



CONTEXT The next marketing frontier right in front of us





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Author:

Marketing Automation for Dummies (Wiley 2013) Context Marketing Revolution (HBR 2020)





A NEW IDEA OF MARKETING

#1 Key Trait of High Performing Marketing Organizations





4 YEARS OF RESEARCH

- Salesforce *State of Marketing* report
- 16,600 global brands surveyed
- Goal to identify the key traits of high performing marketing organizations
- Both B2B and B2C brands
- New insights unlocking the key secrets of the high performers





#1 Key trait of High Performing Marketing Organizations: A New Idea of Marketing

- Marketing creates experiences not messages
- Experiences are connected across the entire customer life cycle
- Growth is driven by more than just net new business
- Holds true for both both B2B and B2C brands
- Only 16% of all brands are High Performers.

•	High Performers Operate from A Transcended Idea of Marketing			
RENOVATE	EVOLVE	TRANSCEND		
Adopt new marketing tactics	A shifted focused to connected experiences	A new role/scope/function of marketing		
Product-centricity	Role	Customer-centricity		
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New Era = New Idea of Marketing





Age	94	17
Market Cap	\$49.9B	\$144.20B
Ad Cost Per Car	\$926	\$6
Total Cars Sold	86,000	276,000
Business Model	Build > Market > Sell	Market > Sell > Build > Market

Tesla spent 1/150th on advertising as Merced's, sold **3X as many cars, had never made an economy car before, and **the car didn't' even exist when it was sold!** Tesla is now the number one luxury car manufacturer.





REVOLUTION NOT EVOLUTION

Let's start with the why!



"

Marketing is a game, and the rules change based on the environment.

"

- Mathew Sweezey





This isn't more, it's a New Era





	Analog Era (1970)	Digital Era (2007)	Infinite Era (Present)
Speed	Hours	Seconds	Real Time
Connected Devices	0	4B	50B (12x)
Mobile Connections	0	268M	6380M (30X)
Largest Human Gathering	5 Million	16 Million DAU Facebook	1.6 Billion DAU Facebook (100x)
Data Created Per day	Megabytes	.005 Exabytes per day	2.5 Exabytes per day (500x)
Largest Creator of Noise	Brands	Brands	Consumers/Devices
Media Foundation	Mass	Mass Customization	Personal Context



New Media New Rules

This isn't about more media, it is about a totally new world of media. We are just now exploring what is possible in a world of infinite connection, content, and speed.









- Fortnite is creating the FOMO TV used to among Gen Z.
- 10 million logged on for a live concert by Marshmello
- Social commerce opens up the doors for media to become the new retailers
- TikTok has not time stamp on posts.
 This allows them to use them in a contextual order.
- New subscription video service designed only for mobile, with all videos under 10 min in length.





Consumers See The Infinite Era as A Revolution!

All buyers see the changes taking place in media, technology, and the world around them as revolutionary.



"The context marketing revolution isn't about content, social media, ad blocking, or mobility. It's about what people derive from instant access, connectivity, and openness."

- Mathew Sweezey





The Post-AI Consumer

A new world has create a new consumer, complete with new demands

We Are Now Marketing To The Post-Al Consumer

84% of consumers agree the experience is just as important as your product/service.







All Ages of Consumers Demand Experiences

The difference between boomers and millennials expectation of experience is only 14%. When we expand that to include specific aspects across 100 questions the delta drops to 12%.



They are also equally disappointed in how businesses are performing.



Business buyers are more affected

	B2B	B2C
The Experience is just as important as the product or service	89%	79%
Technology has made it easier than ever to take my business elsewhere	82%	70%
Technology is redefining my behavior as a consumer	76%	61%
Technology has significantly changed my expectations of how companies should interact with me	77%	58%
Expect the brands they purchase from to respond and interact with them in real time	80%	64%
Will pay more for a great experience	82%	59%





Searches for: *"Best Toothbrush"* are up 100% YoY

- Google Think

This is Only The Beginning



Ephemeral Content

"The Stories format is on a path to surpass feeds as the primary way people share things with their friends sometime next year (2020)."



Voice, Bots, & Messaging

20 billion monthly messages were sent between people and businesses as of 2019, which is **2.5 times more** YoY (as compared to Q2 2018)

Mixed Reality

32 % of consumers use augmented reality, and 73% of mobile AR users reported either high or very high satisfaction with mobile AR experiences





A New Baseline of Experience Has Been Set For All Consumers

We are creatures of habits, and these are the days where new habits are formed.



