

Use Real Data For An Interactive Digital Persona Workshop Students Will Love



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About Me

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Digital Marketing Consultant, Speaker, and Teacher

- 10 year of digital marketing and data analytics professional experience
- Led strategies at organizations from Fortune 500 companies to small businesses
- Founder Meta Impact, a digital marketing consultancy
- Instructor at Cleveland State University

Bringing Consulting To The Classroom

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Bringing consulting into the classroom enhances learning

- Real world problems
- Real data
- Interactive activities
- Group problem solving
- Treat students as coworkers all assigned to the same client

My Favorite Consulting Activity

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Interactive Digital Persona Workshop

- Insightful, educational, and engaging
 - In the workplace
 - In the classroom
- Planning the lesson
 - The Concept Introduction
 - The Activity Framework
 - The Data
 - The Conclusion

Why personas?

- Personas are widely used in business
- Businesses need to intimately know consumers to market to them effectively
- The foundation of digital marketing is data
- Personas based on data are a nonintimidating way to get students started

Learning objectives

- By the end of the activity students should understand that...
- the foundation of a successful strategy is intimately knowing your customers
- marketers need to continually monitor data to evolve strategies
- digital marketing is effective at the overlap of business and consumer needs

The Concept Introduction

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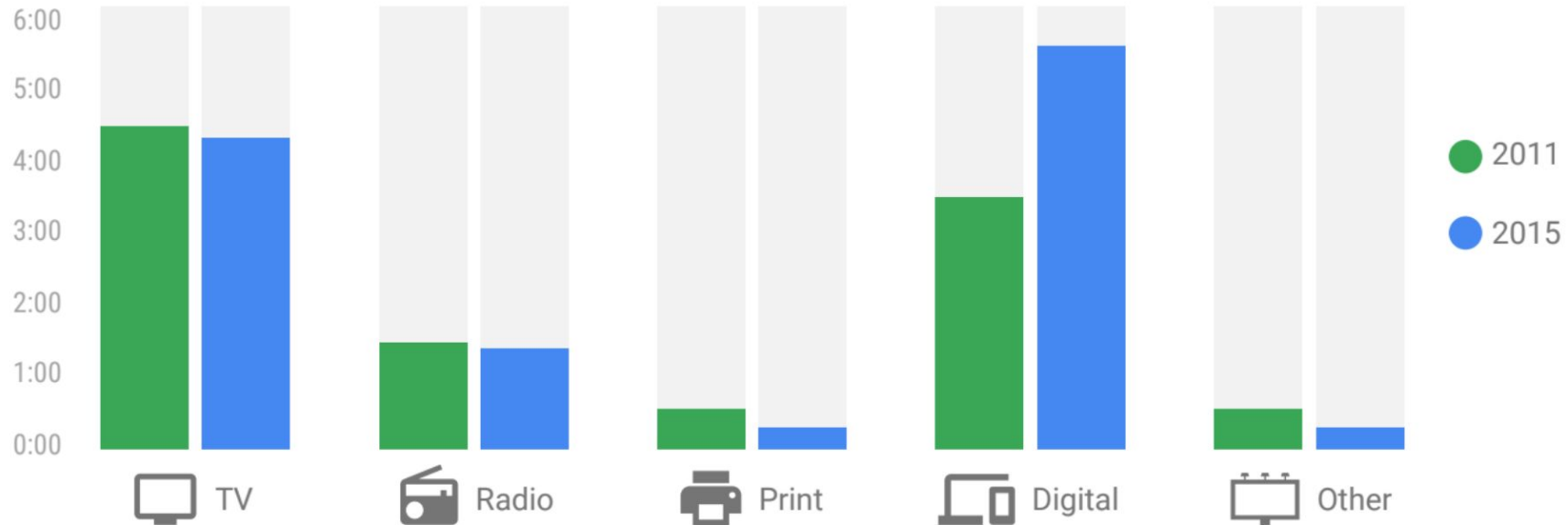


