



PADDY ADAMS

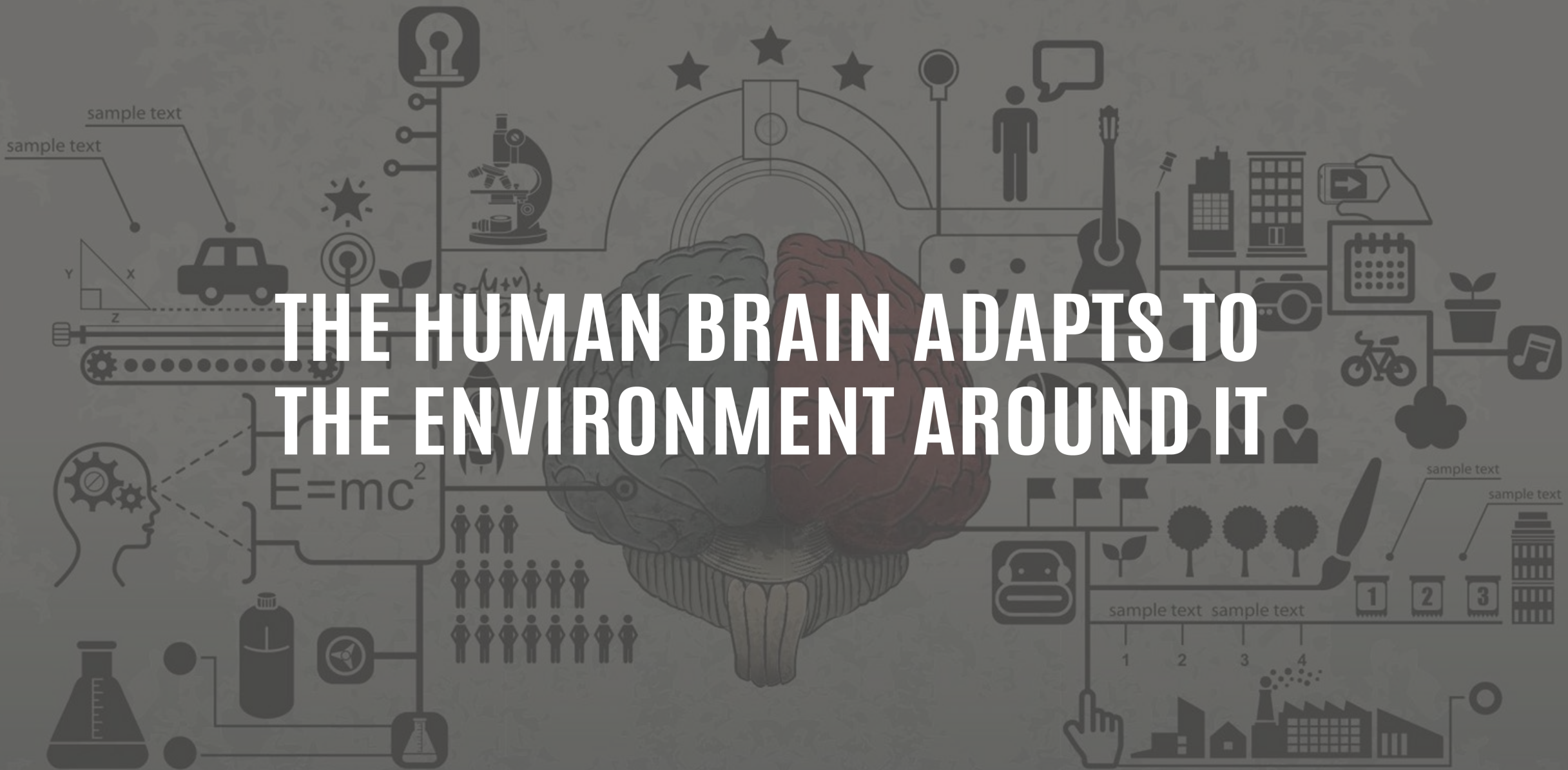
Chief Strategy Officer - MG OMD



HOW DO WE ADVERTISE TO THE NEW GENERATION OF THREE-YEAR-OLDS?

