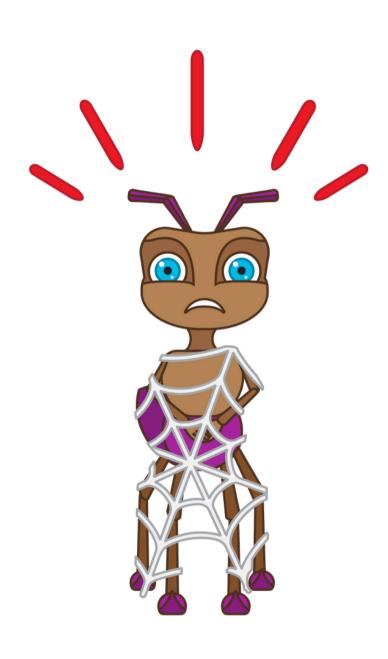


## Overview

and Future Strategy for Antville Marketing





#### **Overview of Marketing Materials**

For this project, I chose to deliver mock-up marketing materials that present Antville as a fully developed and ready-to-play game. This approach allowed me to create assets that showcase the full potential of Antville, illustrating how the brand will engage with its audience once it is fully developed. The mock-ups highlight the cohesive visual identity of Antville and demonstrate how the game will be marketed to both primary and secondary audiences effectively.

#### **Why Not Launch Yet?**

Although I've created compelling marketing materials, I have chosen not to launch them on social media yet. This decision stems from the need to establish a consistent content stream. Launching prematurely without a steady flow of content could lead to lost momentum and diminished audience interest. Instead, the initial content strategy will depend on the success of the Emerging Gamemakers Fund grant. Early content during development will focus on behind-the-scenes insights, the creation process, audience testing updates, and key moments from networking events.

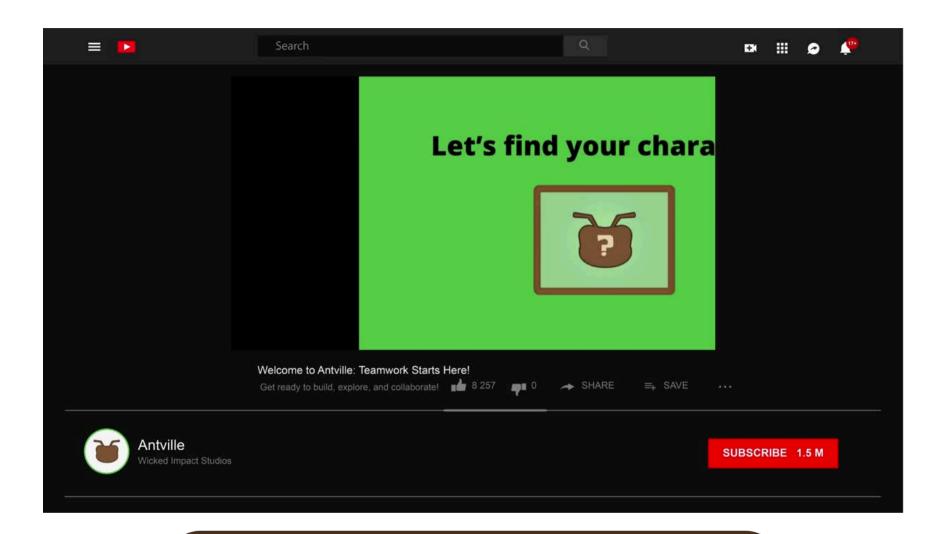
#### **Future Marketing Approach**

Once the game nears completion and passes audience testing, a comprehensive marketing plan will be launched, featuring content similar to the materials showcased in this project. This final-phase strategy will aim to generate excitement among the target audience and build awareness among secondary audiences like parents, educators, and investors. By strategically releasing content tied to the game's development journey and leveraging a polished marketing campaign closer to launch, Antville will maximise anticipation and engagement.

