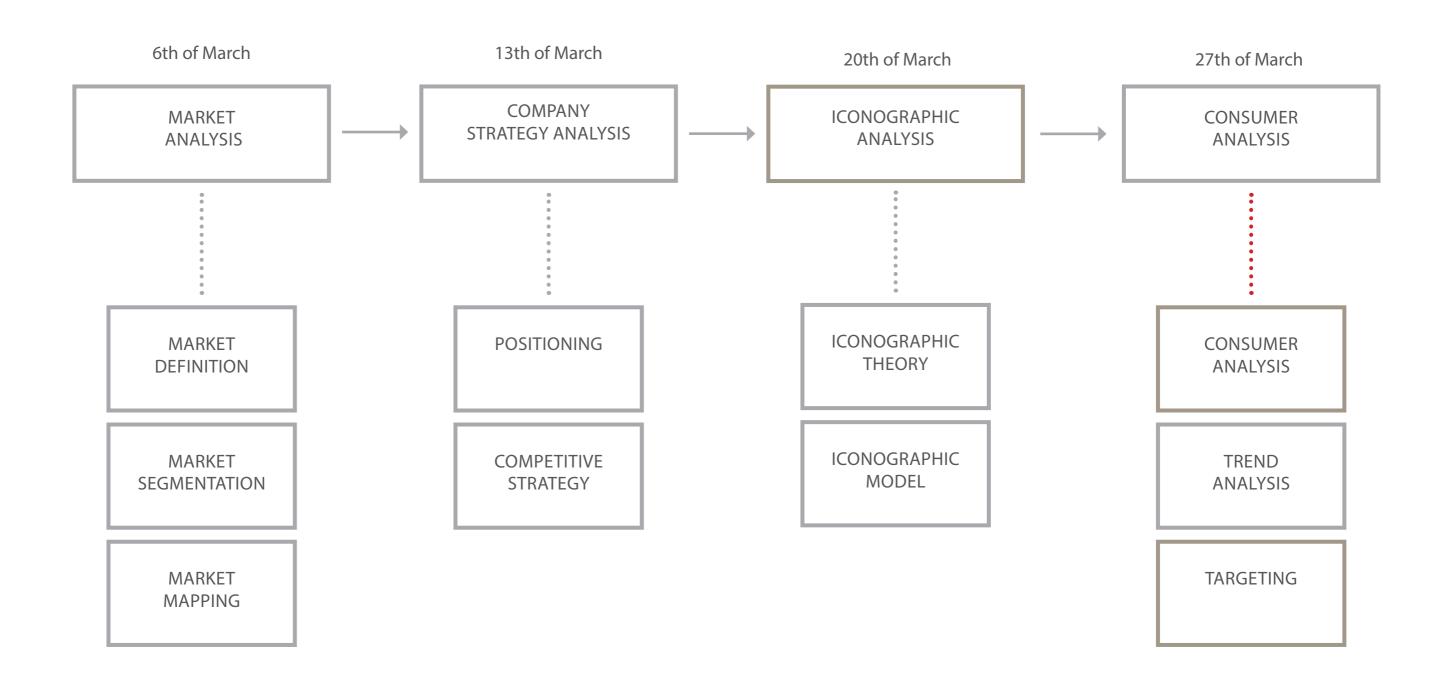
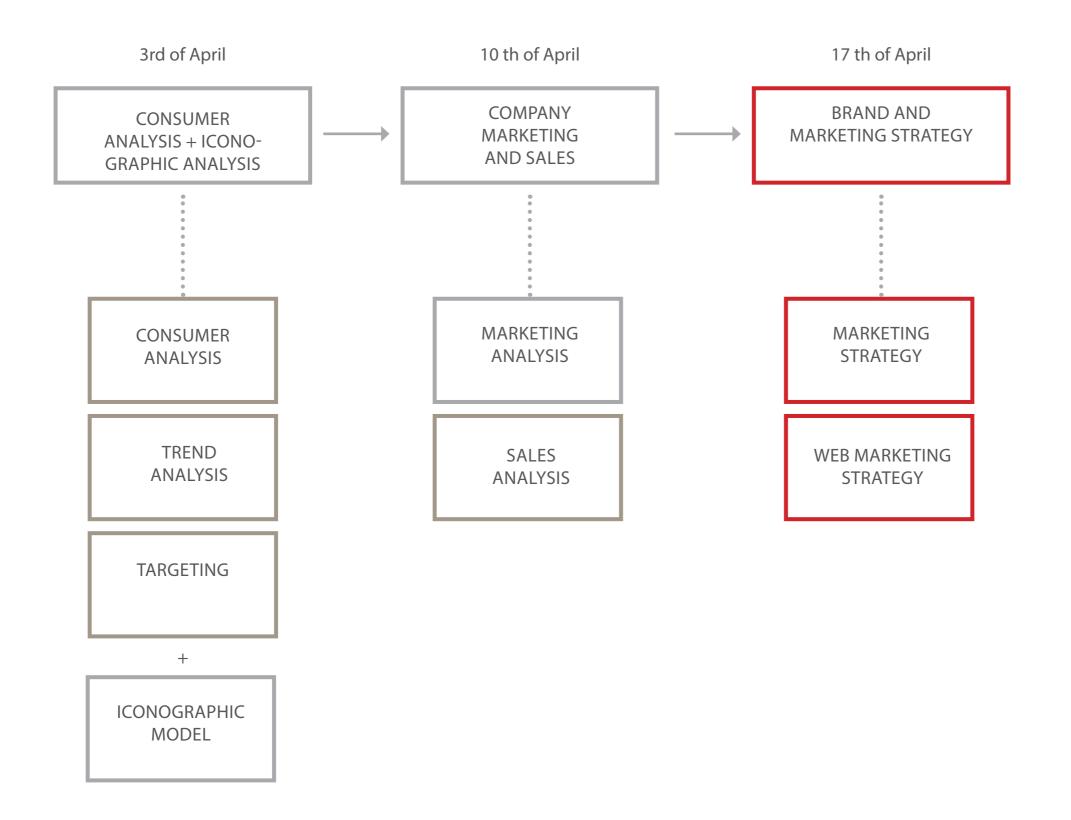


UNIVERSITA' CARLO CATTANEO - LIUC
DESIGN MANAGEMENT COURSE
Lesson 7
Brand and Marketing strategy



