

#21_ Managing Digital Communications: Online, social media and mobile

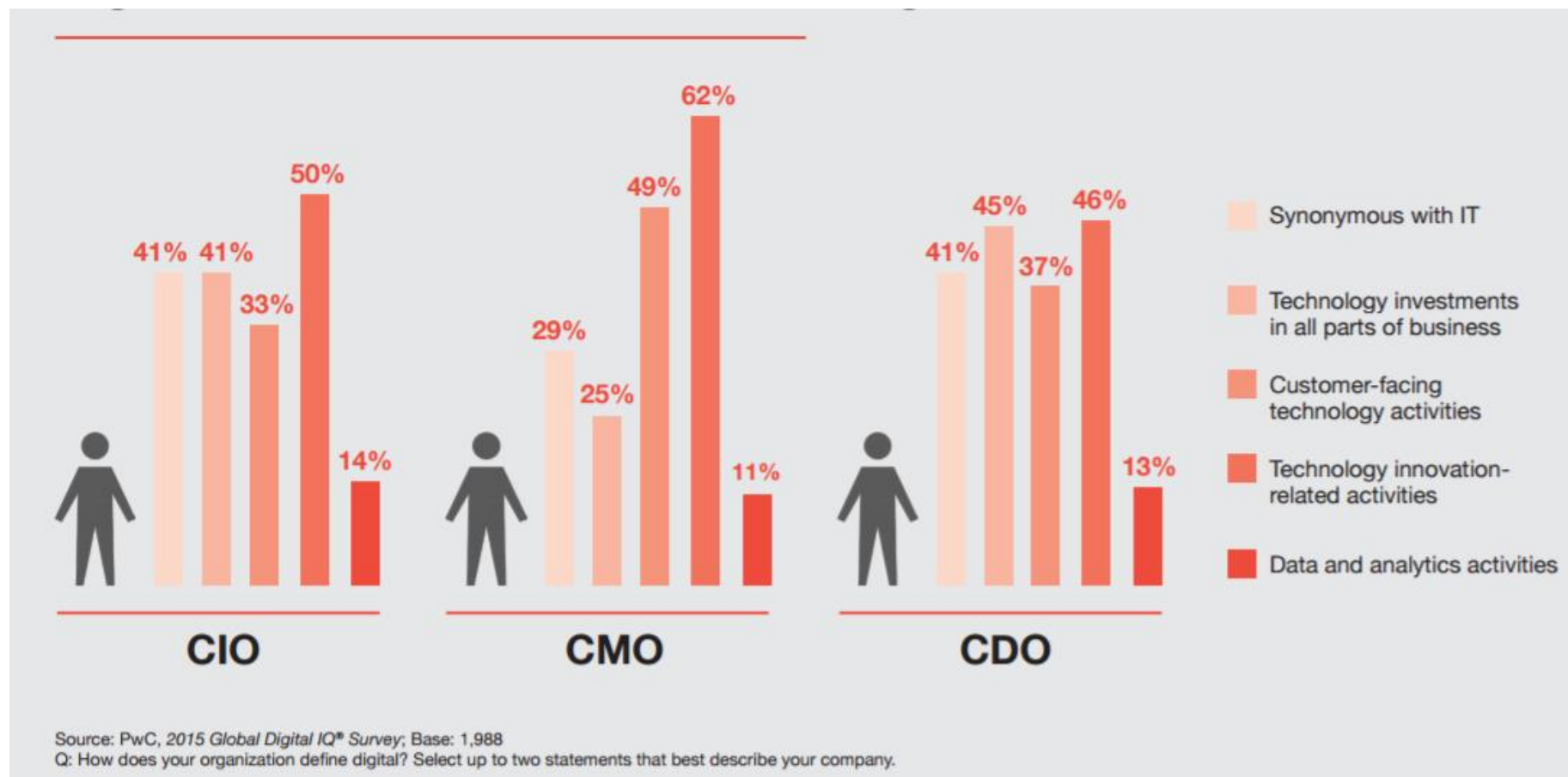
Michela Mingione, PhD in Management
mingione@economia.uniroma2.it

DPT. OF MANAGEMENT AND LAW
UNIVERSITY OF ROME TOR VERGATA
ITALY

Data & Trends: an overview

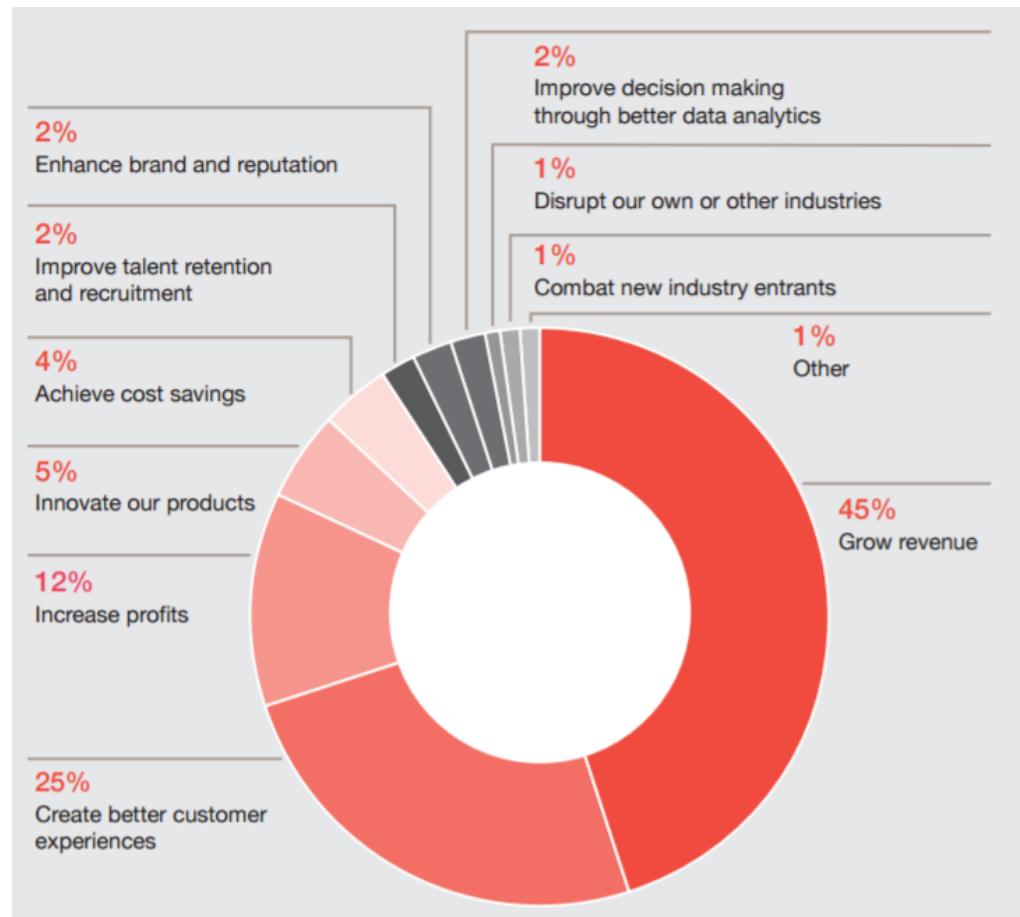
MANAGING DIGITAL COMMUNICATIONS: SOME DATA

