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# **Conversations That Matter: A New Game for Virtual Events**

**Ogilvy**

# Welcome



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Consulting Partner, EMEA  
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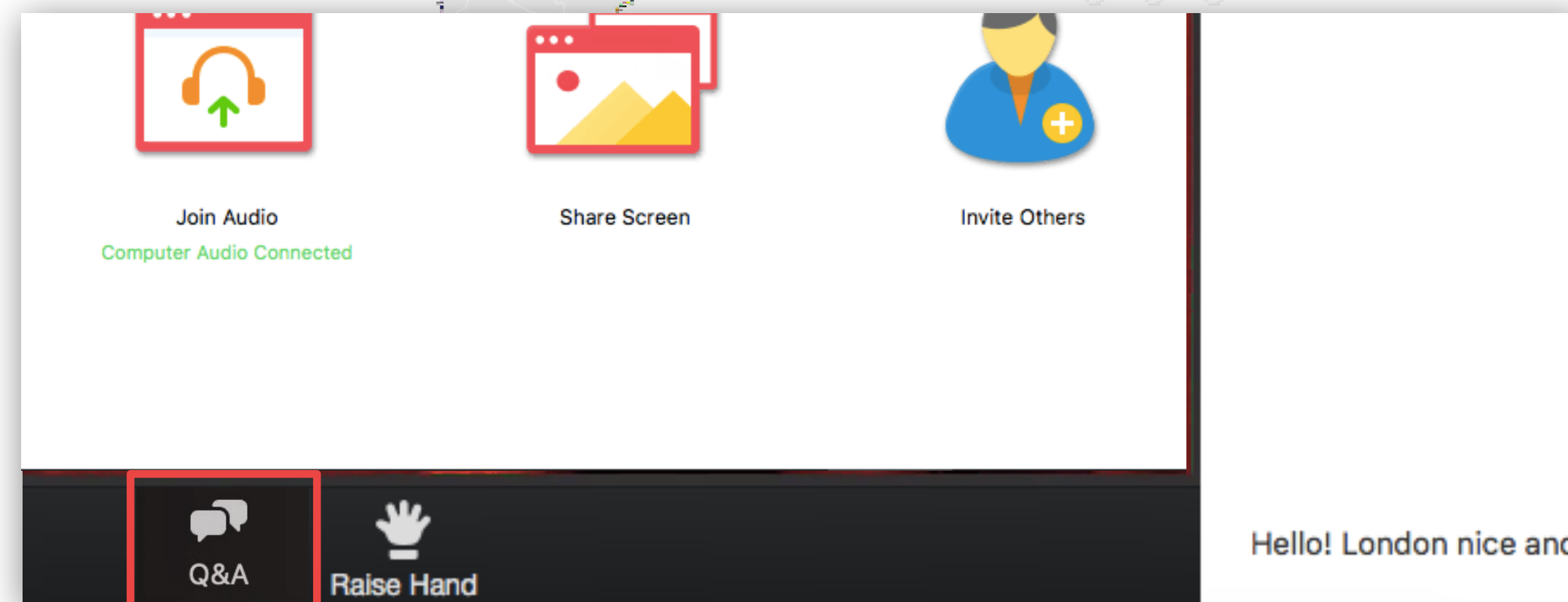
**Andréanne Leclerc**  
Regional Managing Partner &  
Head of Social Asia  
Hong Kong



**Spenser Blank**  
Regional Senior Consultant  
PR & Influence, Asia  
Hong Kong

Tell us  
where you  
are dialing  
in from!

What's the weather  
like in your city?



Do you  
want this  
deck?

## Global Ogilvy Website

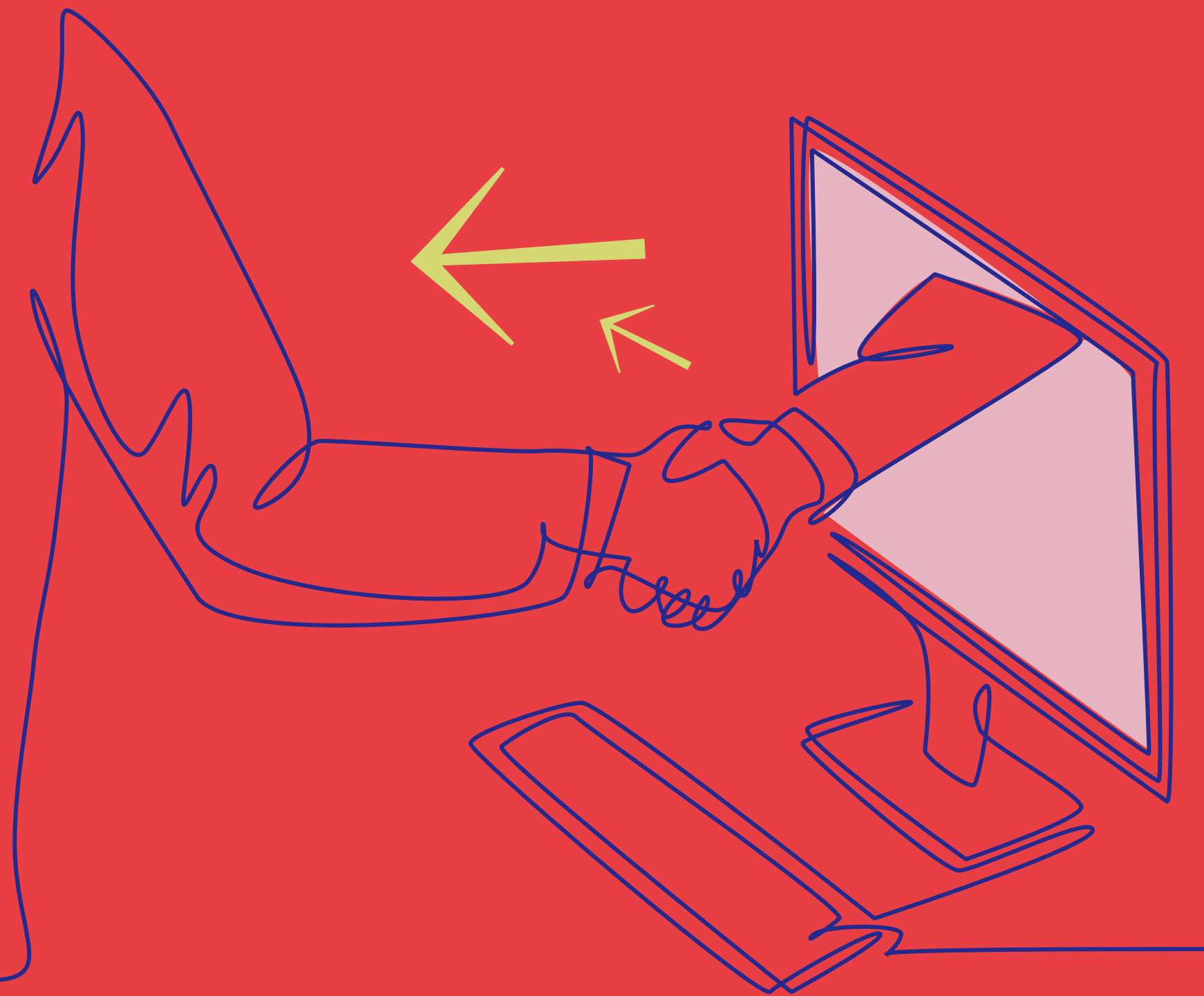
<https://www.ogilvy.com/ideas>



*Making Events Matter in  
2020 and Beyond*

# A New Game for Virtual Events

Transforming your presence  
from in-person to 100% virtual



Andreanne Leclerc, Regional Managing Partner, Head of Social, Asia  
Spenser Blank, Regional Senior Consultant, PR & Influence, Asia

