

Agenda



- Advertising revealed
- Advertising tactics

Elaboration Likelihood Model

Communication Model/Techniques

- 1) Who say?
- 2) What?
- 3) By what means?
- 4) To whom?
- Methods of measuring advertising effects
- Trends and future developments

Advertising revealed

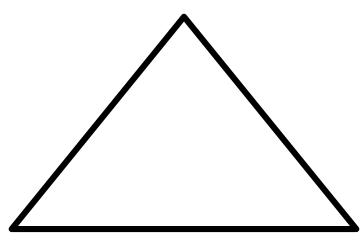
USP is a motivating idea, uniquely associated with a particular brand, which is to be registered in the mind of the consumer

- The U.S.P.
 - **#** is about uniqueness
 - **must sell**
 - must make a proposition

- In best cases our brand or product is unique in itself or is determined to be something unique for a special target group
- Can you provide three examples of unique products or brands?
 - п
 - Ħ
 - Ħ

Unique

Advertising that promises a unique benefit, or a benefit that is perceived as distinct and/or superior



Selling

Significant and relevant to consumers - persuasive enough to incite action

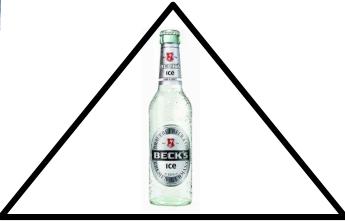
Proposition

A clear, compelling consumer benefit that is delivered by the product



Unique

taste, shape, color, different flavors





SellingBottles, cans & kegs

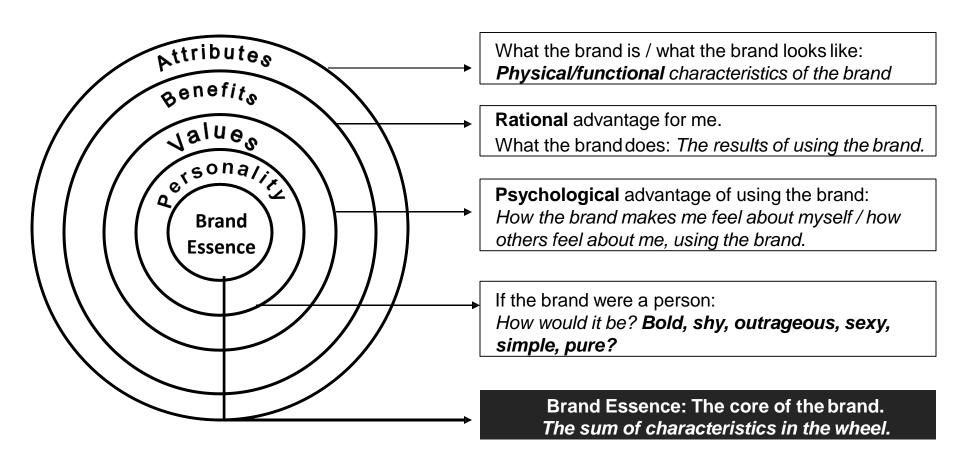


The Beck's experience

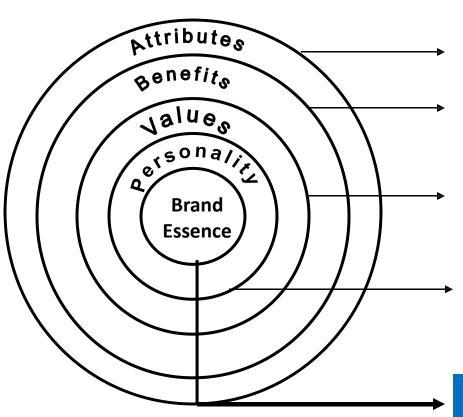




Brand Wheel



Brand Wheel



German, Masculine, Luxury, Expensive, wellengineered. Quality, Performance, Roadholding, Heritage! Is what it is.

Sports performance in luxury comfort, Best of both worlds. Is what it does.

