





# **AGENDA**

- I. DELIVERY MARKET'S CONVERSATION OVERVIEW
- II. SHOPEEFOOD & COMPETITORS: CONVERSATION
  ANALYSIS
- III. SHOPEEFOOD: CONVERSATION ANALYSIS
- IV. COVERSATION ABOUT FOOD SERVICE



# DELIVERY MARKET'S CONVERSATION OVERVIEW

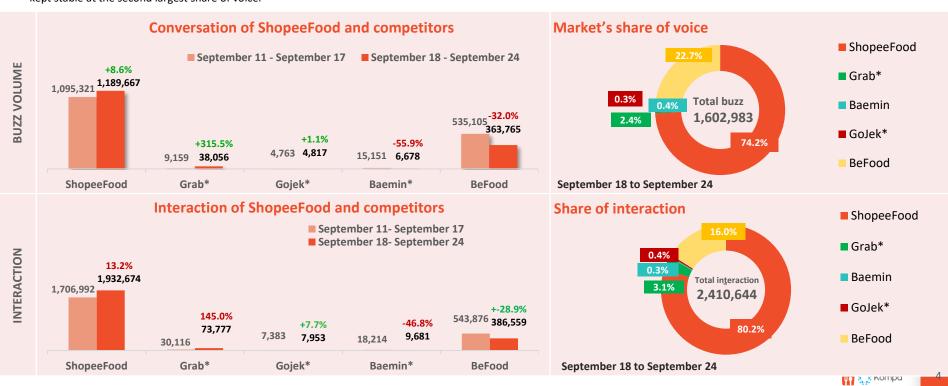
#### \*Grab: GrabFood, GrabExpress, GrabMart, GrabKit

From September 18 to September 24, except for **Baemin** and **BeFood** experienced the substaintial decline, **ShopeeFood** and remainders expand the improvement, provoking the overall metric slightly decreased 3.4% (from 1,659,499 to 1,602,983).

• As usual, the Minigame Food presented as the main buzz generator for **Shopee Food**, attracting significant interaction from online users toward official fan page.

DELIVERY MARKET'S SHARE OF VOICE AND INTERACTION

- **GrabFood** recorded with highest increase at 315.5% via the minigame on <u>Bác Tài Grab</u> with kind of vouchers as a gift for winner, enticing considerable engagement from Riders, being noticeable content in this enhancement.
- **BeFood** that ultized the collaboration with their partner remained the high coverage of content via minigame BÌNH LUẬN "SIÊU NHIỀU" on fan page and partnership owned channel to kept stable at the second largest share of voice.