# Content

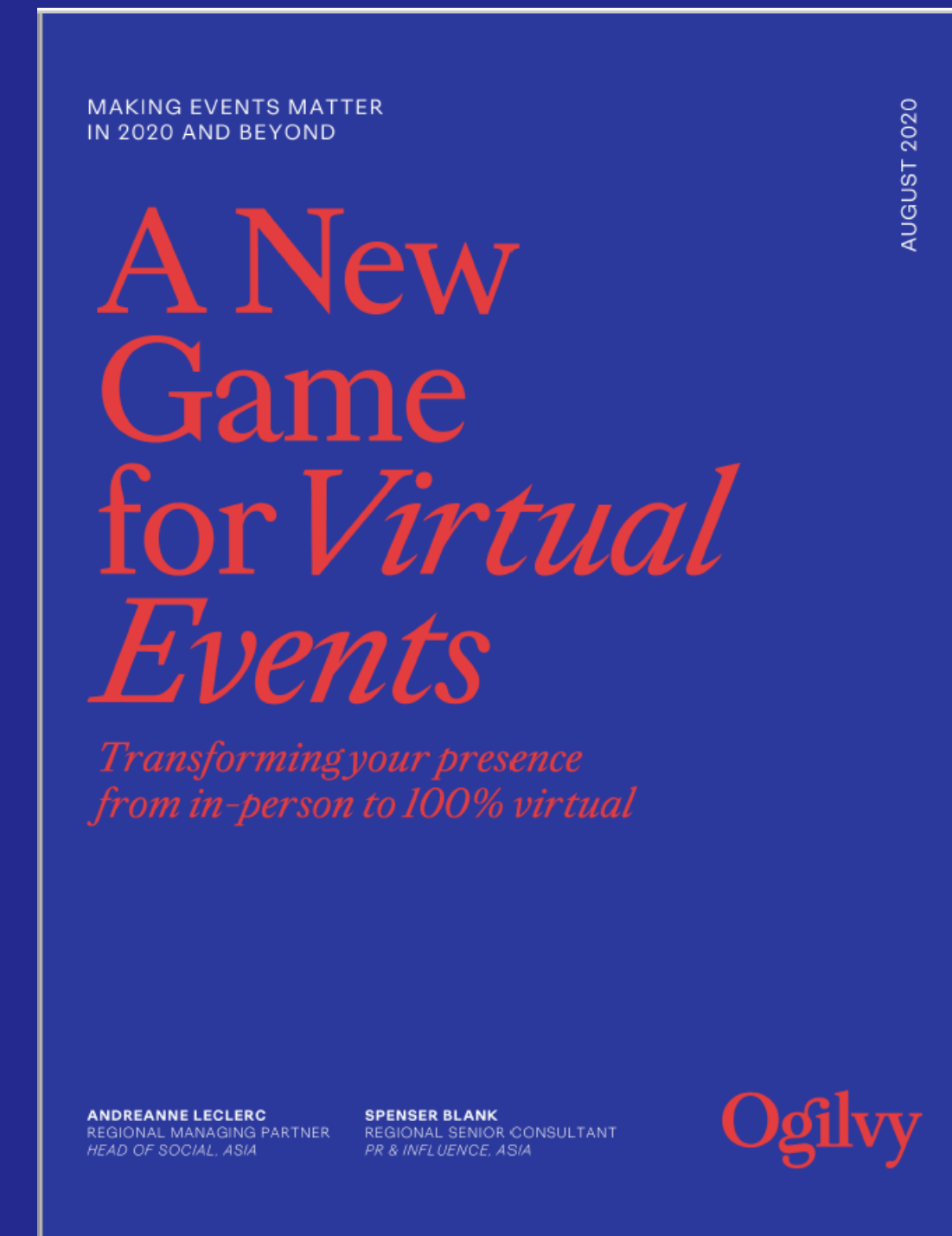
## 2020: Virtual Event Year Zero

Behavior Change Is Driving the New Norms  
The Perfect Synergy for Event Success  
Shaping and Enabling through Technology

## Before - During - After

Before: Drive event participation  
Before and During: Get people excited and buzzing  
During: Provide memorable experiences  
After: Generate and nurture

## Owning Virtual Event



## **Virtual Event Year Zero**

**In 2020 and beyond, virtual shows and pretty much all events will go digital.**

**Which means if your intention is to impress clients, customers and influence people, it's time to get (virtually) real when it comes to booths, presentations, meet-and-greets or entertainment.**

# Across the board disruption of global communities, business, industry and trade shows

Have you canceled any events as a result of the COVID-19 pandemic?



*87 percent of respondents had cancelled their shows*

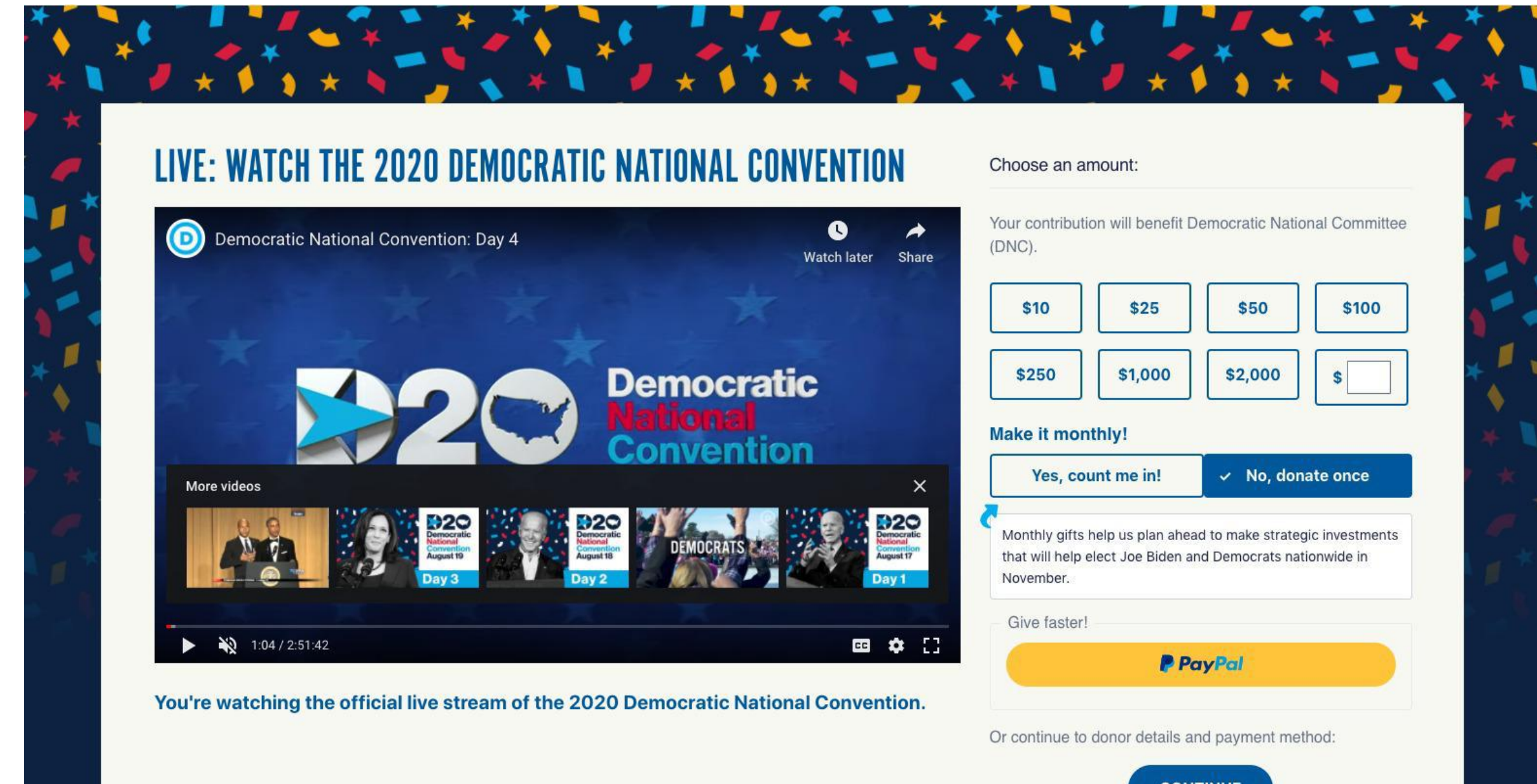
(Source: PCMA Convene – Covid-19 Survey)

Almost every In-person events scheduled was cancelled, postponed, or changed in format during 2020





# Virtual trade shows and large scale events reinvention



Unified Wine & Grape Symposium  
**2021** Virtual Conference  
& Trade Show  
January 26-29, 2021

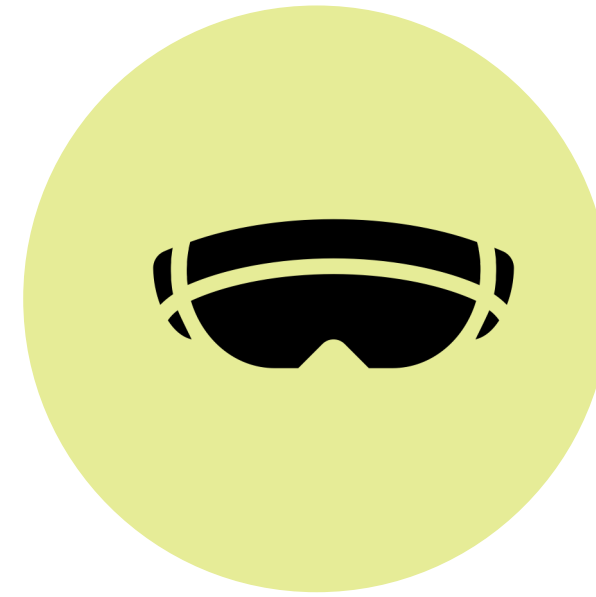


January 26 - 29, 2021  
Sessions: January 26 - 28  
Exhibits: January 26 - 29

[www.unifiedsymposium.org](http://www.unifiedsymposium.org)



*Some events are expected to set new heights*



FOR IMMEDIATE RELEASE



## **CES 2021 Moves to an All-Digital Experience**

*CTA President and CEO Gary Shapiro on CES 2021*

Arlington, VA, July 28, 2020 – The [Consumer Technology Association \(CTA\)](#) today announced [CES 2021](#) – January 6-9, 2021 – will be an all-digital experience connecting exhibitors, customers, thought leaders and media from around the world. The new format will allow participants to hear from technology innovators, see cutting-edge technologies and the latest product launches, and engage with global brands and startups from around the world.

"Amid the pandemic and growing global health concerns about the spread of COVID-19, it's just not possible to safely convene tens of thousands of people in Las Vegas in early January 2021 to meet and do business in person," said Gary Shapiro, president and CEO, CTA. "Technology helps us all work, learn and connect during the pandemic – and that innovation will also help us reimagine CES 2021 and bring together the tech community in a meaningful way. By shifting to an all-digital platform for 2021, we can deliver a unique experience that helps our exhibitors connect with existing and new audiences."

CES 2021 will be a new immersive experience, where attendees will have a front row seat to discover and see the latest technology. This highly personalized experience will bring a global event to the comfort and safety of your home or office.

For over 50 years, CES has been the global stage for innovation. CTA's goal for CES 2021 is to provide an engaging platform for companies large and small to launch products, build brands and form partnerships, while prioritizing health and safety. Members of the tech community thrive by coming together, sharing ideas and introducing products that will shape our future.


Mark your calendars for the first week in January and be on the lookout for more exciting news about CES 2021. We plan to return to Las Vegas for CES 2022, combining the best elements of a physical and digital show.

# Brands already found new ways to connect with audiences

**Jing Daily**  
March 2 · 🌐

LANVIN's FW 2020 runway show was broadcast on Wednesday, using virtual reality technology to Chinese audiences with the help of #iQiyi, a video platform.

