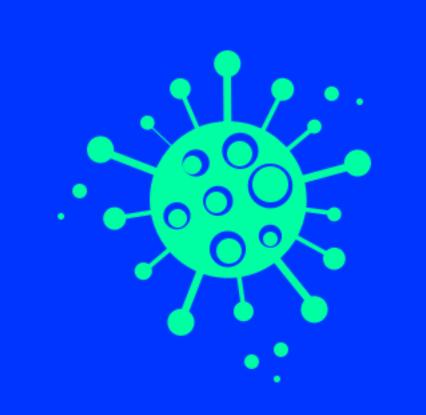
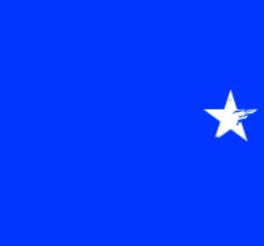
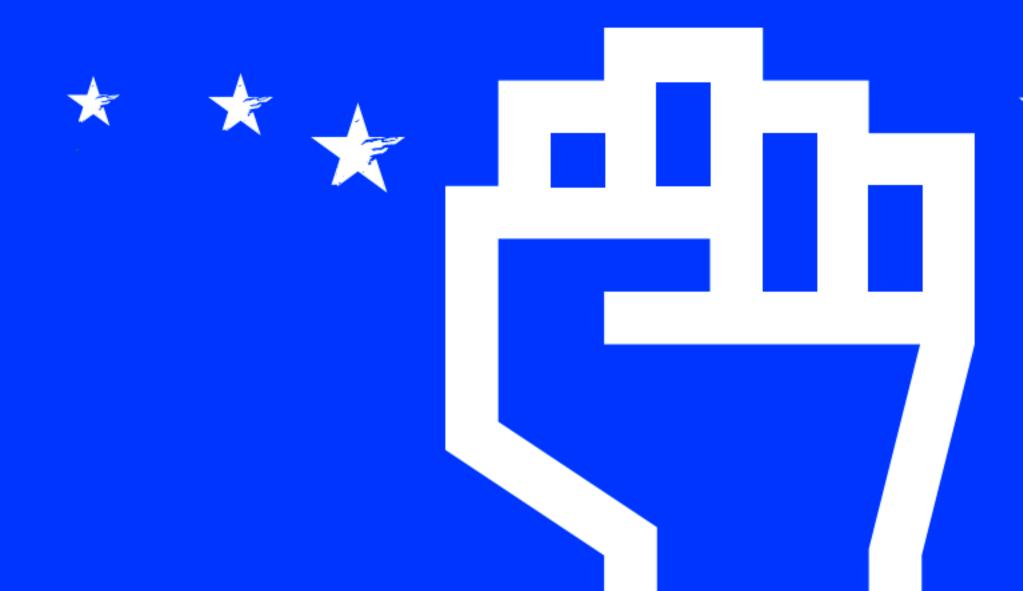


Maintaining Commercial Efficiency

INTES * LIKETHESE









LeadFamly
Sara Moulton
Content Marketing Manager



LeadFamly

Martin Yde

Account Executive



LeadFamly
Nicolai Aarkrog
Senior Client Manager

Agenda.

____ Unintended side effects in times like these

___ Gaining commercial efficiency in these times

____ Best practices



Meet Sara, Martin, and Nicolai



Sara Moulton

Content Marketing Manager

Sara looks after LeadFamly's content, including the website, sales enablement, and social media.



Nicolai AarkrogSenior Client Manager

Nicolai meets with future customers to talk about whether gamification can create value for their business.



Martin Yde

Account Executive

Martin works with customers on strategy and campaign brainstorming.

About Lead Famy.



About us



What's new at LeadFamly: Big focus on customer success and how to use LeadFamly's platform in different ways, whether it be building a pop-up for the first time or trying out a new game concept.

We have the best customers, including Coca Cola NL, Coop, Grundfos, McDonald's, Pfizer, TogetherTV, Vero Moda, Volvo, and many more

Agenda.

____ Unintended side effects in times like these

___ Gaining commercial efficiency in these times

Best practices



The competition detox.

