

# The Future of Outdoor Advertising – a marketing perspective

October 2011 | Christian von den Brincken

STRŐER

out of home media



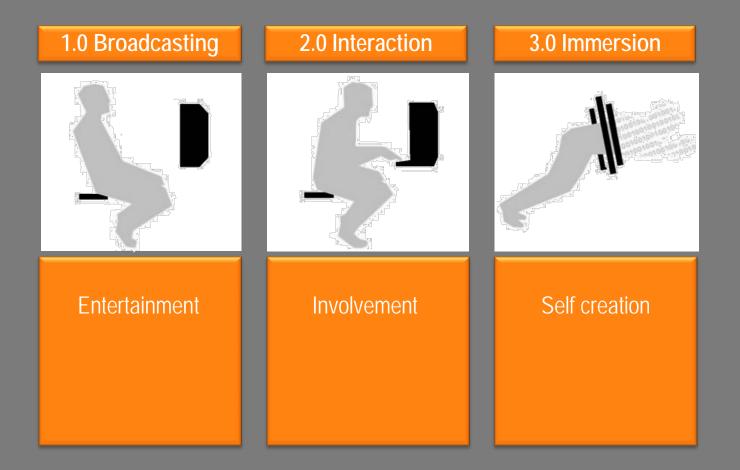
# Strategic context

- > 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



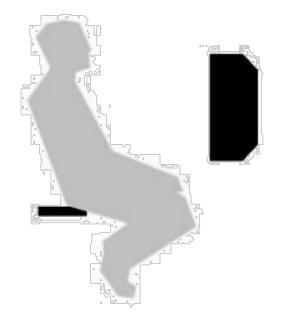
OOH = Any communication with people outside of their home

## 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

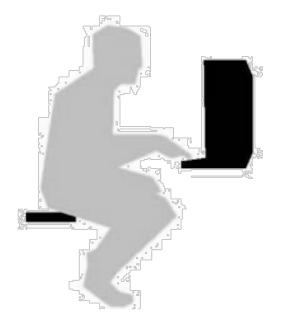


Stuttgart, main train station

# 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!



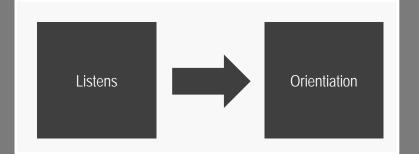


# Tomorrow: new target groups evolving!

#### Immigrants



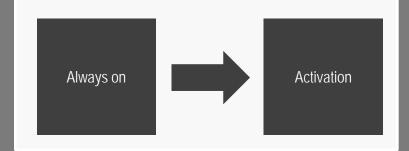
Not able to process information flood and media fragmentation with habitual attention allocation (serial, focussed) and thus switches off.



#### Natives

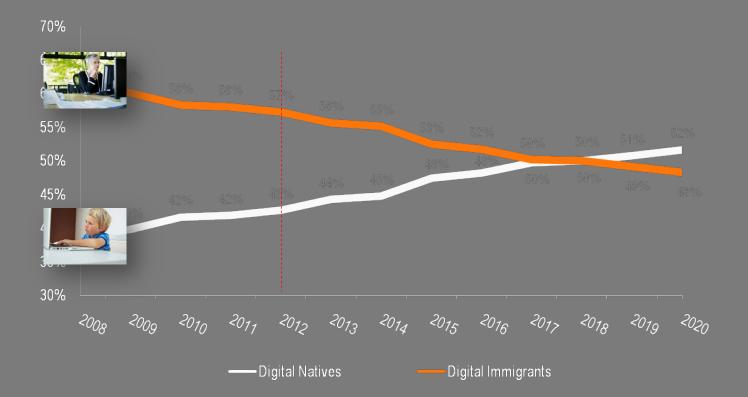


Immerges in new levels of media evolution and fragmentation with spontaneous, partly parallel and always selective attention allocation with the aim of processing information flood.



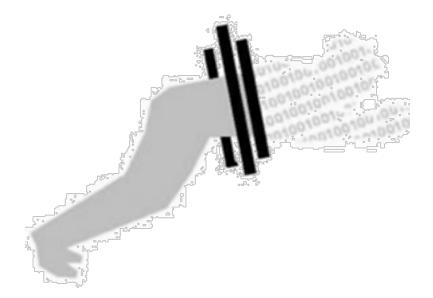


## Both targets groups equally relevant in the near future





# 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!