#China #VR #video #PFW Fashion Week




JINGDAILY.COM  
Lanvin Broadcasts Paris Show in VR with Chinese Partner Iqiyi & More | Jing Daily

**Co-op Academy Manchester**  
@CoopManchester

We hope our new Minecraft version of the academy will be useful for new students to find their way around, and for anyone who wants to take a virtual trip back to school!

[manchester.coopacademies.co.uk/stories/take-o...](https://manchester.coopacademies.co.uk/stories/take-o...)



3:36 PM · Jun 30, 2020 · [Twitter Web App](#)

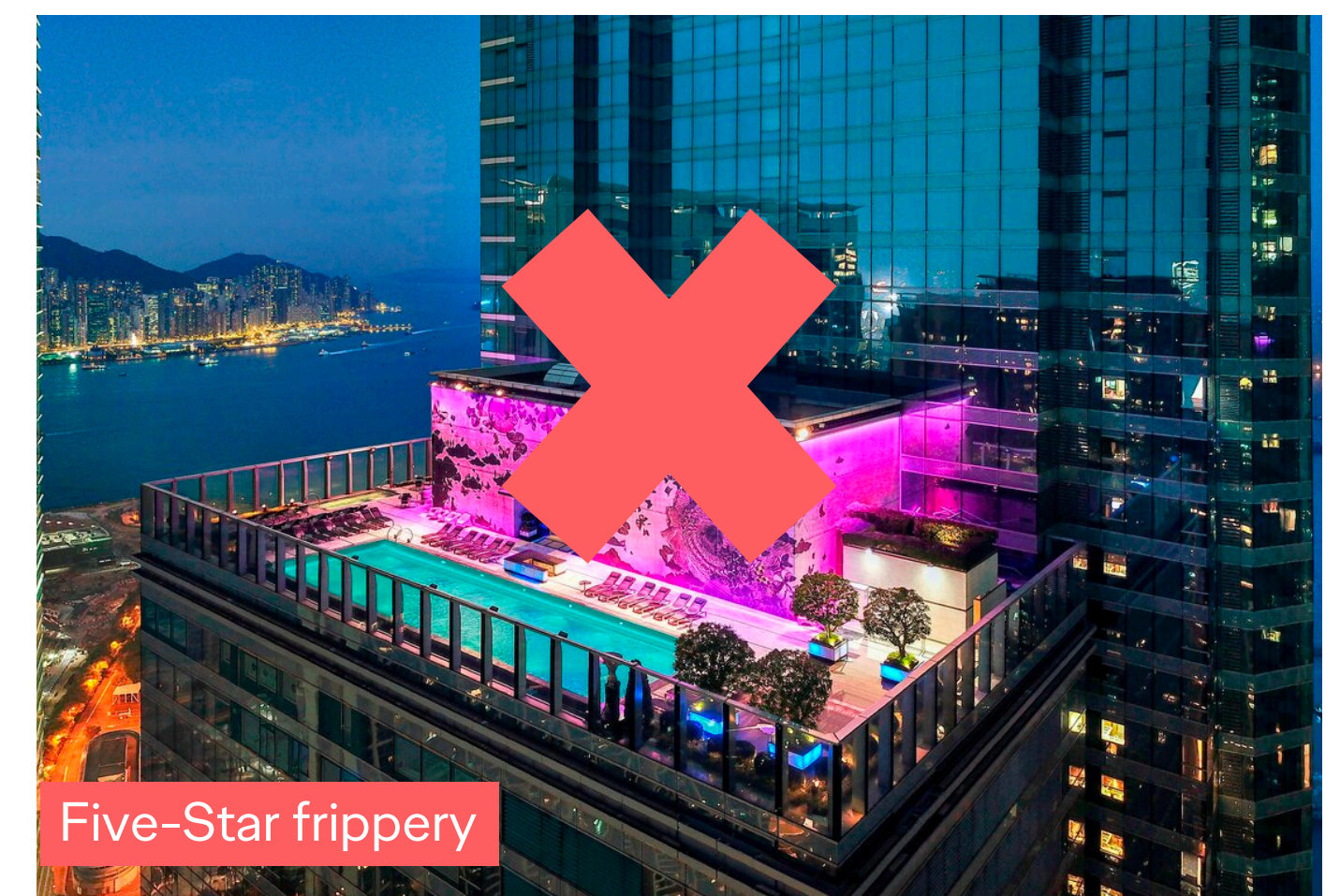
13 Retweets 4 Quote Tweets 37 Likes

Minecraft: A head teacher used the game to create a virtual secondary school tour for kids joining Year 7



In just six weeks, The Faroe Islands welcomed more than 700,000 'remote tourists' via live video stream, demonstrating a new fledgling market for virtual travel.

*The challenge is to generate the buzz and achieve the same goals in a totally transformed landscape*



*How will brands continue to drive business in a world of digital trade?*

*BEHAVIOUR CHANGE  
IS DRIVING NEW NORMS*





*57% of respondents say they will continue to avoid large-crowd events.*

*44% People will be hesitant to travel.*

(Source: University of South California, Covid-19 National Survey Data, 2020 March)

(Source: PCMA Convene – Covid-19 Survey)



*Revised event budget and revenue projections for 2020 go from less than 10 % to 100 %, with the biggest number of reported cuts in the 20- to 50-% range.*

*Physical events will be support for digital events, with smaller events supporting bottom of the funnel sales.*

*- Ronald Van Loon AI & IoT Expert*



*Four things to consider in making a brand matter at industry events from now on*

- 1. Evolution and adaptation of your content to the digital and social space*
- 2. Use of social features to recreate offline behaviours*
- 3. Re-imagining Com initiatives for an online/social strategy*
- 4. Innovation through allocating event budget to marcom technologies*

# Re-engineer from content to tech

## 01

### *EVOLUTION AND ADAPTATION OF YOUR CONTENT TO THE DIGITAL AND SOCIAL SPACE*

Video and TV content  
Infographic  
Article  
Press release  
Speech  
Interview  
Roundtable  
Meeting

Adapt content for each different channel, platform and audience.

## 02

### *USE OF SOCIAL FEATURES TO RECREATE OFFLINE BEHAVIOURS*

#### **SOCIAL PROOF**

making comments visible to other attendees, current or potential customers.

#### **SOCIAL ADVOCACY**

making it easy for people to share their experience with others

**SOCIAL CASE/TOPIC** tapping into causes or hot topics for more relevance

#### **SOCIAL CONVERSATIONS**

creating spaces for people to talk about their experiences, preferences and ask questions

## 03

### *RE-IMAGINING PR INITIATIVES FOR AN ONLINE/SOCIAL STRATEGY*

From your employee advocacy or influencer program to your media relations, CEO & C-suite visibility or thought leadership.

Determine how it can be used in the context of the event.

## 04

### *INNOVATION THROUGH ALLOCATING EVENT BUDGET TO MARCOM TECHNOLOGIES*

Investment in event platforms, AR, and VR.  
Bolster your CRM and analytics system.

*THE PERFECT SYNERGY  
FOR EVENT SUCCESS*



*Time-honoured triumvirate*



*An effective digital event strategy is dependent on successfully migrating each of these three parts online and how the following apply to them*

# Actions

Keynotes,  
presentations

(Thought  
leadership  
content)

Kiosk visit  
  
(Content +  
Conversations)

Product  
Demo / trial  
  
(Experience)

Sales pitch  
  
(Content  
presentation +  
Conversations)

Pamphlets,  
books, and  
other  
distributions  
(Content for  
distribution)

Interviews  
  
(Content +  
Conversations)

These are the types of actions that usually take place at an industry event or trade shows:

Meetings  
  
(Conversations)

Party, drinks,  
reception  
(Content  
(Entertainment)  
+  
Conversations  
+ Experiences)

Giveaways  
  
(Content)



*Engaging with media, industry experts, and analysts will certainly not be the same*

