WELCOME TO

N&CSAATCH OPEN HOUSE

WELCOMETO WEEK 3 BRAND, EXPERIENCE & INNOVATION

M&CSAATCH! OPEN HOUSE



















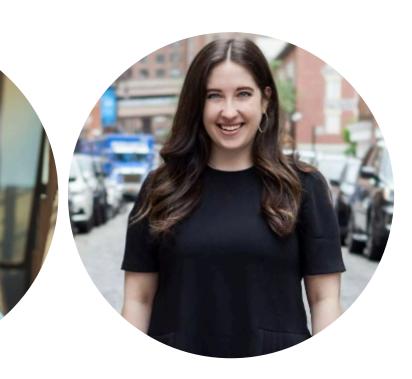








HELLO!



Kay HollingsworthSenior Consultant

Allison Zelby
Director



Lucy Armstrong
Business Development
& Marketing Director



Jon Hewitt
Creative Director



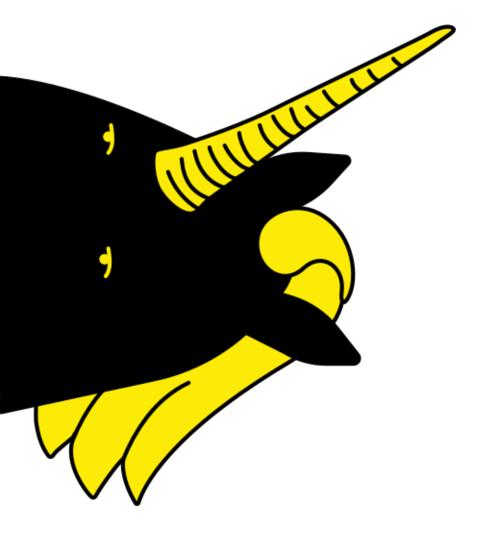
Tom HumeAssociate Creative Director











HOUSE RULES

You are not able to be seen or heard by the panelists or other participants

Please be respectful of the speakers and of each other when using the communication features

We will disable the chat function shortly after starting the meeting

Please use the Q&A function to ask any questions and we will do our best to answer as many as we can

Please use the Polling function when directed to by the Speakers

Please use the auto-transcript function in zoom if you need to

This session will be recorded and upload to the login site following the session, so don't worry if you miss anything!



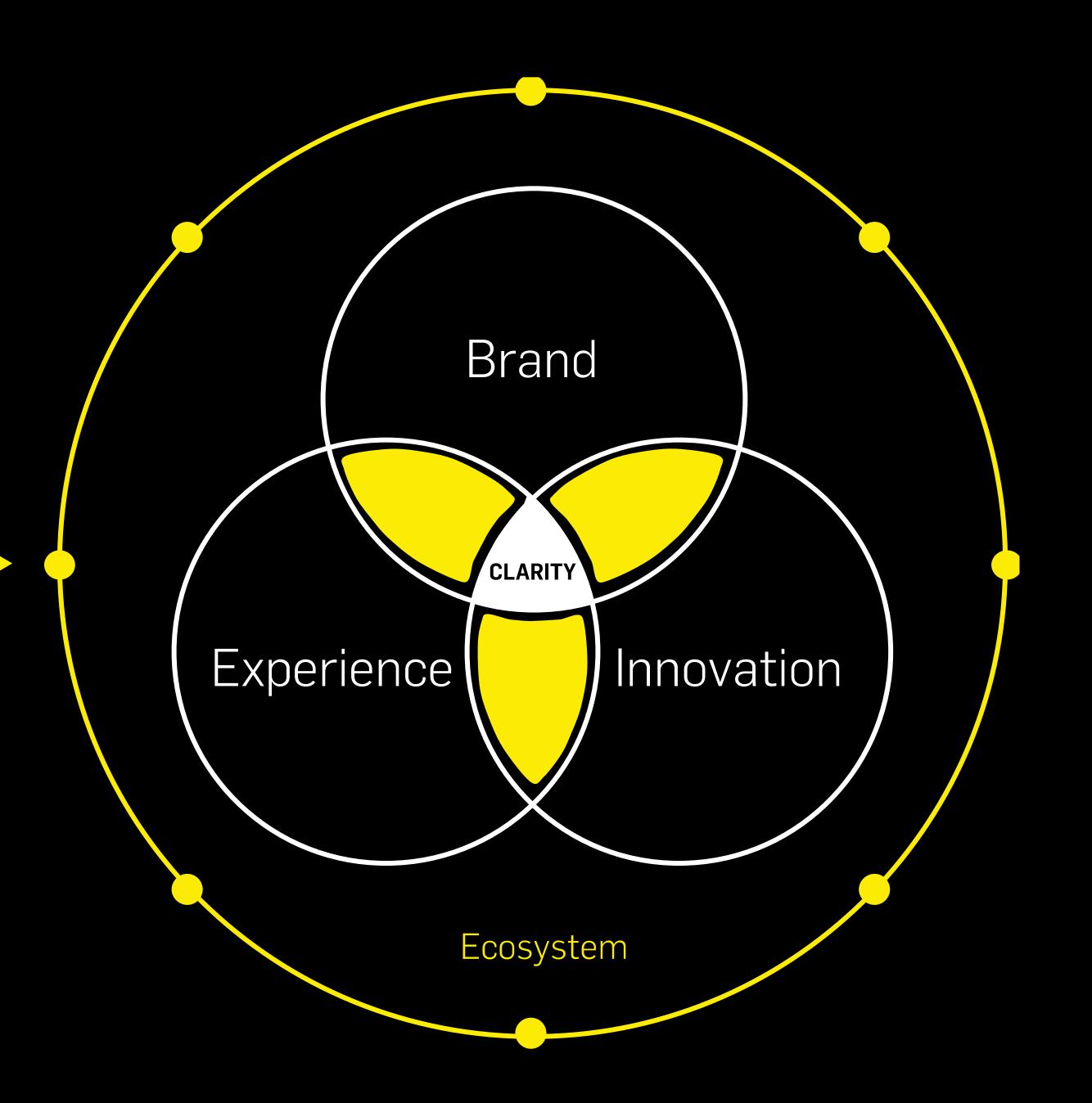


WHAT WE'LL COVER TODAY

- 1. The power of a brand
- 2. Transformative customer experiences
 - 3. Unlocking new and next innovation



THEY ALL GO HAND IN HAND

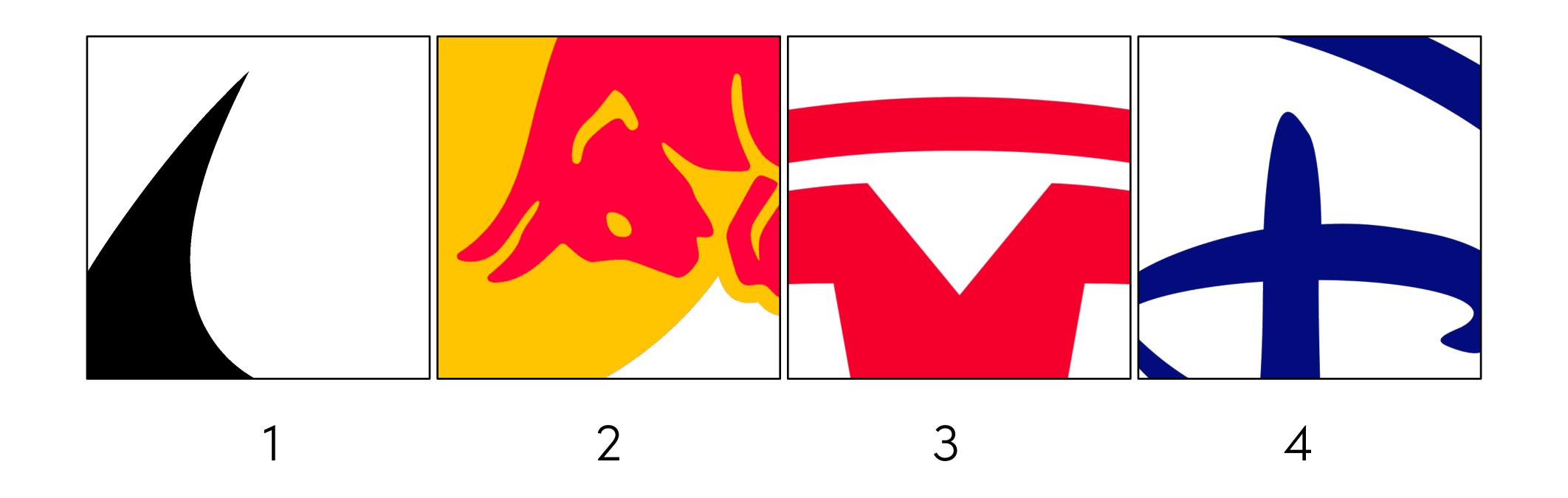


1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED



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GUESS THE LOGO...





GUESS THE LOGO...





BUT A BRAND IS MORE THAN A LOGO.

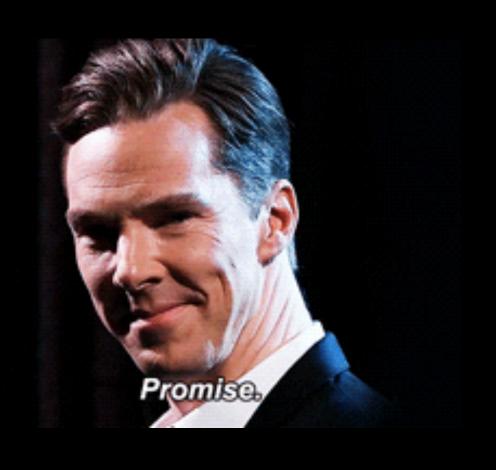




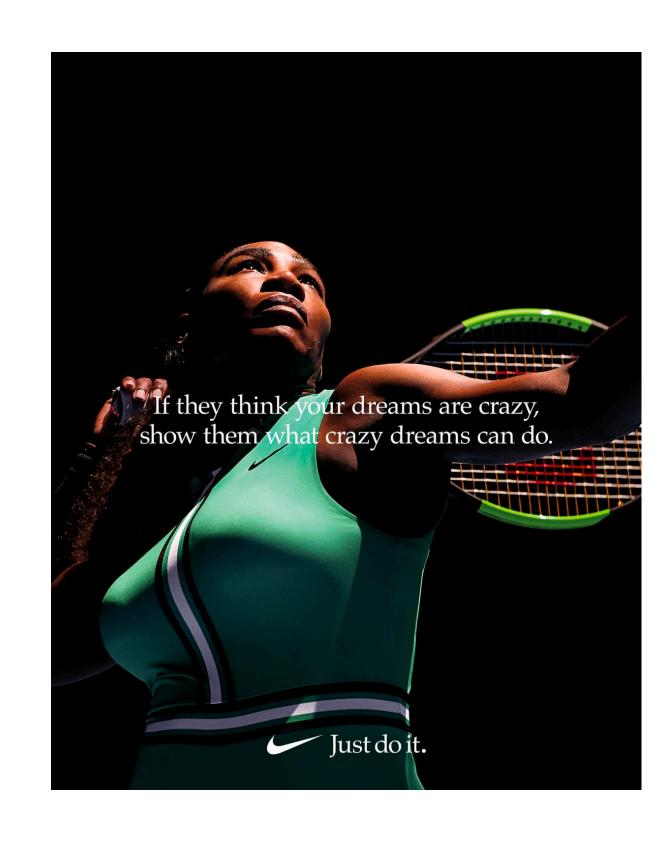
BUT ULTIMATELY...



