Alternative Marketing

Chapter 10

Chapter Objectives

- 1. How do buzz marketing, guerilla marketing, product placement and branded entertainment, and lifestyle marketing fit into an IMC program?
- 2. What conditions must be present in order to develop a successful guerilla marketing program?
- 3. How can alternative marketing methods be integrated with in-store programs?

The facts...

- Traditional mass media declining
 - Marketers not ready to ditch TV, radio, print, newspapers, etc.
 - Even the internet is getting cluttered
- As a result, alternative media rising
 - How do you find new ways to reach your target market?
 - New and innovative formats



Alternative Marketing

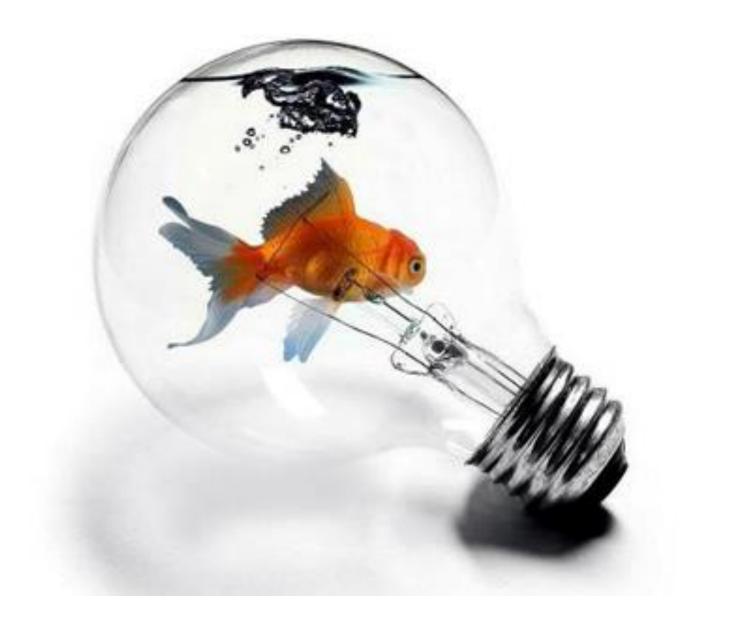
Advertising outlets that do not fall under the standard definitions of broadcast, electronic, outdoor, print, and transit media.



ALTERNATIVE MEDIA PROGRAMS

Requires creativity and imagination Identify intersect paths Alternative approaches media programs

Buzz marketing
Guerilla marketing
Product placement
Branded
entertainment
Lifestyle marketing
In-store marketing
Brand communities



Buzz Marketing

 Marketing that captures the attention of consumers and the media to the point where talking about a brand or company becomes entertaining, fascinating, and newsworthy

















BUZZ MARKETING

Buzz or word-of-mouth marketing Higher credibility Fast growth – now \$1 billion annually

Methods of generating buzz

- Consumers who like a brand and tell others
- Consumers who like a brand and are sponsored by a company to tell other consumers
- Company or agency employees posing as customer of the company, telling others about the brand



Buzz Marketing Stages

- Three stages
 - **Inoculation** This corresponds to the product being introduced.
 - **Incubation** The product is being used by a few innovators or trendsetters.
 - Infection- Widespread use of the product

Buzz Marketing Preconditions

- Brand must be unique, new, or perform better
- Brand must stand out and have distinct advantages
- Memorable advertising helps
 - Intriguing, different, and unique
- Customers must get involved
- Buzz marketing works because
 - People trust someone's else's opinion
 - People like to give their opinion

