### SCC2021 3A CMM01

# **BRAND COMMUNICATION ECOSYSTEM**

Nombre de crédits : 3

Langue d'enseignement: English

**Responsable du cours** : TOUZE FLORENCE **Enseignants** : SCHNAPPAUF Judith

#### **■ DESCRIPTION DU COURS**

• Understanding of the key dynamics at work in the current advertising and integrated brand/product communication landscape, mediascape and consumerscape.

#### **■** OBJECTIF DU COURS

Having completed this course the student is expected to demonstrate:

- An Paid, Owned, Earned Media as it relates to the Brand Digital Eco-system, then, so as to go beyond the design of a «one-shot» campaign, and teach students how to optimize brand's presence on every single offline and digital asset/venue.
- Mastery of some principles and «how-to» that will help assess and challenge Agencies' proposals, as well as tricks to manage marketers/agencies relationship, whether the students work within the marketing department of a brand or within an agency.

NB: This class is focused on creative aspects of digital advertising, such as brand content, and therefore does not address issues surrounding other aspects of the digital toolbox such as performance marketing (SEO, search marketing, etc.). Moreover, this class mostly focuses on B2C examples/practices.

#### **■ LEARNING OBJECTIVES**

Learning goals C4B LG1 - Analyse

**Learning objectives** 

C4B

LO2 - Analyser des situations complexes

Outcomes Niv. 1 - Repérer et examiner les différents composants d'une situation

complexe

**Learning goals C4B** LG3 - Entrepreneuriat et innovation

**Learning objectives** LO7 - Identifier les besoins et élaborer une offre

**IB** pertinent

Outcomes Niv. 3 - Construire et formaliser une nouvelle offre

## **■ CONCEPTS ENSEIGNÉS**

Consumer-decision-journey, Integrated Communications, 365 Communication, The brand digital eco-system, Paid-Owned-Earned Media, Consumer Engagement, Content-centric marketing, Community Management, Social-Media Marketing, Social TV, User experience, targeting in the digital age.

# **■ MÉTHODES PÉDAGOGIQUES**

Course overview, case study

#### **■ TRAVAIL ATTENDU ET ÉVALUATION**

Case Study

=	BII	BLIOGRAPHIE
	Tex	tbook:
	Pai	d, Owned, Earned Media, Nick Burcher.
	Onl	ine resources
	Cor	ntagious.co.uk
		k.com
		einspirationroom.com
		italbuzzblog.com
		nectingwithconsumers.net
		age newsletters
		diapost newsletters
		g.360i.com/pov
		rtinweigel.org
		nplyzesty.com
		rmachine.typepad.com
	Ma	rtinweigel.org
	Any	nd leading thinkers on the subject to be followed on Twitter (Every student will be invited to open a twitter account and join the conversation! v students planning to work within the advertising/digital advertising realm will also be invited to expand its online presence and work up it ut score.
=	ΜĖ	ÉTHODE D'ÉVALUATION
	40	% : Contrôle continu
		%: Examen
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=	<u>&gt;</u> E	ANCES
1		Introduction and course overview COURS: 01h00
		Key issues shaping the advertising/brand communication landscape since the advent of digital media.
		. Media and Audience fragmentation
		. Consumers screening out marketing communication
		. The «Empowered» Consumer
		. Old rules get challenged
		. An endless flow of buzzwords
2		Content-Community-Context: the building blocks of digital advertising.  COURS: 01h00

Community: (branded) Communities and their dynamics, rise of social media: key issues, best practices and critiques.  COURS ET ÉTUDES DE CAS: 01h00		
. Context: Using new media, their capabilities and interfaces to target consumers, deliver experiences and create value, the case of mobile marketing and apps.		
. Putting it together: Conversations, Conversions, Commerce.		
Paid, Owned, Earned Media, a framework for Integrated Communications in the digital age. The «digital revolution», the «death of marketing» and interruption-based advertising? a critical perspective, COURS, ETUDE DE CAS ET EXERCICES: 01h00		
. Key principles		
. Case studies		
Putting it all together: The Brand Digital Eco-system		
. Key principles		
. Case studies		

 $The \ "" digital \ revolution", the \ "" death \ of \ marketing" and \ interruption-based \ advertising \ ? \ a \ critical \ perspective, \ reconciling \ Reach \ and \ Engagement.$ 

Agency pitches presentations.