The state of affairs

- ____ Brands are engaging their customers differently
- More focus on partnerships and collaboration, less on selfishness and profits
- ___ Authenticity and a 'peek behind the curtain'
- ___ Responding in real time

How people spend time in quarantine

___ Entertainment

___ Visual content

Preference for passive over active

Quarantine Internet Activities, %

crease

0%	25%		50%		75%	
Searching for coronavirus/		All	Gen Z	Millennials	Gen X	Boomers
COVID-19 updates	Q	68	67	71	69	54
Listening to music		58	71	62	54	38
Watching movies/shows	(D)	49	51	52	51	34
Watching funny videos		42	52	44	39	27
Playing games on mobile		40	47	45	36	34
Looking at memes		32	54	41	21	9
Playing games on PC/laptop	(3)	29	29	36	25	25
Searching for cooking recipes		28	21	35	29	21
Reading business & finance articles/news		27	14	35	28	21
Searching for discounts from brands		24	22	28	23	23
Reading healthy eating articles		24	19	31	22	16
Reading sports news	(<u>®</u>)	23	16	32	19	24
Reading celebrity news		22	25	25	19	15
Listening to podcasts		18	16	26	16	7
Watching fitness videos	(©)	18	18	24	17	3
Searching for fashion trends/discounts	(®)	16	14	23	13	7
Reading live blogs		15	12	22	13	9
Watching esports videos/livestreams		12	14	20	9	2
Searching for vacations		12	11	18	9	3
Watching webinars	(<u>a</u>)	11	9	16	9	6
I'm trying to stay off the internet		5	5	4	6	8



Source: Global Web Index, Coronavirus Research Report, April 2020

How brands are engaging their audience

- Brands are engaging their customers differently
- And there's mixed reception
- ____ Is now the time to take advantage?



'Doing well by doing good'

— Hand sanitizer by brewery BrewDogs, Diageo, LVMH

Responding in real time

Bottom line: How are you spending your dollars?

LeadFamly

POST MODERN

Cut through the NOISE

Agenda.

____ Unintended side effects in times like these

— Gaining commercial efficiency in these times

____ Best practices



Challenging times call for....

