

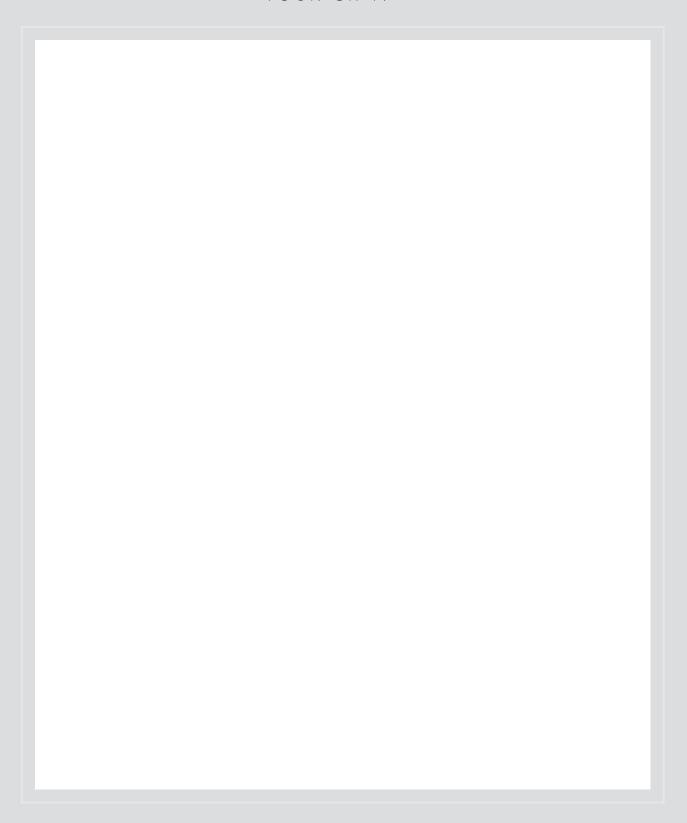
# WHERE ARE YOU NOW?

What is your product or service current status? Give some background information.





#### YOUR GIFT!



Place a picture of your product or draw it. Be as creative as you want. The important thing to do here is to be able to visualize it and fall in love with it. Probably you already love it.







Why are you doing this? Be honest to yourself. Be personal! Identify the emotions that will make you stay focused.

MEANING
IVICAIVIIVO
What does your product/service represent to you? What emotional strings are connected to your product-/service? What is your legacy
with this product/service? How it helped you?



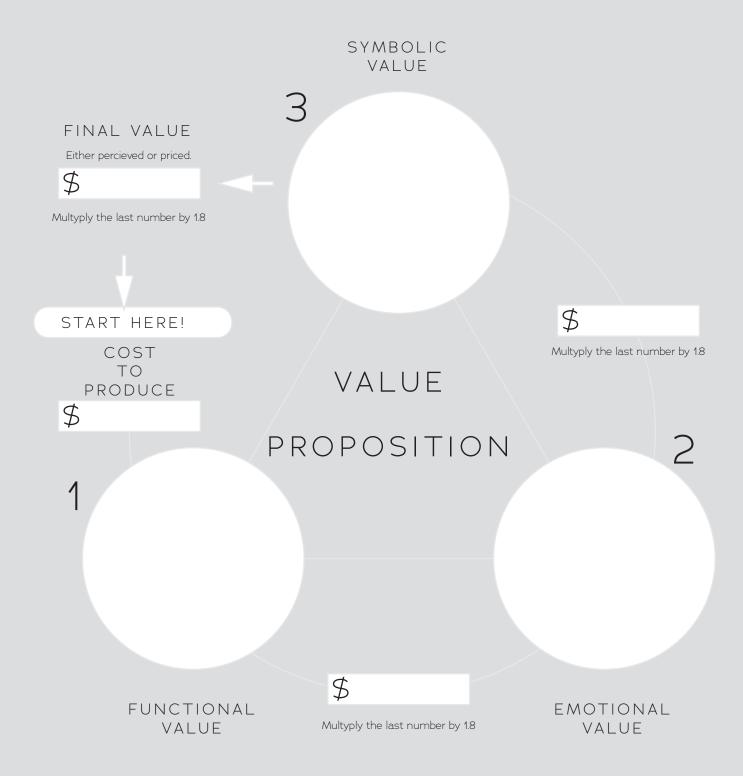


FUNCTIONA VALUE

What does it do?

EMOTIONAL VALUE	What makes your audience/customer feel?
SYMBOLIC VALUE	What does your product tells about your audience/customer?  (Honor/prestige/recognition)





Fill the circles with the corresponding values of your product or service. Write 3 values per circle.

