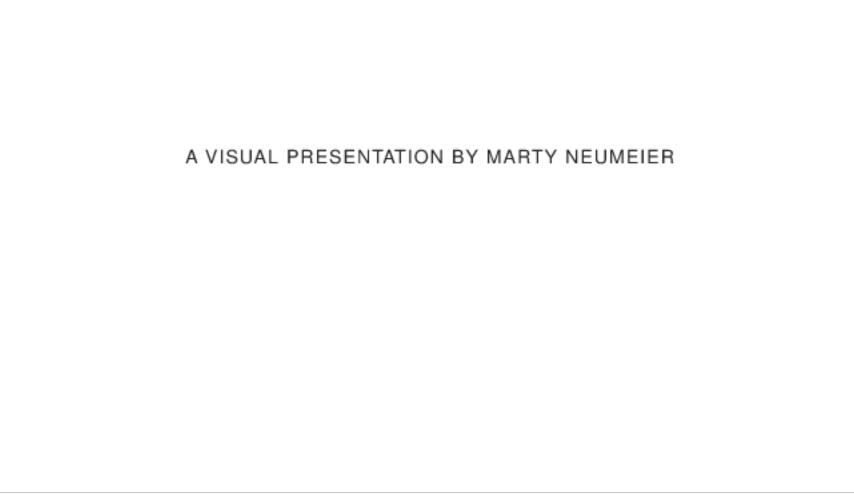


HOW TO BRIDGE
THE DISTANCE
BETWEEN
BUSINESS STRATEGY
AND DESIGN





in partnership with NEW RIDERS PUBLISHING and THE AMERICAN INSTITUTE OF GRAPHIC ARTS

Produced by NEUTRON LLC

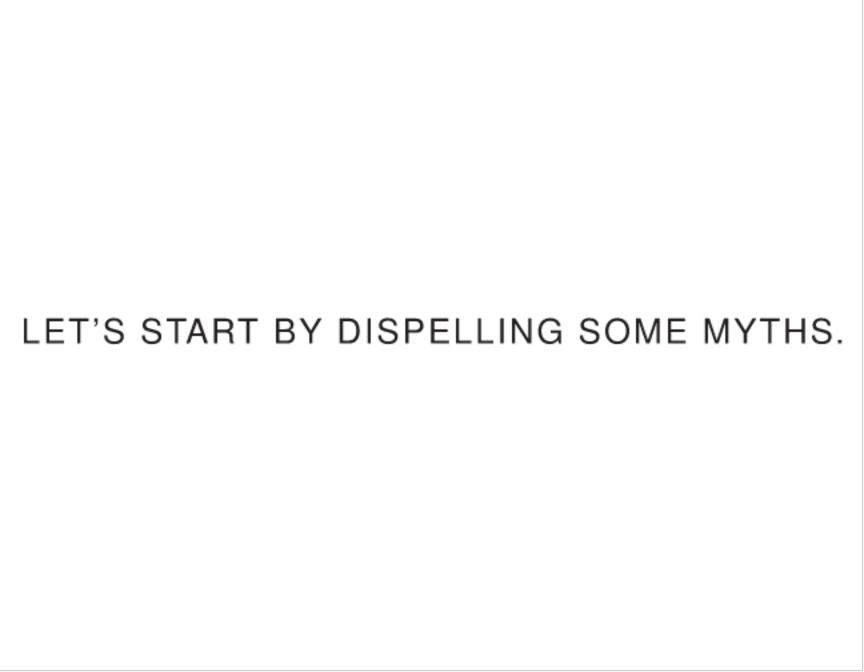
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WHAT YOU'LL LEARN:

A modern definition of brand

2 The five disciplines of brand-building





FIRST

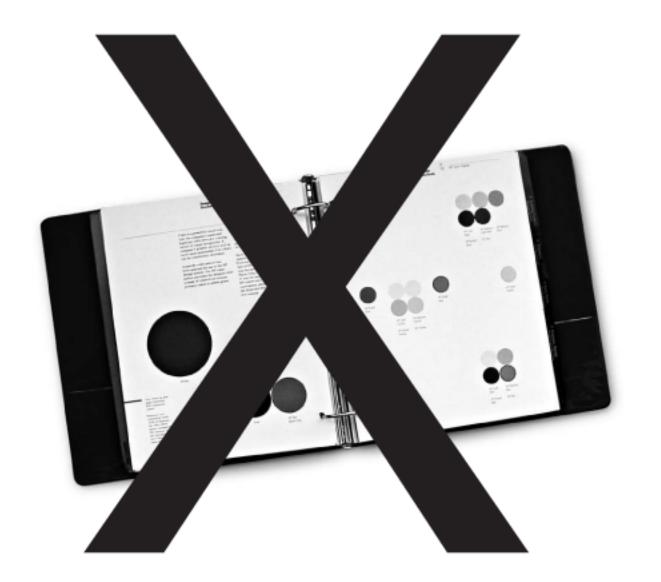
A brand is not a logo.



Ceci n'est pas une brand.

SECOND

A brand is not an identity.



FINALLY

A brand is not a product.



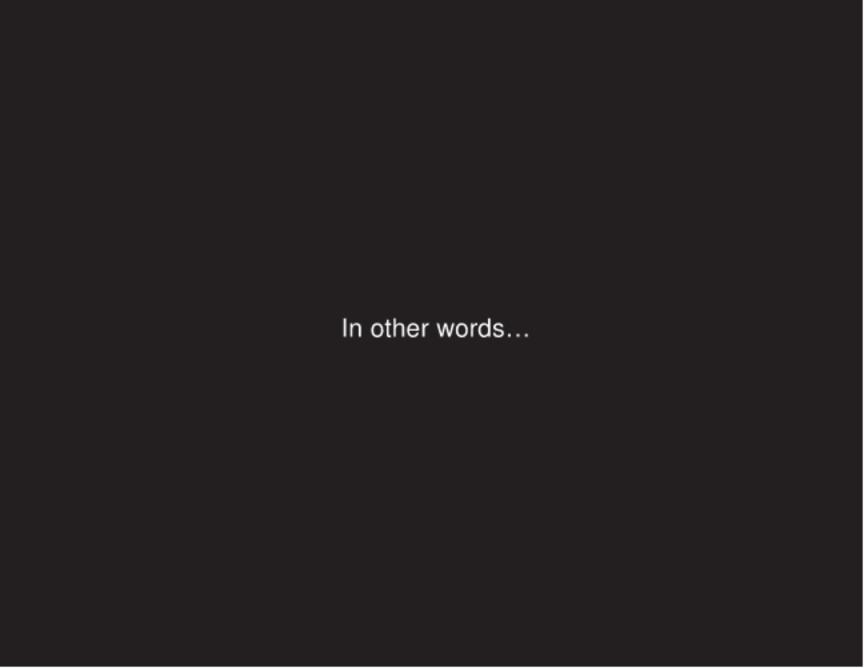
so what exactly

is a brand?