— Using tools we already have

___ Standing out against the competition

Investing in tools where we know we get

___ a return

Here's how gamification can help you reach your KPIs



The ROI of Gamification

___ Conversion effectiveness

Cost effectiveness

— Pure awareness

Conversion effectiveness

Company

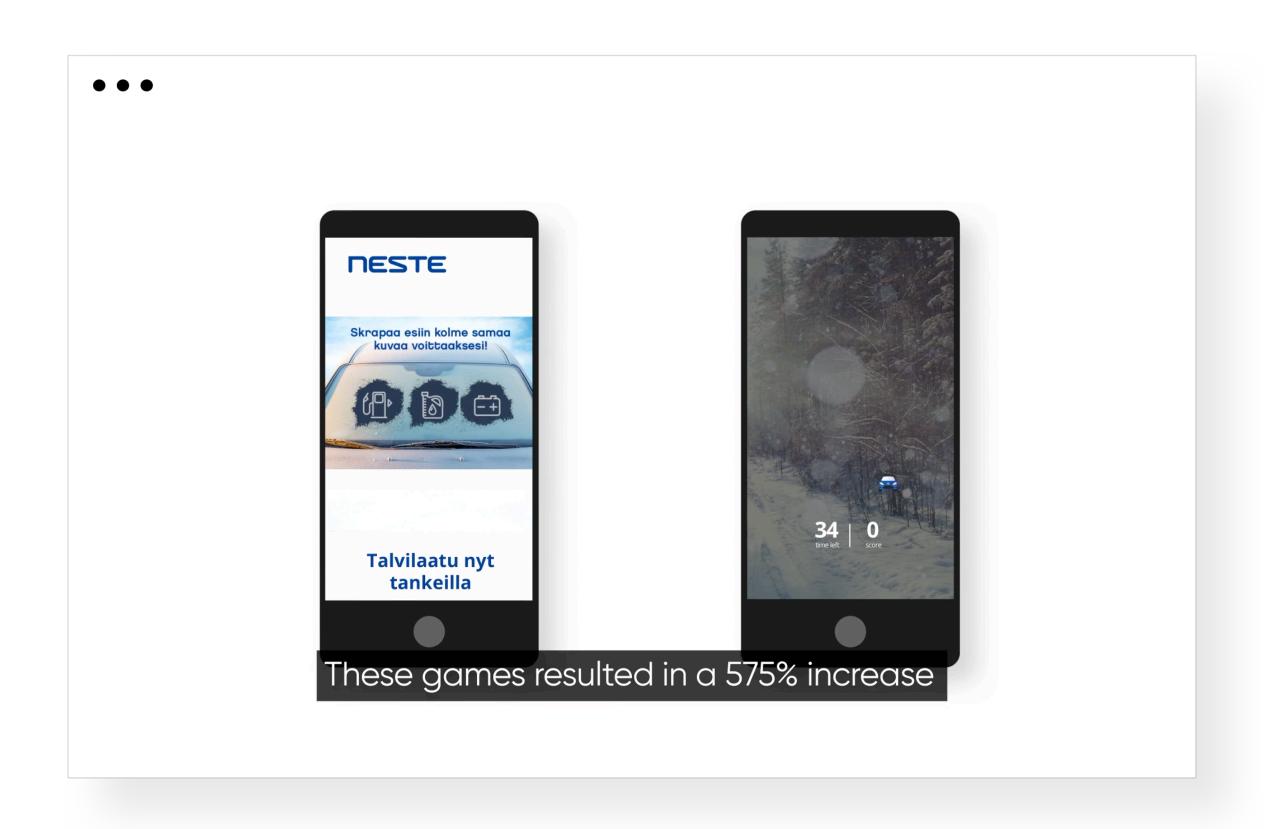
Neste Oil

Purpose

Boost marketing permissions

Result

575+% increase in # of marketing permissions



Cost effectiveness

Company

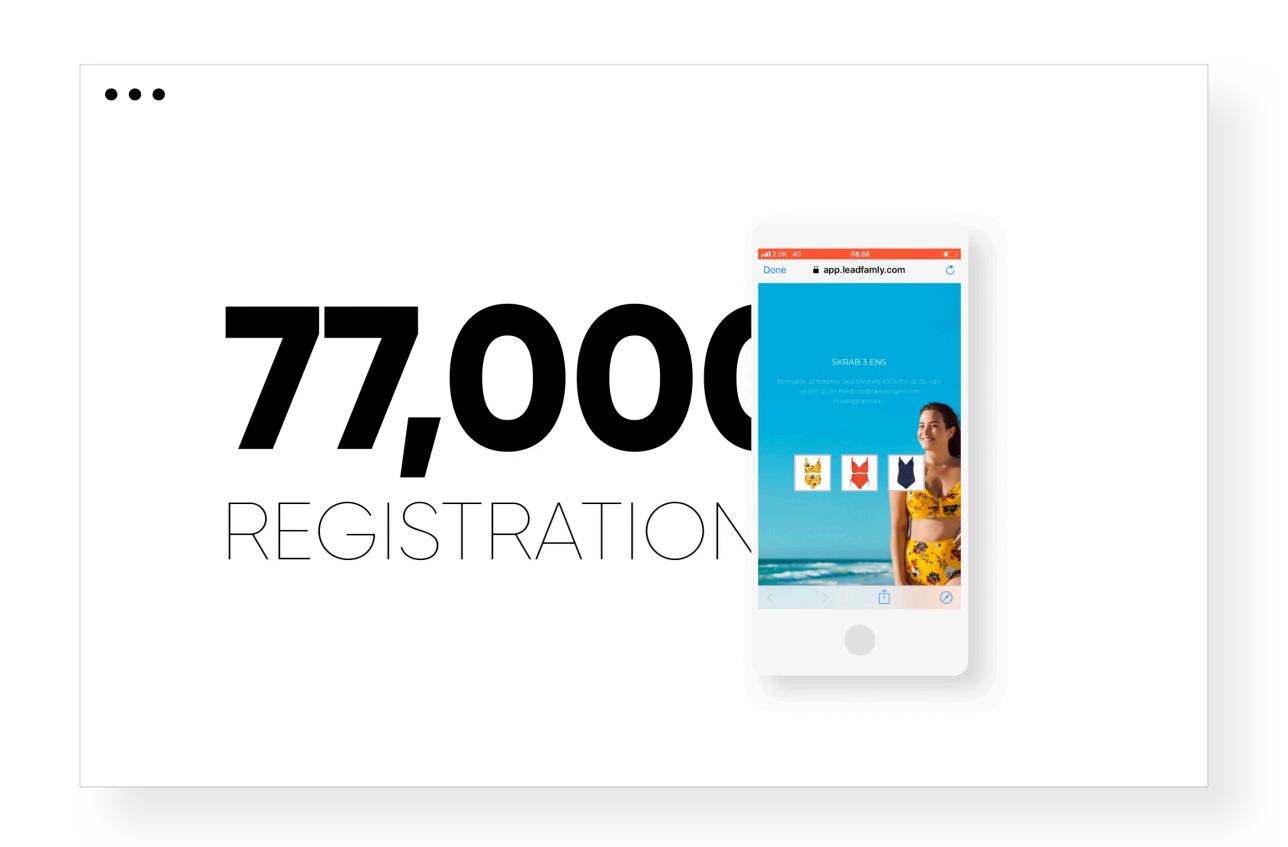
Zizzi

Purpose

Boost loyalty and attract club members

Result

415,000€ from one 30-day campaign



Raise awareness

Company

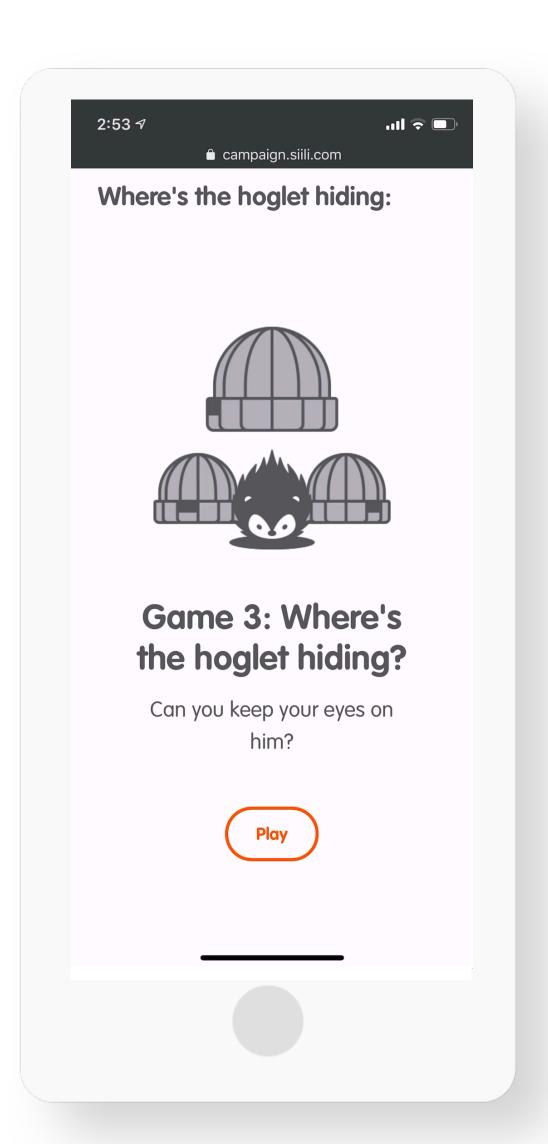
Siili Solutions

Purpose

Entertainment and awareness building

Result

01:45 minutes average engagement



Learnings

___ Take the time to test — it can pay off in a big way

___ Be clever with your CTAs

Your audience needs a fun escape – how can you provide this?

Agenda.

____ Unintended side effects in times like these

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____ Best practices



Best Practices

Best Practices

- Don't underestimate the 'brain hack' of gamification
- ___ Be ambitious
- ___ Be innovative in 'down' times
- ___ Add a personal touch

The power of

GAMIFICATION IN MARKETING

Hardwired

Humans are hard wired to enjoy games and to compete.



Opportunity

The average human spends 6 hours and 43 minutes online each day. How are you catching their attention?

Dose

Our brains crave these chemicals (Dopamine, Oxytocin, Serotonin,& Endorphins) and they influence our happiness.