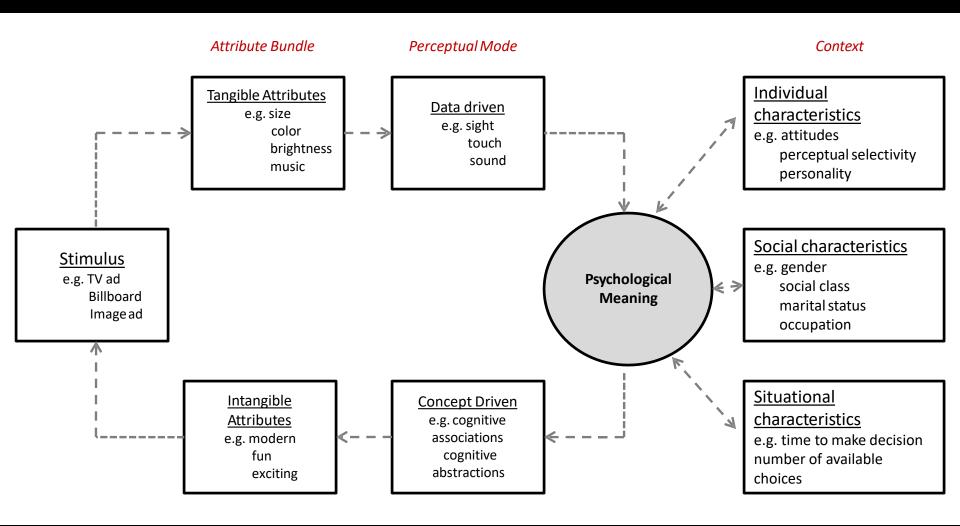
Wise heads on young shoulders
A passionate driver. Is what the brand makes me feel

Serious but not serious-minded, charismatic, outgoing, joie de vivre, half german, half human. "An iron fist in a velvet glove"

DRIVING EXCELLENCE



A framework of psychological meaning



Elaboration Likelihood Model (Petty & Cacioppo, 1986)

Implies two routes to persuasion:

Central Route to
Persuasion

Peripheral Route to Persuasion

Consumers that are motivated and able to process the message will devote more thought to the message contained in advertisement "elaboration"

Attitude change depends on the quality of the arguments

Consumers that are not motivated and/or unable to process the message will switch to a less involved and elaborate processing of information

Attitude change depends on the peripheral cues

Examples of peripheral cues



- " celebrity
- **n** attractive source
- sources with high credibility
- expert sources
- humor
- n erotic stimuli

Elaboration Likelihood Model

- Motivation to process the message can be influenced by
 - personal relevance of the product
 - need for cognition (a tendency to engage in and enjoy effortful analytical activity)
 - personal responsibility
- **Ability** to process the message can be influenced by
 - _n distraction
 - _n prior knowledge
 - _n intelligence
 - message comprehensibility

Elaboration Likelihood Model

Consequences of elaboration

Central route to persuasion

relatively enduring / shows a greater temporal persistence
more predictive of behavior

shows a greater resistance to counterpersuasion Peripheral route to persuasion

- •less enduring / relatively temporary
- unpredictive of behavior
- shows a greater susceptibility to counterpersuasion

Attitude change

Who?

Says what?

By what means?

To whom?

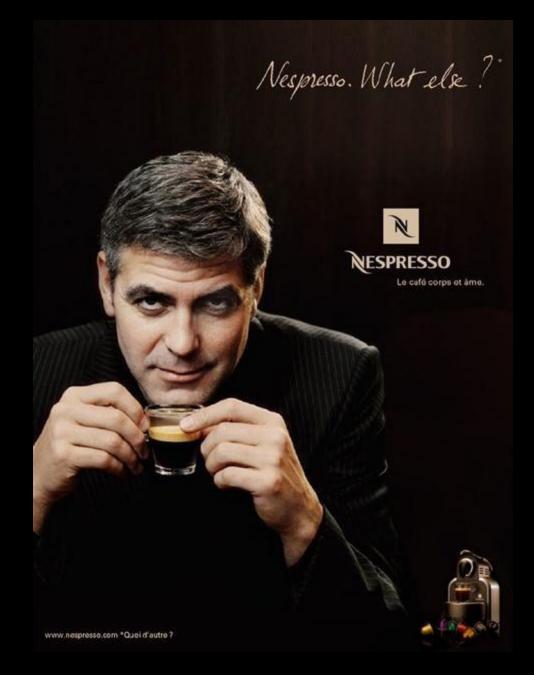
Who? Says what? By what means? To whom?