A BRAND IS A PERSON'S GUT FEELING ABOUT A PRODUCT, SERVICE, OR ORGANIZATION. It's a **PERSON'S** gut feeling, because brands are defined by individuals, not companies, markets, or publics.

It's a **GUT FEELING** because people are emotional, intuitive beings.







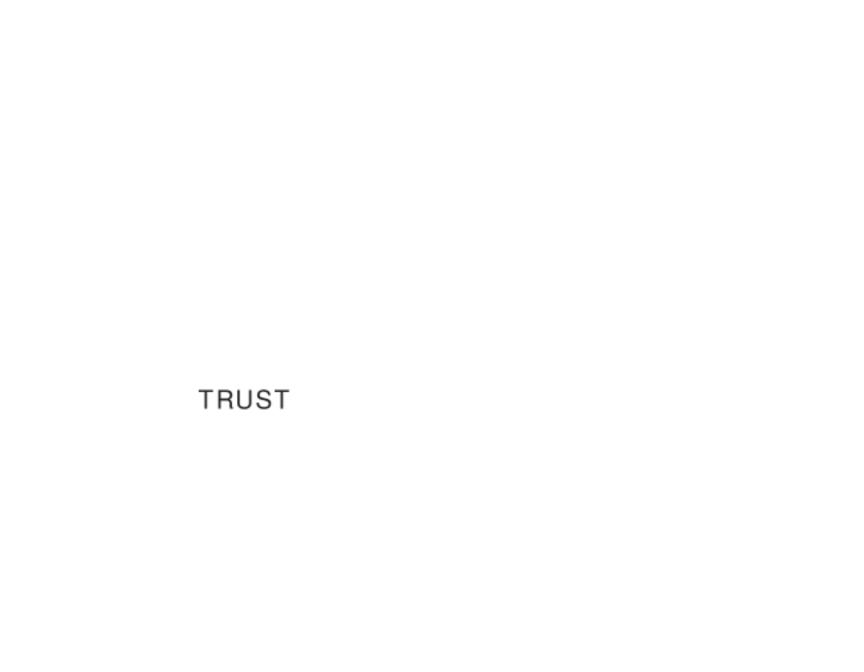
WHY IS BRANDING SO HOT?

People have too many choices and too little time

Most offerings have similar quality and features

We tend to base our buying choices on trust







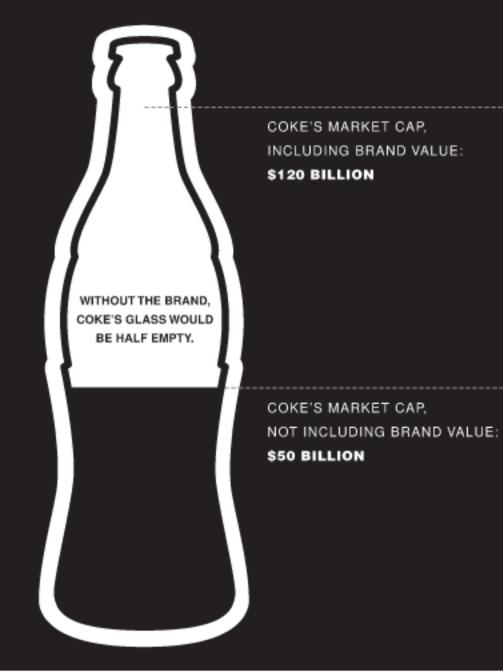
Trust comes from meeting and beating customer expectations.



AND HOW.

THIS SELECTION FROM INTERBRAND'S TOP 100 LIST SHOWS WHY BRANDS ARE WORTH PROTECTING:

	2001	% CHANGE	BRAND VALUE
DDAND			
BRAND	BRAND VALUE	BRAND VS.	AS % OF
NAME	(\$MM)	PREVIOUS YEAR	MARKET CAP
COCA-COLA	68,945	-5%	61%
MICROSOFT	65,068	-7%	17%
IBM	52,752	-1%	27%
FORD	30,092	-17%	66%
MERCEDES	21,728	+3%	48%
HONDA	14,638	-4%	33%
BMW	13,858	+7%	62%
KODAK	10,801	-9%	82%
GAP	8,746	-6%	35%
NIKE	7,589	-5%	66%
PEPSI	6,214	-6%	9%
XEROX	6,019	-38%	93%
APPLE	5,464	-17%	66%
STARBUCKS	1,757	+32%	21%



PREDICTION

BRAND WILL BECOME THE MOST POWERFUL STRATEGIC TOOL SINCE THE SPREADSHEET.

PROBLEM

In most companies, strategy

is separated from **creativity** by a wide gap.

On one side of the gap	On the other side are
are strategic thinkers	CREATIVE THINKERS
ANALYTICAL	
ANALTHOAL	INTUITIVE
LOGICAL	EMOTIONAL
LINEAR	SPATIAL
NUMERICAL	VISUAL
VERBAL	PHYSICAL
	PHISICAL



DOES THE LEFT BRAIN KNOW WHAT THE RIGHT BRAIN IS DOING?



When both sides work together, you can build a charismatic brand.

A CHARISMATIC BRAND is any product, service, or organization for which people believe there's no substitute.

QUIZ:

AMAZON

BURGER KING

COLDWATER CREEK

GENERAL ELECTRIC

APPLE

DASANI

DISNEY

FORD

GOOGLE

HANES

DK BOOKS

EVEREADY

Which of these brands are charismatic?

HITACHI

IKEA

KMART

NISSAN

NORDSTROM

LEVI'S LONGS DRUGS MACY'S MINI COOPER NEWSWEEK

HOME DEPOT

KRISPY KREME

SAFEWAY SAMSUNG SEARS SOUTHWEST AIRLINES UNITED ARTISTS

VIRGIN

OXO GOODGRIPS

PEPSI-COLA

PRELL

REEBOK

RUBBERMAID

RCA

QUIZ:

AMAZON

APPLE

DASANI

DISNEY

DK BOOKS

EVEREADY

GOOGLE

HANES

GENERAL ELECTRIC

Which of these brands are charismatic?

