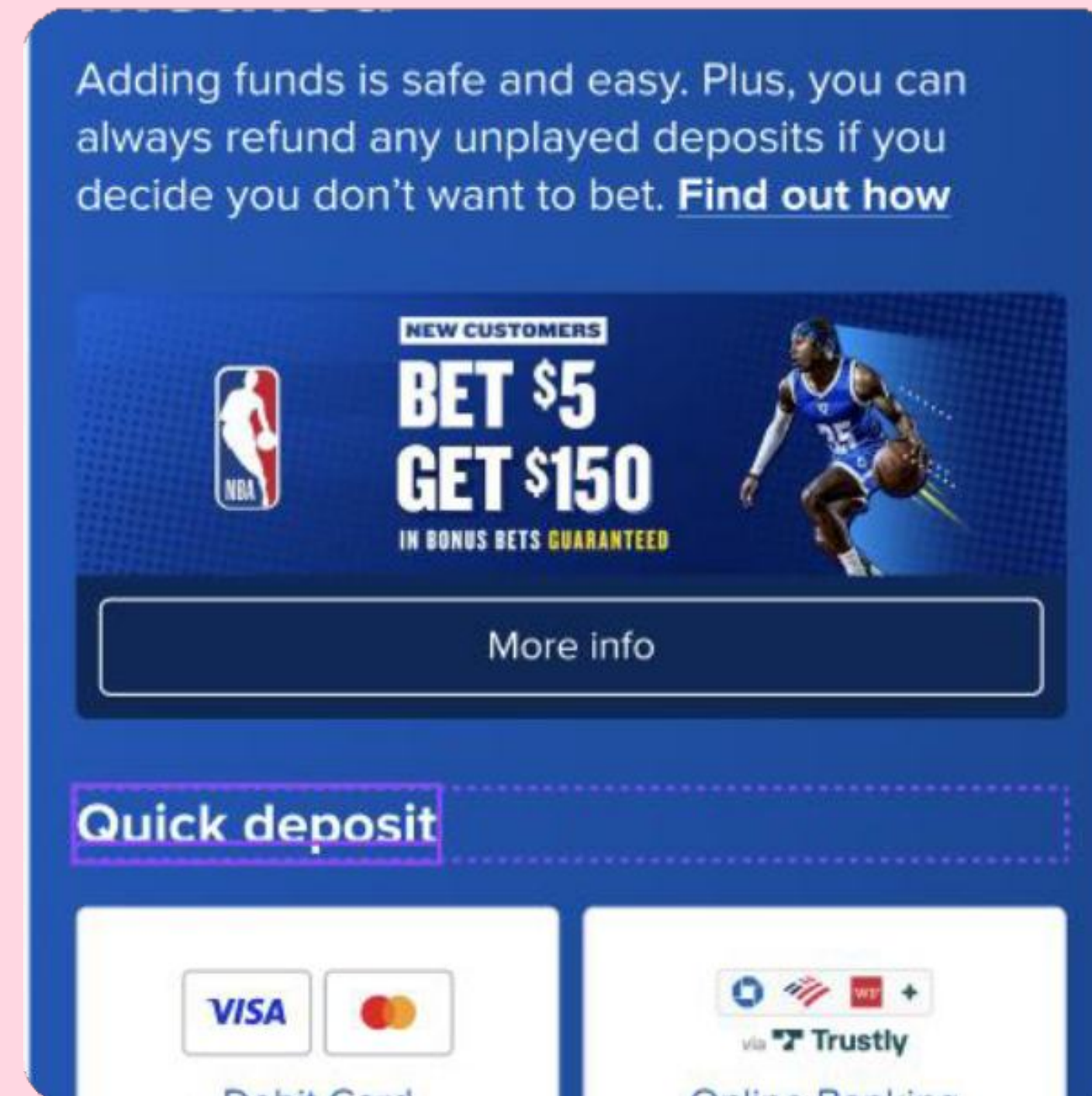
BRINGING AN EXPERIMENT TO LIFE

Impact & learnings

Content to combat user confusion

1. Transparency **builds trust**
2. Value in **quick access** = competitive advantage
3. **Safe & easy** access to funds = conversion and **user retention**

“With FanDuel, deposits are quick, safe and secure. You can always refund any unplayed deposits. Find out how.”



