WELCOME TO

N&CSAATCHI OPEN HOUSE

WELCOMETO WEEK 3 BRAND, EXPERIENCE & INNOVATION

M&CSAATCHI OPEN HOUSE





























HELLO!



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Director



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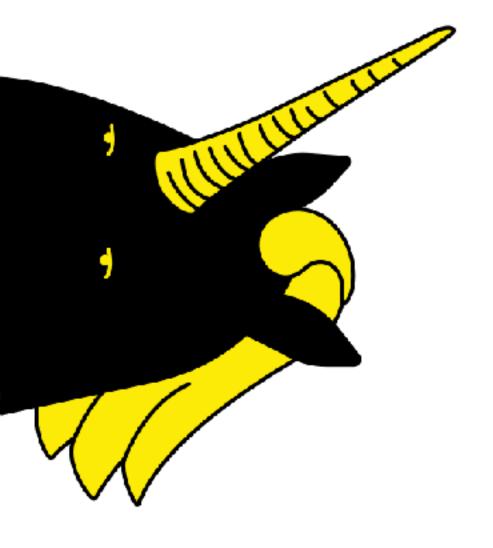


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HOUSE RULES

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 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!



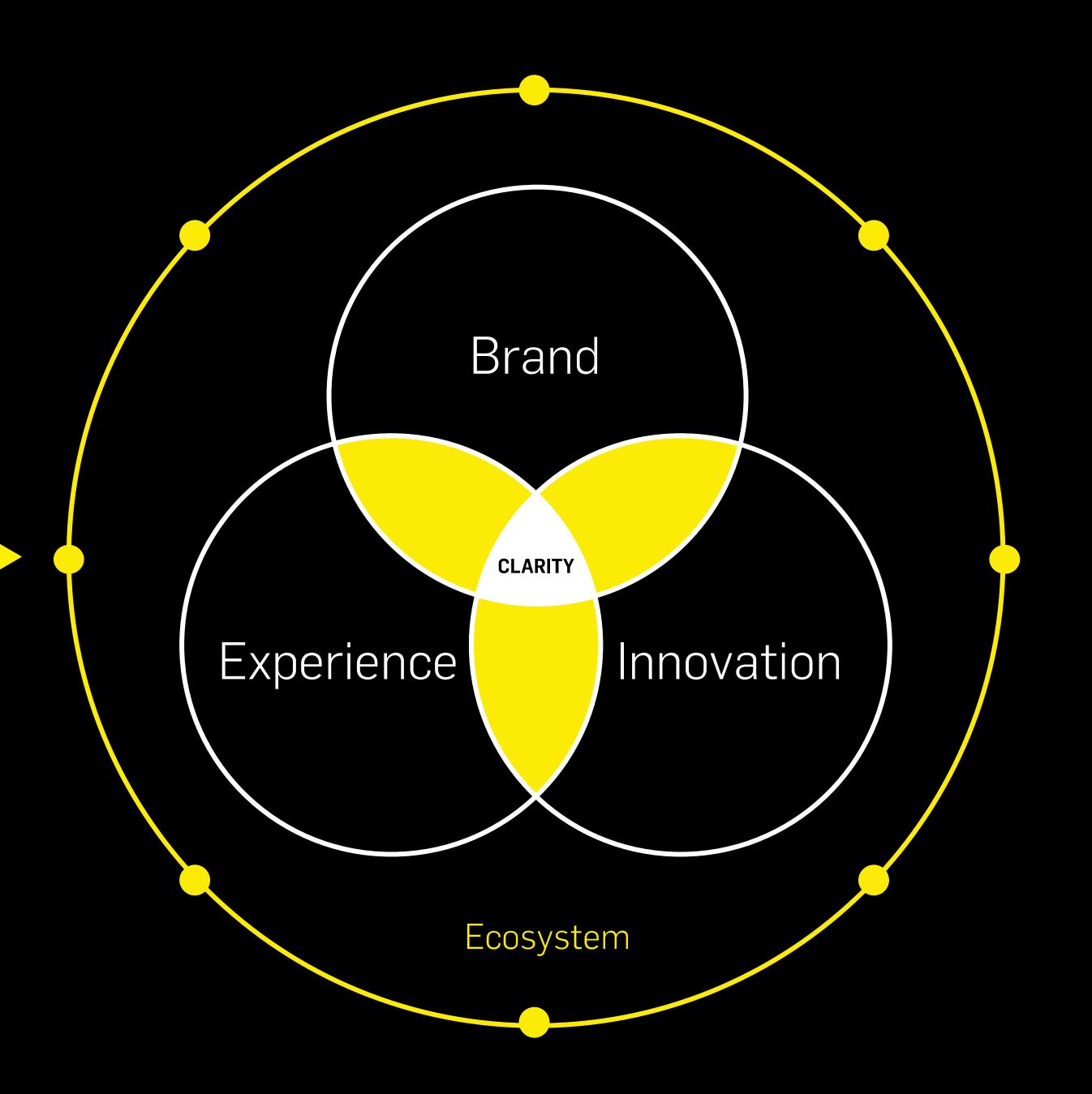


WHAT WE'LL COVER TODAY

- 1. The power of strong brands
- 2. Understanding brands experiences
- 3. Unlocking new and next innovation



THEY ALL GO HAND IN HAND



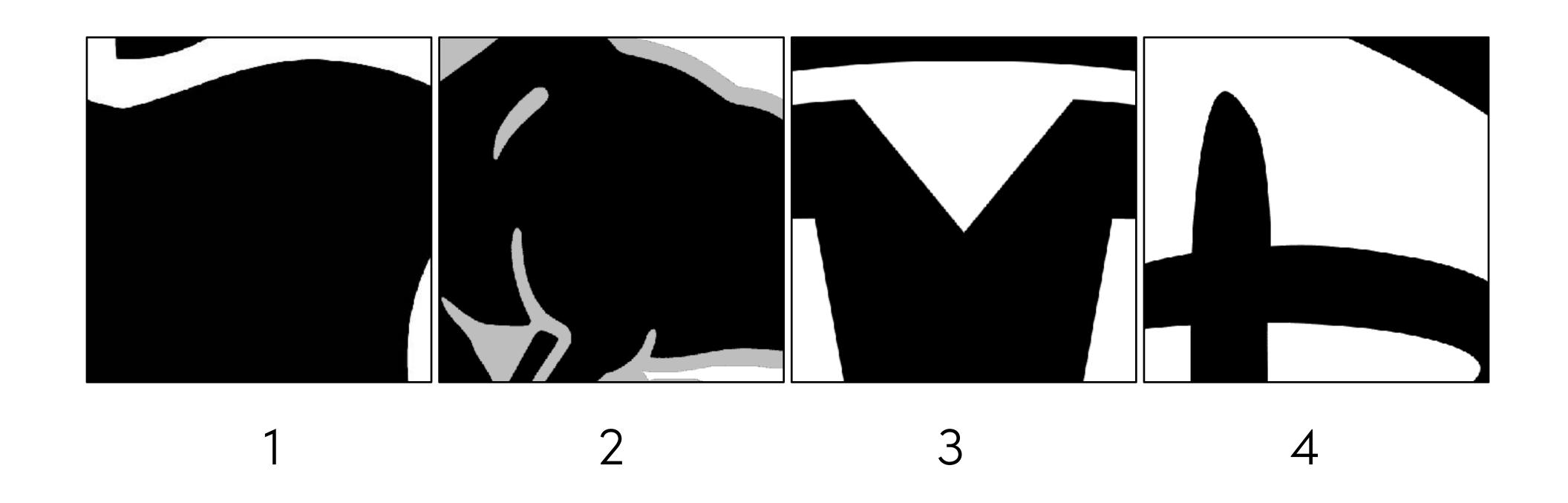
1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED

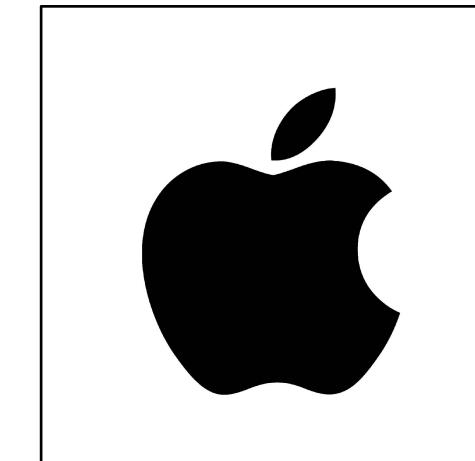


WHAT MAKES A BRAND MEMORABLE?

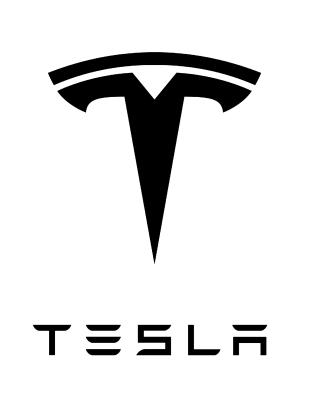


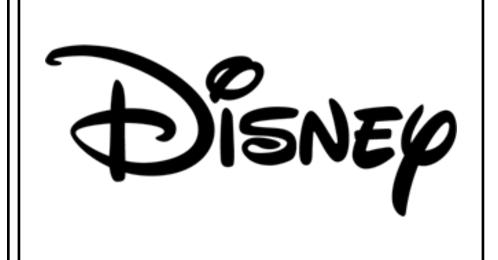
GUESS THE LOGO







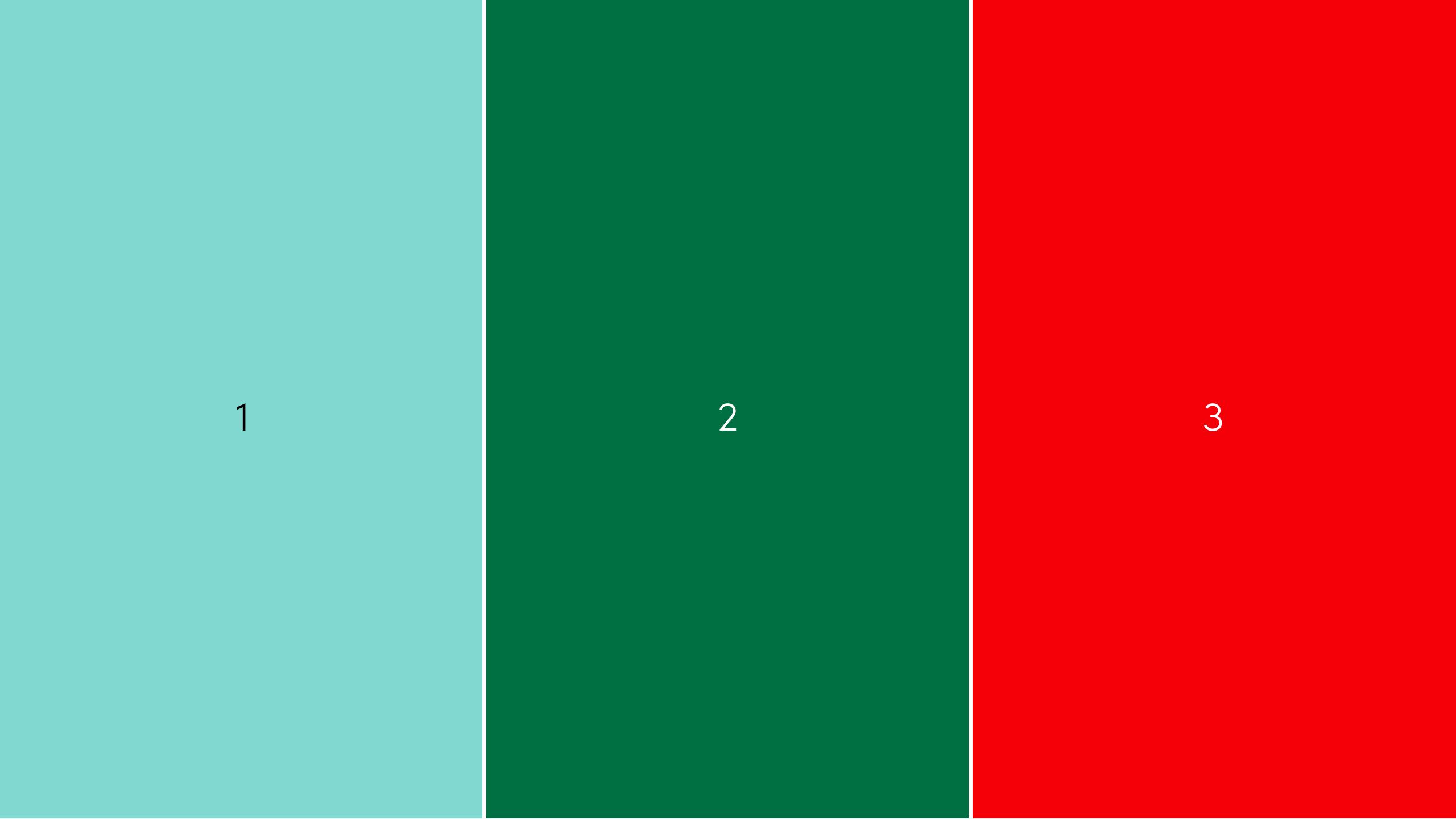




1 2 3

BUT A BRAND IS MORE THAN A SE LOGO.