IKEA

LEVI'S

MACY'S

NISSAN

KRISPY KREME

MINI COOPER

NEWSWEEK

NORDSTROM

OXO GOODGRIPS

PEPSI-COLA

RUBBERMAID

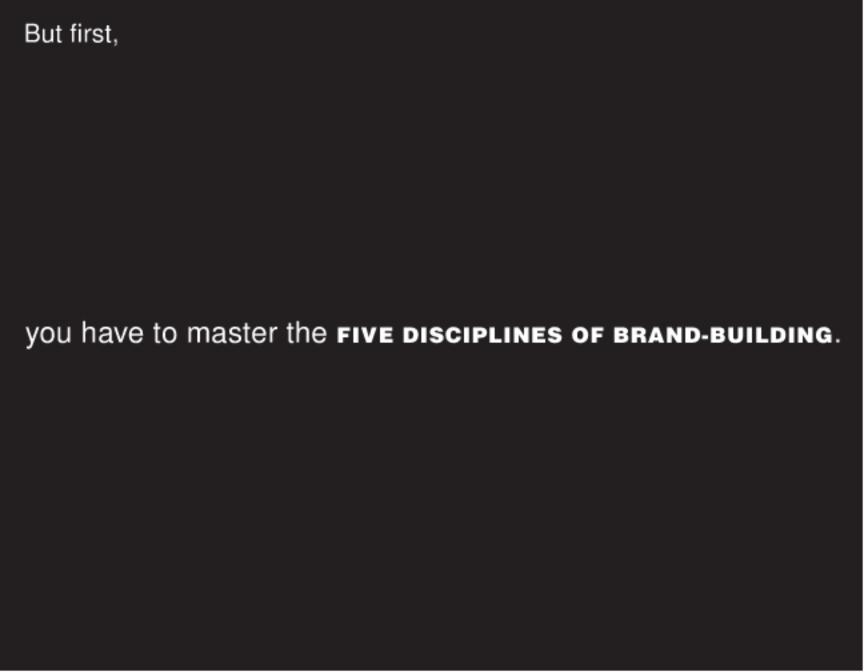
SOUTHWEST AIRLINES

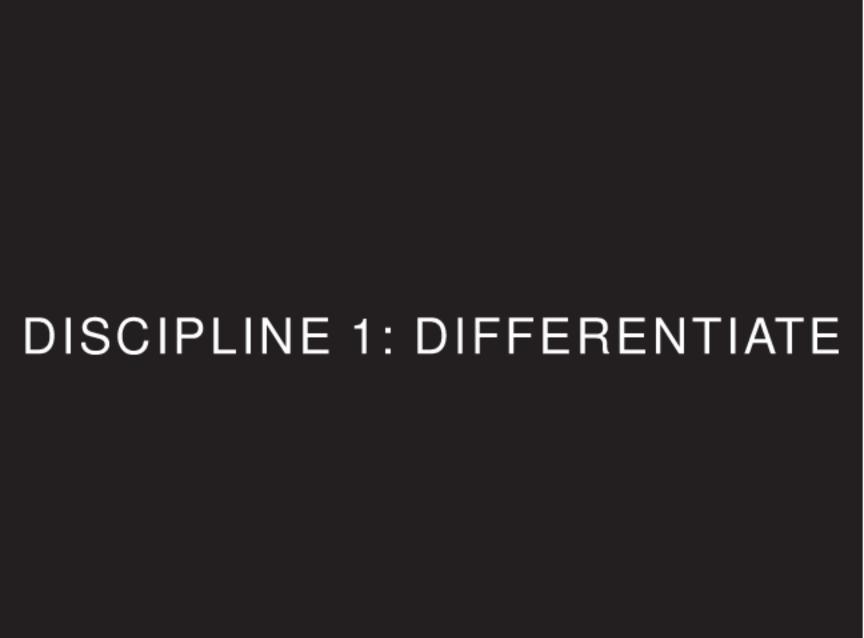
SAMSUNG

VIRGIN

Any brand can be charismatic.

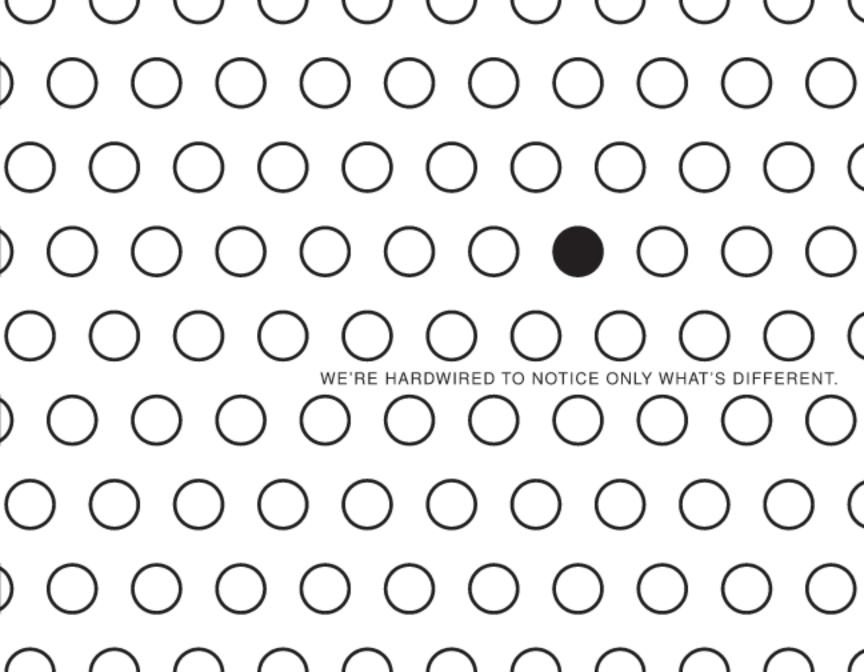
EVEN YOURS.





FACT:

Our brains act as filters to protect us from too much information.



SOLUTION:

BE DIFFERENT.



Marketing today is about creating tribes.

People join different tribes for different activities.

DRIVING → VOLKSWAGEN

READING → AMAZON

COMPUTING → DELL

SPORTS → NIKE

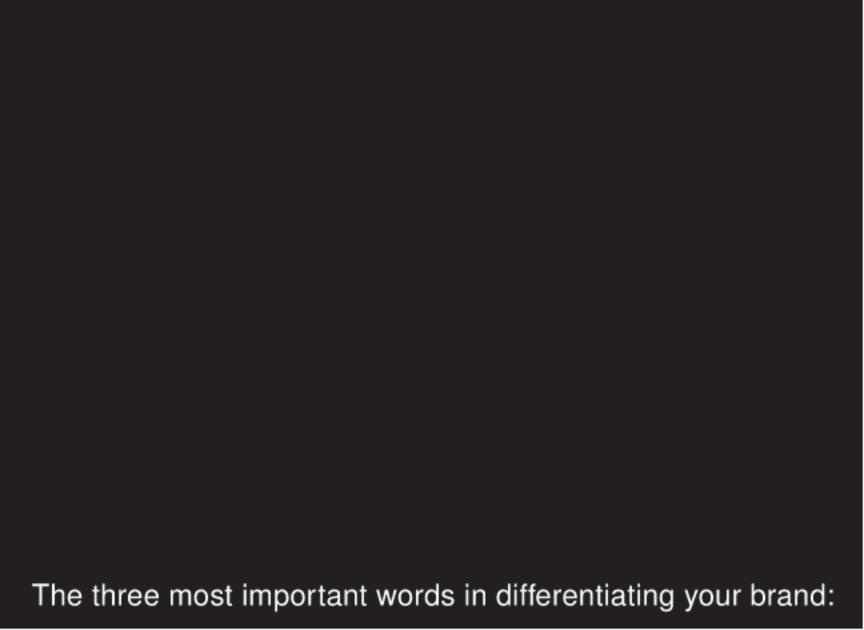
COOKING → WILLIAMS-SONOMA

BANKING → CITIBANK

TRAVEL → ORBITZ

ON SUNDAYS THEY WORSHIP HARLEY, GOD OF THE OPEN ROAD.





