



This PDF is generated from authoritative online content, and is provided for convenience only. This PDF cannot be used for legal purposes. For authoritative understanding of what is and is not supported, always use the online content. To copy code samples, always use the online content.

# Designer User's Guide

Setup Survey Block

---

## Contents

- 1 Using this Block
  - 1.1 Offer the Survey
  - 1.2 Set Up Survey Segment
  - 1.3 No Survey Segment
  - 1.4 Survey Not Offered
- 2 Creating the Survey Application
  - 2.1 Example



- Administrator

Use this block to set up a survey that you can offer to customers.

### Related documentation:

- 

### Important

Surveys are not supported on asynchronous chat or messaging channels.

You can use the **Setup Survey** block in the **Assisted Service** phase to set up a survey for the caller.

Typically, you offer the survey earlier in the session, in either the **Self Service** phase or before routing begins in the **Assisted Service** phase. Then, once the customer has been served, place the **Setup Survey** block in the **Assisted Service** phase to provide the survey functions.

Once the block is set, you can choose to start the survey immediately (the customer completes the survey within the **Self Service** phase of the current application), or after the customer has finished talking to an agent (if they agreed earlier to take the survey, the customer is then sent to a number assigned to a survey application).

You can also choose to not start the survey if the customer rejects the offer or to not offer the survey at all.

This video demonstrates how to build a chat-based survey in Designer and how you can use the Surveys dashboard to view and track the results:

[Link to video](#)

## Using this Block

In most applications, you will place a User Input block before the **Setup Survey** block and use prompts to ask the customer if they want to take a survey. You can then use a Segmentation block to segment the interaction based on the customer's response.

The sections below explain how to incorporate a survey into an existing application. Your application and User Variable names might differ.

## Important

The examples below offer the survey in the **Assisted Service** phase, but it is also possible to offer the survey in the **Self Service** phase. In either case, the **Setup Survey** block must be placed in the **Assisted Service** phase.

## Offer the Survey

Click the **Initialize** phase and create a **User Variable** named **varSurveyResponse**.

The screenshot shows the 'Application Flow' editor with the 'Initialize' phase selected. The 'Properties - Initialize' panel is open, showing the 'User Variables' tab. A table lists the variable 'varSurveyResponse'.

Name	Default Value	Private	Delete
varSurveyResponse		<input type="checkbox"/>	

In the **Assisted Service** phase of your application, before the interaction is routed, add a **User Input** block and create a message in the **Prompts** tab. In this example, you can use the following values:

The screenshot shows the 'Application Flow' editor with the 'Assisted Service' phase selected. The 'Properties - User Input' panel is open, showing the 'Prompts' tab. A table lists the prompts to be played.

Type	Var?	Value	Play as	Actions
TTS	<input type="checkbox"/>	Your feedback is important to us.	text	
TTS	<input type="checkbox"/>	We would like to offer you a survey.	text	
TTS	<input type="checkbox"/>	Press 1 to take the survey.	text	
TTS	<input type="checkbox"/>	Press 2 to not take the survey.	text	

Prompts must finish completely before users can provide input

Timeout - wait for  s before assuming that no input was received.

Next, in the **Results** tab, select the **varSurveyResponse** variable that you created earlier. This variable stores the input from the customer.

The screenshot shows the configuration for the 'User Input' block. The left pane, titled 'Application Flow', shows a sequence of blocks: Initialize, Self Service, Assisted Service, User Input (selected), Call Data, Segmentation - decide how to rou..., and Route Call - route to default numb... The right pane, titled 'Properties - User Input', contains the following information:

- Description: This block is used to ask a question and collect input from the user. It provides options for multiple attempts.
- Navigation: Prompts, Input, ASR Settings, DTMF Settings, Retry.
- Active Tab: Results, Milestone.
- Store output result (either DTMF entered digits, or the ASR utterance) in this variable: varSurveyResponse
- Store the output result details in this variable: -- choose variable --
- The format of the output result details variable will be an object with the contents:

Key	Type	Description
success	boolean	Successfully.

Next, place a Segmentation block to configure how your application responds to the result from the **User Input** block. In this example, configure the **Segmentation** block as shown below:

The screenshot shows the configuration for the 'Segmentation' block. The left pane, titled 'Application Flow', shows a sequence of blocks: Initialize, Self Service, Assisted Service, User Input, Segmentation (selected), Set Up Survey, No Survey, Call Data, Segmentation - decide how to rou..., and Route Call - route to default numb... The right pane, titled 'Properties - Segmentation', contains the following information:

- Description: This block is used to evaluate expressions and take different paths in the application based on the outcome. E.g varZipCode==94014 can be used to take a different path vs varZipCode==95125.
- Navigation: Conditions, Milestone.
- + Add Condition

Segment Label	Condition Expression	Delete
Set Up Survey	varSurveyResponse == 1	
No Survey	varSurveyResponse == 2	

## Set Up Survey Segment

The application processes the **Set Up Survey** segment if the customer pressed **1** to accept the survey. Next, the application uses a Play Message block to thank the customer for taking the survey.