PWC: How leaders see digital



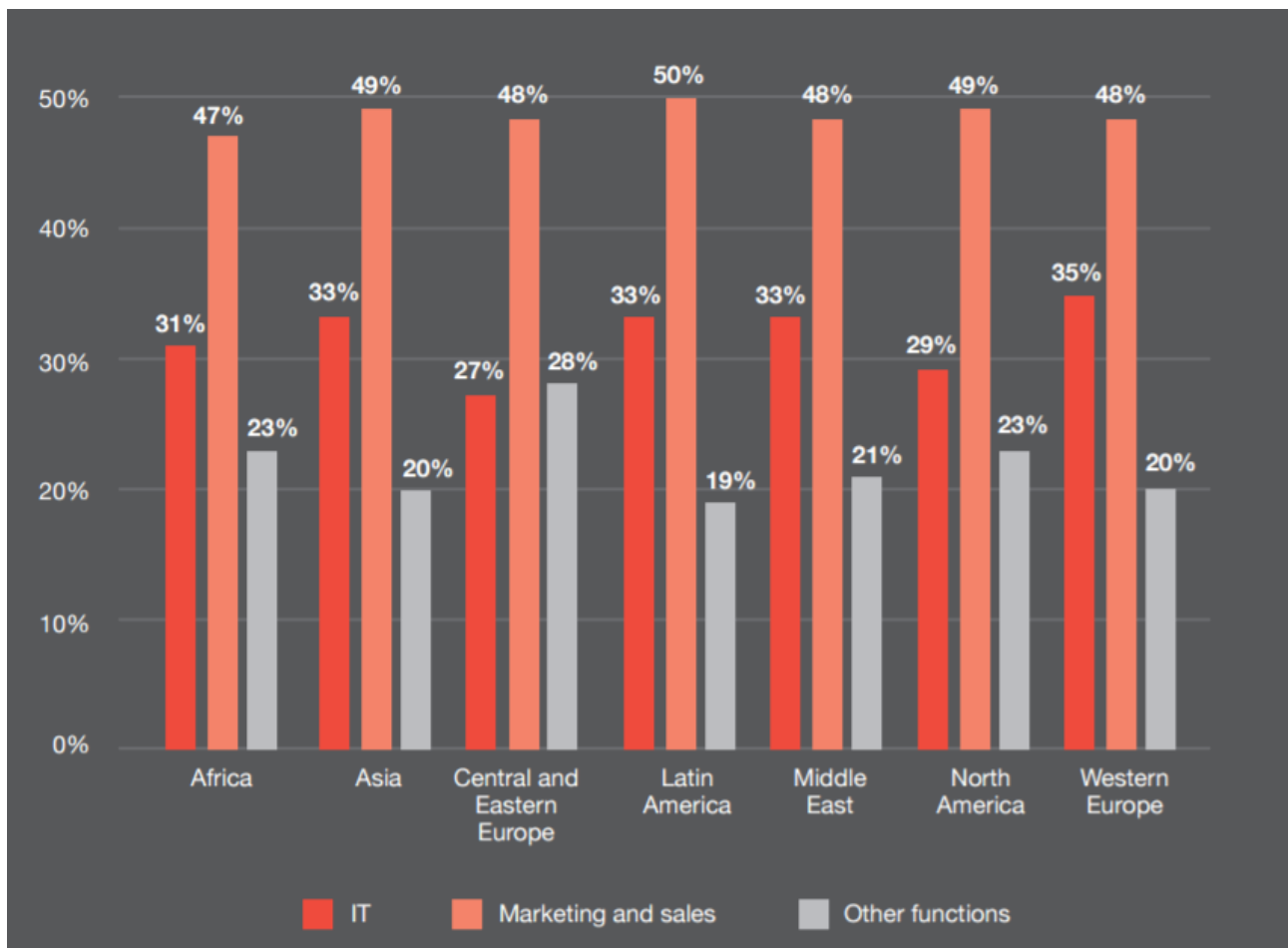
MANAGING DIGITAL COMMUNICATIONS: SOME DATA

PWC: Digital value (perceived by managers)



MANAGING DIGITAL COMMUNICATIONS: SOME DATA

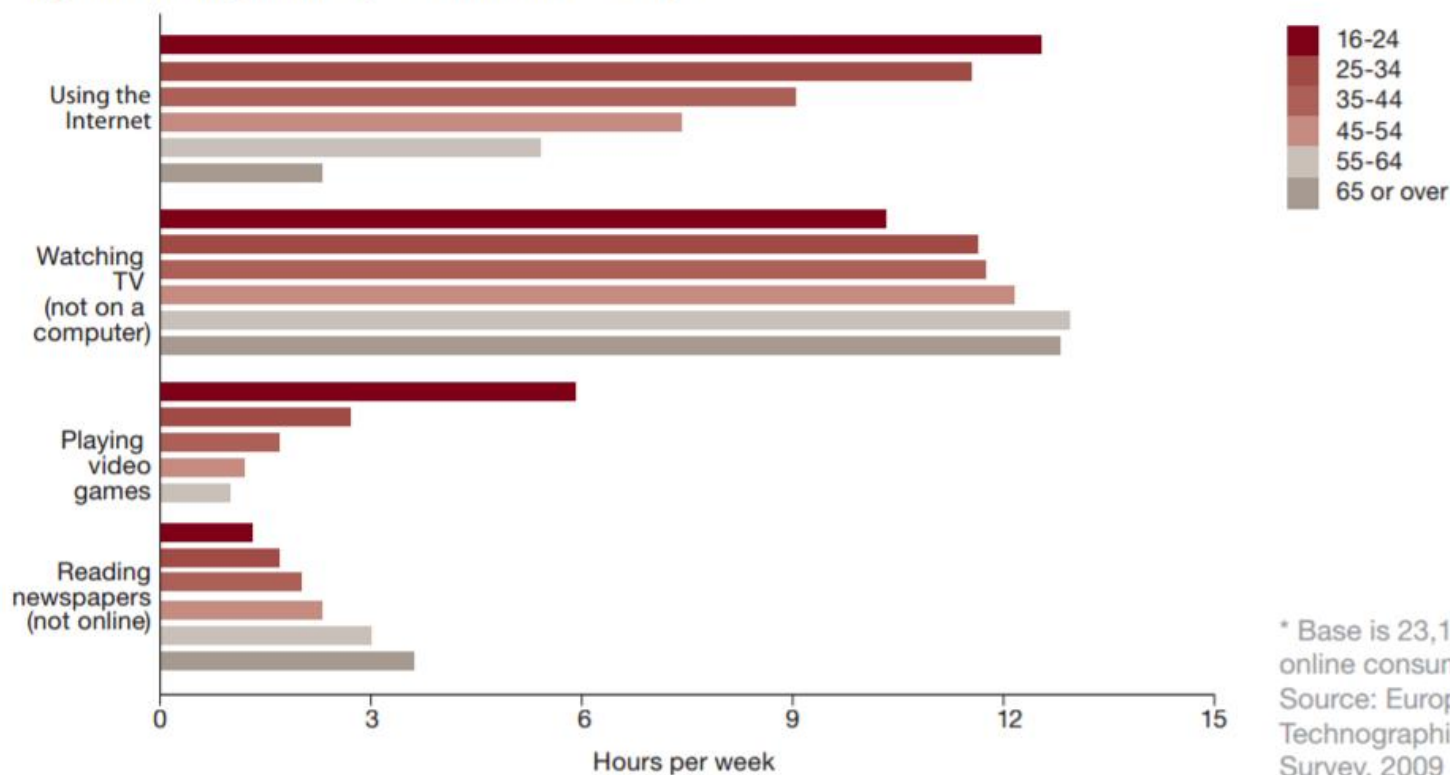
PWC: Digital spending for customer efforts surpasses IT



MANAGING DIGITAL COMMUNICATIONS: SOME DATA

European Internet usage by age

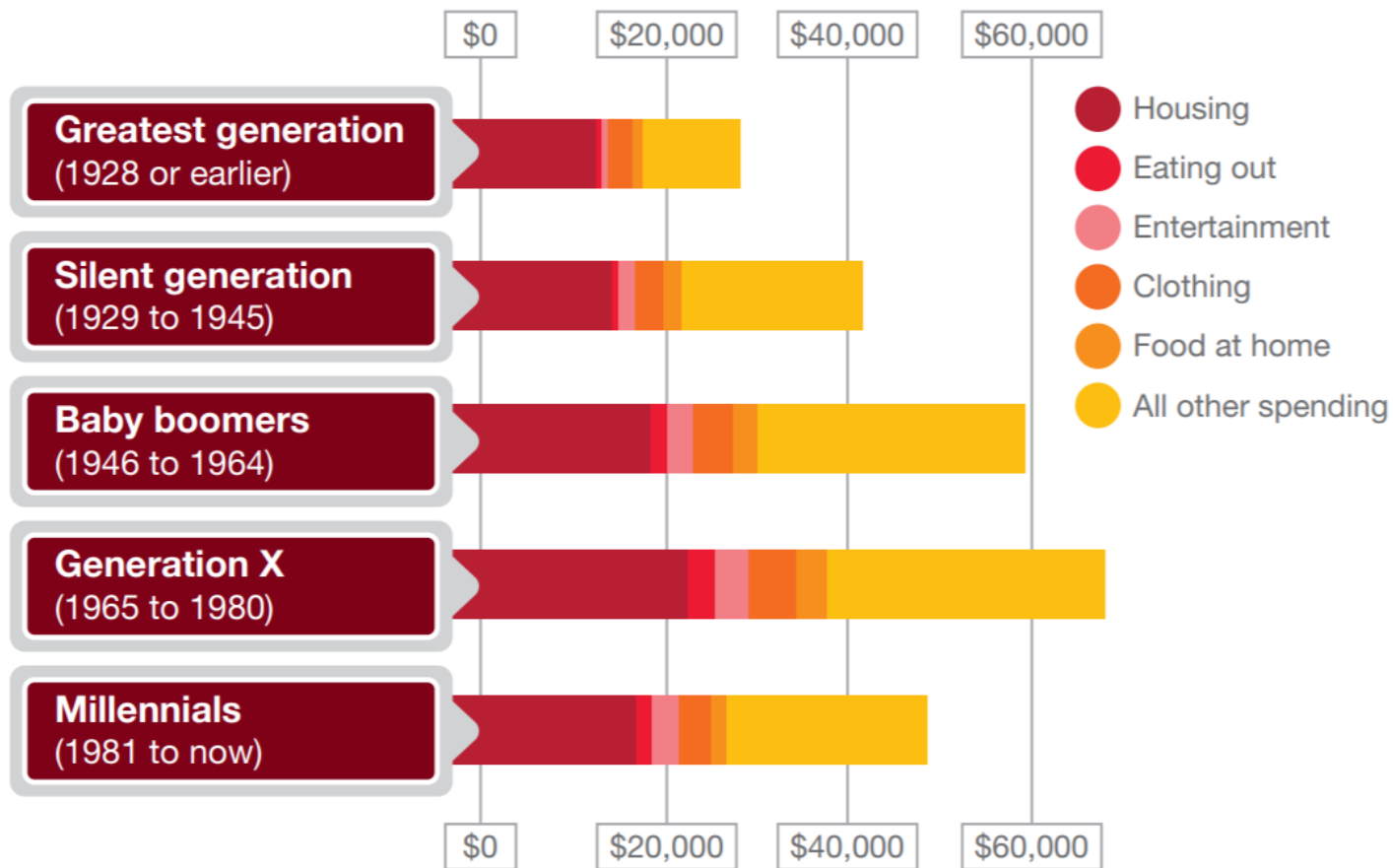
Typical weekly hours spent on each activity*