FOCUS

e FOCUS

* FOCUS



THE FOCUS TEST:
Who are you?
What do you do?
Why does it matter?

you need more focus.

Unless you have compelling answers to these questions,



EXAMPLE:

UNFOCUSED → PORSHE = SPORTS CARS + SUVS

FOCUSED → PORSHE = SPORTS CARS

that chase short-term profits at the expense of long-term brand value.

GOOD BRAND EXTENSIONS
grow the value of a brand
by reinforcing its focus.

EXAMPLE:



THE GOOD GRIPS BRAND HAS GROWN STRONGER WITH EVERY BRAND EXTENSION.



LIKE BUILDING A CATHEDRAL, BUILDING A BRAND IS A COLLABORATIVE PROJECT.



It takes a village to build a brand.

THERE ARE THREE BASIC MODELS

FOR ORGANIZING BRAND COLLABORATION:

The one-stop shop contains the resources to develop and DIRECT RESPONSE steward the brand. RESEARCH DISPLAYS PUBLIC IDENTITY RELATIONS PRODUCT EVENTS DESIGN PROMOTIONS WEB DESIGN NAMING PACKAGING ANNUAL REPORTS COMPANY

ONE-STOP SHOP SCORECARD



Easy to manage

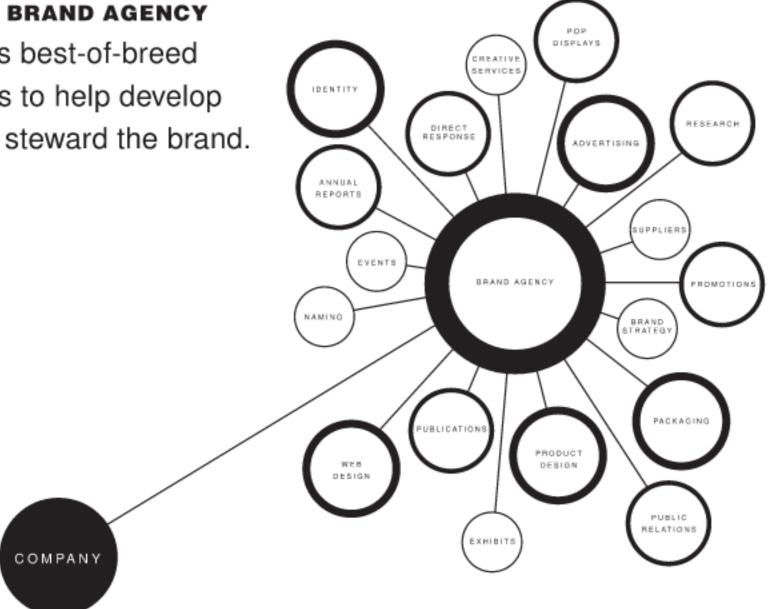
Promise of consistency



Little choice of teams

Little ownership of brand

The **brand agency** hires best-of-breed firms to help develop and steward the brand.



BRAND AGENCY SCORECARD



Choice of teams

Promise of consistency



Little ownership of brand

The integrated marketing team is managed internally with open collaboration among best-of-breed specialists. RESEARCH DIRECT RESPONSE ANNUAL REPORTS EVENTS POP EXHIBITS COMPANY PROMOTIONS DESIGN PACKAGING PRODUCT DESIGN

INTEGRATED MARKETING TEAM SCORECARD



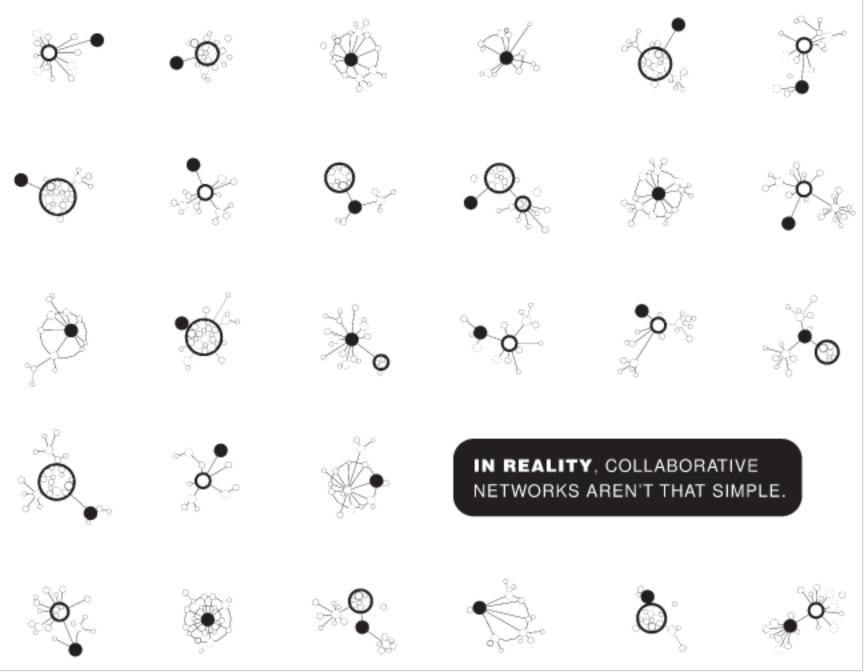


Choice of teams

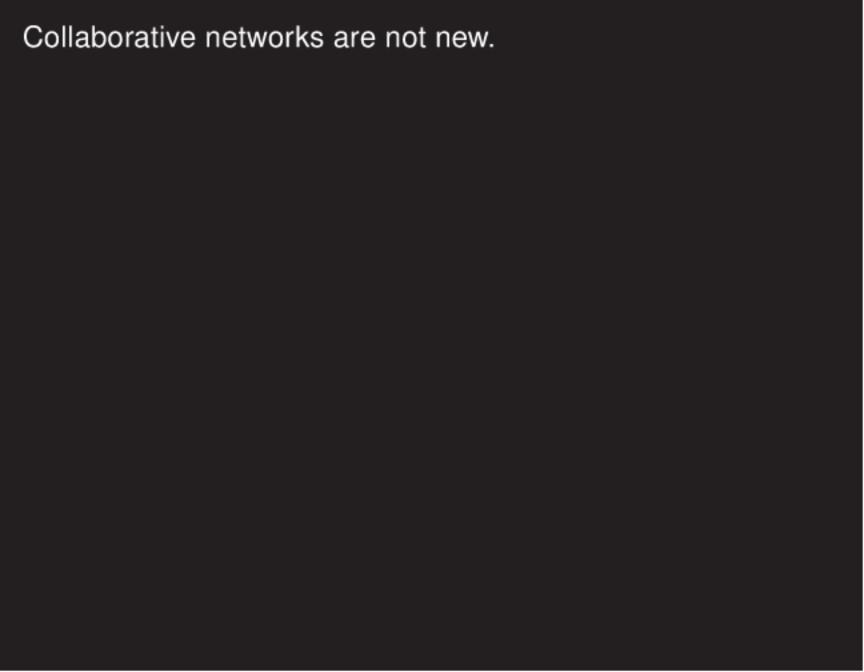
Difficult to manage

Promise of consistency

Ownership of brand



and that's OK.