<sup>\*</sup>Gojek: GoFood, GoSend

<sup>\*</sup>Baemin: Baemin (food), Baemin Mart, Baemin Kitchen

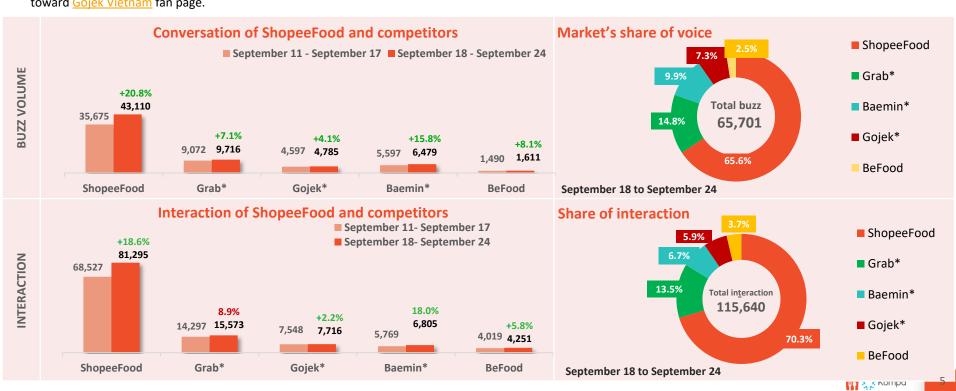
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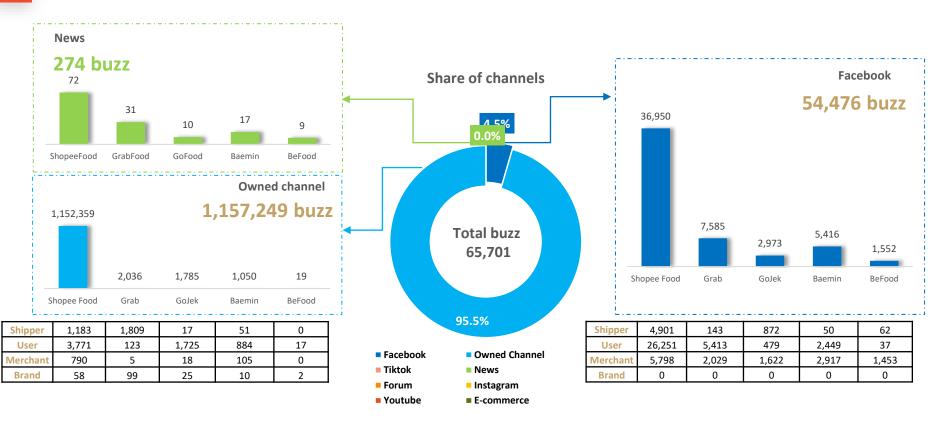
\*Baemin: Baemin (food), Baemin Mart, Baemin Kitchen

From September 18 to September 24, excluding minigame, all the delivery firms simultaneously magnified the growth in buzz volume, leading the total online buzz rose 7.5% compared to the previous week.

- Apart from the common content of food review and introduction threads on Hà Nôi Ăn gì? Ở đâu and Foody.vn, food delivery brands were also mentioned in entertainment post via Dang iu mot chut thoi nha community page, which enticed great engagement from online users on the public.
- The respect for the rider's behavior in recusing people in a burning building was the highlighting of <u>Gojek</u>'s content, attracting crowed discussion from internet users toward <u>Gojek Vietnam</u> fan page.



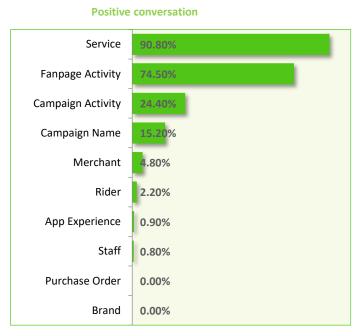
# **DELIVERY MARKET'S CONVERSATION ON CHANNELS (EXCLUDE MINI-GAME)**

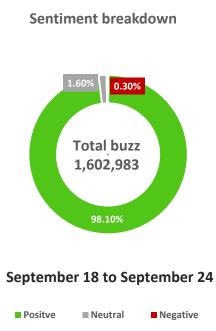


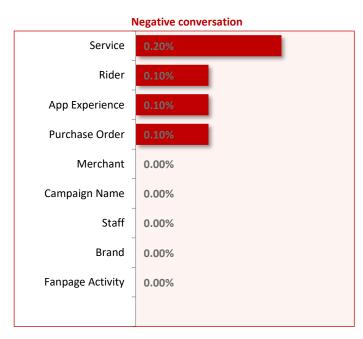
## **DELIVERY MARKET'S CONVERSATION SENTIMENT**

The delivery industry as a whole:

- ShopeeFood and BeFood were consistently those that harvested most positive remark for the delivery firm on the online platform last week via minigame which captured great engagement from the internet users.
- Shippers' grumble about the issue of order shortage on their online hubs continuously the main cause of delivery firms' negative remarks on the social platform.