TIFFANY & CO.







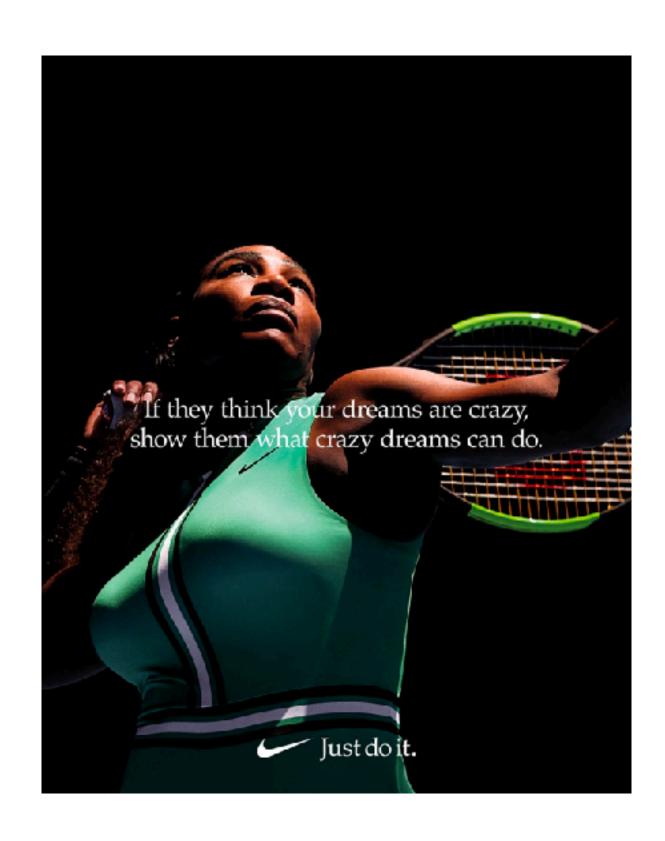
BUT ULTIMATELY...



IT'S A PROMISE PERFORMED CONSISTENTLY OVER TIME



THE BEST PROMISES TAP INTO SIMPLE HUMAN DESIRES



Nike doesn't sell shoes.

It sells empowerment.



Disney doesn't sell experiences.

It sells magic.



Redbull doesn't sell drinks.

It sells adrenaline.





Just do it



Where dreams come true



RedBull gives you wings



SAME PRODUCT, DIFFERENT PROMISE.









WHICH WOULD YOU BUY?









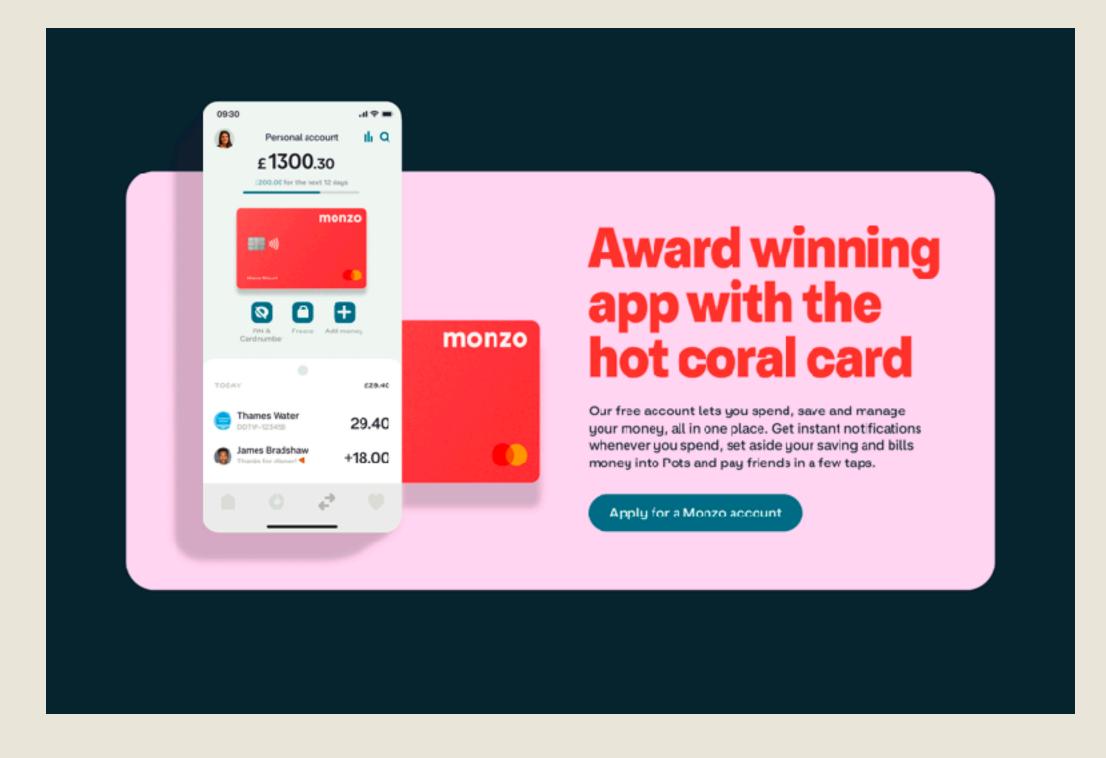
HOW DO YOU DELIVER ON YOUR PROMISE?





BE CLEAR AND DIFFERENTIATED

A small challenger bank, Monzo used their hot coral card to stand out. But their product was also clear and differentiated: they had innovative features like round-ups and split accounts before everyone else.





BEING CONSISTENT OVER TIME

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









→ 2024



BACK YOUR BELIEFS

Patagonia back their beliefs through environmental activism, sustainable materials, anticonsumer campaigns and donating 1% of sales to environmental charities.



COMMON THREADS INITIATIVE

REDUCE

WE make useful gear that lasts a long time YOU don't buy what you don't need

REPAIR

WE help you repair your Patagonia gear YOU pledge to fix what's broken

REUSE

WE help find a home for Patagonia gear you no longer need YOU sell or pass it on*

RECYCLE

WE will take back your Patagonia gear that is worn out YOU pledge to keep your stuff out of the landfill and incinerator



REIMAGINE

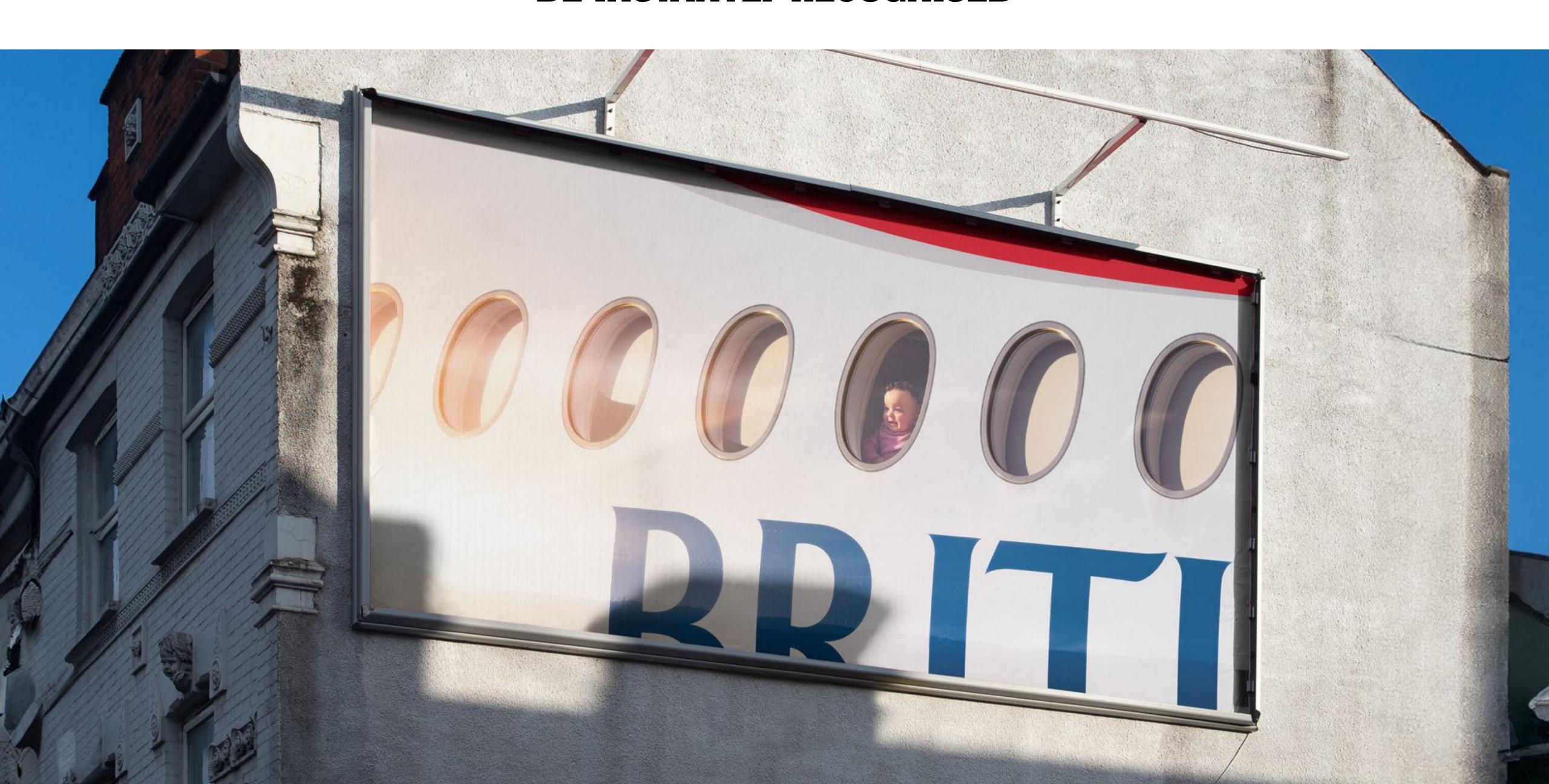
TOGETHER we reimagine a world where we take only what nature can replace



