# APAC Effie® Awards 2019 Categories Overview & Definitions

## SINGLE MARKET

**Products & Services Categories** 

Automotive

Beauty & Wellness Beverages – Alcohol Beverages Non-Alcohol

Consumer Electronics and Durables

Restaurants

Financial Products & Services

Food

Government / Institutional

Healthcare

Household/Home Products & Services

IT /Telco

Media, Entertainment & Leisure

Retail

Travel / Tourism

Other Products & Services New Product or Service **Specialty Categories** 

Asia Pacific Brands

Brand Experience - Products
Brand Experience - Services

Brand Revitalisation Branded Content

**Branded Utility** 

Business-to-Business Corporate Reputation

Data-Driven
David vs Goliath

Influencer

Media Innovation

Media Content Partnership

Seasonal Marketing

Shopper & e-Commerce Marketing

Small Budget - Products Small Budget - Services Social Media Marketing

Sponsorship/ Events & Engaged

Sustained Success Youth Marketing

**Positive Change** 

Positive Change: Environmental - Brands Positive Change: Environmental - Non-

**Profit** 

Positive Change: Social - Brands Positive Change: Social - Non-Profit

## **MULTI-MARKET**

**Products & Services** 

# **Products & Services Categories**

Automotive	Aftermarket - Gasoline, motor oil, tires, batteries, paint, quick-lube, oil change, muffler, transmission, auto service, etc.  Vehicles - Cars, trucks, motorcycles, both brand and model advertising.	
Beauty & Wellness	Personal care items such as cosmetics, fragrances, shampoos, hairsprays, soaps, deodorants, hair colouring; personal care and wellness services such as salons, spas, weight loss programmes, etc	
Beverages - Alcohol	Beer, champagne, rum, vodka, wine, wine coolers, after dinner drinks, etc.	
Beverages Non-Alcohol	Diet and non-diet soda, coffee, tea, juices, milk, milk substitutes, bottled water, sparkling water, etc.	
Consumer Electronics and Durables	Audio and/or video devices such as TVs, radios, mobil devices, home entertainment (DVD/Bluray players), cameras, computer hardware, laptops, tablets, sound systems, etc.	
Restaurants	Quick Service, casual dining, mid-scale and other restaurants.	
Financial Products & Services	Communications promoting overall image and capabilities of a financial institution and specific products or services including credit, charge, debit, home banking, loans, mortgage, mutual funds, traveller's checks, insurance products and services, etc	
Food	Packaged food, snacks, desserts, confections	
Government / Institutional	National, municipal or state economic development; public services (i.e. electricity conservation messages, health messages, anti-gambling, etc.); and recruitment / membership drives (i.e. for armed forces, educational institutions, etc.). Includes political messages and special interest / trade group communications	
Healthcare	Pharmaceuticals, general healthcare & OTC products, supplements, dental and medical care services. Health education and disease awareness programmes for consumers.	
Household/Home Products & Services	Cleaning products, waxes, detergents, floor-care products, fabric softeners, paper products, domestic services, mowers, fertilizers, lawn care services.  Home furnishings and appliances such as kitchen appliances, air conditioners, carpeting, furniture, etc	

IT /Telco	Computer softwares, wireless/cellular providers, high speed Internet access services, online services, portals, search engines and related Internet products & services (including SaaS/laaS and Cloud based services), bundled communications (internet, telephone, and cable TV).
Media, Entertainment & Leisure	Media Companies. Broadcasters, magazines, newspapers, web sites, consumer or trade media, radio and television stations. Entertainment/Sporting Events. Includes entertainment, sporting events and products. Eg. SEA Games, sports teams, specific films, books, DVDs, games, entertainment apps, etc. Culture & The Arts: Plays, museums, music organisations, concert series, cultural festivals, theatre festivals.
Retail	General: Store and/or web site that provides a multiple range of non-related or generally related merchandise, which include: department stores, food retailers, and discount/bulk retailers, etc.
	Specialised: Stores and/or websites that specialise in one particular line of products (i.e. clothing, fashion, jewellery, shoes, pet care, toys, greeting cards, etc.).
Travel & Tourism	Destinations, cruises, hotels, resorts, amusement parks, recreational, travel tours, transportation (such as trains, car rentals, taxi, buses), etc.
Other Products & Services	Product & services that cannot be defined in the other categories.
New Products & Services	Any communications effort used to introduce a new product or service that is not a line extension. Brand new products or new products in a new category are eligible. Effie defines line extension as:
	<ul> <li>Any variation of an existing product that shares the same brand name and is in the same category as the existing product and shares the same characteristics as the parent but offers new benefit (flavour, size, package, type, etc.)</li> <li>A derivative product that adds or modifies features without significantly changing the price.</li> <li>Products that bear the same brand name and offer the consumer varied options (e.g. diet version of drink)</li> </ul>
	Note: Your entry must be written to address how your product or service was new and the situation you faced as a result of it being new. For example, what specifically was new? Why did the newness matter? Write the entry to address the category similar to what you would do when writing your entry to address a category situation like sustained success, etc.