ZEHRA CHATOO
EXECUTIVE DIRECTOR, HEAD OF STRATEGY

THE HUMAN BRAIN ADAPTS TO THE ENVIRONMENT AROUND IT





**THE BRAIN IS CONSTANTLY
ADAPTING PHYSICALLY TO REPEATED
TYPE OF BEHAVIOURS**

IDENTITY



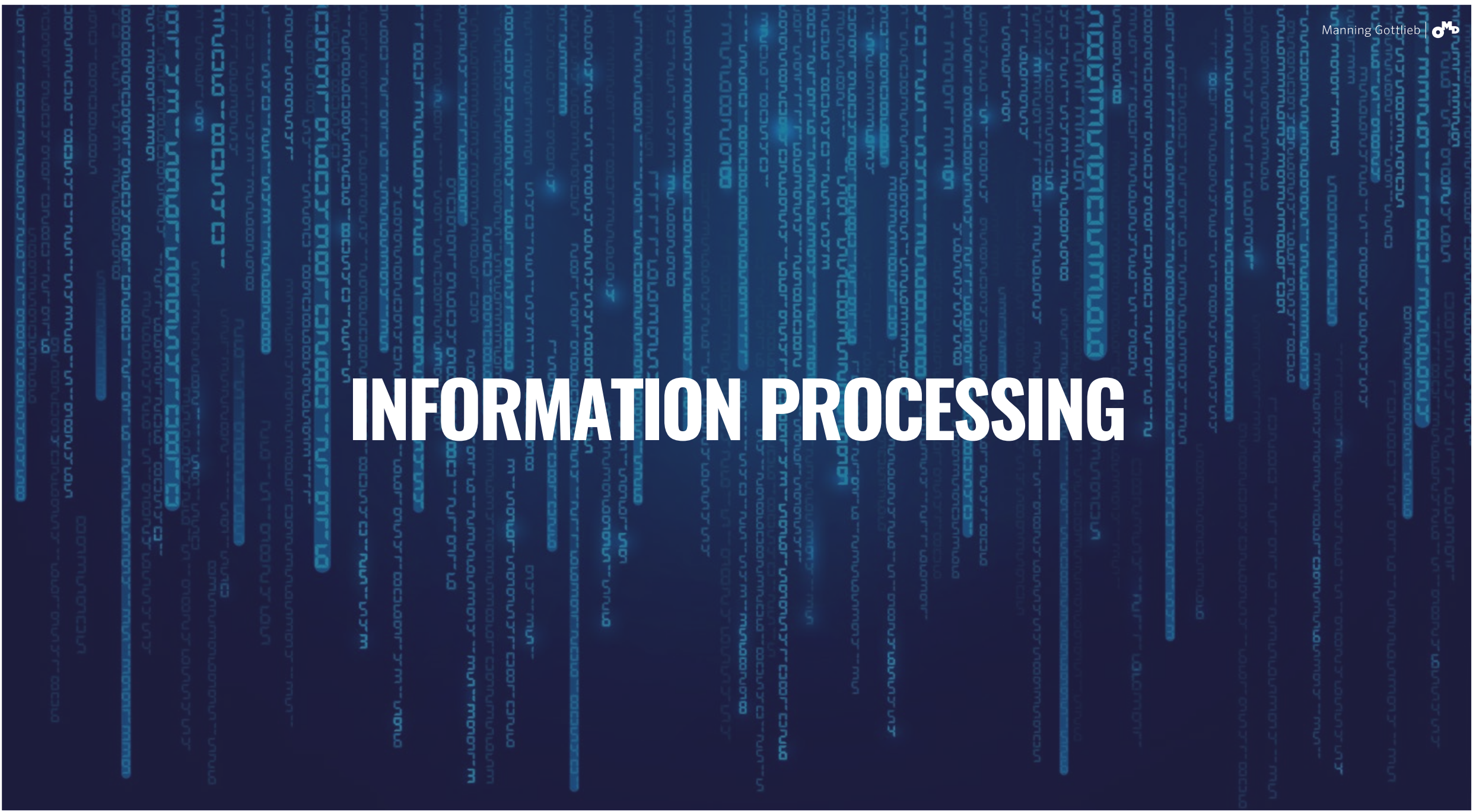


EMPATHY

ICONS



INFORMATION PROCESSING



SHIFTS IN BEHAVIOUR

↓ **IDENTITY**