* Base is 23,119 European online consumers.
Source: European Technographics Benchmark Survey, 2009

MANAGING DIGITAL COMMUNICATIONS: SOME DATA

PWC: Going beyond advertising. Household spending on generation

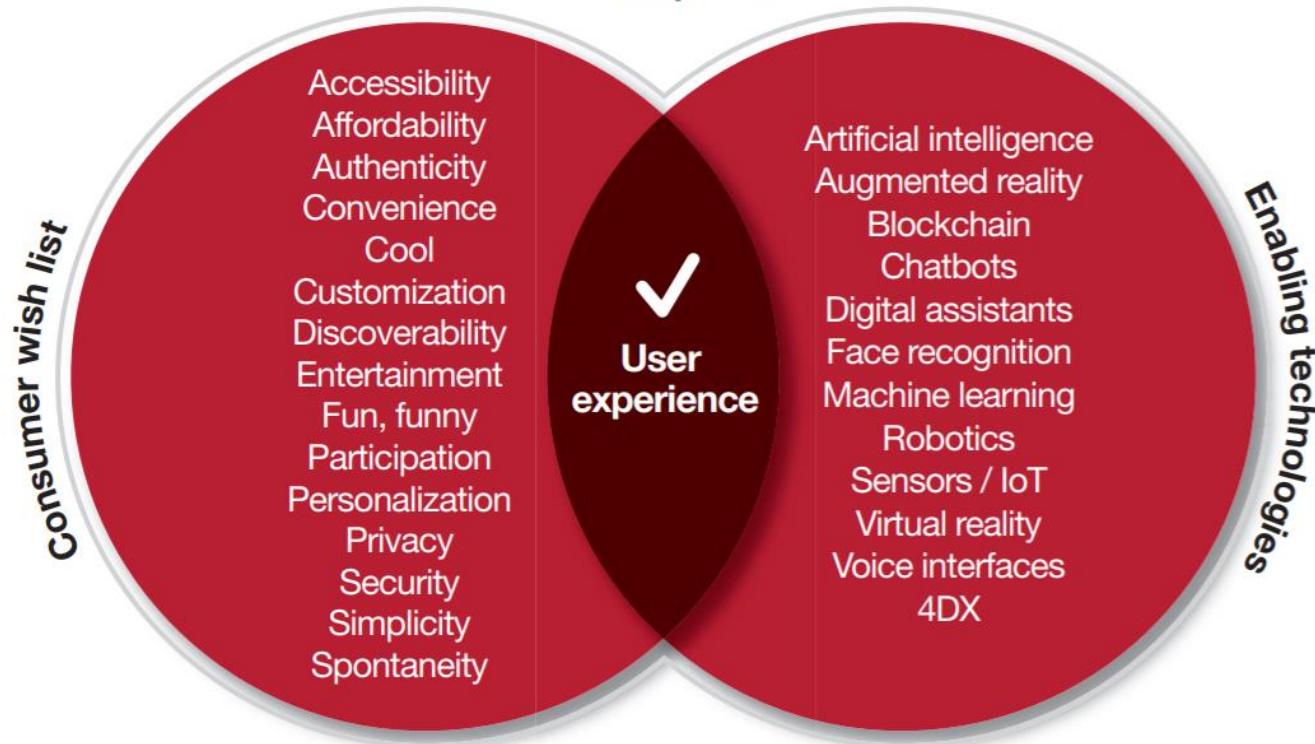


Source: U.S. Department of Labor, Nov. 2016 (based on analysis of generational data from the Bureau of Labor Statistics)

MANAGING DIGITAL COMMUNICATIONS: SOME DATA

PWC: User experience is the king

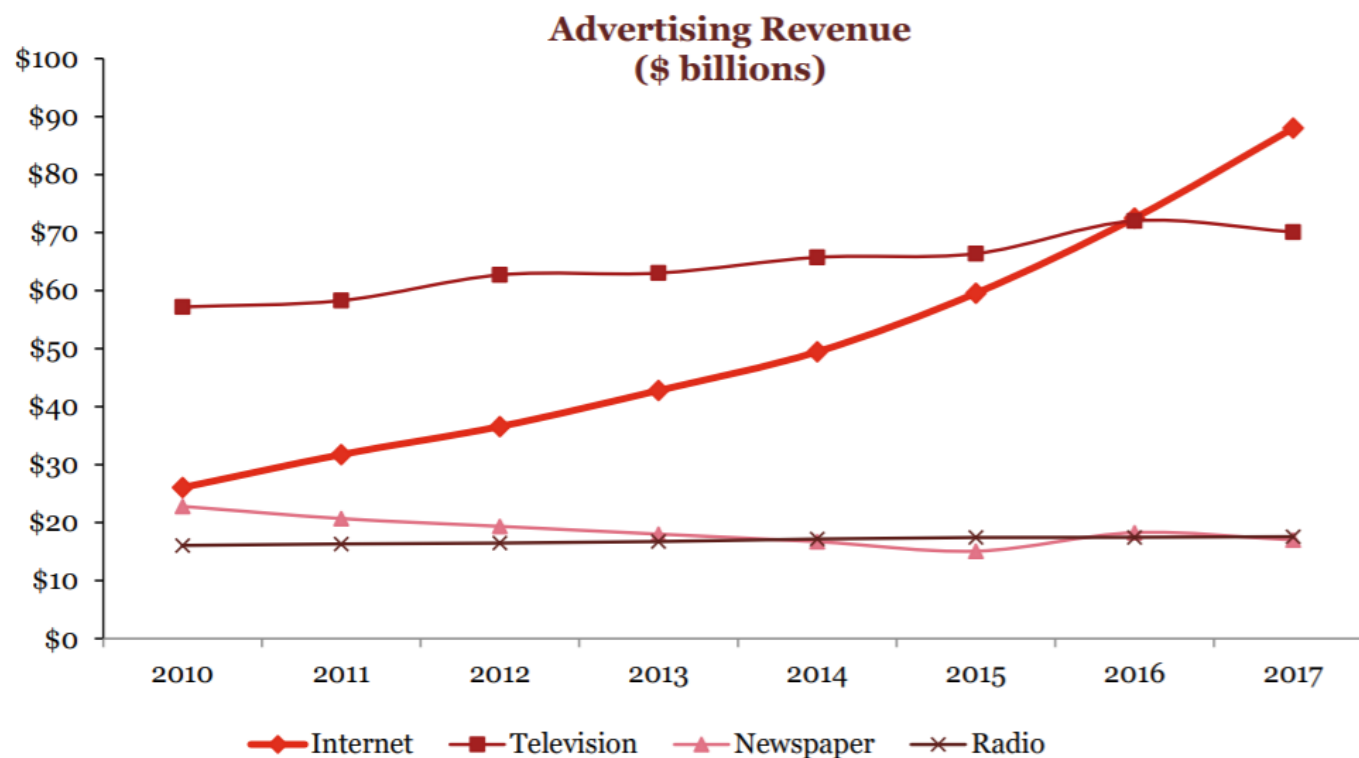
Examples:



