

Digital, Disruption, Data ...

...and (consumer) Desire

Best Practices for todays reality



OBJECTIVE:

Provide perspective on the dynamic marketing ecosystem and how one tactic is new again

- I. StartSampling (one page)
- II. Digital... Disruption... Data...
- III. (consumer) Desire
- IV. Best Practices to help ...
 - ... People and Brands



Who is StartSampling? Larry's bias & "Day Job"

Since 1999, StartSampling has established itself as a leader for mailed sampling efforts reaching people digitally. Our unique infrastructure creates a "one-stop" shop enabling brands to sample their products effectively in our new reality.

Example of Current Clients & Partners



















































Johnson Johnson





REVION





















rates, AND sample integrity. USPS Leading Partner (small package samples)

StartSampling Background

- Technology/Data Collection
 - In-house Web team that has developed best access controls for sample request management
 - Data collection tied to sample/offer inventory management, order tracking from point of entry all seen in real-time on reporting site.
 - Strict adherence to all data privacy regulations.
- e-Sampling Media
 - CPA based consumer acquisition media buy pay only for samples mailed; over 20K partners.
- Research
 - Pre and post consumer input; all program results compared to industry norms (n=850K)







@ an incomprehensible scale

Back to 2001: Controlling Data Volume, Velocity and Variety.



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Others have suggested he SHOULD have said: "23 exabytes of information was recorded and replicated in 2002. We now record and transfer that much information every 7 days." - August 2010



@ an incomprehensible scale AND speed



Location-tagged payments made in the U.S. annually

154 billion



E-mails sent per day



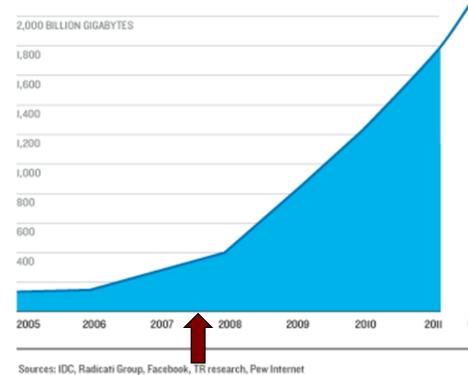
U.S. adults whose location is known via their mobile phone

arrow on the time scale.

See that

little red

Digital Information Created Each Year, Globally



2,000%

Expected increase in global data by 2020

III Megabytes

Video and photos stored by Facebook, per user

75%

Percentage of all digital data created by consumers Anyone think they might know what that represents?



Marketing @ baffling complexity

"... by 2017, the CMO will be spending more on IT than the CIO... "
--- Gartner

Why? Because PEOPLE and how we influence them has CHANGED So, "Digitally Disruptive Data (DDD)" is now our life

Not "Path to Purchase" ...

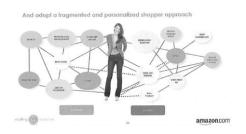




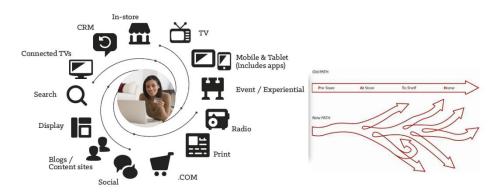
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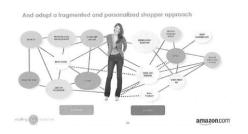




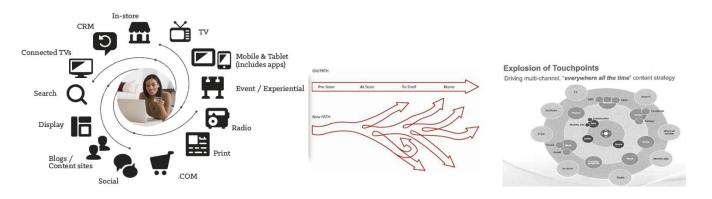
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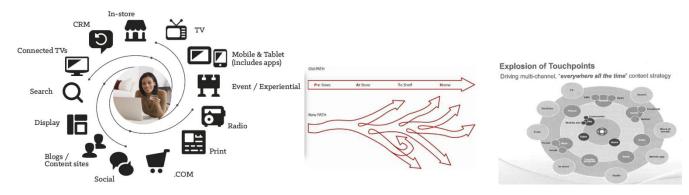
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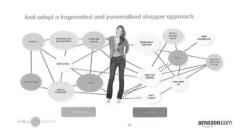




