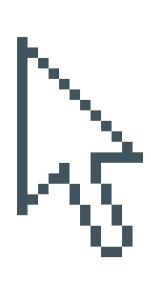


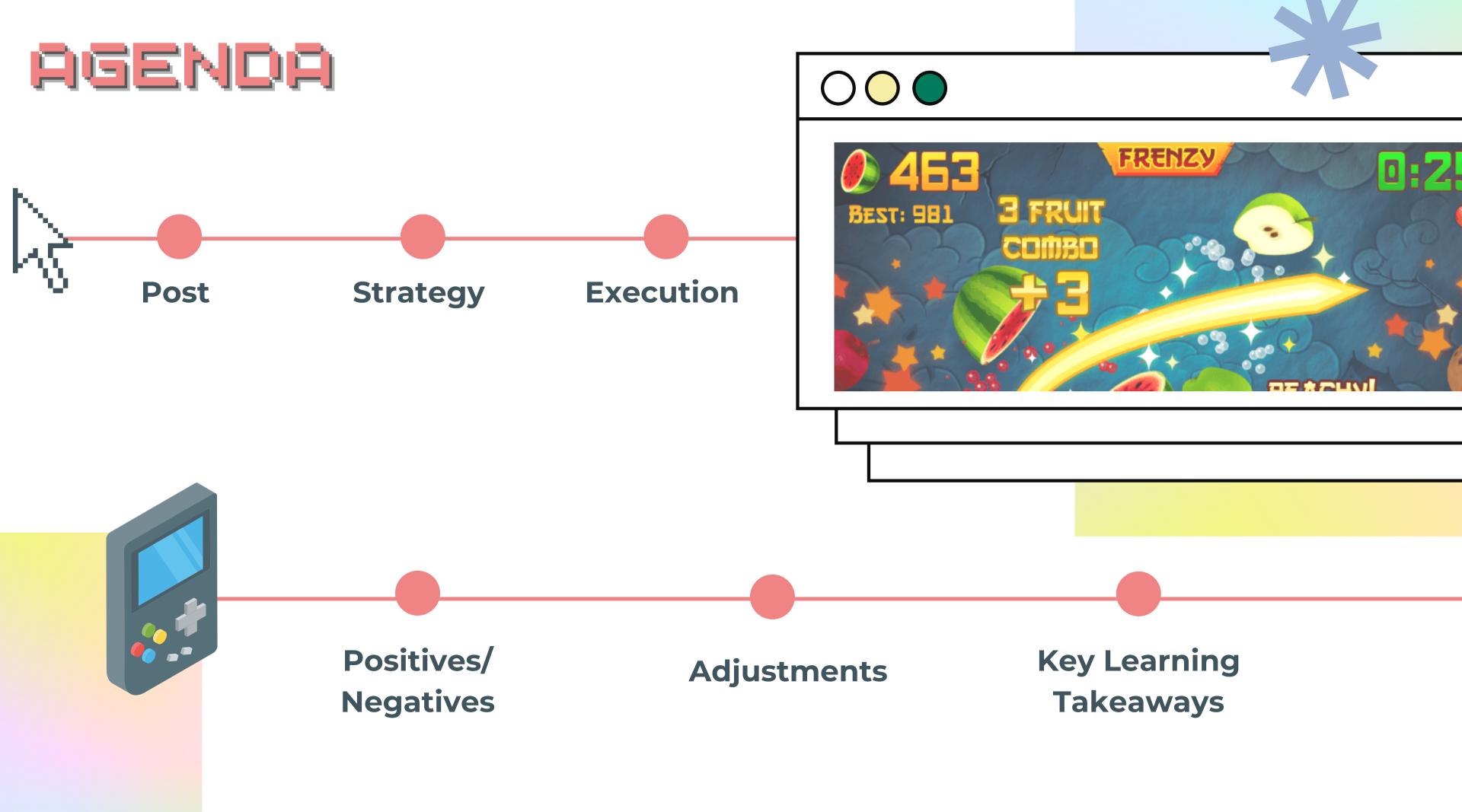


WHICH SMARTPHONE SAME ARE VOU?