*Perspectives from the Global
Entertainment and Media Outlook
2017–2021*

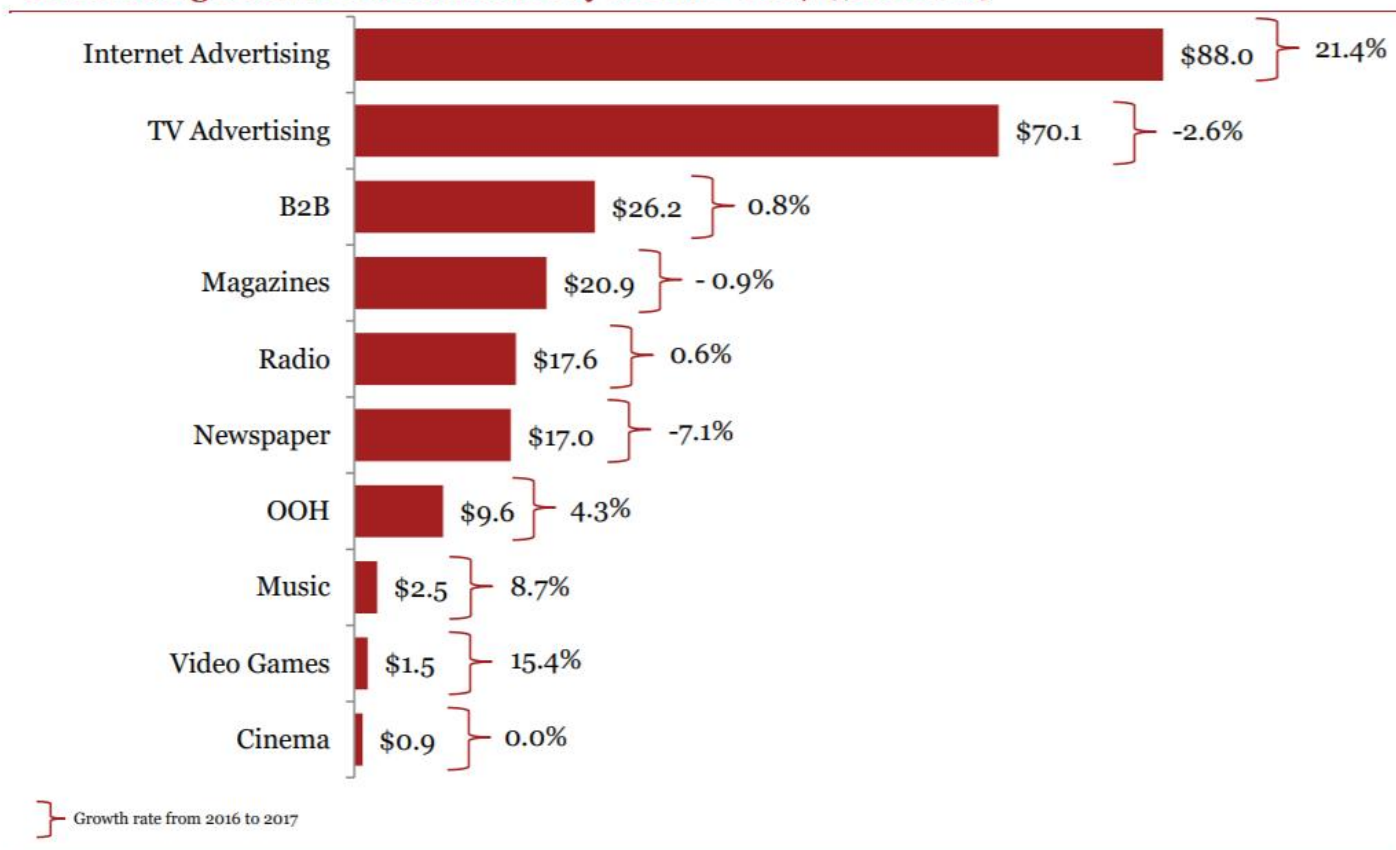
What about advertising and the difference between old and new media?

Historical advertising market share



MANAGING DIGITAL COMMUNICATIONS: SOME DATA

Advertising revenue market share by media – 2017 (\$ billions)



IAB internet advertising revenue report

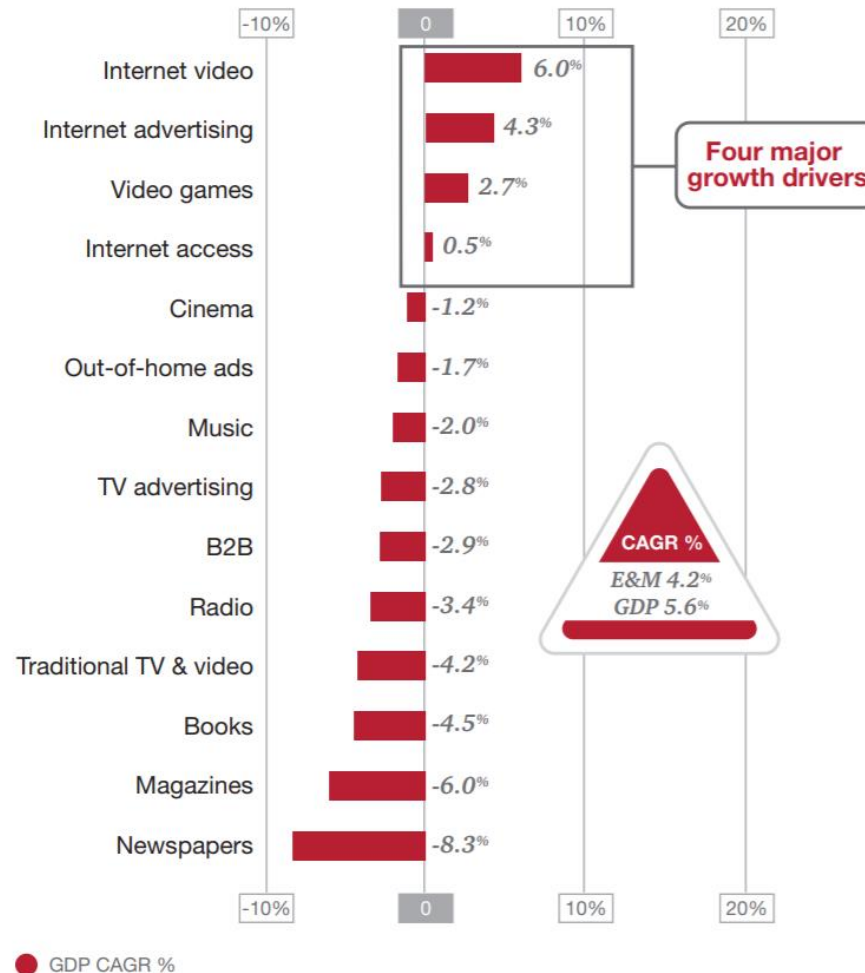
2017 full year results

An industry survey conducted by PuC and sponsored by the Interactive Advertising Bureau (IAB)

MANAGING DIGITAL COMMUNICATIONS: SOME DATA

What happens if we focus on the E&M industry?

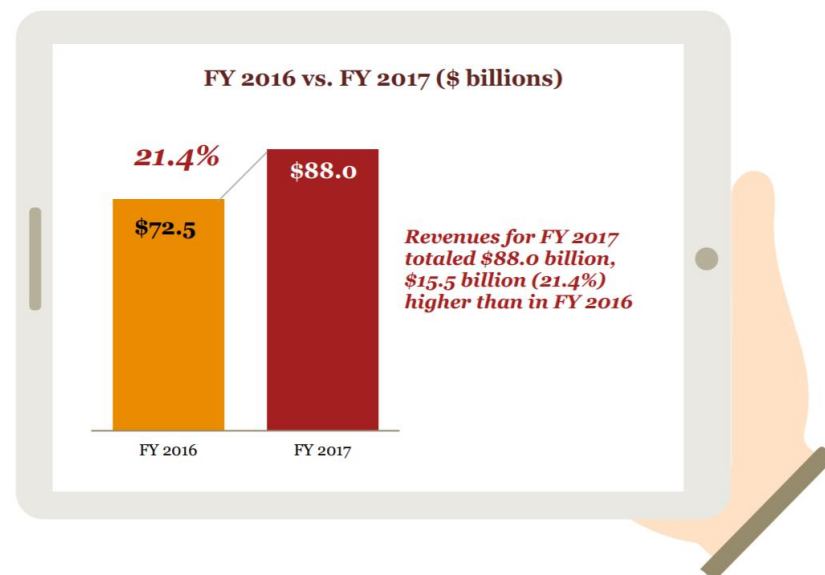
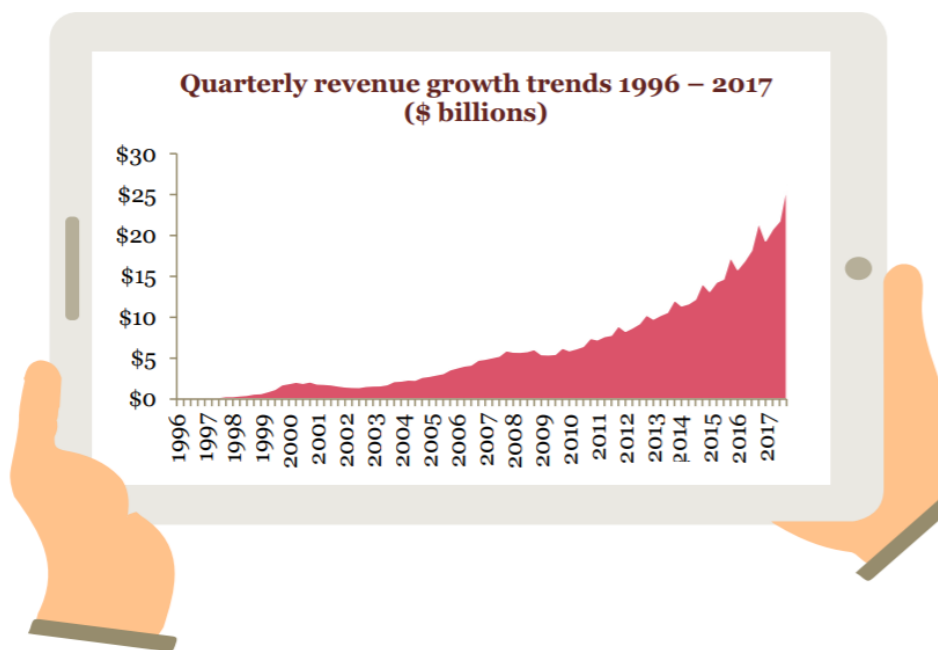
CAGR minus GDP growth by segment, 2016–21