# **Specialty Categories**

#### **Asia Pacific Brands**

This category is for brands with Asia Pacific roots that are born and bred in Asia Pacific.

Brands that are eligible for this category must originate from one of the following countries: Afghanistan, Australia, Bangladesh, Bhutan, Brunei Darussalam, Cambodia, China, Cook Islands, Fiji, French Polynesia, Hong Kong, India, Indonesia, Japan, Kazakhstan, Kiribati, Korea, Kyrgyzstan, Laos, Malaysia, Maldives, Marshall Islands, Micronesia, Mongolia, Myanmar, Nauru, Nepal, New Caledonia, New Zealand, Niue, Pakistan, Palau, Philippines, Samoa, Singapore, Solomon Islands, Sri Lanka, Tajikistan, Taiwan, Thailand, Timor-Leste, Tonga, Tuvalu, Turkmenistan, Uzbekistan, Vanuatu and Vietnam.

## **Brand Experience**

- I. Brand Experience Products
- II. Brand Experience Services

This category is not for efforts that focused on TV, radio or print ads to connect with an audience. It is meant to showcase how you can create a brand experience beyond traditional advertising.

Only work that truly brought a brand or product to life – either literally or virtually – and interacted with a specific audience to achieve desired objectives should be entered.

You may have re-invented the product demo, re-imagined the pop-up store, or led a bricks and mortar retail overhaul; you could have created a new game or interactive film experience that effectively showcases a new product or brand personality – it could have been anything. As long as you can prove it truly came alive and worked.

The winners of this award will be the work that shows how advertisers are reaching out to their audiences to establish meaningful relationships, memorable, engaging experiences, and unique connections with their brands.

Entrants in the Brand Experience category must address how the brand experience related back to the overall brand strategy.

**Note:** As with all Effie categories, you can enter whether your work brought the brand to life as the entire marketing effort or as part of the larger marketing programme.

#### **Brand Revitalisation**

This is an award for rebirth campaigns. To enter your brand must have experienced a downturn of several years and a period of at least six months of upturn sales. Entrants must detail the business challenge, the situation of the brand, the competitive landscape and how the effort succeeded.

**Note:** Your entry must address the previous marketing investment and strategy as part of the entry context. Also, provide detail on the length of the rebirth.

#### **Branded Content**

This category is for efforts that effectively reached their audience through the creation of original branded content that is not advertising. The award honours branded content led ideas that are the heart of the communications program. Entrants must detail the content created, how it related back to the overall brand and business goals, how it was distributed to, and shared by, the audience and the results it achieved for the brand and business.

## **Branded Utility**

This category honours marketers who are creating a product, or more likely a 'service', in response to the marketing or business challenge faced that is NOT being sold, but is part of the marketing programme itself; the intention being to reflect and reinforce the central beliefs of the brand by providing utility to consumers. Entrants must detail the product/service created in response to the challenge, explain its role an objectives, how it was communicated to the audience and the results it achieved.

Examples: Free access to power at airports from a tech company, a training app for a sports brand, a new/unique online or offline content or services that complements the brand, or hosting a community that provides shared wisdom and relief to anxious parents from a 'mothers' brand.