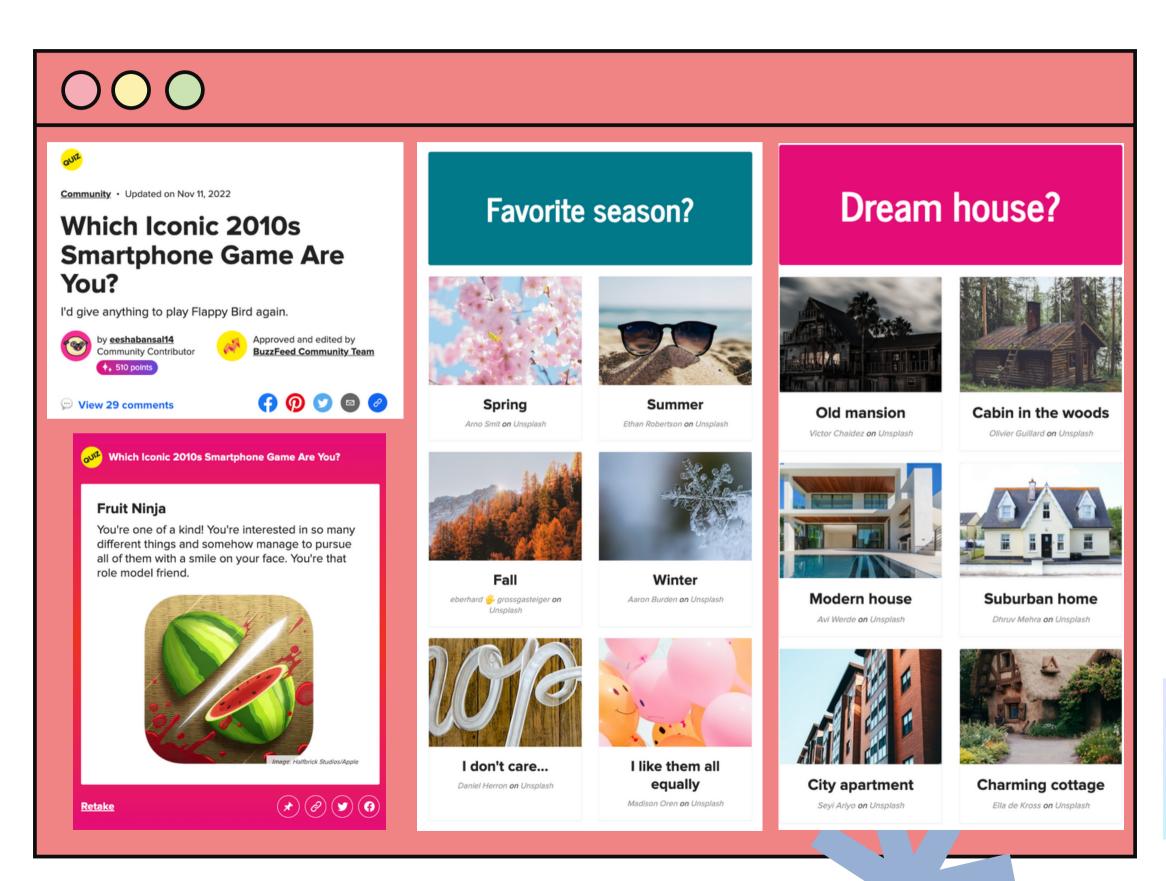
BUZZFEED CHALLENGE

GROUP 6
BY AMAN, EESHA, BIANCA

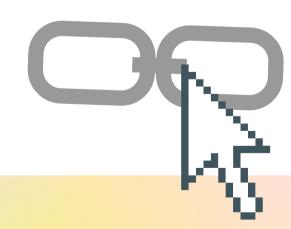




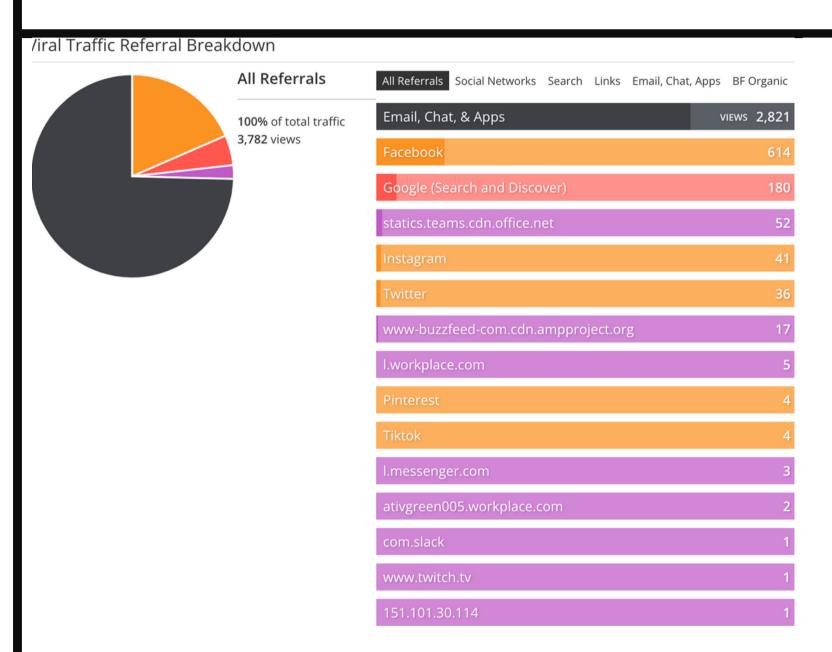
WHICH ICONIC 2010S SMARTPHONE GAME ARE YOU?

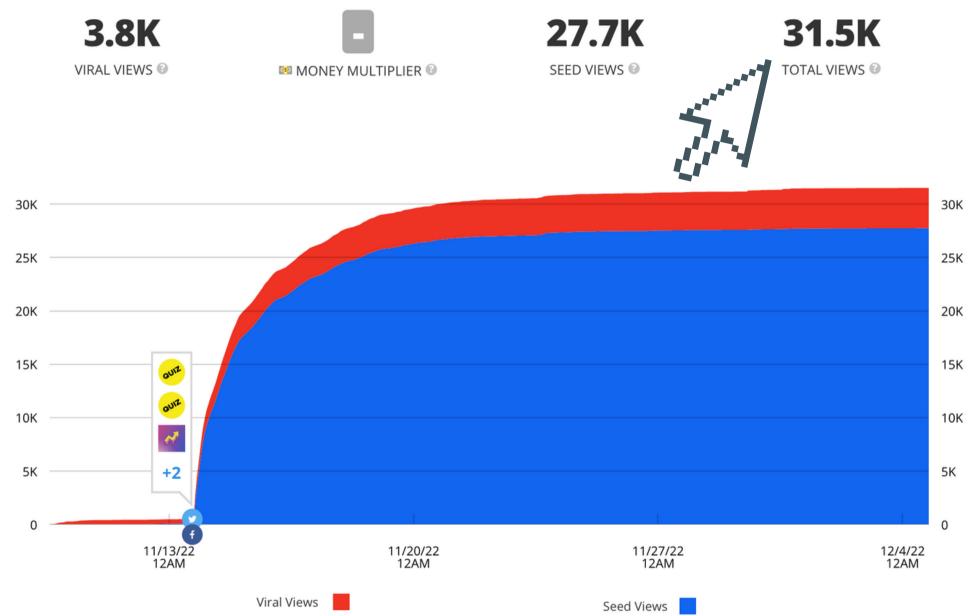


- 10 Questions
- 6 Choices
- Avg. Completion Time
 - 90 seconds
- 29 social comments



FINAL RESULTS





11/13/22 2PM

SEED VIRAL TOTAL

78 416 494

11/13/22 8PM

SEED VIRAL TOTAL

4.4K 989 5.4K

Traffic jumped after 5pm on 11/13

INITIAL STRATEGY AND CONTENT CREATION

Original Title: Based on your personality, we'll tell you what 2010s smartphone game you are.