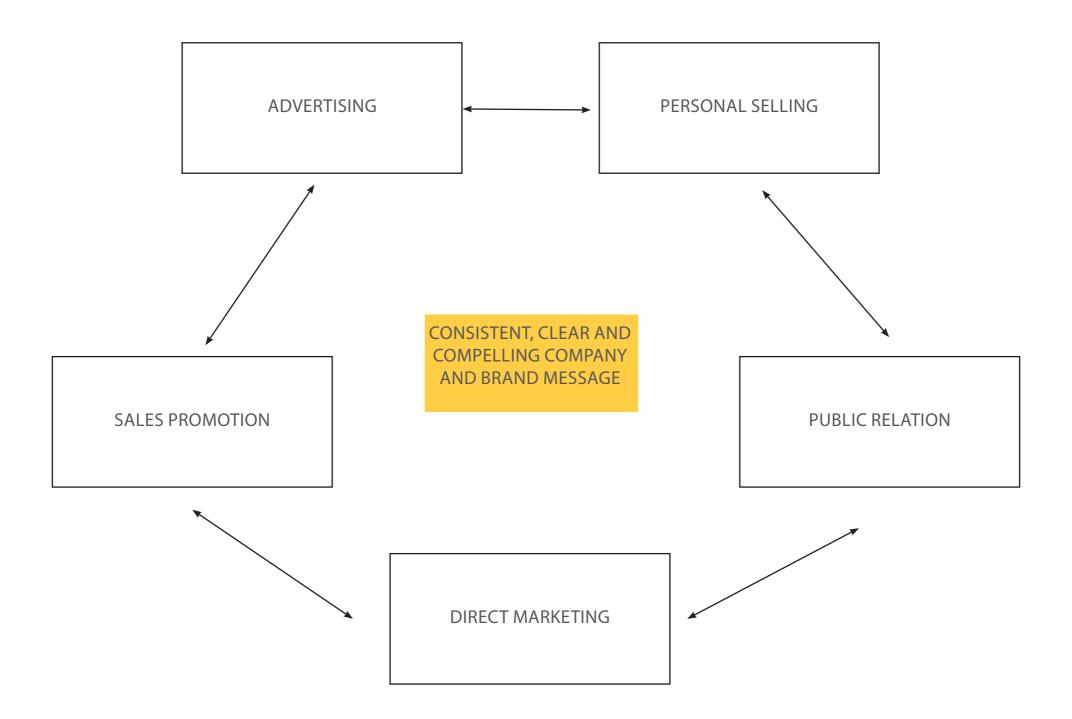


# **DESIGN MANAGEMENT**



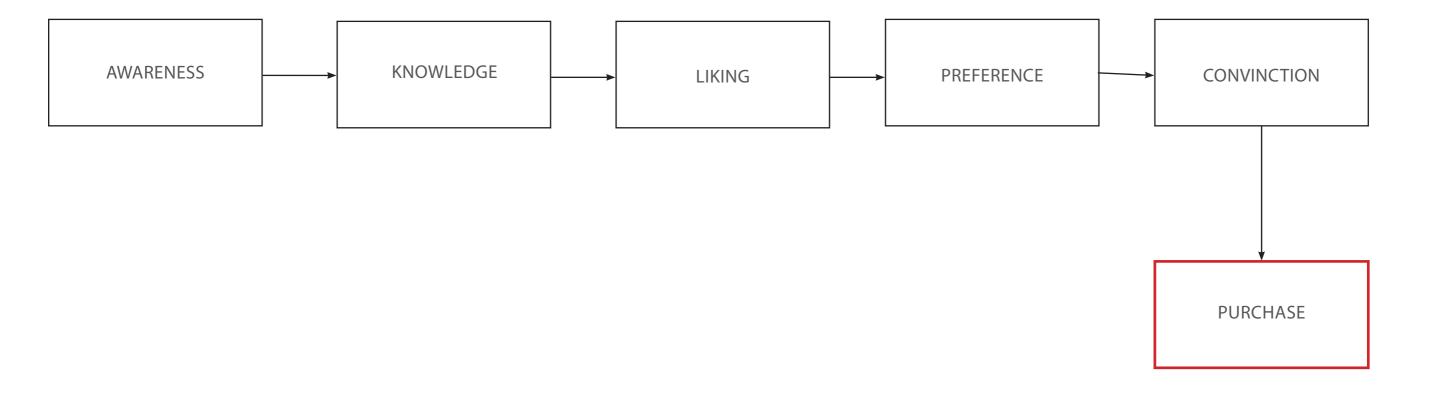


# INTEGRATED MARKETING COMMUNICATIONS



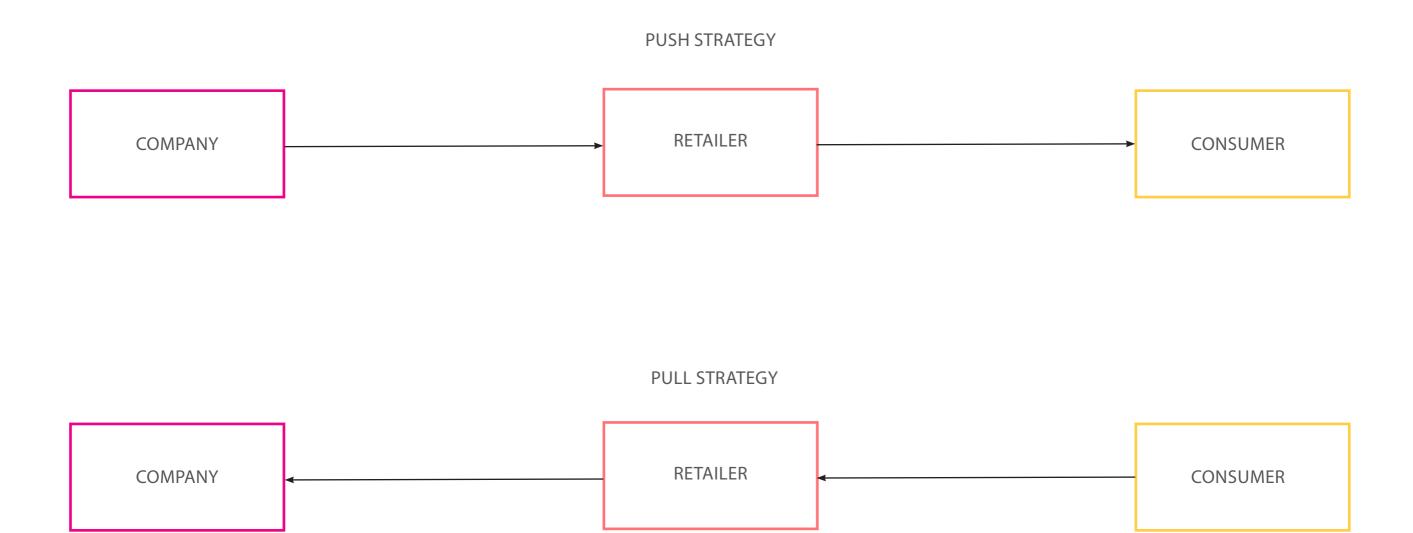


# INTEGRATED MARKETING COMMUNICATIONS

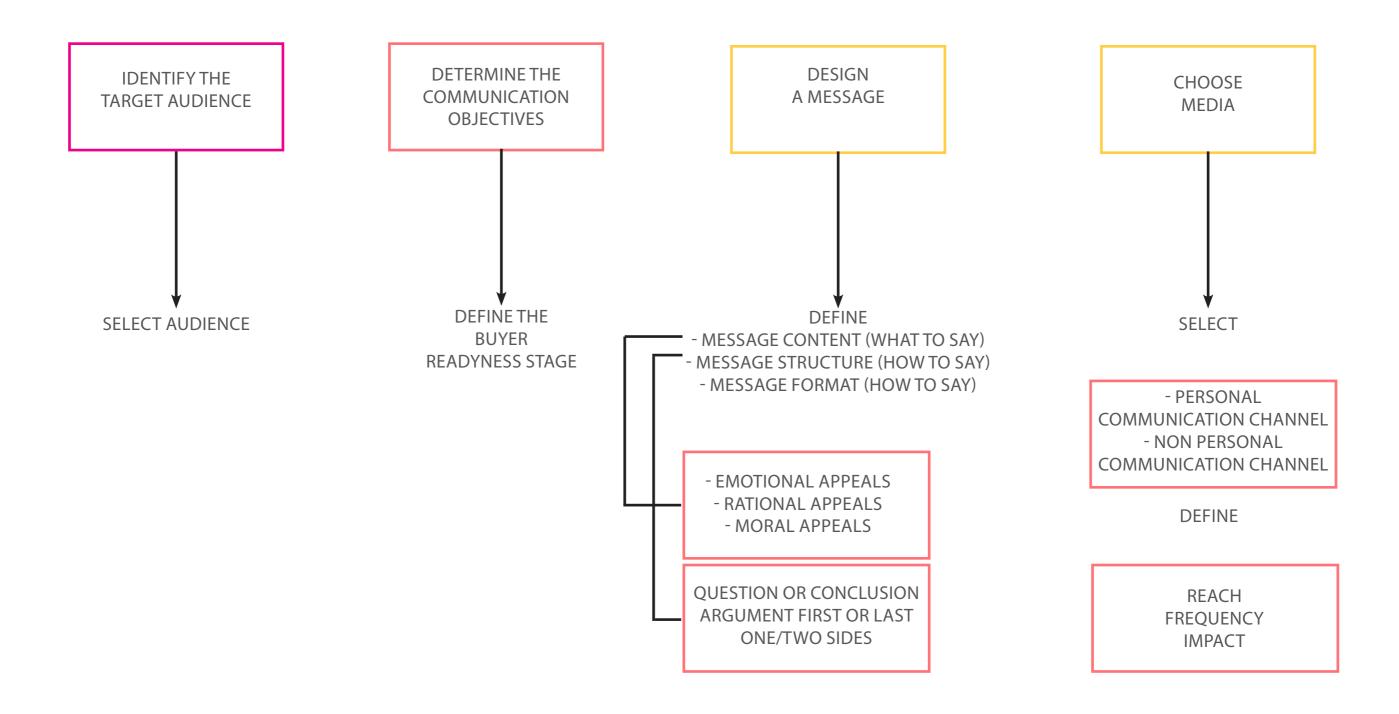


# BRAND AND MARKETING STRATEGY

# MARKETING STRATEGIC OPTIONS

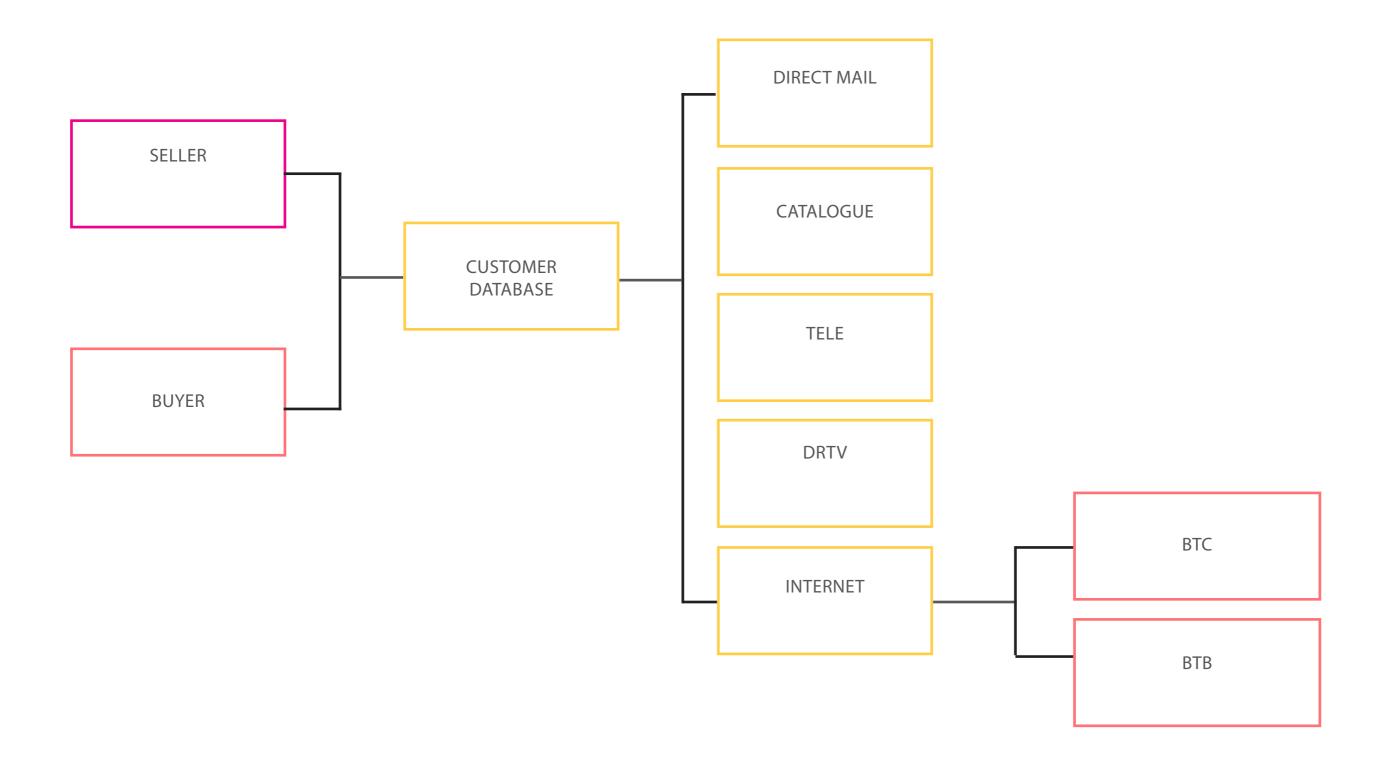


### **ADVERTISING FLOW**





# DIRECT MARKETING





#### MARKETING STRATEGY

### WORKSHOP AND CASE EXERCISE

### **EXERCISE 1: MARKETING STRATEGY**

- Enclosed you find a set of information about Moooi: brand strategy, brand positioning, advertising campaign, a qualitative research about brand perception, brand values, brand lifestyle, the last 3 years brand investments (figures are disguised)
- Analyze data and information, describe the status and the position of the brand, carry over an healthy check of the brand equity, assess the consistency of the marketing mix investment
- Be ready to present and argue your position



### **BRAND OBJECTIVES**

- MAKE PEOPLE FALL IN LOVE WITH THE BRAND
- BECOME A COMPLETE LIFESTYLE BRAND
- GROW THE DESIRE FOR ALL MOOOI PRODUCTS
- BUILD PERSONAL RELATIONSHIPS WITH PRESS AND INFLUENCERS
- CREATE SUSTAINABLE PARTNERSHIPS WITH DEALERS AND DISTRIBUTORS
- BE THE FIRST CHOICE FOR ARCHITECTS AND DESIGNERS

### BRAND STRATEGY

- PRESENT A LIFE EXTRAORDINARY IN ALL MARKETING EXPRESSIONS
- GROW BRAND EQUITY WITH INSPIRING BRAND CAMPAIGN