Note: E-sports and VR have been excluded from this chart because their very high growth rates (from very low bases) would distort the scale

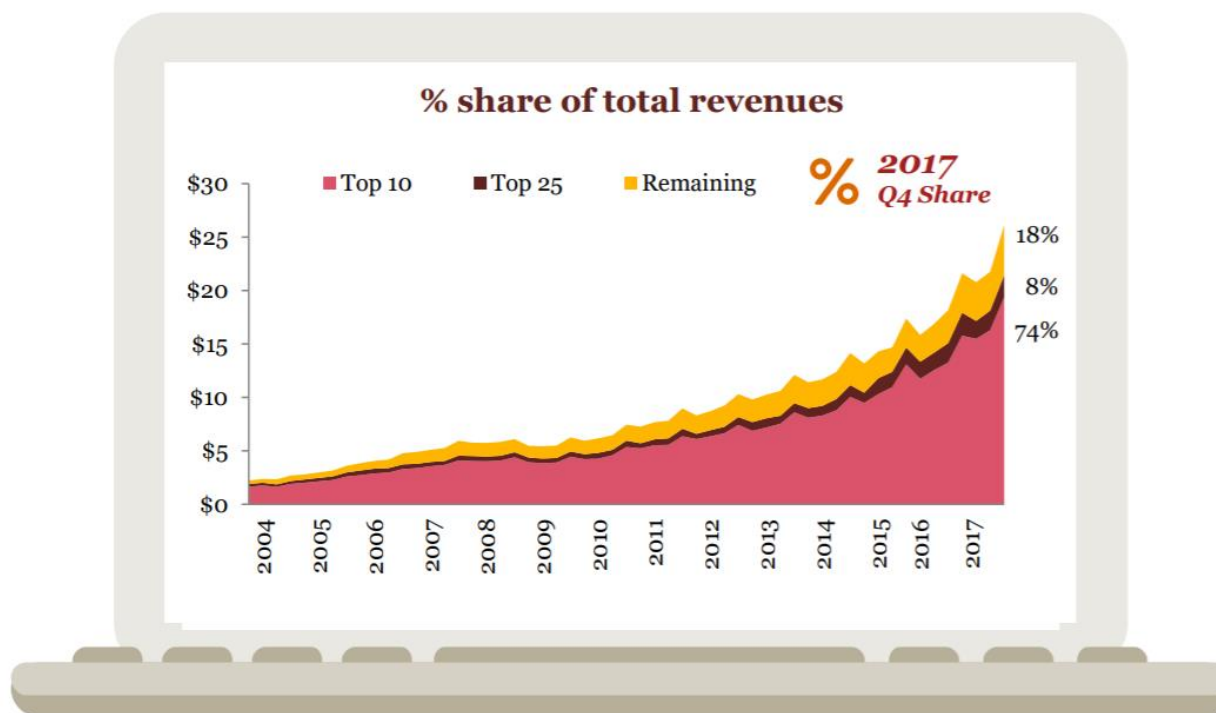
**What are the ads data trend
if we focus on digital?**