- 10 Questions
- 4 Choices
- Did not include captions for each image
- Chose unique, impactful, popular games



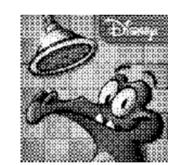




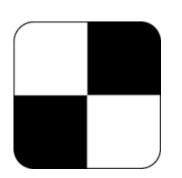


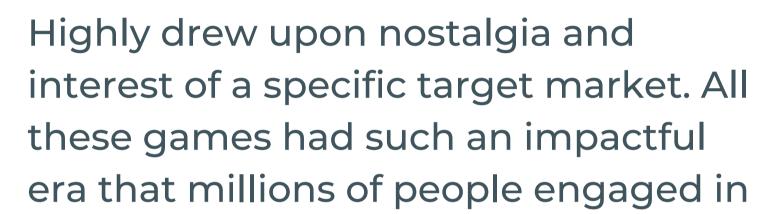


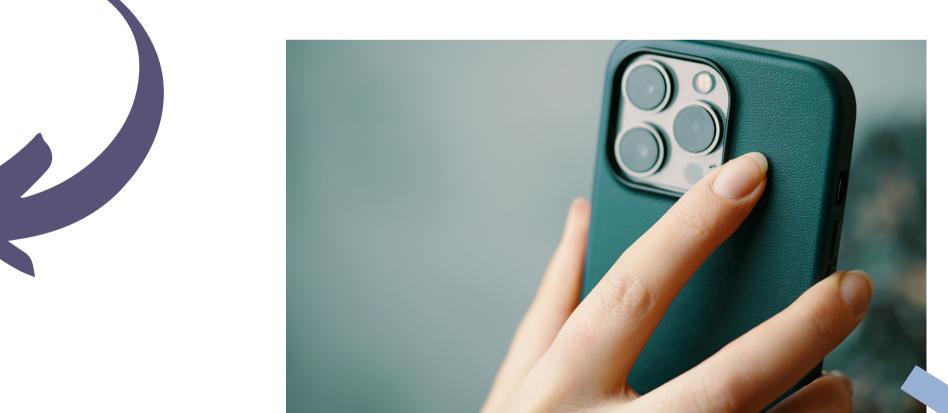












EXECUTION STRATEGY

Target Market

General: Anyone with a smartphone and familiar with applications, especially games

Specific: People who like to play smartphone games and grew up playing them

Generational: People who played smartphone games at their peak, in the 2010's

Promotion Plan

Along with sending it out to our own networks, we also planned on sending it to:

2 Facebook groups, 4 Reddit Groups, 1 Telegram Group

All the groups we found have people with shared interest in gaming, IOS games, buzzfeed quizzes, and mobile gaming overall.

Outreach

Our personal networks reached 500 people before Buzzfeed picked up our quiz

Had difficulties joining the Facebook groups

By the time we wanted to post on Reddit, we had already reached a subtantial amount of views





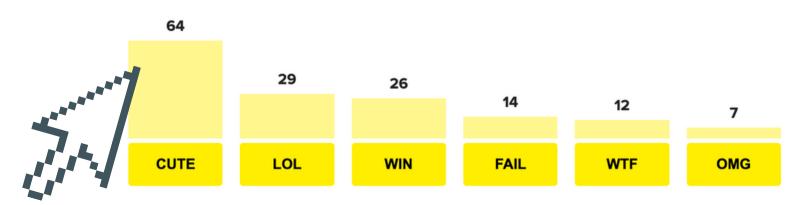
POSITIVES

- Leveraged our personal networks
- A nostalgic topic that fits the targeted market
- Answers that are flexible with fitting different categories
 - For example, Temple Run and Candy Crush
- Had good initial content which led Buzzfeed to not make any significant changes
- Got good reactions from the community

NEGATIVES

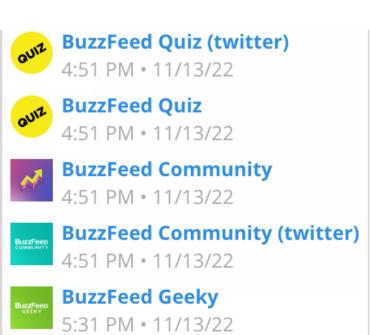
- Facebook groups were difficult to join
- Buzzfeed locked us out pretty quickly so it was difficult to make adjustments of our own
- Sent in a Telegram Groupchat but was unable to monitor impact

What do you think?