↑ **SELF REFERENTIAL**

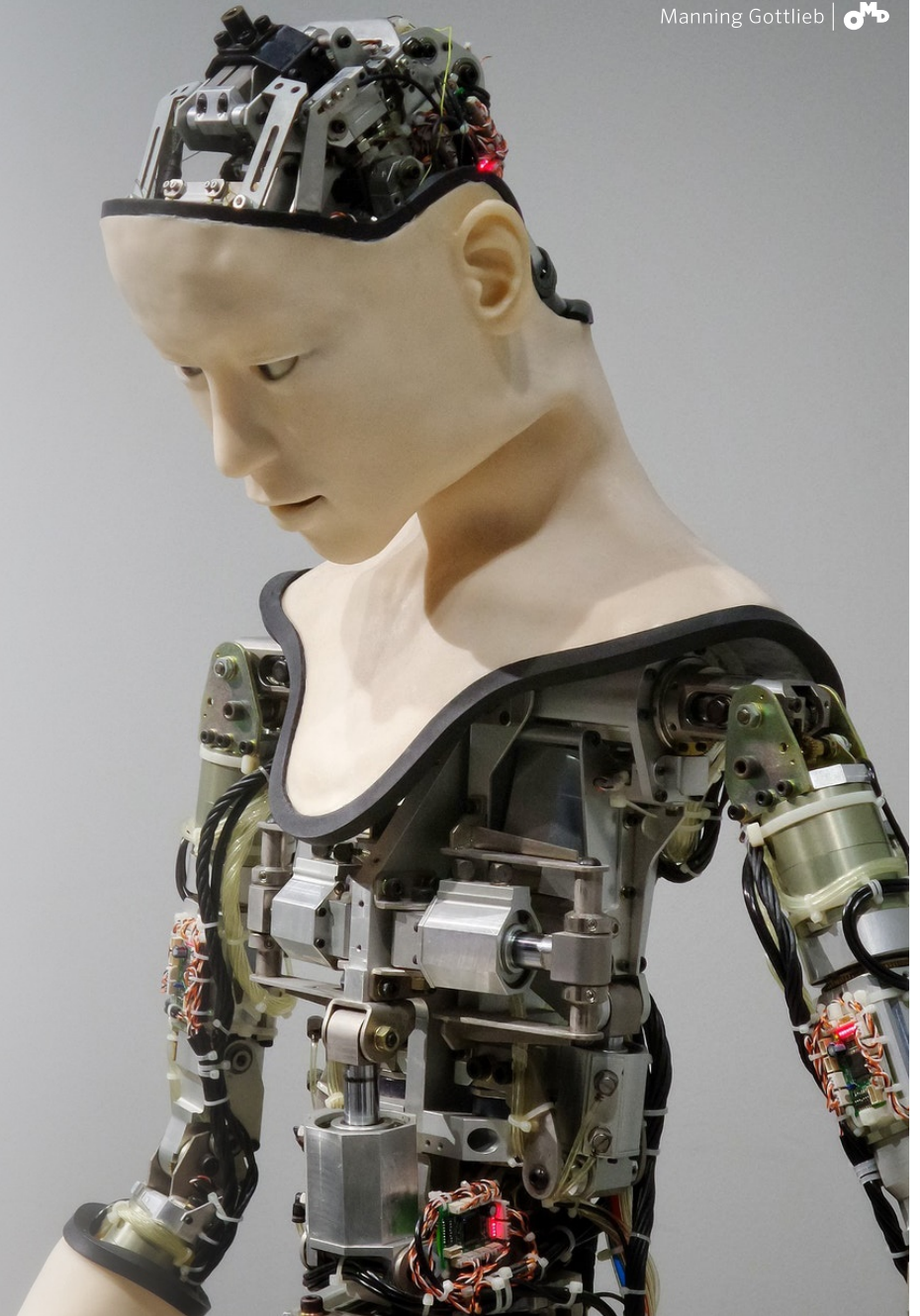
↓ **EMPATHY**

↑ **ICONS**

↓ **ATTENTION SPANS**

↑ **INFORMATION PROCESSING**

FAR FROM BECOMING MORE ROBOTIC



A young child with dark hair and bangs, wearing a bright pink hoodie, has their arms crossed and a grumpy, pouting expression. The background is a plain, light grey.