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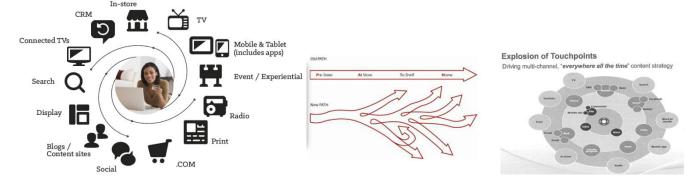
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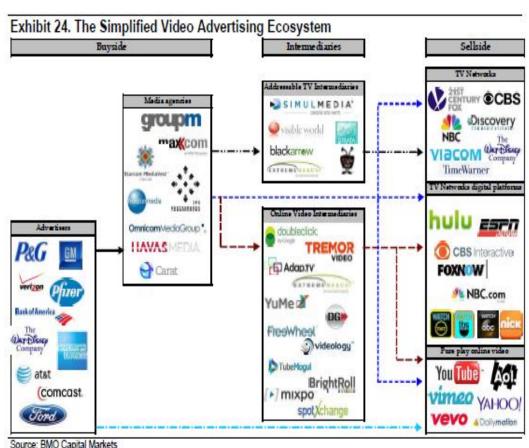


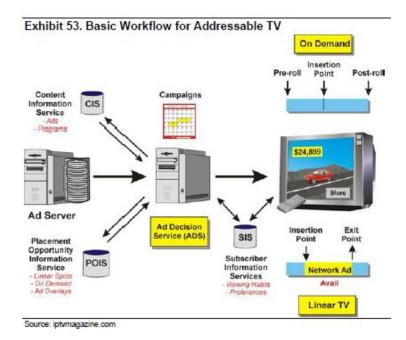




Following the money ... but one example

Look just at video content / advertising choices and how to "reach" potential buyers "DDD" is giving advertisers far greater precision







Market

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"In 2014, big data will finally be put to good use as marketers stop waiting for insights to reveal themselves and start finding actionable paths through the information. This effort will affect channels across the marketing ecosystem, further breaking down the siloes that separate interactive and traditional marketing vehicles."

....Melissa Parrish, research director and principal analyst at Forrester



"DDD" enables ... Perhaps Chaos?

Melissa is right ... but, so many choices



January 2014





NOT limited to "Marketing Data"

The "Internet of Things" / 50 billion "sensing" devices

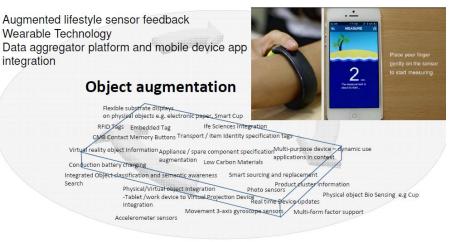




NOT limited to "Marketing Data"

The "Internet of Things" / 50 billion "sensing" devices

Mark Skilton copyright 2014



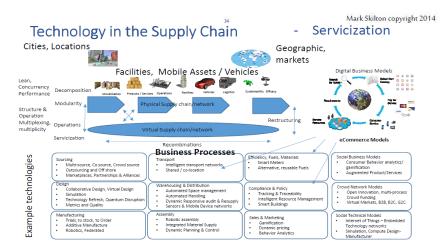
A smart TV can serve as an example of optimization of human machine interfaces. in terms of customization and personalization. **Room/Facility Augmentation** Home appliance control irtual Location collaboration Wall, Surface gesture integration 3D Movement sensor Spatial augmentation, Virtual Ro Siemens connectivity lets you control home Transparent Surface Projection Smart Pen Device Augmentation Spatial Project in Context appliances through smart technology -Office Surfaces Information Virtual Whiteboard Multi touch displays Appliances Object Physical Animation Virtual to Physical in Object Physics semantic integration Solar Energy, Home Grid Wide angle group projection, social interaction Room Embedded Physical sensors Object to Surface projection -interconnectivity Virtual model adjustment, input Automatic proximity on/off sensing - body /location /lighting /touch

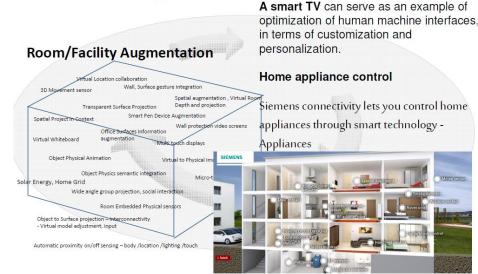


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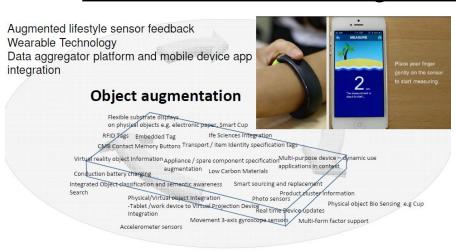