Before going to the next circle, underline the value that is more important for your customer.

Fill the price box at the begining and continue working counter clockwise.







## CUSTOMER RESEARCH

SEGMENT:	
DEMOGRAPHICS	PSYCHOGRAPHICS
AGE:	HOBBIES / INTERESTS
GENDER:	TV SHOWS:
EDUCATION:	BOOKS:
OCUPATION:	MUSIC:
LOCATION:	WEBSITE:
STATUS:	MAIN PROBLEM:
PETS:	CONCERNS AND ANXIETIES
RACE OR ETHNIC ORIGIN:	TURN-OFFS:



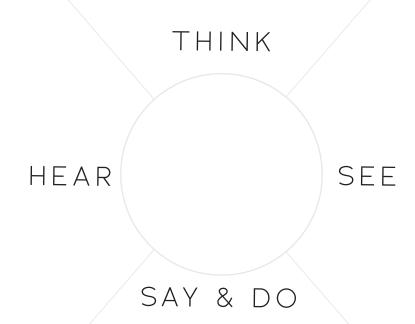








# EMPATHY MAP







# WANTS

NEEDS		





#### PYRAMID OF NEEDS

Map the top 3 needs of your costumer. Circle the 3 basic needs your product covers.

Then, draw a rectangle on 2 needs that you can target using marketing, social media, and advertising.

MORALITY PROBLEM SOLVING SELF-ACTUALIZATION CONFIDENCE ACHIEVEMENT SELF-STEEM PRICE RANGE either tagged or perceived ESTEEM RESPECT OF OTHERS FAMILY SEXUAL INTIMACY FRIENDS LOVE & BELONGING SECURITY OF RESOURCES BODY FAMILY PROPERTY

SLEEP

use social media to increase awerness of the new needs.

HEALTH EMPLOYMENT MORALITY

PHYSIOLOGICAL

SAFETY





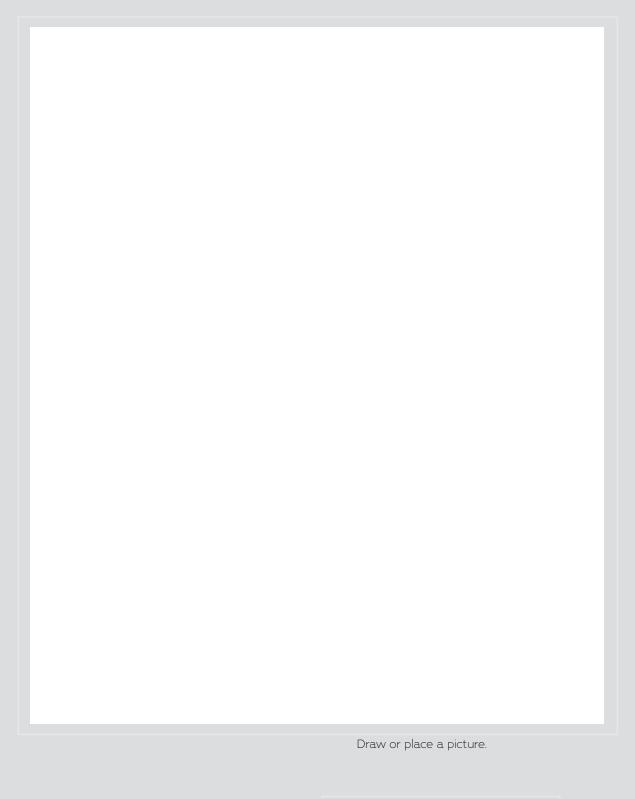


Breathing SEX

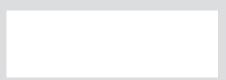
HOMEOSTASIS EXCRETION

WATER











## MARKETING BRIEF

BRAND						
OBJECTIVE						
TARGET		INSIGHTS AND CONSIDERATIONS				
MAIN INSIGHT (WHAT IS THE MAIN PROBLEM)						
SINGLE MINDED THOUGHT (HOW THE BRAND HELPS)						
brand voi	C.F					
DIAND VOI						





# ARCHETYPES





### FREEDOM

FREEDOM LIBERATION ENOYMENT REBEL CREATOR LOVER SOCIAL MASTERY SERVICE CAREGIVER **HERO** EVERYMAN MAGICIAM POWER RULER DNIONATSABONU CONTROL ORDER

