

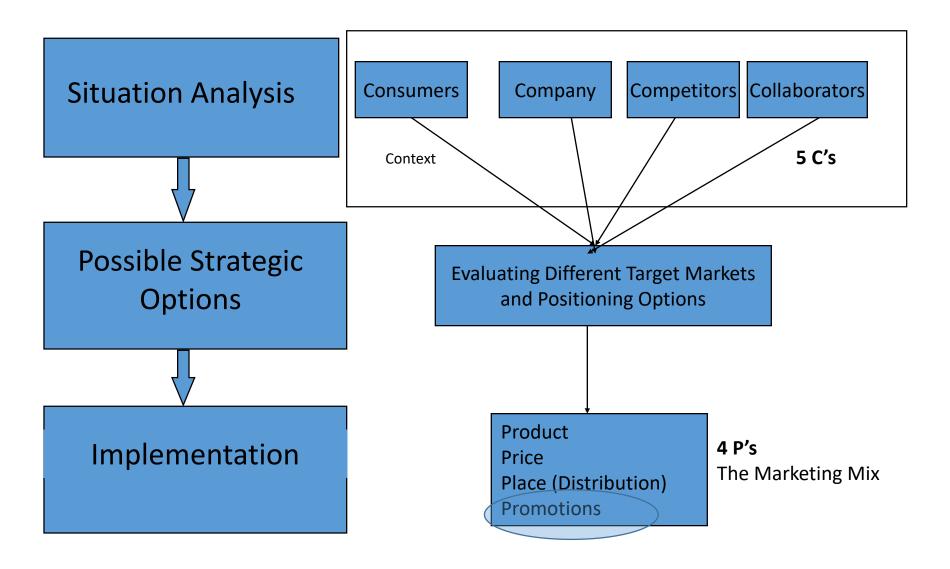
Designing a Communications Campaign

Professor Jagmohan S. Raju

Joseph J. Aresty Professor

The Wharton School

Go To Market Plan



Promotions Strategy

- Communication
 - Advertising
 - Product Placement
 - Public Relations
 - Personal and interpersonal means
 - Sales force
 - Word of Mouth (off-line, on-line)
 - Point of Purchase/In-Store
- Non-Communications
 - Price discounts
 - Coupons



Classifying Advertising

- Digital vs Traditional
- Mass Media vs Targeted Media
- Broadcasting vs Narrowcasting
- Outbound vs Inbound (Search)
- Demand Creation vs Demand Harvesting
 - Video Ad on YouTube or Prime Video before a movie or a program begins and Video AD on TV before a Baseball game are not that different.
 - Audio Ad in a Podcast or a Radio Ad in Local News are not that different.
 - All these fall primarily under "Demand Creation".
 - Search falls primarily under "Demand Harvesting".
 - Today's focus more on "Demand Creation"



Session Overview

- Role of communications in marketing strategy
 - How to get the best out of your advertising/communications agency
- Creative aspects of communications
 - Message Design
- Media planning and budgeting
 - Reach and Frequency
 - Budgeting
- Measuring the effects
- Summary



Developing a Communication Plan: An Example

In 2009, the US Navy Recruiting Command headquartered in Memphis contacted Professor Raju for help with improving communications strategy for the US Navy's recruitment efforts ...

Objective: Maintain a strong force; best in the world.

What decisions need to made?









Decisions

- Money
 - Sufficient dollars
- Markets
 - High school students
 - College students
 - Parents? Teachers?
 - Currently in service
 - (Un)employed
- Message Content
 - Join
 - Stay
- Message Design
 - Rational: Education, career
 - Emotional: Pride, patriotism

- Mission
 - Recruit
 - Retain
 - Diversity (incl. geography)
- Media
 - TV, Events, Outdoors
 - Recruiters
 - Community
- Measurement
 - Awareness "Inform"
 - Attitude Change "Inspire"
 - Behavior "Hire"
 - How to assess, what to measure

Developing a Communication Plan

- Markets (Who should I talk to? Target Segment?)
- Message content (What should I tell them? Key Benefit/Positioning)
- Mission (What do we intend to achieve? Awareness, Knowledge, Interest, Trial)
- Message design (How should I say it?
 Creative strategy)
- Media strategy (How do I reach them?)
- Money (How much do I need to spend?)
- Measurement (Was it worth it?)