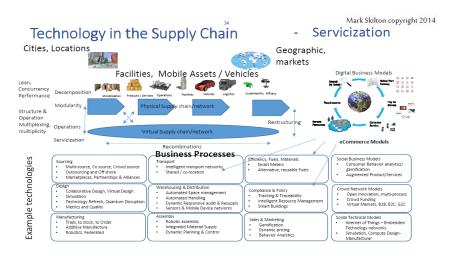


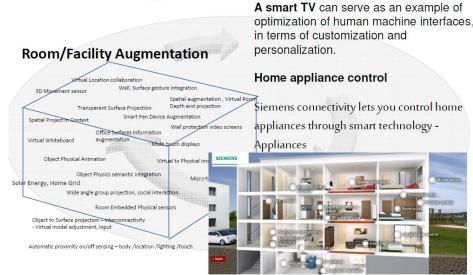


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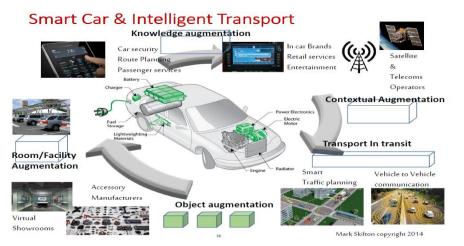
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Mark Skilton conveight 2014

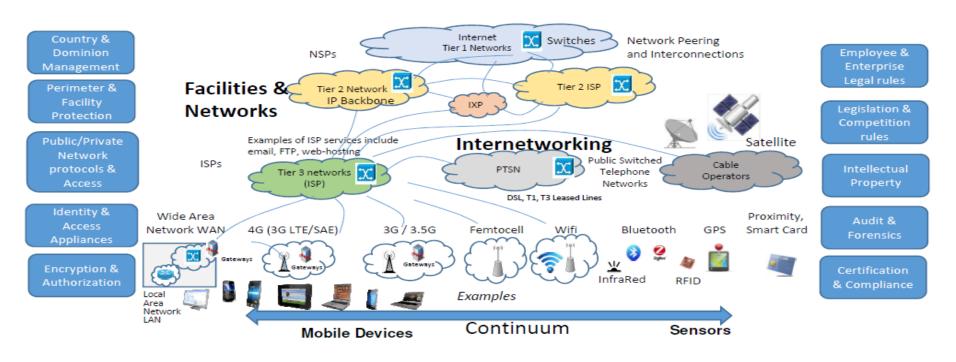




Digital... Disruption... Data... Following the Fear...

"Privacy" remains a <u>major issue</u> in the marketplace today ... horribly misunderstood, shouted by misinformed media ... threats of data used for evil intent, knowing too much, etc. Be aware, be transparently smart

Legal, ethics, security, risk, compliance, governance,





DDD - But what about PEOPLE? What do we want?





DDD - But what about PEOPLE? What do we want?



"It is not content that is rare. It is not compelling content that is rare. It is time that is rare. Who can curate, combine, and help us discover this content so that we can make the most of our time? Who can get us things at the right time, just not real time?"



OK "DDD" is real... but Start : Sampling what does than have to do with Sampling?

The popularity of sampling among people = huge range of sampling opportunities

- In home (via the mail)
- In-Store Demonstrations
- Events and Venues: college campus, community fairs, concerts, sports, and other "targeted" venues
- Other unique locations: Malls, Movie Theatres, Salons, Cruise ships, Fitness centers, etc.
- On-Pack
- Catalog Package Insert / e-Commerce Ride Along
- On-line sample Request
- Integration with Retailers via On-line Requests
- **Newspaper Pouch**
- Door Hanger and/or Direct Delivery
- **Direct Mail**
- Integration within "Community/Social" Media
- Shared Marketing Platforms (multi-brand)
- "Discovery Commerce" Birchbox, et.al













Best Practice Sampling Campaigns Should ...

- □ Plan with point-of-usage strategy
- Intelligently target interested and engaged consumers
- □ Distribute samples efficiently limiting waste and duplication
- ☐ Deliver a positive, quality consumer experience effectively
- ☐ Tie in retail customer support whenever possible
- ☐ Generate valuable "earned media" beyond the actual event
- ☐ Drive purchase conversion in the range of at least 15-40%
- ☐ Gather consumer feedback generating ROI results
- ☐ Provide opportunity to optimize CRM efforts
- ☐ Constantly monitor program while in execution



What Are We Hearing Now?