- Source characteristics
 - 1) Credibility
 - Lower credibility sources are used when the receiver's thoughts about the product are favorable
 - " Higher credibility sources are used when the receiver's thoughts are negative
 - Profession has a greater effect upon perceived credibility rather than the spokesperson
 - 2) Attractiveness
 - 3) Gender

Who? Says what? By what means? To whom?

- Source characteristics
 - 1) Credibility
 - 2) Attractiveness
 - Works for low involvement products coffee, perfume
 - Attractive models do not enhance recall, but facilitate ad recognition
 - 3) Gender

Source Credibility Attractiveness Gender



Source

Credibility

Attractiveness

Gender



Who? Says what? By what means? To whom?

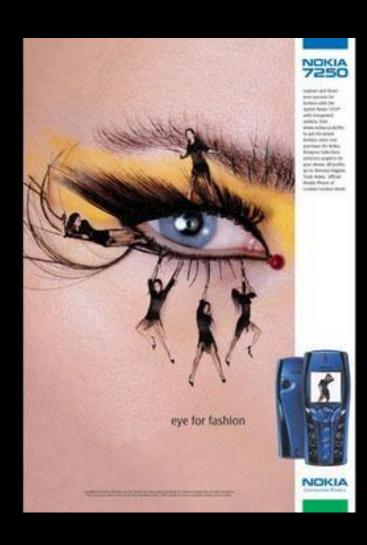
Source characteristics

- 1) Credibility
- 2) Attractiveness
- 3) Gender
 - Gender of models should match the image of the product held by users
 - # Any role depiction should be realistic and natural rather than stereotypical and false

Source Credibility

Attractiveness

Gender



Who?

Says what?

By what means?

To whom?

Who? **Says what?** By what means? To whom?

Message appeal - the overall style of the advertising

Rational appeal?

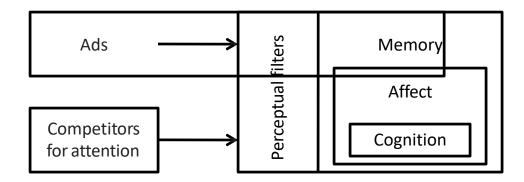
Emotional appeal?

One- vs. two- sided and comparative appeals?

Who? Says what? By what means? To whom?

The MAC Model

- m Memory only most of the choices we make are determined by habit
- Memory + affect most of the conscious choices that make us pause are determined by affect.
- Memory + affect + cognition some ads make us think, as well as do some decision



Who? **Says what?** By what means? To whom?

The role of emotion

	A Typology of Emotional Content	
	Positive	Negative
Pleasure	Joy Friendliness	Sadness Loneliness
Arousal	Vitality Liveliness	Overstimulation
Dominance	Competence Self-fulfillment	Futility

Message appeal

Pleasure



Advertising Psychology

Message appeal Arousal

Vitality

Liveliness



Message appeal

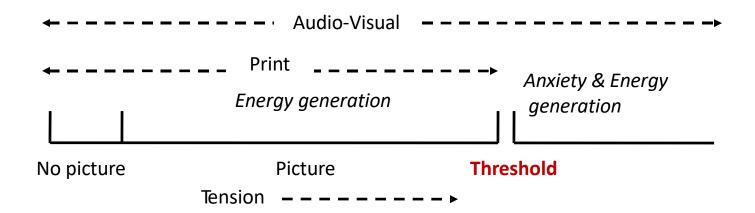
Dominance



Who? **Says what?** By what means? To whom?

Fear appeals as arousal

- Doptimal range of tension
- Point of inflection where increasing tension activates anxiety -> negative feelings



Message appeal

Fear

SMOKING REDUCES WEIGHT (one lung at a time)



Message appeal

Fear





Message appeal Fear



Message appeal Fear



Who? Says what? By what means? To whom?

Humor appeal

"Trying to figure out why something is funny is like dissecting a frog. You'll come up with answers, but the frog always dies." Mark Twain

- ne of the most common techniques, but hard to realize
- The belief that humor can increase advertising effectiveness has led to its unprecedented popularity
 - However, it can work for you or it can work against you!
- Peripheral cue drawing attention to the ad

Message appeal

Humor





Message appeal

Humor





Who? Says what? By what means? To whom?