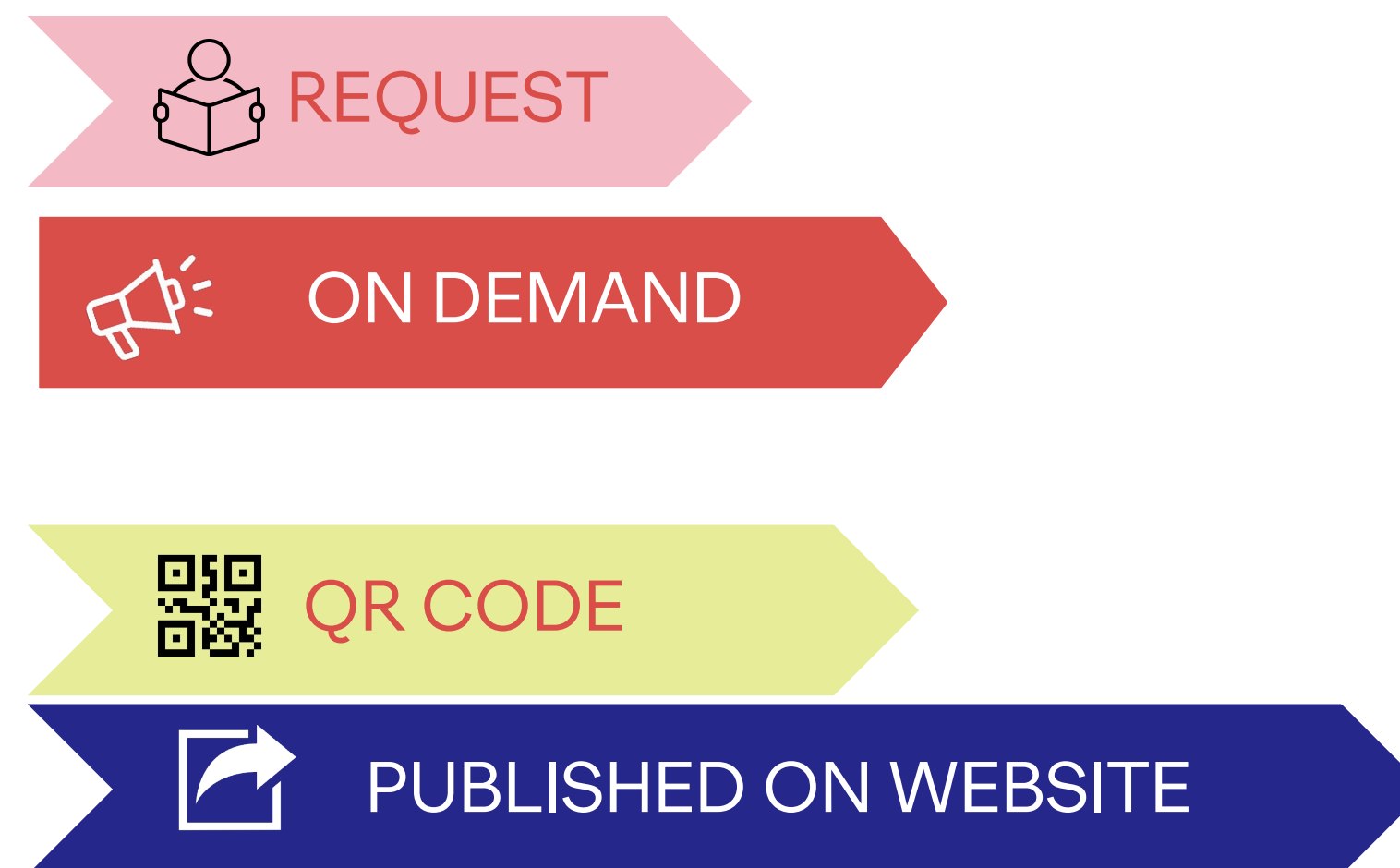
## Product launches

Invest in VR capabilities to bring the experience to the audience.



## Specialised Content

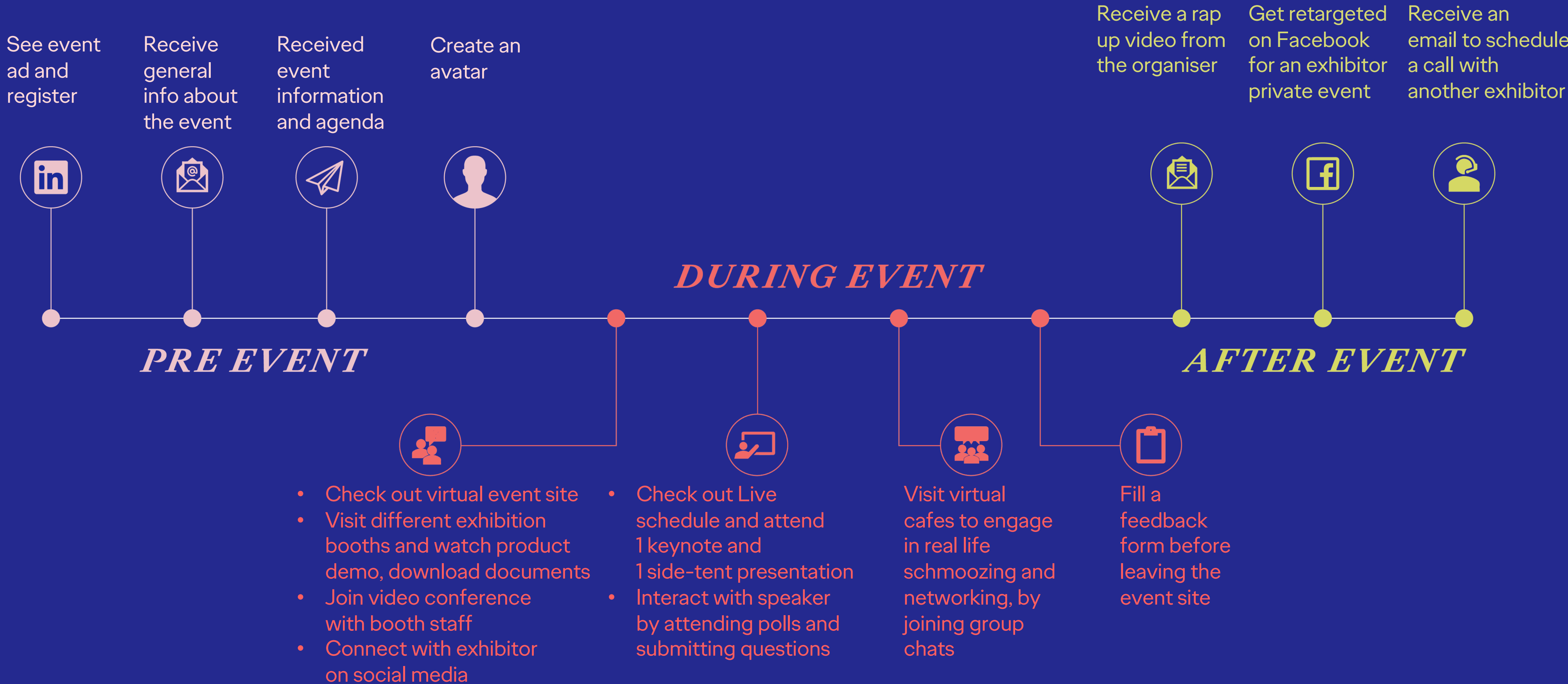
Develop a video targeted at analysts.



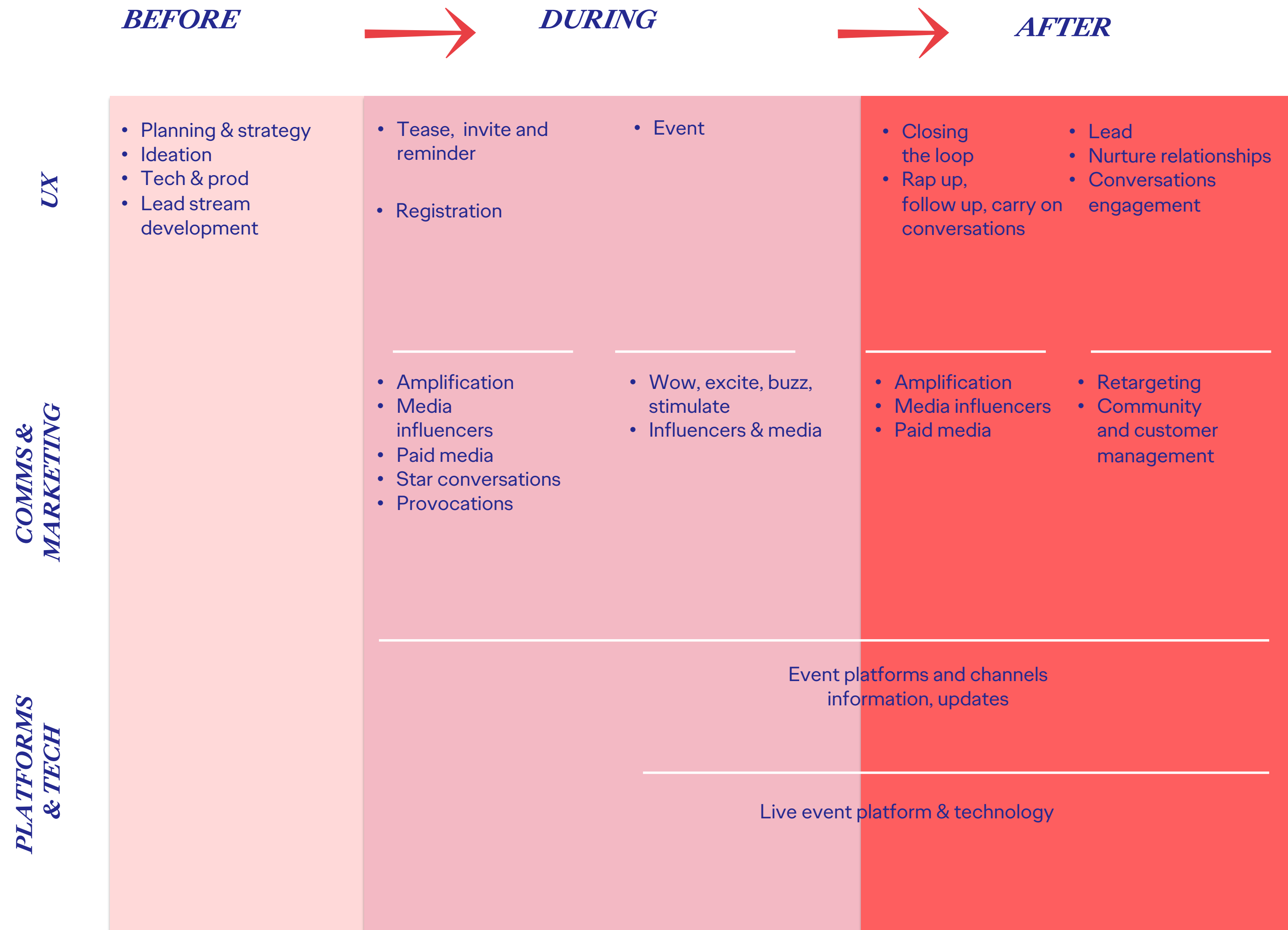
## Media Outreach in Full Digital Environment



# What an industry event attendee journey looks like



# Participants / Organisers: Team R&R





*SHAPING AND ENABLING  
THROUGH TECHNOLOGY*



## *Sub-event culture*

Apart your main event presentation or your virtual booth, you can create your own sub-events where you have 100% control.