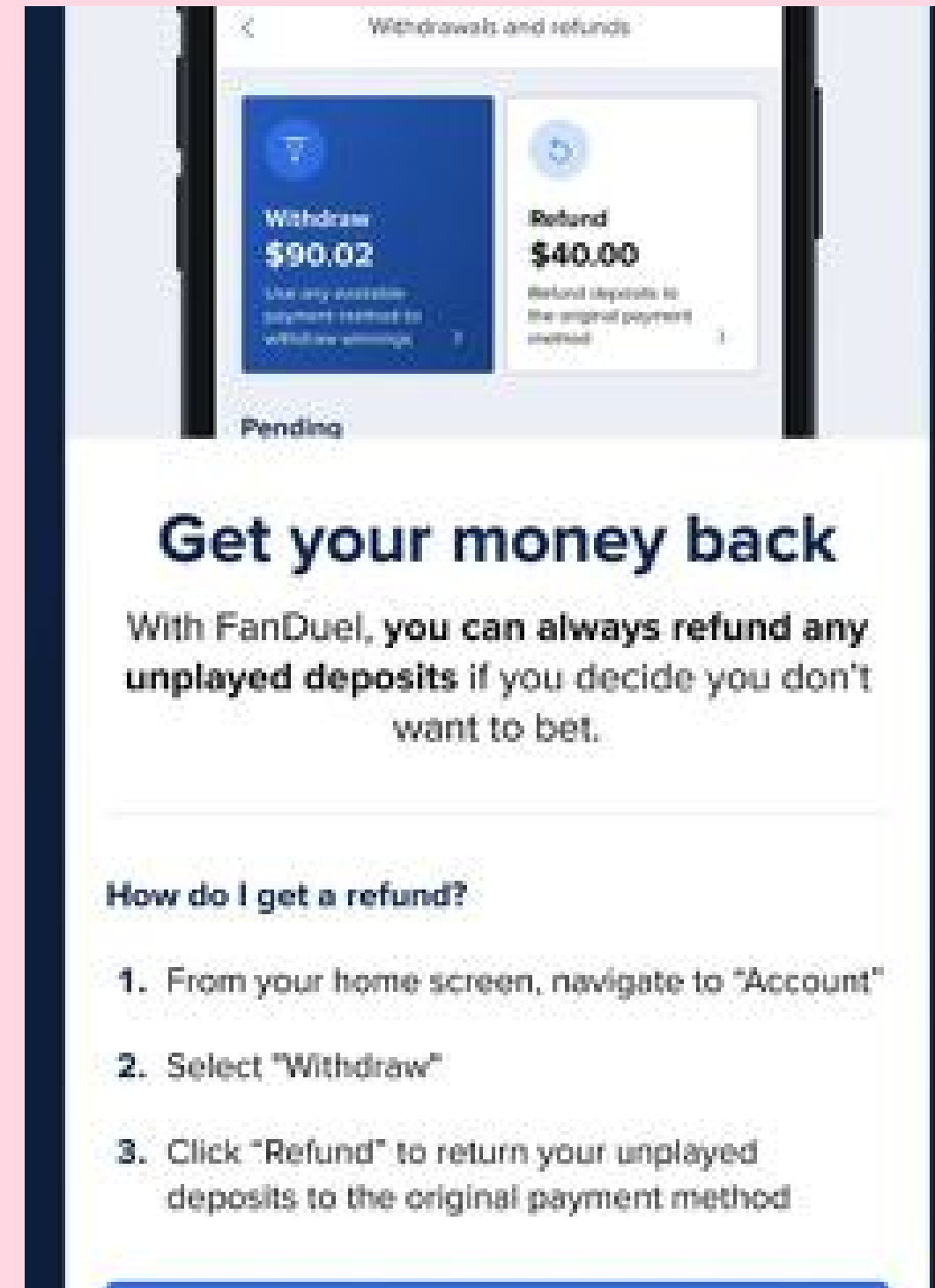
BRINGING AN EXPERIMENT TO LIFE

Impact & learnings

Content to combat user confusion

FanDuel's new FTD XP in Q4 2024!