IT'S A PROMISE PERFORMED CONSISTENTLY OVER TIME



AND THE BEST PROMISES TAP INTO SIMPLE HUMAN DESIRES



Nike doesn't sell shoes.

It sells empowerment.



Redbull doesn't sell drinks.

It sells adrenaline.



SAME PRODUCT. DIFFERENT BRANDS. WHICH WOULD YOU PICK?





A brand that delivers its promise will encourage people to:

BUY MORE. DONATE MORE. VOTE MORE. APPLY MORE. ADVOCATE MORE.







HOW DO YOU MAKE GREAT BRANDS?







PROPOSITION

A sociable pizzeria that continues to lead the way in lovingly handcrafted, delicious pizza and more, with genuine, spirited teams who strive to create memorable moments of connection

PURPOSE

Bringing people together through shared passions

POSITIONING

We create moments of connection with people, places and things, sharing and supporting shared passions to make experiences feel richer and more memorable.

ENABLERS

- Pioneering
- Handcrafted
- Spirited
- Genuine

ESSENCE

Good times together

- Warm
- Creative
- Playful



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HOW TO MAKE GREAT BRANDS



Take a position & stick with it



Be clear & distinctive

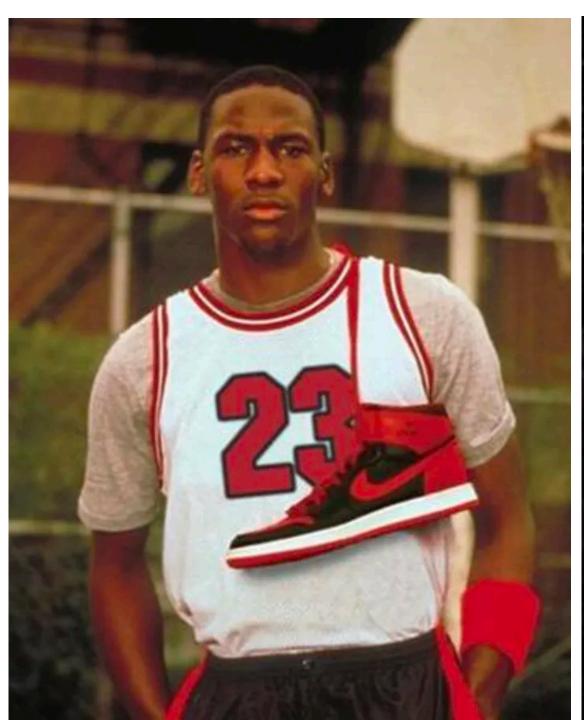


Be consistent over time



TAKE A POSITION AND STICK WITH IT

If you are celebrating young black talent, you have to keep doing that.
Losing customers showed they had skin in the game.

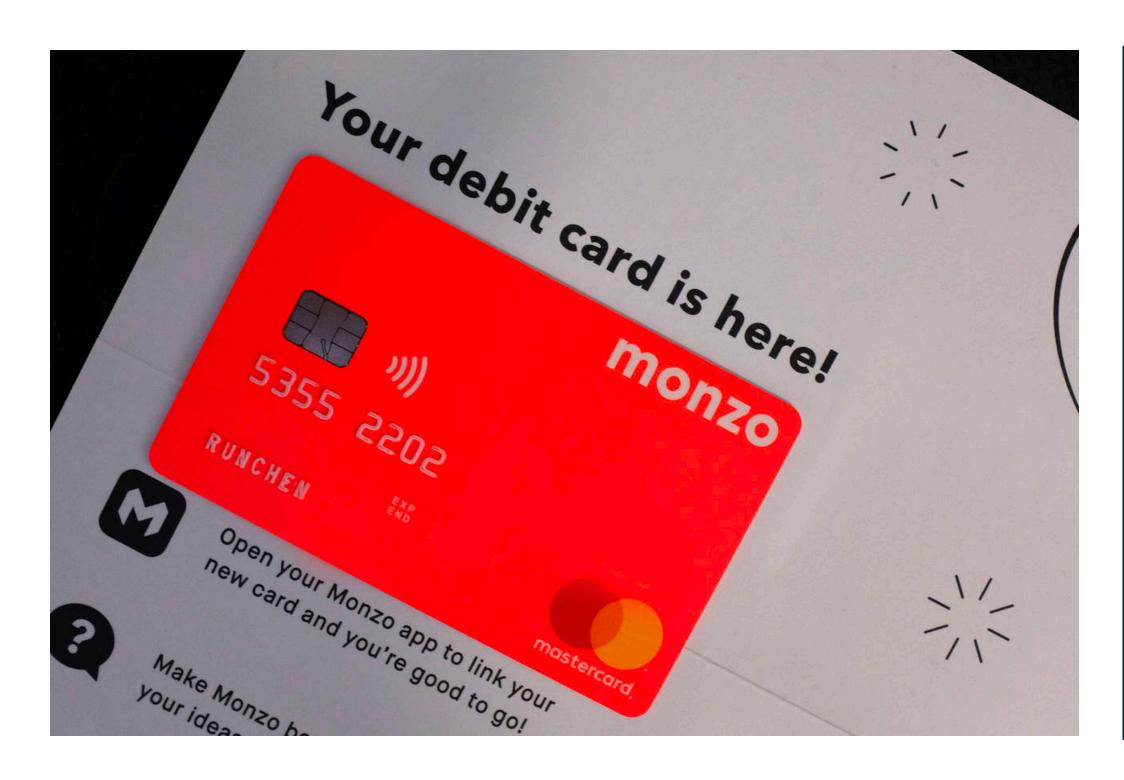


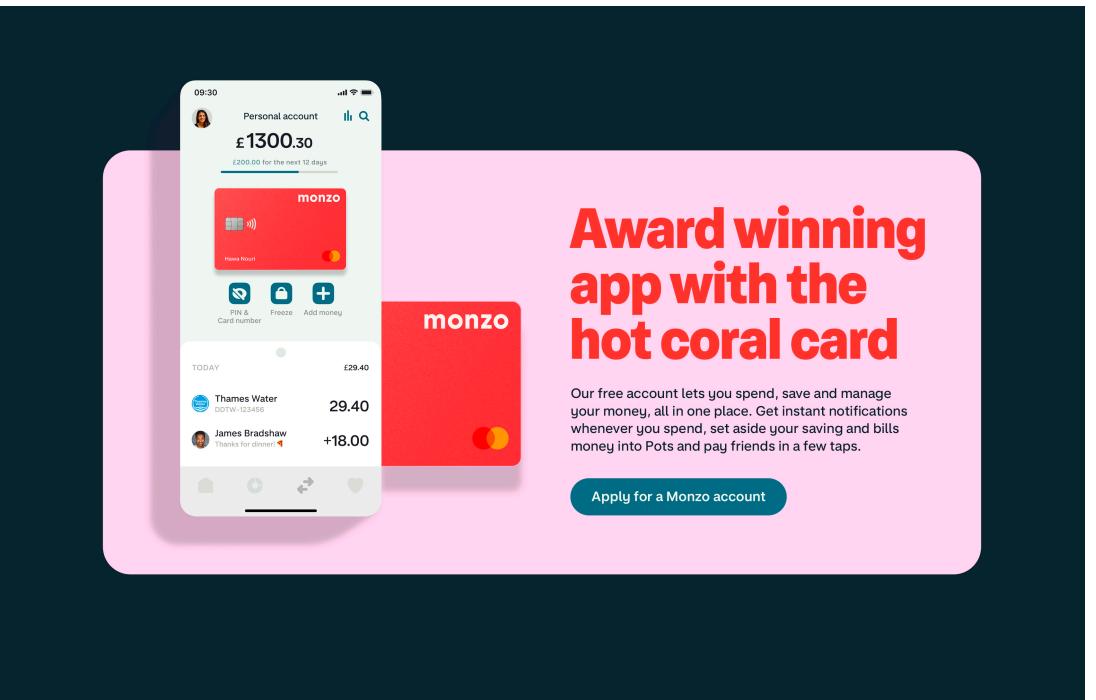




BE CLEAR & DIFFERENTIATED

A small challenger bank, they used the hot coral card stood out in bars, pubs and coffee shops. Their product was also clear and differentiated: they had innovative features like round-ups and split accounts before everyone else.







BE CONSISTENT OVER TIME

Same logo. Same red. Same(ish) bottles. Same taste. Same good times.