PWC: growth trends internet advertising

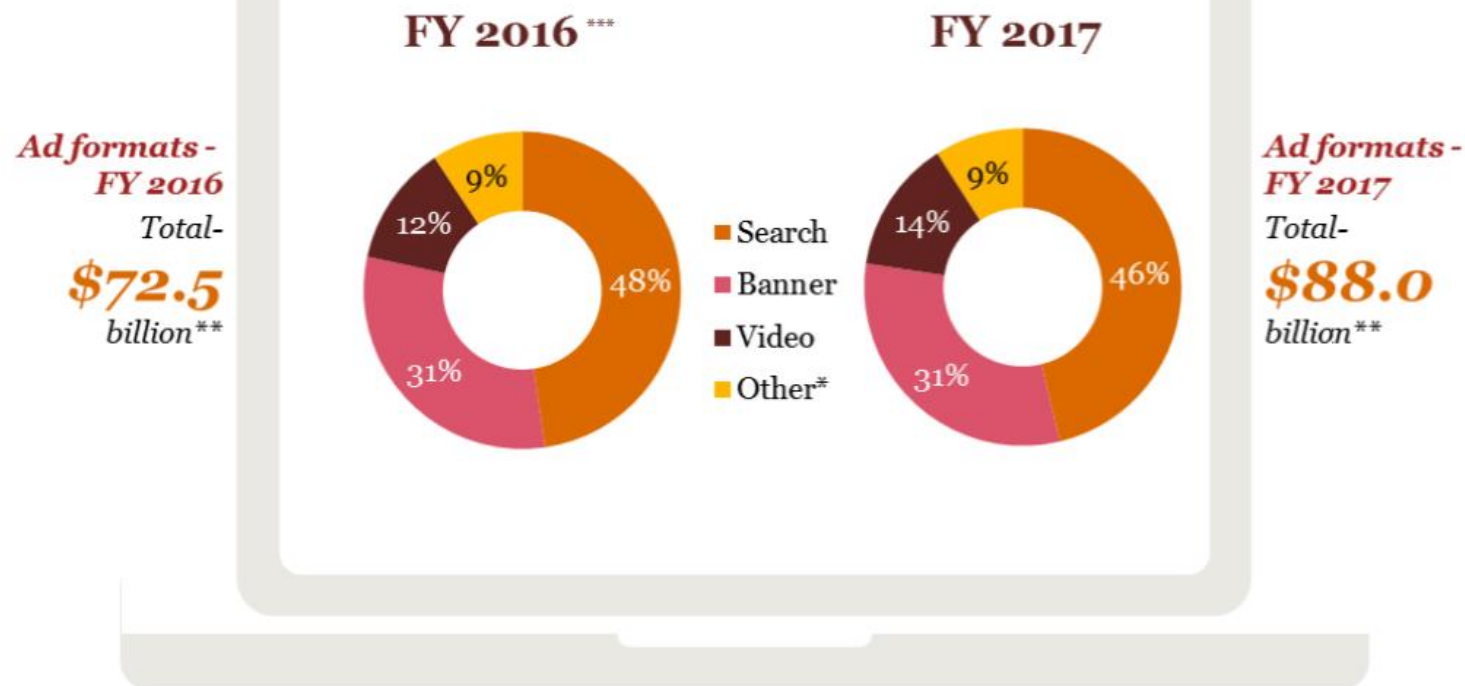


MANAGING DIGITAL COMMUNICATIONS: SOME DATA

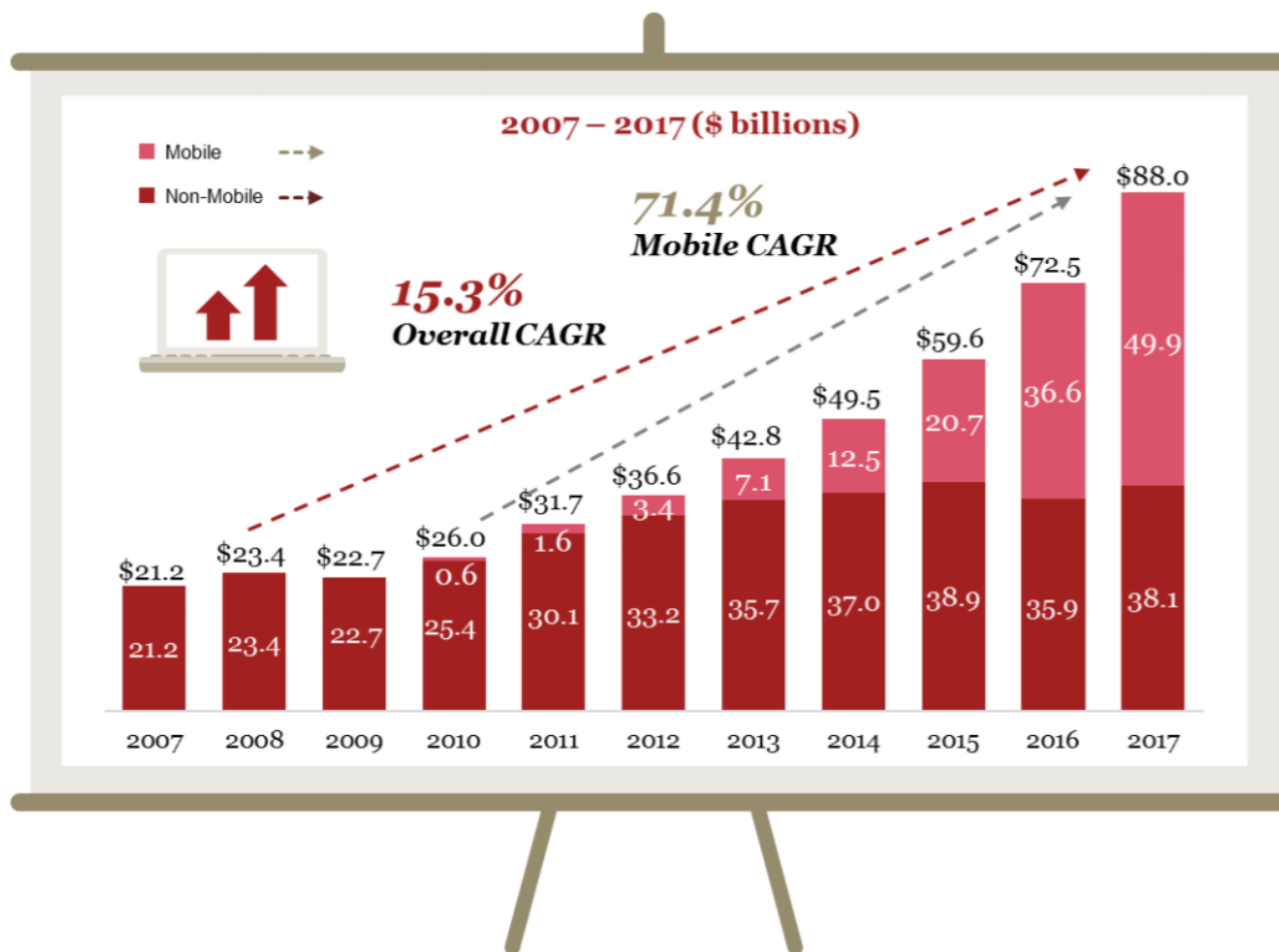
PWC: Drivers of the growth



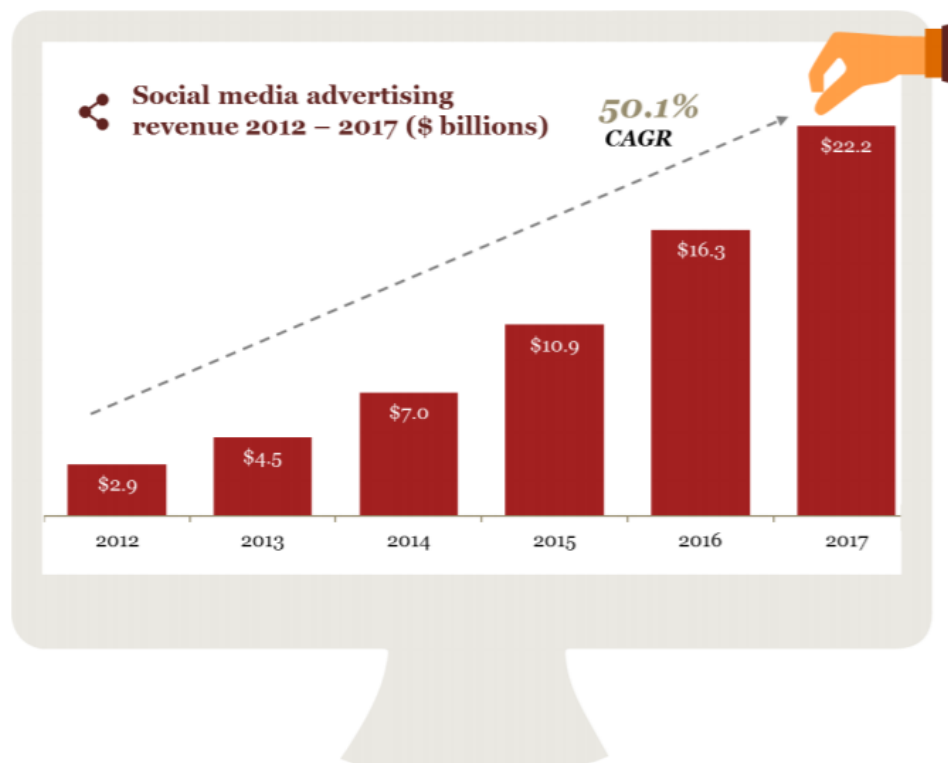
MANAGING DIGITAL COMMUNICATIONS: SOME DATA



MANAGING DIGITAL COMMUNICATIONS: SOME DATA

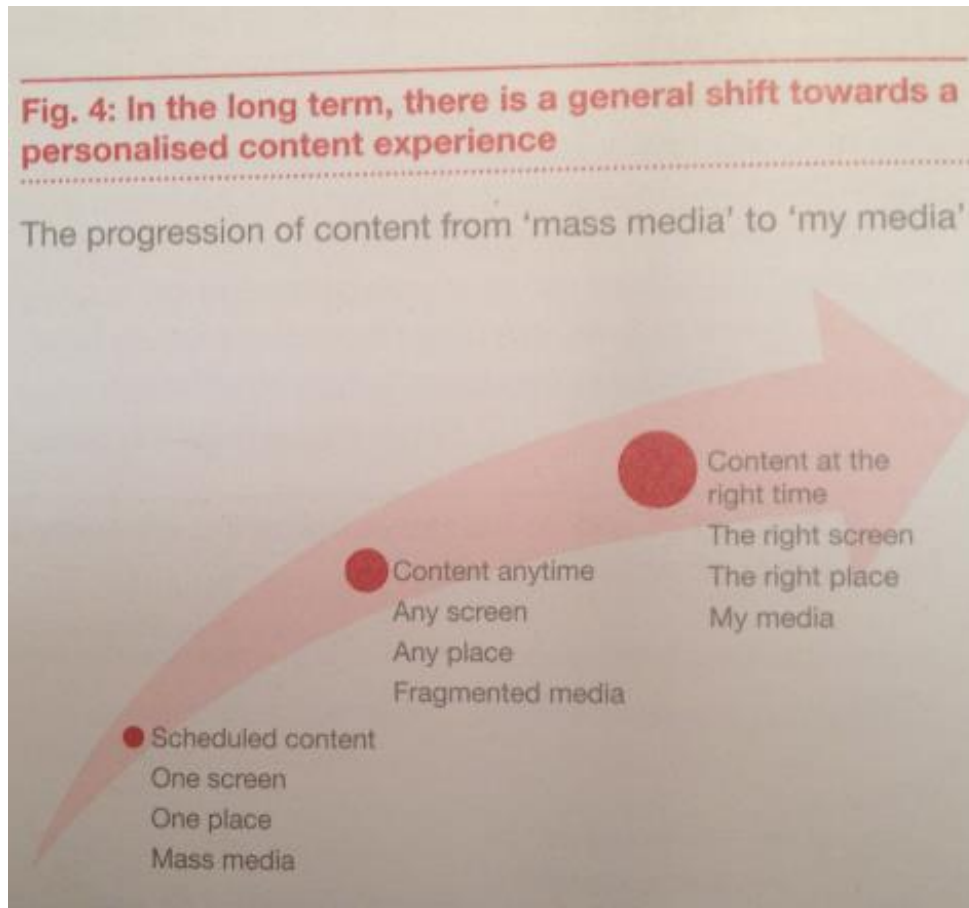


MANAGING DIGITAL COMMUNICATIONS: SOME DATA



PwC | IAB internet advertising revenue report

From mass media to my media (PWC)



Online marketing communication

Advantages

- Can offer or send tailored messages
- Can [trace](#) effects or insights
- [Contextual](#) placement
- Can place advertising based on search engine keywords
- Allows for co-creation with consumers ([co-creation](#) of ads: [Superbowl](#))

Disadvantages

- Consumers can screen out most messages
- Ads can be less effective than they appear
- Lost control over online messages via [hacking/vandalism](#)