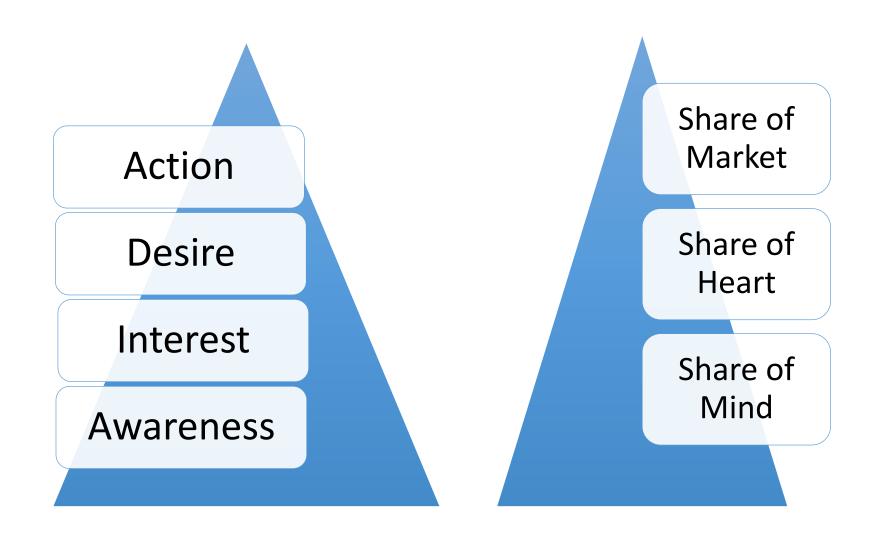
Targeting & Positioning

Communications
Decisions

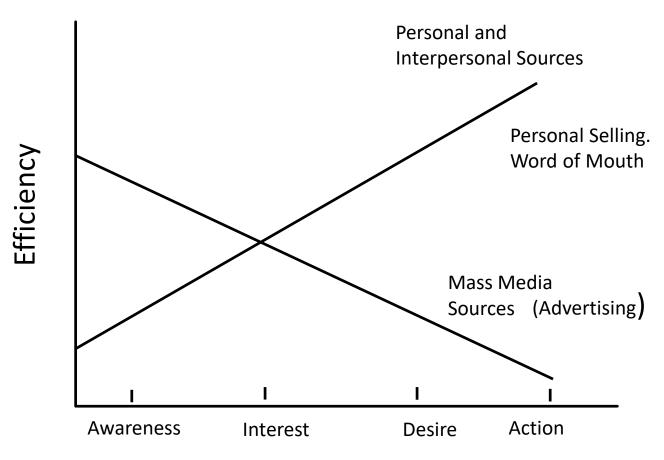
1. Mission



What Are We Trying to Influence?



The Relative Importance of Information Sources



Stages of the Hierarchy of Effects

2. Message Design

Message Design

Rational Appeals Examples

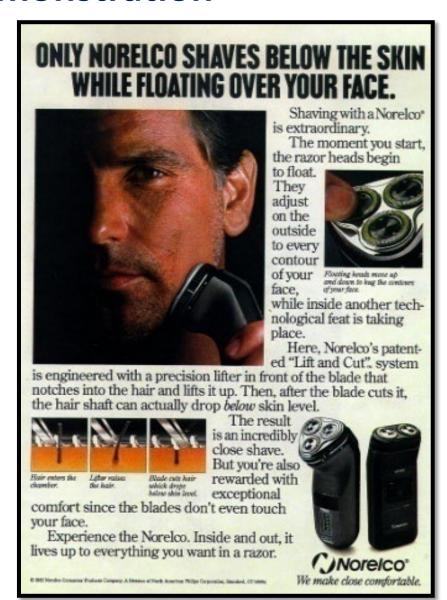
- Product demonstration
- Use of a spokesperson
- Testimonials
- Product comparison

Emotional Appeals Examples

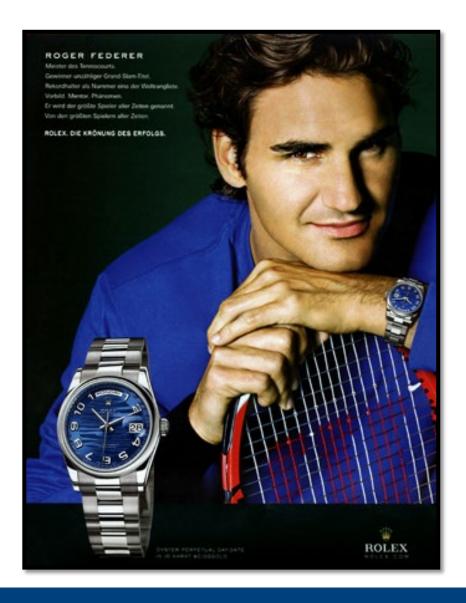
- Use of negative emotions
 - Fear
- Use of positive emotions
 - Affection
 - Humor
- Sexual/Subliminal Appeals