BENEFITS OF A STRONG BRAND



Charge a premium

Apple's high margins allow for more investment in R&D, which consumers love, in turn creating higher margins



Increase loyalty & advocacy

Encouraging customers to not buy their products, but to repair them, creates fierce loyalty



Increased valuation

Tesla's reputation of innovation meant it had a higher market cap than the rest of the car manufacturers combined



Extend into new spaces

Virgin have taken their brand of bold-risk taking and excellent customer services into Holidays, Retail, Travel, Gyms and even Space



Stronger reputation in a crisis

KFC ran out of chicken and looked to their brand principles of 'humility, humour and honesty' to create the right response in rapid time



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A RECENT CASE STUDY



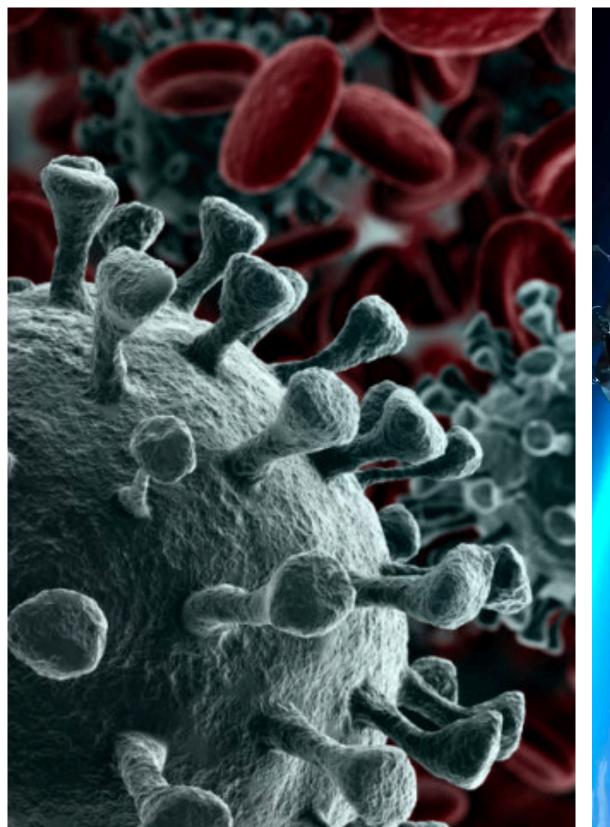
THE BUSINESS

G42 are an Abu Dhabi based A.I. business.

Their algorithms direct satellites in space, enhance athlete performances and powered the response to Covid.





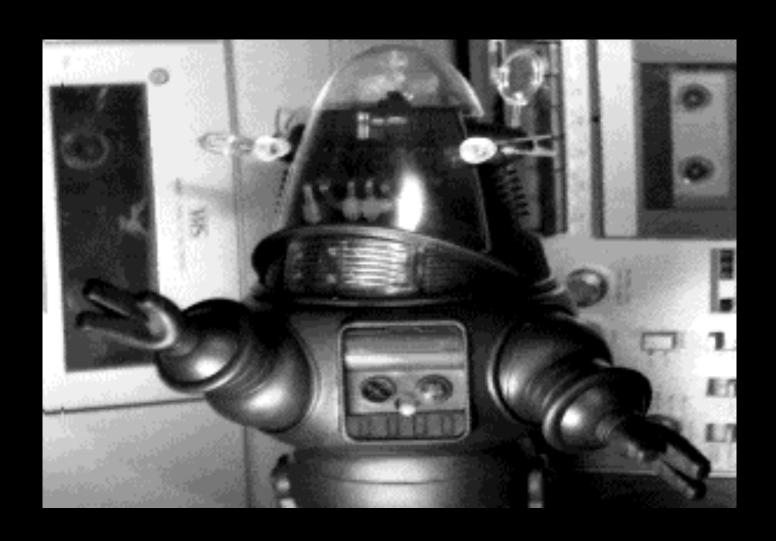




THE PROBLEM

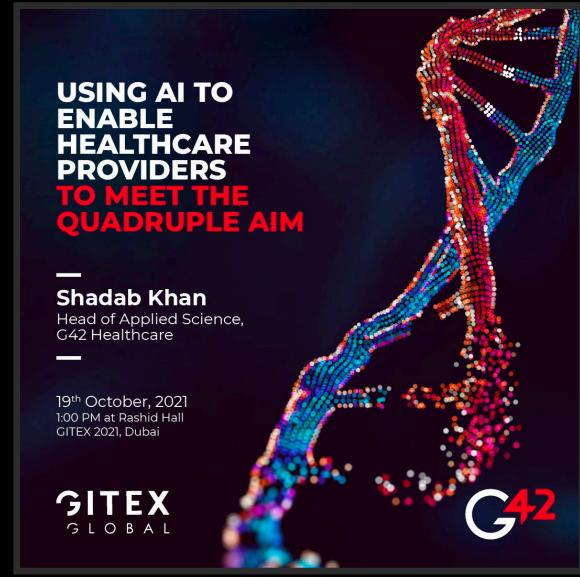
They an image problem.

A.l. was increasingly seen in a negative light and their existing brand was not helping — it was dark, mysterious and clichéd.