Different formats to meet your objectives

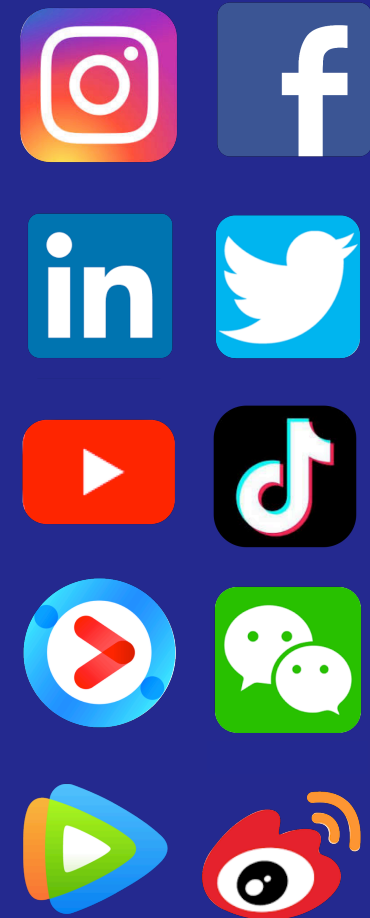
	<b>Side Tents</b>	<b>Presentation / Webinar</b>	<b>Live Chat</b>	<b>VR world</b>	<b>AR experience</b>
<i>format</i>	Content and discussions	Content sharing	Podcast Live-tweeting Live Q&A	Product demo Simulation Space exploration Avatar meeting Games	Product demo Simulation Space exploration Games
<i>Type</i>	Private session	Public or private	Public	Public or private	Public or private
<i>Size</i>	10- 20 people	From 0 to 10000	Unlimited # of people	Unlimited on mobile or desktop Limited with headset	Unlimited on mobile or desktop Limited with headset

# Large range of platforms to consider

## From live chat to large scale events

### **SOCIAL MEDIA**

Live streaming & live chat.  
Content publishing



### **PODCAST HOSTING**

[Anchor](#)  
[Podbean](#)  
[BuzzSprout](#)  
[Blubrry](#)  
[Transistor](#)  
[Smart Podcast Player](#)  
[Fusebox](#)  
[Libsyn](#)  
[SoundCloud](#)  
[Spotify](#)  
[Apple Podcasts](#)

### **MEETING / WEBINAR**

Presentation, meeting, roundtable, side-tent, breakout sessions.

[Zoom](#)  
[Microsoft Teams](#)  
[BlueJeans](#)  
[GotoMeeting](#)  
[Google Meet](#)  
[Anymeeting](#)  
[Huawei WeLink](#)  
  
[Free](#)  
[8x8](#)  
[BigBlueButton](#)

### **VR/AR EXPERIENCE**

Product launches, demo & entertainment

#### **VR HEADSET**

[Oculus](#)  
[HTC Vive Cosmos](#)  
[Homido](#)  
[Valve Index](#)  
[Windows Mixed Reality](#)  
[Huawei VR Glass](#)

#### **AR HEADSET**

[Microsoft HoloLens](#)  
[Magic Leap One](#)

#### **PHONE BASED VR**

[Google Cardboard](#)  
[Samsung Gear VR](#)

### **LARGE EVENT**

[Intrado](#)  
[ON24](#)  
[Bizzabo](#)  
[Hopin](#)  
[Kaltura](#)  
[Intellum](#)

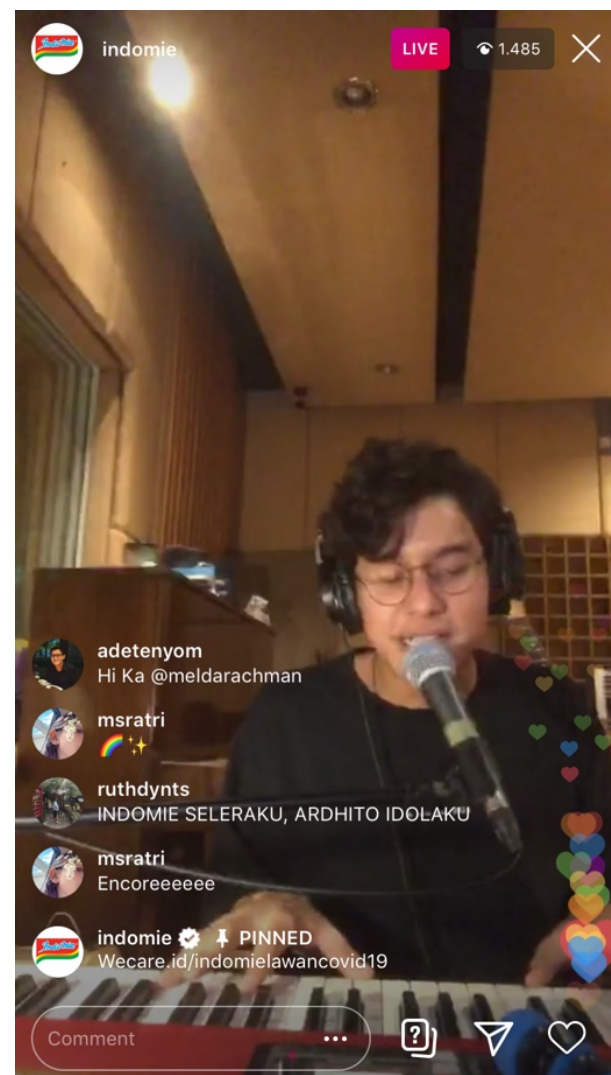
### **VIRTUAL CONFERENCE**

[Moot](#)  
[Virtway Events](#)  
[Walcon](#)  
[VirBELA](#)  
[Avianet](#)

### **CUSTOMER MANAGEMENT AND CREATIVE**

[Adobe I/O Event](#)  
[Verticurl Event Solution](#)

## [Example] Social Media only events



**Idea:**

**INDOMIE BERMUSIK**

*Berbagi Dalam Musik*

**Objective:** Raise awareness for Indomie's stay at home campaign and position Indomie as leading national brand that gives back to the nation during difficult time.

**Format:**

Fundraising through music concert



**Idea:**

**MAMANG POP MIE LIVE**

**Objective:** Build relevance for Pop Mie during this unusual Ramadan period and engage with Pop Mie audience.

**Format:**

Stand up Comedy and Quiz Show to accompany Pop Mie audience while waiting for break-fasting.



**Idea:**

**SUN TANYA AHLI**

**Objective:** Build relevance for SUN's range of product during the pandemic.

**Format:**

IG LIVE with health professional that's credible in baby growth

Before During and After

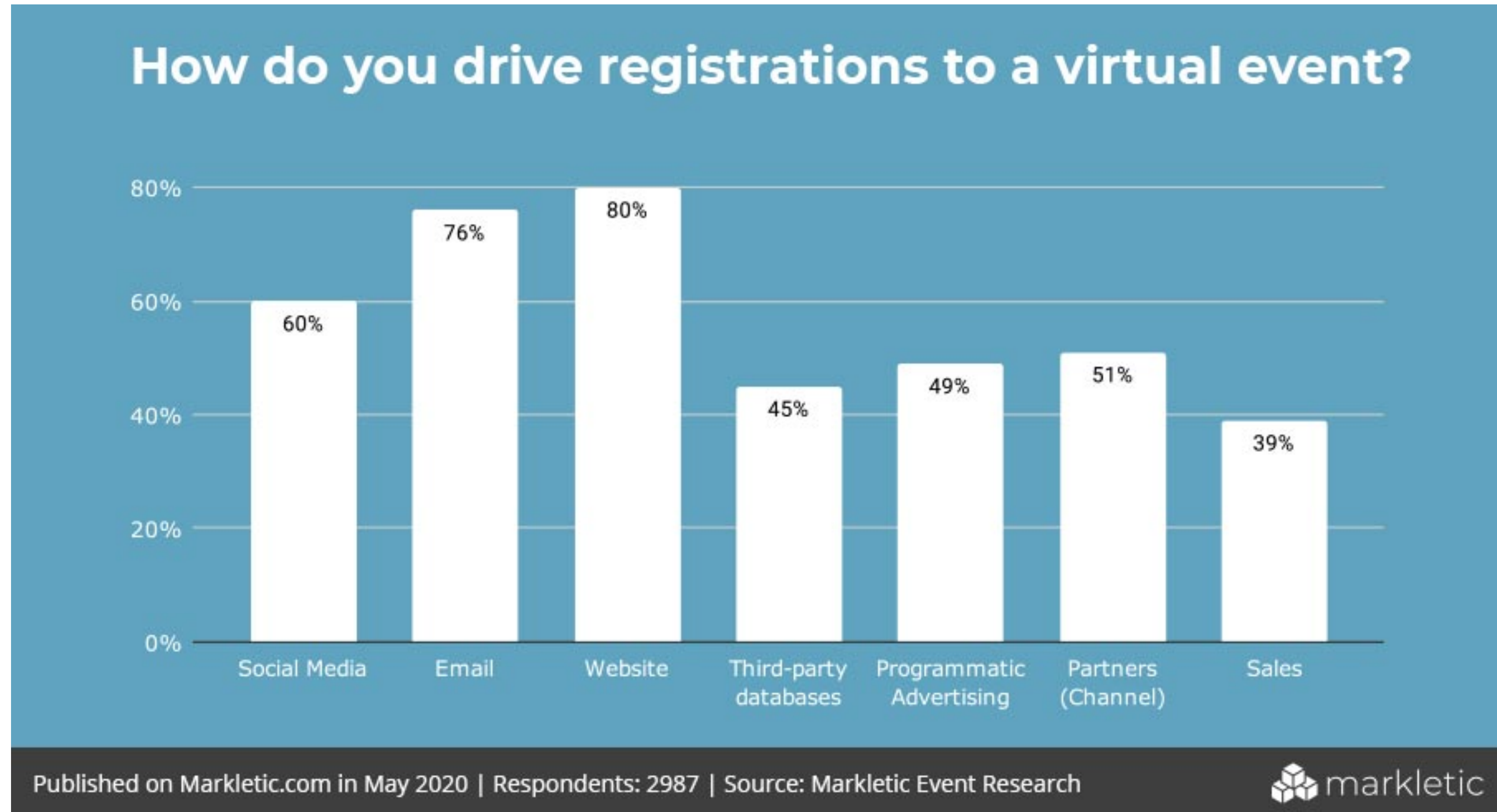
*Before*

*How to drive event  
registration*

*Many paths to drive the numbers up*



**Exclusive vs for all?  
Who must join?!**



*Before and During*

*Get people excited and  
buzzing*



*Join and watch till the end...*

## Law of the few

### Special Speaker or guest

Celebrity,  
Person of authority  
World class expert  
etc.