WE ARE BECOMING MORE CHILDLIKE

HOW DO WE **INFLUENCE CHILDLIKE
BEHAVIOUR IN OUR MARKETING AND
COMMUNICATIONS?**

WHAT CAN WE **LEARN FROM THE EXPERTS
THAT CAN INFLUENCE OUR MARKETING
AND COMMUNICATIONS?**


**INTRODUCE
YOURSELF AS
AN OBJECT IN
THEIR WORLD**

**ROLE
MODELLING**

SCAFFOLDING

**DESIGN FOR
CHOICE**

**SEEING IS
BELIEVING**

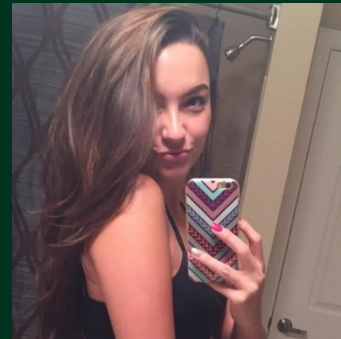


PRINCIPLE 01: INTRODUCE YOURSELF AS AN OBJECT IN THEIR WORLD

**YOU CAN'T EXPECT THEM TO
COME INTO YOURS**

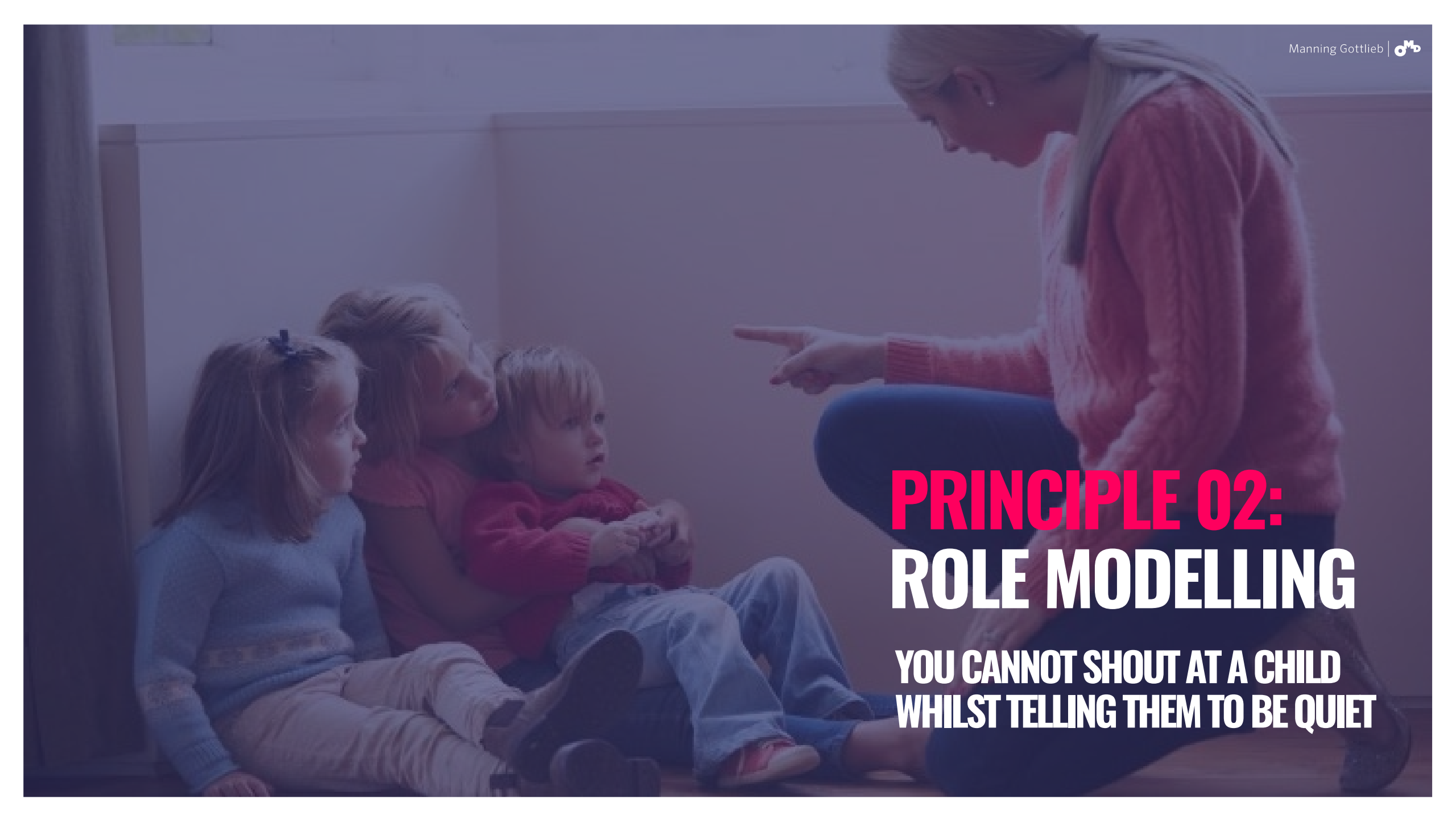
ALL TEACHING IS THE FOUNDATION OF A GOOD RELATIONSHIP