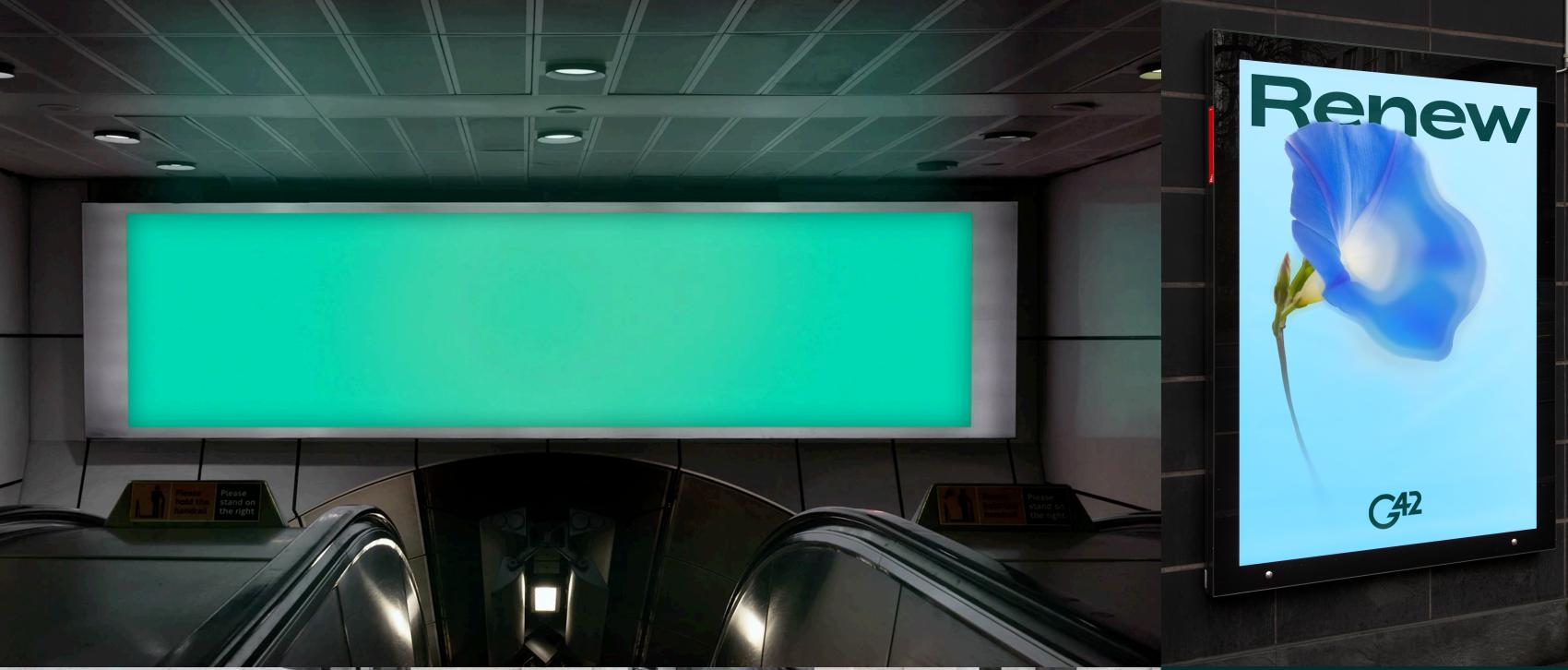




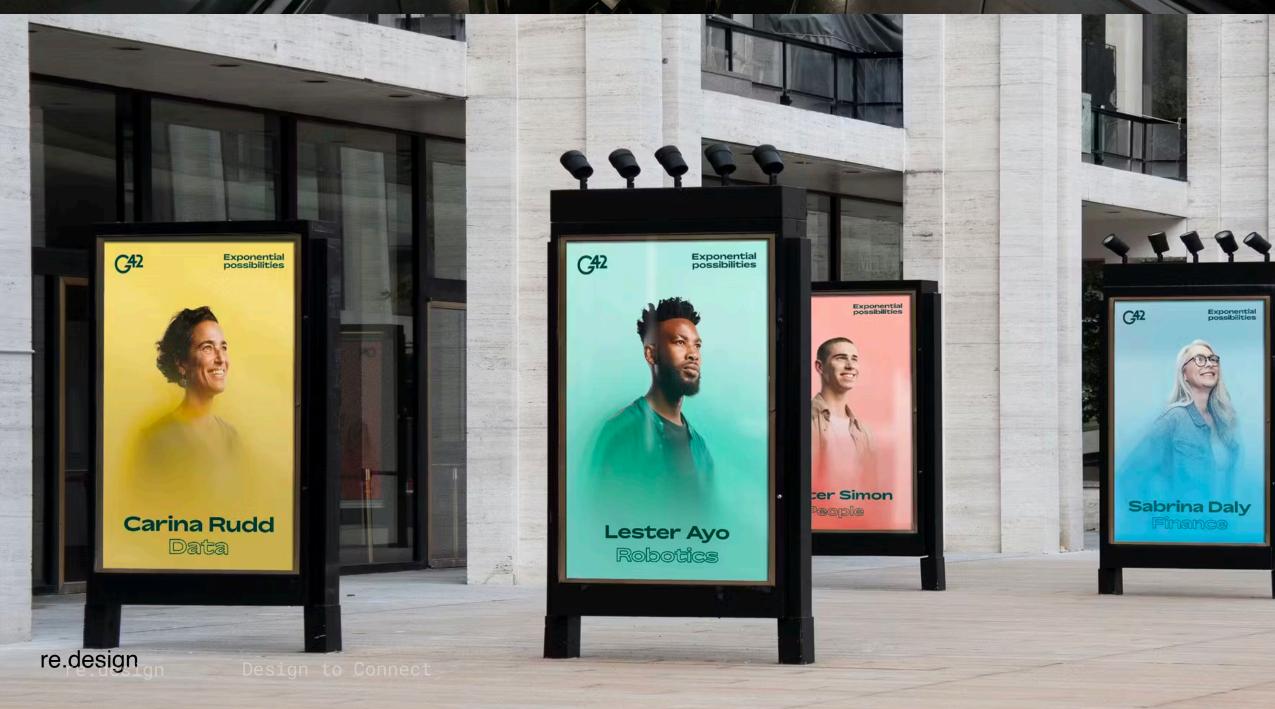


CREATIVE IDEA

To invent a better everyday















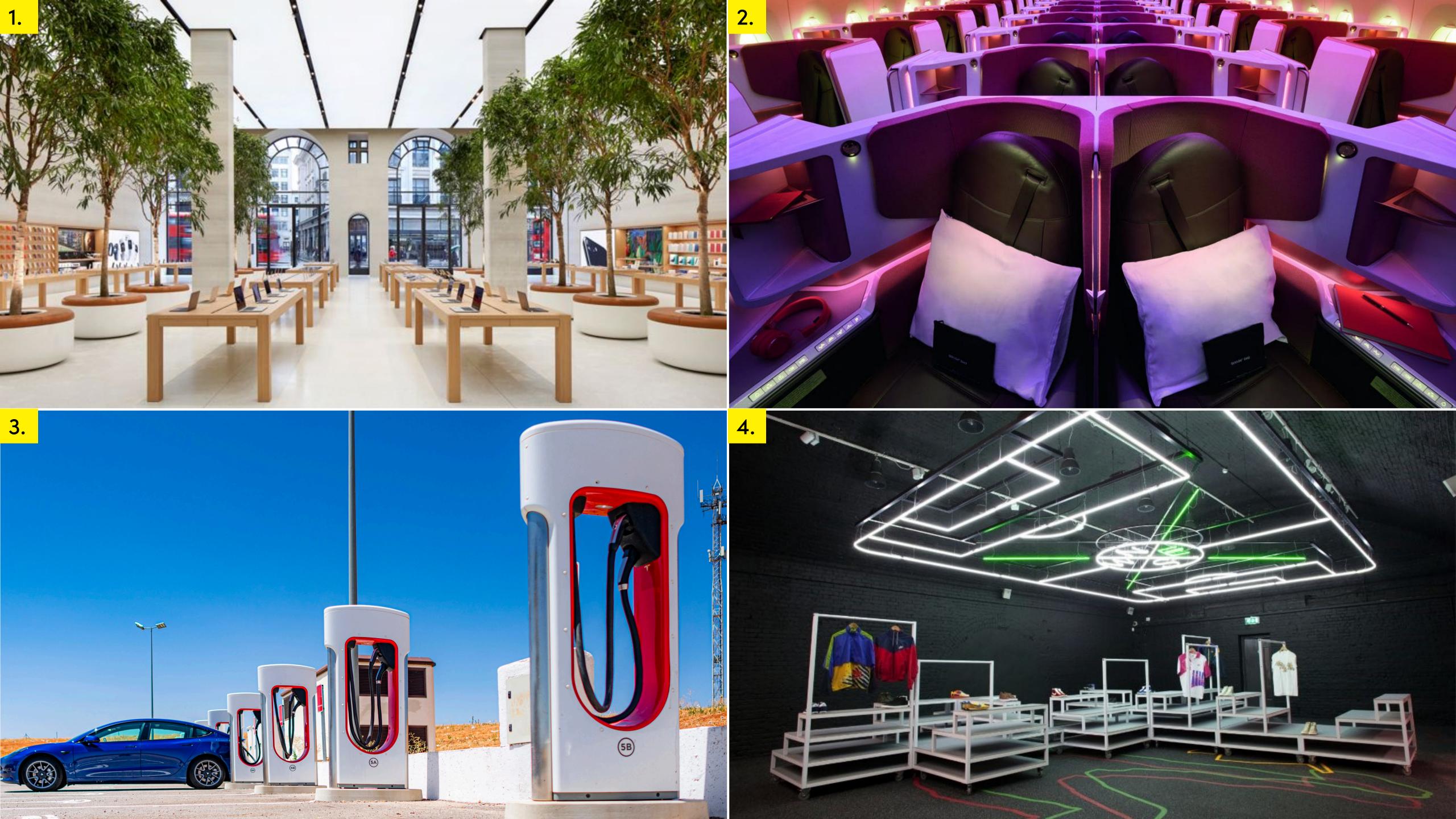
1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED

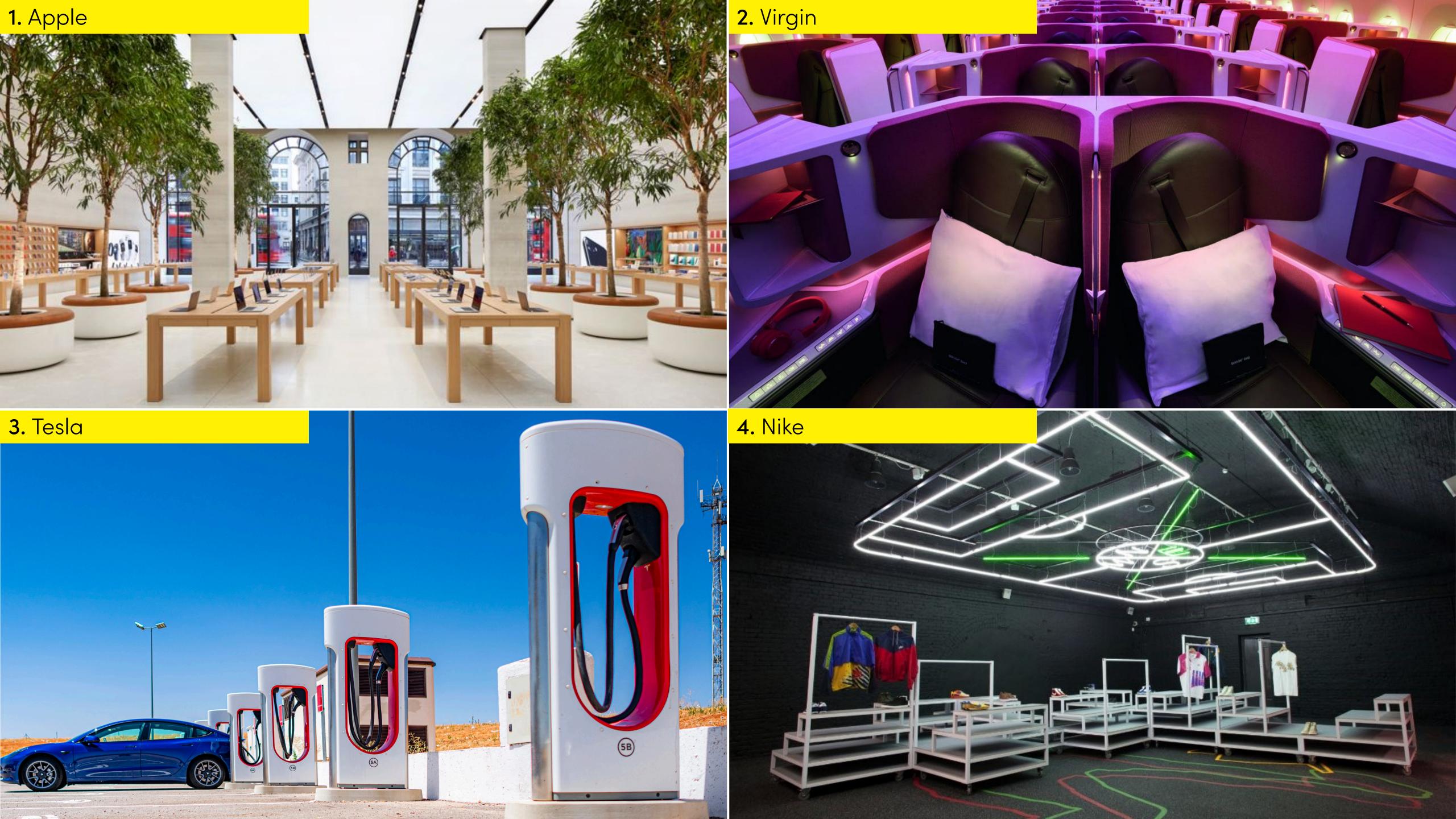


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NOW WE KNOW WHAT A BRAND IS. SO, WHAT ABOUT BRAND EXPERIENCE?







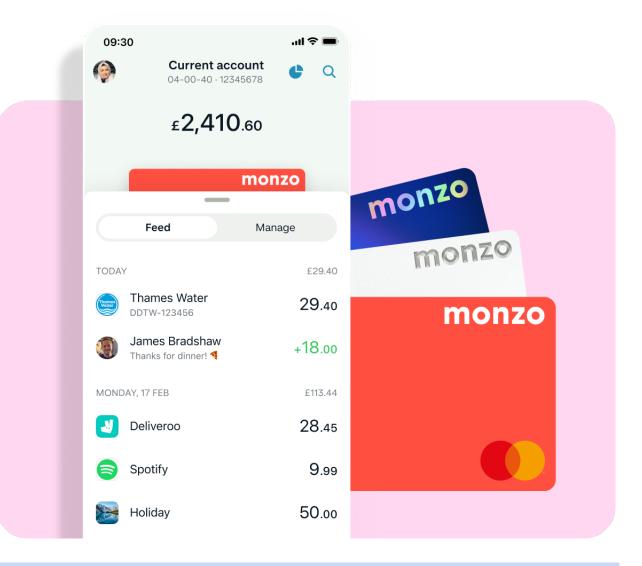
BRAND EXPERIENCES ARE WHERE PEOPLE MEET THE BRAND, AND WHERE WE FORM A POSITIVE (OR NEGATIVE) IMPRESSION