### Value \$\$\$

When people pay for something it makes it more important

### Scarcity

It doesn't happen often

### New product or service launch

Something with lots of buzz around it

### Exclusivity

Limited place  
VIP session

## Stickiness Factors

### Uniqueness

Never seen before

Future forward POV

### Exciting experience

AR

VR

Game

Competition

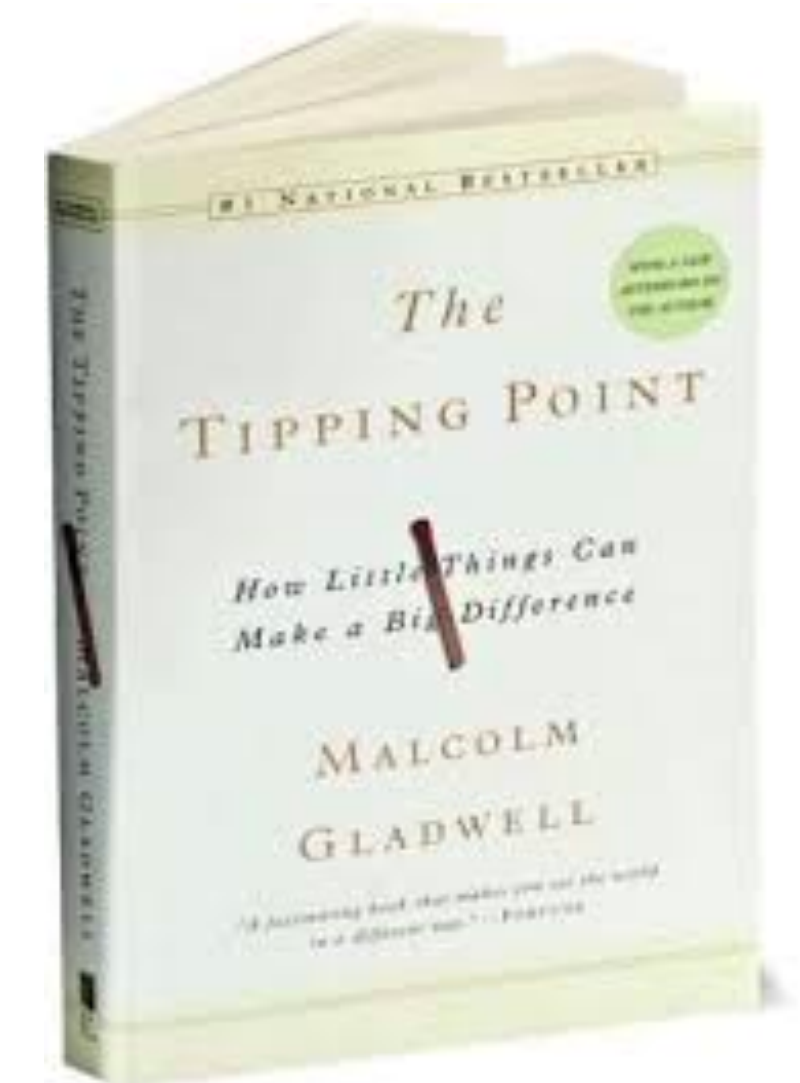
Special reward

Party

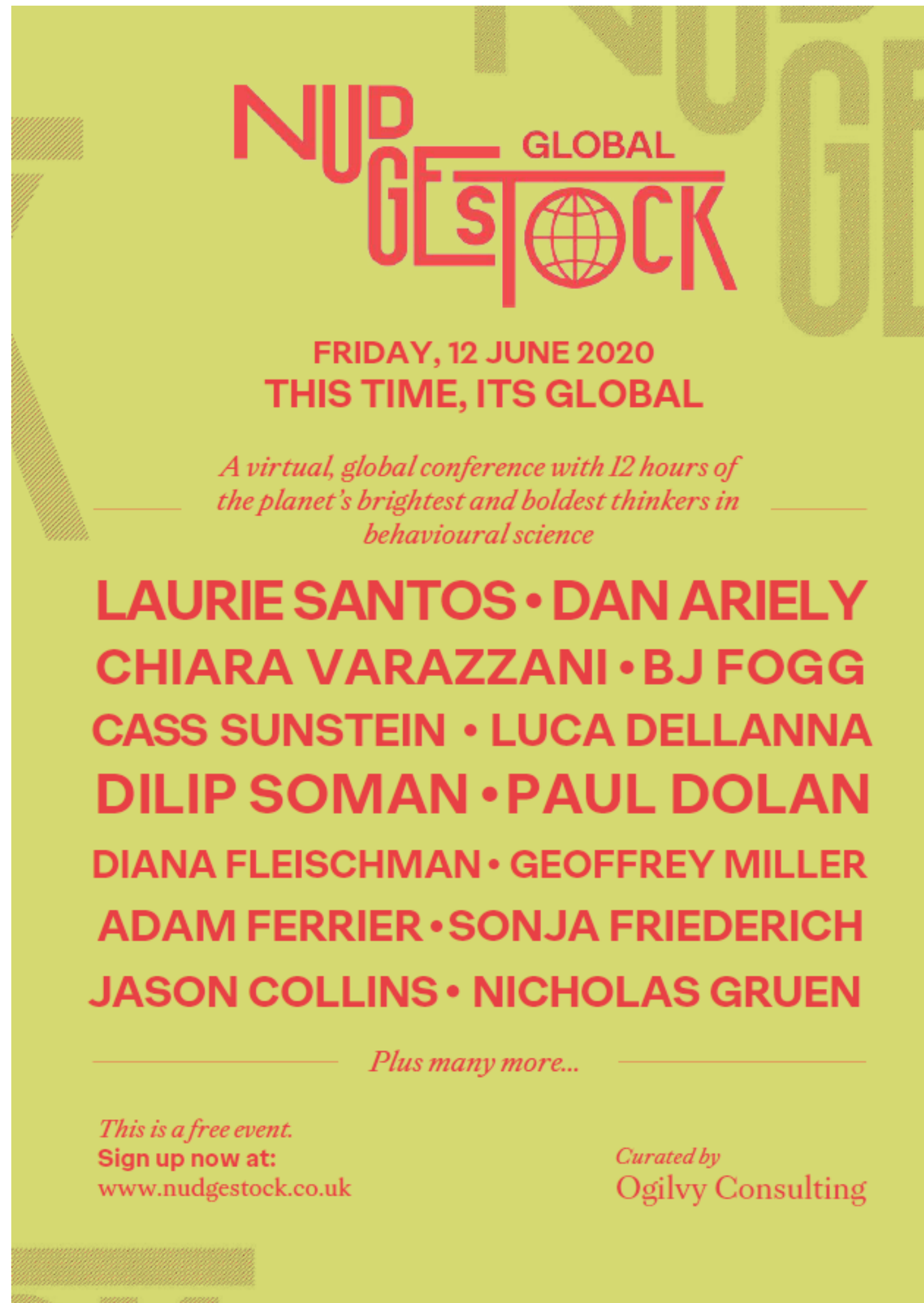
## Power of the context

Trends, cultural relevance, business relevance (bridging a gap, bringing new solutions)

Inspired by:



*A good reason enough to join*



**NUDGE STOCK GLOBAL**

FRIDAY, 12 JUNE 2020  
THIS TIME, ITS GLOBAL

*A virtual, global conference with 12 hours of the planet's brightest and boldest thinkers in behavioural science*

**LAURIE SANTOS • DAN ARIELY  
CHIARA VARAZZANI • BJ FOGG  
CASS SUNSTEIN • LUCA DELLANNA  
DILIP SOMAN • PAUL DOLAN  
DIANA FLEISCHMAN • GEOFFREY MILLER  
ADAM FERRIER • SONJA FRIEDERICH  
JASON COLLINS • NICHOLAS GRUEN**