Subliminal Messages

- the use of hidden or otherwise imperceptible stimuli to manipulate viewers or listeners to behave in ways they otherwise would not.
- The Vicary "Eat Popcorn/Drink Coke" Study
- **Below threshold**
 - Subjective threshold
 - п Objective threshold











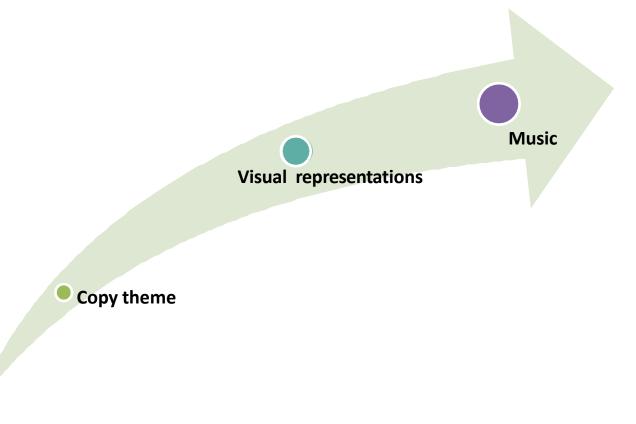
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By what means?

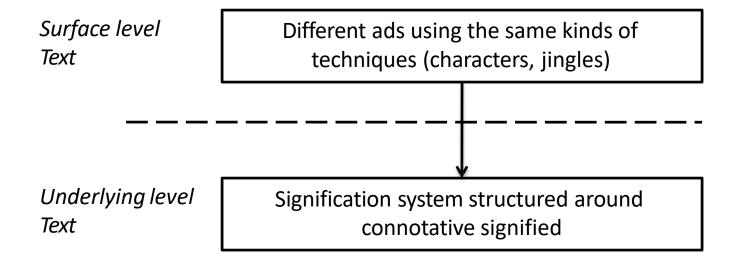
To whom?

Who? Says what? By what means? To whom?

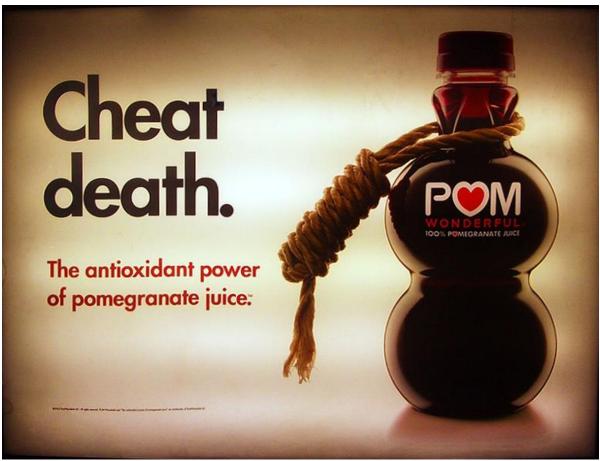


Who? Says what? By what means? To whom?

1) Copy theme

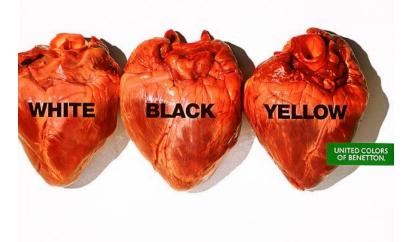














Says what? By what means? To whom?

1) Copy theme

Use of figurative language and rhetorical devices

Metaphor

- used in creating brand identity
- Beetle (small and quick)
- Mustang (very fast)

Slogans

- reinforce the recognizability of a brand name
- Live for Now, **Peps**i

Imperative forms

- this creates the effect of advice coming from an unseen authoritative source
- Trust your senses

Formulas

- create the effect of making meaningless statements sound truthful
- A volkswagen is a Volkswagen



Who? Says what? By what means? To whom?