THE WORLD OF BRAND EXPERIENCE IS VAST – FROM RETAIL TO DIGITAL PRODUCTS AND SERVICES

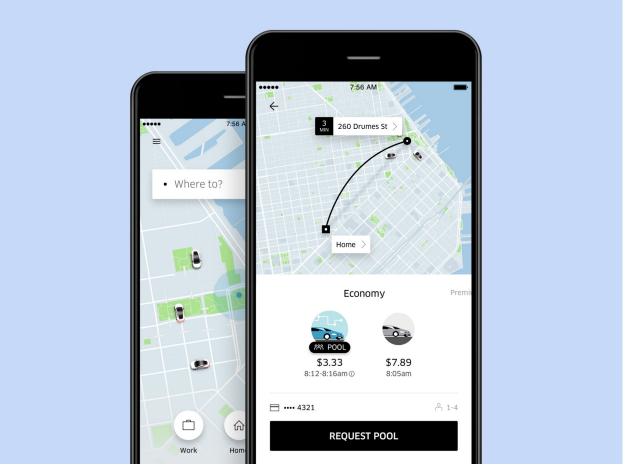




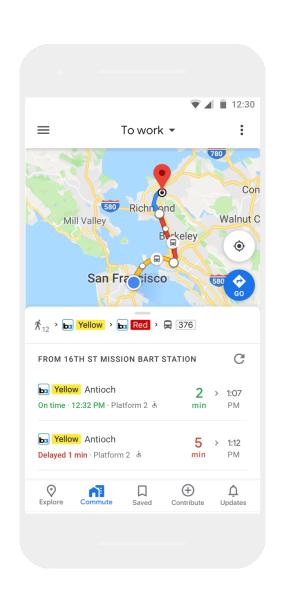


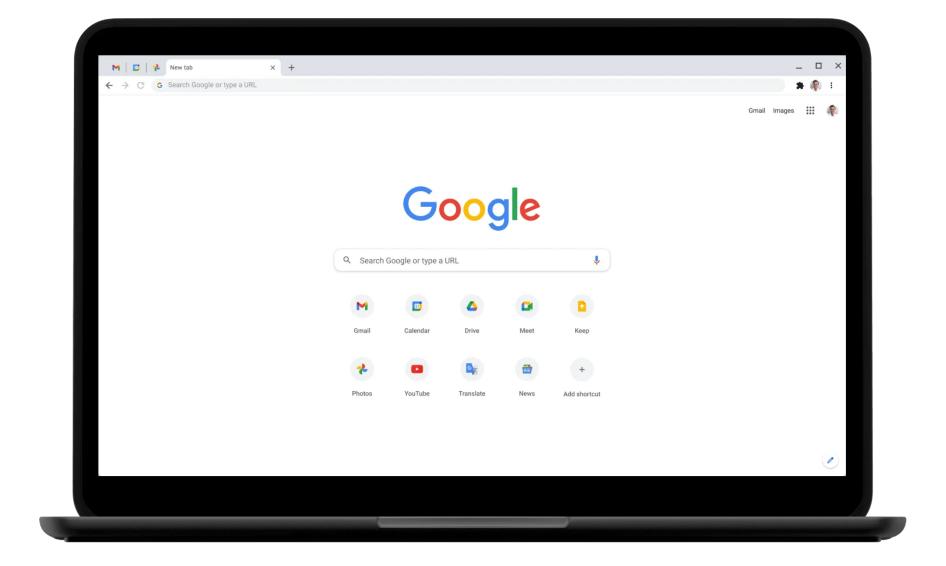






THE BEST BRAND EXPERIENCES AMPLIFY THE BRAND'S PURPOSE AND DIFFERENCE





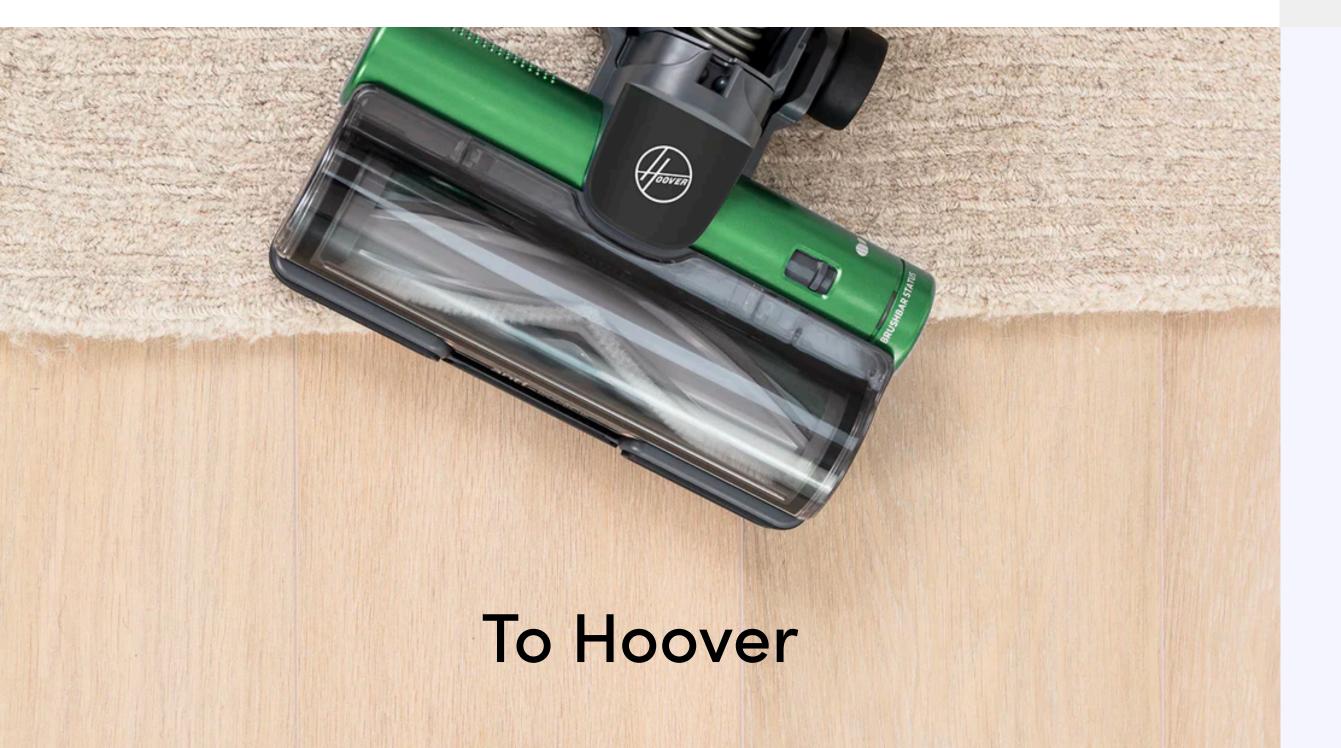


Google's mission is to organise the world's information and make it universally accessible and useful.