Product Demonstration



Use of a Spokesperson



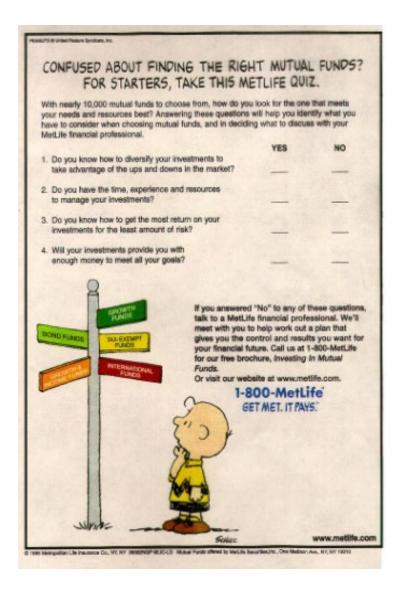








Spokesperson



Testimonial



IM PAIRLY NEW TO ETSY. COM BUT EVER SINCE OPENING MY SHOP I'VE PELT RIGHT AT HOME. I CAN TALK TO OTHER WOODINGES FROM AROUND THE WORLD ABOUT MY FURMITURE AND GET ABVICE AS I DEVELOP AND EXPAND MY BUSINESS. JOHN DONS CROM OUR HANDS TO YOURS ELSY



Product Comparison





Do "more people prefer Burger King to McDonalds"?

Burger King survey

How do you prefer your hamburgers?

• Fried 25%

• Flame-broiled 75%

- Another survey
- How do you prefer your hamburgers?
 - Cooked on a hot stainless steel grill
 - Cooked by passing raw meet through an open flame 47%



Comparative Advertising

Merit versus Triumph: "An amazing 60% said that 3mg
 Triumph tastes as good or better than 8mg Merit"

• Triumph is ...

•	Much better tasting	14%
•	Somewhat better tasting	22%
•	About the same	24%
•	Somewhat worse tasting	29%
•	Much worse tasting	11%

• The claim is literally true: 14 + 22 + 24 = 60%

Comparative Advertising

- Merit versus Triumph: "An amazing 60% said that 3mg
 Triumph tastes as good or better than 8mg Merit"
- Triumph is ...

•	Much better tasting	14%
•	Somewhat better tasting	22%
•	About the same	24%
•	Somewhat worse tasting	29%
•	Much worse tasting	11%

- The claim is literally true: 14 + 22 + 24 = 60%
- But also the other way: 24 + 29 + 11 = 64%

Marketing Science

Vol. 28, No. 1, January-February 2009, pp. 1-19 ISSN 0732-2399 | EISSN 1526-548X | 09 | 2801 | 0001



A Theory of Combative Advertising

Yuxin Chen

The Leonard N. Stern School of Business, New York University, New York, New York 10012, and Cheung Kong Graduate School of Business, Beijing 100738, China, ychen@stern.nyu.edu

Yogesh V. Joshi

The Robert H. Smith School of Business, University of Maryland, College Park, Maryland 20742, yjoshi@rhsmith.umd.edu

Jagmohan S. Raju, Z. John Zhang

The Wharton School, University of Pennsylvania, Philadelphia, Pennsylvania 19104 {rajuj@wharton.upenn.edu, zizhang@wharton.upenn.edu}

In mature markets with competing firms, a common role for advertising is to shift consumer preferences towards the advertiser in a tug-of-war, with no effect on category demand. In this paper, we analyze the effect of such "combative" advertising on market power. We show that, depending on the nature of consumer response, combative advertising can reduce price competition to benefit competing firms. However, it can also lead to a procompetitive outcome where individual firms advertise to increase their own profitability, but collectively become worse off. This is because combative advertising can intensify price competition such that an "advertising war" leads to a "price war." Similar to price competition, advertising competition can result in a prisoner's dilemma where all competing firms make less profit even when the effect of each firm's advertising is to enhance consumer preferences in its favor. Given such procompetitive effects, we further show that cost of combative advertising could be a blessing in disguise—higher unit cost of advertising resulting in lower equilibrium levels of advertising, leading to higher prices and profits. We conduct a laboratory experiment to investigate how combative advertising by competing brands influences consumer preferences. Our experimental analysis offers strong support for our conclusions.