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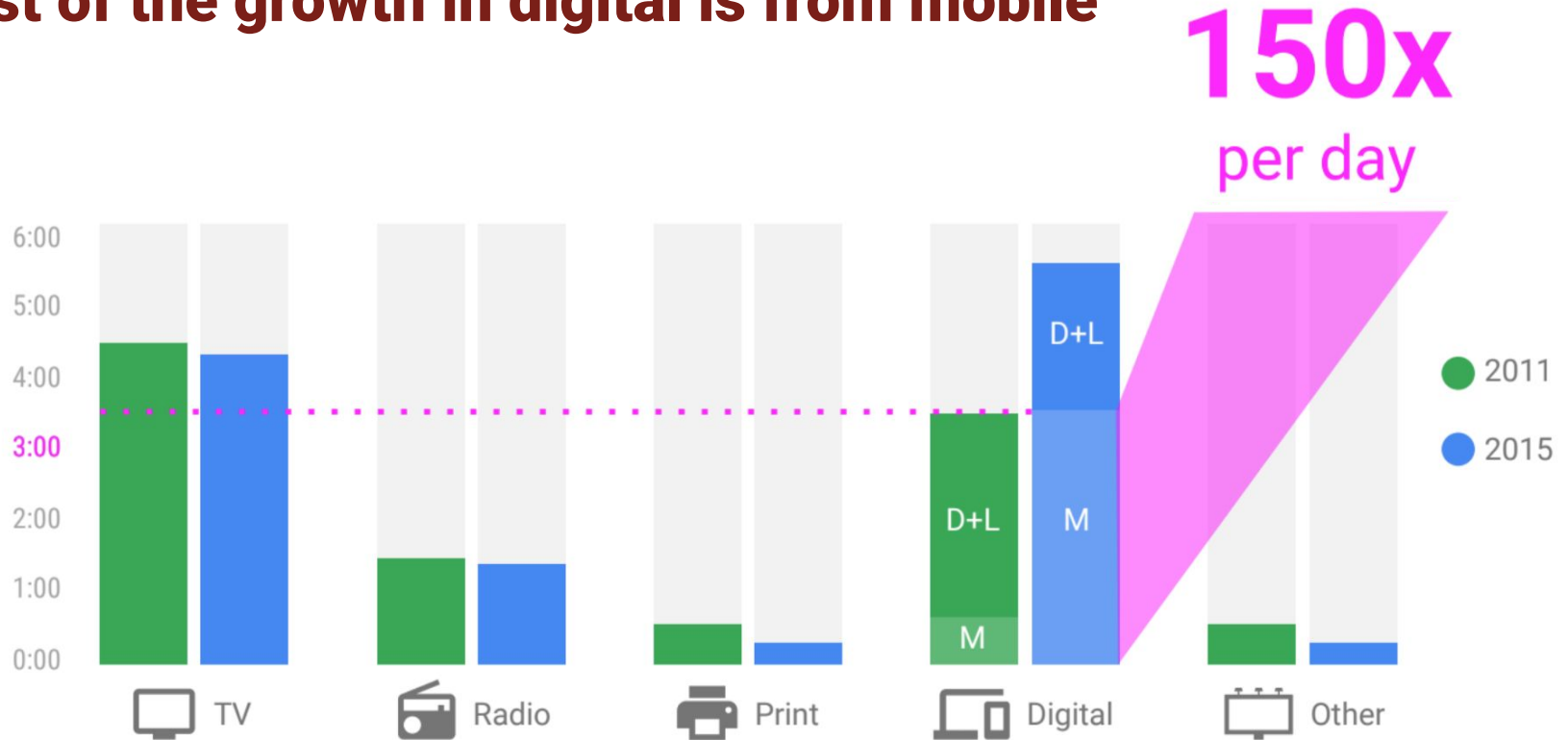
The foundation of successful marketing is knowing customers



Average time spent per day shifts to digital for US adults

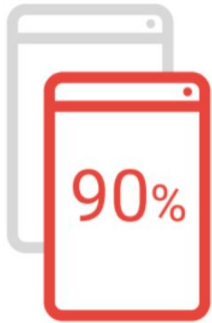


Most of the growth in digital is from mobile



Marketers need to understand consumer behavior

People complete tasks
across screens



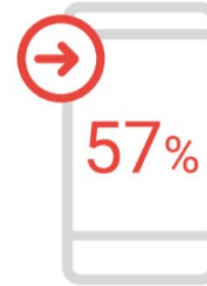
of smartphone users
say they've used their
phone to make
progress toward a long-
term goal or multi-step
process while "out and
about."

