



20 **YEARS** 

COMMUNICATIONS MARKETING, DIGITAL, TECHNOLOGY



WE COMMUNICATIONS IS A **GLOBAL COMMUNICATIONS & MARKETING AGENCY** 

WE HELP BRANDS UNDERSTAND, **TELL AND ACTIVATE BRAND STORIES** 

**COUNTRIES** 

**15 CITIES** 









Some brands..



















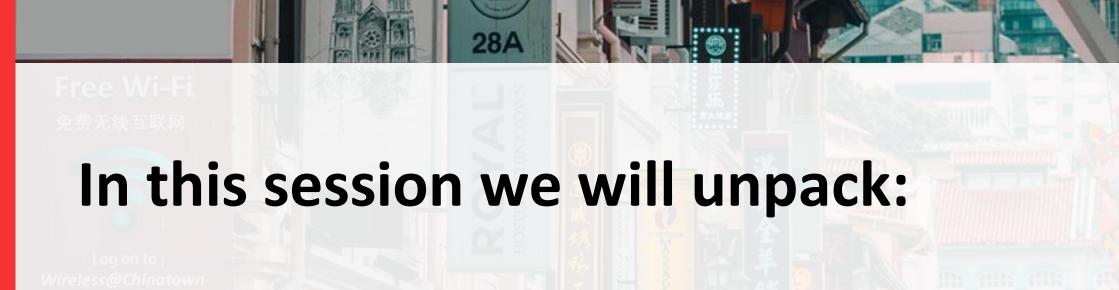












- What is talkability and how it impacts brand building
- Choosing the right channels (earned, owned and paid media)
- Tips and best practices to drive talkability





# SOME KNOW IT AS A WORD-OF-MOUTH STRATEGY

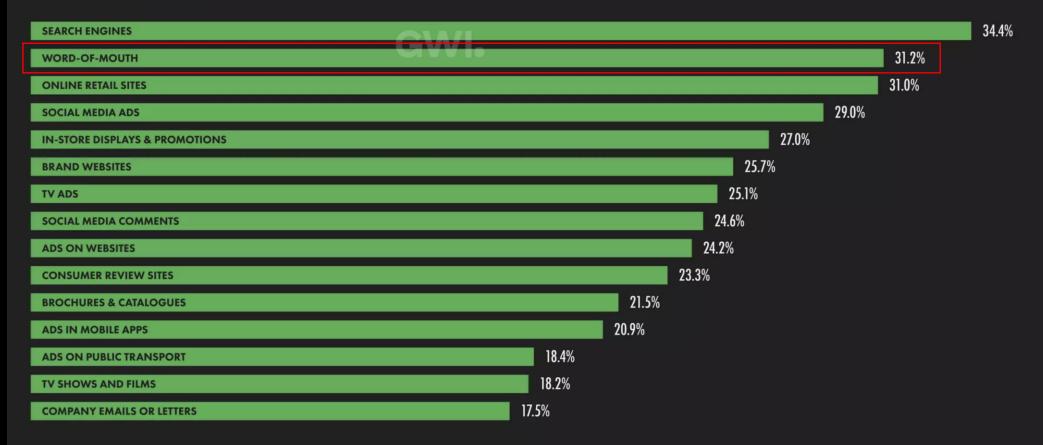




#### **SOURCES OF BRAND DISCOVERY**



PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO DISCOVER NEW BRANDS, PRODUCTS, AND SERVICES VIA EACH CHANNEL OR MEDIUM