IF THEY DON'T LISTEN, YOU HAVE
TO ASK WHETHER YOU ARE
STIMULATING THEIR CURIOSITY...



IMPLICATION

**TAKE TIME UNDERSTANDING
BEHAVIOURS NOT JUST ACTIONS**



**PRINCIPLE 02:
ROLE MODELLING**

**YOU CANNOT SHOUT AT A CHILD
WHILST TELLING THEM TO BE QUIET**

WASHINGTON POST, PEARLS BEFORE BREAKFAST



THE VALUE IN ALIGNING CONTEXT AND CONTENT



VS



BRAND FOR SOMEONE LIKE ME:
74% GREATER UPLIFT

LIKELYHOOD TO RECOMMEND:
96% GREATER UPLIFT

INCREASE IN DYNAMISM:
5% GREATER UPLIFT

INCREASE IN DISTINCTIVENESS:
5% GREATER UPLIFT

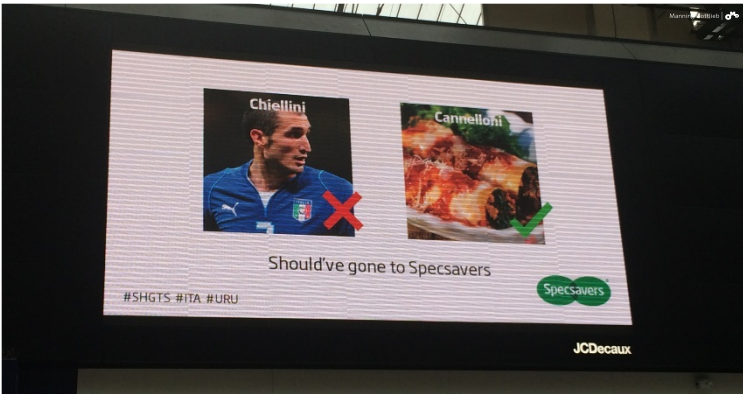


VS



Source: Manning Gottlieb OMD proprietary research, Seymour Brew and Virgin Holidays

