

## ^CTIV^TIVE

## Pepsi Max’s ‘Uncle Drew’ 30-Sec TV Spot

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>Starting an 'Embracing Social Media' presentation with a traditional 30-second TVC seems odd
> The familiar, old -school advertising format that all marketers are so very familiar with isn't very 'social'
> This Pepsi Max 'Uncle Drew' 30-sec TV spot first aired on US network ABC in 2013 NBA Finals
> The cost of the ABC media buy is reported to be around $\$ 500,000$ for each 30 -seconds
> NBA Finals 2013 viewing figures averaged around 20m (although deciding Game 7 drew 26m)
> A classic standard example of traditional, advertising-led reach and frequency sports marketing
> Starring brand ambassador and Cleveland Cavaliers rookie NBA player Kyrie Irving
> So far, so old school, so simple!

## Uncle Drew Began As A 5-Min YouTube Film



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>But 'Uncle Drew' didn't begin as a 30-second TV commercial - his origins are very different
> It was originally a five minute long online film never intended for TV broadcast
$>$ The webfilm was made on a minimal 'digital budget' a fraction the cost of a $30-\mathrm{sec} A B C$ ad buy
>It was a minor, low cost, fun, social marketing experiment with a first year player ambassador
> The film was posted on Pepsi max's YouTube channel and Irving personally tweeted about it
> Within three weeks it had racked up 10 million YouTube views
> It became a viral phenomenon and now boasts 29.5 m views
> Impressively, $80 \%$ of these online viewers watch all 5 minutes of the film
> In 2012 it was the number one most watched YouTube film of the year in the USA
> Pepsi felt it then had little choice but to buy some prime time ad space and cut a 30-second commercial from it
> 'We had no plans to advertise on TV, but when we saw it's social performance it made sense'
> This shows the contemporary power of social - it can now drive the traditional marketing cycle
> Uncle Drew also reflects sponsorship's social fear: Pepsi isn't the NBA drinks sponsor, Sprite is!

## Sponsorship's Social Fear: Free Live Ambush



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>Some sponsorship marketers fear social arguing it enables ambushers to easily leverage events
> Without ever having to purchase any official rights
> Does the rise of unbridled social sharing oppose the very concept of buying rights?
> It is certainly a potentially effective (and potentially cheap) ambush tool
> Just think about the rise of real-time event-related brand tweets: a key trend at big 2013 events
>Best illustrated by Oreo's famous Super Bowl power cut tweet: 'You Can Still Dunk In the Dark'
> Which gained 16,000 retweets within one hour
> And 22,000 retweets by the end of the game itself
> And to a lesser extent, the UK's own version of the trend during this year's BRITS music awards
> Which saw Dulux leverage artist Damien Hirst's signature spotted statuettes via a real time awards event tweet
> Leveraging such events can be cheap and simple for non official brands with no rights
> After the Twitter event avalanche that followed these examples we wish more brands were quiet

## Can't Own Consumer Headspace/Socialspace



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>But all these examples demonstrate is no brand can ensure ownership of consumer headspace
>Whether that is the social media space or a viewer's imagination - rights don't mean ownership
> This was very clearly illustrated by several brands at London 2012 - such as Nike \& Beats Audio
> Despite the Olympic Games enacting the most draconian anti-ambush legislation in history
> It's a fact of life - you can't protect sponsor s by legislating things out of a consumer's mind
> Instead, sponsors should focus on maximising the rights that they do have
> Official rights with real value offer clear and unique brand benefits - otherwise they are useless
> So sponsors must focus on maximising the value of rights by maximising these advantages
> The sponsorship industry can stop its social sweating as savvy sponsors usually come out on top
> At London 2012 Nike's ssocial media led 'Find Your Greatness' Olympic ambush work was admired/successful
>But even in social spaces, like YouTube views, it was official IOC sponsor P\&G topping the charts
> While Uncle Drew Ch3 got 5m YouTube views last week, it was beaten by NBA spbonsor

## Savvy Social Sponsors Usually Win > P\&G



## Savvy Social Sponsors Usually Win > Samsung



## Rights Holders Can Access Social Communities



## And Use Them To Create Social Connections

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## U.S. OLYMPIC GENOME PROJECT

## Or To Enable Fans To Personalise Content



## To Turn Personal Posts Into Communal Events



## To Offer Fans Exclusive Direct Access To Stars



160,000 fans in DHL's 1st Man Utd Google+ Hangout



## To Digitally Amplify Reach/Engage Interactively

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## IDEA:

UNSTAGED - revolutionizing the interactive concert experience, bringing the emotion of "being there" to a global onine audience. A unique collaboration incredible music artists, legendary directors, and breakthrough digital connectivity between artist and fan

EXECUTION:
We partnered with YouTube and Vevo to create a first-ever web concert series dedicated to top-tier, live + digital experiences.
UNSTAGED featured Arcade Fire directed by Terry Gilliam, John Legend and The Roots directed by Spike Lee, and Sugarland directed by Kenny Ortega
RESULTS:
Music fans flocked in droves, generating over
32MM views and spotlights in Billboard, Rolling Stone Hotlist (\#4), and widespread praise throughout the blogosphere.


## To Put The Fans In Control Of the Experience



## To Create Crowd-Controlled Branded Events



## To Support Social Initiatives \& CSR Work


facebook



## To Make Direct Community Health Benefits



## To Leverage Fan Passions To Save Lives

# THE FIRST ORGAN DONOR CARD FOR A FOOTBALL TEAM. 

## Mosaic Storytelling Activation Like Media Brands



## With Social Activation At The Mosaic's Core



## What's Next? Live Talent POV Social Platforms



## What's Next? Social Moves Beyond Screens



Here's the key to making your experience
INCREDIBLE!

## Experiment, Trail \& Play, But Don't Do This!



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> Passions and interests are social currency through which people articulate their personalities and characters
> Around which huge crowds gather across the wider and ever evolving social web and in physical spaces too
> This is sponsorship's sweet spot: enhancing fan experiences with event-fuelled social currency
>Savvy contemporary social sponsorship activation is content rich in sharing/community/loyalty
> The social space is easy to access, economic, flexible, creative and driven by consumer passion
> So maximise your rights by using it, basing your ideas on it, playing in it, experimenting with it
>But it is also a serious, rapidly maturing space that's subject to real world sensitivities and laws
> So, while Pepsi Max succeeded socially with Uncle Drew, they don't always get it right
> Don't do what Pepsi Max Sweden did with its Christiano Ronaldo voodoo doll clips on Facebook
> A marketers may have judged them to be momentarily fun prior to the Sweden v Portugall World Cup game
>But while social is live and real-time, split second decisions are dangerous in marketing/media
> Shown by the 24 hr campaign backlash as 115,000 joined 'I'll Never Drink Pepsi' Facebook group

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