

The Future of Outdoor Advertising – a marketing perspective

October 2011 | Christian von den Brincken

STRŐER

out of home media



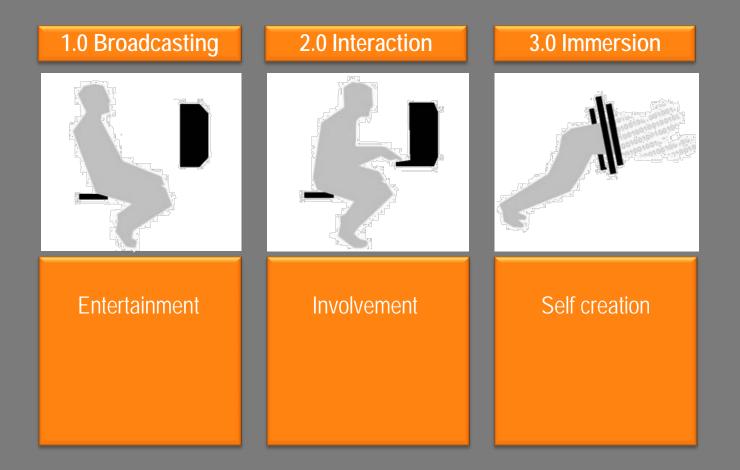
Strategic context

- > OOH will always be a broadcasting channel
- Three effects of digitalisation on OOH
 - 1. Fragmentation of electronic broadcasters (TV, etc.)
 - 2. Flexibility in OOH
 - 3. New concepts; Demand leads to activation



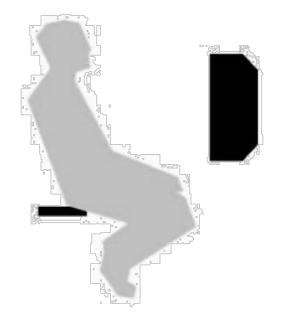
OOH = Any communication with people outside of their home

Three levels of digitalisation





Digital broadcasting





Berlin, Hauptbah



BMZ +

5-11

1



gratis

WIEDER DA: Die original Coca-Cola-Gläser 1 Glas gratis zum McMenü® WIEDER DA: Die original Coca-Cola-Gläser 1 Glas gratis zum McMenü*



STROE

M.

München, main train station



Frankfurt, main train station

8



Cologne, main train station

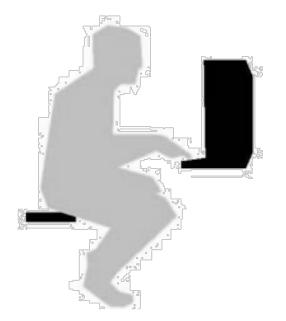


Stuttgart, main train station

Digital OOH broadcasting case

The essence: Consumer: attention // Industry: flexibility

Digital interaction





Suddenly there is a instant feedback channel





... Feedback leads to action! Action is impact!