*Plus many more...*

*This is a free event.  
Sign up now at:  
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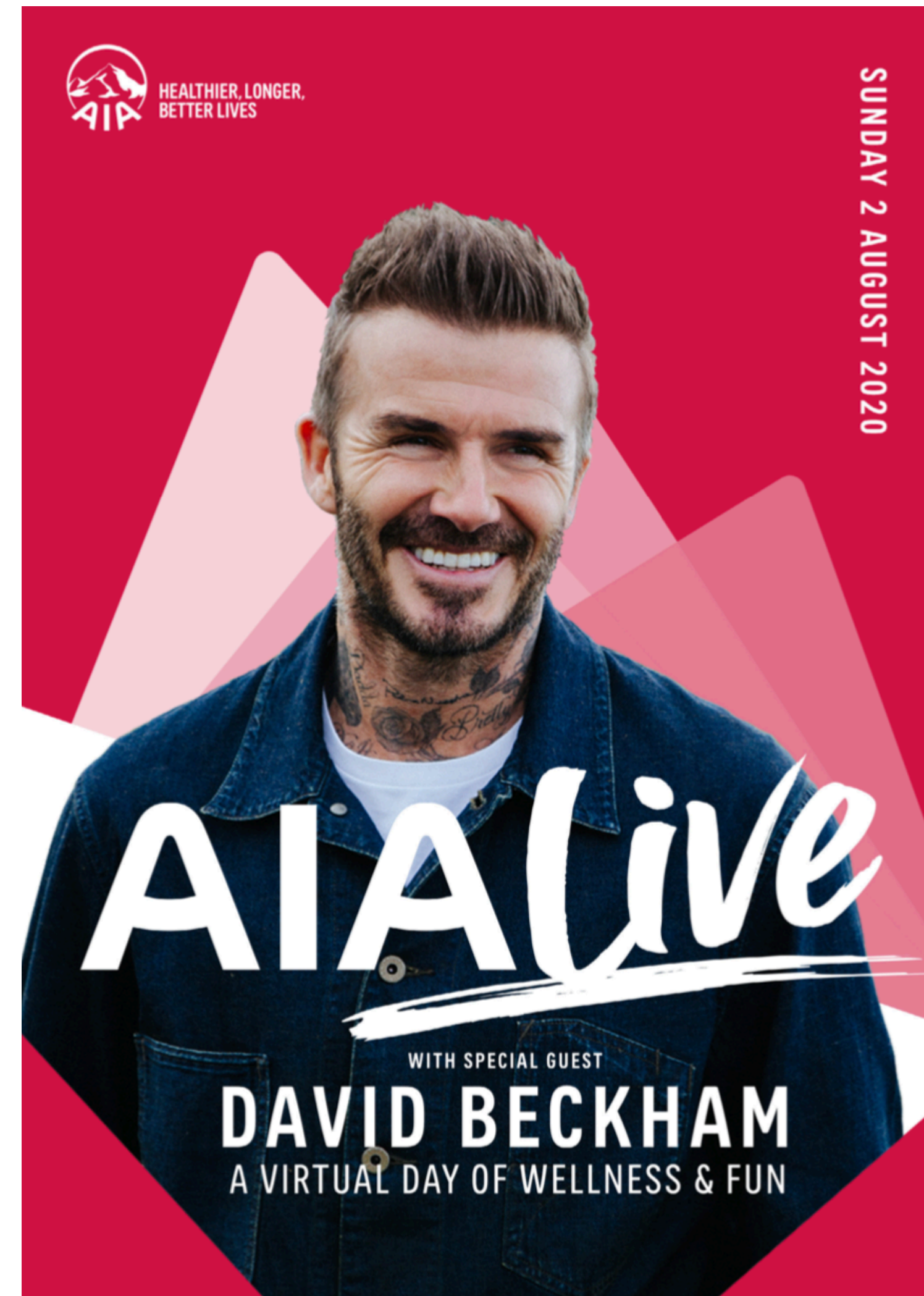
*Curated by  
Ogilvy Consulting*

FOMO

Special guest

Reward

Exclusivity



**AIA** HEALTHIER. LONGER. BETTER LIVES

SUNDAY 2 AUGUST 2020

**AIA Live**

WITH SPECIAL GUEST  
**DAVID BECKHAM**  
A VIRTUAL DAY OF WELLNESS & FUN

*During*

*How can we provide  
memorable experiences*

*What does it bring to the audience?*  
*It cannot be passive*

Stimulate specific behaviors, making it clear, make it easy to participate, share and talk about it

**Learning and Discovering**

**Creating / Co-Creating**

**Connecting**

**Discussing**

**Experimenting**

**Visualizing**

**Technology as an enhancer or WOW factor**

**Personalised as needed**

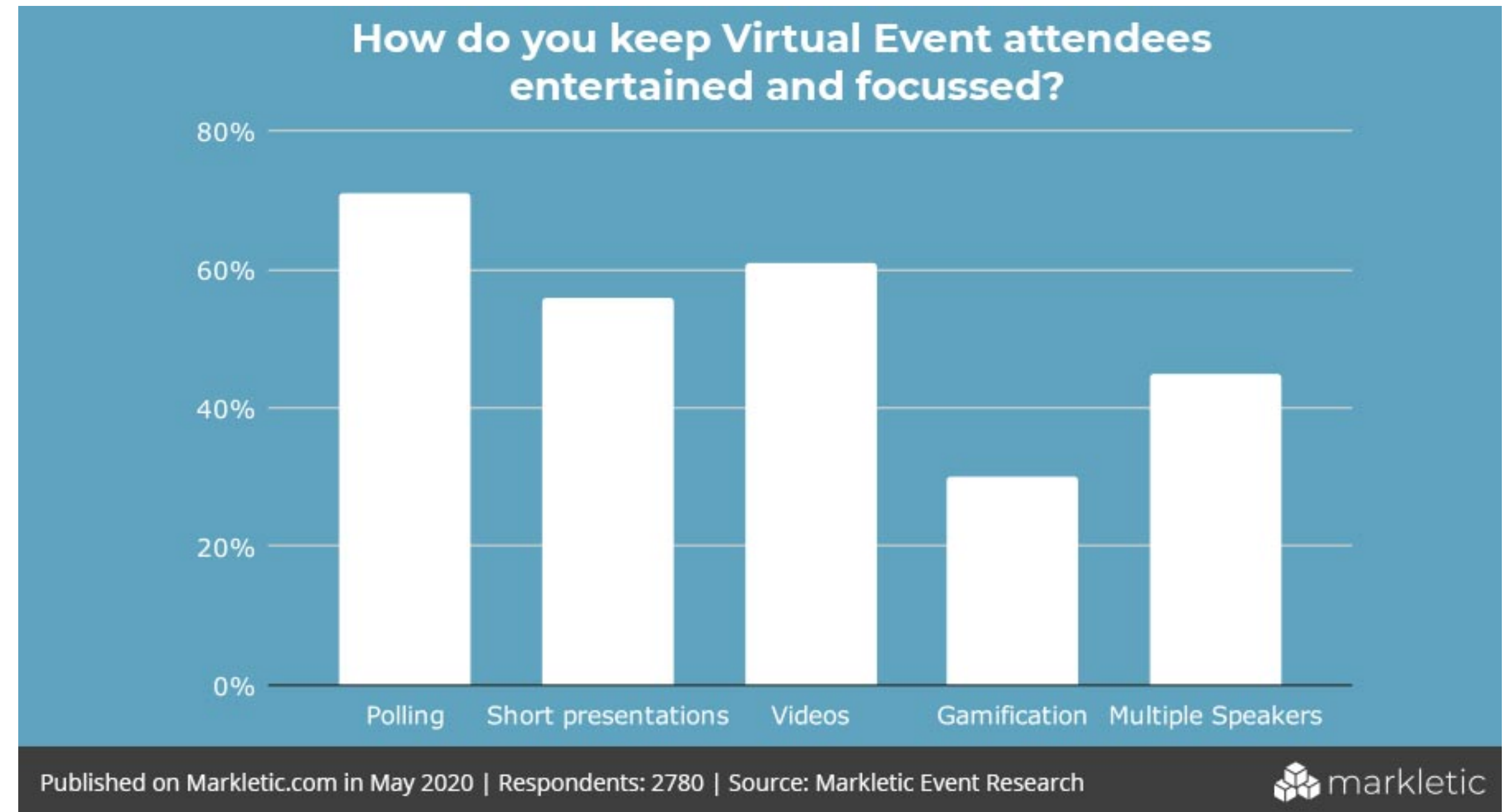
## *Keeping Attendees engaged*

From more standard formats:

- Live polling
- small groups, breakout session
- Debate
- Q&A
- Live content presentation
- Enabling connections and conversations

To richer formats:

- Secret or special session
- Interactive Video conference
- Games
- Reward
- Exclusive and unique experiences (VR, AR, AI)