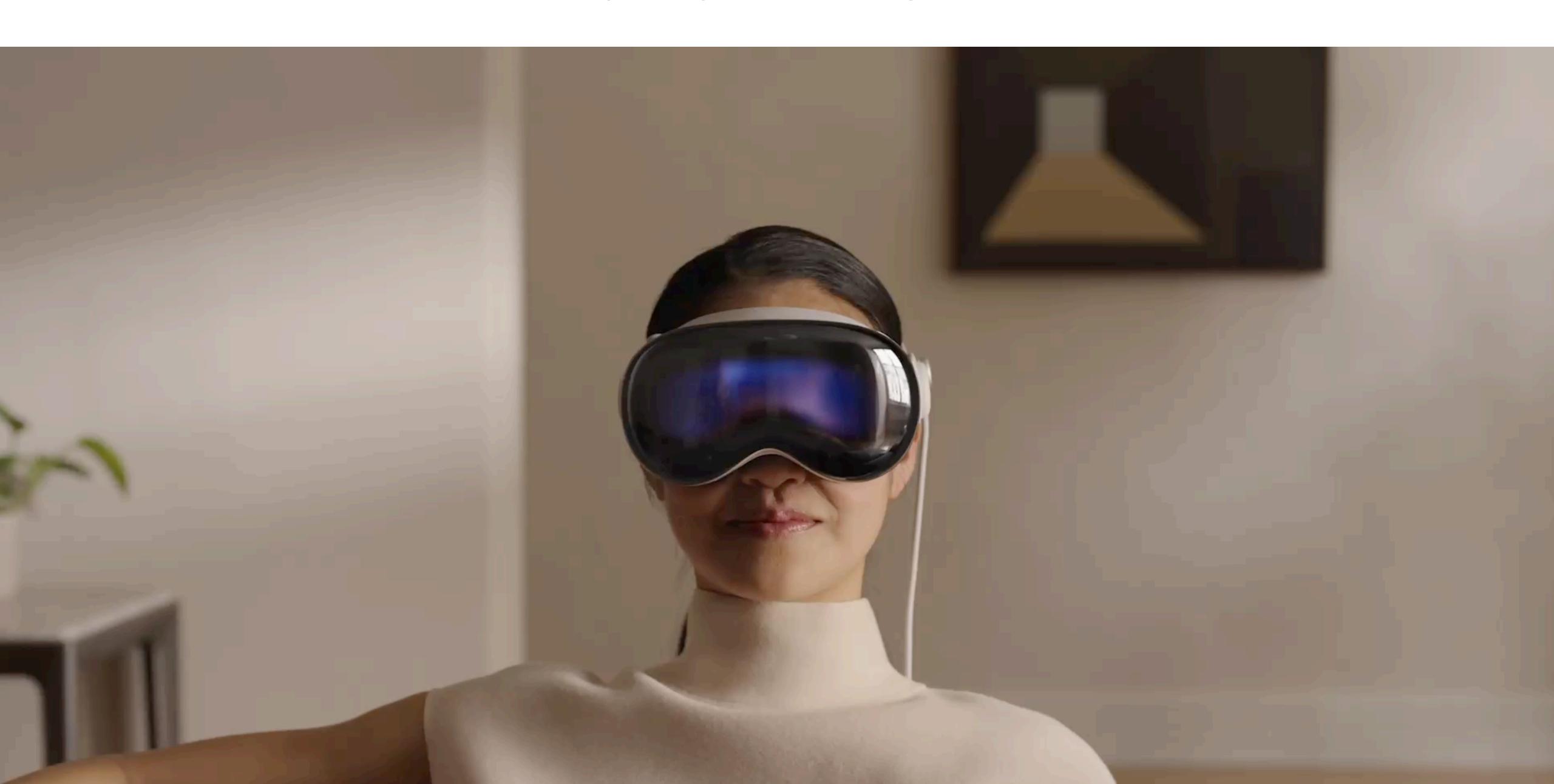




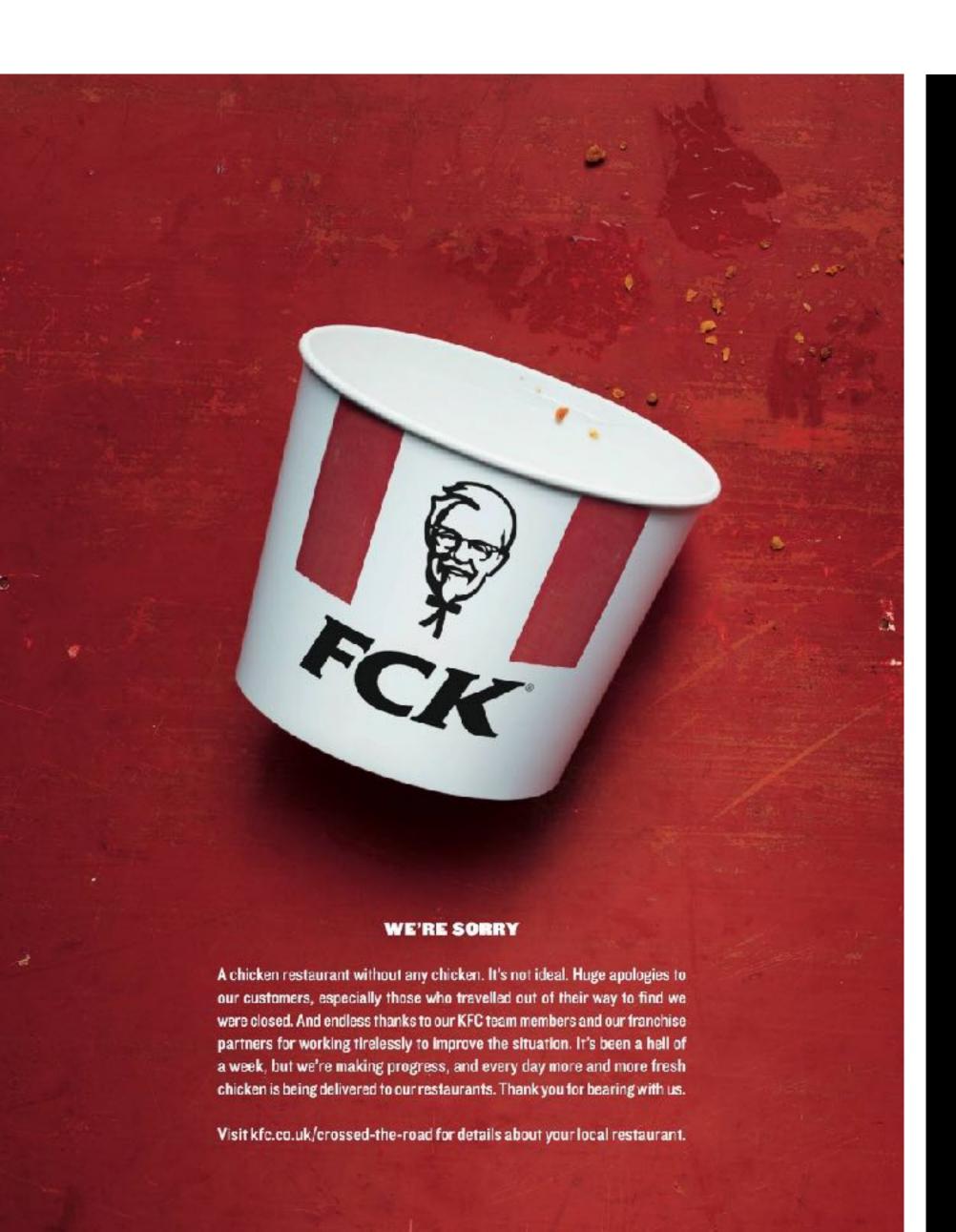
BE INSTANTLY RECOGNISED



CHARGE A PREMIUM



FLIP NEGATIVES INTO POSITIVES

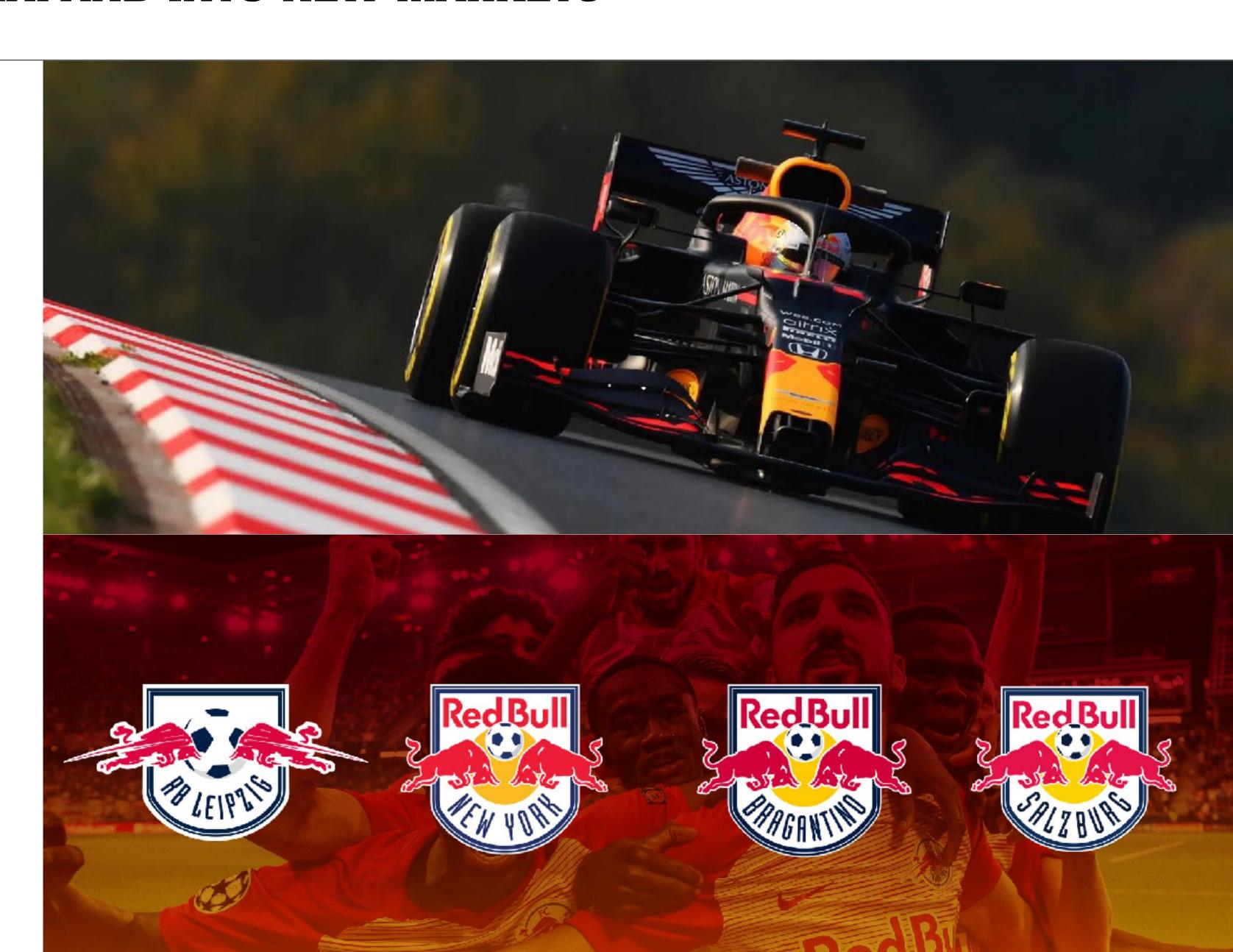


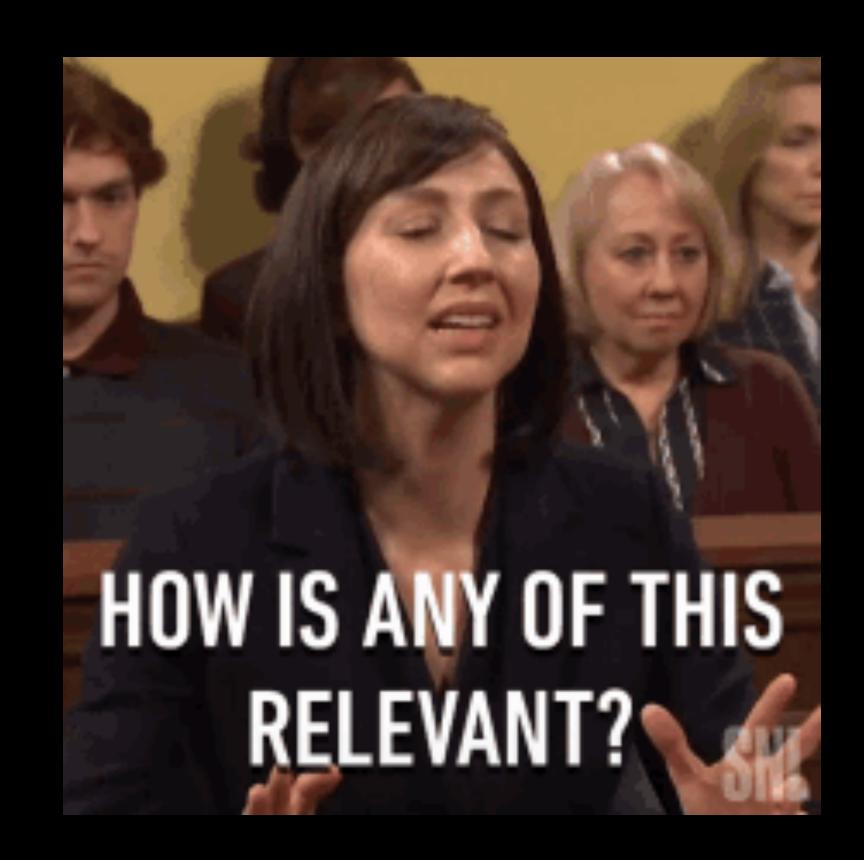


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EXPAND INTO NEW MARKETS







A brand that delivers on its promise will encourage people to:

CASE STUDY

BUILDING A BRAND FOR AN A.I. BUSINESS



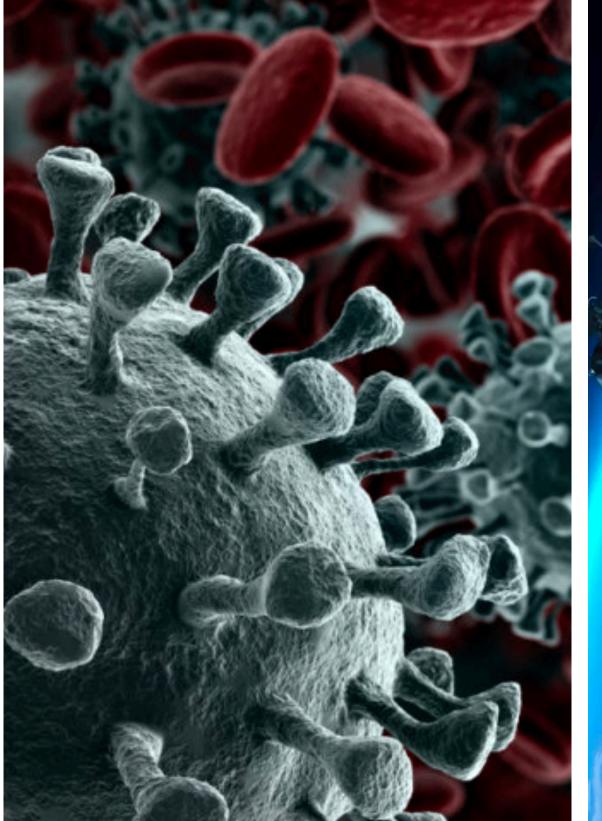
THE BUSINESS

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

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





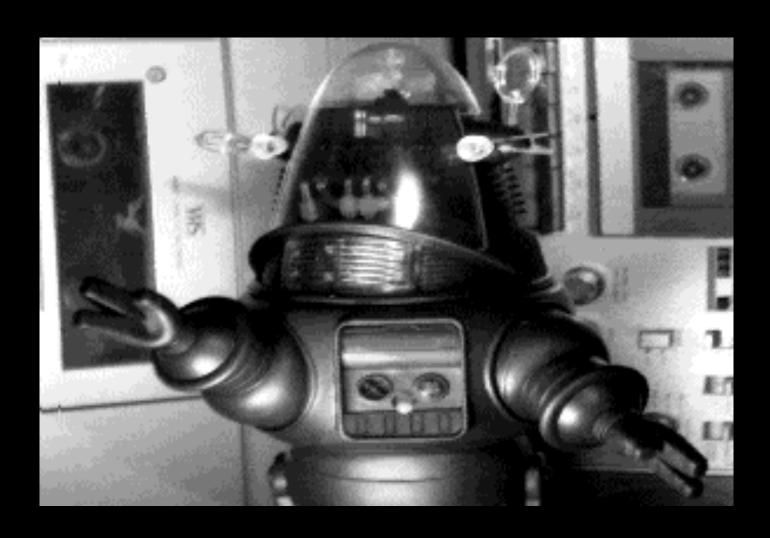




THE PROBLEM

They have 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.