- **User empowerment:** Self-service refunds means users access money faster
- **Reduced support burden:** Greater deposits/refund literacy = fewer support tickets submitted
- **Competitive advantage:** send customer refund inquiries to Support channels—a gap in the experience and potential for increased anxiety



*FD—clear messaging
Easy to follow instructions*

^ Refund

- You can contact the **DraftKings Customer Support Team** to initiate a refund of the deposit.
 - **Important Note:** The DraftKings Customer Support Team is only able to refund a player's deposit if the deposit method is PayPal, Play+, Venmo, debit, or credit card. If it is any other method, players would need to withdraw the funds back to the original payment method.
- Refunds can't be processed until after the deposit has settled. Please wait at least 24 hours after making the deposit before contacting DraftKings for a refund.
 - Credit/debit refunds can take up to 7 to 10 business days to be

How can we help?



How can we help?

DK requires the user to contact Support—multi-step process to get their own money back

CASE STUDY: GOODRX 2021

Capturing Voice

CASE STUDY: GOODRX 2021

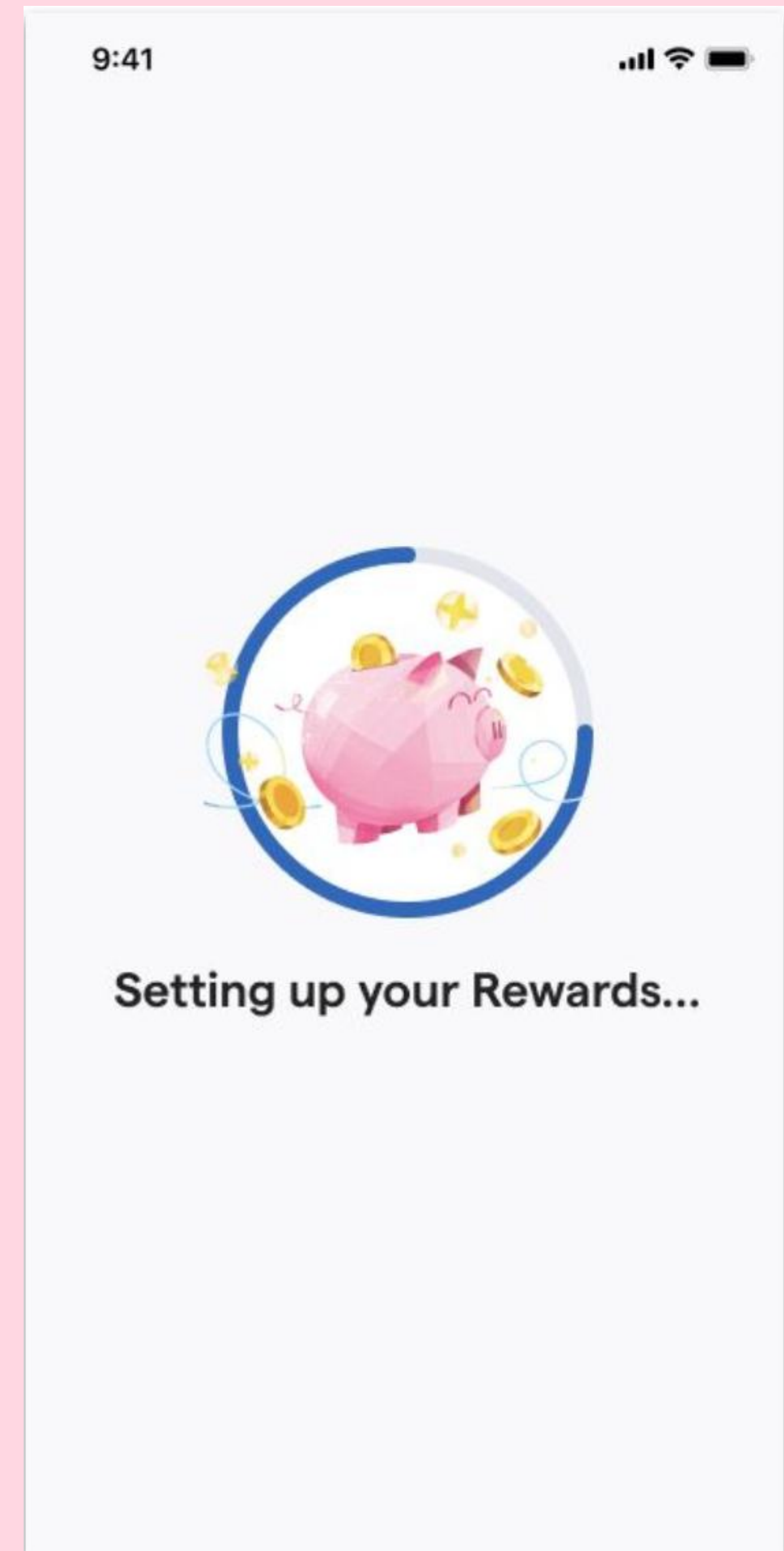
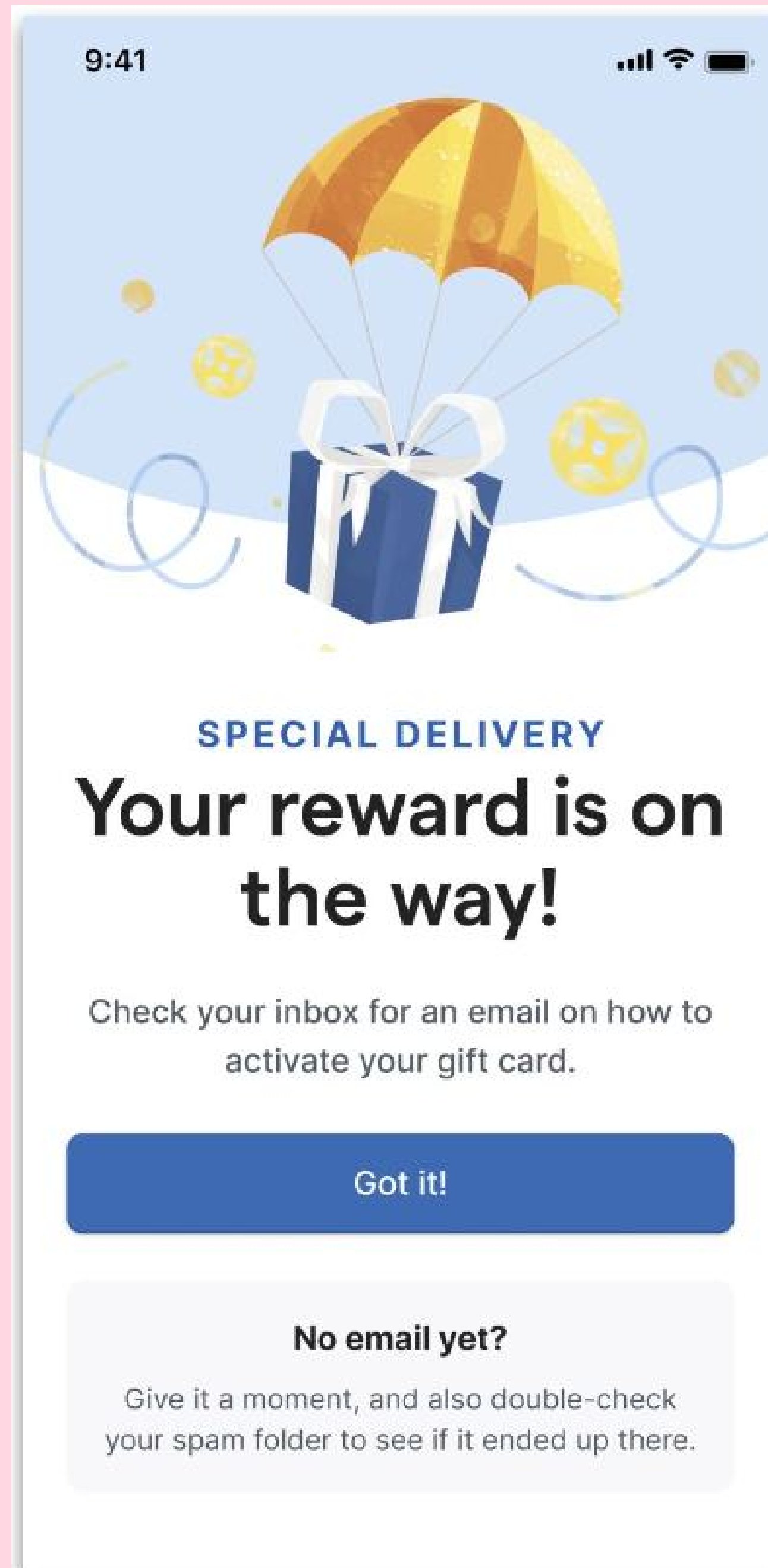
Capturing voice