Communication options

Web sites

Ease of use
Physical attractiveness
Microsites

Search ads

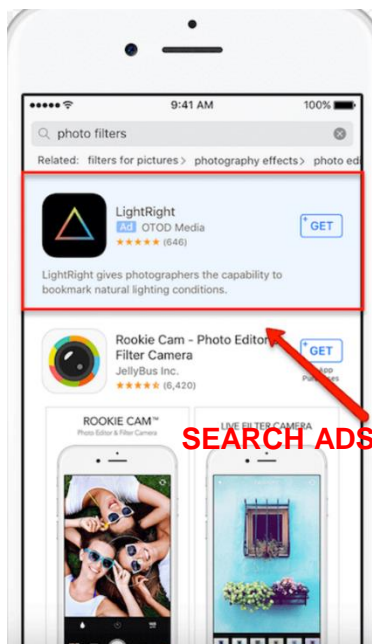
Paid search or pay-per-click ads
Search engine optimization (SEO)

Display ads

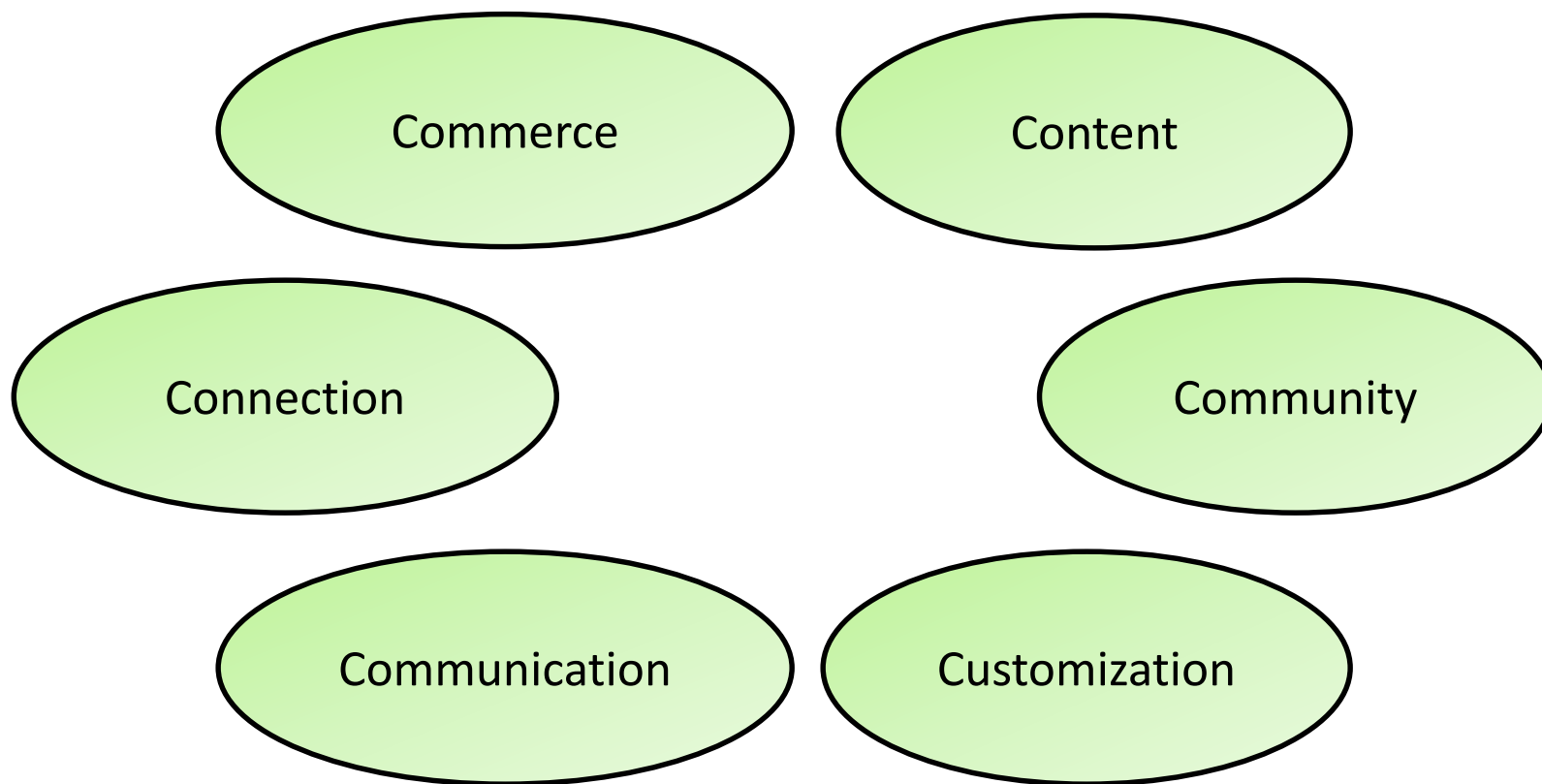


E-Mail

Personalize the content of your e-mails
Offer something instead of direct mail
Make it easy to opt and unsubscribe
Combine e-mail and social media

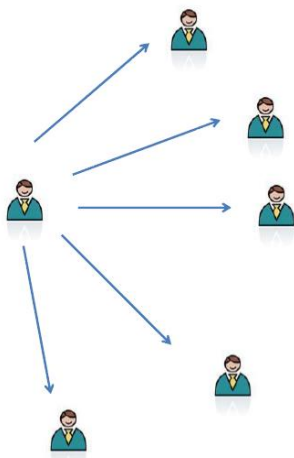


Key Elements of a Web site

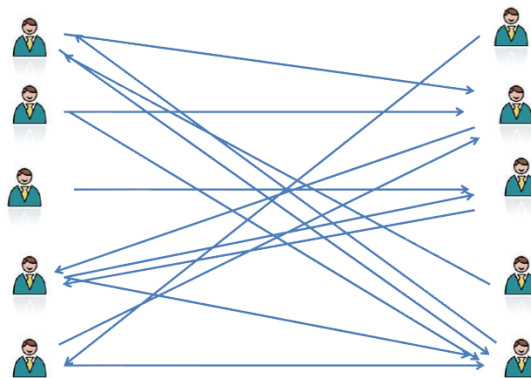


Media Laws

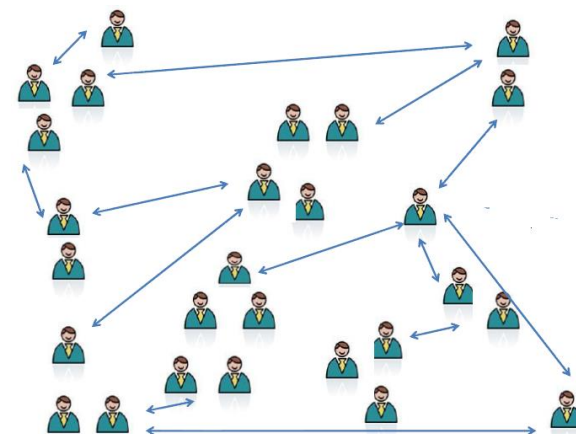
Sarnoff's Law
(Mass media)



Metcalf's Law
(Mail marketing)



Reed's Law
(Social media)



Social media

Means for consumers to **share** text, images, audio, and video **information** with **each other and with companies**, and vice versa. They are **rarely** the **sole source** of marketing communications for a brand (only **some consumers** want to engage with some brands, and, even then, only **some of the time**)

Online
communities/forums

Blogs

Social networks

Word of Mouth

- Face-to-face and phone
- Online
 - Viral marketing (“word of mouse”)

How to start a buzz fire

- ☺ Be (usefully!) original
- ☺ Be smarter, easier, faster, direct (& cheaper if possible!)
- ☺ Identify and devote effort to influential



Mobile marketing

Is uniquely tied to one user

Is virtually always “on”