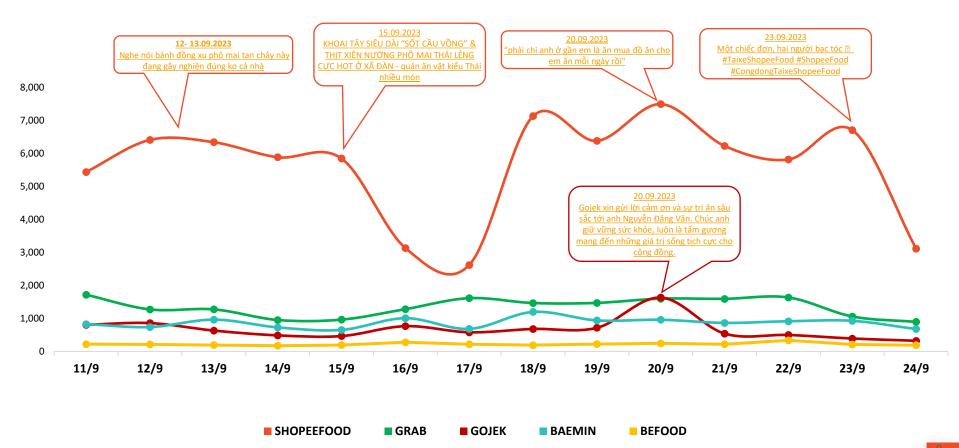


<sup>\*</sup>The percentage based on total buzz



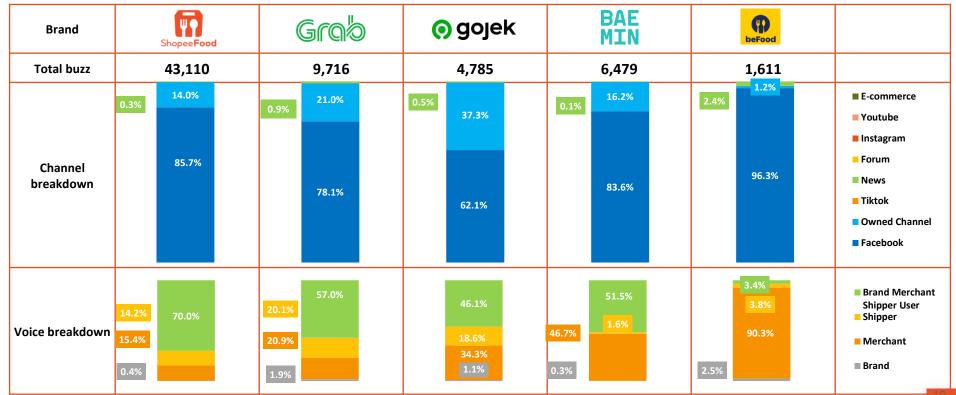
SHOPEEFOOD & COMPETITORS: CONVERSATION ANALYSIS

# TRENDLINE OF SHOPEEFOOD & COMPETITORS (EXCLUDE MINI-GAME)



# **CONVERSATION BY CHANNEL AND VOICE (EXCLUDE MINI-GAME)**

- Excluding mini-game, Facebook constantly dominated the total online coverage of delivery firms. Hà Nội: Ăn gì? Ở đâu? harvested the most interaction via this platform for ShopeeFood last week with food introduction content for various dishes.
- On owned channel, Foody.vn presented as the highlight as usual, enticing the public's considerable interest in the firm's <a href="https://hillarious, interactive content">hillarious, interactive content</a> and also food introduction post regarding the recently trending dish-<a href="https://korean.coin.pancake">Korean.coin.pancake</a>.
- <u>Credit promotion introduction</u> content which partially mentioned the delivery firms was the most frequent remark on the online news channel last week.