**◆**BBC





#### DRIVES AND MOTIVATIONS FOR STORY

		Ν	1	Д	11	V	

HUMAN DRIVE

AQUIRE

BOND

LEARN

PROTECT

FEEL

STORY THEME

VS

DOMINATION OPRESSION

APPROVAL SEGREGATION

REWARD PUNISHMENT

SAFETY DANGER

PLEASURE SACRIFICE SUBCONSCIOUS INSTINCT

> SELF PRESERVATION REPRODUCTION

REPRODUCTION GROUP SURVIVAL

SELF PRESERVATION GROUP SURVIVAL

GROUP SURVIVAL REPRODUCTION

GROUP PRESERVATION SELF PRESERVATION

WANTS

SINS

POWER

ENVY GREED GLUTONY WRATH

LOVE LUST

PRIDE

MEANING

FNVY WRATH

JUSTICE

LUST HAPPINESS

#### Worries

SELF PRESERVATION

Physical safety

Comfort

Health

Security

ences.

others.

People.

line.

Environment

Intense experi-

Connection with

Attractions that produce adrenaStress

Money

Food and nutrition

Lack of mental or

Lack of personal

connections

emotional stimulation.

Adjusting to

Being accepted.

others.

Avoiding intimate situations.

Coping

Overworking

Overbuying

Overeating

Oversleeping

Overindulging

Scattered attention and lack of focus.

Sexual promiscui-

Avoiding others

Thrill-seeking

Antisocial behaviours.

Poorly developed social skills.

Stubbornness.

Resentment.

Avoidance.

GROUP PRESERVATION

REPRODUCTION

A sense of personal value Accomplishments.

Secure a place with others.

Status.

Approval.

Being admired.

Knowing what is going on in the world.







#### BINARY CORE VALUES

TRUTH/LIE

LOVE/HATE

GENEROSITY/SELFISHNESS

HARD WORK/LAZINESS

LOYALTY/BETRAYAL

LIFE/DEATH

COURAGE/COWARDICE

HOPE/DESPAIR

MEANINGFULNESS/MEANINGLESSNESS

MATURITY/INMATURITY

JUSTICE/INJUSTICE

MORALITY/INMORALITY

UNITY/BREAK UP

HONESTY/DISHONESTY

GOOD/EVIL

SACRED/PROPHANE

BEAUTY/UGLYNESS

PASSIVE/AGRESSIVE

REBELLION/SUBMISSION

LIBERTY/COMPLIANCE

CREATIVE THINKING/ROTE THOUGHT

SUCCESS/FAILURE

INNOVATION/IMITATION

EFFICENCY/INEFFICENCY

RISK/SAFETY

LEADER/FOLLOWER



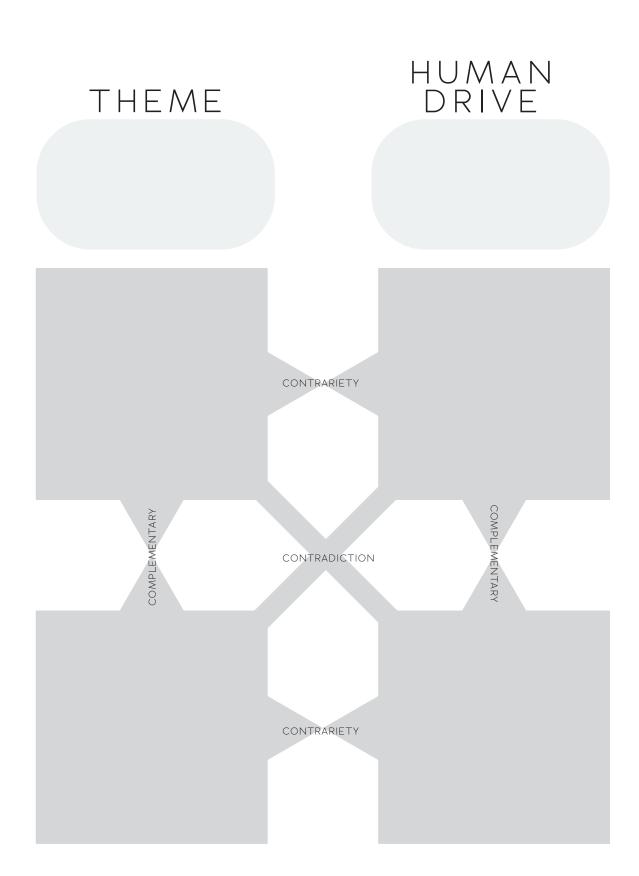








## THEME / CORE VALUES MAP







## ACTANTIAL MODEL

WANT

OBJECT SENDER RECEIVER Mentor (Service) Magic (product)

HELPER

SUBJECT

OPPONENT

BRAND

AUDIENCE/ CUSTOMER

PROBLEM









## STORY STRUCTURE FOR DIRECT RESPONSE



SOLUTION