**Application Flow** Actions ▾

- ➔ Initialize ▾
- ? Self Service ▾
- ➔ Assisted Service ▲
- 🎤 User Input
- 👤 Segmentation ▲
- Set Up Survey ▲
- 💬 Play Message
- No Survey
- 👤 Call Data
- 👤 Segmentation - decide how to rou... ▾
- 👤 Route Call - route to default numb...
- ✔ Finalize

**Properties - Play Message**

💬 This block is used to play audio messages. These messages can be TTS (Text to Speech), Audio Files (previously uploaded in Audio Resources page, or variables played as TTS).

Specify prompts to be played

+ Add Prompt

Type	Var?	Value	Play as	Actions
TTS ▾	<input type="checkbox"/>	Thank you for choosing to take a survey.	text ▾	⬆️ ⬇️ 🗑️
TTS ▾	<input type="checkbox"/>	The survey will be at the end of your call.	text ▾	⬆️ ⬇️ 🗑️

Next, place a **Setup Survey** block before the interaction is routed to an agent and select the **Post agent: Survey will start after talking to an agent** option. Our example is based on a voice interaction, so we'll also enter the DN of the survey application. The example shown below uses the DN 5555, but your survey application might use a different DN. Optionally, you can enable the check box to specify the DN as a variable.

**Application Flow** Actions ▾

- ➔ Initialize ▾
- ? Self Service ▾
- 🔄 Assisted Service ▲
- 🎤 User Input
- 👤 Segmentation ▲
- Set Up Survey ▲
- 💬 Play Message
- No Survey
- 👤 Call Data
- 👤 Segmentation - decide how to rou... ▾
- 👤 Setup Survey
- 👤 Route Call - route to default numb...
- ✔ Finalize

**Properties - Setup Survey**

This block sets up a survey. It does not trigger a survey.

Choose one of these options to setup a survey application:

- Post agent : Survey will start after talking to an agent
- Setup survey on this DN (number) 5555
- Immediate : Survey will start immediately
- Rejected : Survey will not be started
- Not offered

For a chat-based survey, leave the DN field blank. You can specify the name of the chat survey application in the **Advanced** tab of the Route Call Block (or Route Digital Block), under the **Post processing application** section.

[Post processing application](#)

Specify the Digital application to be used for post-processing logic.

This application will get executed after the agent marks the interaction done. Post-processing logic may include for instance HTTP REST or Chat Transcript blocks.

Post processing application :  ▾

The interaction forwards to the survey application. See the Creating the Survey Application section for more information.

## No Survey Segment

The application processes the **No Survey** segment if the customer pressed **2** to decline the survey. Place a **Setup Survey** block and select **Setup was offered but it was rejected**.

The screenshot displays the 'Application Flow' editor on the left and the 'Properties - Setup Survey' configuration panel on the right. In the 'Application Flow', the 'Assisted Service' section is expanded, and the 'Setup Survey' block is highlighted. The 'Properties - Setup Survey' panel includes a description: 'This block sets up a survey. It does not trigger a survey.' Below this, there is a section titled 'Choose one of these options to setup a survey application:' with four radio button options: 'Post agent : Survey will start after talking to an agent', 'Immediate : Survey will start immediately', 'Rejected : Survey will not be started' (which is selected), and 'Not offered'.

## Survey Not Offered

You might have noticed that a third option exists in the **Setup Survey** block - **Setup was not offered - no need to setup survey**.

For reporting, this option records that the customer was never offered a survey. This can happen for several reasons. For example, the customer might have ended the call early or in the **Self Service** phase, or your application might contain a segment in which it does not make sense to offer a survey.

To receive reporting in these scenarios, you must place a **Setup Survey** block in your application and select the **Setup was not offered - no need to setup survey** option to record that this interaction did not include a survey offer.

## Creating the Survey Application

The actual survey takes place in a second application. This application is loaded on the number that you specified in the **Setup Survey** block.

A survey application is created with the application type **Default** and behaves in the same way as other applications. You can use **User Input** blocks to ask questions and record responses. Each **User Input** block stores the response from the customer for reporting.

## Tip

As survey applications are **Default** type applications, you can use Route Call and various other blocks to direct the call if the customer's survey responses meet certain criteria. For example, if the customer inputs a low satisfaction score, you can use a Segmentation block to check for low satisfaction scores and a **Route Call** block to route the interaction to an agent to follow up on the customer's concerns.

## Example

The following example demonstrates how to create a simple survey application.

First, create a new application of type **Default** to provide the survey.

In the application, create a series of variables to hold the questions and answers for your survey. In the example below, **question1** and **question2** hold the question that the survey asks the customer, and **survey\_iAnswer1** and **survey\_iAnswer2** holds the answer from the customer.

### Properties - Initialize



This block or phase is typically used to setup variables for the application and initialize them. Assign blocks can be used to calculate expressions and assign their results to variables in this phase.



User Variables



System Variables

Specify User Variables. String values must be surrounded by single quotes.