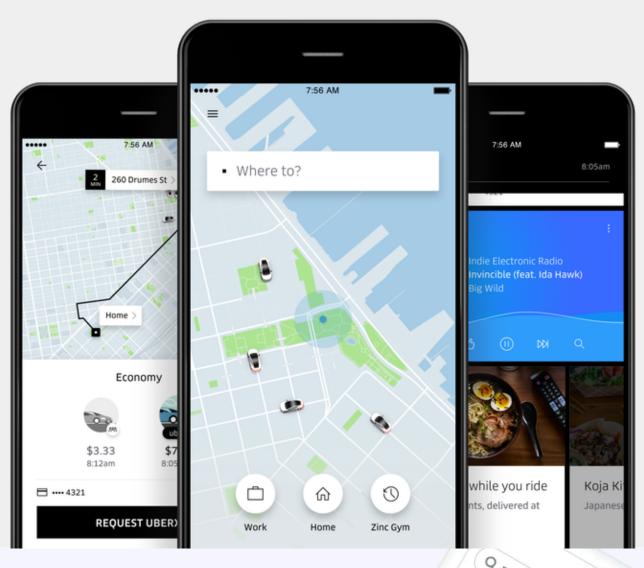


To Google

○ Google it

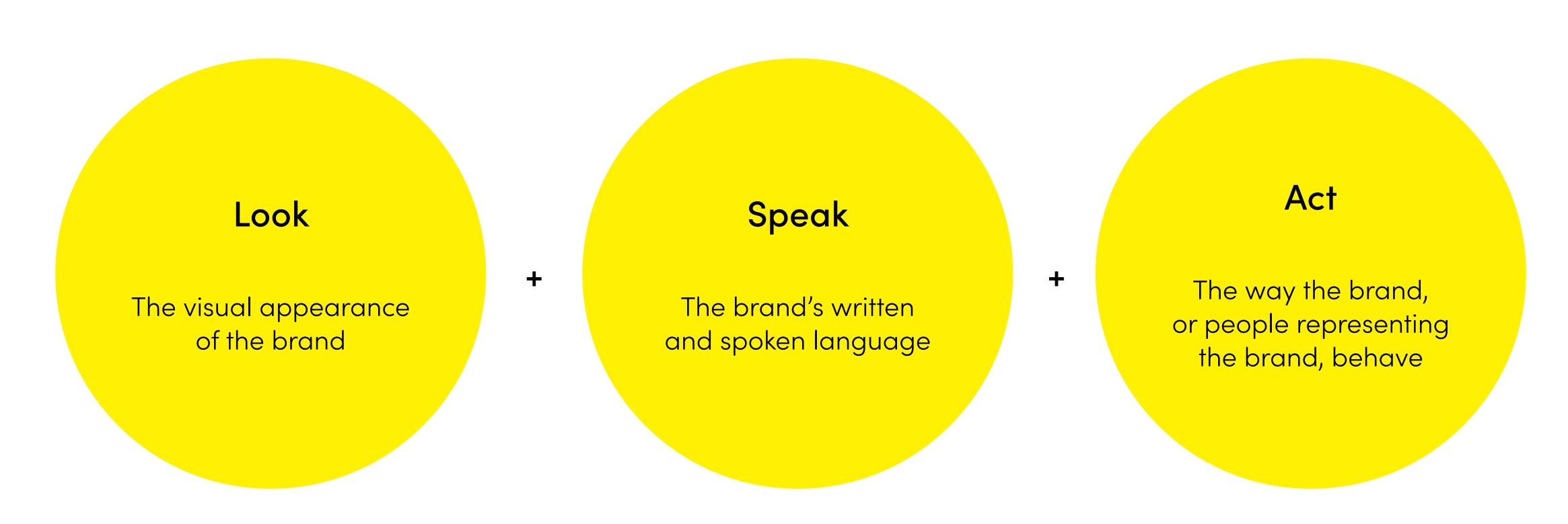


To Uber





HOW BRANDS CHOREOGRAPH THEIR EXPERIENCES



= a <u>distinct</u> and <u>memorable</u> experience



SUCCESSFUL BRAND EXPERIENCES WORK FOR BOTH CUSTOMERS AND BRANDS



RECENT CASE STUDIES





















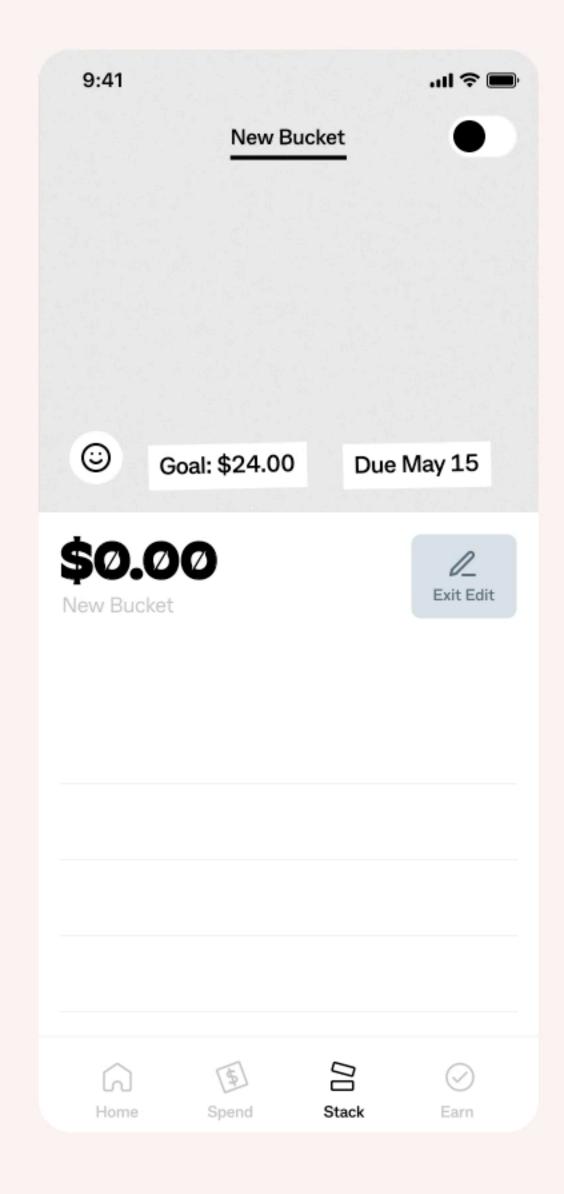


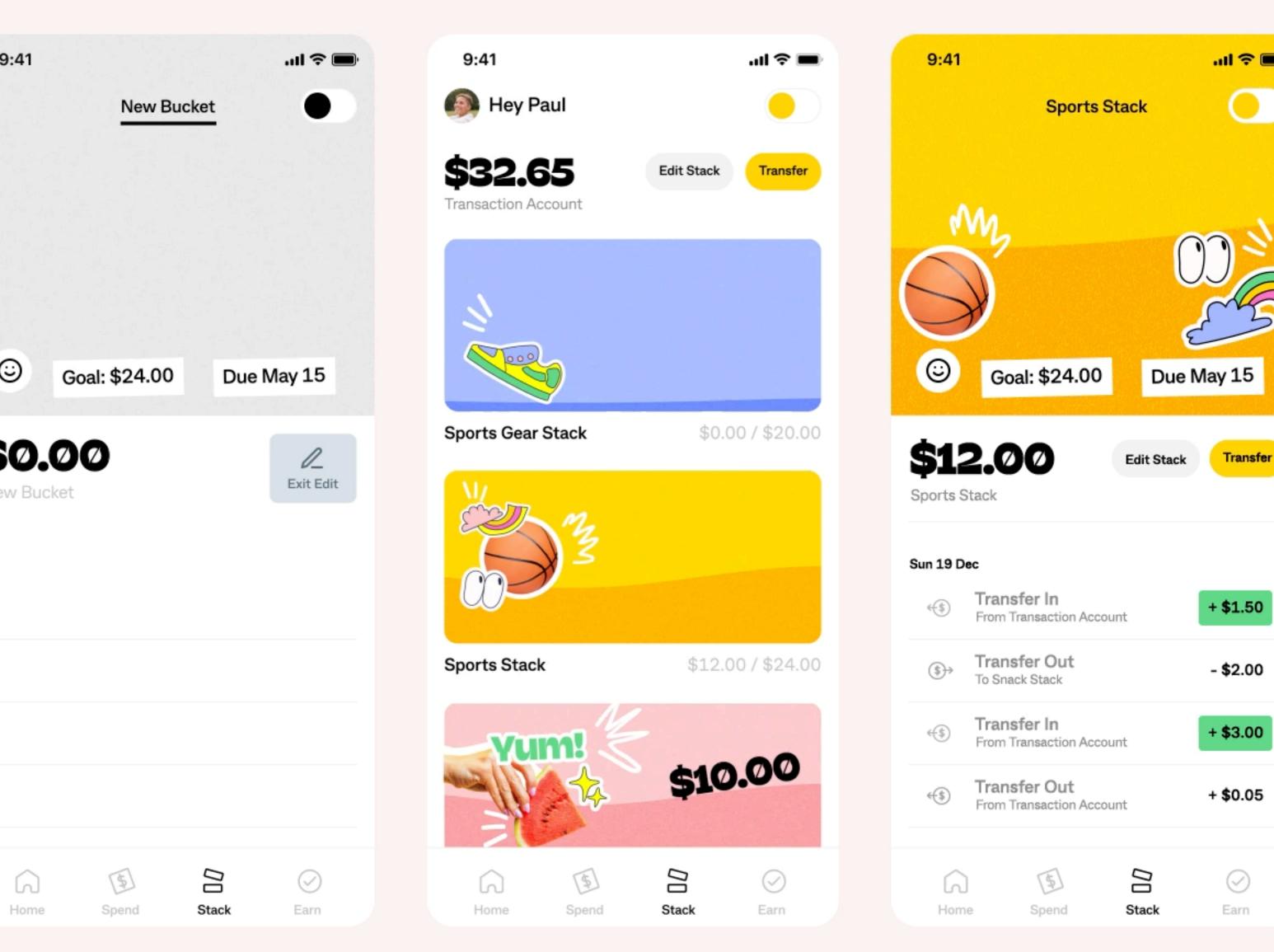


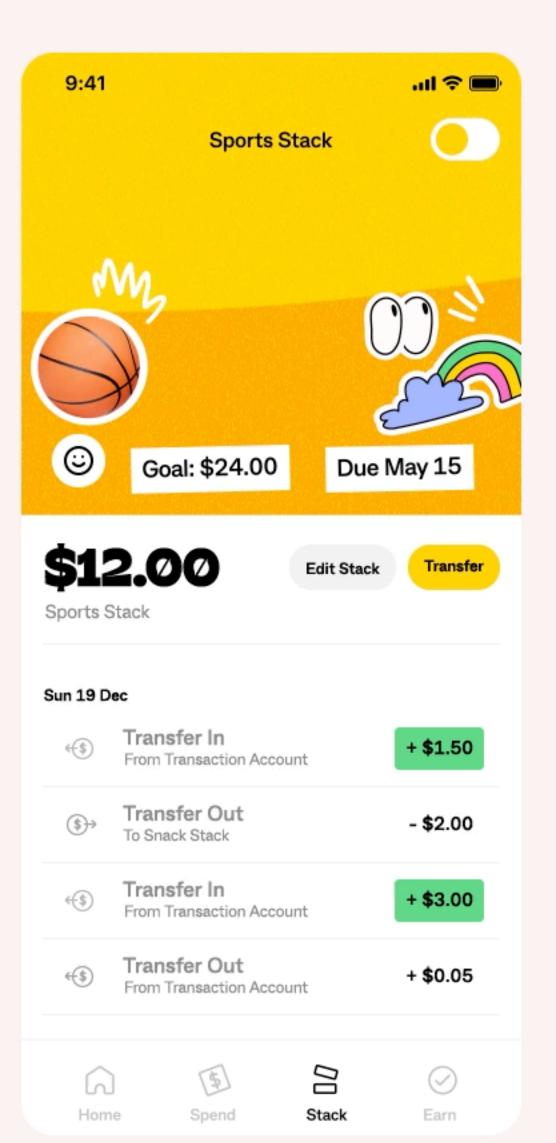