- GROW BRAND AWARENESS OF TARGET AUDIENCES











# **MOOOI BRAND POSITIONING**



2013

«Find your way home to Moooi unexpected welcome»



2014

«Find your way home to Moooi unexpected welcome»



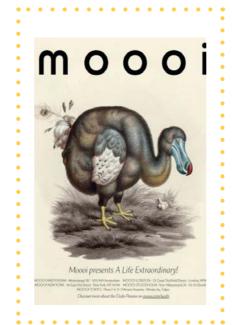
2015

«The unexpected welcome»



2016

«The unexpected welcome»



2018 «A Life extraordinary»



2017 «A Life extraordinary»



**NEO SCANDI OLD FRIENDS** 

FREDERICIA



normann COPENHAGEN



Jom Dixon.





SIMPLE PRINCIPLES SINGULAR FORMS

**HONEST EXPRESSION**  MAKE THE ORDINARY **EXTRAORDINARY** 

**CELEBRATE** UNCOMPLICATED AND HUMANISTIC DESIGN

**EXTRAORDINARY OBJECTS FOR EVERYDAY USE** 

**BEAUTY IN** LIVING

**BRIGHTEN UP** SPACES AND **ENVIRONMENTS** 

**VERY FURNITURE** 

**VERY LIGHTING** 





FontanaArte

F L O S FOSCARINI

louis poulsen

CREATING INNOVATIVE PRODUCTS BY **CONSIDERING THE ENVIRONMENT AS THE BEST SHAPE** 

MEETING BETWEEN **DESIGN AND CONTEMPORARY ART** 

"CAPSTORIES" **VALORIZATION OF KNOW-HOW** 

**SOLUTION ADAPTED TO EVERYDAY LIFE**  **AESTHETIC LIGHTNESS** ACCOMPANIED BY **FUNCTIONALITY AND INNOVATION** 

CREATIVE FREEDOM AND THE POWER OF MADE IN ITALY

**FOLLOW THE** RHYTHM OF NATURAL LIGHT



# BRAND PERCEPTION

249

BRAND PERCEPTION	Unique / Different Innovative
(ADJECTIVES)	Creative Design
(TOP 5)	Playful WOW

BRAND PERCEPTION	Branding overshadowing products	4
(COMMENTS)	Considered as a lighting brand	2
(TOP 3)	The unexpected welcome is there	1