Digital drives
people into physical locations



of consumers call
or locate a
business on a
smartphone
before arrival

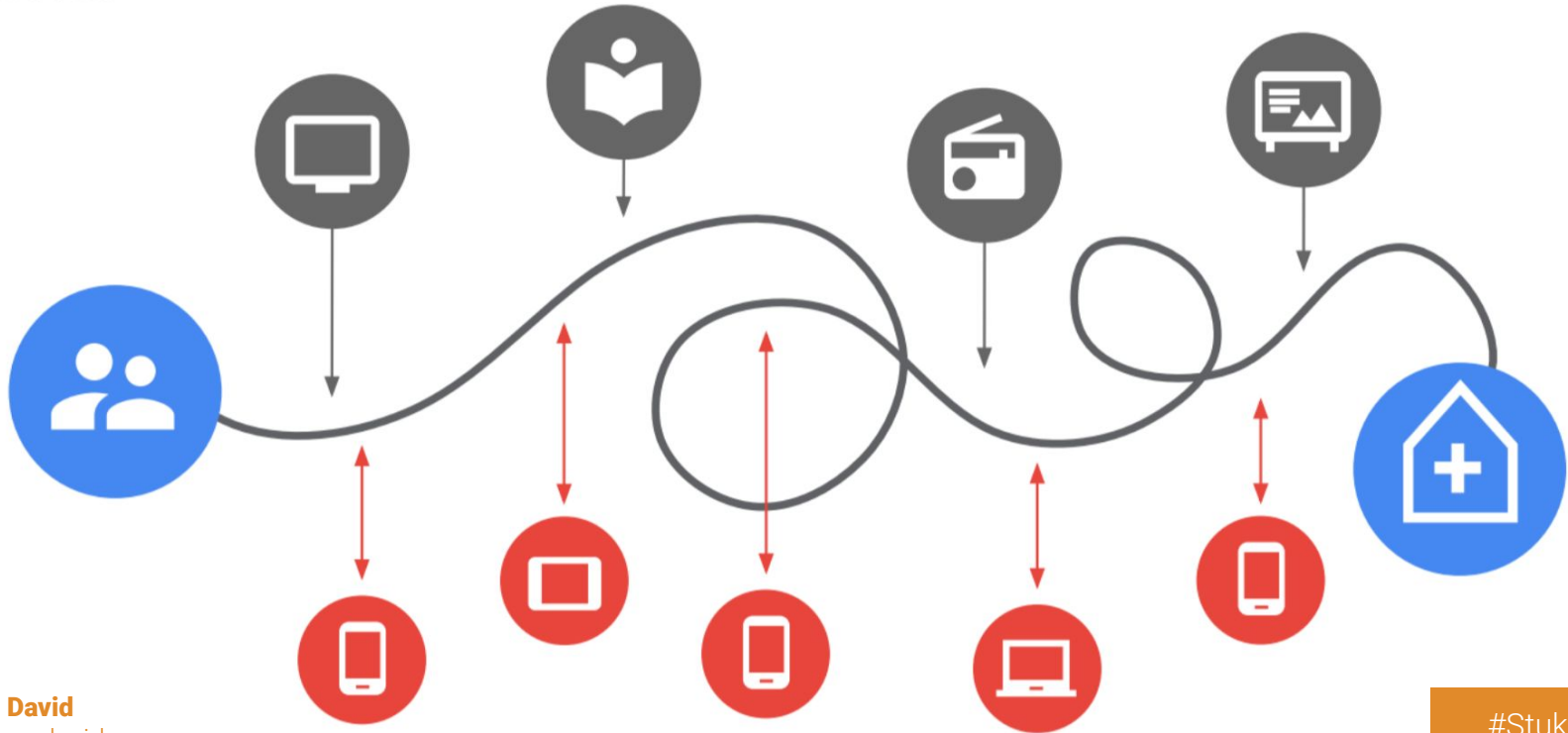
Mobile drives calls



of smartphone users
call to talk to a real
person after searching
for information on their
phone because they
want to talk to a real
person

Source: IPSOS The New Multi-Screen World 2012
IPSOS Digital Impact on in-store shopping 2014
IPSOS Consumers in the Micro Moment 2015

Digital reality of consumer journey



Consumers have high expectations



Effortless

Consumers want to get started **researching, comparing and selecting** products with ease



Seamless

No matter the device, they want to pick up where they left off **without missing a beat**



Effective

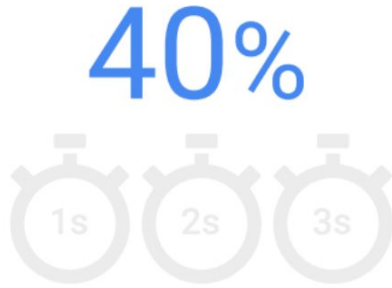
When possible **they want to get things done** on phones with frictionless experiences