**GREAT TALKABILITY** EARNS ATTENTION FROM RIGHT INFLUENCERS AND MEDIA TO DRIVE POSITIVE CONVERSATIONS ABOUT YOUR BRAND



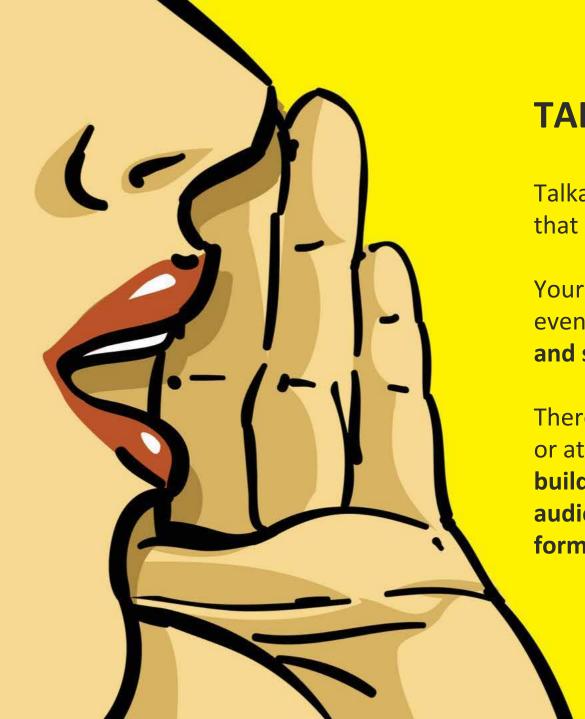
## "Marketing

is no longer about the *stuff* you make, but about the *stories* you tell."

Seth Godin

American author, entrepreneur, marketer, and public speaker.





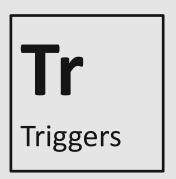
#### **TALKABILITY AND YOUR BRAND**

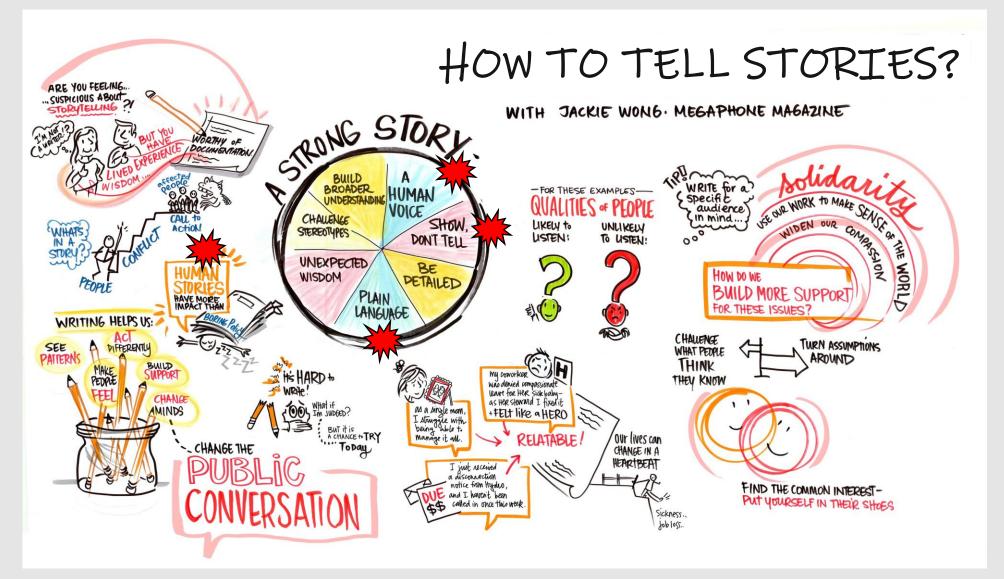
Talkability is about creating marketing and communications that inspires conversation for your brand.

Your brand stories go beyond celebrity endorsements, events and product launches — they are best seen, heard and shared through word of mouth.

Therefore, it's not just about acquiring individual customers or attention through media awareness, but it's about building the right interest by being topical, in-tune with audiences, relatable and culturally aware in the right format and platforms

## 1. RIGHT AUDIENCE, RIGHT TRIGGERS, RIGHT STORY...



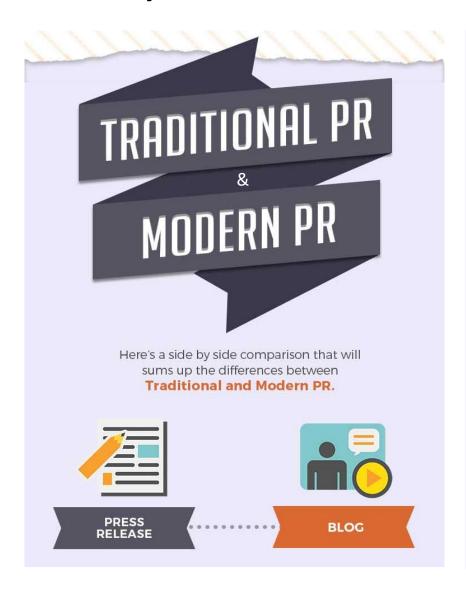


## 2. RIGHT STORY, RIGHT FORMAT...

**Tr**Triggers

+

**Fo** 





#### DAILY TIME SPENT WITH MEDIA

GWI.