CONSISTENCY OVER TIME



IMPLICATION

A BRAND IS ALWAYS COMMUNICATING
CONSIDER THE OVERALL BRAND IMPRESSION

PRINCIPLE 03: SCAFFOLDING





BREAK THINGS DOWN TO TWO LEVELS: WHEN & THEN



TANGIBLE BENEFITS OF DONATING TIME



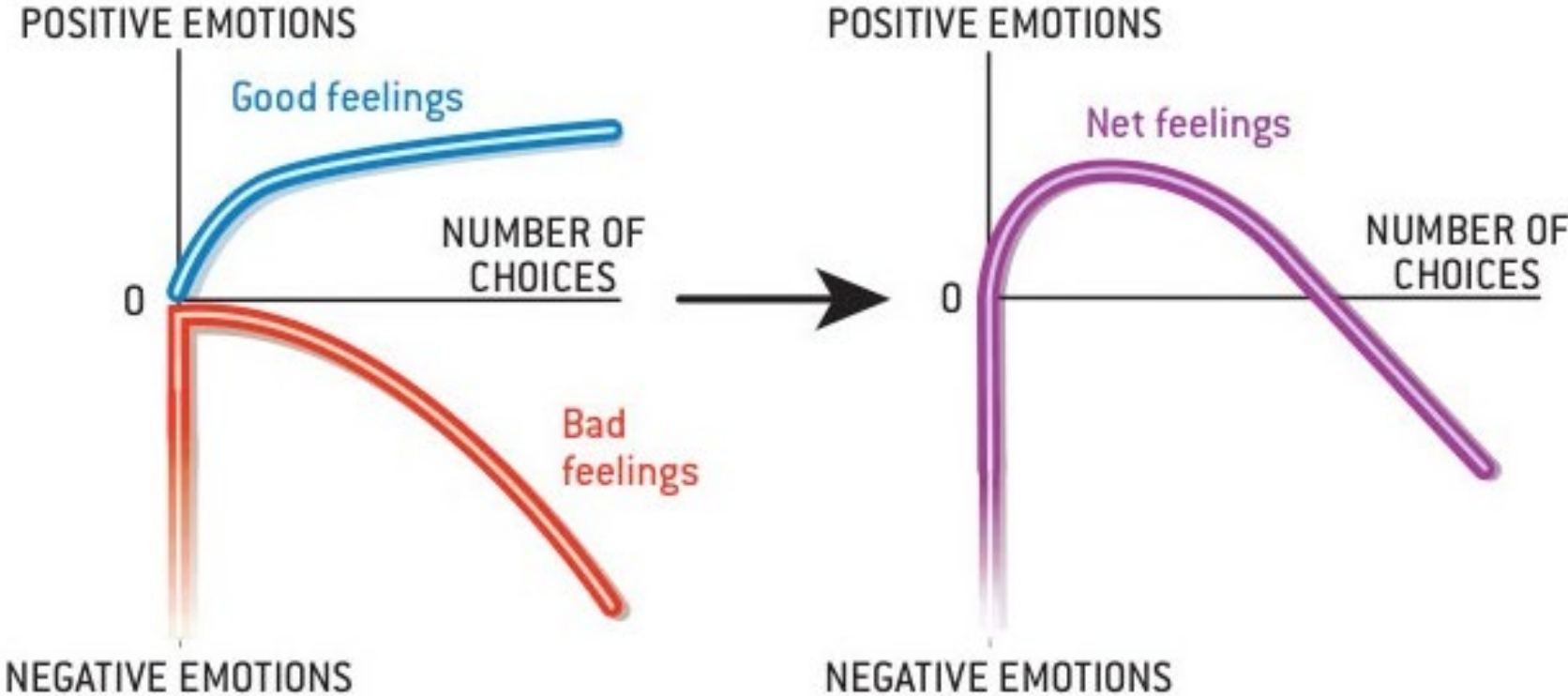
IMPLICATION

SIMPLICITY AND STORYTELLING

PRINCIPLE 04:
DESIGN CHOICE

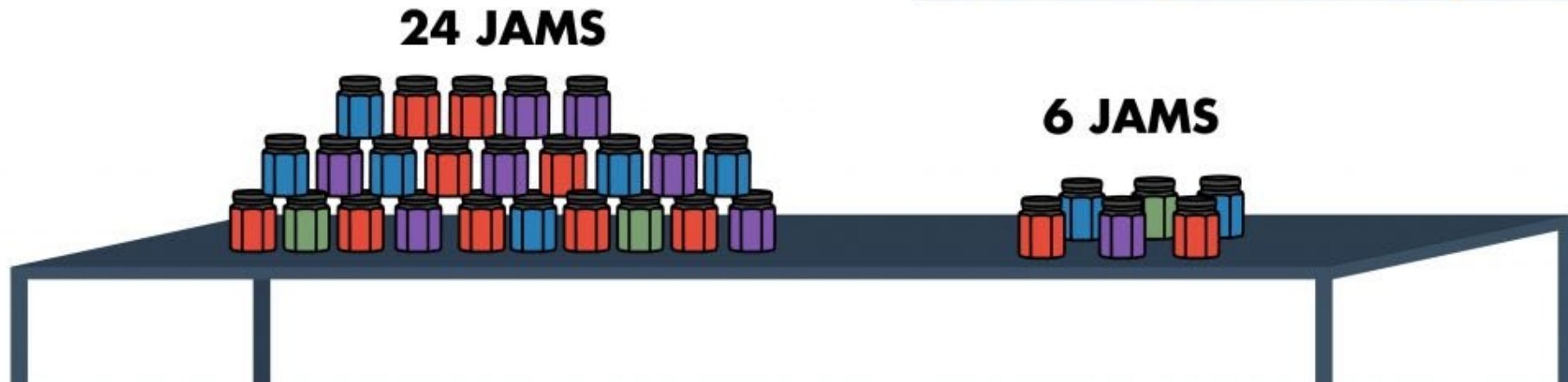


EMOTIONS VS. NUMBER OF CHOICES



THE PARADOX OF CHOICE

JAM TASTING STUDY



THAT WHEN CUSTOMERS WERE OFFERED SIX VARIETIES OF JAM, 30% BOUGHT A JAR, BUT WHEN THEY WERE OFFERED 24 VARIETIES, ONLY 3% BOUGHT ONE.

IF YOU LIKE THIS, TRY THAT



IMPLICATION

CONSIDER INNOVATION TO NAVIGATE CHOICE
EXPLORE “IF YOU LIKE THIS, TRY THAT”