- Shoppers Love Samples; Supply Remains Limited
 - Adaptive Marketing / Content Relevancy Critical
- Demographics as Proxy Changing (Data More Precise)
 - From "Big Data" to "Actually Using Data"
 - Test and Learn Quickly, to Achieve Scale
 - Spend Effectively ... Across Entire Program



Selected Best Practices

- Sample Management Program (SMP)
- Accelerating Brand's CRM Effectiveness
 - Scan Based Targeted/Analyzed Events
 - Expanding how samples are used



Sampling Best Practices Sample Management Program (SMP)

Sample Management Practiced By Many Clients

Take full advantage of synergies and efficiencies inherent in SMP execution.

Treat product sampling as a STRATEGY

Deliver Best Practice results by considering online / off line, brand/ retailer, events and <u>all sampling</u> <u>efforts</u> as a single program with multiple versions

Easy to say not easy to do ...



Sampling Best Practices Rapidly Fueling CRM "Personalization"

"Sampling" fuels CRM
i.e. "Personalization" efforts

CRM / FSP "Big Data"

Samples Provide Relevant Content to Engage "Sally"

Secure Consumer Data to Understand "Sally"

Use Data to make "Sally's" next experience meaningful, she now expects you to!!

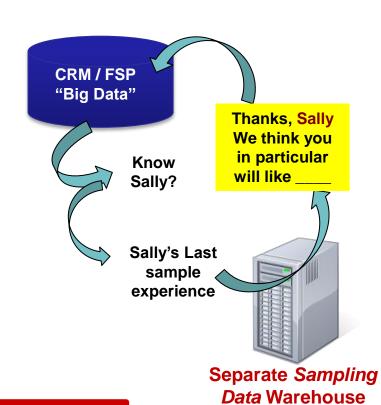


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Sampling Best Practices Scan Based Targeted/Analyzed Events

Best Practice Scan Based Targeting and Analytics process

... very well established

Discuss Opportunity

Provide Buyer Counts

Develop HH Target

Execute Sampling

Measure Results



21st Century Sampling – Data Driven

Best Practices in Product Sampling Scan Based Targeting and Analytics

Set 3-5
Campaign
Objectives

Use Scan Data to Define Target Group Set Test & Control
Households For
Sample and
Analysis

Use Scan Data to Analyze

Re-Engage Lapsed
Sub Category Buyers

Shoppers who have not purchased Sub-category in past 6 months, but did previous 6 mos

150,000 30,000 HH No Sample Sample Control

Test vs. Control

Subcategory +5%
Brand +18









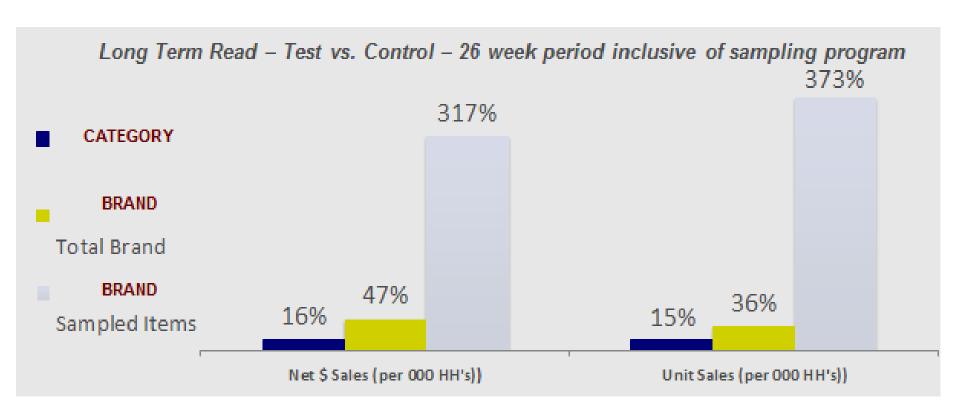
Pre Store Sampling Accelerates The Process

<u>Activity</u>	Trial Activity	Repeat Activity
Sample – Pre Store	Pre Store	1st Purchase in Store – really is a "Post Trial Purchase" aka Repeat!
Coupon, Advertising, etc.	1st Purchase in Store – correctly called "Trial Purchase"	2 nd Purchase in Store



