New Strategy for Enterprise Competitiveness

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Strategy | Marketing | Innovation | Knowledge | Technology

Web 2.0 Adoption in Q4 2008: Golden Opportunity for Marketers

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Agenda

What to understand and what to do: Web 2.0 & Marketing 2.0

- The context for Marketing 2.0
 - The digitization of word of mouth drives marketing transformation
 - The double value proposition
- Marketing 2.0 in practice
 - Digital models, past and present
 - Integrating marketing, Web 2.0 style
 - Marketing 2.0 examples: the voice of the customer
- Marketing 2.0 roadmap
 - The big picture
 - Know your Web 2.0 ecosystem
 - Assess your organization's capabilities

Background: Chris Rollyson, 20 Years of Experience with Enterprise Transformation

- Human capital: people
 - Coached executives to thrive on economic changes
- Technology: the Internet and enterprise software
 - Leading role in launching Java as an enterprise solution
 - One of the Midwest's first corporate Internet businesses
- Business process: e-business and knowledge
 - Corporate change agent at Big Four consultancy
 - Built websites, intranets and extranets to change business processes
 - Principal and subject matter expert at (another) Big Four consultancy
 - Led strategy engagements with auto, energy, CPG, financial services and others on creating the "real-time enterprise"
 - Business strategy for start-ups: transform industries with innovation
- Marketing & relationship: consumer empowerment
 - Customer-led communications revolution: what creates value and how
 - Globalization of colleagues and customers: P2P technology, relationships
 - What will stay the same, what will change





The Context for Marketing 2.0: Definitions and Drivers

- Web 2.0
 - Blogs, wikis, social tagging, RSS, mashups, pod/videocasts
 - Social networking: creating/maintaining relationships digitally
- Marketing 2.0
 - Apply Web 2.0 to marketing and customer relationships
 - Adapt tools that were developed in the consumer context
- Why you should care: Marketing 2.0's double value proposition
 - Costs: sharply reduces communication and administration cost
 - Revenue: increases innovation, customer stickiness, brand

Marketers' choice

Proactive

Be a hero: champion process, headset and culture changes

VS.

Reactive

Respond to disruptive requests that will increase in next 1-3 years



The Context for Marketing 2.0: How Customer Content is Changing Relationships

- User-generated content/distribution
 - Individuals' collective voices now rival enterprises and governments
 - Large organizations are losing control over information about their reputations, offerings and performances
- Organizations must develop new sensibilities and processes
 - Interact with people about a far wider range of topics than ever
- Individuals gaining impact on buying decisions
 - This will also mean voting decisions









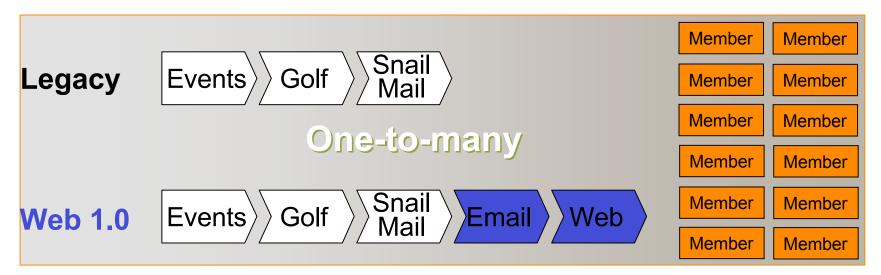


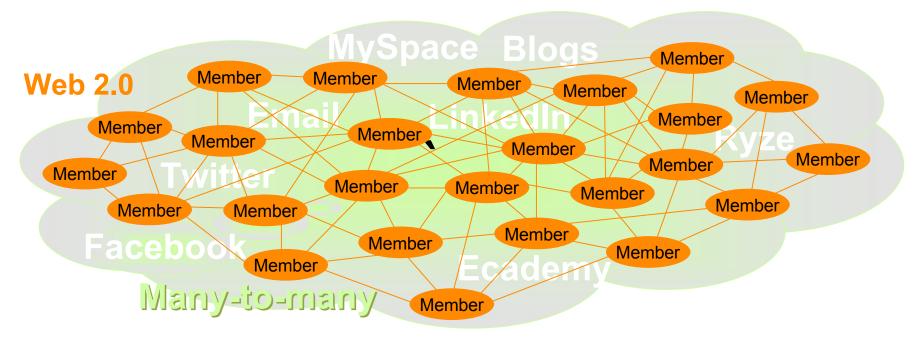




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The Context for Marketing 2.0: From One-to-Many to Many-to-Many







Digital Models, Past and Present



1.0

2.0



- Attract and retain on your site
- Company/product emphasis
- Focus on experience on the site

- Increase relevance by syndicating content in—and linking off your site
- Experience emphasis
- Focus on experience in the ecosystem

The Customer Workstream Orientation



Integrated Web 2.0 Campaigns: Syndicating Content















Websites Blogs



Mayo Clinic



Marketing 2.0 highlights

- Facebook page enables anyone in the community to share experiences
- Anyone may friend or fan Mayo
- Podcasts of physicians discussing diseases and conditions

Key insights

- Focused on superlative experience and word of mouth
- Employee sharing can invite customers
- Repurposing content is a powerful motivator
- Small chunks of content are easy to share

"This is a new reality and one way that people are communicating now and in the future. We need to be present."

Lee Aase, Manager
 Syndications and Social
 Media



CENTERS FOR DISEASE

CDC

Marketing 2.0 highlights

- Podcasting is easy to produce and for people to share
- eCards are simple, but can be viral
 - Have customers design/share (Threadless)
- Gaming can be very stimulating and educational
- Mobile is increasingly key

Key insights

- Follow the usage and know your customers: data and trends
- Show how this meets you mission, connects with your business
- Start small and build

"You have to be where the people are.. we want CDC content available whenever, wherever and however people want it."