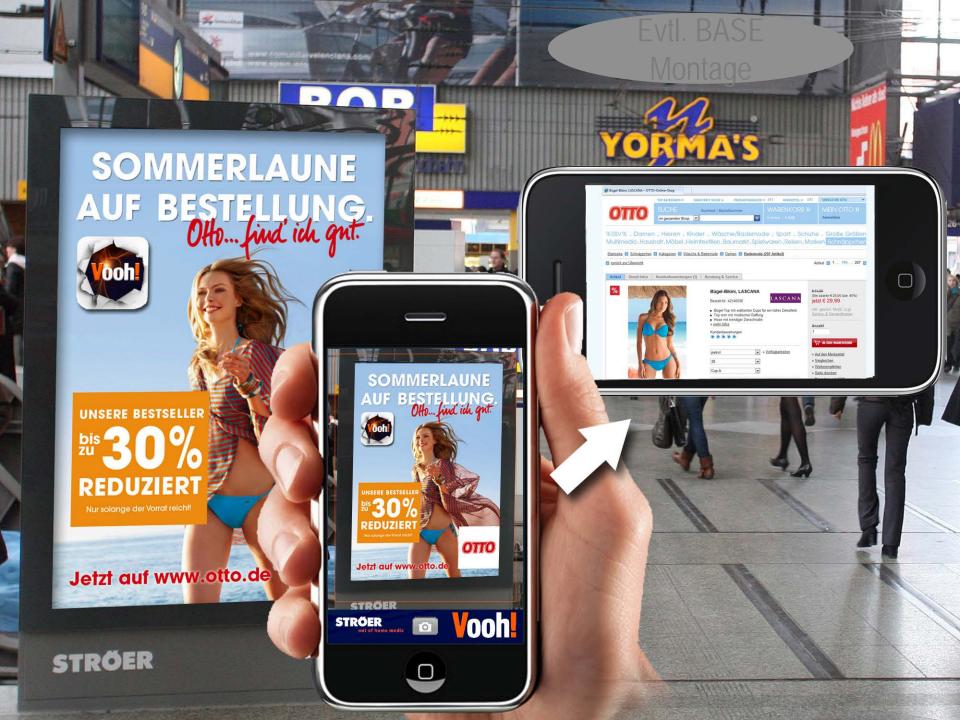


Sales support intiative: Vooh!

- > Successfully launched in summer 2011
- > Strong client interest both nationally and regionally
- > Co-operation talks for distribution boost with
 - Payback
 - Lotto Nord
 - Blue Man Group

> Augmented reality function from 2012











Subsection of the section of the sec

BASE

"Einfach ausgesucht: mein Smartphone und meine Flats."





Current Vooh! enhanced campaigns

- > BASE: connects national campaigns with online sales
- > MFI: Sandman sweepstakes for Berlin shopping arcade
- > KAW: promotion for outdoor advertising
- > **HS**: local recruiting in Essen
- > Radio SAW: cross-media promo
- > YSL: enhancement of Out-of-Home Channel campaign





ExampleTesco, South Korea





The essence: Consumer: involvement // Industry: geo-tagging

Tiny targets?

Today!



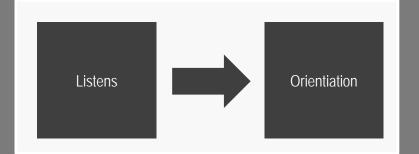


Tomorrow: new target groups evolving!

Immigrants



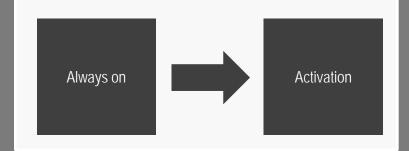
Not able to process information flood and media fragmentation with habitual attention allocation (serial, focussed) and thus switches off.



Natives

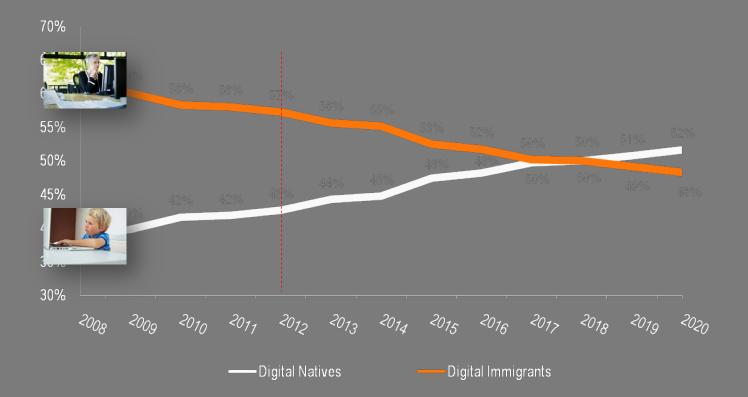


Immerges in new levels of media evolution and fragmentation with spontaneous, partly parallel and always selective attention allocation with the aim of processing information flood.



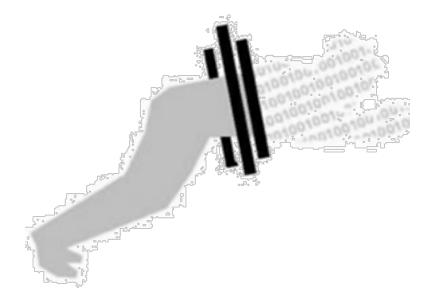


Both targets groups equally relevant in the near future





Digital immersion





Connecting real and virtual worlds

Example of today (Axe)



Usecase for tomorrow

Window to the World

The essence: Consumer: creation // Industry: targeting

Thank you!