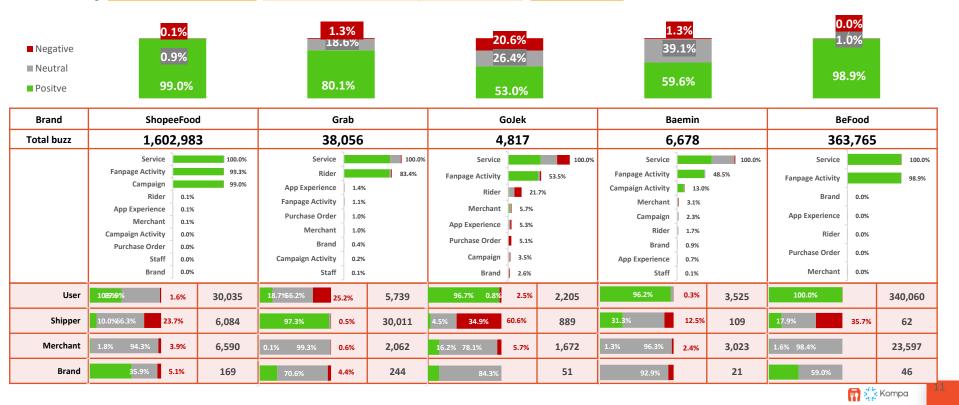


<sup>\*</sup> The % is based on the market's total buzz volume.



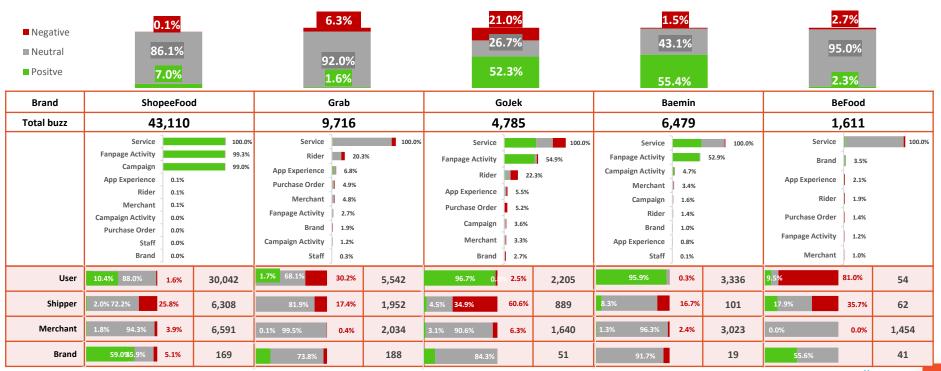
## **CONVERSATION BY SENTIMENT**

- From September 18 to September 24, minigame consistently covered majority of <a href="ShopeeFood">ShopeeFood</a> and <a href="BeFood">BeFood</a> positive portion on the online platform. Additionally, Grab's live-stream in <a href="Seelebration of the driver month">celebration of the driver month</a> was also a weekly remark.
- Cộng đồng Gojek Sài Gòn presented as the most negative source among delivery firm's total discussion last week, capturing different issues including: <a href="mailto:shipper being scammed">shipper being scammed</a>, <a href="mailto:discontent">discontent to the delivery firm's incentive</a>, <a href="mailto:order shortage">order shortage</a>, etc.

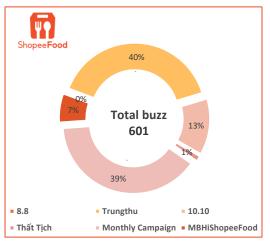


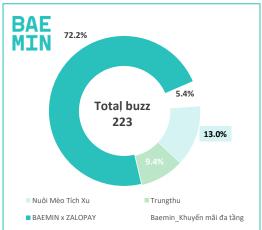
## **CONVERSATION BY SENTIMENT (EXCLUDE MINI-GAME)**

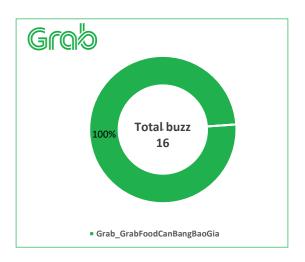
- Excluding mini-game, Baemin maintained as the highlight, noticing ebullient interaction from online users to <u>trending/ hilarious content</u> on the firm's owned channel. Gojek's post which honored <u>the brave shipper who saved people in the recent fire accident</u> also received pleasurable reaction from the public.
- Cộng đồng Gojek Sài Gòn presented as the most negative source among delivery firm's total discussion last week, capturing different issues including: shipper being scammed, discontent to the delivery firm's incentive, order shortage, etc.



