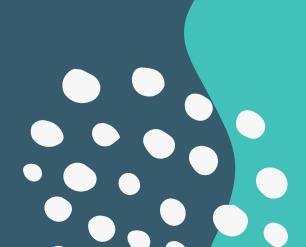
# **CREATIVE INVISIBLES** Module 4

Marketing your idea: brand development, word-of-mouth, social media and reputation marketing







## Learning Objective

MODULE 4 focuses on the several ways you can communicate your business and the importance of developing your brand right from the start.

We have gathered a selection of sources reflecting on brand development and social media tools.



By completing this module...

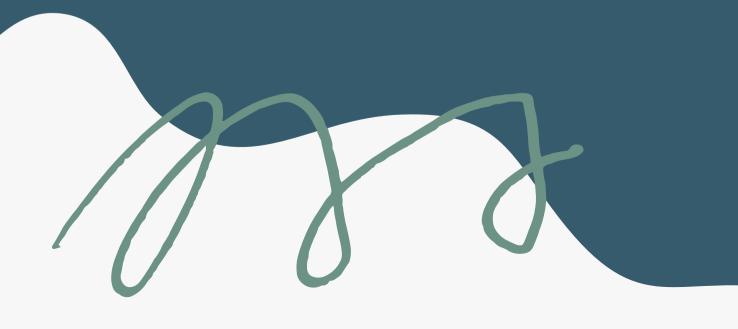
You will understand the power of a brand and how everything that you do can affect your brand in a positive and in a not so positive way





# Module 4

## Definition and Theory







"Your brand isn't what you say it is. It's what they say it is." MARTY NEUMEIER

A brand is a product or service to which customers have given value and identity. We can try to manage the brand, through design, communication and name, but we are never in full control of the brand image.





Unique and non-transferable. No two brands have the same identity. A product can be copied, but it is

impossible to copy the identity.

Coherent The identity must be directly related to the product and service.

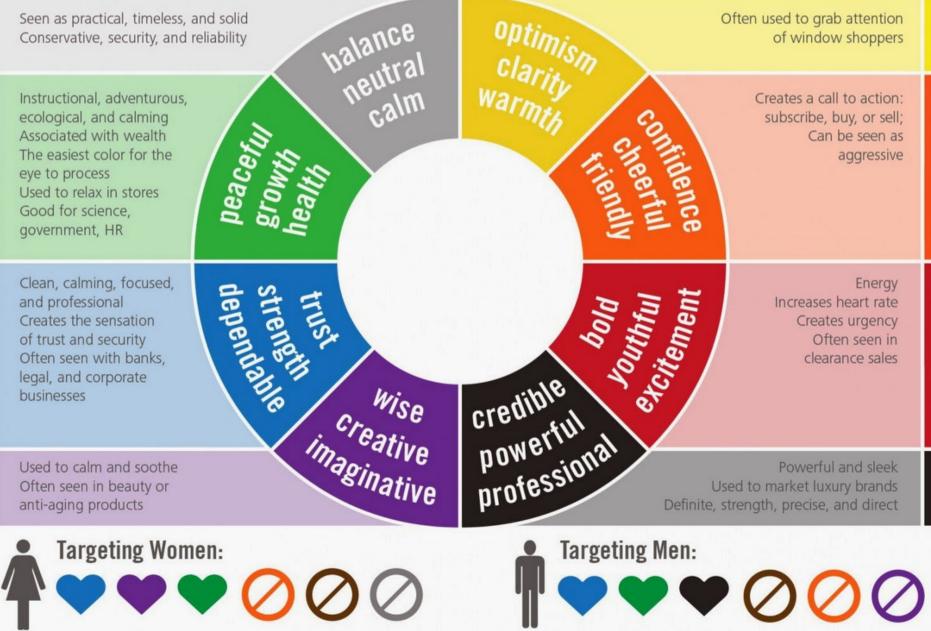
Objective and Adaptable The identity must be direct in its purposes, the communication adaptable according to the audience and be able to evolve over time. Has an unique style in his art. You can relate Bansky and his paintings just by seeing them. Banksy is his own identity. Bansky created an identity that is coherent, unique and has an objective.





Colors and formats in logos and communication transpire emotions, sensations and thoughts in your target audience.





## What colors should you use in marketing?







Social Media is a set of online communication channels dedicated to interactions, content sharing and community experiences. It allows you to have a high level of brand authority in the market and success with your customers.