Redefining tone for a new product

1. Problem to solve
2. Business context
3. Differentiating tone of voice
4. How I did it
5. Internal and external impact

Audience:

The UX / Product Design leadership, peers & partners—some with little previous exposure to content design



Some background

GoodRx didn't originally require users to create accounts to access discounts—part of their brand promise. Fast forward into their success: Product leadership realized there was no data on their customers!

Limited opportunities to engage GoodRx users on a frequent and recurrent basis, due to lack of accounts (lack of PHI), etc.

How does the brand build lasting relationships with GoodRx customers if they have no data?

BUSINESS PROBLEM TO SOLVE

Create a product to engage GoodRx users on a frequent basis

**Solution:
Rewards program**

*Hypothesis: Targeted, timely Rx rewards will allow GoodRx to **deepen customer connections***

1x

Most users only return once per year

18%

proportion of users with a GoodRx account

93%

passive fillers (new claims without new coupon)

Monthly (re)fills

most common/frequent reason to return

PRODUCT & DESIGN PROBLEM TO SOLVE

Differentiating tone of voice

New product needs tone to match

After a thorough audit, it became clear a new **Rewards product would need a tonal shift in voice**. The four existing pillars lacked any celebratory or encouraging tone.

1. **Leading** cross functional workshops
2. **Ideating** common themes into attributes
3. **Refining** to salient tone attributes for a new pillar
4. **Defining** the vocabulary and empathy alignment
5. **Presenting** why Rewards' tone is critical to the success of the (sub)product

Approachable



Empathetic



Empowering



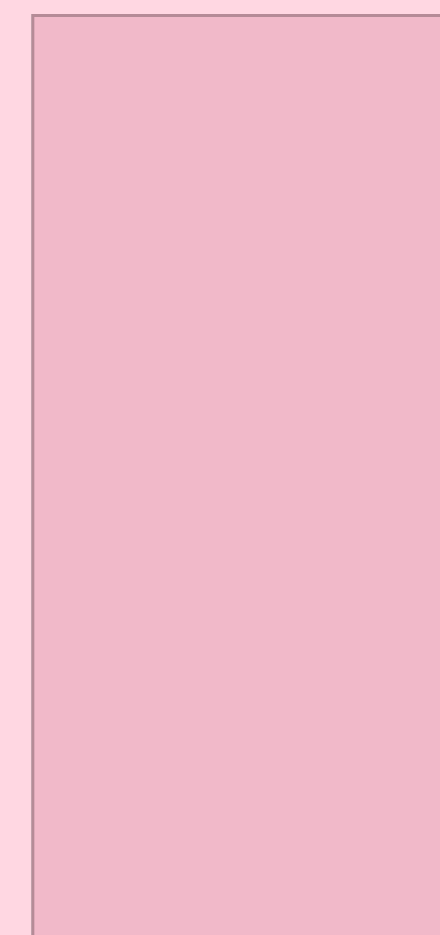
Candid



Light



Celebratory



Fun



GoodRx voice + Rewards tone

Overlaid GoodRx standard pillars with Rewards product (what will it sound like, feel like, etc.) while also adding a new celebratory pillar for moments of delight

APPROACHABLE

By being inclusive and engaging

The Rewards program has something for everyone, regardless of your age, number of medications or health status.

EMPOWERING

By being helpful and encouraging

The Rewards program invites you to pay closer attention to your health, choose positive actions, and share “what’s Good” about GoodRx with your family and friends.