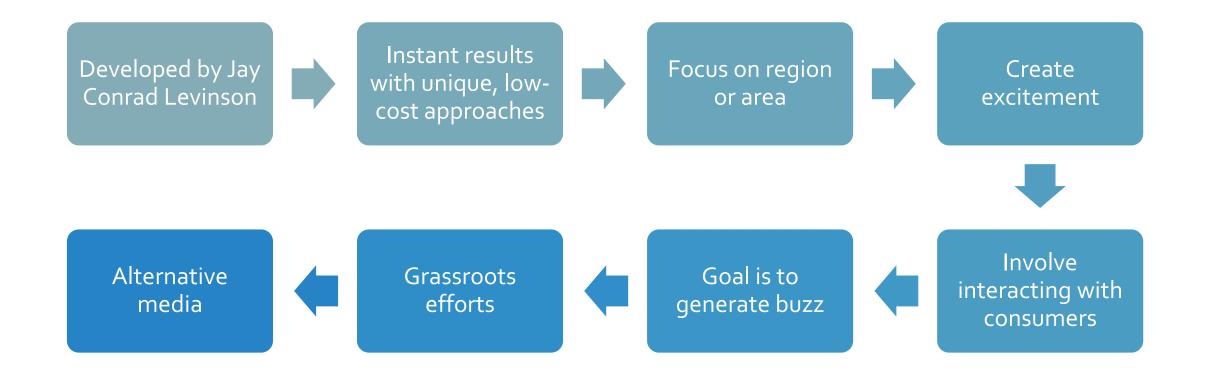


This self-proclaimed "party game for horrible people" did not come from some hip Silicon Valley incubator. Instead, it was the brainchild of eight friends who'd known each other since grade school in their hometown of Chicago. They had no major outside investment, unless you count their one small crowdfunding campaign on Kickstarter, and it took them a while to even have a business address. "Our main priority is to be funny -- and to have people like us," says game co-creator Max Temkin.



Guerrilla marketing

• The guerrilla marketing may be defined more specifically as an aggressive, highly targeted and sometimes subversive; street-level promotional campaign intended to create unexpected and memorable encounters between a product and its consumers



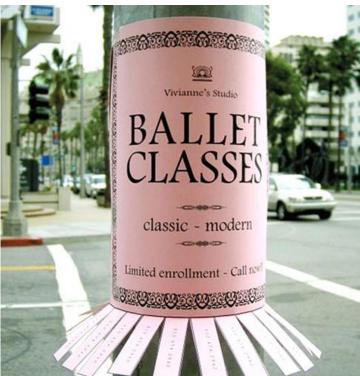
GUERILLA MARKETING

Oreo



















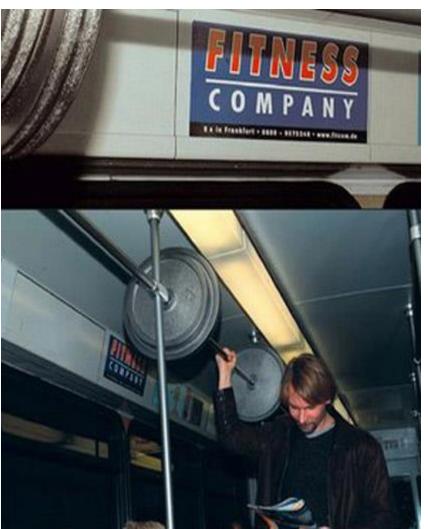












PRODUCT PLACEMENT

Product placement is the planned insertion of a brand or product into a movie, TV show or some other form of media with the purpose to influence viewers.