BRAND ASSOCIATION [WETH SALONE] (TOP 3)	Strong brand experience 2017 very strong presentation 2018 empty and lost	4 2 1
BRAND ASSOCIATION  CAPTER MICTING +  COMMERCIALI)  (TOP 3)	Great marketing and awareness  Concept mismatch of  communication  Lack of innovation	3 2 2

PERCEPTION OF PROBLICT COLLECTION (TOP 5)	Good QualityStrong lighting collectionLoved by ADIConversation commercial piecesConversation iconic pieces	11 10 9 8 7
PERCEPTION OF: SALES POLICY (TOP 3)	Only commercial lightingLack of commercial furnitureLack of sales conversion	4 3 1



#### **BRAND VALUES**



ORIGINAL

 $... some\ products\ original\ some\ commercial...$ 

...10 when it was created, up and down since then..

IMAGINATIVE

...Especially in visuals and brand language...

..Yes, but not touching ..

..Bar is set high, difficult to be even higher..

 $.. Brand \, less \, imaginative, \, products \, are \, high \, ..$ 

ECLECTIC

... Use brand pieces/icons in the communication..

..Very eclectic collection..

.. Marcel Wanders is eclectic..

..2016/2017 : Eclectic peak...

SURPRISING

..Getting more and more difficult to be surprised..

..Less now because we expect more ...

..New family introduction, extension no..

..New Products high, low score for in house designs..

..Surprising goes through marketing..

REBELLIOUS

..Can be more rebelliuos..

.. More rebellious in the past..

..Feeling that it's becoming less and less rebellious..

.. Wants to be, punkers became boring at one point..