#### **Business-to-Business**

This category is for marketing efforts from businesses targeting other businesses. Business-to-business efforts for any type of product or service, from any marketplace segment, are eligible to enter.

#### **Corporate Reputation**

This category is for communications that promote corporations, not exclusively their products. Includes sponsorship, image & identity. In addition to presenting metrics related to the reputation, entrants are also encouraged to also address how these metrics relate to the business of the brand and why they are important.

#### **Data-Driven**

Data-driven media is the application of data and technology to identify and match the right audiences to the right message at the right moments.

Submissions are expected to:

- Use data to understand the audience
- Utilise personalised/ custom-tailored creative messages

These efforts should prove how they optimised media to business or brand KPIs and ROI based on the value of a custom audience. The best examples of data-driven recognise the interplay and application of automation, applied technology, and human and artificial intelligence to deliver a precise audience and achieve the best results.

Your case must detail the role data and technology played in supporting the communication efforts in achieving brand and business goals.

#### David vs Goliath

This is an award for smaller, new, or emerging brands making inroads against big, established leaders and for established small brands taking on "sleeping giants." Brands moving into a new product/service field beyond their current category and set of competitiors to tackle a dominant leader are eligible.

Entrants must detail the business challenge, the competitive landscape, and how their business succeeded despite the odds. You are required to define your competitive landscape, including the market difference between the David and Goliath to demonstrate why your brand was a David. Judges will deduct from your case if you do not sufficiently prove that your brand is a David in the situation.

#### Influencer

Influencer marketing is when a brand connects with a key target group who have influence over their potential customers. Influencers may come in the form of social media influencers, brand ambassadors, celebrity endorsers, journalists, bloggers etc. This category spotlights efforts that took on the challenge to identify the ultimate influencers and turn them into brand enthusiasts.

However the connection occurred, entrants of this category must establish how they got the influencer to spread the word, thereby creating an exponential positive effect on the brand's audience - one to many vs one to one influencers. Entrants must detail how the connection was used strategically to bring about tangible results that is attributed to the influencer. The cases should clearly define the influencer group, the influenced group and their significance.

#### **Media Innovation**

Changing the rules to maximise impact.

This award will showcase those who had the insight and creativity to change the way a particular media channel is consumed. The award will go to those who reached out of the conventional approach to grab their audience and effectively engage with them.

Whether the effort was one execution or multiple, and/or used one engagement channel or multiple – the work must represent new and creative usage of the media channels we know and love, or have not yet met.

#### **Media Content Partnership**

This category focuses on efforts based on partnerships between a brand and a media owner/ platform to create and activate original media content beyond traditional advertising. These partnerships demonstrate the innovative consumer connections that media companies can develop for advertisers via integrated communication channels centred on creative and strategic content. Each activation channel is critical to delivering the overall effectiveness and impact of the campaign and shows the value media companies can deliver.

## **Seasonal Marketing**

Seasons, holidays and events allow marketers the opportunity to build strategic communications based on the time-based interests of their target audience. This category will honour those efforts that effectively capitalized on a season, holiday or cultural event to drive results for their business.

## **Shopper & e-Commerce Marketing**

This category is for campaigns that are specifically designed to engage a target group of shoppers either in the traditional retail or e-commerce space (or both). The entry should demonstrate how brands leverage insight gleaned from shopper behaviour in either of offline and/or online worlds to create integrated and engaging journeys and experiences that influence purchase.

Note: There is a special Entry Form for the Shopper & e-Commerce Marketing category.

## **Small Budget**

- I. Small Budget Products
- II. Small Budget Services

Cases eligible for this category must represent the only communications efforts for this brand during the qualifying time period. To be eligible, an entry may not be for a line extension, a sub brand, or have an overarching brand campaign to support it and the budgets are banded as below. Cases working with a budget of the following values or less are eligible for entry. Value of donated and non-traditional media as well as activation costs must be included.

Countries	Value (USD)
Australia, China, Japan, South Korea	Under \$1 million
Hong Kong, India	Under \$500,000
Indonesia, Malaysia, New Zealand,	Under \$250,000
Philippines, Singapore, Taiwan,	
Thailand, Vietnam	
Rest of Asia Pacific countries	Under \$100,000

**Note:** Your entry must be written to address why your case is considered a small budget, drawing references to factors such as market size, KPIs, etc.