House





Coca-Cola happiness Machine



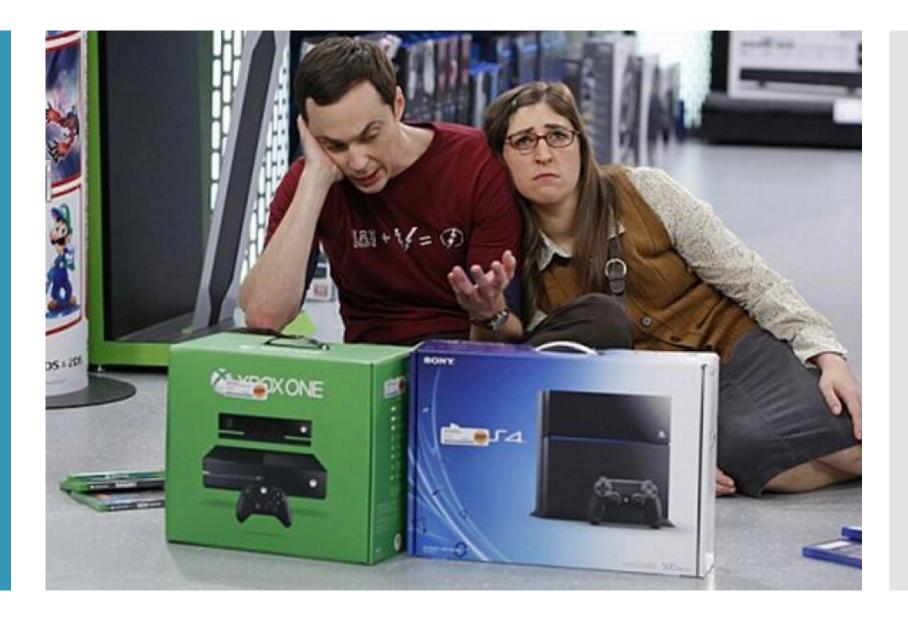
PRODUCT PLACEMENT

Advertisers believe product placement

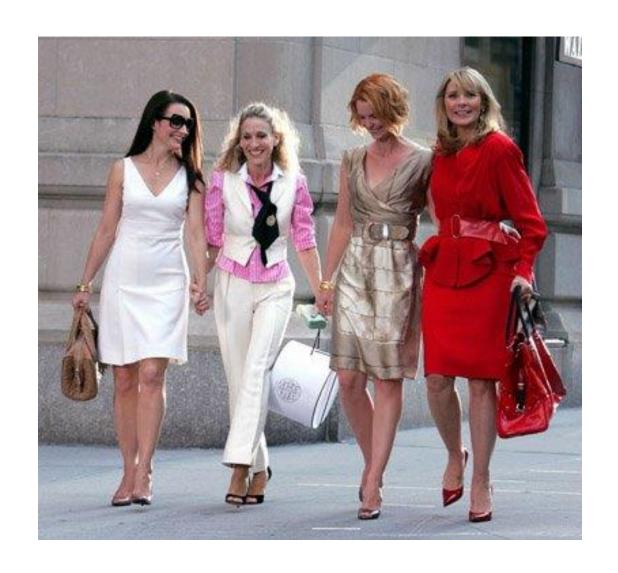
- Increased brand awareness
- Positive attitude towards the brand

No immediate impact on sales

Low cost per viewer



Sex in the City Product Placement



Designers

Manolo Blahnik (consistently and constantly) Vivienne Westwood (more than any other designer, most notably as Carrie's wedding dress)

Louis Vuitton (lots and lots and lots)

Chanel (at least five times)

Dior

Ferragamo

Roger Vivier

Diane von Furstenberg (a scene was filmed in her New York City store)

Hermès

Christian Louboutin (one very clear shot of bright red soles)

Prada Escada Versace

Gucci (several handbags—including a big white "Gucci heart NY" one—and brown glossy

shopping bags)

Vera Wang

Oscar de la Renta

Carolina Herrera

Christian Lacroix

Lanvin

Nike Adidas

Burberry

Tiffany and Co. (Carrie's wedding gifts)

Swarovski (constantly sparkled on Carrie's encrusted cell phone; also shined on a clip in

Miranda's hair, Stanford's wedding tuxedo, and on Charlotte's daughter's cupcake purse) Hello Kitty (décor of choice in Charlotte's

daughter's room)

Stores & Services

Henri Bendel

Scoop

Bluefly.com

Duane Reade

Manhattan Mini Storage (boxes and boxes in nearly every scene shot in Carrie's apartment) Bag Borrow or Steal (referenced, explained, and punned on repeatedly)

Netflix U-Haul

Gadgets

Apple (Carrie's computer)

iPhone (Samantha's cell phone—not exactly

Carrie's style)

Blackberry (Miranda's phone)

Bang & Olufsen (Samantha's shapely phone in her Mailibu pad)

Dell (Miranda and Big's computers)

Cuisinart (wedding gift for Carrie)

Sprint (Carrie's service provider—flashed frequently)

Publications

Vogue (the real editorial office and staffers, a photo shoot, and the magazine itself)

New York Post

Page Six (what better place for an engagement announcement?)

Entertainment Weekly

New York magazine

Marie Claire

The Wall Street Journal (Big's before-bed read)

Sips and Snacks

Starbucks (again and again)

Pellegrino (on a table or two)

Skky Vodka (to drown Carrie's many sorrows) VitaminWater (first an ad hanging on a wall, then on every seat under the tents for Fashion Week)

Smart Water (the water of choice—all over the place)

Pret a Manger (bagged lunch in the park for two)

Cup of Noodles (New Year's Eve feast)

From the Pharmacy

L'Oreal

Garnier Fructis

Nivea

Jergens

Clean & Clear

Places and Ways to Get There

New York Public Library (the wedding locale)

Lumi (the site of Charlotte and Big's

confrontation)

Buddakan

The Four Seasons

Mercedes-Benz (Big's chauffer-driven car)

Lincoln Town Car (Carrie's wedding limousine) Christie's (the girls attended an Ellen Barkin-

inspired jewelry auction here)