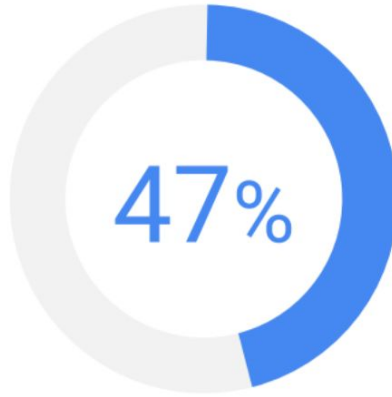
Ubiquitous

The experience should come to consumers, **wherever they are**

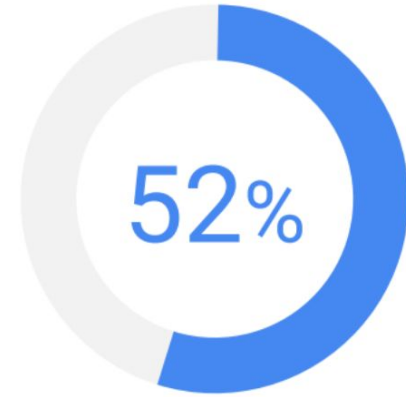
Consumers have high speed expectations



Will abandon a site
that takes >3
seconds to load



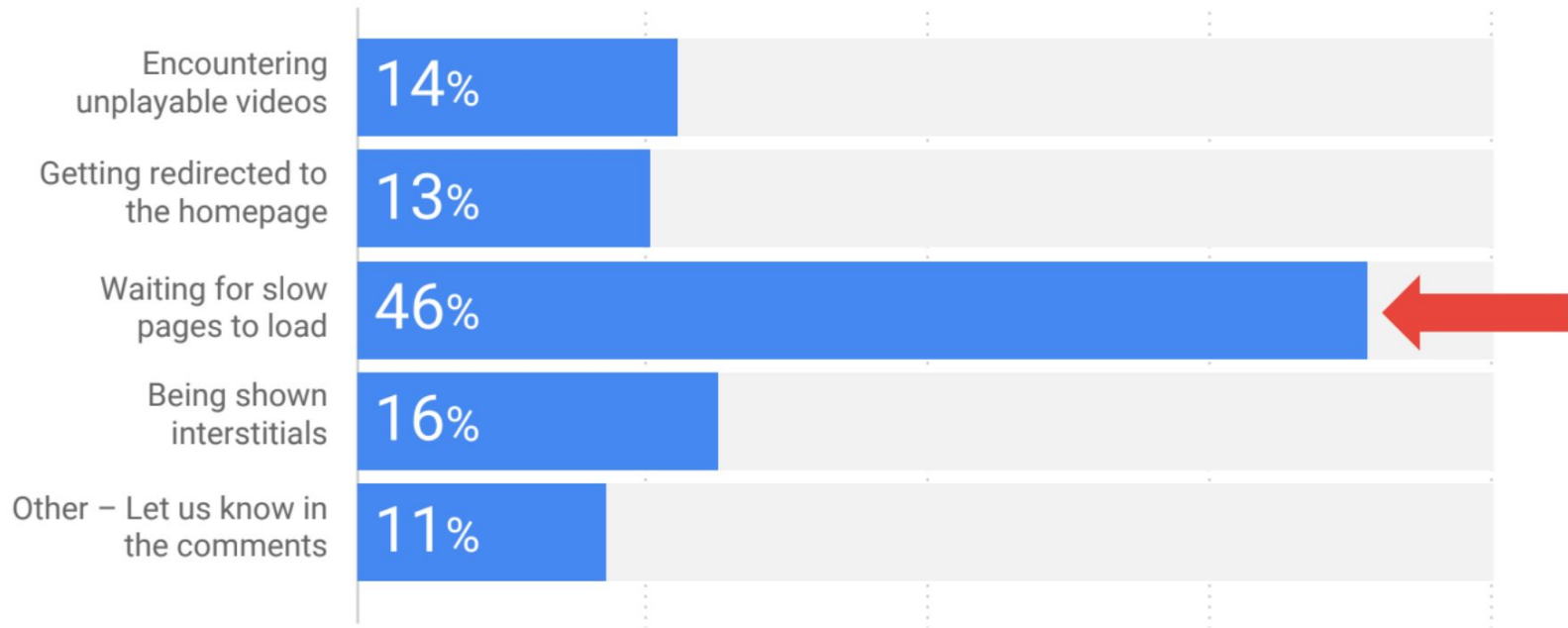
Expect a page to
load in <2 seconds



Say fast load time
speed is important to
brand loyalty

Source: Kissmetrics

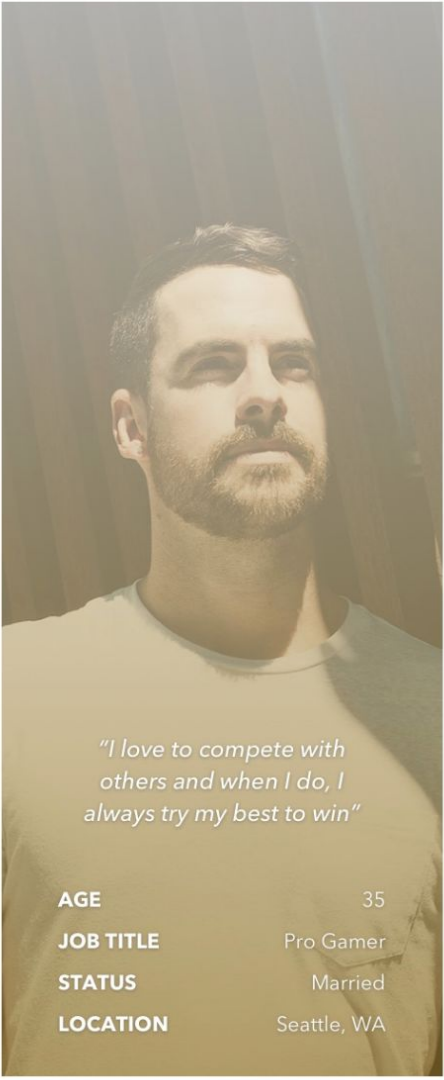
Consumers have high speed expectations



Source: Google Webmaster Central Blog April 27, 2015

Evolving this base consumer understanding into actions

- Businesses use traditional marketing research and layer on digital analytics
- They use personas to target and tailor marketing messaging
- Each business has multiple personas but often identify a primary persona



AGE 35
JOB TITLE Pro Gamer
STATUS Married
LOCATION Seattle, WA

#gamelover
#socialanimal
#adrenalinrush

USER PERSONA

John Doe

ABOUT

John is a professional gamer who is passionate about winning in some big competitions that are hosted by big E-sports brands. He has over 10 years of experience of playing games competitively and won almost 20 huge titles. He has a natural talent for desktop game specifically.

GOALS