## **Social Media Marketing**

This category is for campaigns that set out with the explicit purpose of using social as the primary communication channel or have social at their heart. The kind of idea that is specically designed to take advantage of the socially connected consumer and the influence of social. Judges are looking for campaigns that begin with a social idea, as opposed to advertising or integrated campaigns with a social media element. They'll need a clear rationale for why social was the right way to tackle the client's brief, and evidence of how social activity measurably and materially drove the commercial result. It is not enough to count the number of impressions, likes or shares. You will need to measure and prove the

commercial value of social through the direct effect it had on consumer behaviour or perceptions and demonstrate correlation with the achieved business results.

## Sponsorship/Events and Engaged Community

This category is about managing effective engaged communities. This may be through:

- The use of sponsorship and/or events to build strategic communications objectives, and/or
- The use of experiences, content creation, platforms, news, etc. to effectively manage the communities to share, act or amplify messages in a way that directly relates to the brand's goals.

Your entry should demonstrate how the campaign successfully capitalised on either or both of these in connecting with the target audience to deliver results.

#### **Sustained Success**

Products or service communications efforts that have experienced sustained success for 3 or more years are eligible for entry. At a minimum, the case results must date back to 2016 and you must include the current year's results. Entries submitted for competition must have a common objective in both strategy and creative executions; with a continuation of core executional elements (Ex. spokesperson, song, theme, tagline, etc.) that demonstrates effectiveness over time. To enter you must be able to provide data about the case in its first year, an interim year and the most current year. The current year's results must be included.

**Note:** There is a special entry form for the Sustained Success category.

## **Youth Marketing**

This category will honour those efforts that successfully communicate to the youth market (aged 0-24).

Your entry should be written in a way that identifies how the case was created and directed to this audience with directly or via relevant influencers (families, parents, etc) and how it succeeded. For efforts targeting children, it can be helpful for judges to include any relevant information on the restrictions your team faced in marketing to children.

# **Positive Change**

**Positive Change: Environmental** 

I. Positive Change: Environmental – BrandsII. Positive Change: Environmental – Non-Profit

The Positive Change: Environmental Categories celebrate the most effective marketing programs that have measurably shifted audience behavior toward more environmentally sustainable choices, and/or grown demand for more sustainable products and services by incorporating environmentally-conscious messaging into their marketing communications.

Winners of this award will showcase how effective marketing communications that incorporate sustainable strategies can make a positive difference for brands and for the environment.

Efforts entered must have as one of their main strategic objectives changing audience behavior of towards more environmentally sustainable choices and sustainability must be a part of the marketina messaging.

Criterion for this award is the result of behavior change toward more environmentally sustainable choices, with these elements being considered in judging:

- Awareness Making the audience aware of a sustainable product, service or action
- Trial Trying the sustainable product or service for the first time
- Product / Service Substitution Switching to a more sustainable product or service
- Change in Use Using a product/service more sustainably than before

Note: There is a special entry form for the Positive Change: Environmental categories.

## **Positive Change: Social Good**

The Positive Change: Social Categories celebrate communications programs proven effective in addressing a social problem or in expanding an existing program in ways that benet our society or our planet. Any effort that sets out to give back in some way for the greater good is eligible to enter.

Maybe it was for profit, maybe not. Maybe you got paid, maybe you didn't. Any and all marketing communications efforts, whether full campaigns or unique efforts within a campaign are eligible to enter as long as measurable results exist.

## I. Positive Change: Social Good - Brands

Recognising brands that are making the world a better place by using the power of their communications platforms for "good". This category celebrates for-prot brand efforts that effectively combined business goals with a social cause (health, education, community, family, etc) and successfully related that cause back to the company's overall brand strategy, resulting in positive business and social impact.

#### II.Positive Change: Social Good - Non-Profit

Recognising non-profit organisations and associations whose communications efforts have effectively driven positive change for society and contributed back to the organisation's purpose. Campaigns must show measurable impact and proven results in support of the cause.