American Airlines (on an ad in Samantha's office)

Music and Branded Advertisement

• https://trendjackers.com/14-examples-of-product-placement-in-music-videos/

BRANDED ENTERTAINMENT

Brand woven into the storyline

Use increased sharply with reality shows

Also found in novels, plays, songs, and movies

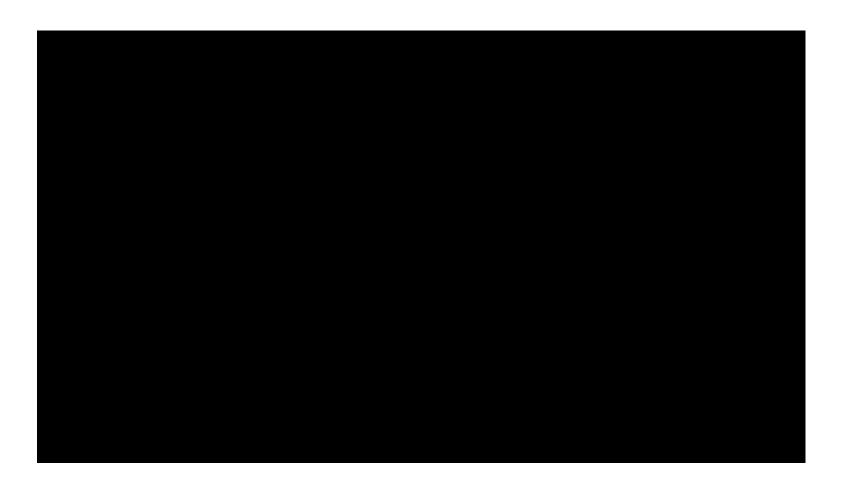


Branded Entertainment





Nissan and the Voice



VIDEO-GAME ADVERTISING

- In-game advertisements
- Rotating in-game advertising
- Interactive ads
- Game-related Web sites
- Advergames
- Sponsored downloads







Video Game Advertising

Benefits

Online games allow Web analytics
Ads can be targeted to match audience

Disadvantage

Ads soon become static

New technologies

Ad rotations within game New ads can be added to online games Time-sensitive ads can be used Ads can be made interactive



Lifestyle Marketing



• Lifestyle marketing involves identifying marketing methods associated with the hobbies and entertainment venues of the target audience.

Event Marketing



ALTERNATIVE MEDIA VENUES

- Cinema
- In-tunnel, subway
- Parking lot
- Escalator
- Airline in-flight
- Leaflets and brochures
- Carry home menus
- Carry home bags
- Clothing
- Mall signs
- Kiosks



IN-STORE MARKETING

- 70% of purchase decisions made in store
- In-store atmospherics
 - Sight, sound, and scent
- Video screens and television monitors
 - Customize messages
- Wal-Mart
 - 127 million shoppers per week



In-store Marketing



Digital Signage









POINT-OF-PURCHASE DISPLAYS

- Location is key, usually near cash register
- Last chance to reach buyer
- Facts
 - 70% of decisions are in store
 - 50% of money spent at mass-merchandisers and supermarkets is unplanned
 - 50% of Coca-Cola products from displays
- Average increase in sales is 9%
- Half of POP displays not effective
 - Half that are effective 20% increase in sales

Point of Purchase Display



Point of Purchase









Designing Effective POP

- Clearly communicate product attributes
 - Pricing
 - Promotional incentives
- Encourage customers to stop, look, pick up the product, and examine it.
 - More likely to buy the product
- Display has 3/10 second to capture the customer's attention
- Best integrate company's logo, message theme, tie in with current advertising.
- Location, location.



Measuring POP Effectiveness

- Both retailers and manufacturers want displays that are effective
- Point-of-sales (POS) data
- For retailers
 - Indicates time to withdraw or change display
 - Identify POP displays with largest impact
 - Test market different displays
- For manufacturers
 - Data can improve quality of displays
 - Strengthen relationships with retailers

Combination Approaches

- Digital, LED displays
- Interactive displays
- Integration of advertising and marketing with POP
- Interface of digital technology with in-store networks
- Interface with retail computers

Interactive Store Displays



BRAND COMMUNITIES

- A community formed on the basis of attachment to a product or service.
- Recent developments in marketing and in research in consumer behavior result in stressing the connection between brand, individual identity and culture.
- Concept focuses on the connections between consumers.