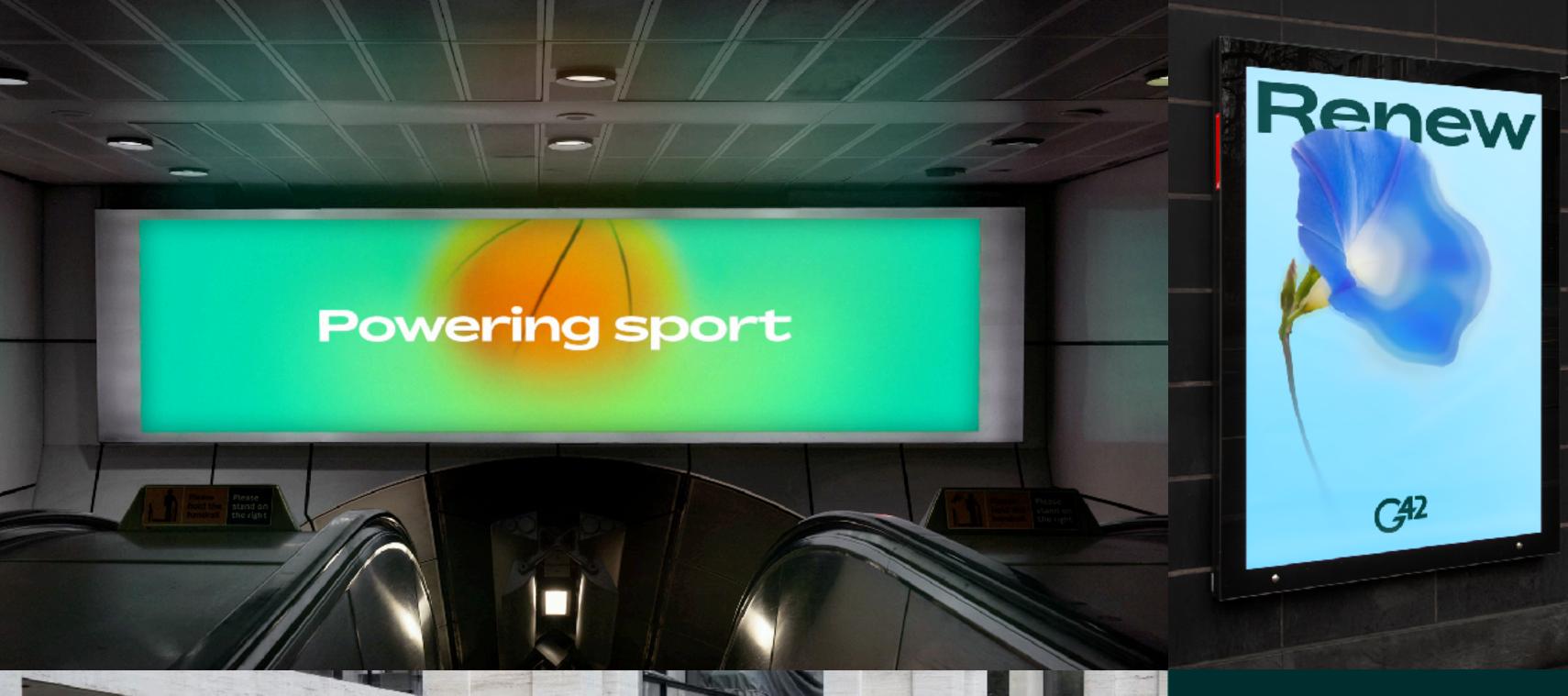




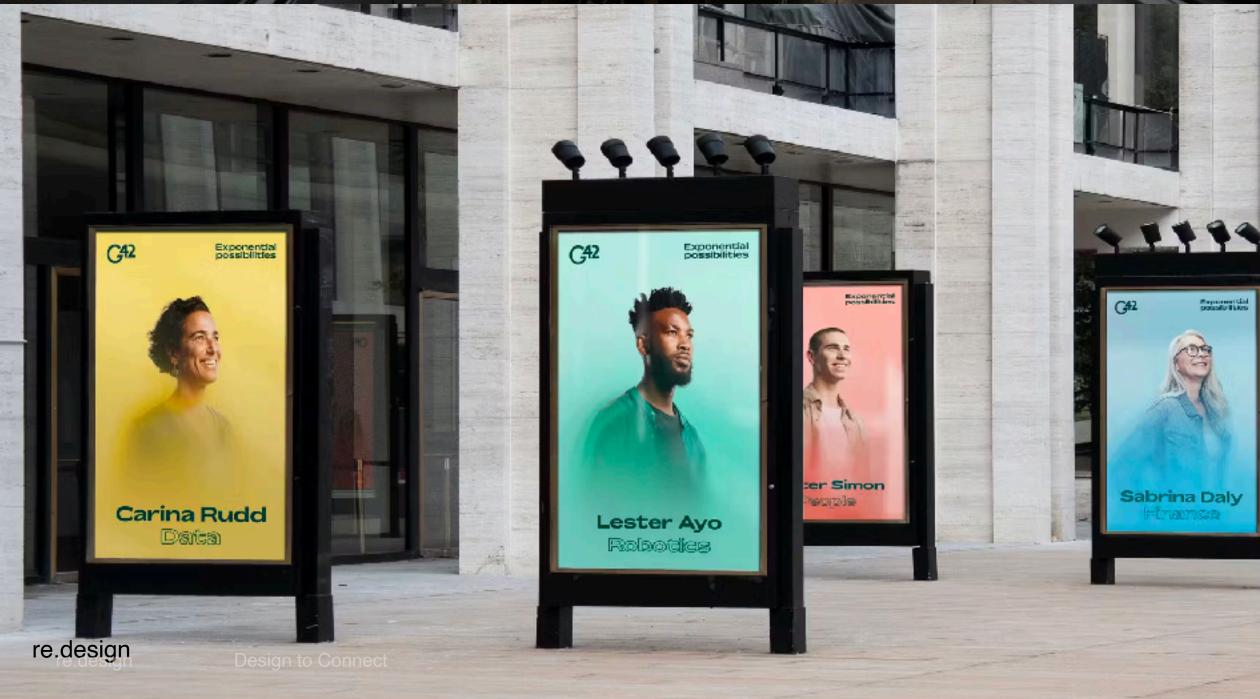


CREATIVE IDEA

To invent a better everyday















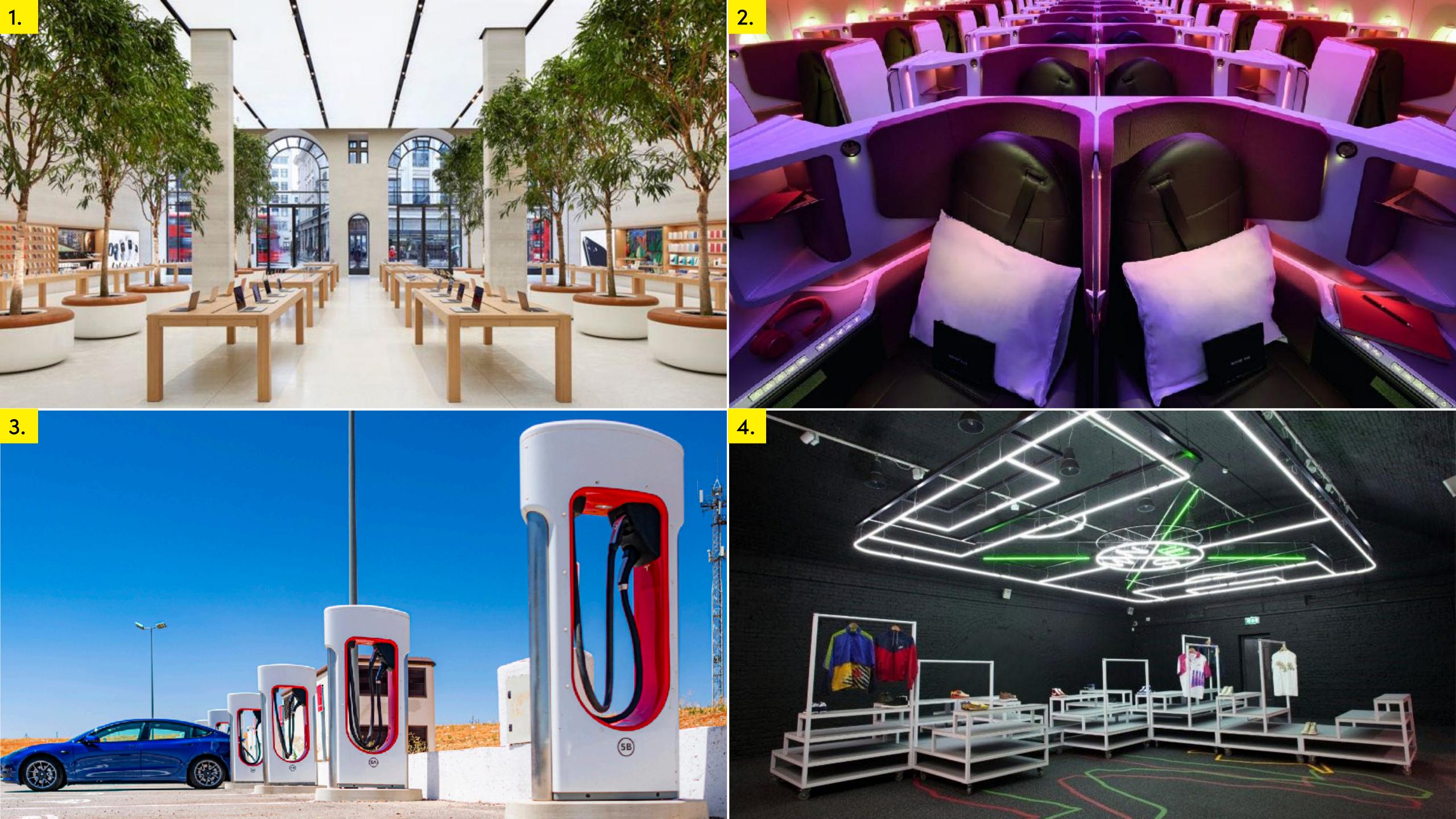
1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED



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



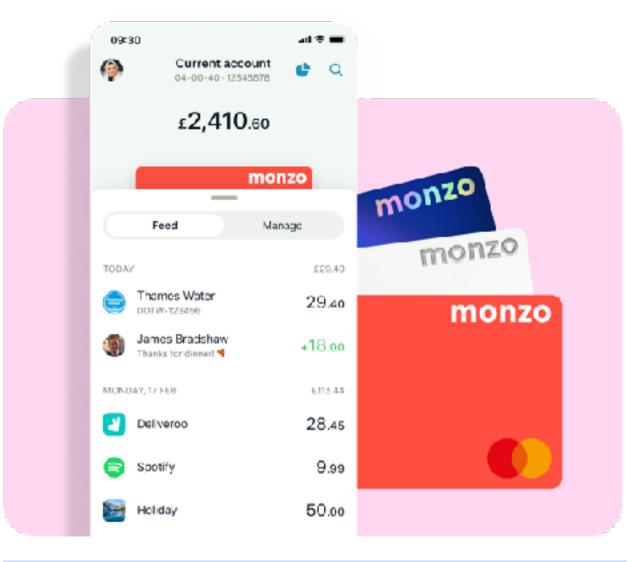




THE WORLD OF BRAND EXPERIENCE IS VAST – FROM RETAIL TO DIGITAL PRODUCTS AND SERVICES