## Metrics: What are they?

Everything on the web can be measured and for impactful brand visibility, you should adapt your strategy based on the data that you gather from the several channels that your brand is using.

Social media metrics is the data used to assess the impact of social media activity on marketing campaigns and a company's revenue.

- Engagement
- Reach
- Rejection Rates
- Clicks

https://blog.hootsuite.com/socia I-media-metrics/

# SALES FUNNEL

- At every stage there is a different percentage of customers available.
- 40% of the total potential customer base are aware of you.
- 8% are making a purchase with you.
- Where can the business improve?
- What improvements may be made?





### The Sales Funnel

Generate awareness through marketing campaigns, events, blogs, social media and more

Nurture leads through targeted content. Engage them and introduce them to your positioning

2

3

4

Provide product information to prospects, email campaigns, case studies and free trails

Focus on unique selling points, product demos and walk-throughs

Focus on customer success, ensure efficient onboarding and promote continual usage



## Word of Mouth

Word-of-Mouth is the strongest marketing you can aim to achieve... but beware it can be deadly also. Word-of-mouth marketing happens when consumers talk about a company's product or service.



According to Nielsen: 92% of people around the world said they trust recommendations from friends and family (earned media) above all other forms of advertising

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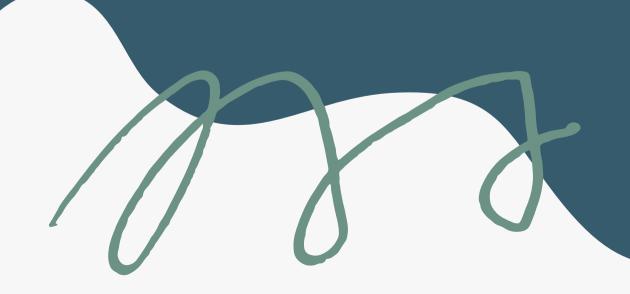
# Module 4

Resources





## SOCIAL MEDIA TOOLS & CHANNELS



- Email Marketing
- Social Media Marketing
- Search Engine and App Store Optimization (SEO/ASO)
- Display Advertising
- Native Advertising
- Events & Webinars
- A/B Testing & Website Optimization
- Content Marketing
- Automation
- Customer Relationship Management (CRM)
- Pay-per-click (PPC) Advertising
- Affiliate Marketing https://www.epicopportunities.eu/curriculum -and-open-educational-resources/



Creative Marketing on a Shoestring Budget presented by Spectrum Business and SCORE

This in-depth webinar offers fresh ideas and insights to help you make the most of your marketing budget.

https://youtu.be/d\_M5uRR3h88



The EPIC OERs place Pop Culture at the center of an innovative and engaging approach to equip young people who are in NEETS (neither in education, training, or employment) with exciting entrepreneurial education, skills, tools, and support they need to develop a Pop Culture business. https://www.epicopportunities.eu/curriculu m-and-open-educational-resources/





### Pop Culture Educational Resources

## BE INSPIRED!

Bordalo II uses "garbage" in the construction of small and large-scale pieces that he has spread around the world and that, above all, intends to be the vehicle of a universal manifesto.

The use of a technic with a strong social impact became the key feature to promote his work to the audience.

https://www.bordaloii.com



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# Module 4

## Learning Activities





# THE 'TAKE-OVER-THE-WORLD' GAME

If you could create a content strategy and implementation, without thinking about barriers such as time and money, that would help your business an entire industry, what would that look like?

Games like this will open up your mind to explore paths of thinking that you may not otherwise consider under normal circumstances. These new pathways of thought can lead to some incredibly creative and innovative content ideas.

### Define your Persona

Write down information about one type of customer/client that your business has. You can do it by answering questions like the ones you see here. A company can have multiple targets/personas, in which the marketing strategy will be different.  How old are your typical target market? or an even mix? have children? work? level of income?

•Are they mostly female, mostly male •Are they married or single? Do they •Where do they live? Where do they •What ethnic groups predominate? •What is the typical occupation and