**Source:** Brand research sept/oct 2018 **Sample:** EV = 25; USA = 8; ROW = 4



# BRAND LIFESTYLE

# MOOOI LIFESTYLE

YES = 23

NO + DON'T KNOW = 5 (TOP 7) ...Young + playfull, fun... 5
...Urban, big city, energetic, cool... 5
...Friendly, responsible .. 3
...Excentric, burlesque, humour... 3
...Rebellious, crazy, guts .. 3
...Individual, freedom, iconic.. 3
...Cultured, curated, art... 3

	Design Lovers	4
TARGETS	For people seeking quality	3
IANGEIS	Art, Designers	2
	Creative, affluent	2
(TOP 5)	Intelligent, educated, smart	2

**REMARK:** 

"Hard to Explain"

Without clear strategy

Confusing Tarfeting

Vague Lifestyle based on design and uniqueness

Single products at shops don't represent the

lifestyle



# MARKETING INVESTMENTS

	2015		
ROW LABELS	GRAND TOTAL	%	NET SALES %
A&D	€ 460.000	23%	
CONSUMERS	€ 360.000	18%	
SALESFORCE	€ 240.000	12%	
SALONE	€ 640.000	32%	5,14%
SHOWROOM	€ 300.000	15%	
TOTAL	€2 MIO	100%	

	2016		
ROW LABELS	GRAND TOTAL	%	NET SALES %
A&D	€ 494.000	19 %	
CONSUMERS	€ 598.000	23%	
SALESFORCE	€ 364.000	14%	=
SALONE	€ 780.000	30%	5,64%
SHOWROOM	€ 364.000	14%	
TOTAL	€ 2.6 MIO	100%	

	2017		
ROW LABELS	GRAND TOTAL	%	NET SALES %
A&D	€ 690.000	23%	
CONSUMERS	€ 540.000	18%	
SALESFORCE	€ 360.000	12%	
SALONE	€ 960.000	32%	6,28%
SHOWROOM	€ 450.000	15%	
TOTAL	€3 MIO	100%	

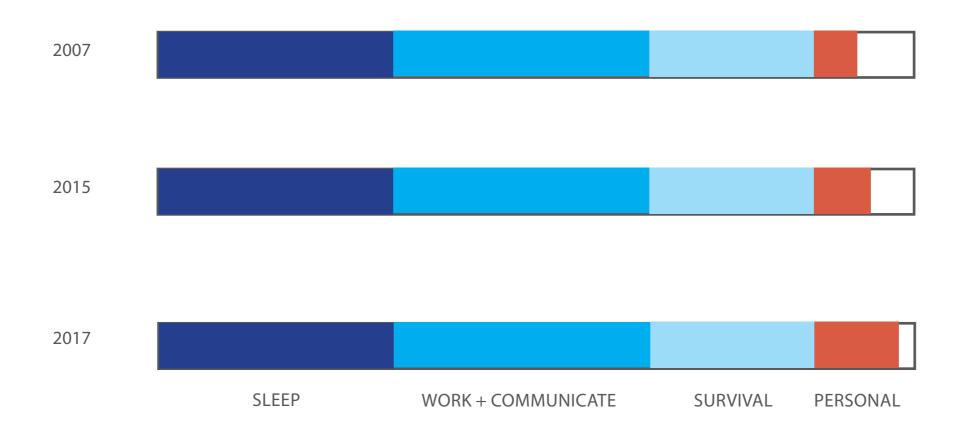




UNIVERSITA' CARLO CATTANEO - LIUC
DESIGN MANAGEMENT COURSE
Lesson 7
Brand and Web strategy

# HOW MUCH TIME SCREENS TAKE FROM US?

### THE AVERAGE 24 HOURS WORKDAY



RELAXATION

EXERCISE

WEATHER

READING

EDUCATION

HEALTH

9 MINUTES PER DAY

DATING

SOCIAL NETWORKING

GAMING

ENTERTAINMENT

NEWS

WEB BROADCASTING

27 MINUTES PER DAY



### TARGET



# **BOOMERS**

Born 1946-1964

Vietnam, Moon Landing Civil/Women's Rights Experimental Innovators Hard Working Personal Computer



# GEN X

Born 1965-1976

Fall of Berlin Wall
Gulf War
Independent
Free Agents
Internet, MTV, AIDS
Mobile Phone



# MILLENNIAL

Born 1977-1997

9/11 Attacks
Community Service
Immediacy
Confident, Diversity
Social Everything
Google, Facebook



**GEN 2020** 

After 1997

Age 15 and Younger Optimistic High Expectations Apps Social Games Tablet Devices

GLOCAL: GLOBAL WITH A PASSION FOR THE LOCAL

REALLY KEEN ON SUSTAINABILITY

7.5 mio ARE INTERNET USERS:

76 % USE INTERNET MOBILE

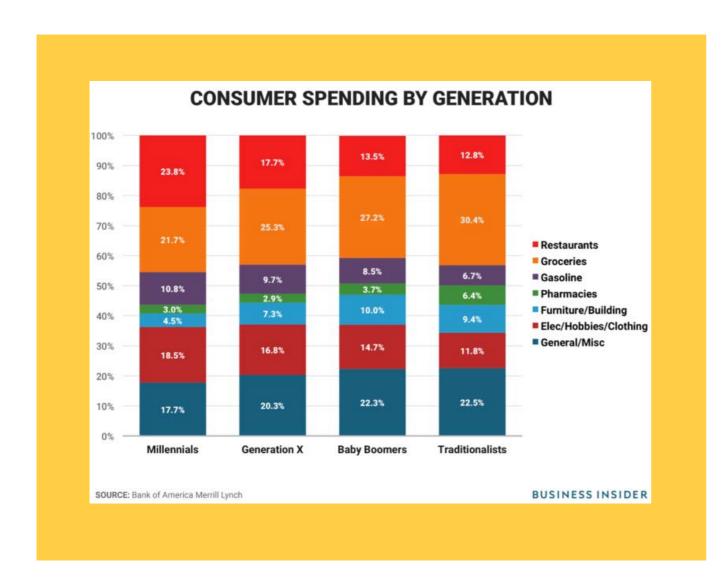
71 % USE INTERNET TO SOLVE PROB-LEMS AND KEEP UPDATED

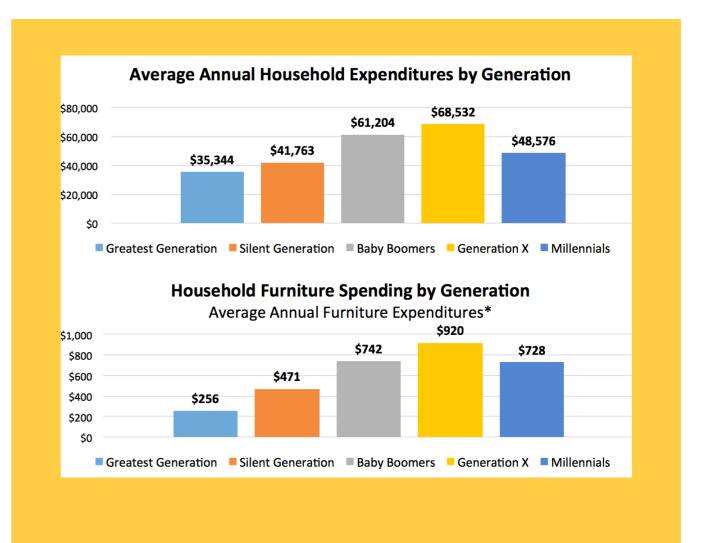
66 % WANT A DIALOGUE WITH THE BRAND ON SOCIAL NETWORKS

33% USE BLOGS, BOOKS, NEWS, FO-RUMS...