A successful model has existed for years.



Like building a cathedral,

hundreds of collaborators.

making a movie takes

Smoother Boy	/ KULLY MARIN	
Agent Sims	TREVOR CARMICHAEL	
	1 JOHN T, LANDON	
	SHARON BONDLY	
	n PAUL BERAIN 1 JACQUES SQUVERAUN	
	POCHAEL BRAND	
Conti	i STEVEN GOLDSTEIN	
	TRENT LOCKART	
	: JACKSON BARRES	
VURIES .	S JOSEPH AKIO TERENCE BRADLEY	
	NO DERENI	
	ROBERT UNDERHOLL	
	NEW STLVER	
	HILARY PROPRIATO	
	PINCHAEL O. KELL PHECTOR ABONDAS	
	NORMAN BRIER	
Meter Maid	1 STACY BRECKSTEIN	
First Detective	JOE KALEY	
Second Detective		
	ABRAHAM LENDER T. T. HODRODE	
Helicopter Pilot		
	JOHN R. CARLSON	
Second Old Man	VICTOR ANOS	
	r SEAN O' KENNA	
Start Coordinator Assistant Start Coordinator	F JEFFREY ROCKEN	
Assistant State Continuos	LAMEL INT	
Start Bookles	Carlos	
	GEOFF WRIGHT	
Madage	MARK CONTADINA	
	SUE SKENNTAN CHARLIE MARQUETTE	
	VICTOR BANERAS	
	F. C. CAMERON	
	TELLIE PAMOPOULIS	
	MARTIN AURES	
	STEFAMIC, KAISER BILL MOORE	
Sh.	turts	
	RIN BARKELEY TONY BEAULOCASS	
	N COLERIDGE TWAN DEVERSON N DRUCKER JOE EXANS	
MINE FLANAGAN BILL GEI		
	EL KANTER KENNETH KETTRONGE	
BARKU LAHRUKU TERRY U	LEVENSON TED MARSTEN	
ONORIE MACDOUGAL GREGINE		
JAMES PETRICKE PETE POI MARY STAUFFACHER FREDDRE		
	E STEEN LAB UPTON / TRUCKETT PETER YOUNG	
	D DEAVER-WEBB ROBERT G. RUNYAN	
Heng Kong Kung Fu Team		
YUAN Figer CHU CHEN Dragon SEN		
Titlet 1 Age fills where makes are		

Manners and Modes Supervisor	FRANCIE MAS
Storyboard Artists	CAREN THOMASON
	MIGUEL TRASERO
	PRANCES CHU
	PEORO BOGANDILO
Art Department Researcher	MUALA CONTAN
Art Department Coordinator	TRACY COLLISION
Conceptual Designer	SERGIO MOLO
Graphics	BENJAMIN HIRASUNA
	STEPHANDE RAND
Set Pesigners	GIRC DIMONDE
	STELLAN GRETZKE
	MADELINE BARR
	LANCE DUNSTABLE
	MARCO DEPADLO
	DEN PROBRERY
Set Decoration	LISA BARHAM
	DRU LEE MANNING
	CARRIE DUME
Script Supervisor	
Camera Operator	
Steadycam Operator	
1st Assistant Camera	
2nd Assistant Carners	
Still Photographer	
Sound Recordist	
Speri Operators	
	THOM CARRABINE
Video Operator	
	ILICIANO PROPRIO
Props	DAVID SELL
Property Master	
	KAREN CAROLUS
	D. D. WHEATLY
Action Whicle Coordinators	
	STU JEFFERSON
	JOSH KNEPPLE
	COLIN FARRINGOON
Trigger service	PETER STANISLOV
	KIT GOINES
	BENNOE JAMESON
	RICK DEMIS
	STANLEY FREY
	G. G. MINIMAN
Key Grip	DAVID WEINBERG
	RICKY MONROE
	WILLI STRASBURG
	STAN BENTON
	CHARLES CRIVORN
	NORM LOFEREN
	VIC DOLAN
	GTORGOO WTW/TO
Maging Gris	TEL STEPHENOPOLIS
	TRINI GONZALEZ
	MARCI STEIN
	BELINDA MONAIR
	CAEL DUM
	MICHILLI TORAS
	ROBERTO BELLINI
	TOTAL PARTY

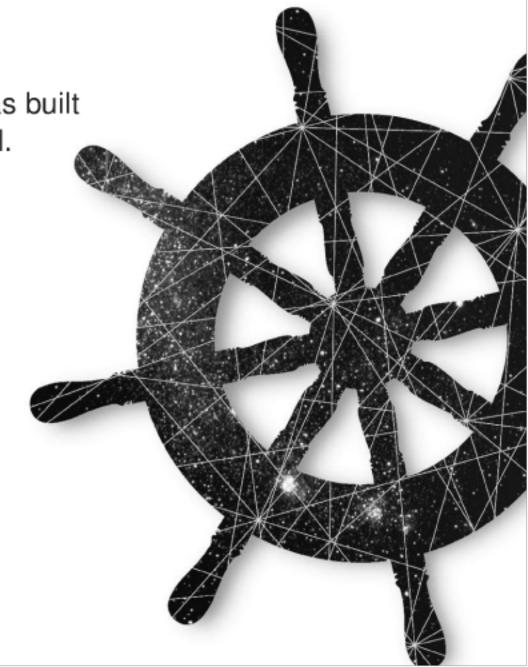
Dry Composite Supv TIM CURRIE DONALD VERES Digital Compositors DAVID HUSSEIN BRIDGET QUESTED Background Artists FRANCESCA ROTT GREG STONE **CGE Lead Arrivators** WILL SUTTON INGE JOHANSSON CGT Animators DREW CRAIN URSULA BEERSCH VISUAL LOGIC, LLC VFX Supervisor DARED BAGMAN Programmer KAROL CONST System Admin RANDY HARDWICK Production Admin MAL GERICKE Production Aide CASS MONAHAN Producer PATRICE ARNEM Scene Graphics PEDRO CARILLO CGT Artist Coord SANDY PROESTLY CGI Artists JOHN LANGORF BRENDA CALE CGI Designer MARK THOMAS KYLE M. SULLIVAN Compositions FATRICK MAHONEY STAV PROMODES MARGREET BILL TANKA SHALIB BENNET JURIAN 1/0 Supervisor CHUCK TRALIK Asserted Visual Effects PENNY GARCIA Color Torer GRAYSON TRUE Megative Cutter SLIN DELGADO Titles Designed by BAROUTAHELL, INC. Opticals by PACIFIC DREAMS, LLC Soundtrack Album on ARTISTIC RECORDS, INC. Microscopic Cinematography by 3AY FLAMMER The Producers Wish to Thank the Following NASA CITY OF NEW YORK THE MARITONE CONTER OF SYDNEY LOS ANGELES POLICE THE CITY OF BEND, OREGON SULTAN OF BRUNET Filmed on Location in CAPE KENNEDY **NEW YORK CITY** SYDNEY, AUSTRALIA LOS ANGELES, CALIFORNIA BEND, OKEGON Filmed with OMMINISON Cameras and Lennes Color by EDLORLAB, TNC. Prints by VISTACHROME