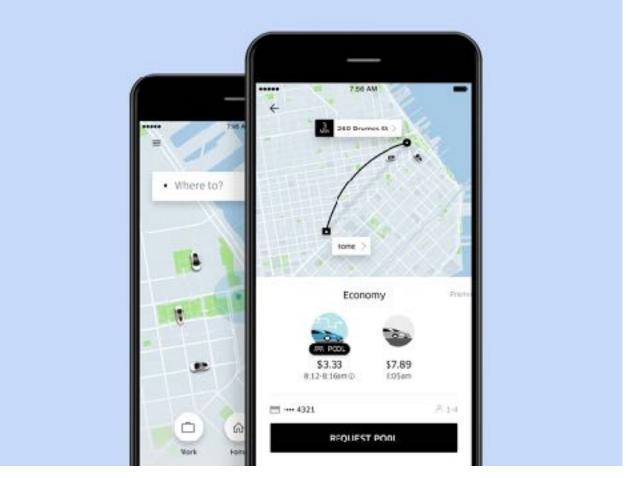








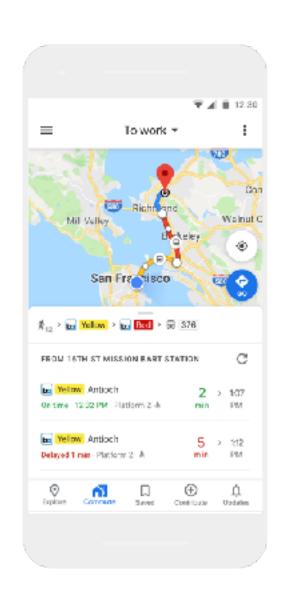


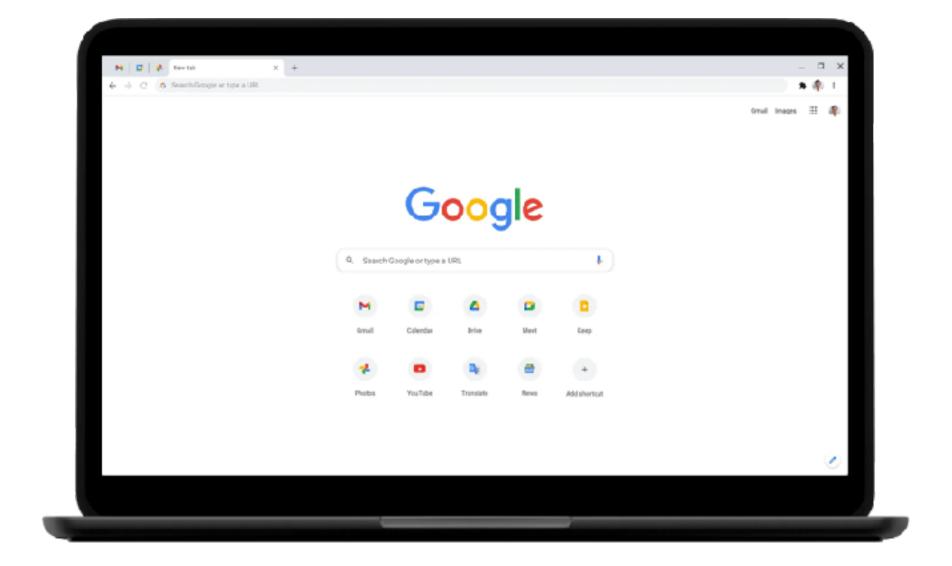


BRAND EXPERIENCES ARE WHERE PEOPLE MEET THE BRAND, AND WHERE WE FORM A POSITIVE (OR NEGATIVE) IMPRESSION



THE BEST EXPERIENCES AMPLIFY THE BRAND'S PURPOSE AND DIFFERENCE





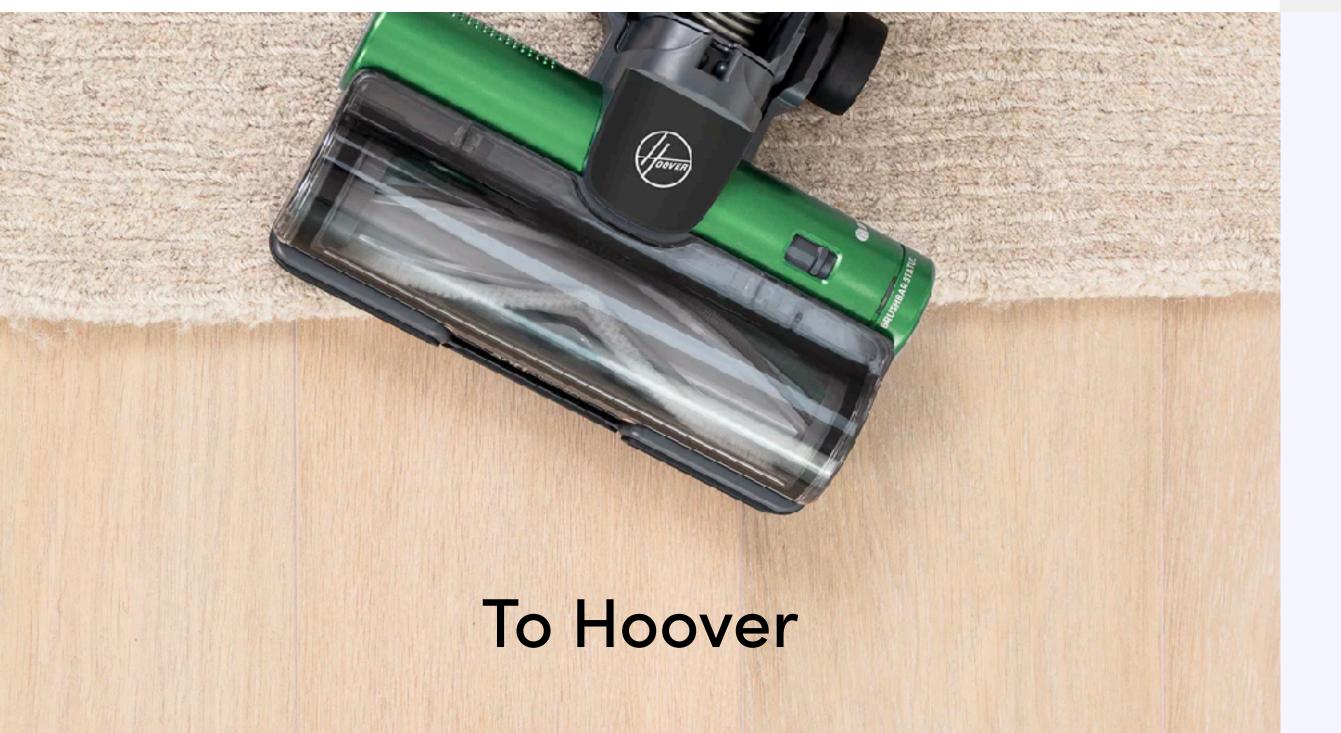


Google's mission is to organise the world's information and make it universally accessible and useful.