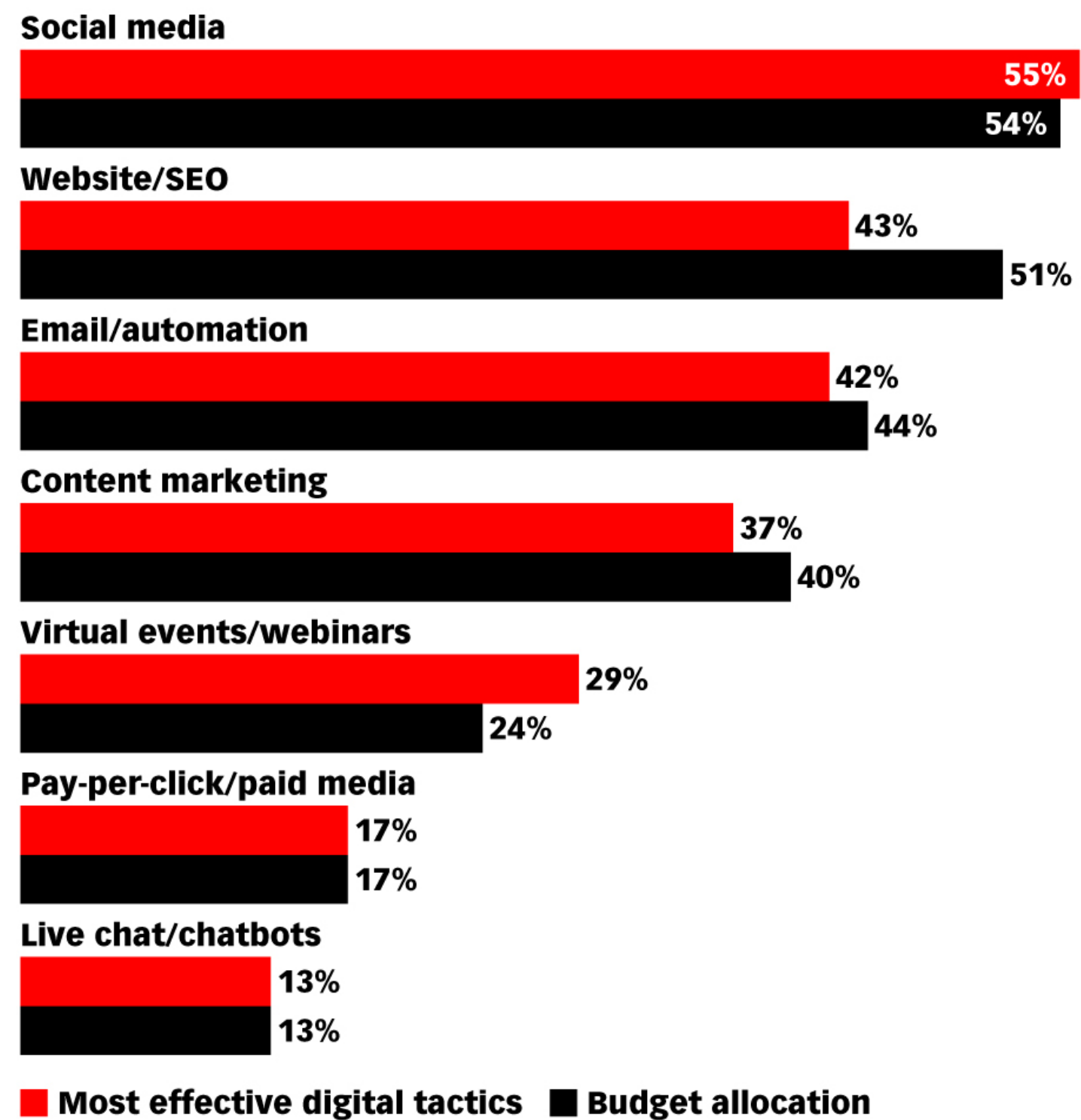
*After*

*How to generate leads and  
nurture them*

# Build your streams and get the momentum going

## Most Effective Digital Tactics vs. Budget Allocation for Lead Conversions According to Marketing Professionals Worldwide, June 2020

% of respondents



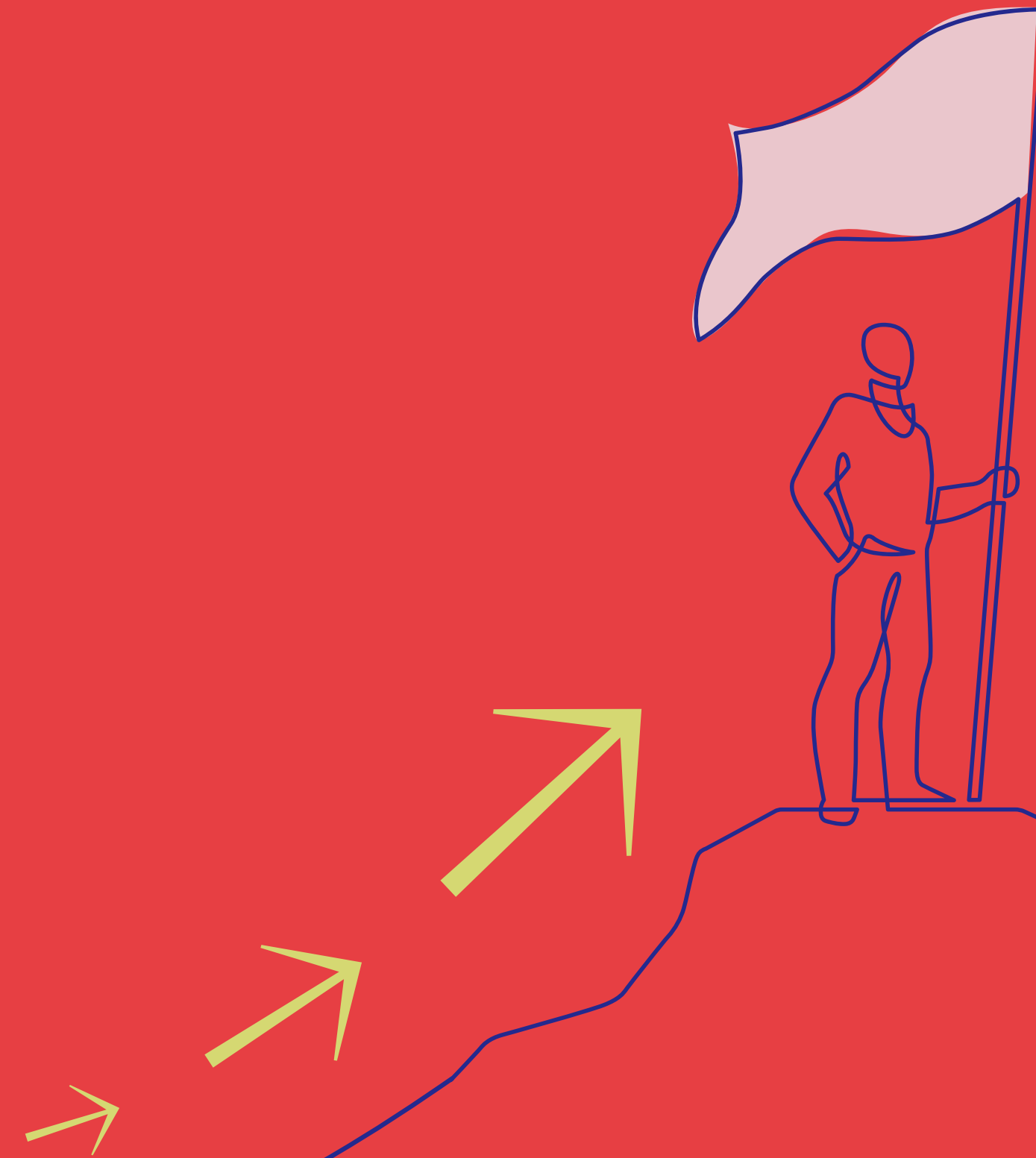
Source: Ascend2, "Building Relationships for Lead Conversions: Strategies, Tactics & Trends," June 29, 2020

256701

www.eMarketer.com



# *OWNING VIRTUAL EVENTS*





## *A new game*

Brands are all looking to survive and thrive during these turbulent times.

- businesses will have to be bold in their response if they are to seize the initiative in a post-Covid world.
- acceleration beyond the tool set of Twitter and Zoom.
- Avatar drinks receptions with AI hosts handing out digital business cards, and virtual handouts are no longer the stuff of fantasy



*In Summary:*

# APPROACH FOR SUCCESS

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1

*Re-engineer from content to tech*

- Evolution and adaptation of your content to the digital and social space
- Use of social features to recreate offline behaviour
- Re-imagining PR initiatives for an online/social strategy
- Innovation through allocating event budget to marcom technologies

2

*Re-shape offline experiences*

Address the actions, the attendees and participants /organisers offline experiences and reshape them for digital before, during and after.

3

*Re-think key differentiation factors*

Creativity, Innovation, partnerships,  
some level of science and focus on performance

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*Good content + technology = immersive and unique experiences*



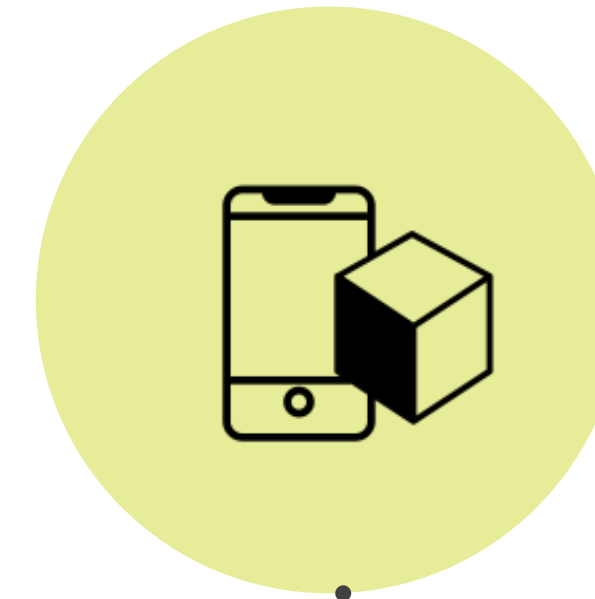
Live Games  
/ Competitions



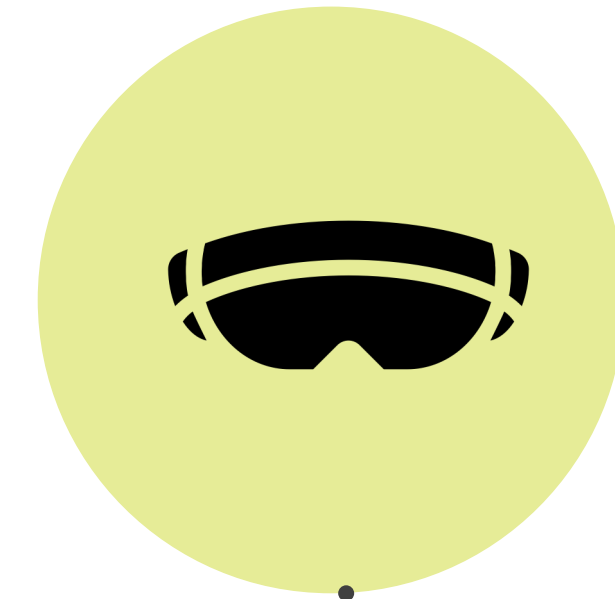
On-demand  
Content



AI-generated  
Recommendations



Virtual  
Entertainment



Immersive  
Environment

*If you have an upcoming event and need some help*

*Download the paper*

*[Http://www.ogilvy.com/ideas/new-game-virtual-events](http://www.ogilvy.com/ideas/new-game-virtual-events)*

*or contact us*

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MAKING EVENTS MATTER  
IN 2020 AND BEYOND

AUGUST 2020

# A New Game for *Virtual* Events

*Transforming your presence  
from in-person to 100% virtual*

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# Questions?



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Ogilvy Consulting

**Thank you.**

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