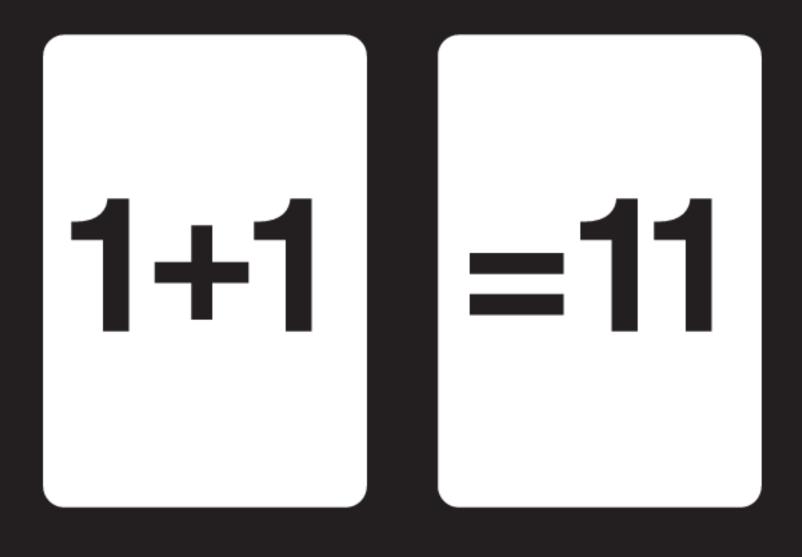
IN THE 1990s,

EXAMPLE:

The Netscape brand was built on the Hollywood model.









the mathematics of collaboration

Because

is nothing less than

MAGIC.

DISCIPLINE 3: INNOVATE

Execution—

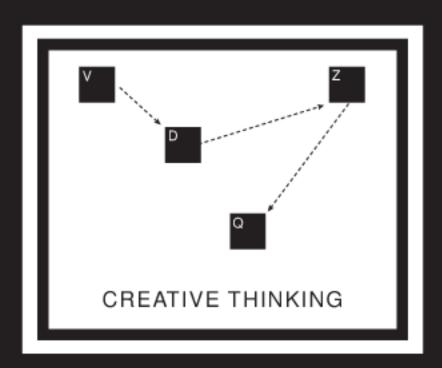
not strategy—is where the rubber meets the road.

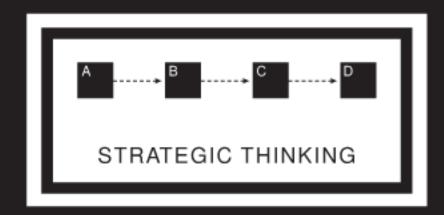


CREATIVITY IS WHAT GIVES BRANDS THEIR TRACTION IN THE MARKETPLACE.

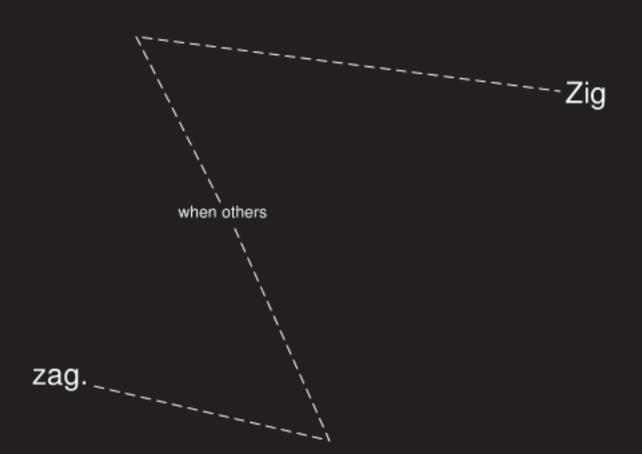
Why do companies have so much trouble with creativity?

Because creativity is right-brained,
and strategy is left-brained.





MANTRA FOR INNOVATORS:



THE REASON THE BEATLES WERE WILDLY SUCCESSFUL IS BECAUSE "THEY NEVER DID THE SAME THING ONCE."





QUESTION:

How do you know when an idea is innovative?

ANSWER:

WHEN IT SCARES THE HELL OUT OF EVERYBODY.



the brand needs a Stand-out name.

To begin with,

The seven criteria of a stand-out name: O DISTINCTIVENESS 2 BREVITY 3 APPROPRIATENESS EASY SPELLING AND PRONUNCIATION 6 LIKABILITY 6 EXTENDABILITY 7 PROTECTABILITY

A great name deserves great graphics.

LOGOS ARE DEAD. LONG LIVE ICONS AND AVATARS!

An **ICON** is a name and visual symbol that suggests a market position.

EXAMPLE:

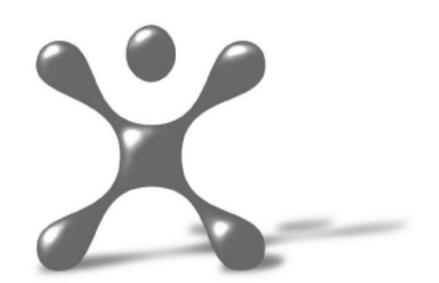


CBS. The network for "eye-popping" television.

An **AVATAR** is a brand icon that can move, change, and operate freely in various media.

EXAMPLE:

CINGULAR: The "self-expression" cellular service.



For products that sell at retail,

the package

is often the best and last chance to make a sale.

The hardest-working packages follow a natural reading sequence.

THE SHOPPER:

- Notices the package
- Asks "What is it?"
- Wonders "Why should I care?"
- Wants to be persuaded
- 6 Needs proof

By presenting information to match this sequence, a package can sell the product more effectively.



If you communicate with your customers **ONLINE**, your website needs to follow a **SIMILAR** reading sequence, one that supplies users with only the information they need, instead of trying to squeeze **EVERYTHING** onto the home page LIKE THIS and making your users do **ALL** the work, which will undoubtedly cause them to LEAVE, when all you really have to do is ask yourself this SIMPLE QUESTION:

in this dress?

Does our website look

Too many websites are bloated with irrelevant information.





(Every department wants to be on the home page)

FEATURITIS

(Inexperienced communicators believe more is better)

3 TECHNOPHOBIA

(Experienced communicators resist new media)

QUIZ:

Which of these sites looks easier to use?