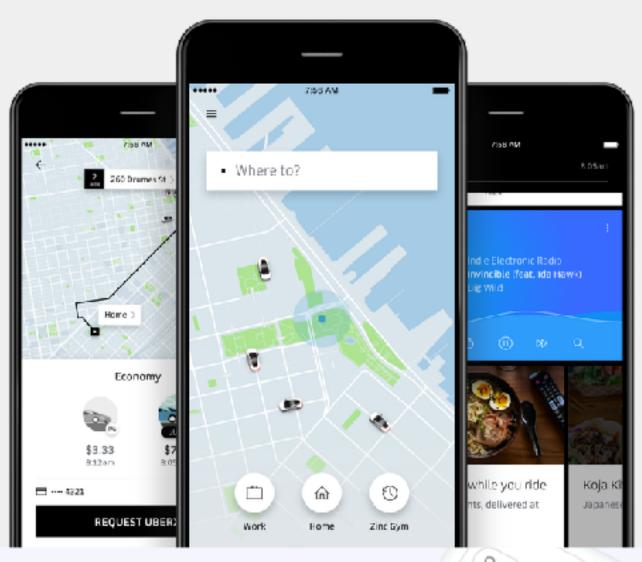


To Google

○ Google it

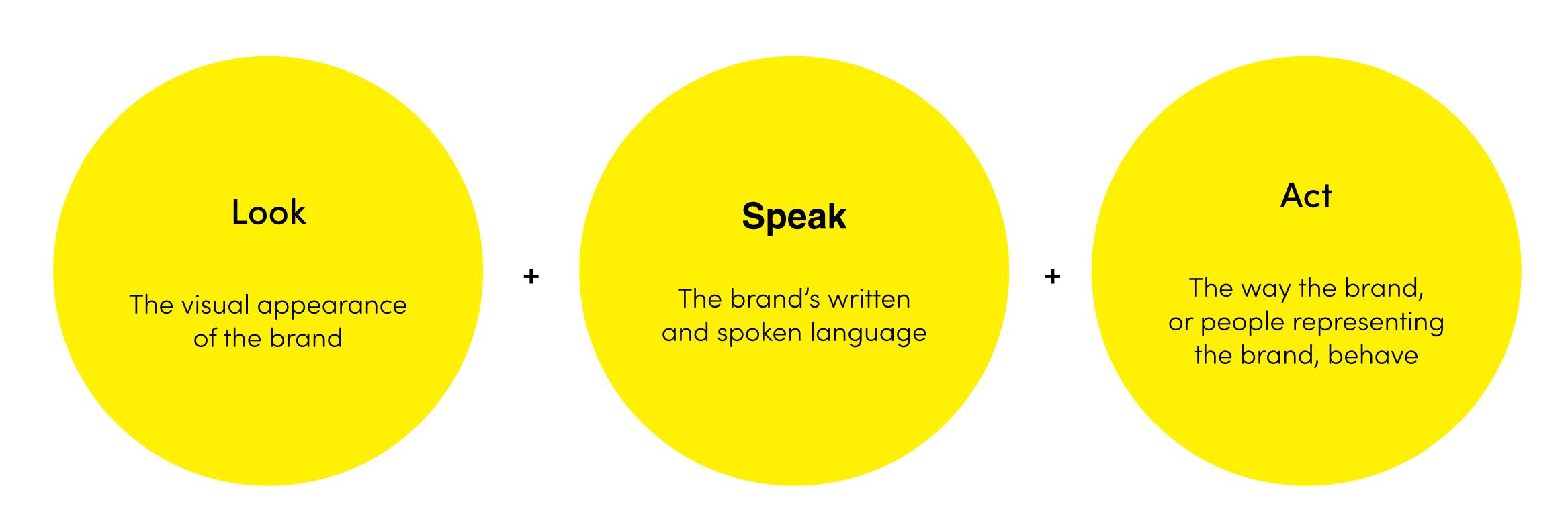


To Uber





HOW BRANDS CHOREOGRAPH THEIR EXPERIENCES



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





DISNEYLAND - SELLING MAGIC WITH DETAILS



See

From a distance, Cinderella's Castle looks larger than life because the bricks at the top are smaller than those at the bottom



Smell

Pooh's Adventure smells like honey, The Pirates of the Caribbean ride smells like salty sea air



Sound

The horses wear special shoes with a unique coating, which makes a louder "clopping" sound when they walk

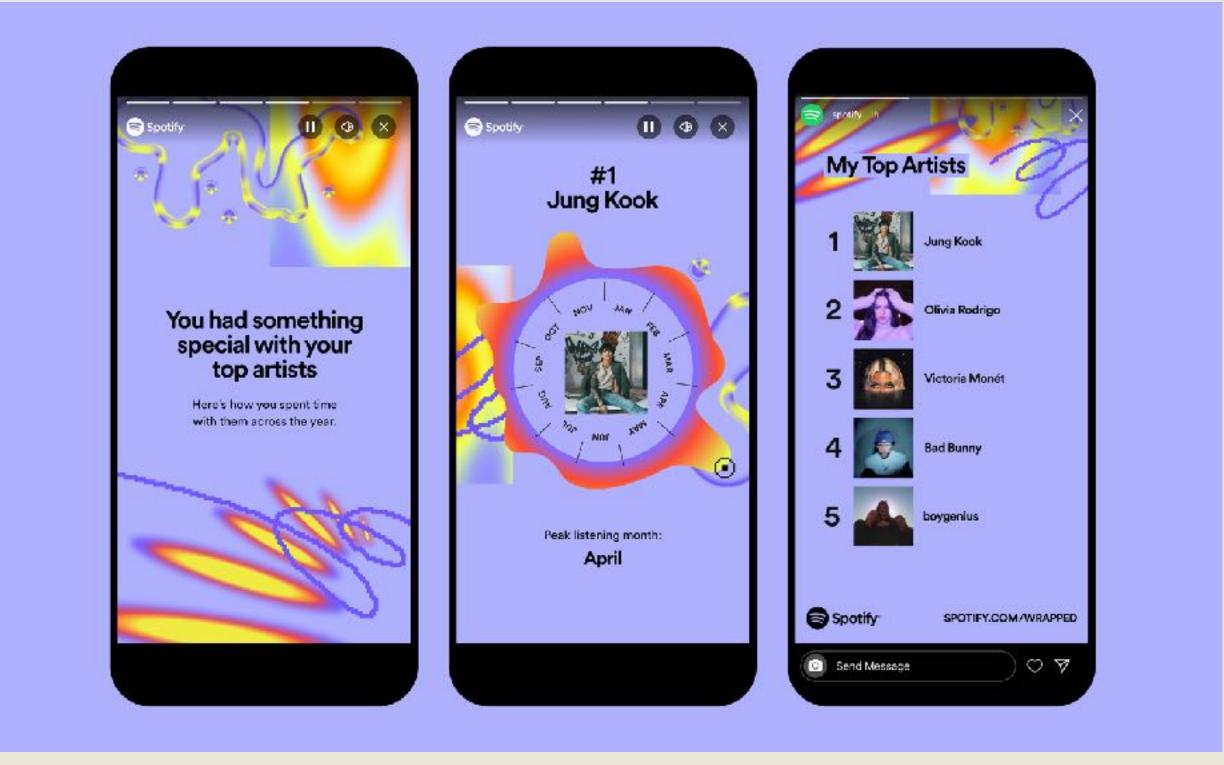
SUCCESSFUL BRAND EXPERIENCES WORK FOR BOTH CUSTOMERS AND BRANDS



SPOTIFY IS A BRILLIANT EXAMPLE

User data allows Spotify to truly tailor it's experience – from advertising to in-app experiences. Creating experiences that feel personal keeps users coming back, building strong brand loyalty.





CASE STUDY

KIT, A MONEY APP FOR KIDS AND PARENTS.