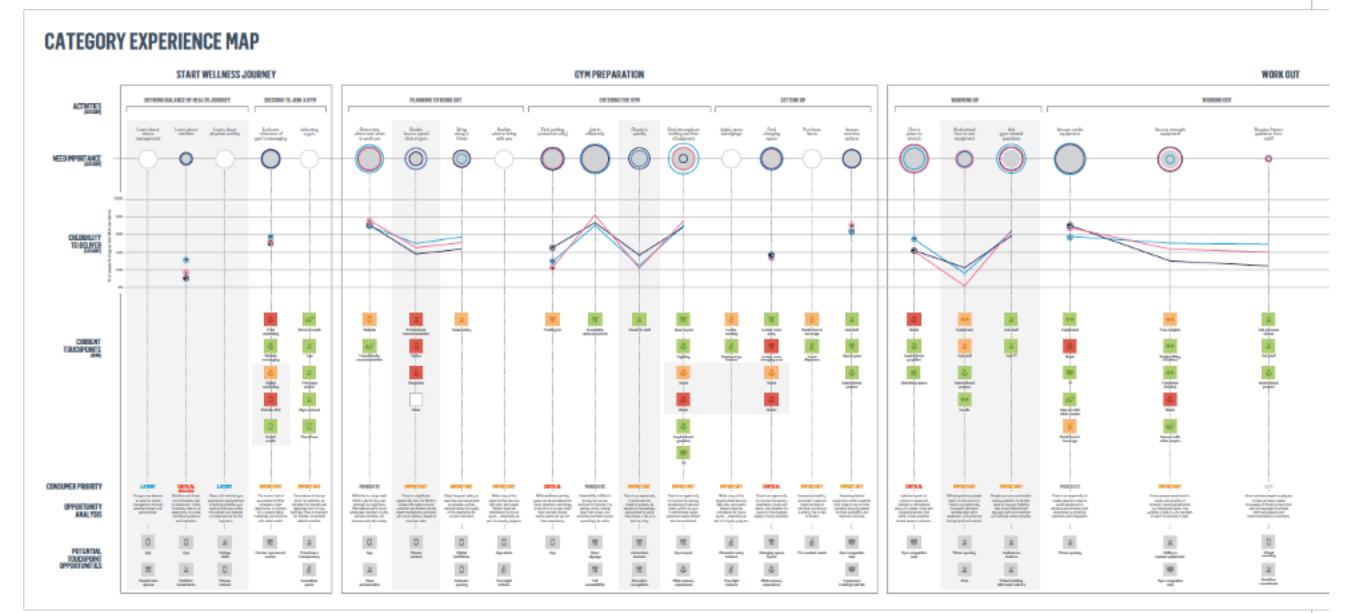


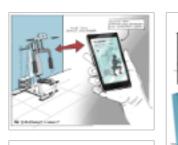










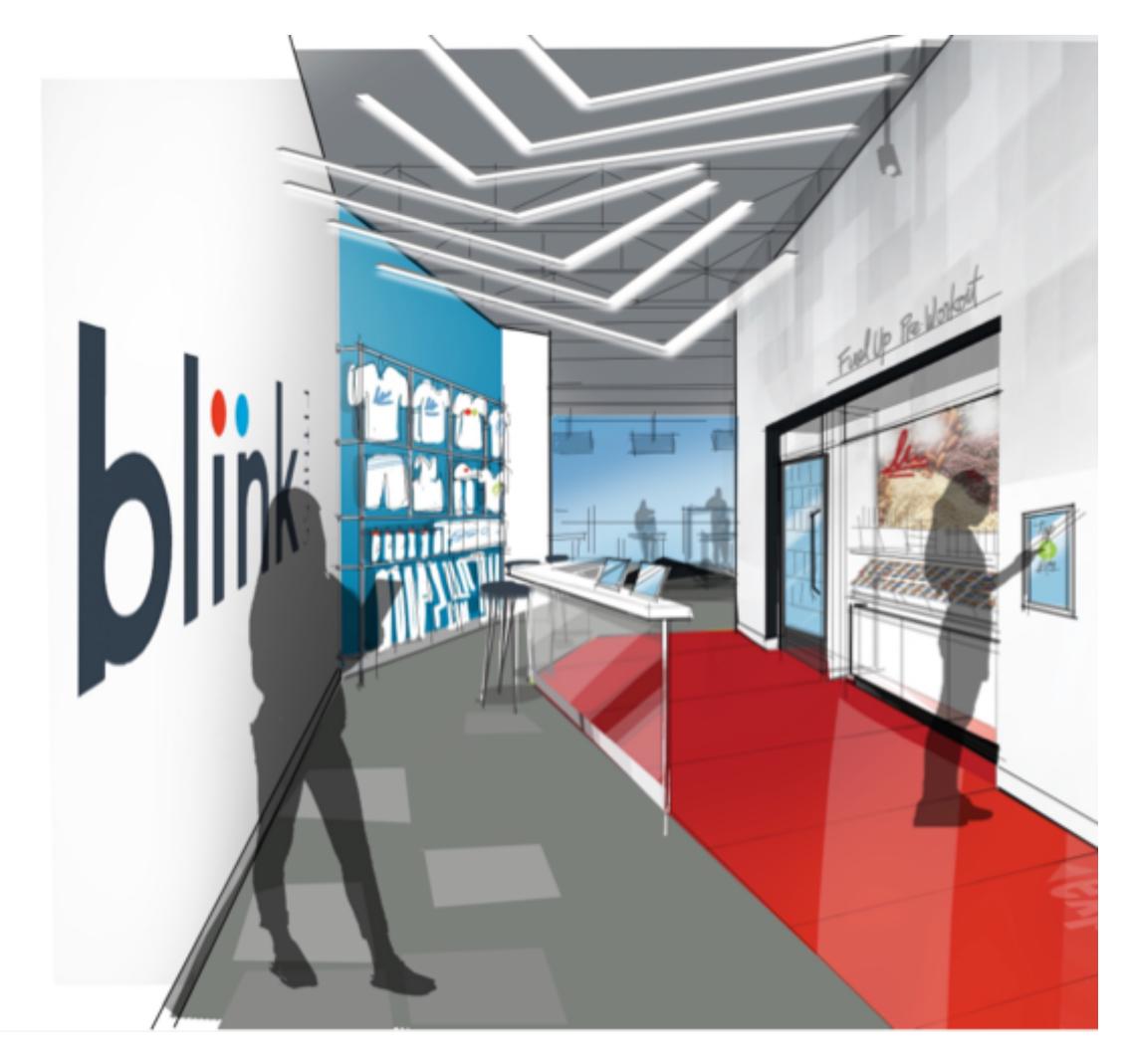












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1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED



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INNOVATION IS A TOOL BRANDS USE TO DRIVE GROWTH AND PROTECT THEIR RELEVANCE



WHEN'S THE LAST TIME A NEW PRODUCT, SERVICE OR EXPERIENCE REALLY BLEW YOU AWAY? HOW COME?