TIME SPENT USING THE INTERNET



7H 29M

YEAR-ON-YEAR CHANGE
-7.8% (-38 MINS)

TIME SPENT LISTENING TO MUSIC STREAMING SERVICES



1H 43M

YEAR-ON-YEAR CHANGE +27.2% (+22 MINS) TIME SPENT WATCHING TELEVISION (BROADCAST AND STREAMING)



2H 53M

YEAR-ON-YEAR CHANGE +3.6% (+6 MINS)

TIME SPENT LISTENING TO BROADCAST RADIO



1H 02M

YEAR-ON-YEAR CHANGE [UNCHANGED]

TIME SPENT USING SOCIAL MEDIA



2H 31M

YEAR-ON-YEAR CHANGE +10.2% (+14 MINS)

TIME SPENT LISTENING TO PODCASTS



**OH 56M** 

YEAR-ON-YEAR CHANGE +55.6% (+20 MINS) TIME SPENT READING PRESS MEDIA (ONLINE AND PHYSICAL PRINT)



GWI.

KEPIOS

2H 06M

YEAR-ON-YEAR CHANGE +34.0% (+32 MINS)

TIME SPENT USING A GAMES CONSOLE



1H 11M

YEAR-ON-YEAR CHANGE +44.9% (+22 MINS)





GWI.



#### **MOST-VISITED WEBSITES: SEMRUSH RANKING**

SINGAPORE

RANKING OF THE MOST-VISITED WEBSITES ACCORDING TO SEMRUSH, BASED ON TOTAL MONTHLY WEBSITE TRAFFIC IN NOVEMBER 2021

#	WEBSITE	TOTAL VISITS	UNIQUE VISITORS	TIME PER VISIT	PAGES PER VISIT
01	GOOGLE.COM	440M	30.1M	OM 16S	5.72
02	YOUTUBE.COM	146M	17.3M	6M 53S	3.61
03	FACEBOOK.COM	101M	17.2M	22M 20S	4.67
04	CHANNELNEWSASIA.COM	55.5M	9.37M	10M 42S	1.86
05	YAHOO.COM	49.5M	8.54M	16M 06S	3.32
06	WIKIPEDIA.ORG	48.0M	9.81M	9M 54S	2.32
07	STRAITSTIMES.COM	47.9M	9.59M	10M 23S	1.83
08	REDDIT.COM	36.7M	7.13M	17M 43S	3.90
09	INSTAGRAM.COM	29.0M	7.54M	18M 02S	3.91
10	SHOPEE.SG	26.0M	7.84M	16M 26S	3.67

#	WEBSITE	TOTAL VISITS	UNIQUE VISITORS	TIME PER VISIT	PAGES PER VISIT
11	LAZADA.SG	25.9M	8.00M	12M 47S	4.94
12	GOOGLE.COM.SG	25.7M	3.96M	16M 54S	5.62
13	WHATSAPP.COM	21.1M	4.78M	18M 50S	1.50
14	FANDOM.COM	19.0M	3.84M	11M 43S	3.25
15	MICROSOFTONLINE.COM	18.9M	3.63M	3M 42S	2.08
16	ZOOM.US	16.4M	4.68M	10M 33S	2.42
17	TWITTER.COM	15.8M	5.14M	12M 13S	3.81
18	mothership.sg	15.2M	4.46M	10M 52S	1.81
19	LIVE.COM	14.8M	3.62M	7M 31S	3.54
20	NETFLIX.COM	13.1M	3.35M	10M 07S	1.80





## 3. RIGHT FORMAT, RIGHT PLATFORMS

Tr

**Triggers** 

+

Fo

**Format** 

+

PL

Platform



## 4. TELL IT IN THE RIGHT PLATFORM - PESO



Triggers

Fo

**Format** 

PL Platform

#### Paid Media

Media that you pay to have delivered to specific audiences, i.e., sponsored posts.