EMPATHETIC

By being supportive and understanding

We want to connect with you in a real and supportive way. Which is why we give you multiple opportunities to earn points when and how you’re comfortable.

CANDID

By being human and relatable

We know that taking medication isn’t fun. So we do our best to make your experience with us easy, pleasant, and as painless as possible.

CELEBRATORY

New!!

By being fun and congratulatory

Making the most of opportunities to lift you up. Keeping it light, airy and evoking humor when appropriate, we reward you for checking in and taking steps toward a healthier lifestyle.

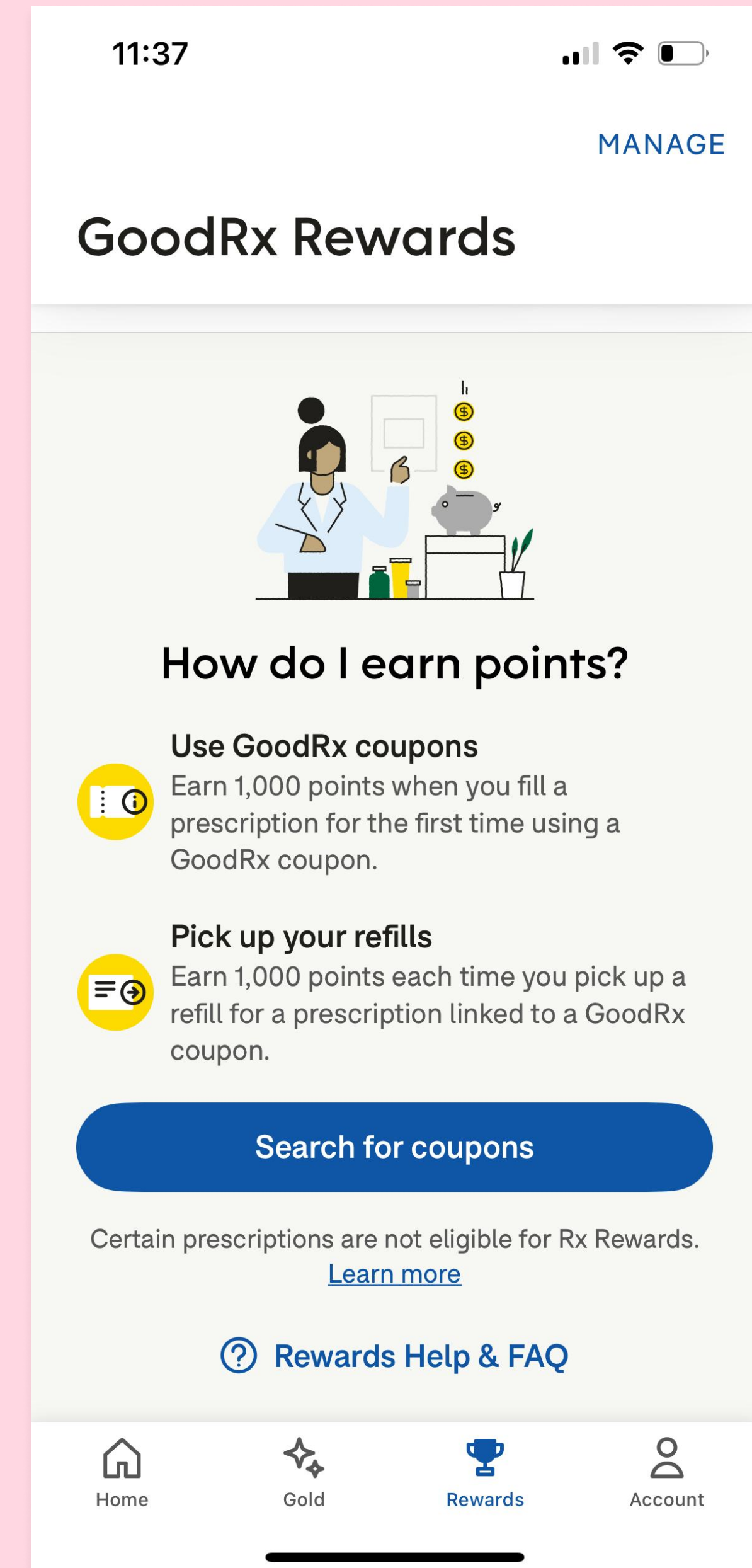
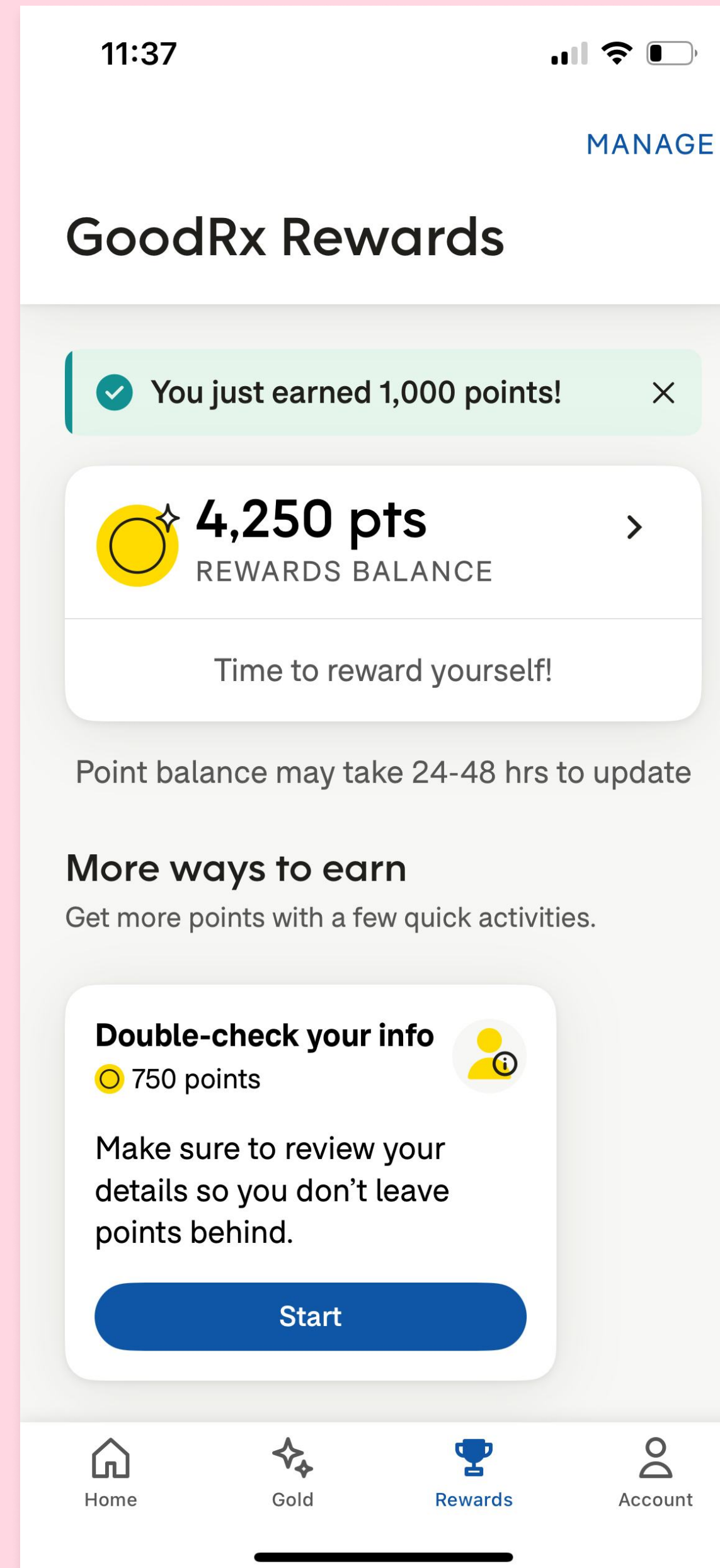
CASE STUDY: GOODRX 2021

Impact & learnings

Voice & tone impact

New celebratory tone of voice pillar unanimously well-received across disciplines, notably Product

- **Celebratory tone used in all Rewards-specific content**
 - Used in CRM — emails, push, notifications, etc.
 - Product marketing & brand team adoption
- **GoodRx Rewards program alive and well today,** using tonal nuance and standards I created



Thank you!