## **CAMPAIGN CONTRIBUTION**

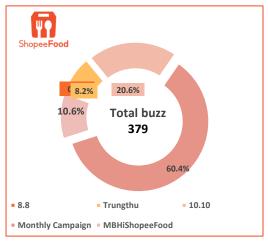


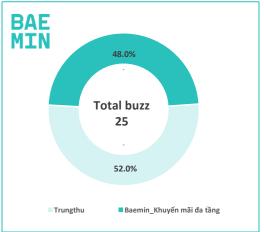


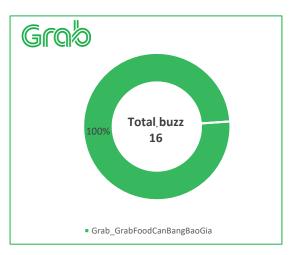


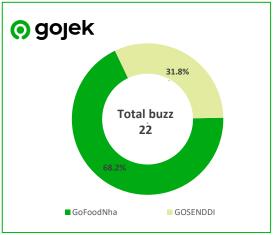


# **CAMPAIGN CONTRIBUTION (EXCLUDE MINI-GAME)**









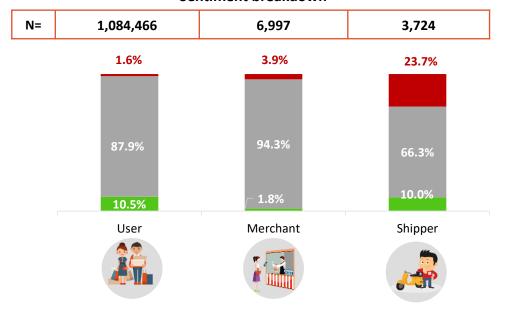


# SHOPEEFOOD: CONVERSATION ANALYSIS

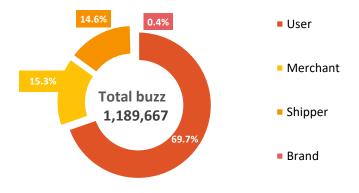


## **SHARE OF VOICE BY TYPE OF PARTIES**

## Sentiment breakdown

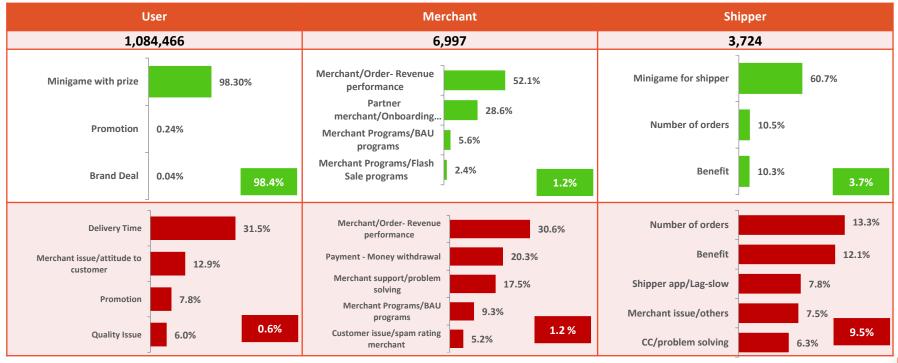


## Share of voice



## ATTRIBUTE ANALYSIS BY VOICE

- From September 18 to September 24, ShopeeFood's positive portion was mostly fueled by users' great engagement in the food minigame as usual.
- The firm noticed an unfavorable thread on <u>Cộng Đồng Đối Tác Nhà hàng ShopeeFood</u> group regarding the conflict between a merchant and shipper as the shipper required the payment from the vendor due to customer's order cancellation. Most of the comments showed the discontent to the driver and encouraged the merchant to report this unreasonable incident.