- Get notified of the local/global competitions for his favorite games
- Find local/online friends who plays the same game so that he could play with them whenever they are free

KNOWN HABITS

- Always look for friends who are online before starting any game
- Usually participate in at least 5 online/offline competitions each month
- Very sensitive to time waste because he doesn't want anyone to beat his current score

PREFERENCES

Online Games	●	●	●	●	●
Console Games	●	●	●	●	●
Augmented Reality Games	●	●	●	●	●
Virtual Reality Games	●	●	●	●	●
Board Games	●	●	●	●	●

PAIN POINTS

- Competitions are all over the place and there isn't a website that has all the info
- There are multiple ways to call/message game friends and it's hard to keep track of who's on which channel

FAVORITE BRANDS



The Activity Framework

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I need your help with a client



Key primary persona questions to answer

- How old are they?
- Are they male or female?
- Where do they live?
- What is their level of education?
- What are their interests and hobbies?
- Where do they work?
- Do they have a family?
- What are they passionate about?
- What is their name?

The Data

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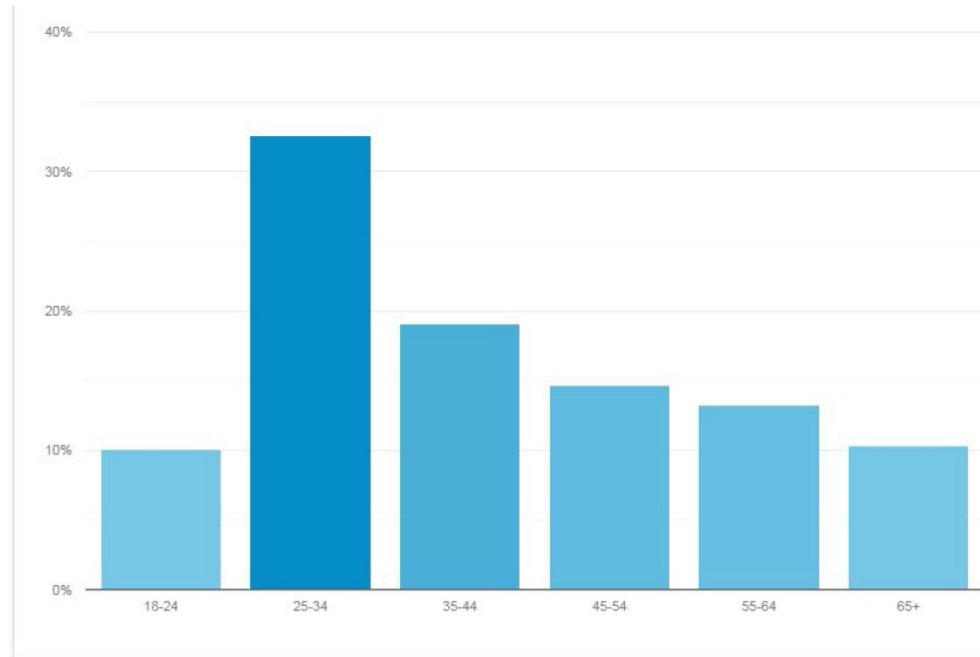


