

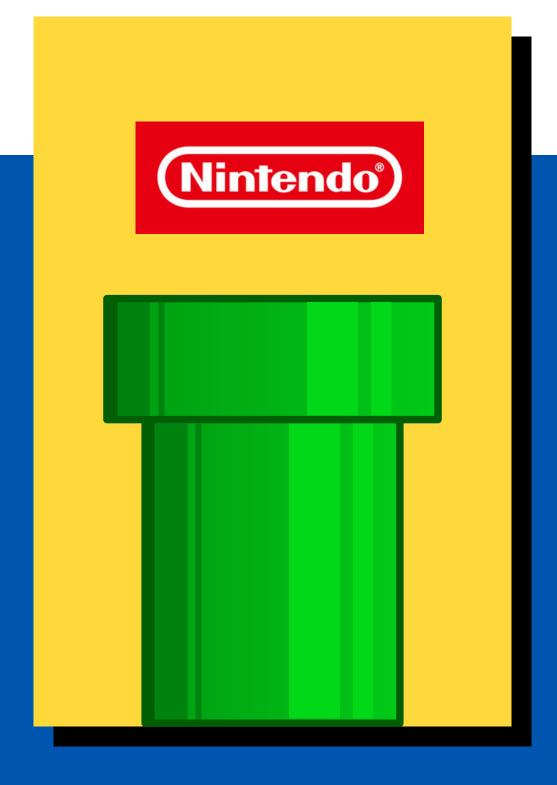
MINTENDO

Zi Dvoskina, Vineeth Gogulamudi, Vanessa Guevara, and Evelina Wongosari

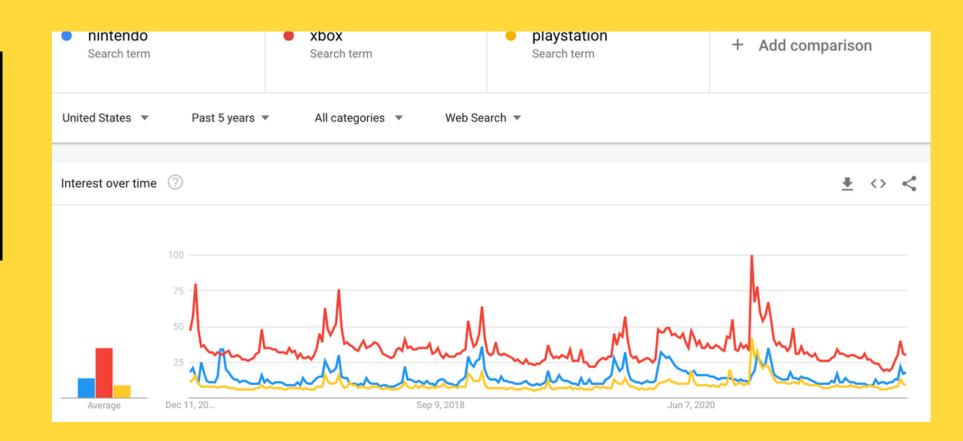




- Nintendo Co., Ltd. is a multinational consumer electronics and video game company
- Founded in 1889 in Japan and became an IPO in 1963
- The company has expanded globally through many subsidiaries with Nintendo USA being one of the largest
- The brand is most known for its game consoles and assortment of topselling video game franchises such as Super Mario Bros., Animal Crossing, and Pokémon



Online Search



2017 - 2021

- Across 5 years, online searches in "All Categories" parameter peaked:
 - Nov & Dec winter holiday shopping season & new console or game releases
 - June summer game conventions like Electronic Entertainment Expo (E3)
 - Feb 2017 Nintendo Switch Console released
 - Mar 2020 Start of COVID-19 lockdown
- High Engagement States:
 - Utah (due to UNC fanbase), Washington, California, West Virginia, and Alaska
- Low Engagement States:
 - North Carolina, Georgia, Wyoming, Mississippi, Vermont, and Washington D.C.
- XBox dominated among competitors, with Nintendo second and PlayStation a close third