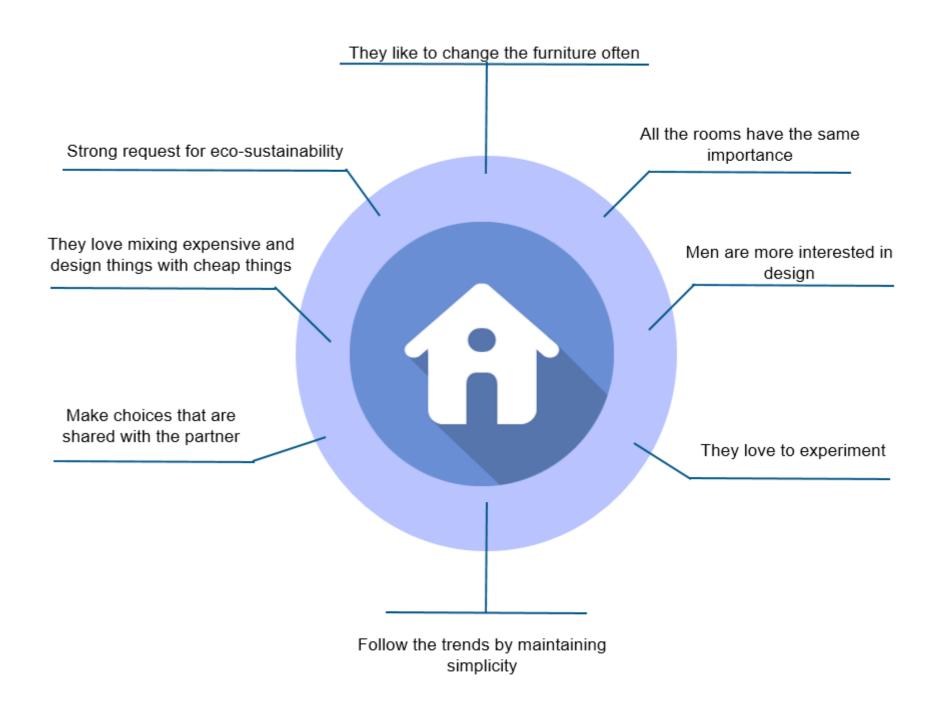
### **GENERATIONS TRENDS**







#### HOW MILLENNIALS DO



E-commerce: source of information and orientation for the purchase of accessories

Instagram: to learn about trends from you or the world

The network: to learn about brands, products, where to find them, compare prices

Showrooms: to touch materials but considered unrealistic

The research is mostly carried out by product categories and / or on multi-brand sites

#### Customization

Home automation, to varying degrees, is already present in the life of you respondents. For adults it's something not very friendly

Impulse purchase is more common in millennials for furnishing accessories, above or if they have a relatively low cost and is not generally planned.



# **HOUSES TEST**

CASA NIRAU
PAUL CREMOUX STUDIO
MEXICO CITY
2015

VILLA BORSANI OSVALDO BORSANI VAREDO 1943

VILLA NECCHI - CAMPIGLIO PIERO PORTALUPPI MILANO 1935

BOSCO VERTICALE
STEFANO BOERI ARCHITETTI
MILANO
2014

































MAISONS DU MONDE

























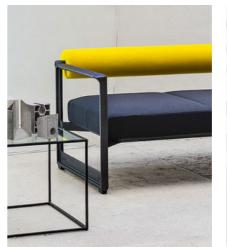














# **INFORMATION TEST**

SHOWROOM









INTERNET







taylorhowesdesigns Following •



design.only









Case Country



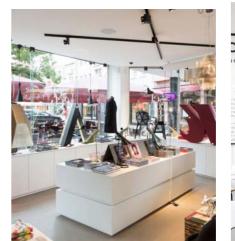




**MAGAZINES** 









SHOPS

### **SOCIAL ANALYTICS**



MEANS THE ACTIVITY OF MEASURING PERFORMANCE OF COM-PANY PROFILES ON SOCIAL NETWORKS, IE A MAINLY QUANTITATIVE ANALYSIS OF THE INTERACTIONS THAT A PROFILE IS ABLE TO GENERATE BETWEEN USERS

THERE ARE A VARIETY OF WAYS TO MEASURE SOCIAL CUSTOMERS FEEDBACK.
HERE ARE SIX OF THE BEST METHODS:

ANALYZE THE COMPETITORS AND IDENTIFY INDUSTRY BEST PRACTICE

EVALUATE THE PERFORMANCE OF YOUR SOCIAL MEDIA PROFILES OVER TIME

COMPARE THE PERFORMANCES OF THE OWN PROFILE WITH A
REFERENCE BENCHMARK

IDENTIFY THE MOST ACTIVE USERS AND INFLUENCERS

**IDENTIFY THE MOST ENGAGING CONTENTS** 

HAVE A SINGLE PLATFORM FOR EVALUATING THE PERFORMANCES OF MULTIPLE PROFILES



#### FACEBOOK ANALYTICS

#### REFERENCE METRICS TO EVALUATE YOUR FACEBOOK STRATEGY

LIKE OR FAN: THIS IS THE FIRST METRIC THAT IS TAKE INTO CONSIDERATION.

IT INDICATES THE NUMBER OF POTENTIAL READERS OF THE CONTENT PUBLISHED ON THE PAGE.

THE NUMBER OF NEW FANS CAN DETERMINE THE SUCCESS OF A PROMOTION CAMPAIGN.