# **TOP TOPICS (EXCLUDE MINI-GAME)**

User					Merchant				Shipper			
#	TOP POSITIVE TOPICS	%	CHANNEL	#	TOP POSITIVE TOPICS	%	CHANNEL	#	TOP POSITIVE TOPICS	%	CHANNEL	
1	Phúc Long	61.5%	Facebook	1	Cộng Đồng Đối Tác Nhà hàng ShopeeFood	80.6%	Owned channel	1	Cộng đồng Tài xế ShopeeFood - Khu vực Miền Trung (Kênh chính thức)	35.7%	Owned channel	
2	ShopeeFood VN	34.9%	Owned channel	2	Đối Tác Nhà Hàng ShopeeFood ( Nhóm Hỗ Trợ Chủ Nhà Hàng)	10.2%	Facebook	2	Cộng đồng Tài xế ShopeeFood	33.3%	Owned channel	
3	<u>Cột Sống Gen Z</u>	1.4%	Facebook	3	Đối Tác Nhà Hàng ShopeeFood (Hỏi Đáp, Chia Sẻ Kinh Nghiệm, Giao Lưu)	6.5%	Facebook	3	Anh Em ShopeeFood Hà Nội	14.3%	Facebook	
4	<u>Beatvn</u>	1.2%	Facebook	4	Cộng Đồng Đối Tác ShopeeFood	2.8%	Owned channel	4	Hội Tài Xế Hub - Shopee Food	9.5%	Facebook	
5	Sài Gòn nghenn	1.0%	Facebook					5	Cộng Đồng Shipper ShopeeFood VN	7.1%	Facebook	
#	TOP NEGATIVE TOPICS	%	CHANNEL	#	TOP NEGATIVE TOPICS	%	CHANNEL	#	TOP NEGATIVE TOPICS	%	CHANNEL	
1	ShopeeFood VN	67.8%	Owned channel	1	Cộng Đồng Đối Tác Nhà hàng ShopeeFood	81.7%	Owned channel	1	Anh Em ShopeeFood Hà Nội	29.7%	Facebook	
2	<u>Hà Đoàn Thu</u>	22.0%	Facebook	2	Đối Tác Nhà Hàng ShopeeFood ( Nhóm Hỗ Trợ Chủ Nhà Hàng)	16.2%	Facebook	2	Cộng đồng Tài xế ShopeeFood Khu vực Miền Trung (Kênh chín thức)		Owned channel	
3	<u>Foody.vn</u>	6.8%	Owned channel	3	Đối Tác Nhà Hàng ShopeeFood (Hỏi Đáp, Chia Sẻ Kinh Nghiệm, Giao Lưu)	1.7%	Facebook	3	Hội Tài Xế Hub - Shopee Food	20.4%	Facebook	
4	Hội Review đồ ăn có tâm!!!	1.7%	Facebook	4	Cộng Đồng Đối Tác ShopeeFood	0.4%	Owned channel	4	Cộng Đồng Shipper ShopeeFoo	20.2%	Facebook	
5	<u>Đỗ Quyên</u>	1.7%	Facebook					5	Cộng đồng Tài xế ShopeeFood	6.7%	Owned channel	
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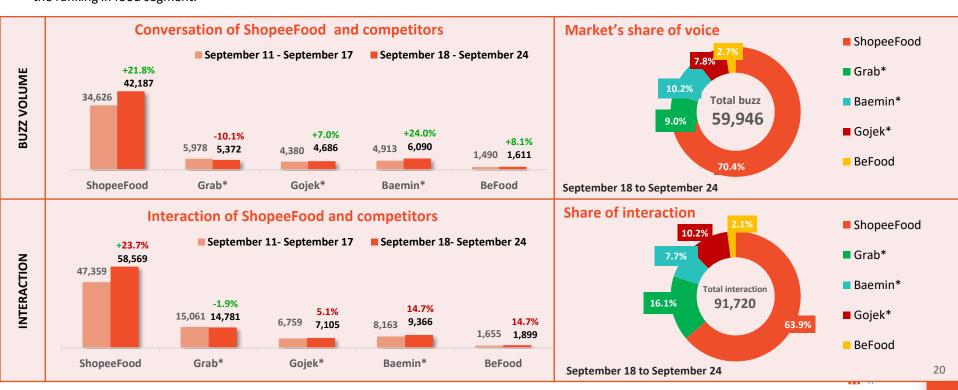