Online Search

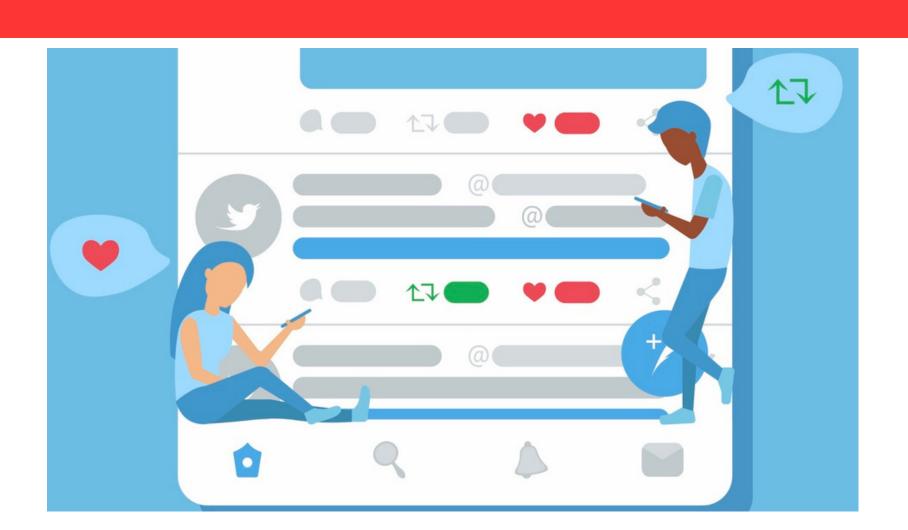
Past 12 Months

- Additional parameters analyzed "Computer & Electronics" and "Games":
 - No variation in peaks
 - May-Jul 2021 announcements for data breach
- High Engagement States:
 - New Idaho and Oregon
- Low Engagement States:
 - New New York, Florida, and Hawaii
- Key determinants in 2020: negative correlation with age, college education, and religiosity
- XBox and PlayStation peaked more often in 2020
 - Announcements and releases of new consoles XBox Series X and PlayStation 5

Online Chatter

Twitter

- Tweet tone positive in Dec 2020; dropped from mid-Dec
 - Increased consumer spending on video games in Dec 2020
 - Many Nintendo Switch games released in Nov-Dec
 - Pre-Christmas shopping
- Positive emotion is the dominating emotion
- Male references used the most in tweets
- Affiliation is the most common need or motive for consumers
- Considered as a leisure brand by consumers