+ Add Variable

Name	Default Value	Private	Delete
question1	'Was the agent able to answer your question? Press 1'	<input type="checkbox"/>	
survey_iAnswer1		<input type="checkbox"/>	
question2	'How would you rate the agent on a scale of 1 to 5?'	<input type="checkbox"/>	
survey_iAnswer2		<input type="checkbox"/>	

Designer also provides standard variables, which you can view in the **System Variables** tab, that you can use if your company uses standard reporting. For example, instead of using **survey\_iAnswer2** to hold the feedback score for the agent, we could instead use **survey\_iAgentScore**.

Variable	Editable	Purpose
<b>survey_sOffer</b>	No	Specifies whether a survey was offered, accepted, or rejected. This variable is set by the <b>Setup Survey</b> block.
<b>survey_iRecommendScore</b>	Yes	A rating (on a scale from 0 to 10) that indicates if the company, product, or service is recommended. This variable is used for calculating the Net Promoter Score (NPS).
<b>survey_iAgentScore</b>	Yes	Specifies a user satisfaction score for the agent (if this question is asked in the survey).
<b>survey_iCompanyScore</b>	Yes	Specifies a user satisfaction score for the company (if this question is asked in the survey).
<b>survey_iCallScore</b>	Yes	Specifies a user satisfaction score for the entire call (if this question is asked in the survey).
<b>survey_iProductScore</b>	Yes	Specifies a user satisfaction score for the product (if this question is asked in the survey).
<b>survey_sQ1..10</b>	Yes	You can create these variables (1-10) to store <b>string</b> -type survey responses that will be used for reporting. (Use the naming convention as shown. For example, <i>survey_sQ1</i> , <i>survey_sQ2</i> , and so on.)
<b>survey_iQ1..10</b>	Yes	You can create these variables (1-10) to store <b>integer</b> -type survey responses that will be used for reporting. (Use the naming convention as shown. For example, <i>survey_iQ1</i> , <i>survey_iQ2</i> , and so on.)

## Important

Survey answer variables must use the following naming convention:

- The name must have the prefix `survey_`.
- The next character must indicate the data type (for example, `i` for integer or `s` for string).
- Example: `survey_iAnswer`.

Next, we add a series of User Input blocks and Milestone blocks to the **Self Service** phase. The **User Input** block asks the survey question and the **Milestone** block reports the survey answer.

?
Self Service
^

Q1 - Was your issue resolved?

Q1 - Report

Q2 - Agent Feedback

Q2 - Report

In each **User Input** block, select the question variable in the **Prompts** tab and answer variable in the **Results** tab.

#### Properties - Q1 - Was your issue resolved?



This block is used to ask a question and collect input from the user. It provides options for multiple attempts.

») Prompts
☰ Input
🎧 ASR Settings
☰ DTMF Settings
🔊 Retry

📄 Results
📌 Milestone

Specify prompts to play to collect user input

+ Add Prompt

Type	Var?	Value	Play as	Actions
TTS	<input checked="" type="checkbox"/>	question1	text	<input type="button" value="↑"/> <input type="button" value="↓"/> <input type="button" value="🗑️"/>

Prompts must finish completely before users can provide input

Timeout - wait for  s before assuming that no input was received.

---

### Properties - Q1 - Was your issue resolved?



This block is used to ask a question and collect input from the user. It provides options for multiple attempts.

[Prompts](#) [Input](#) [ASR Settings](#) [DTMF Settings](#) [Retry](#)

[Results](#) [Milestone](#)

Store output result (either DTMF entered digits, or the ASR utterance) in this variable

survey\_iAnswer1 ▼

In each **Milestone** block, select the question and answer to send to reporting.

### Properties - Q1 - Report



This block is used to record a milestone in reports including surveys.

Milestone

question1

use variable

Milestone Type

Survey ▼

#### Survey Milestone Properties

Survey Question

question1 ▼

Corresponding Answer

survey\_iAnswer1 ▼

The following graphics show the process for survey question two, using the standard answer variable **survey\_iAgentScore**.

---

### Properties - Q2 - Agent Feedback



This block is used to ask a question and collect input from the user. It provides options for multiple attempts.

**Prompts**   Input   ASR Settings   DTMF Settings   Retry

Results   Milestone

Specify prompts to play to collect user input

+ Add Prompt

Type	Var?	Value	Play as	Actions
TTS	<input checked="" type="checkbox"/>	question2	text	

Prompts must finish completely before users can provide input

Timeout - wait for  s before assuming that no input was received.

### Properties - Q2 - Agent Feedback



This block is used to ask a question and collect input from the user. It provides options for multiple attempts.

**Prompts**   Input   ASR Settings   DTMF Settings   Retry

Results   Milestone

Store output result (either DTMF entered digits, or the ASR utterance) in this variable

---

## Properties - Q2 - Report



This block is used to record a milestone in reports including surveys.

Milestone

question2

use variable

Milestone Type

Survey ▼

### Survey Milestone Properties

Survey Question

question2 ▼

Corresponding Answer

survey\_iAgentScore ▼