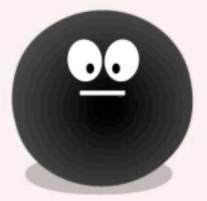
















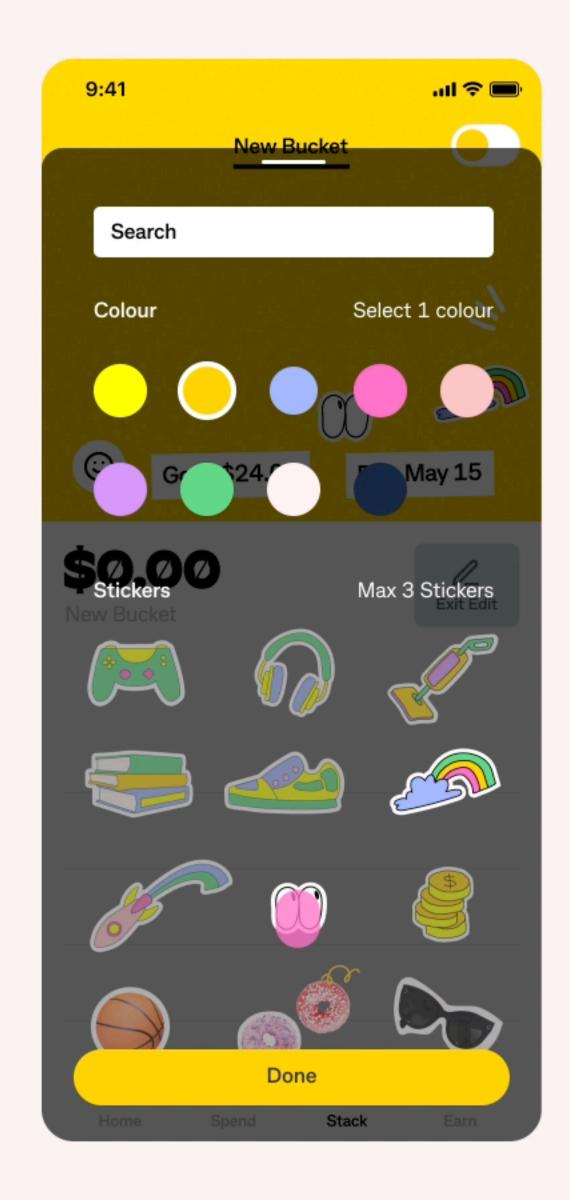


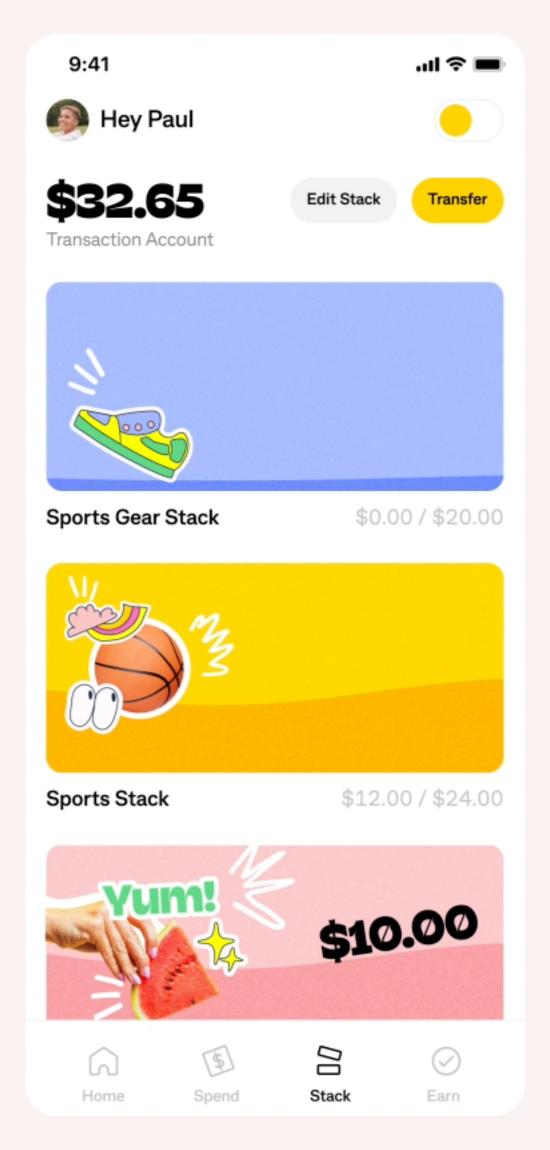


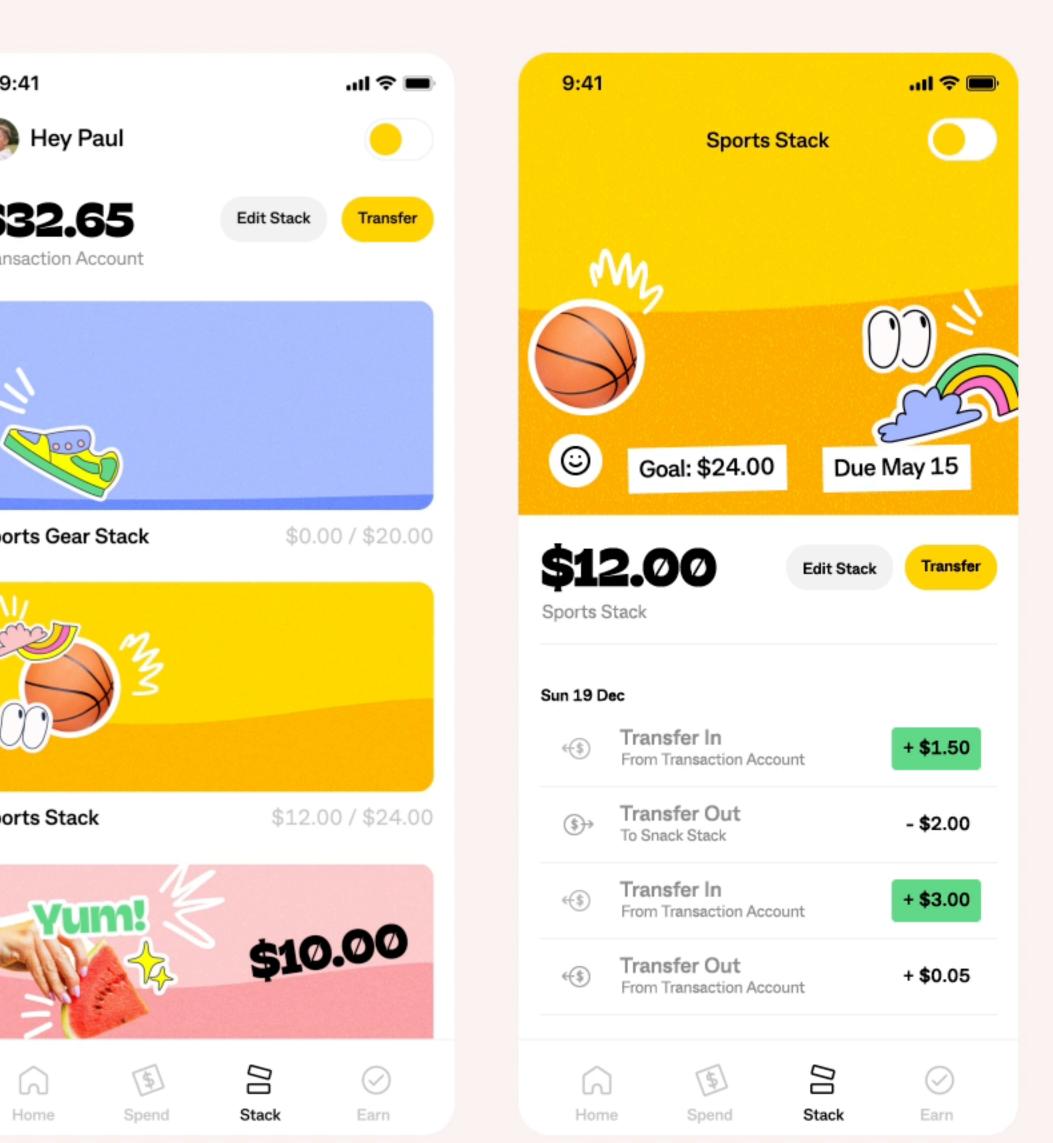


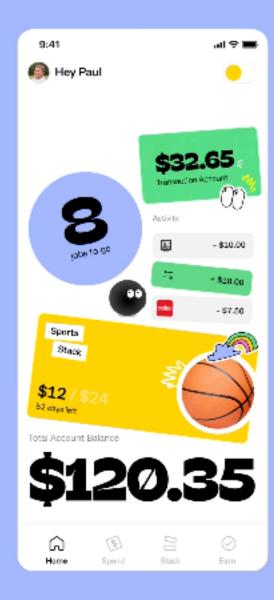




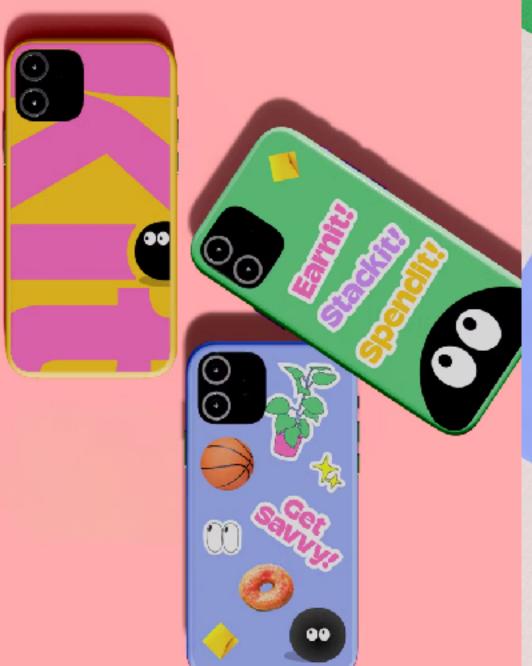


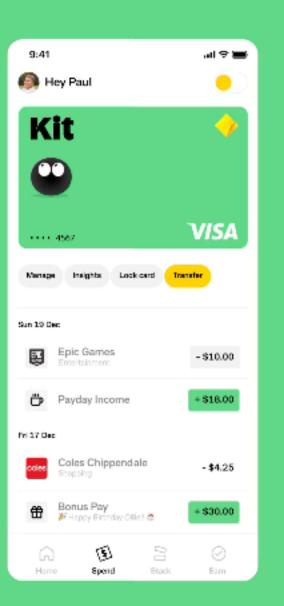














1. BRAND 2. EXPERIENCE 3. INNOVATION 4. SKILLS REQUIRED



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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