FOR THE INTERNATIONAL PAGES IT IS INTERESTING TO ANALYZE THE GEOGRAPHIC DISTRIBUTION OF YOUR FAN BASE

<u>TOTAL ENGAGEMENT:</u> REPRESENTS THE AMOUNT OF ALL INTERACTIONS THAT ALL THE PAGE'S ACTIVITIES HAVE PRODUCED

MAP POSITIONING: RELATES THE OPERATION OF THE FACEBOOK PAGES ON THE BASIS OF THE

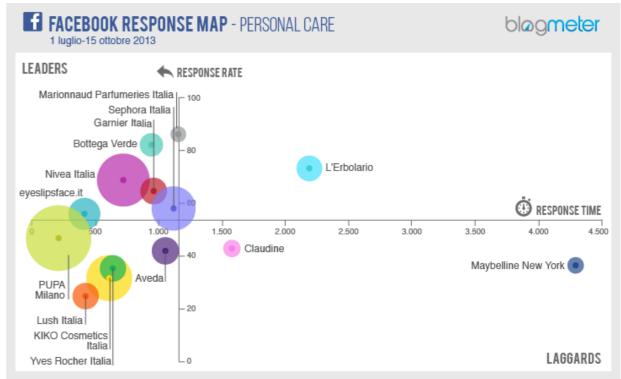
"RESPONSE TIME" (IT IS INDICATED ON THE AXIS OF THE ABSCISSA AND INDICATES HOW LONG A PAGE TAKES TO RESPOND TO POSTS PUBLISHED BY

USERS), "RESPONSE RATE" (IT IS INDICATED ON THE AXIS OF THE ORDINATES

AND THE HIGHER IT IS THE GREATER THE ATTENTION OF THE USERS) AND

THE "FAN POST ADDRESSED" (THE WIDTH OF THE BUBBLES)









### **INSTAGRAM ANALYTICS**

### REFERENCE METRICS TO EVALUATE YOUR INSTAGRAM STRATEGY

POST: NUMBER OF PHOTOS AND VIDEOS PUBLISHED IN A SPECIFIC PERIOD OF TIME

TOTAL FOLLOWERS: TOTAL NUMBER OF FOLLOWERS AND NUMBER
OF NEW FOLLOWERS IN A SPECIFIC PERIOD OF TIME

ENGAGEMENT: AMOUNT OF LIKES AND COMMENTS AND HOW TO ATTRACT PEOPLE

FILTERS: FILTER TO MODIFY PHOTOS







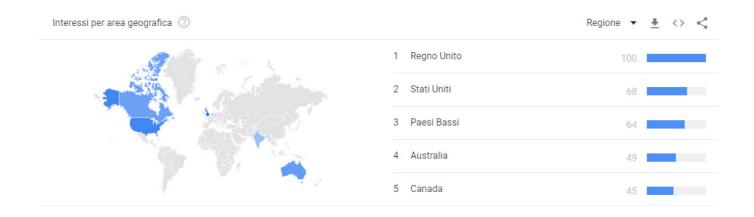


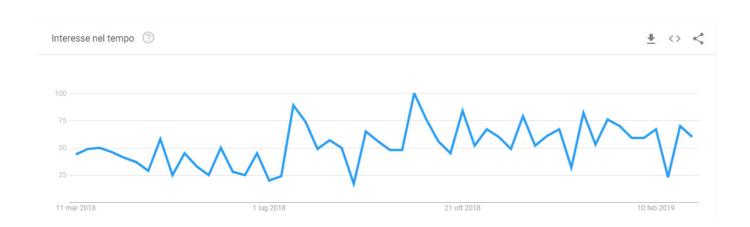


# GOOGLE TRENDS ANALYTICS









Query associate ②	In aumento ▼
1 bell lamp shades	+90%
2 normann copenhagen bell lamp	+80%
3 lamp shades	+70%



- PARTICIPATE IN YOUR RELEVANT ONLINE COMMUNITY (CREATE TOOLS FOR EXPRES-SION AND CONNECTION OF YOUR CUSTOMERS)
- PARTICIPATE IN INDUSTRY BLOGS (BE A PARTICIPANT)
- PARTICIPATE IN BLOGS IN YOUR TARGET MARKETS (CREATE BUSINESS CONTRACTS)
- CREATE YOUR COMPANY BLOG (ESTABLISH YOUR VOICE)
- ADD VALUE FOR CUSTOMER REGISTRATION (COMMUNICATE DIRECTYLY AND PROFILE)
- CREATE VALUABLE CONCEPTS AND SET IT FREE ( MOTIVATE )
- ENHANCE YOUR BRANDING AND SECURITY MESSAGES
- SEGMANET YOUR LOCAL E-MAIL PROGRAM
- PUSH CHANNEL INTEGRATION
- DESIGN YOUR PERSONAL APP

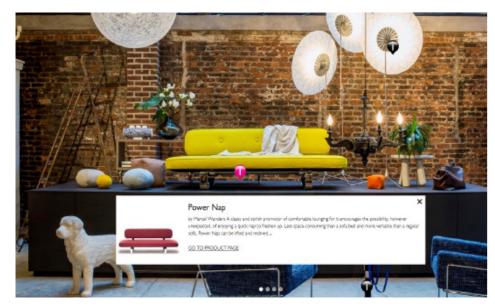








# **ENGAGEMENT**



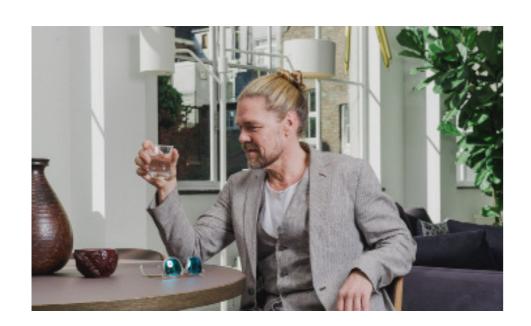
ALIGN YOUR BRAND WITH YOUR CUSTOMERS



HTTPS://WWW.MOOOI.COM/INSPIRATIONS/DESIGN-DREAMS-LUCA-NICHETTO



HTTPS://WWW.MOOOI.COM/INSPIRATIONS/360-PANORAMA-MOOOI-SALONE-DEL-



TAPE VIDEO TESTIMONIALS.