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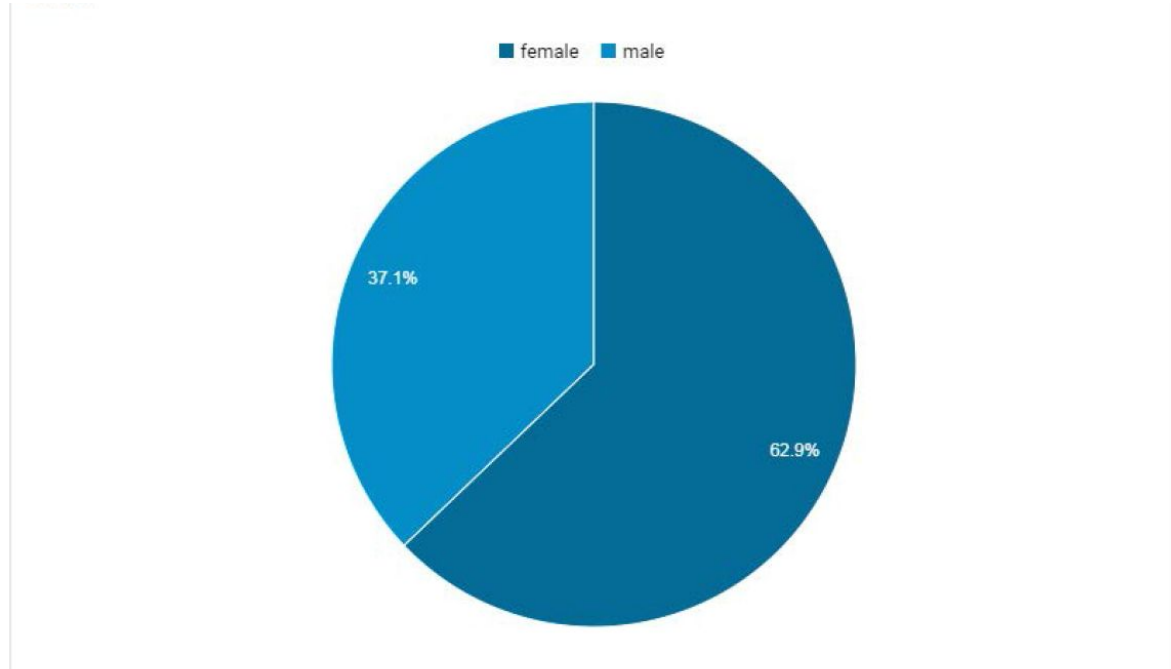
Collect demographic and psychographic data for activity

- Leverage your university's, a partner's, or a local business's data
- Convey the value your classrooms analysis could provide
- To collect the data you need access to their...
 - Facebook Analytics
 - Twitter Analytics
 - Instagram Analytics
 - Google Analytics
- Can't get access, leverage this dataset at nathanpdavid.com/stukent

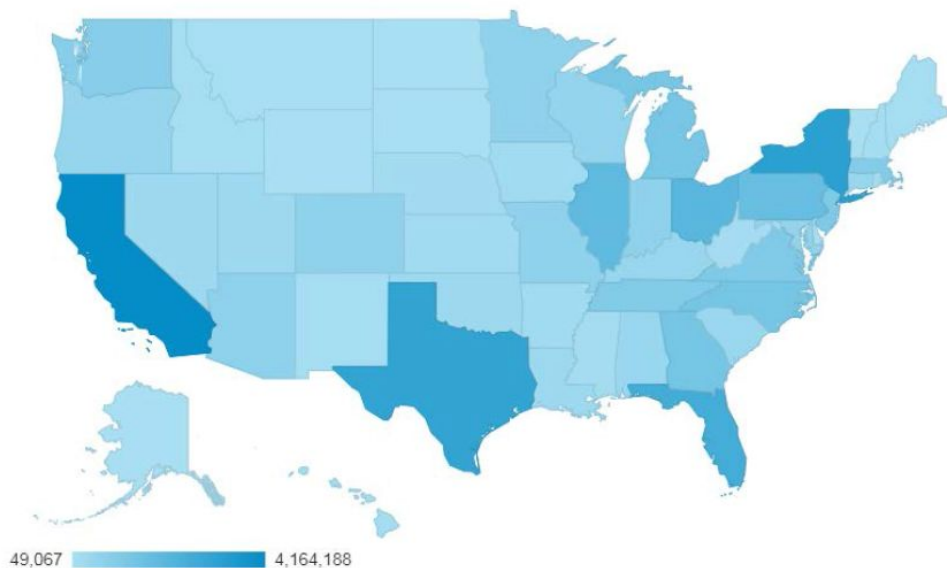
Collect demographic and psychographic data for activity