Key words: advertising; persuasion; game theory; competitive strategy; prisoner's dilemma; preference shifts History: Received: November 14, 2006; accepted: December 5, 2007; processed by James Hess. Published online in Articles in Advance July 3, 2008.



Use of Emotions



Positive Emotions

https://www.youtube.com/watch?time_continue=16&v=0ruHOaHrGnQ



P&G - Thank You Mama - Rest . loh 2012 HD 2M





A Note on the Relationship between Firm Diversification and Corporate Advertising Expenditures

JAGMOHAN S. RAJU

University of Pennsylvania, The Wharton School, Dept. of Marketing, 1400 Steinberg Hall-Dietrich Hall, Philadelphia, PA 19104-6371

SANJAY K. DHAR

Associate Professor of Marketing, Graduate School of Business, University of Chicago

Abstract

Using data on 200 major U.S. advertisers, our empirical analysis examines the relationship between the degree of firm diversification and corporate advertising expenditures, while controlling for competing explanations. Data on corporate advertising expenditures are obtained from Leading National Advertisers (1989). Compustat line of business data and Hoover's Handbook are used to construct measures of firm diversification, and other firm/industry characteristics included as covariates in our empirical analysis to account for possible alternative explanations. Our results suggest that less diversified firms spend more on corporate advertising.

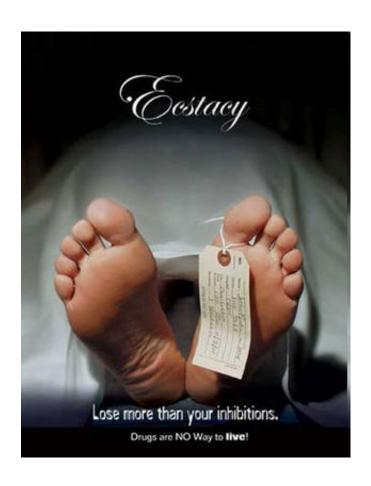
Key words: Corporate advertising, diversification, advertising

Introduction

U.S. corporations spend over a billion dollars on corporate advertising (Alvarez 1991). Industry-wide surveys project that for firms that use corporate advertising, nearly 27% of the company's advertising budget is spent on corporate advertising (Patti and McDonald