PRINCIPLE 05:
SEEING IS BELIEVING
YOU HAVE TO USE VISUALS OVER WORDS

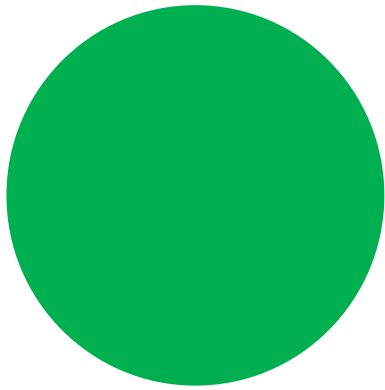
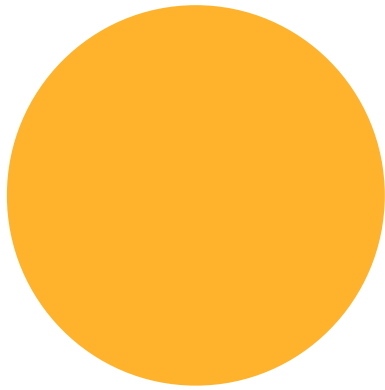
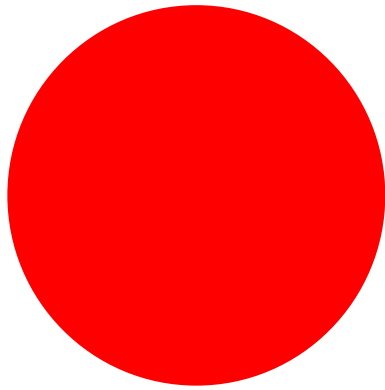
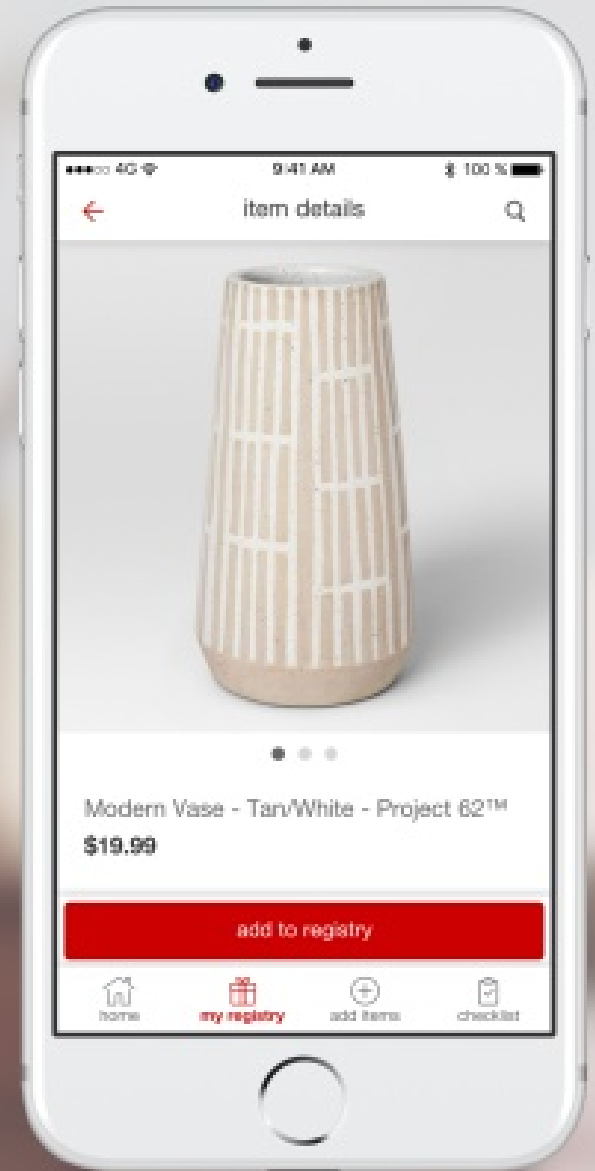
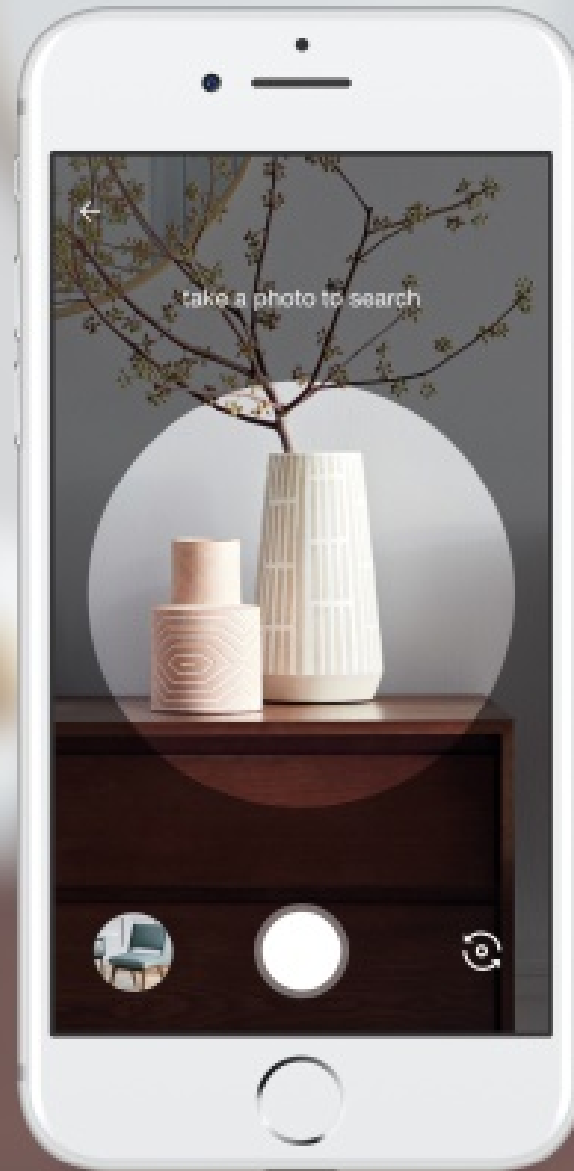


IMAGE SEARCH

300 MILLION VISUAL SEARCHES EVERY MONTH ON PINTEREST

INCREASING THE NUMBER OF USERS USING THAT TOOL BY **73%** EVERY MONTH WITH A **150%** INCREASE IN ENGAGEMENT YEAR OVER YEAR



LOOK & BOOK



IMPLICATION

CONSIDER EVERYTHING AS A SHOPPABLE LAYER
BRANDS SHOULD TO BE AVAILABLE TO BUY
WHENEVER CONSUMERS CONSIDER THEM

**INTRODUCE
YOURSELF AS
AN OBJECT IN
THEIR WORLD**

**ROLE
MODELLING**

SCAFFOLDING

**DESIGN FOR
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**SEEING IS
BELIEVING**



THANK YOU
ZEHRA CHATOO

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