Online Grocery Ordering:

20% more groceries were bought online, than in store for the first time in history.

Ecommerce

eCommerce doubled from 13 percent to 30 percent. It wasn't projected to be that high until 2025.



Online Food Delivery:

Tripled from 6 percent to 20 percent in March 2020.



Video Calls:

MS Team is 2.7 billion meeting minutes per day. That is up from 900 million only two weeks before.







BREAKING THROUGH

How we break through the infinite noise is altered by the new media environment



3 Marketing Myths We Must Give Up

Attention seeking marketing are the games we played in a Limited Media era. Now we are in a new era and these games no longer work.



The need to be top of mind.

Now it is more important to focus on share of journey.



No such things as bad press.

Now all reviews and ratings are contextual and served up.



Right message, Right person, Right time. Messages are superseded by connected experiences.



Context Becomes The Creative Lens of Marketing

Context is to a moment. When brands are able to understand the goal of the moment, they can then meet the individual in context. Not only breaking through but motivating action. **Give up attention, embrace context.**

Awareness

99.5% of the posts featuring DW Watches are created by their market.

Consideration

Ralph helped shoppers find the best gift. Average order size 2X of website.

Purchase

IKEA buys Task Rabbit to ease set-up and delivery. Created Place to make it easier to see what fits.

Advocacy

A community of 1.8 Million learners, 1/4 of those using Trailhead have found a new job









TRAILHEAD





WITH NOT ON

The highest form of value of the infinite era is direct personal connection.



"

There are over 600 million devise with Ad Blocking on them. That is the largest consumer boycott in human history.

"

- Doc Searls, Harvard





#MYOREOCREATION #CONTEST





Oreo: Selling out of New Flavors

The 100 year old cookie brand was trying to stay relevant in the new time so they decided to add some new flavors to the mix. Rather than creating them on their own, and pushing ads to tell the world about them, they worked with their market to create the new flavors, creating build in demand for them.

- Created #myoreocreation contest
- Received hundreds of thousands of OREO flavor ideas
- Created three new flavors Pina Colada, Kettle Corn, Cherry Cola
- There was built in demand for the products the moment they hit the shelves





B2B Case: Salesforce Trailhead

We created Trailhead, a hub for anyone to up skill, join a community, and improve both their business and their career.

- 1.8 Million learners
- 125,000 MAU
- 14,000,000 badges earned
- Customers spend 2X as much
- Customers stay 3X as long
- 1/4 of those using Trailhead have found a new job







Support Key Stakeholders Budweiser In Britain Example

Pubs are taking a massive hit as they are not allowed to be open. So Bud has created a program where they have created gift cards asking patrons to prepurchase drinks ahead of their eventual post-coronavirus reopening..

Bud will match all purchases up to \$1M pounds.





















UN Works With Creators to Make 13k Pieces of Content

COVID created a unique situation for the UN. They needed to get a lot of messages out and needed a more efficient way to do it. So they asked their artists for a hand. They got back 13k pieces of content.

Their goal: 'We want to flood media channels'





A NEW APEX OF DIRECT MARKETING

The infinite era brings along new possibilities and a new apex of direct marketing



Apex of Direct Marketing Over Time

Analog Era Digital Era		Infinite Era	
One-to-Many : One brand message to all.	One-to-One : One message to one person.	Human-to-Human : One person to another on the brands behalf.	
EX – Print, Radio, TV	EX - Personalized email, Programmatic ads.	EX – Influencer, Personal Brand, Advocate marketing.	

Human To Human Benefit #1



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You Tube

RELIABLE SOCIAL REACH

Organic reach on social media is now less than 1%. Meaning that only 1% of your audience will ever see your social posts, and you can't control which ones.

- Now 135 employees have the same social power as a brand with 1,000,000 social followers.
- The average B2B brand has an audience of 50k, which would be surpassed with 5 people sharing content.



Selling 3X More Beer Through Peer to Peer networks

Tsingtao recruited more than 40,000 employees and consumers as "Tsingtao social distributors," who promote products on their own social networks. The goal is to ask people to buy a case of beer, and the seller is given commission on the sale. Tsingtao's WeChat store sales subsequently surged by a factor of three. alesfor






Social Selling: B2B Use Case

AT&T is number 11 on the Fortune 500 list, and the worlds largest telecommunications company. Their sales team began engaging in Human To Human ways to engage their target customers via the comment sections on blogs.