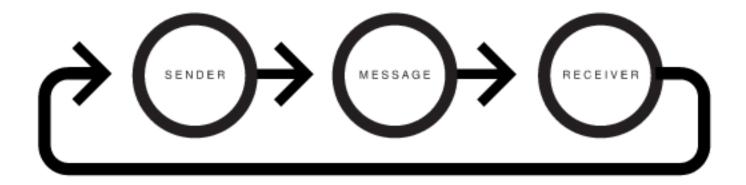


DISCIPLINE 4: VALIDATE

VALIDATION means bringing the audience into the creative process.



THE OLD COMMUNICATION MODEL WAS A MONOLOGUE.



THE NEW COMMUNICATION MODEL IS A DIALOGUE.

QUESTION:

How can you test your most creative ideas BEFORE they get to market? HINT:

Not with large quantitative studies or focus groups.

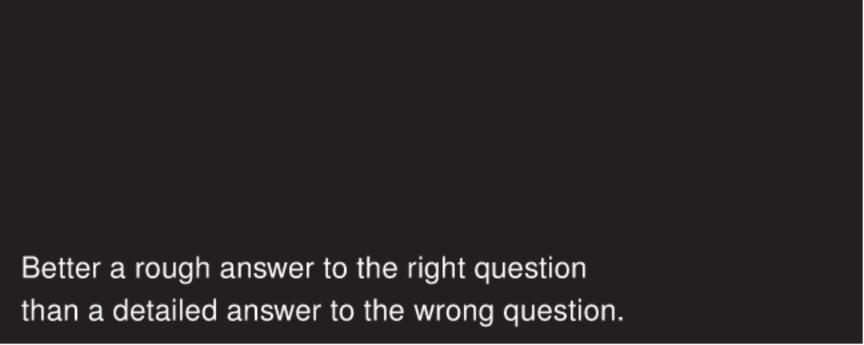
QUANTITATIVE STUDIES BURY THE PROBLEM IN HEAPS OF UNHELPFUL DATA.





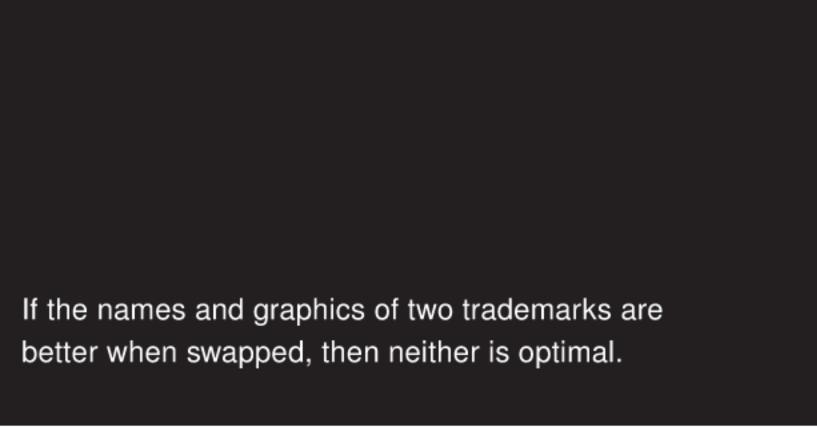
THE BEST TESTS ARE

CHEAP, AND DIRTY



The **SWAP TEST** is a proof for trademarks.

CHEAP-QUICK-DIRTY TEST 1:

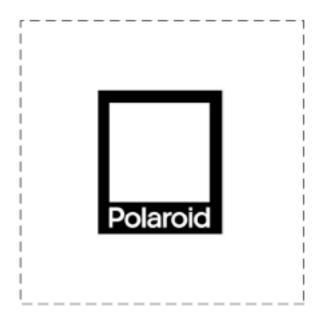






EXISTING TRADEMARKS





WITH NAMES SWAPPED

CHEAP-QUICK-DIRTY TEST 2:
The **HAND TEST** is a proof for a distinctive voice.

If you can't tell who's talking when the trademark

is covered, then the brand's voice is not distinctive.

You have 206 bones in your body. Surely, one of them is creative.

It doesn't take a lot of effort to-enjoy digital music and movies - just the new iMac and a little-creativity.

With Apple's award-winning (Banes software you can be your own D). (Banes makes it simple to "rip" your GDs and put your entire music collection right on your (Mac. Just dong and drup to make playlists of your favorite sorgs. Listen to them on your (Mac, or push one button to burn your own custom GDs that you can play in your car or portable GD player.

Or, for the ultimate in portability, get yourself an IPod. Just plug it into your Diac, and iTunes automatically downloads all your songs and playlists into iPod at blazing FireWise speed (an entire CD in a few seconds). Then just choose a pocket and take your entire music collection with your whereveryou go.

For making movies, Apple's award-winning Movie: software lets you be the director. Plug your digital carneorder into Blac's FireWire port and transfer your video in pristine digital quality. Use Blooke's intuitive drag, and drop interface to out out the boring parts, add Hollywood-ople effects—like-cross-dissolves and scrolling titles—and by in a soundtrack from your favorite CD. Then share your movies with friends and family by making a custom IAD using our apply named Superficine and semarkable IDVD software You'll be amazed at how professional your movies and IATs look and how easy it is to create them.

With the new iMac, an ounce of creativity goes a very long way.



dhal. The first MPS phayer to pack a central blacking 1,900 songer and a 20-desembationy traffic a shorouting 6,5 connectionings you can delicable you selector you go.



Bith tille though DNS you can have your receive him issuest classes and create coston DNDs that play on almost any standard AND player.



CHEAP-QUICK-DIRTY TEST 3:

The FIELD TEST is a proof for any concept

that can be prototyped.

If your audience can't verbalize your concept, you've failed to communicate it.

SHOPPERS CHARACTERIZED

THE PACKAGE CONCEPT

ON THE MIDDLE-RIGHT SHELF

AS "A FASTER PENCIL."

BINGO.



Field tests measure five things:

1 DISTINCTIVENESS

2 RELEVANCE

MEMORABILITY

EXTENDABILITY

5 DEPTH OF MEANING



TESTING MIGHT HAVE SAVED SOME OF THESE COMPANIES FROM THE GREAT SWOOSH EPIDEMIC.



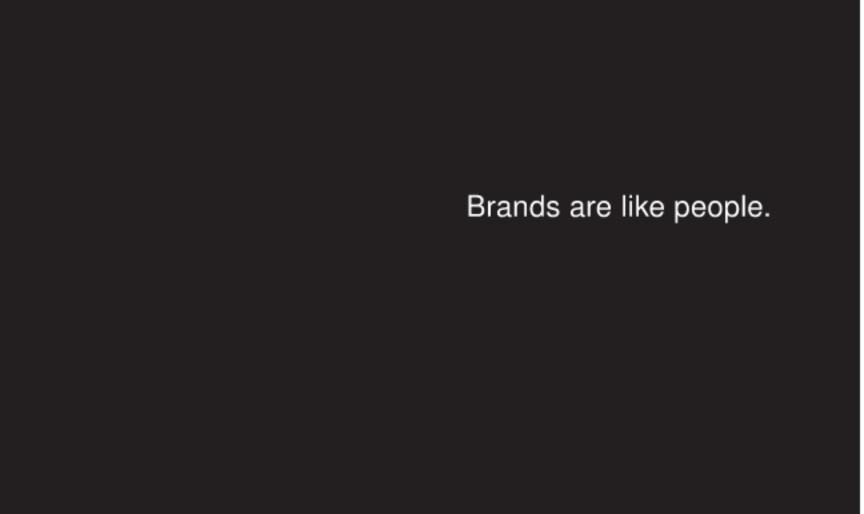
HAS THE GLOBE BECOME THE NEW SWOOSH?