# CONVERSATION ABOUT FOOD SERVICE



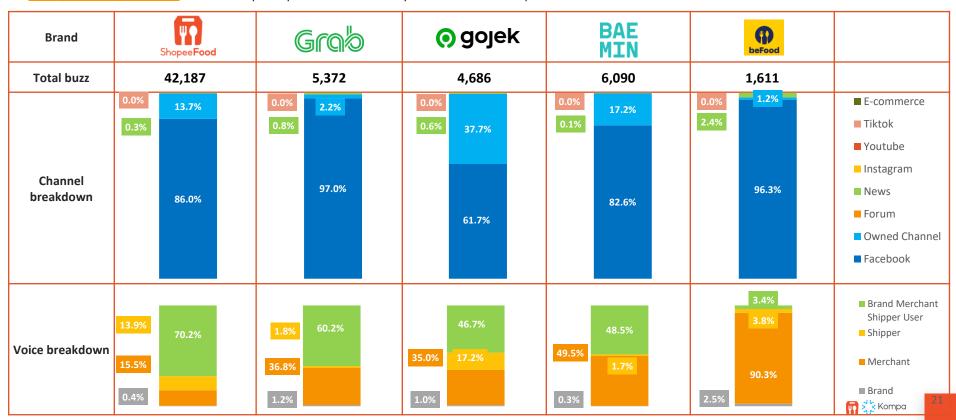
## SHARE OF VOICE AND INTERACTION (EXCLUDE MINI-GAME)

- Excluding mini-game, from September 18 to September 24, except for **GrabFood**, **ShopeeFood** and remaining competitors harvested the growth in buzz volume, food review and introduction threads on food communities consistently was the main contributor of this segment.
- Netizen ebulliently interested in the hilarious <u>Baemin</u>'s content on their owned fan page, stimulating share of voice to increase from 8.5% to 10.2%, improving the ranking in food segment.



# **CONVERSATION BY CHANNEL AND VOICE (EXCLUDE MINI-GAME)**

- Excluding mini-game, Facebook constantly dominated the total online coverage of delivery firms. Hà Nội: Ăn gì? Ở đâu? harvested the most interaction via this platform for ShopeeFood last week with food introduction content for various dishes.
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## **METHODOLOGY**





#### **360° DATA COVERAGE**

Kompa covers all data from traditional media to all public platforms data on the Internet:

- 1.350+ printed newspapers, online news; 50+ TV and radio channels
- 200+ e-commerce sites; 20,000+ YouTube channels; Facebook page / group associations and Facebook community across Vietnam.



#### RESEARCH METHODOLOGY

Data is collected and analyzed by Kompa system and Natural Language Processing (NLP) technological applications. The data processing is performed from data collection, classification, automatic marking of consumer perceptions, 24/7 human-managed and Vietnamese machine learning to analyze in-depth behavior and initiate discussions of Internet users.



#### **OBJECTIVES**

Kompa's business services and solutions are always aimed at providing the most detailed information and insights about consumers and the market. Based on those intelligence, Brands could oversee the current brand health index as well as competitors' performance based on analyzing all public discussions on traditional and social media channels. We apply different metrics to analyze data including the analysis to find out insights from brand-related discussions (buzzes), percentage of sentimental tones accross channels, topics, characteristics related to user accounts. Since then, Kompa provides strategic consulting services and solutions to Brands.

In addition, based on Big Data, Kompa collects general detailed information and insights about the market and business areas related to the Brands and target audiences. Solutions based on data will be aggregated and statistically provided to the Brands to identify actual customer behaviors and trends, then classify them into many different groups of customers to approach them more effectively.