Sampling Best Practices Scan Based Targeted/Analyzed Events

<u>Case Study – 26 week scanned results</u> Substantive % INCREASES (Test versus Control) Sampled Item, Total Brand and Category







Product Sampling analysis study

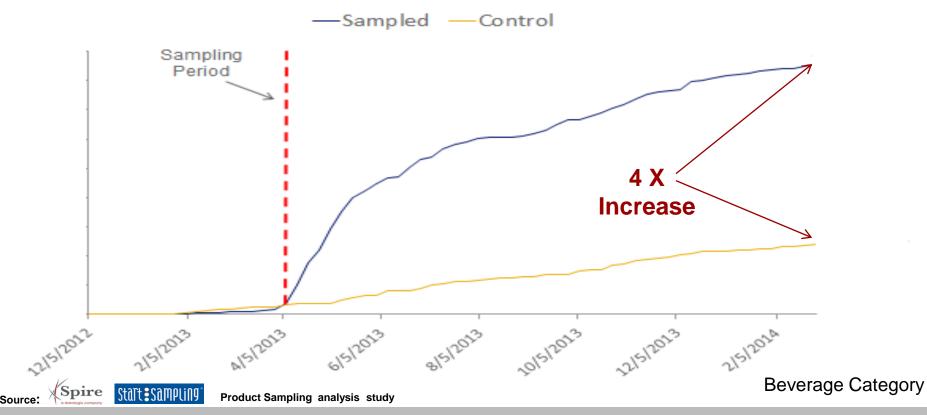
Beverage Category

Scan Based Targeted/Analyzed Events

Case Study – 10 month scanned results

Sampled Households were 4x more likely to purchase the sampled items than Control Households – "trial" rate at retail was significantly accelerated

Triers as % of Total Shoppers – First Retail Purchase





Sampling Best Practices Scan Based Targeted/Analyzed Events

Best Practices in Product Sampling Learn Source of Volume - Test vs Control

% of Sampled HHs vs. Control HHs by Prior Purchase

Brand	Sampled Product	Control	Index
Brand A	24.8%	33.4%	74
Brand B	20.6%	20.1%	102
Brand C	14.7%	7.4%	199
Brand D	7.2%	5.1%	140
Brand E	4.7%	2.9%	161
Brand F	3.2%	3.3%	95

Note: Prior purchase is category purchase immediately preceding the purchase post sampling

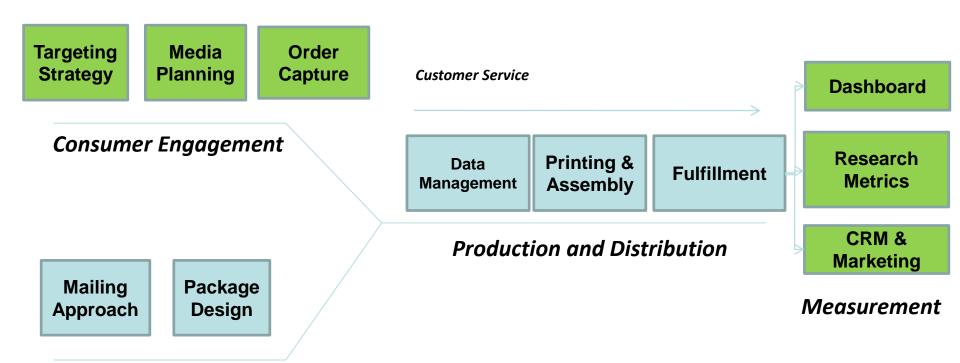






Sample Deliverable

How Sampling Should Work SMP Strategy, all aspects considered



Sampling is a complex set of processes requiring Best Practice thinking and execution that ultimately creates a seamless experience for brand, agency and retailer customers and the sampler.



Sampling Best Practices Samples as driver for new behaviors

□ B2Pro Reaching Professionals / tightly defined targets





■ New uses:

- √ Samples as true "portal to relationship"
- √ Samples as simple discovery
- √ Samples as "social meme's"
- ✓ Samples as a means to gain attention in different ways



Digital... Disruption... Data... Sampling is new again

Summary

Digital... Disruption... Data...

- ✓ Digitally disruptive data is here and growing
- ✓ Winners will adapt to new reality and actually <u>USE</u>
 the data to create value

(consumer) Desire

- ✓ Humans love to try new things, it is in our basic genetics – let people EXPERIENCE your products
- ✓ In the cacophony assaulting us daily, a chance for a personal experience offers genuine value