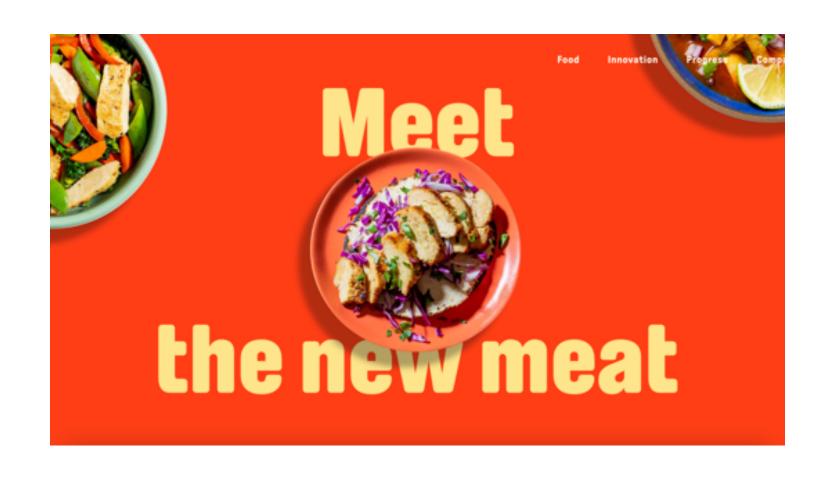
Closer in



Refresh
New flavours or formats



New to business
New aisles or categories

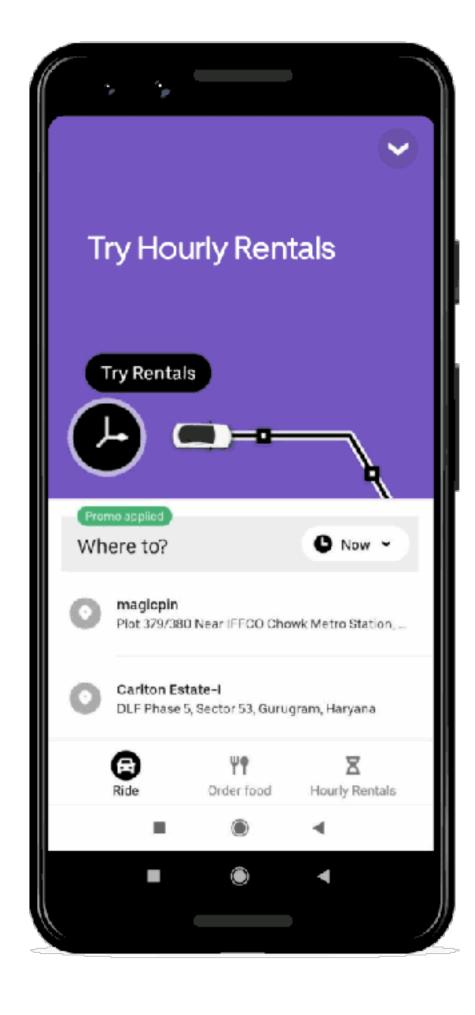


New to world New technology

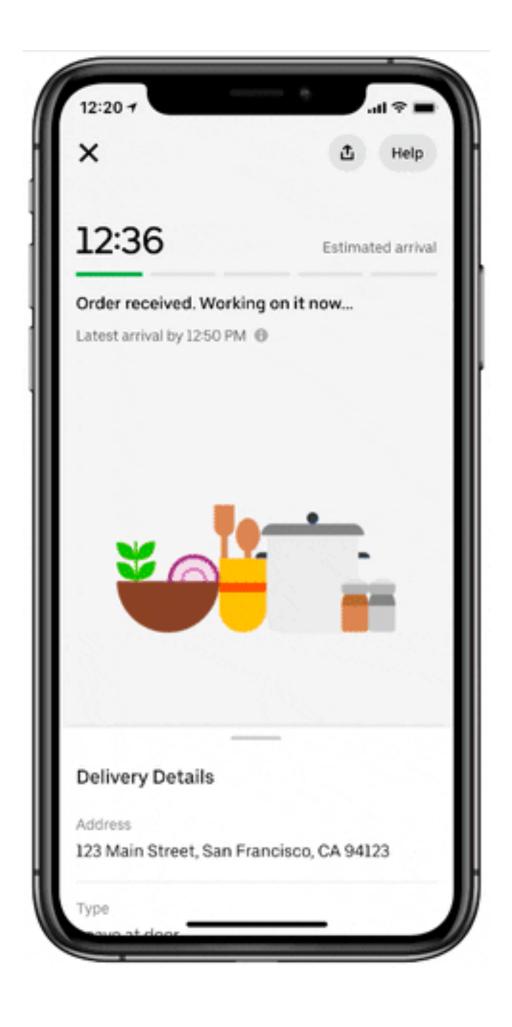


AND TYPES OF INNOVATION

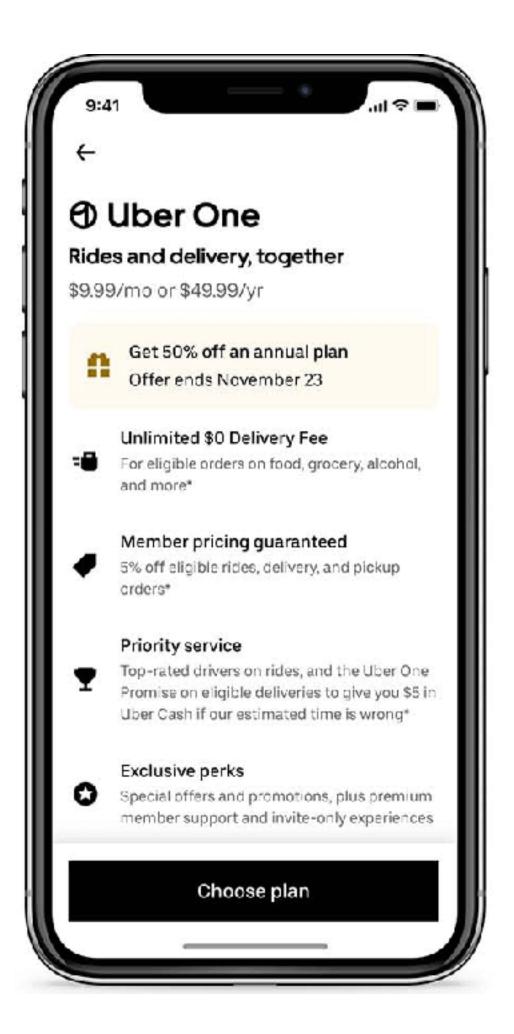
EXPERIENCE



PRODUCT



BUSINESS MODEL





TWO KEY OBJECTIVES

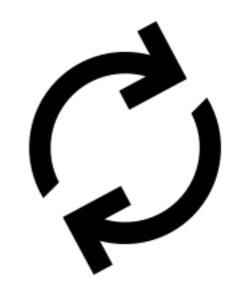


1.
Drive penetration
Attract new consumers
to the brand





TWO KEY OBJECTIVES

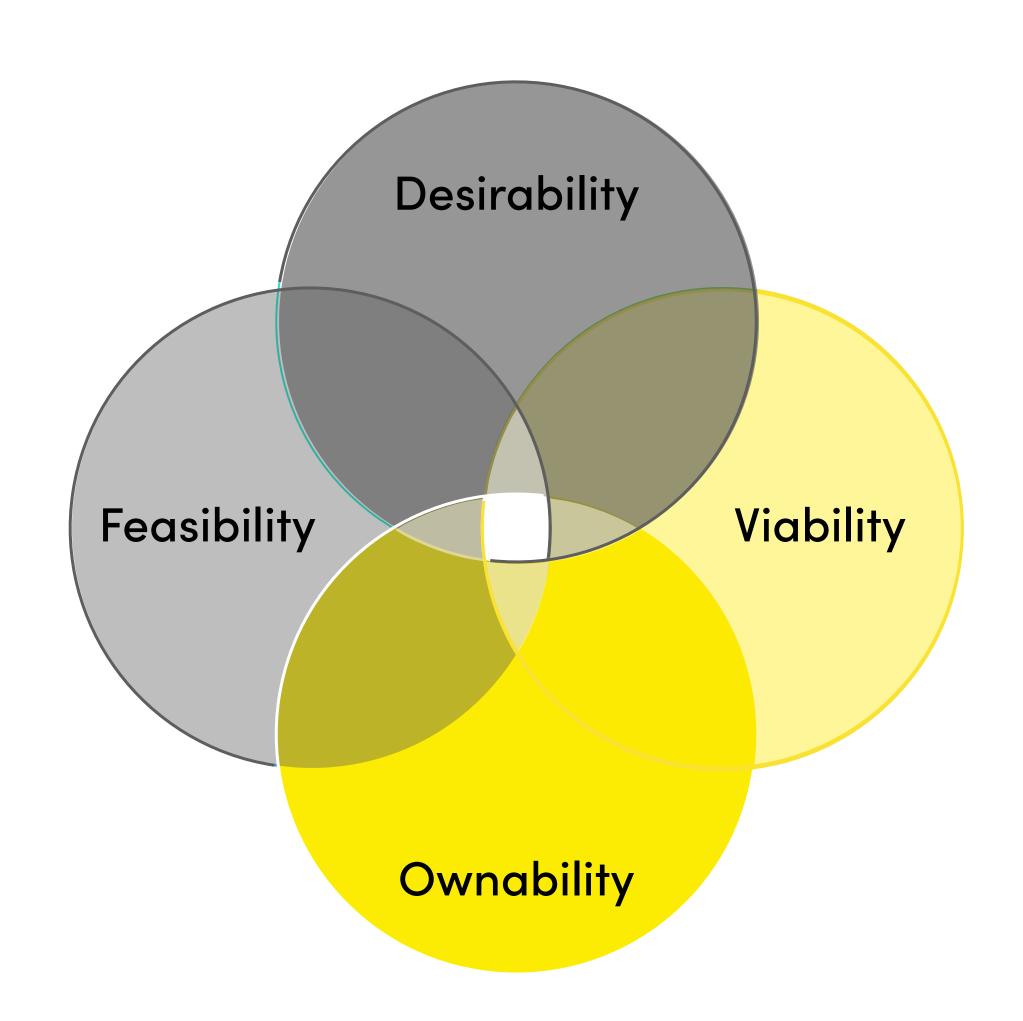


2.
Drive frequency
Get current consumers
to purchase more often





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.



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



A PEN THAT NO ONE ASKED FOR







MISUNDERSTANDING OF THE CORE





LACK OF COMPETITIVE DISTINCTION





INNOVATIVE, BUT NOT FIT FOR PURPOSE





BUT WHEN YOU DO IT RIGHT...



























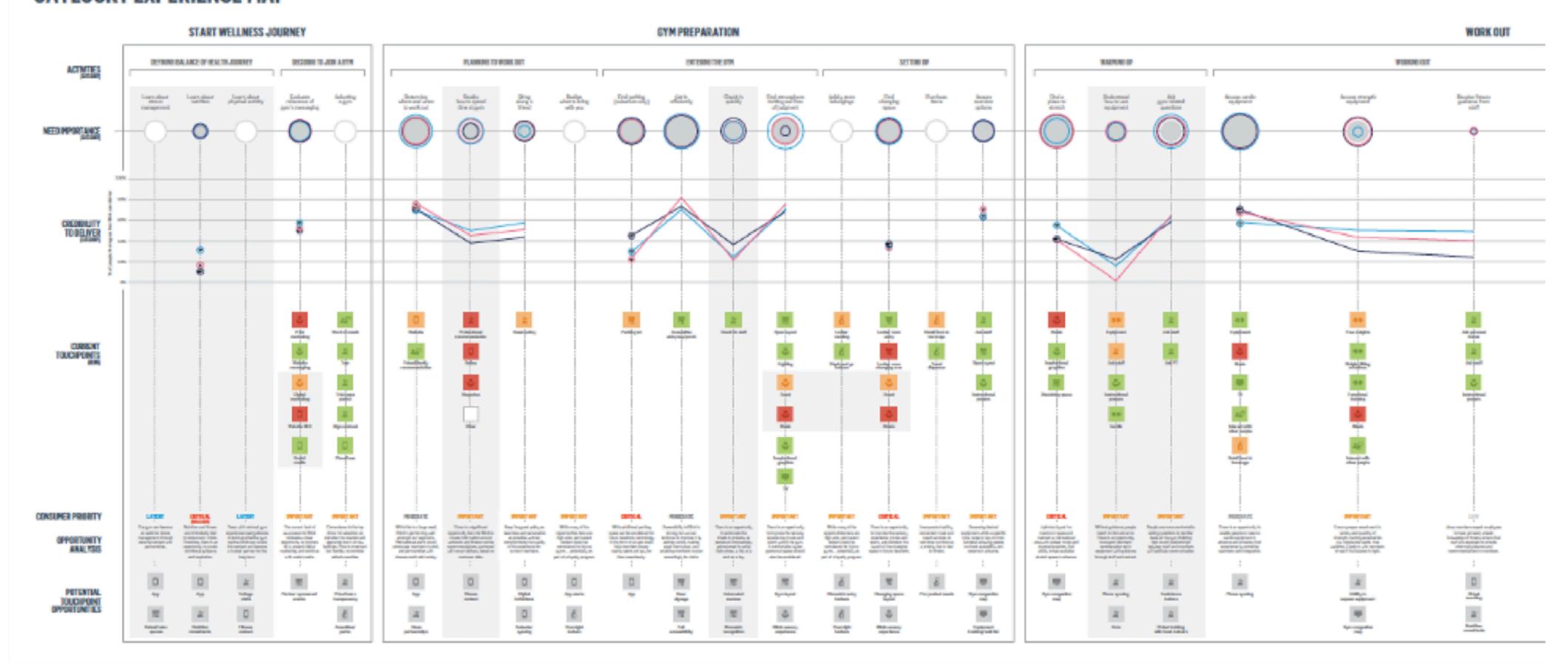


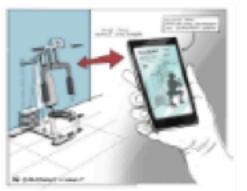


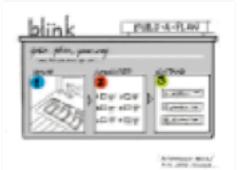




CATEGORY EXPERIENCE MAP















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



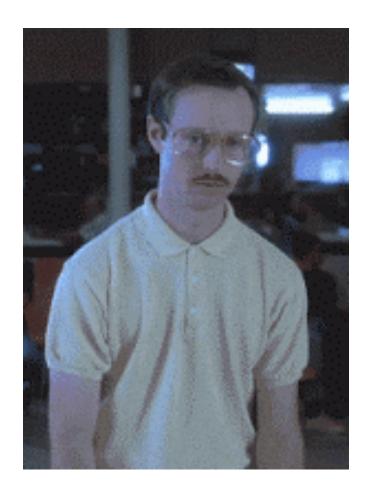
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WHAT TYPE OF PERSON WOULD THRIVE IN THIS WORLD?

MANY OF YOU!

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 GREATUE

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.

SKILLSET CHECK LIST

Curiosity & Empathy

You have an insatiable curiosity to understand what makes humans tick

Human-First

You're relationship oriented and deeply understand that our business is a people business

Going Deep

You always ask questions and challenge assumptions, asking "why" at every turn

Flexible & Adaptable

You go with the flow and are comfortable with ambiguity, always finding a clear path forward

Dot Connector

You work tirelessly to connect the dots and spot patterns, synthesizing information to drive clarity for your clients

Storyteller

You have a love for storytelling, and helping people to see what you see