2) Visual representations

y, What visual images express can only be approximated by words, but never fully captured by them. Words represent an artificially imposed intellectual system removed from primal feeling; images plunge us into the depth of experience itself." (Barry, 75)



Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention



- Violating reality
- Surrealism and visual metaphor
- Visual parodies
- Direct eye gaze

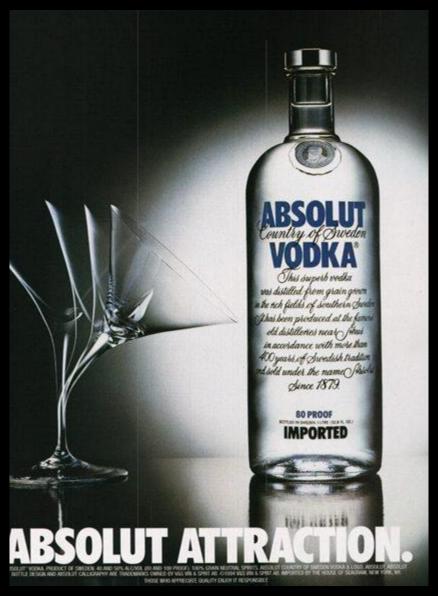
Eliciting Emotion

- Vertical camera angle, Power, and Status
- Looking down,
 Nurturance,
 Subservience



Attracting attention

Violating reality



Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention



- Violating reality
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Eliciting Emotion

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Attracting attention

Surrealism andVisual Metaphor





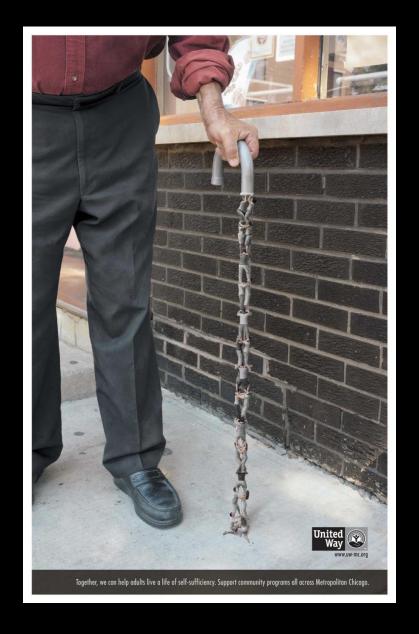




Attracting attention

Visual Metaphor





Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention Violating reality Surrealism and visual metaphor Visual parodies Direct eye gaze

Eliciting Emotion

- Vertical camera angle, Power, and Status
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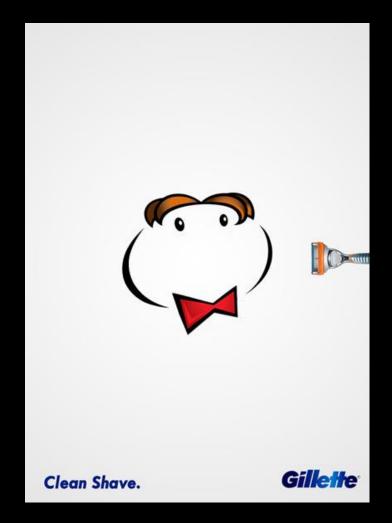
Attracting attention

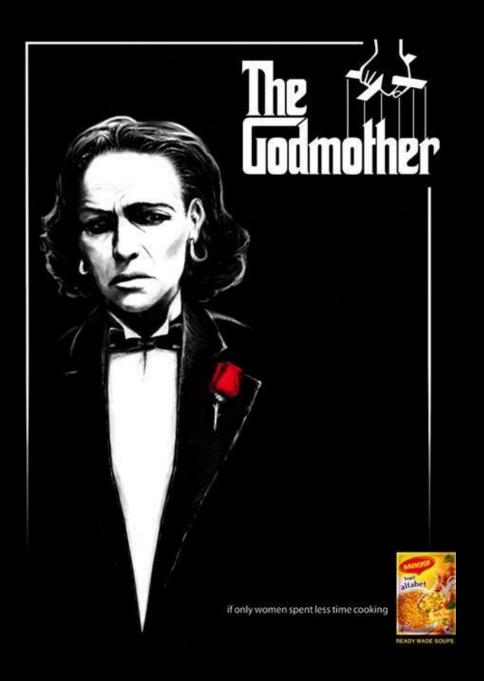
Visual parodies



Attracting attention

Visual parodies





Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention



- Violating reality
- Surrealism and visual metaphor
- Visual parodies
- Direct eye gaze