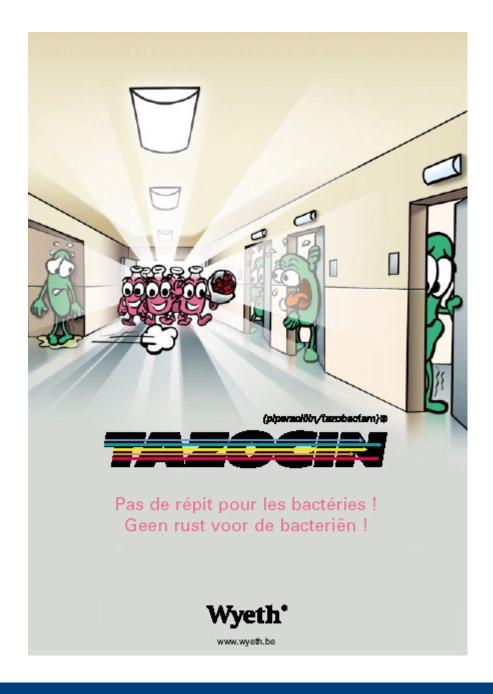
Use of Negative Emotions: Fear







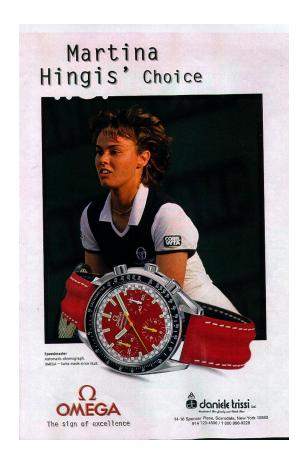
Fear





Sexual Appeals/Subliminal Advertising















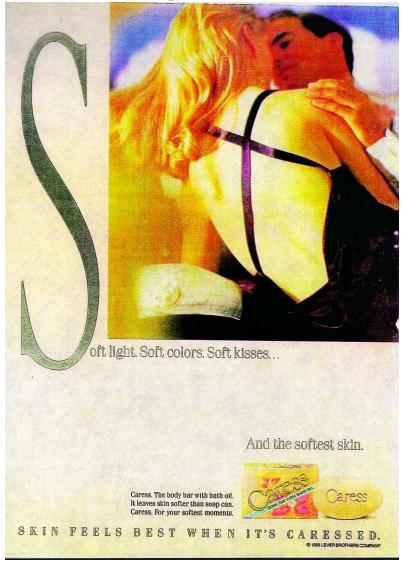




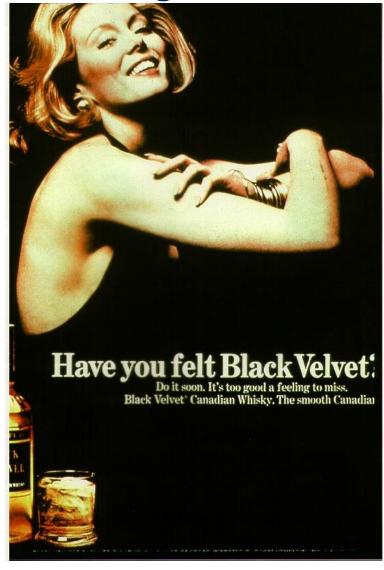








Subliminal Advertising





Subliminal Advertising

- No evidence that it works!
- Advertising agencies continue to use it.
- There are ethical issues ...
 - Many feel that, as a rule, they are entitled to know when they're being subjected to persuasion appeals

Media Planning



Media Types

Paid

Earned

Owned

Media Planning Process

WHO?

WHAT?

WHERE?

WHEN? HOW MUCH?

Targeting

Media Channels

Media Vehicles

Scheduling

Delivery

Target Market tied back to media Consumption













- Time of year
- Time of month
- Time of day
- Continuity
- Flighting
- Pulsing

GRPs

Reach X Frequency

Money



Measuring Advertising Quantity

■ **Reach** The percentage of population that has been exposed to the message at least once

■ Frequency The average number of times that a reached individual has been exposed to the advertisement

- Gross Rating Points (GRPs) Reach x Frequency
 - For example, an advertisement viewed by 20% of all US homes, an average of 3 times during a campaign, is said to have delivered 60 GRPs

Setting the Advertising Budget

- Percentage of sales !!
- Match (or better) competition !!!
- Objectives and Tasks methods
 - Parfitt-Collins Model



Parfitt-Collins Model

[% Aware] x [% Try] x [% Repeat] = % Market Share

- Say that a break-even market share required for Coors is 6%.
- Based on market research I conclude that 30% of those who are aware try the product.
- Furthermore, only 40% of those who try become repeat buyers.
- How much awareness do I need?
 - [%aware] x [%try] x [%repeat] = %market share
 - [Awareness] x [0.30 = Trial Rate] x [0.40 = Repeat Rate] = 0.06
 - [A]*.12 = 0.06
 - [A] = 0.50
 - > 50% must become aware!
 - How do you get there?
 - Reach, Frequency, GRP





Measurement



"I know that about half of my advertising works —
I just don't know which half it is."

(John Wannamaker, attributed)

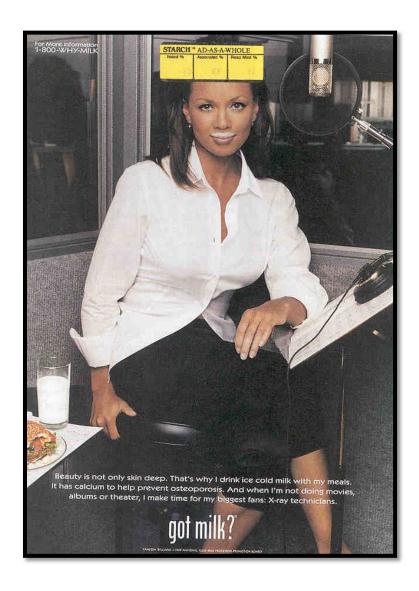


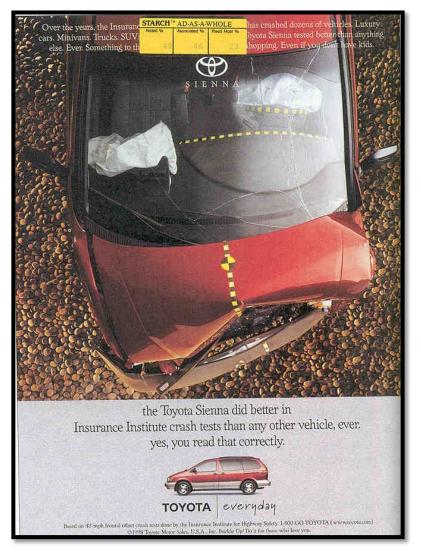
Measurement Methods

- Pre-launch test of creative strategy
- Starch Scores for print advertising
- Day after recall for TV advertising
- Physiological Response measures
 - Galvanic skin response
 - Eye-tracking
 - fMRI
- Cross-Market tests; increase GRP's in one market and measure response.
- Split-cable tests
- Google Analytics