- Used their corporate blog to bring customers into the conversation
- Drove \$47 million in sales in under 18 months from the effort
- Were told the approach was "refreshing" because they were building relationships without bombarding them with phone calls, emails and meetings (like the competition).

Human To Human Benefit #2





Creating Enough Content

The demand for content will never decrease, and it will only rise as time moves forward. Brands are unable to create enough content on their own. Additionally content created by others carries a higher context.

- Only 15% of brands have more than 5 people in their content marketing department.
- Only 5% have more than 10.





Daniel Wellington: How a Start Up Sold \$100 Million of Watches

Daniel Wellington was a start up watch manufacturer who had to break through. They began by leveraging Instagram to meet their buyer directly. Rather than create all of the content, they went contextual. Working with their market to create the content, and spread the word about their products.

- They use Nano-Influencers (<5,000 total audience)
- Trade them a watch for a post
- Create weekly contest for their fans to promote their images on social media
- 99.9% of the millions of posts featuring the #danielwellington were created by their audience and influencers.



Find Ways To Connect People Together

Look for ways you can connect your market together to solve common goals. This is how brands can work with their market to build brand equity in new ways.





Bud Light looked to create a site to connect local people to their establishments who were open for take out. They created a micro site called "Open for Takeout" and asked the community to list businesses in support.

Human To Human Benefit #3



Technology Scales Humans

With a 360 degree view of each customer, and a robust layer of automations the correct person can now be connected to the correct customer in real time. AI can even go as far as to guide the conversation ensuring human capital is optimally deployed.

- Low consideration purchases say a knowledge sales person is 15.5x more helpful than not
- A person can identify objections, and overcome them in a way content can't on its own.



"Working one-on-one with customers is great. As time goes on, I get to know each customer and their specific gear needs."



Jared Downs



Backcountry: Gearhead Program

Gearheads are Backcountry's outdoor experts, gear enthusiasts, and customer service team. Whether it's narrowing down the right ski jacket for your local mountain, recommending the gear you need to start climbing, or just making changes to an existing order.

- Expect to drive \$100 million in sales via this program
- One gearhead can manage 10,000 relationship with customers with the correct technology
- Increased the lifetime value of those customers 40% over those not engaged with the program, and it has increased ordering behavior by 105%.
- My gearhead is Welsey!





ORGANIZATIONAL CHANGES

What it takes for brands to make the change to contextual marketing







They Put A New Executive In Charge of the Experience

CVS JCPenney

When asked who leads customer experience the 72% of the C-Suite overwhelming believes that is the role of the CEO.

J.CREW Cigna

Nearly 60% of brand leaders surveyed said their company's unique value proposition is based on product quality or uniqueness

High Performers in every category have put a new executive in place, the CXO/CGO.





"

Marketing must become the bridge builder between departments ensuring a cohesive customer experience.



Diane Magers, CEO at Customer Experience Professionals Association High Performers Are 2X More Likely To Use Agile Methods "We've burned the boat's. There is no turning back...with agile we now produce the highest value of work per unit of time."

Agile is a very large concept including new goals, work flows, and organizational structure.

Agile is required due to the number of moving parts in creating an omnichannel experience. A quote form one of the worlds largest banks who has moved their entire marketing department to an agile structure, and work flow.



HIGH PERFORMERS HAVE A SINGLE AND SHARED OF VIEW AT ALL TIMES

The key traits are their ability to have a shared, single view, and engage both know and unknown audiences in real time. Those high performers are also 10X more likely to be significantly beating their direct competition.



How to Build Trust Via Personal Data

Explain: Explaining

how you plan to use personal data, showcase experiences you can create with It, and explain how you plan to protect it. This is the foundation of trust to gain consumer data.

Value and

Transparency: To gain

their explicit permission you must ask, and to make that exchange provide them with value. Brands able to show over time how they have used personal data are able to build more trust and gain more access.

Ownership: It is the

consumers data. Brands who easily allow their customers to access their data, and control it are able to reach the peak of consumer trust with their data.

Consumer Control

Continue Transparent Use

Provide Instant Value

Low Trust Level With Personal Data





CONCLUSIONS

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84%

Of customers say the experience a company provides is as important as its products and services.

Source: State of the Connected Customer 2018



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THANK YOU

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