# Entertain, Engage, & Enrich your customers using Teamitt "Product Poll" Game





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#### Entertain

## Marketing campaigns with entertainment value are sticky and viral

Producingamarketingcampaignwithentertainmentvalueisexpensiveandtime consuming. Existing social networks only help with making an existing entertaining marketing campaign goviral but they do not provide to olst oadden tertainment value to marketing campaigns.

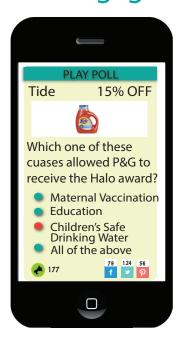
Thesedays "on-the-go" social games on mobile and on we baregaining viral popularity. Team ittplatform gives to olstoad denter tain ment value to your marketing campaigns in the form of product pollgames. Using team itt, you can create a 'product pollgame' around your products by using pictures of the product and by attaching apoll to that picture. You can either construct a funny pollony our own, or gethelp from our database of comical pollquestion formats. Marketing managers can altach new polls to this 'product pollgame' and invite their friends to "guess" the response of their "pollgame" and the friends in turn create their own poll game as a response.

Teamittplatformisnotonlygivingtoolstomarketingmanagertoaddthelayerof entertainmentvaluetotheirmarketingcampaignsbutitisalsoallowingplayersof thegametobepartofthecreationprocessresultinginemotionalbondbetween the player and the product.



## Marketing campaigns that are 'action-oriented engagement'-that resultinismediate customer actions





Teamitthelpstocreate action-oriented engagement with your customers. Unlike comments and tweets, due to the structured nature of the 'polldata' it is easier to assimilate it and translate it into immediate actions. Knowing that their inputs are taken into consideration and acted-upon customers get more motivated to participate in "pollgames" both by creating the polls and by answering the polls and use this channel to voice their opinions and concerns in a one-on-one manner. This channel also provides a great opportunity to educate the customers about product innovations and so cial responsibility initiatives beyond just posting on face book pages ince the game player has to guess the right answer. This more understanding likely can translate into building along-term relationship with the brand, and are more likely to recommend the company or product to some one else.

#### **Enrich**

Marketing campaigns that extends and expands the brand product experience

Teamitthelpstoextendandexpandtheproductexperiencebeyondtheuseoftheproduct.It ishelpinguserstounleashtheircreativity,tohavefunwiththeirfriendscreatingmagicaland memorableexperiences. These "pollgames" can be used to learn about hopes and aspirations of consumers at agranular level specific to different demographic groups in ways that was not possible before. The information about the usershopes and aspiration scan be used to create marketing campaigns that resonate with the users and also to build product road map that is grounded in market needs and demands.