Starch Examples







Recognition and Recall: Starch scores for magazines

- More than 75,000 ads annually
- Interviews with more than 100,000 consumers and 140+ publications
- Noted: % of people interviewed who remember having seen the ad in the issue of the magazine being studied
- Associated: % of people interviewed who not only noted the ad but saw or read some part of it that clearly indicated name of the advertiser
- Read Some: % who read some part of the ad's copy
- Read Most: % who read half or more of the copy



Measures of Physiological Response

- Galvanic Skin Response
 - Indicator of amount of warmth generated by an ad
 - Predictor of ability to motivate consumer purchase behavior
 - Also called the Motivational Response Method (MRM)
- Eye tracking
- fMRI



Finally....

- Keep it Simple
- Winning awards on Madison Avenue is very often not correlated with the marketplace outcomes.



An Example



One more time

- Show the product
- Mention the brand name
- State the positives
- Show the product in use
- Avoid unpleasant connections with your product
- Tell people where and how they can buy it

It may not win awards But it will do the job.



Takeaways

- Align your communication strategy with your positioning and all elements of the marketing mix.
- A great communications campaign is a key element of your marketing plan but it is not all of it.
 - It may, once in a while, help you sell what you can make;
 - But it can do wonders if you make what you can sell.
- Define mission and metrics before spending even a penny on advertising/communication.

ANNEXURES



TV: Day After Recall

 Interviews with sample of 150 consumers who watched vehicle and were present when commercial was aired.

Given a product or brand cue

Did you see it? What do you recall about it?



Measures of Sales Response

- IRI BehaviorScan/Nielsen's ScanTrack)
 - Panel households in 7 cities
 - Split cable systems
 - Members given ID cards used at purchase
 - Provide household level:
 - Demographic data
 - Media exposure
 - Purchase behavior
 - Offer copy tests and weight tests of commercials



Decisions

- Money
 - Sufficient dollars
- Markets
 - High school students
 - College students
 - Parents? Teachers?
 - Currently in service
 - (Un)employed
- Message Content
 - Join
 - Stay
- Message Design
 - Rational: Education, career
 - Emotional: Pride, patriotism

- Mission
 - Recruit
 - Retain
 - Diversity (incl. geography)
- Media
 - TV, Events, Outdoors
 - Recruiters
 - Community
- Measurement
 - Awareness "Inform"
 - Attitude Change "Inspire"
 - Behavior "Hire"
 - How to assess, what to measure

PAID: Superbowl 2014 (\$4 million/30 seconds)

\$133.333 a Second

More than 30 marketers are buying commercial time on Sunday night during the Super Bowl on Fox, at rates in the neighborhood of \$4 million for each 30 seconds of airtime.

Floater:

Square-

space

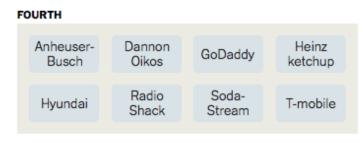
Super Bowl XLVIII advertisers Subject to change based on factors like the flow of the game and overtime.

FIRST QUARTER Anheuser-Cheerios Chevrolet GoDaddv Busch (or second) (2 spots) M&M's Paramount Pictures Hyundai (or second) (or second)

Anheuser-Beats Audi Axe Busch Music Coca-Cola Butterfiner Chobani Intuit (or fourth) (or fourth) Kia T-Mobile Jaguar



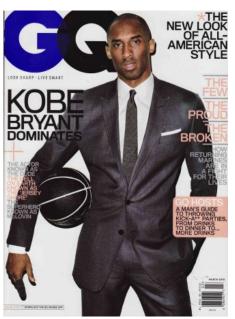




*Also sponsoring the halftime show.

THIRD

Earned Much Cheaper: But Requires Work

















Esquire

















WALL STREET JOURNAL



The New York Times