THERE ARE DIFFERENT LEVELS OF INNOVATION

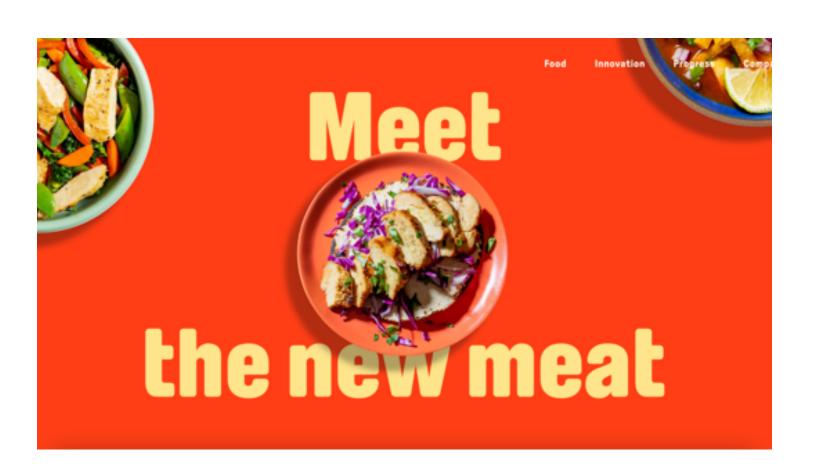
Closer in



Refresh New flavours or formats



New to business
New aisles or categories

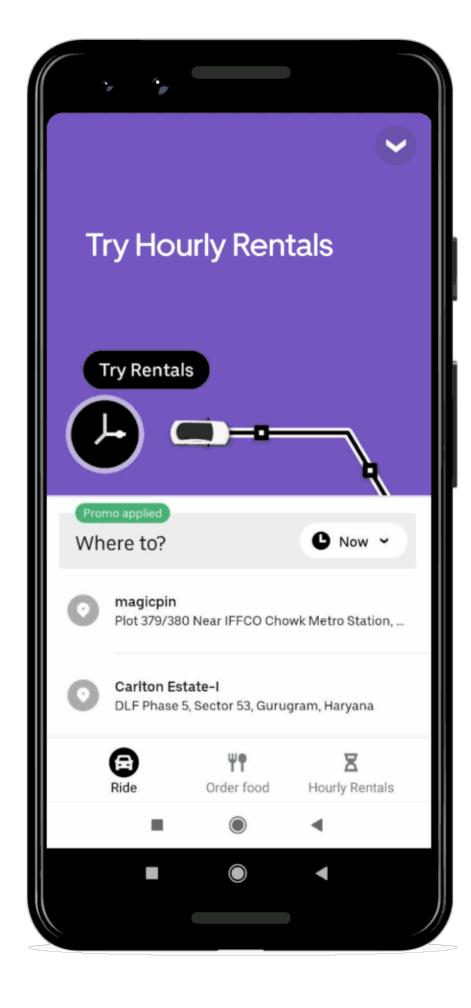


New to world New technology

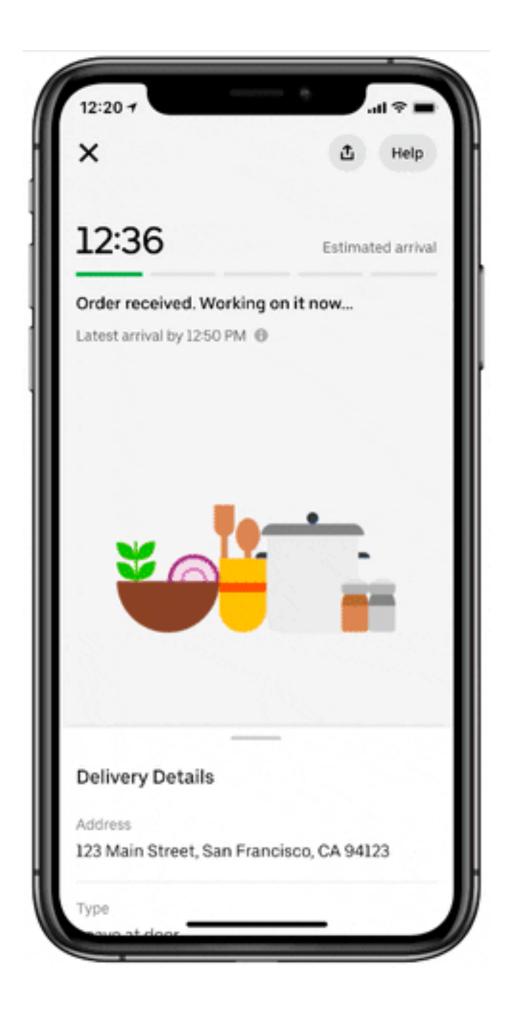


AND TYPES OF INNOVATION

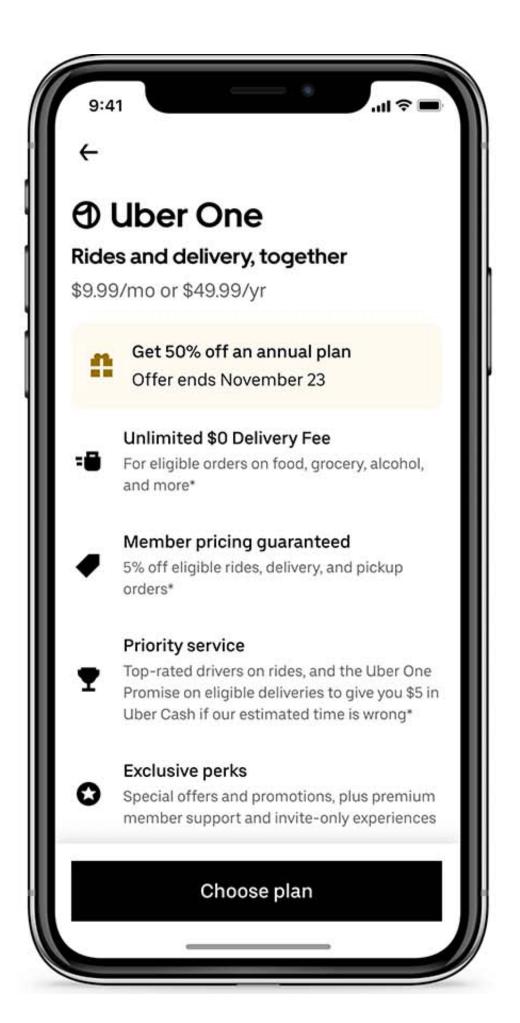
EXPERIENCE



PRODUCT



BUSINESS MODEL

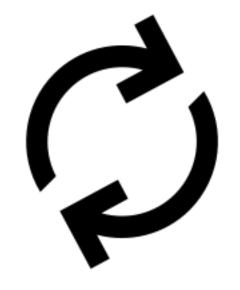




TWO KEY OBJECTIVES



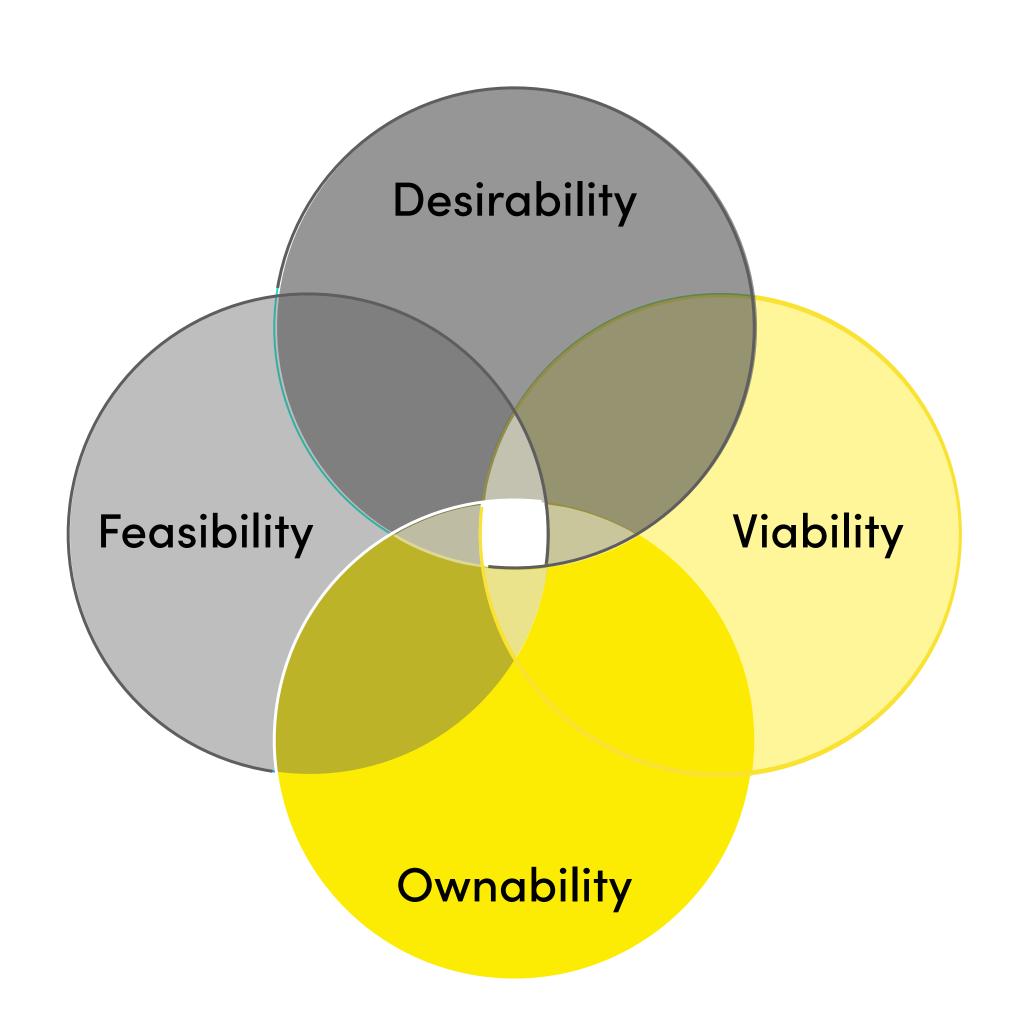
1.
Drive penetration
Attract new consumers
to the brand



2.
Drive frequency
Get current consumers to purchase more often



THE 4 LENSES OF INNOVATION



Desirability

Does a deeply unresolved tension or unmet need exist?

Feasibility

Do we have not just the ability, but a competitive advantage to create a solution?

Viability

Is this a credible, commercially attractive space for us to play in and grow our brand?

Ownability

Just because its viable, feasible, desirable, doesn't mean it's right for the brand! The brand must be protected and prioritised OPEN HOUSE

M&CSAATCHI

SO, WHAT HAPPENS WHEN YOU DON'T FOLLOW ALL 4 OF THOSE LENSES...?



A PEN THAT NO ONE ASKED FOR







MINTY FRESH LASAGNA





BUT WHEN YOU DO IT RIGHT...

























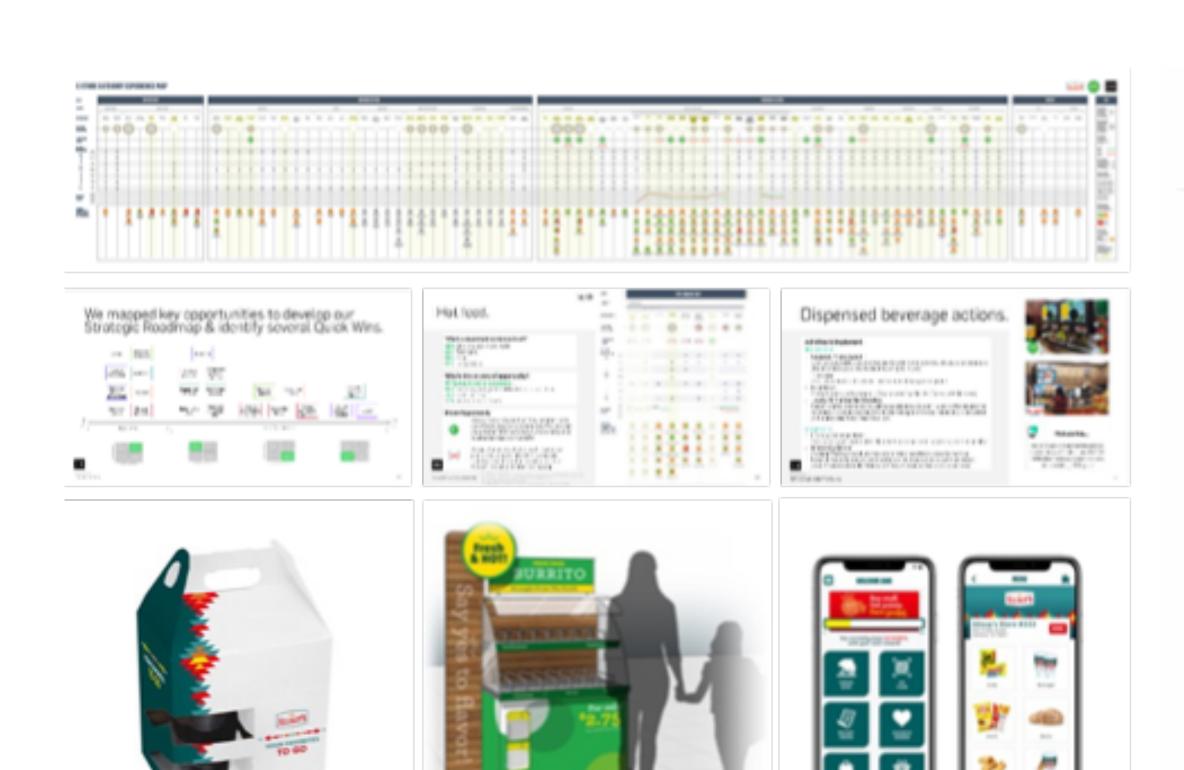




















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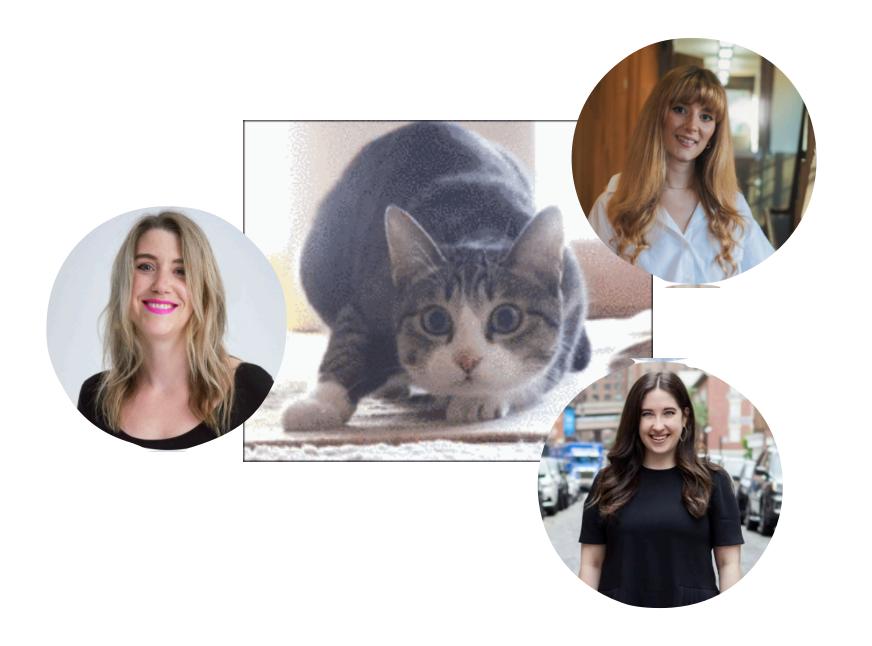
M&CSAATCHIOPEN HOUSE

WHAT TYPE OF PERSON WOULD THRIVE IN THIS WORLD?

NOT WHO YOU'D EXPECT!



Conventional path
Graphic Communications,
Marketing, Interaction Design,
Media



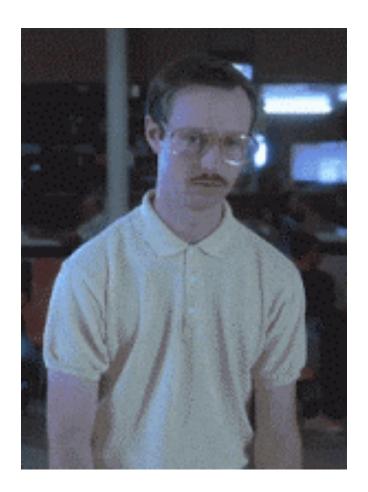
Unconventional path
Nutrition, French, Languages, History,
Information Technology, English Language,
Recruitment, Professional Rugby



HOW IS THAT POSSIBLE?

We're all consumers. You already have opinions and perspectives because you're already a human that experiences brands on a daily basis.

You're already half-way there.





STRATEGY CREATIVE

Our industry brings people together from diverse backgrounds who have a shared set of attitudes and passion that blends empathy, curiosity and a magic combination of the left and right brain.

BUT MOSTLY IT'S ABOUT A SHARED GROWTH MINDSET











1.
Being consumer obsessed –
having an insatiable curiosity
to understand what makes
people tick and telling stories

2.
Always asking questions –
challenging assumptions and
asking "why"

3.
Working tirelessly to connect the dots and spot patterns – synthesizing information to drive clarity

Being relationship oriented – at the end of the day, this is a people business

5.
Being flexible, agile and comfortable with ambiguity



2/hanz





