

Planning for Effectiveness

Judd Labarthe 19 June 2012 Dubai



11 million

Marketing mistakes

14 million

Marketing disasters

15 million

Most effective marketing campaigns

11 million

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People don't need marketing as we know it.

People are craving entertainment, education, experiences that are meaningful and relevant to them, to their needs, to their wishes.

And they want it now.

10 principles for maximizing brand profit.

Think of your marketing as storytelling, not warfare.*

*(reframe the role of conflict, and balance it with empathy.)

Ask not "why should people buy?" but rather "why should they <u>care</u> — and what's keeping them from caring already?"*

*(approaches based on emotion are more memorable, and more effective, than hard-sell.)

Focus on a few simple, clearly defined objectives.*

*(and be sure you know why each is important.)

Measure your progress against each goal you set.*

*(but don't settle for intermediate measures.)

Don't fall into the loyalty trap.*

*(breadth of appeal trumps depth of appeal.)

Aim to build trial – by building reach among category buyers.*

*(previous brand purchase is the single strongest predictor of future purchase.)

Build reach – by maximizing visibility among category buyers.*

*(participation helps – but don't make the ,ask' too big.)

Accelerate people's interactions with your brand.*

*(getting people to talk about your <u>product</u> is much better than just getting them to talk about your ads.)

"Accelerators" are communications that encourage people to interact with your product faster and more intimately than they would organically. Speeding the interaction between people and product speeds the dispersion and quality of conversation.

It's critical that influencers be invited to interact with the product, rate it and then talk about it...after all, they're ready to put their reputations on the line. 90/9/1

really means $1 \rightarrow 9 \rightarrow 90$

one unit of advocacy = 62 units of conversation

Give something away early on.*

*(pay close attention to which people respond and what they do with it.)

Getting people to talk is easy, if you know what to give them.



freebie contribution service amusement empowerment

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Measure. And learn.*

*(what was supposed to happen? what <u>did</u> happen? why are they different?)

how was my campaign supposed to work?

the "by, by, by" model

to increase the number of police recruits

by increasing the quality of the applicants

by challenging the best applicants and putting off the rest

by dramatizing how hard it is to be a good police officer

by showcasing some of the toughest situations they face

by getting "tough" celebrities to talk about how hard they'd find it to do a good job



specific KPIs at each level*

to increase the number of police recruits

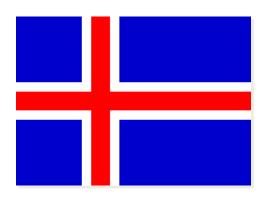
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Help! Our banks blew up just a year ago, and now our island is exploding too!

to increase the number of visitors 10% above forecast

by increasing consideration

by reversing the negative opinions

by showing Iceland is a safe place to visit

by ????????

THE CONVENTIONAL COMMS MODEL

By flipping the traditional travelcomms model and using the people of Iceland (and its fans) to tell the world that Iceland is "open for business."



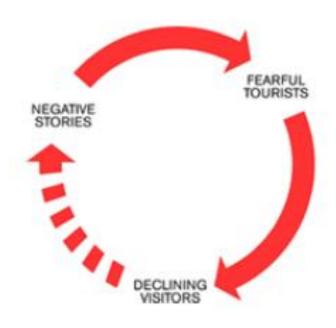






By combating evil with good.

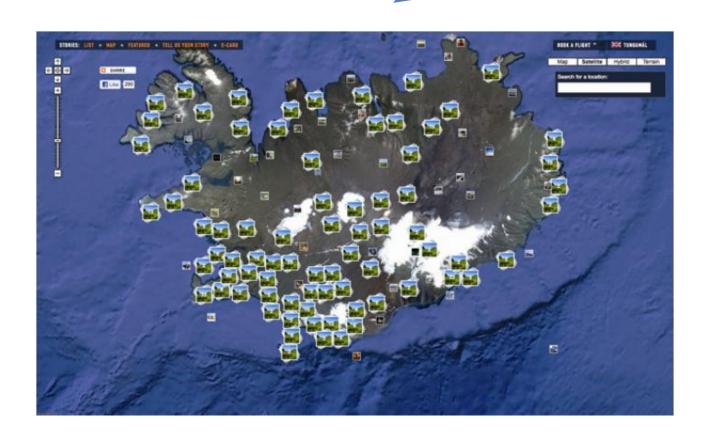
A CYCLE OF NEGATIVITY



By appealing to national pride.