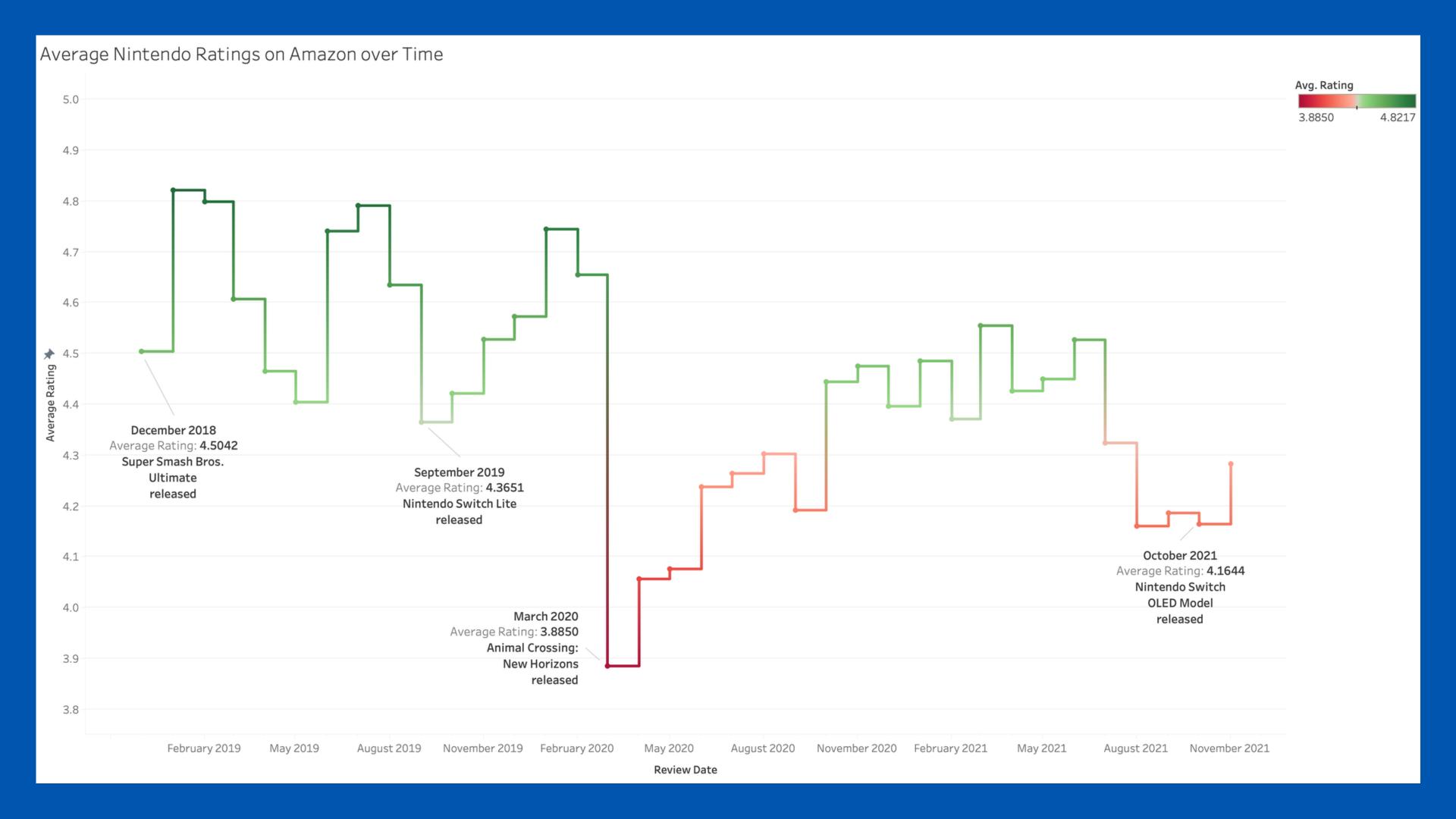


Online Chatter

Twitter

- Montana is the state with the highest positive tone
 - Nintendo technical support centre in Great Falls, Montana
- Wyoming, Idaho, South Dakota, Minnesota, Iowa, Kansas, Oklahoma, Arizona, and New York are other states with positive tone
- Kentucky is the state with the most negative tone
- High value consciousness Montana, Wyoming, South Dakota, Minnesota,
 Nebraska, Kansas, Oklahoma, Mississippi, Colorado, Kentucky and South Carolina
- States with highest user influence Wyoming, Vermont
- Highest average retweets Nevada, Nebraska and New Jersey





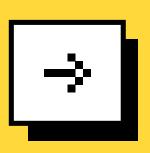
Amazon Reviews

Trends:

- Due to limited supply, Switch consoles are often resold, so there are a lot of negative reactions to price gouging.
- Receiving non-new products complaint addressed to the sellers and the platform, not the brand.
- Limitation of 1 user per console which irritates users but is very in line with Nintendo's strategy of "strategically targeting users for the need of a second Nintendo Switch system in the household..."
- Many negative reviews in the beginning of lockdown by the new customers, not as loyal to the brand as the old ones.



RECOMMENDATIONS







Product Release Timeline

01

 Opportunity to shift "peak" brand moments towards the off-season (Jan -May) to drive searches and interest outside of holiday shopping.

Expand Brand Awareness

02

• There is currently low engagement in the Southern part of the USA. Create engagement in states with high-value consciousness and high user influence

03 Engage through Social Media

 Target customers with low awareness and more chances to become loyal ones



Thanks & Questions?

5/17