Eliciting Emotion

- Vertical camera angle, Power, and Status
- Looking down, Nurturance, Subservience



Attracting attention

Direct eye gaze



Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention



- Violating reality
- Surrealism and visual metaphor
- Visual parodies
- Direct eye gaze

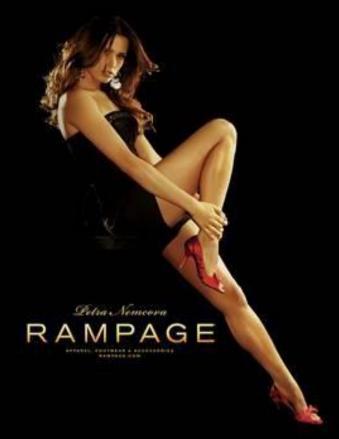
Eliciting Emotion

- Vertical camera angle, Power, and Status
- Looking down, Nurturance, Subservience



Eliciting Emotion

Vertical camera Angle, Power, and Status



Who? Says what? By what means? To whom?

2) Visual representations

Attracting Attention



- Violating reality
- Surrealism and visual metaphor
- Visual parodies
- Direct eye gaze

Eliciting Emotion

- Vertical camera angle, Power, and Status
- Looking down, Nurturance, **Subservience**



Eliciting Emotion

Looking down, Nurturance, Subservience



Who? Says what? By what means? To whom?

3) Music

Attention gaining value

- Ability to engage a listener's attention through speed and loudness
- Role in advertising attract and hold attention
- However, can be act as a distractive factor

Message congruence

The extent to which purely instrumental music conveys meanings (feelings, images, thoughts) that are congruent with those evoked by ad messages





Who?

Says what?

By what means?

To whom?

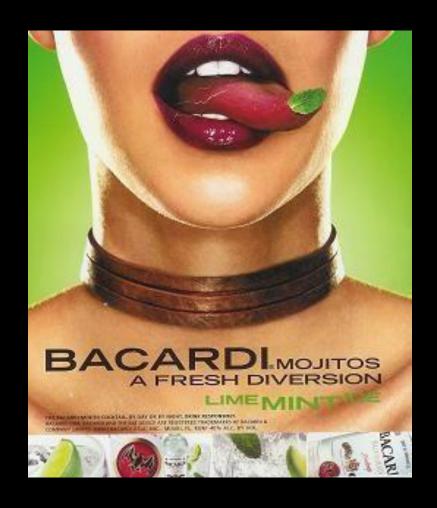
Who? Says what? By what means? To whom?

Targeting Cultures

- **Language**
- **"** Communication Style
- _n Symbols
- **n** Cultural Values

Linguistics Cultural Suitability

Linguistics



Cultural Suitability





THE LEATHER COLLECTION, LOVINGLY CENTED FROM THE FINEST IMPRECIALS

Who? Says what? By what means? To whom?

Targeting Cultures

- _n Language
- **"** Communication Style
- _n Symbols
- **n** Cultural Values

Explicit Implicit

Targeting Cultures Explicit



Explicit



Implicit



Implicit



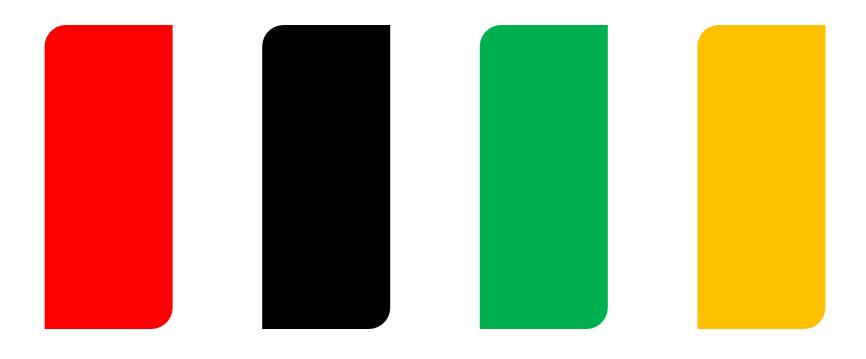
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Targeting Cultures