DISCIPLINE 5: CULTIVATE

Business is a process, not an entity.

A living brand is a pattern of behavior, not a stylistic veneer.









IF PEOPLE CAN CHANGE THEIR CLOTHES WITHOUT CHANGING THEIR CHARACTERS...







WHY CAN'T BRANDS?

OLD PARADIGM:

Control the LOOK AND FEEL

of a brand.

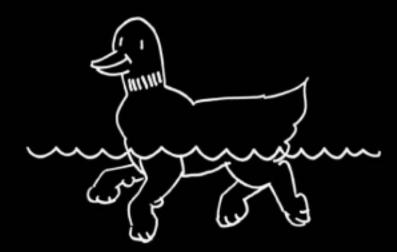
NEW PARADIGM:

Influence the

CHARACTER

of a brand.

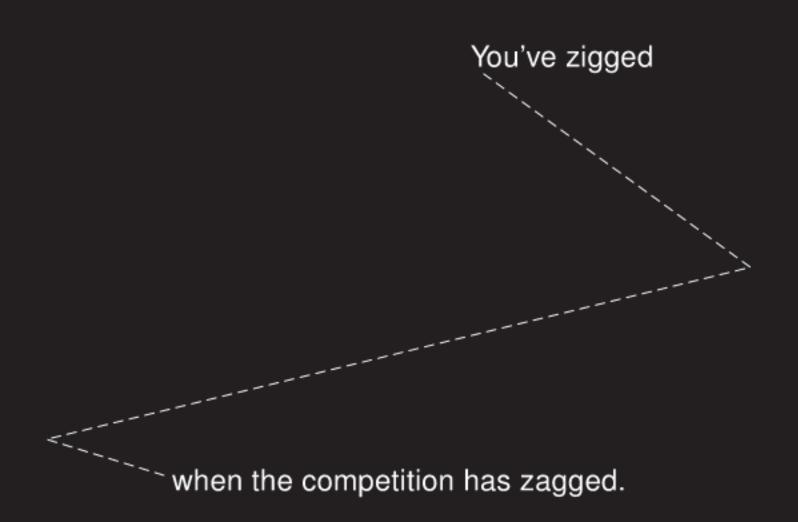
IF A BRAND LOOKS LIKE A DUCK AND SWIMS LIKE A DOG, PEOPLE WILL DISTRUST IT.



DIFFERENTIATED, COLLABORATED, INNOVATED, AND VALIDATED.



YOU'VE ADDED THE LEFT BRAIN TO THE RIGHT BRAIN.





YOU'VE USED TESTING TO BANISH THE FEAR OF STUPID.

Your brand is now **NUMBER ONE** in it's category.

What's your next move?



What's a compass?

A continuing brand education program.

BRAND ORIENTATION BRAND SEMINARS POSITIONING WORKSHOPS BRAND AUDITS STATEGY SUMMITS CREATIVE COUNCILS QUARTERLY CRITIQUES GROUP BRAINSTORMING TEAMWORK TRAINING INNOVATION CLINICS DESIGN AUDITS BRAND MANUALS BRAND PUBLICATIONS BRAND BOADSHOWS

The more

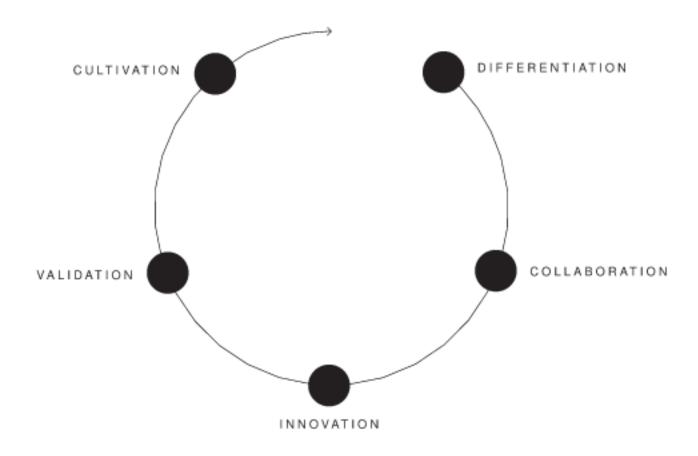
DISTRIBUTED a brand becomes,

the stronger its management needs to be.

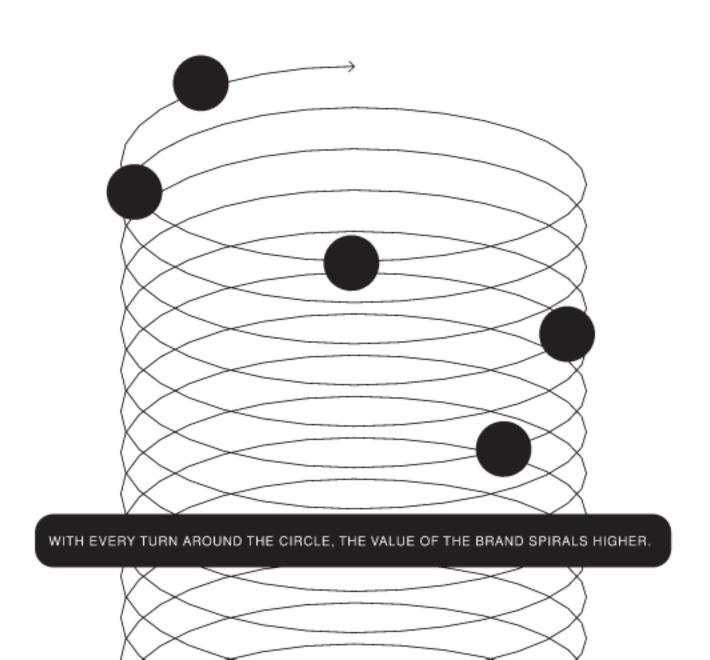
What your company needs is a CBO, or CHIEF BRANDING OFFICER.

THE CBO FORMS A HUMAN BRIDGE BETWEEN LOGIC AND MAGIC, STRATEGY AND DESIGN.





BY MASTERING THE FIVE DISCIPLINES OF BRANDING, THE COMPANY CREATES A VIRTUOUS CIRCLE.





A sustainable competitive advantage.

Marty Neumeier is president of a San Francisco-based

brand consultancy, Neutron LLC. Neutron supplies the "glue" that holds brands together: brand education programs, seminars, workshops, creative audits, process planning, and more.

ABOUT THE AUTHOR

Visit www.neutronllc.com.

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Contact stephanie.wall@newriders.com.