Collect demographic and psychographic data for activity

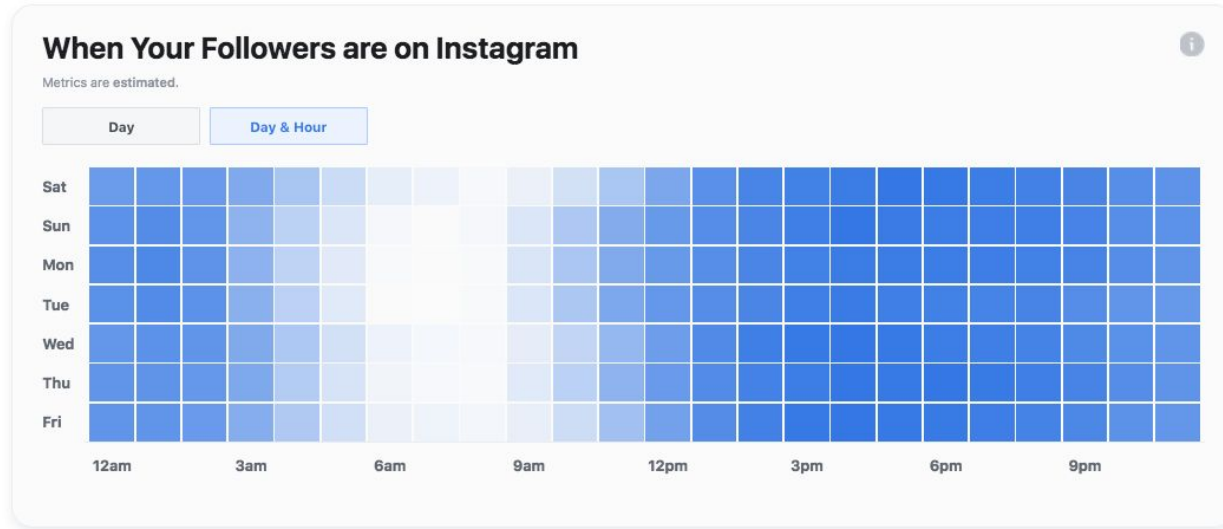


Collect demographic and psychographic data for activity



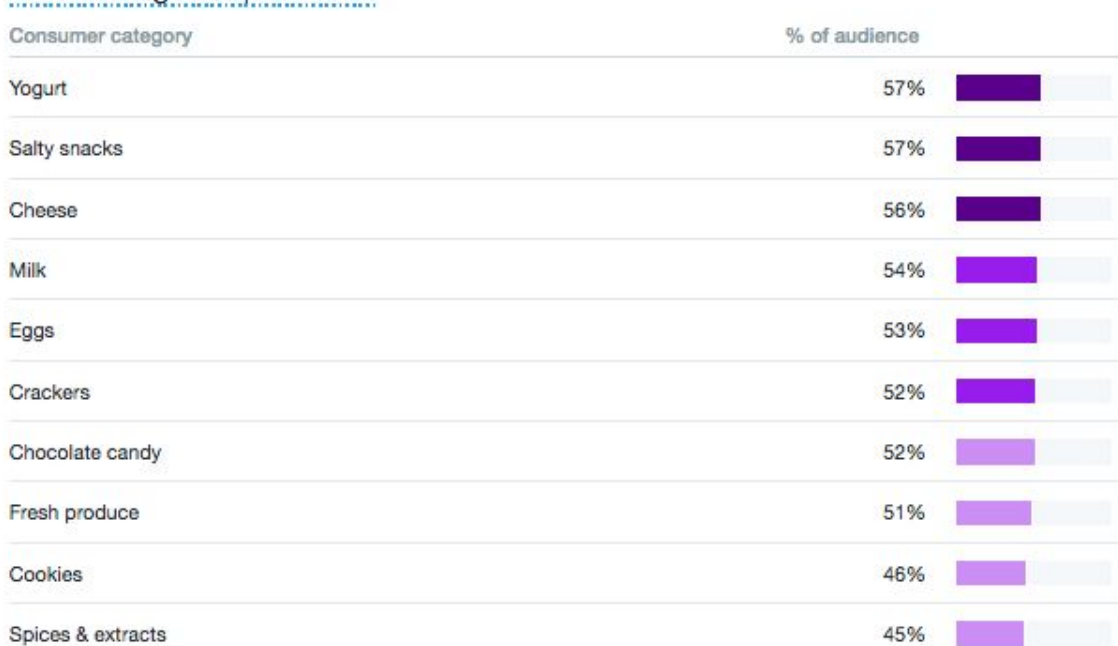
1. California
2. New York
3. Texas
4. Florida
5. Ohio
6. Illinois
7. Pennsylvania
8. Georgia
9. North Carolina
10. Michigan