Janice Nall, National
 Center for Health
 Marketing



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Marketing 2.0 Examples:

Wells Fargo



Marketing 2.0 highlights

- A long-time online banking pioneer, Wells Fargo has been blazing the trail by assigning Web 2.0 to the front lines, customer-facing processes
- The bank's "hundreds of blogs" have become the most-read nonbanking pages on wellsfargo.com
- 2007 website redesign incorporates Web 2.0 features and content
- First bank with a business banking blog
- First bank with a Second Life presence and first bank on MySpace

Key insights

- All bloggers are team members who have other full time jobs
- They add blogging writing, posting, reading, replying on top of those jobs
- Bloggers are not communications people

"The updated Wells

Fargo website takes a

customer focused

approach to ease access

to most wanted features

(and the bank has seen a)

50% increase in online

Paul Penrose, finextra

applications."

Dell



Marketing 2.0 highlights

- External: Direct2Dell is currently a major driver in repositioning Dell in its customers' eyes
- Internal: blogs, wikis, RSS and Twitter enable motivated, passionate groups to emerge
 - People can find and energize each other
- People are Dell's secret sauce
 Key insights
- Dell is very ROI-driven, but it's off the table
 - Marketing 2.0 is supported by Michael Dell
 - Dell is leveraging it to win confidence back
- Most marketers aren't ready
 - D2D had 1.3 million members and many negative comments; Mehta was almost fired
 - Direct2Dell will be key in Dell's turnaround
- You must allow innovation to fail; if you're not taking risks, you're not innovating

"Negative comments
about Dell are falling
significantly: even though
we can't put a price on
that, we know it's
valuable. It was the right
thing to do, and it's
working."

Manish Mehta, Vice
 President, Global e-Commerce,
 Dell



Playboy Enterprises



Marketing 2.0 highlights

- Playboy on Second Life
 - Projecting the brand, a key strategy for Playboy
 - Understanding how virtual worlds will affect entertainment as a whole
- PlayboyU social networking site
 - Members must have ".edu" email addresses
 - Member content for Playboy Radio and TV
 - Embrace consumer content and integrate it

Key insights

- Think holistically and break down silos
 - Some silos no longer serve customers
- Don't assume you know what customers want
 - PlayboyU is evolving based on customer input
 - Customers get mobilized when they know you listen
- Get in touch with your customers as people
 - Look beyond the product and the technology

"Human impulses remain the same. Technology enables people to act on them differently. The technology may change, but the impulse is a constant."

Christie Hefner, CEO



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2008 Action Steps: Marketing 2.0 Adoption Roadmap

Phase I: Preparation 2005-2008

Phase II: Buildout, Scaling 2007-2012 Phase III: Transformation 2010-2015

- Security/legal diligence
- Study user experience
- Learn from employees/ external thought leaders
- Push wikis/blogs on customer-facing projects
- Create Marketing 2.0 interest groups
- Engage customers
- Manage expectations

- Launch customercentric ventures
 - Threadless
- Fit with other processes
- Visible partnerships with external customerled businesses
- Customers involved in innovation
 - Develop new offerings
 - Service offerings

- Sponsor customer-led business ventures
- Customers lead innovation
 - Develop new businesses, offerings

Customer-informed

Customer-involved

Customer-led

Rare Opportunity for Marketers: Conclusions



- Of all functions, marketing is most focused on customers
 - Marketers will get first crack at responding to changing expectations
 - But they must confront legacy thinking
- Customers prefer to learn from each other in many cases
 - Study after study shows that they often trust a group of strangers in a social network more than company representatives and experts
- Web 2.0 completely changes the context of marketing
 - It digitizes and actualizes word of mouth for the first time
 - Marketers that get it will produce unprecedented value
 - Marketing 1.0 will produce decreasing value
- Marketers can add more value in 2.0 when:
 - They jettison 1.0 "us and them" thinking
 - They openly collaborate with customers











Thought Leadership: Papers and Reports



- Web 2.0's Impact on the 2008 Presidential Election
- 2007 Analysis and Breaking Opportunity for CMOs
- State of Social Networks and Web 2.0: Forrester Wrap
- Case Study: Delta Air Lines' Use of Web 2.0
- Case Study: P&G and Dell, New Model for Innovation
- Consumer Empowerment: A Rare Innovation Opportunity
- The Transformation of Advertising (and its ecosystem)
- The Impact of Mobility on B2B and B2C
- Rebooting Kraft: The Innovation Imperative
- Charting a New Course: Communicating in a Digital Age
- Enterprise 2.0: Game-changer for Investment Banks

http://globalhumancapital.org/plugin/tag/cmo



Thought Leadership: More Offers & Cases



- The Social Network Roadmap: adopt Web 2.0 aggressively while mitigating risk
 - Web 2.0 Ecosystem Audit
 - Web 2.0 Readiness Assessment
 - Web 2.0 Program Design
 - http://socialnetworkroadmap.com
- The Executive's Guide to LinkedIn: changing the numbers around business relationships
 - Free LinkedIn Online Guide and monthly blog subscription
 - Seminars teach what 95% of LinkedIn members don't know
 - Entrepreneur & enterprise clients: apply LI to your business
 - http://executivesguide-linkedin.com/
- Healthcare Web 2.0 case study series
 - http://tinyurl.com/4pzvxr



Thought Leadership: Contact Information



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