#### **Shared Media**

Social media and some user-generated content, i.e., content posted on Instagram.

## **BRAND** BUILDING

Non-paid publicity. landing a news

Content that you create yourself, i.e. blogs published to your website.

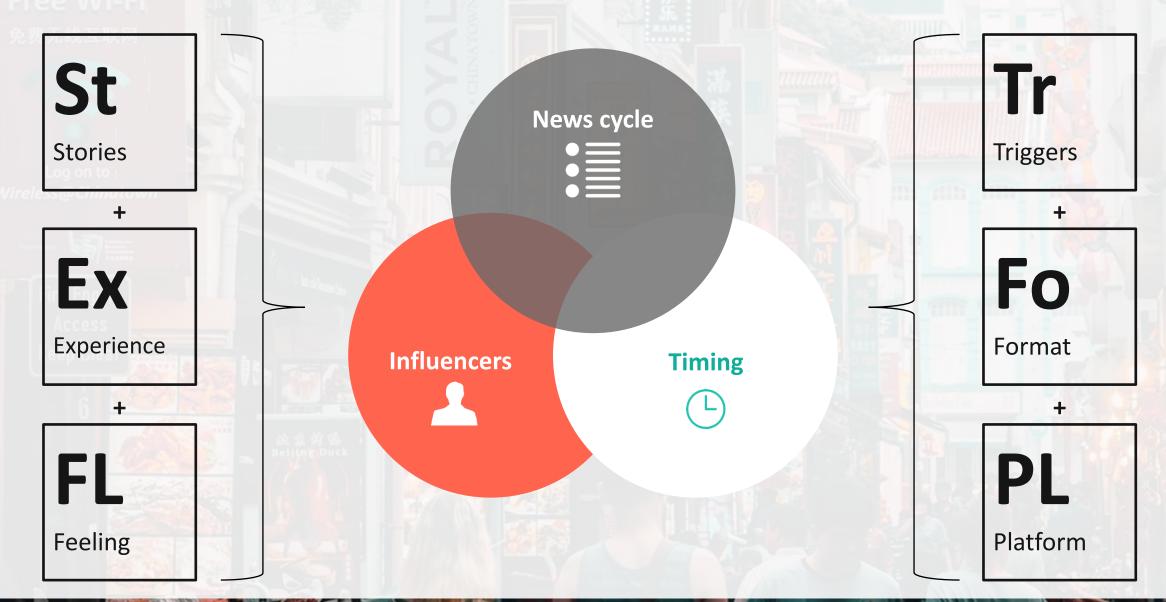
#### **Earned Media**

word of mouth, i.e., interview.

PEOPLE **PLACES INFORMATION** & THINGS ARE MORE CONNECTED THAN **EVER** 

#### Owned Media

### 5. TELL THE STORY THEIR WAY TOO...



#### 6. MEASURE WHAT MATTERS

ш

S

Z

0

免费无线互联网 AWARENESS

---- <del>| 5</del>7:----

ENGAGEMENT

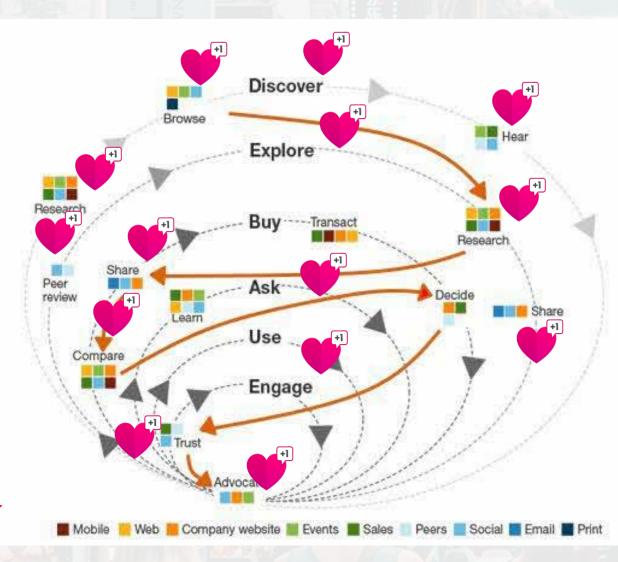
Fire Engine

Acces

Keen Clea

ACTION

DESIRED OUTCOMES



## Measure the right 'feels' not just the views...

- Shareability
- Participation
- Engagements
- No. of UGC content on social (FB / IG / Tiktok)
- No. of media articles / PR value
- Reach
- Views
- Impression