- n Language
- **"** Communication Style
- **"** Symbols
- **"** Cultural Values

Colors Numbers

Colors and cultures



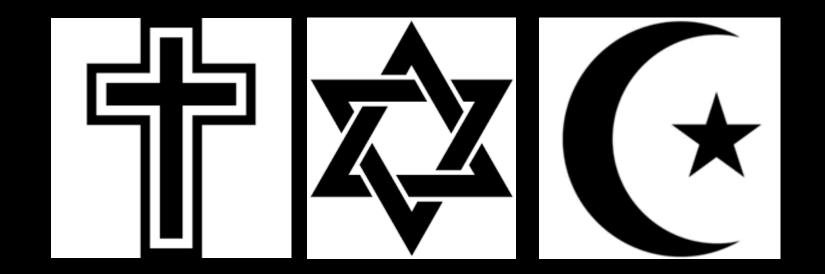
Who? Says what? By what means? To whom?

Targeting Cultures

- _n Language
- **"** Communication Style
- _n Symbols
- u Cultural Values —————

Religion Individualism Generation type

Religion



Targeting Cultures





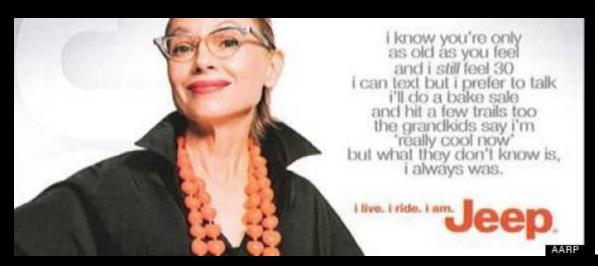




US Melting Point

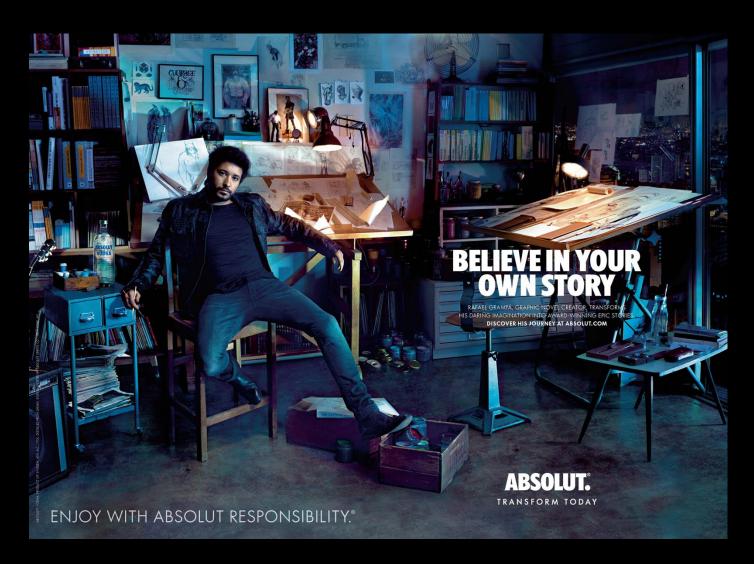


Baby Boomers

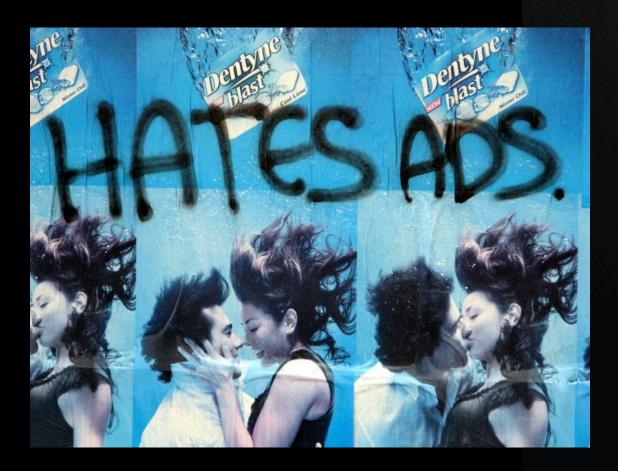




Gen X



Millennials





We might not all believe in reincarnation, but we do believe in recycling.

More than 80% of our paper usage at Y&R is recycled.