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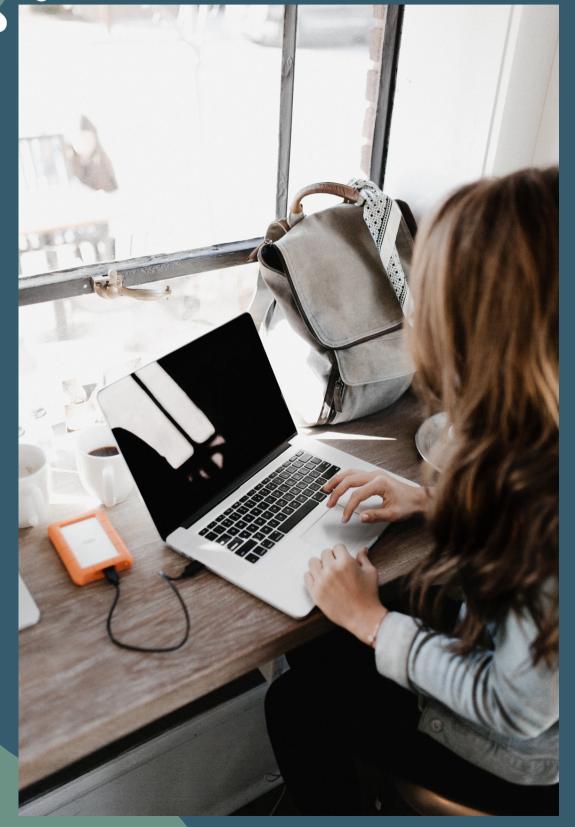
## Module 4

Self-Assestment





## **GELF AGGEGGMENT TOOL FOR ENTREPRENEURG**



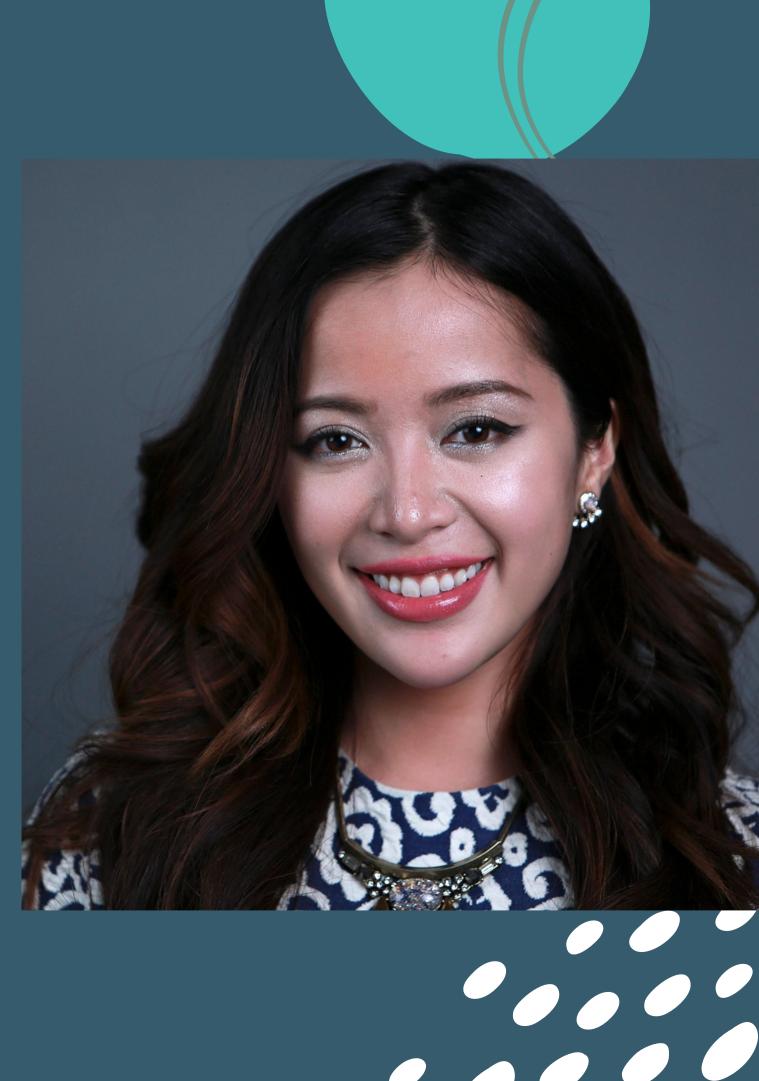
You will find an Entrepreneurship Assessment used in another ERASMUS+ project which had very good feedback for those deciding to explore Self-Employment.

You can try to fill it and share the results in classroom.

https://kuskusproject.eu/en/3d-flip-book/kus-prointroduction-entrepreneurial-competences/

"Don't let someone else's vision of success force you to stray from the path you worked to be on. Carve your own path and you'll always be heading in the right direction"

Michelle Phan, Co-founder of Ipsy



# CREATIVE INVISIBLES

### SUPPORTING YOUTH IN URBAN CULTURE



### Home - Creative Invisibles

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