Allows for immediate consumption

Is highly interactive

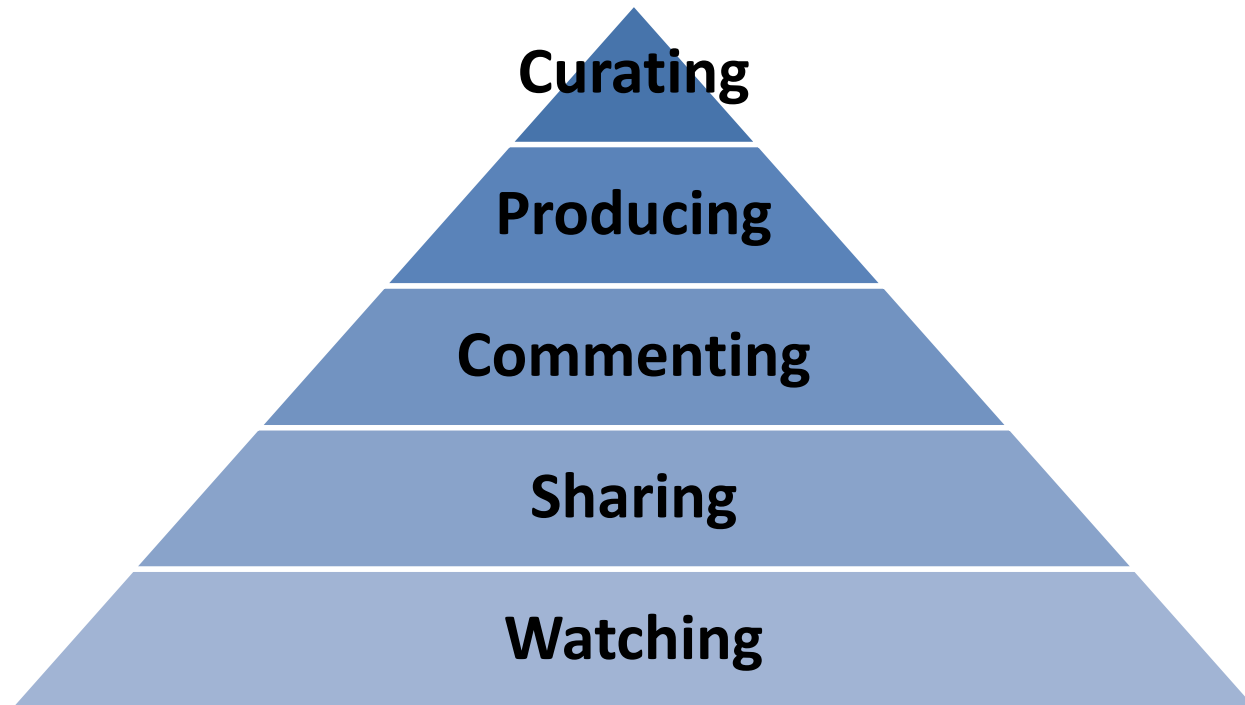
- ☺ Copy should be only 50% of the screen
- ☺ Brands should limit ads to phrase pair
- ☺ Put the logo in the corner of ad frame
- ☺ Use only 1 or 2 bright colors (call to action)

Mobile apps make the difference!



**Crucial tool
to engage Millennials**

Engagement Pyramid

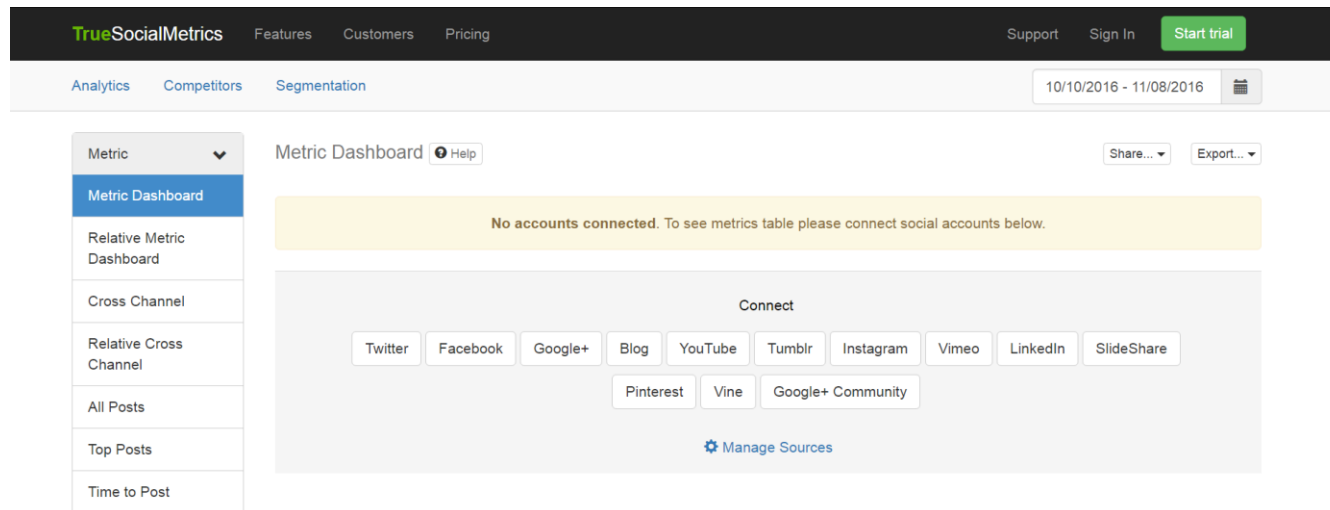


Some indexes

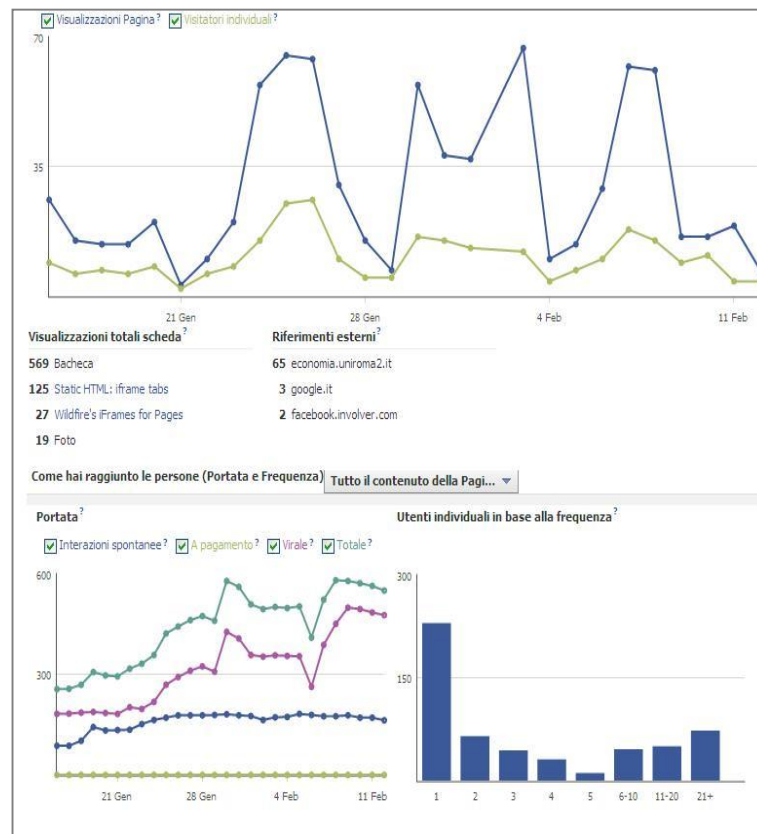
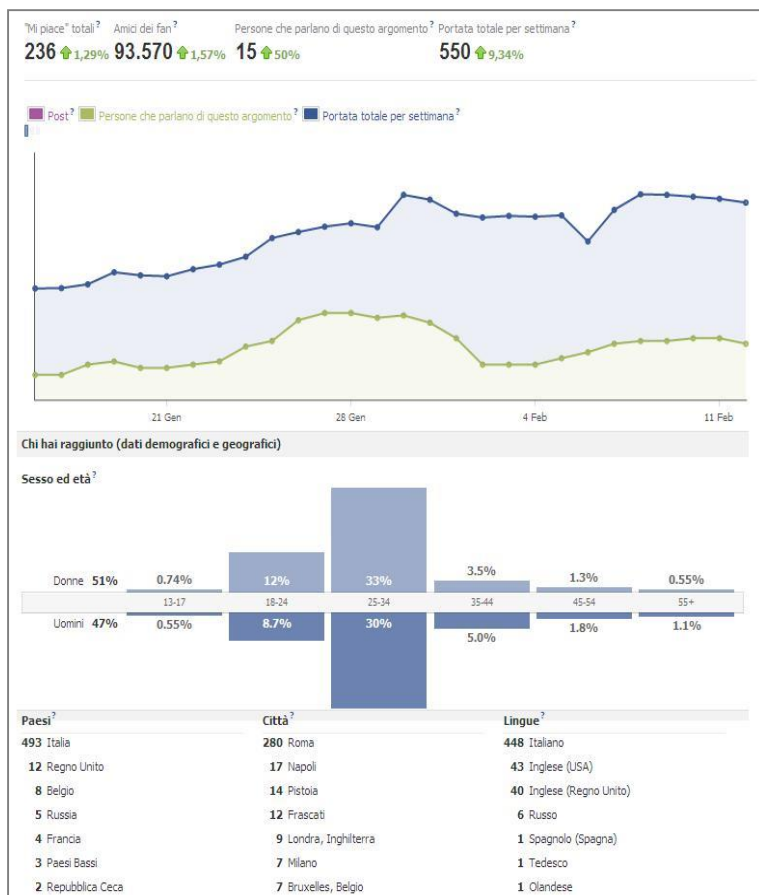
@ **sentiment index** (fans likes/brand posts)

@ **engagement index** (fans comments/brand posts)

@ **action index** (fans posts/brand posts)



Example: Facebook insights



Thank you for your kind attention!



(Have A Nice Day!)

(Have A Nice Day!)