Be ambitious

Purpose

Get signups and create social engagement with a unique competition

Results

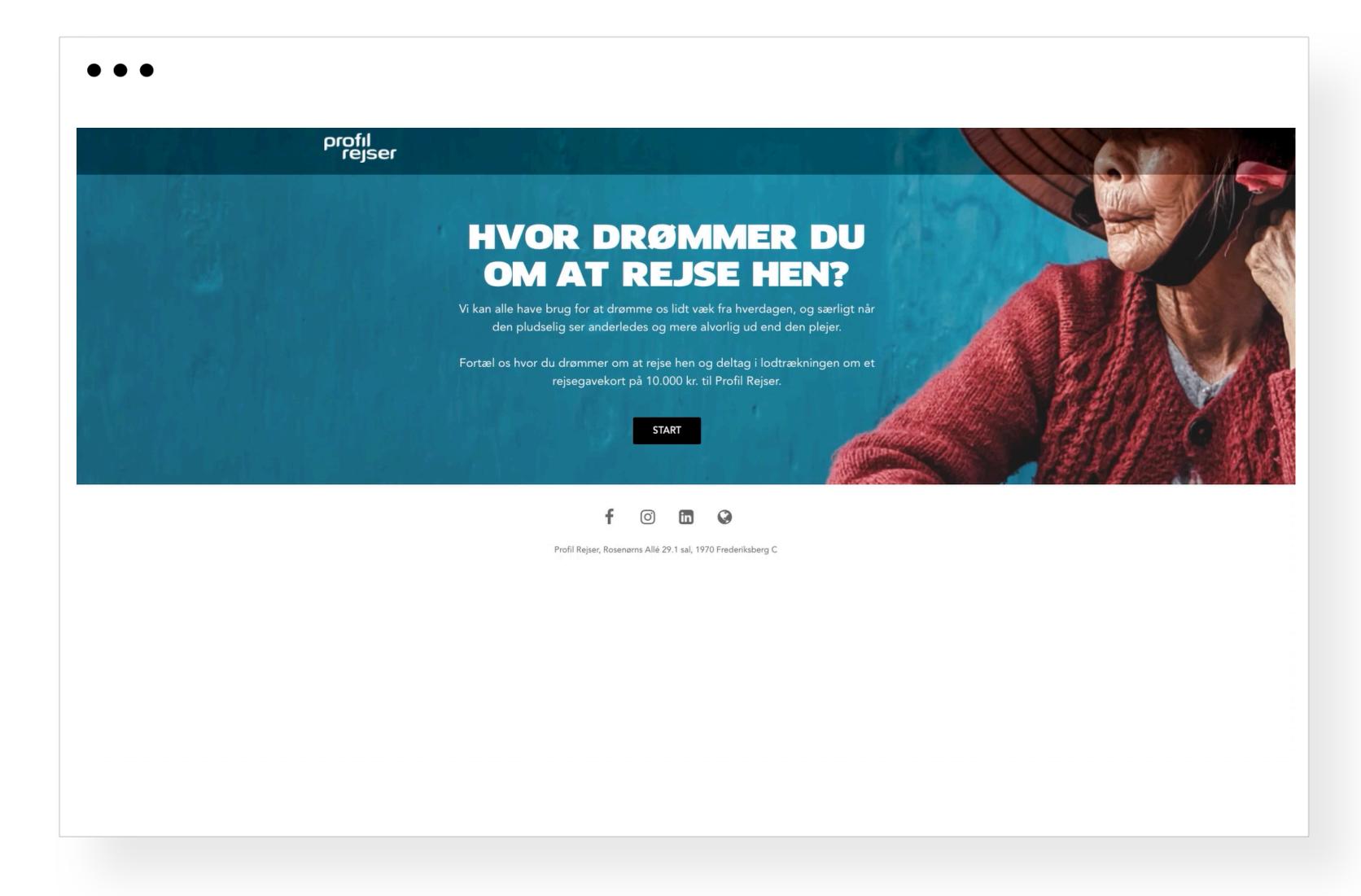
00:53 seconds average time spent per play

25-34-years-old played the most

Players came from multiple countries and game was created in multiple languages



Be innovative in 'down' times





Add a personal touch





KeyTokeowoys.

Visuals matter. Your campaign may be eye catching, but will it sit right with customers?
 Be sensitive. There's a lot of economic uncertainty so be smart and understanding in your communication.
 Games can be powerful. Remember the feel-good endorphins and effect they can have on our brains.
 Give your customers a peek behind the curtain.

Now's the time to be authentic.