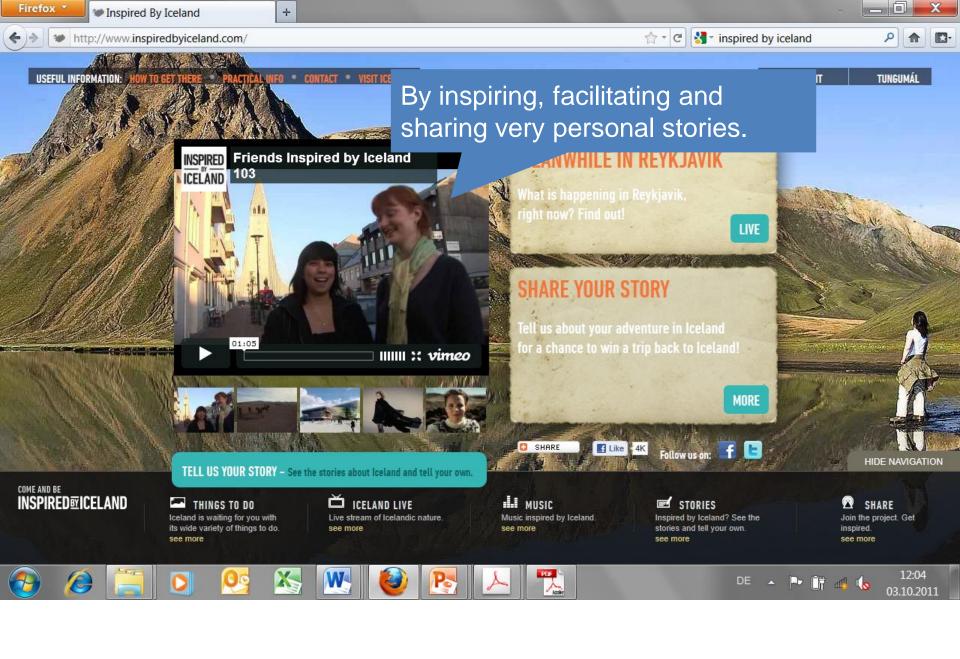


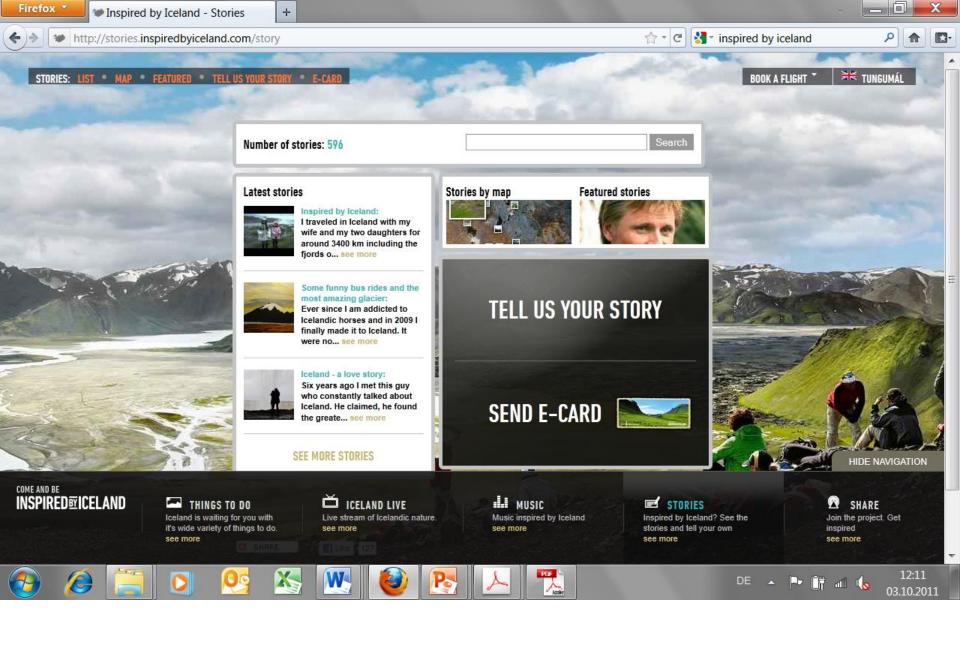
"Iceland Hour" stopped the country, getting 27% of the population to go online and send a video abroad.



By tapping high latent advocacy among previous visitors.

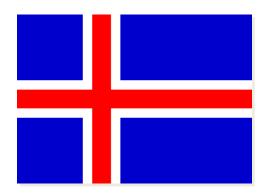






Inspired by Iceland Video

http://youtu.be/-AAooSUqO1g



Budget £2 million

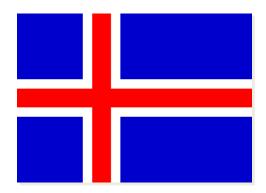
Visitors +27% vs. forecast

72,794 from Europe

Revenue £1750 per visitor

additional £127.4 million

ROMI 62.7:1



Acute problem

- + Scant resources
- + Unexpected strategic approach
- + Charming creative work
- = Gold Euro Effie, Grand Prix (Best Use of Social Media)