Collect demographic and psychographic data for activity



Collect demographic and psychographic data for activity

Consumer goods purchases



Values based on 12.4% match rate from Twitter partners

The Conclusion

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Student responses to group consensus

- White board through the each question
- Have students use data to persuade the group on each characteristic of the primary persona
- Get into details not provided by the data to push creativity

How old are they?

28

Are they male or female?

female

Where do they live?

new york, Brooklyn

What is their level of education?

college grad.

What are their interests and hobbies?

healthy food & entertainment & relaxing & music

Where do they work?

work at accounting firm in ny

Do they have a family?

yes : married + 1 kid + dog

What are they passionate about?

their job, their lifestyle, family

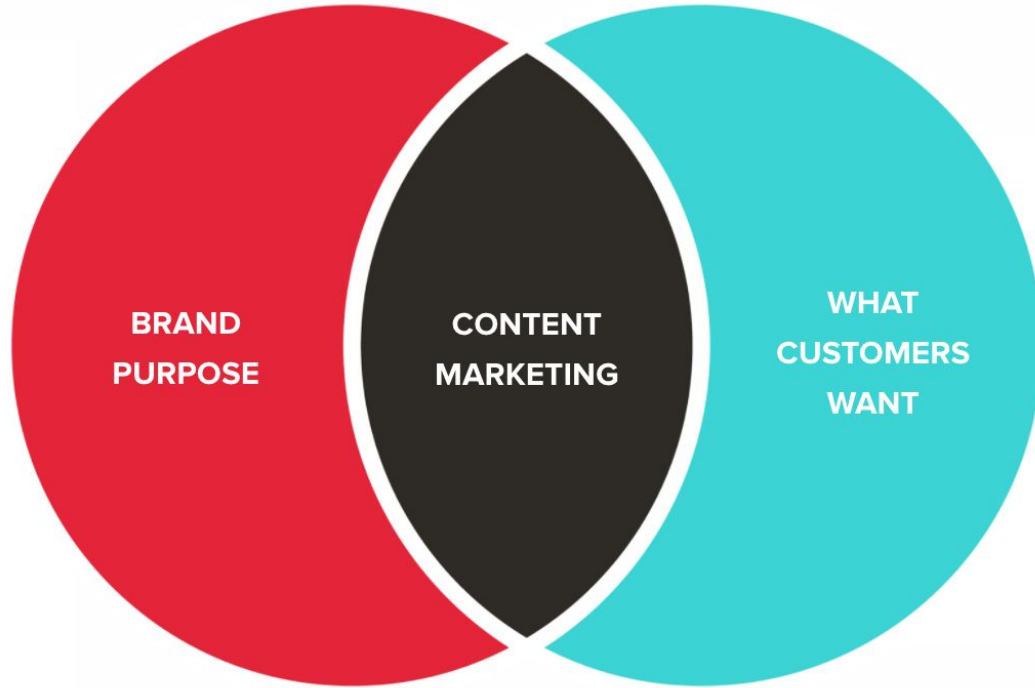
What is their name?

Jamie Robert

The persona consensus



How does this persona enhance future marketing?



Key student takeaways

- The foundation of a successful strategy is intimately knowing your customers
- You need to continually monitor data to evolve strategies
- Digital marketing is effective at the overlap of business and consumer needs

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Please don't hesitate to contact me.
I am always looking to knowledge
share and collaborate with other
educators.

Materials:

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