### MEDIA CHANNELS MONITORING

Kompa system listens to all discussions with data coverage from traditional media channels to social networking platforms...

### KOMPA.AI SYSTEM

Kompa brings about the most advanced Natural Language Processing (NLP) engine - Radaa.netv

# DATA PROCESSING

The system automatically combines with human-managed phases to analyze conversation sentiments and discussion 24/7 in relation to brand keywords & mentions.

# BRAND REPUTATION MANAGEMENT

Negative information alerts & notifications.

Communication crisis prevention & management.

**DASHBOARD** 

**INSIGHTFUL REPORTS** 



## **DEFINING TERMS**



#### Buzz

Conversations contain keywords that are directly and indirectly related to target audiences to analyze data in social media posts, comments, shares, videos, online news, video views...



#### Total buzzes

The sum of the subject's conversations needing to analyze data generated on platforms.



#### **Business Fields or Categories**

A group of products, services, business type and organization that share the same organizational structure, operating with the same business purposes / product distribution and a common customer base.



#### Keywords

Words or phrases used for information finding purposes.



#### **Media Channels**

Sources where create and store conversations that need to collect and analyze data.



#### **Paid Media Channels**

The collected conversations come from Brands' paid activities from press to social networking media & sites.



#### Owned Media Channels

Conversations are posted and managed by Brands' administrators, comments from members of brand-owned official websites, fanpages, YouTube channels...



#### **Earned Media Channels**

Discussions are generated by natural Internet users on the internet and have brand mentions.



#### **Brand Attributes**

Brand Attributes portray a company's brand characteristics.



#### Unique voice

Users who creates posts or who makes comments distinctively in relation to brands



#### **Share of Voice**

The degree of correlation between conversations about brands, products, services, on different media channels compared to competitors in the same market.



#### NSR (Net Sentiment Rate)

The percentage of Sentiment is calculated by: [(Positive - Negative) / (Positive + Negative)] x100%.



#### **Sentimental Tones**

User emotions on social media platforms, including: Positive, Neutral, and Negative.



#### Positive

User's favor and loves towards Brands' products, services & campaigns



#### Neutral

Brand mentions but without identifed emotions.



#### Negative

Hate, dislike brands, campaigns.



#### Sentiment/ Attribute index

use to compare sentiment/ Attribute between company and the market

Sentiment/ Attribute index = 

Sentiment/ Attribute of company x1

Sentiment/ Attribute of the market



#### **Social Media Reactions**

Icons showing the feelings of network users on social networking platforms, including: Like, Favorite, Sad, Angry, Happy, ...



#### **Consumer Behavior Insights**

Social Media user behaviors and trends are based on collected data.



#### **Top posts on Social Media Channels**

Posts with content have the highest number of conversations.



#### **Top Users on Socical Media Channels**

The users that generate the most amount of conversations on social media channels.



#### **Users interactions on Social Media Channels**

Discussions or situations between two or more people and their interactions, including: "like", "comment" & "share".



#### **Promotion Activities**

Conversations about online and offline promotions.



#### **Social Brand Equity**

Customer's perceptions on Brand on Internet environment



#### **Brand Health Analysis**

is a combination of: Brand identity, the development of potential customers, and enhancing positive interactions related to Brands.



#### **Brand Success Factors**

Are the key factors that ensure the success of brand communication.



#### **Consumer Journey**

The process that potential customers, current customers and customers in the market experience to achieve the goals that the Brand wants.



## Total Campaign Buzzes Các phản hồi và thảo luân trực tiếp đến thông điệp của chiến dich.

cac buan noi sa mao man mac neb aeu mond aich caa cuien aicir



#### **Total Brand & Campaign Buzzes**

Direct feedback and discussion on the Brand and its campaign messages.



#### d Value

Cost for placing media articles, advertising slots on TV & radio



#### PR Value

Brand Value received for each media activity on TV & radio slot and media article

#### Formula for calculation:

PR Value = Ad Value x Brand Mention Title x Brand Mentioned Content x Discussion Theme