TURN CUSTOMERS INTO BRAND ADVOCATS



CROWDSOURCE YOUR MATERIAL

 ${\tt HTTPS://WWW.MOOOI.COM/INSPIRATIONS/DEZEEN-RUNNING-DESIGN-BRAND-}\\$ 

ABOUT-EMBRACING-CHAOS-SAYS-NEW-MOOOI-CEO



### MARKETING STRATEGY

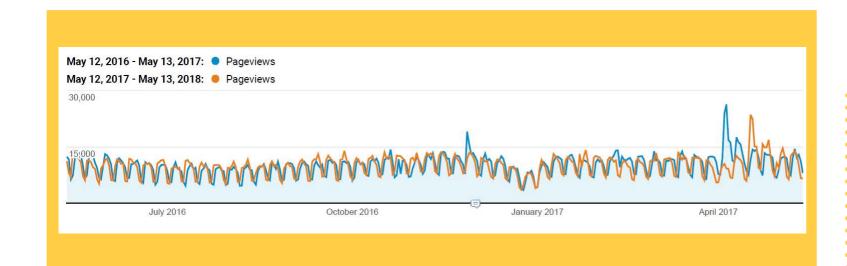
### WORKSHOP AND CASE EXERCISE 2

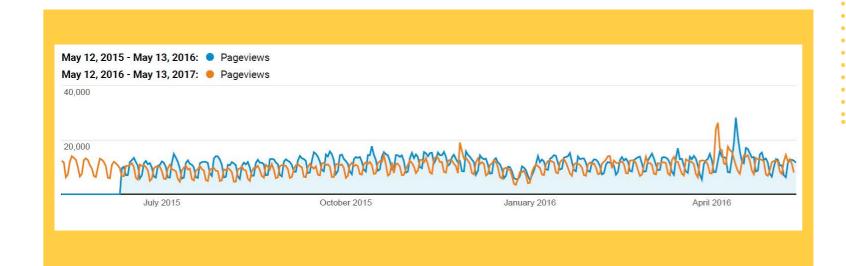
### **EXERCISE 2: MARKETING STRATEGY**

- Enclosed you find a set of information about Moooi web presence: social media and brand awareness.
- Analyze data and information, describe the efficiency of Moooi web strategy
- Compare Moooi versus Muuto, Hay and Normann Copenhagen web strategies, (check website, facebook, instagram, pinterest,...)
- Design a potential Moooi product web strategy and define your strategy of consumer engagement



# **BRAND AWARENESS: WEB STORY**

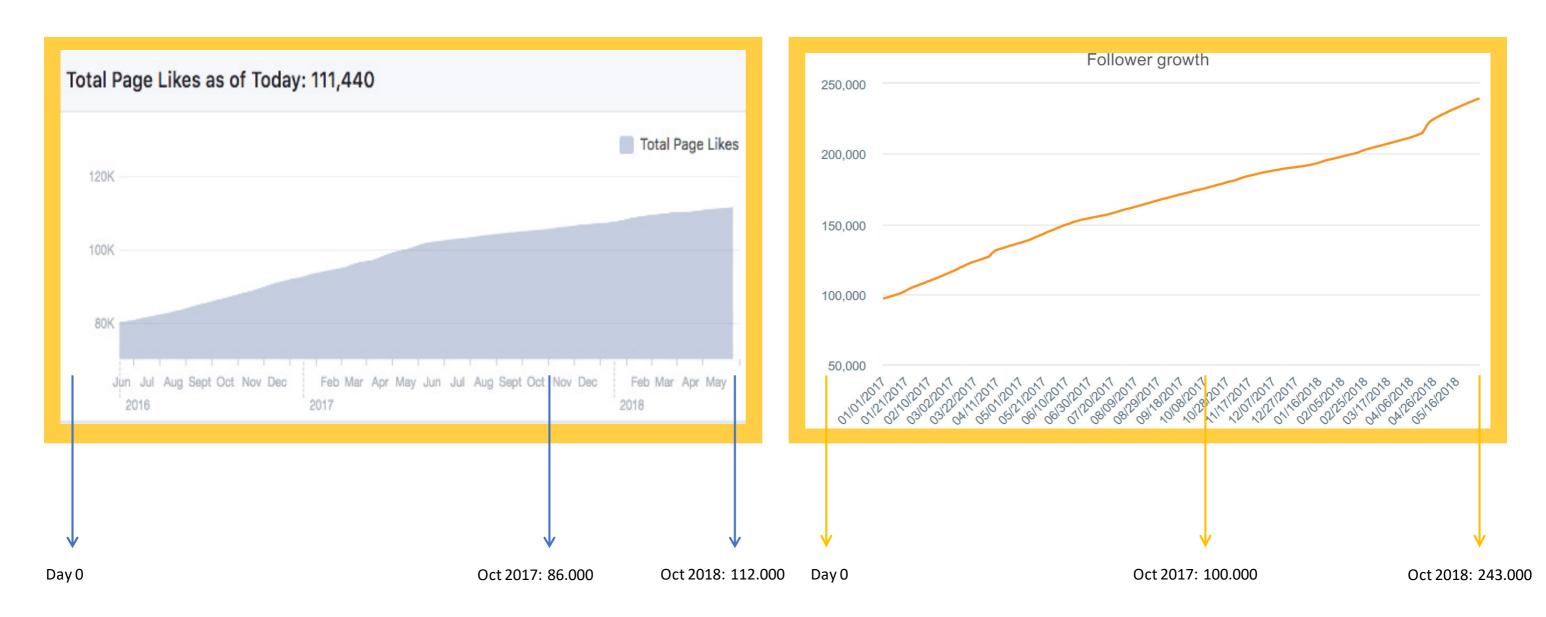




	2016	2017	2018
Pageviews	3.855,09	3.681,77	3.642,59
Unique Pageviews	2.734,01	2.658,24	2.618,08
Avg. Time on Page	00:01:05	00:01:08	00:01:01
Bounce rate	35,38%	36,73%	33,28%
%Exit	23,89%	25,87%	24,78%









	Insta	FB	Twitter
VERY FURNITURE			
Vitra	569000	262000	65971
Cappellini	19500	42000	12600
Moroso	191000	153000	17600
NEO SCANDI			
Hay	1000000	81000	-
Muuto	618000	119000	10300
Norman Copenhagen	351000	81000	42700
De Padova	25000	12000	-
OLD FRIENDS			
Driade	45400	15100	3100
Established and sons	102000	-	792
Tom Dixon	434000	108000	46600
VERY LIGHTING			
Flos	137000	95000	1043
Foscarini	152000	334800	16100
Louis Poulsen	152000	65000	1400
Viabizzuno	13100	9100	-
HOME SWEET HOME			
Marcelwanders	75000	40000	11991
Moooi	239000	111000	14937





**FOUNDED IN 2002** 

CONTEMPORARY FURNITURE

**DURABLE AND QUALITY PRODUCTS** 



# normann

COPENHAGEN

MUUTO, COMES FROM MUUTOS, MEANING NEW PERSPECTIVE IN FINNISH

ENDURING AESTHETICS,
FUNCTIONALITY, CRAFTSMANSHIP AND
HONEST EXPRESSION

AMBITION IS TO DELIVER NEW
PERSPECTIVES ON SCANDINAVIAN
DESIGN





CREATE INNOVATIVE AND ORIGINAL PRODUCTS IN A SIMPLE AND CONTEMPORARY DESIGN

MAKE THE ORDINARY EXTRAORDINARY THROUGH GREAT DESIGN

CHALLENGE CONVENTIONAL THINKING