CAMPAIGN ADJUSTMENTS

- Adjustments were minor
 - o In the initial phases, we wanted a niche of personality questions
 - For example, all questions would be on one topic
 - Adding variety to our personality questions sparked interest
 - We added more content to our descriptions for quiz results
 - Buzzfeed took control of our quiz earlier on and they added...
 - 2 more answer choices
 - Captions for pictures
 - Updated quiz description "I'd give anything to play Flappy Bird again"
 - Title
 - Buzzfeed's changes were positive
 - Quiz was sent to multiple platforms



Favorite season?





Spring

Arno Smit on Unsplash

Summer

Ethan Robertson on Unspla





Fall eberhard **"** grossgasteiger **on** Unsplash

Winter

Aaron Burden on Unsplas



Daniel Herron on Unsplash



I like them all equally

Madison Oren on Unsplash

Example of Buzzfeed alteration

MANANA MANANA



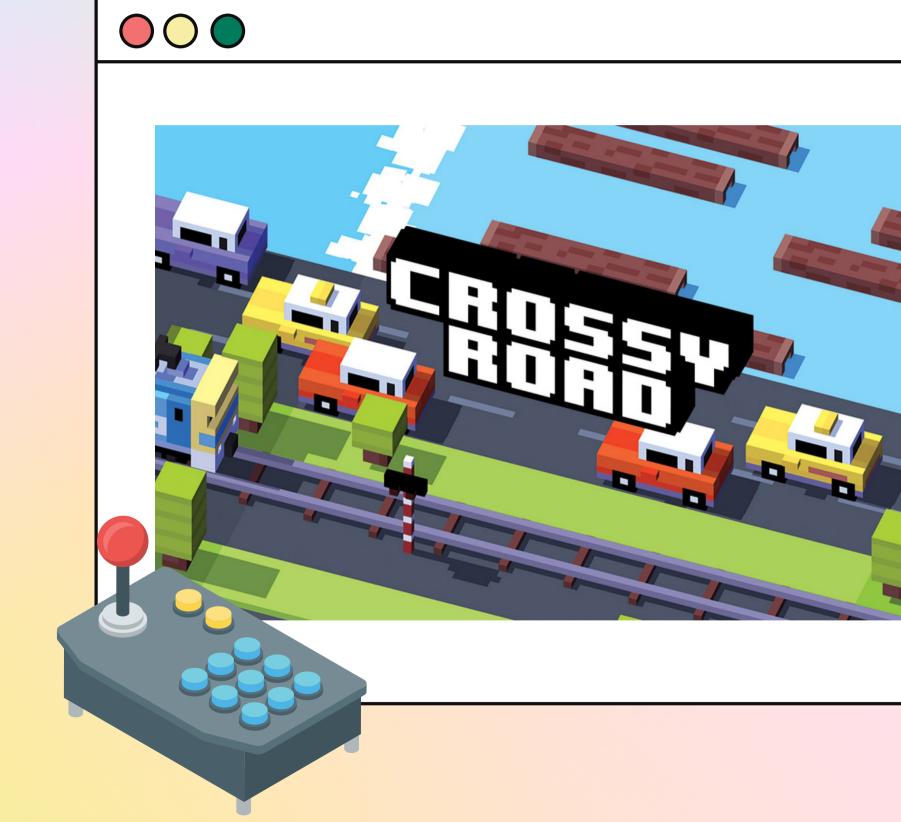
Patience is key



Niche isn't always necessary



Trust your gut







TAKEAWAYS EESHA



Working on content you enjoy and are passionate about is the most impactful



Descriptions do not always have to be long and informative



Going viral does not depend on the current trends





TAKEAWAYS BIANCA



Do not underestimate personal networks



Nostalgia can be powerful





Limit the amount of niche-ness