## **CASE STUDY: READING > INSTANOVELS**

Log on to <sub>l</sub> Wireless@Chinato

Access
Keep Clear



To view this case study (video), kindly refer to the recording of Masterclass session - Talkability: More than just PR.

## CASE STUDY: TRAVEL > WORK FROM HAWAII

Log on to <sub>l</sub> Wireless@China

Access
Keep Clear



To view this case study (video), kindly refer to the recording of Masterclass session - Talkability: More than just PR.

#### Free Wi-Fi 免费无线互联网

# CASE STUDY INSIGHTS: TRAVEL > WORK FROM HAWAII

The idea is to encourage people to drop their mundane routines, change their scenery and WFH (Work from Hawaii). This unique travel campaign repositioned the islands as the perfect destination for remote work or a working vacation. The campaign created six bespoke residences — one on each of Hawaii's six islands — curated and designed specifically to entice New York's top six professional industries. Campaign advertised the residencies in places where workaholics frequent most: LinkedIn, WeTransfer, WeWork spaces and OOH ads directly on their commutes.

#### The Impact:

- •The WFH project inspired 61,000+ first-time visitors to Hawaii
- •Campaign was covered by over 300 media organizations from newspapers, national talk shows, top tech and lifestyle sites, and even the local weather
- •Generated more than 50 million earned media impressions
- •Over the course of the entire campaign, in addition to paid views, 505,887,039 earned impressions were garnered
- •53% increase in New York City travel inquires
- •Helped generate \$342 million increase in U.S. East visitor spending across the Hawaiian Islands
- •More than 2,000 New Yorkers applied to be a part of the residencies

Free Wi-F

## CASE STUDY: EXPERIENCE > NIGHT AT THE LOUVRE

Log on to <sub>l</sub> Vireless@Chinato

> Fire Engine Access Keep Clear



To view this case study (video), kindly refer to the recording of Masterclass session - Talkability: More than just PR.

## CASE STUDY: EXPERIENCE > NIGHT AT THE LOUVRE

Airbnb presents: A night at the Louvre

To mark the 30th anniversary of The Louvre's famous pyramid in 2020, Airbnb teamed with the Parisian gallery to run a competition which would see one lucky couple staying overnight alongside its world-famous collection, which includes the Mona Lisa and the Venus de Milo. The winner and a friend would be gifted a tailor-made tour of the museum, followed by a scrumptious meal and cocktails. Participants had to fill out an online form answering the question, "Why would you be the Mona Lisa's perfect guest?"

#### The Impact:

- Campaign won The Drum Awards for Experience across several categories including the Grand Prix, Brand Activation
  as part of an Integrated Marketing Campaign of the Year, Digital/Social Experience of the Year and Innovative
  Experience of the Year
- A young couple from Newcastle in Great Britain won, with her response ("I wrote about offering a drink to Mona Lisa, to ask her about Leonardo...We would also share a spritz, because she never had a chance to taste one.")
- Campaign exceeded all previous benchmarks and was the most successful "Night At..." installment to date
- The Louvre welcomed more than ten million visitors for the first time thanks to this campaign, making it the most visited museum in the world

Source: https://bettermarketing.pub/how-airbnb-won-customers-by-offering-a-free-night-at-the-louvre-e43b40a4aacf

## IN SUMMARY...

- Understand your audience to figure out the topics that will resonate
- Make it simple, relatable, relevant
- St + Fo + PL (Stories + Formats + Platforms)
- Remember to make people Fe (feel) and Ex (experience) your brand and not just promote a product to drive talkability
- Lastly, bring the magic and be bold!