### Youtube Kids

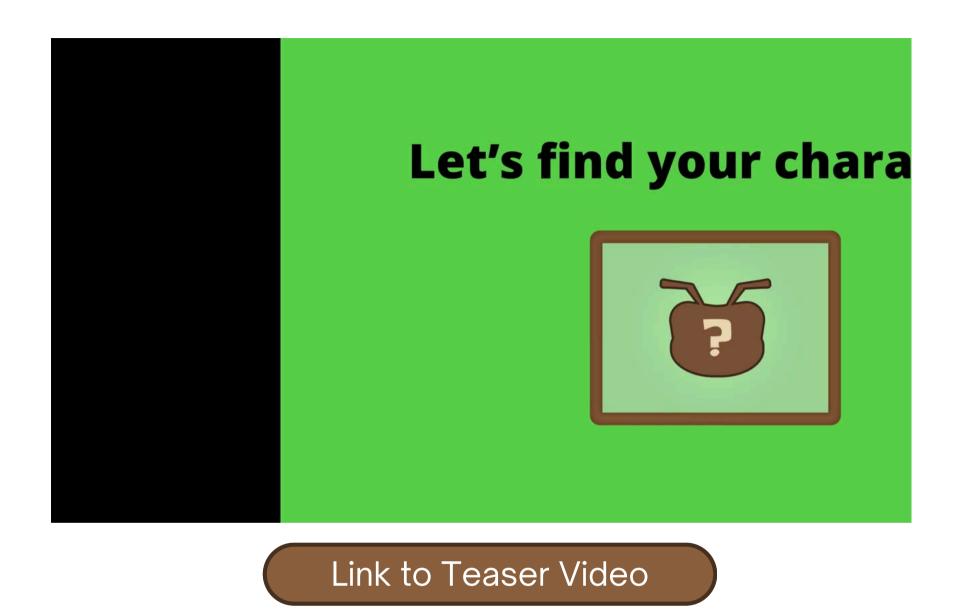
**Target Audience Teaser Trailer** 





Link to Youtube Kids Teaser Video

Placing a paid ad on YouTube Kids is an excellent choice for reaching Antville's primary audience of children aged 6-12. YouTube Kids offers a highly targeted platform designed specifically for young viewers, ensuring that our ad reaches an engaged audience in a safe and appropriate environment. Additionally, YouTube Kids' focus on educational and family-friendly content aligns well with Antville's goals of promoting social skill development through fun gameplay. Changes have been made to the YouTube Kids trailer video to adhere to platform regulations, such as removing clickable external links, ensuring the ad complies fully with their advertising standards while maintaining a compelling and engaging presentation for our target audience.



#### **Alternative Teaser Trailer (Original Video)**

The original teaser trailer will be shared across platforms like YouTube, LinkedIn, Facebook, and Instagram to build anticipation among our secondary audience, including parents and educators. Creating excitement within this audience is crucial as they influence purchasing decisions and recognise Antville's unique value in promoting social skills through engaging gameplay. The trailer highlights the game's potential while establishing brand awareness and generating interest across diverse platforms.

# Instagram Page and Posts

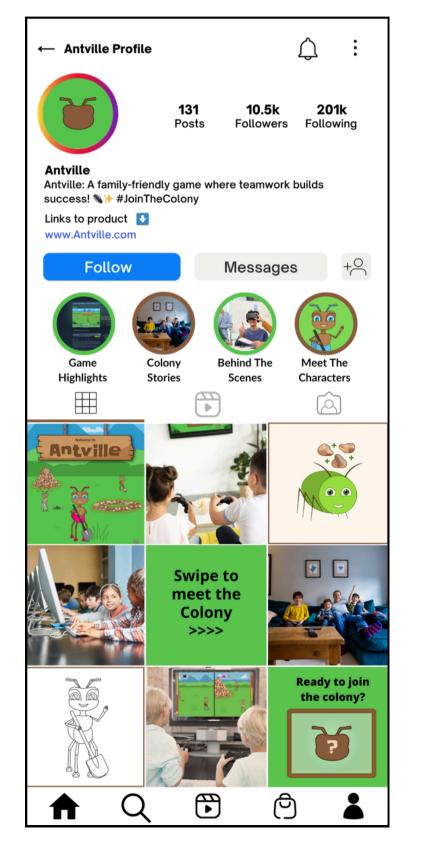




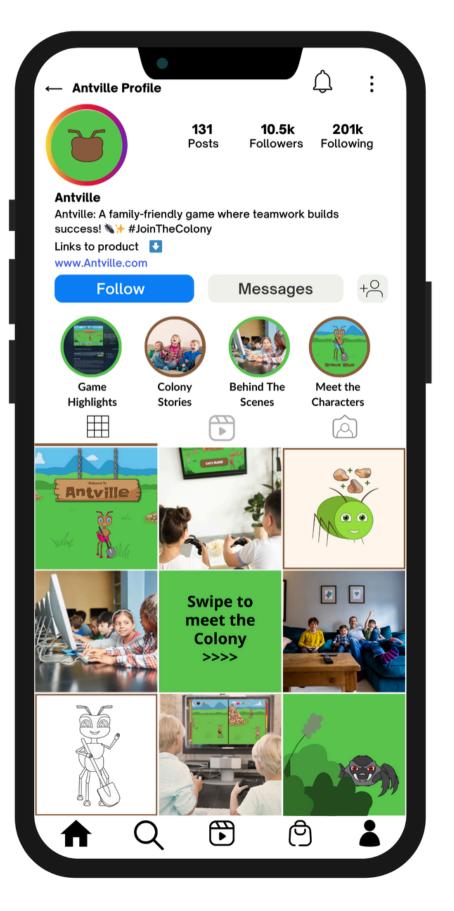
The Antville Instagram profile and accompanying social media post mockups represent a strategic approach to showcasing the game's potential to engage and connect with its audience. These materials include diverse content such as reels, blog link posts, downloadable activities, single-image and carousel posts, all tailored to highlight key aspects of Antville. Posts capture families enjoying the game without conflict, educational insights, behind-the-scenes staff meetings, a demo day at a local school, and character introductions. Together, these elements build a comprehensive narrative around Antville's brand, emphasising its family-friendly appeal, educational value, and engaging design.

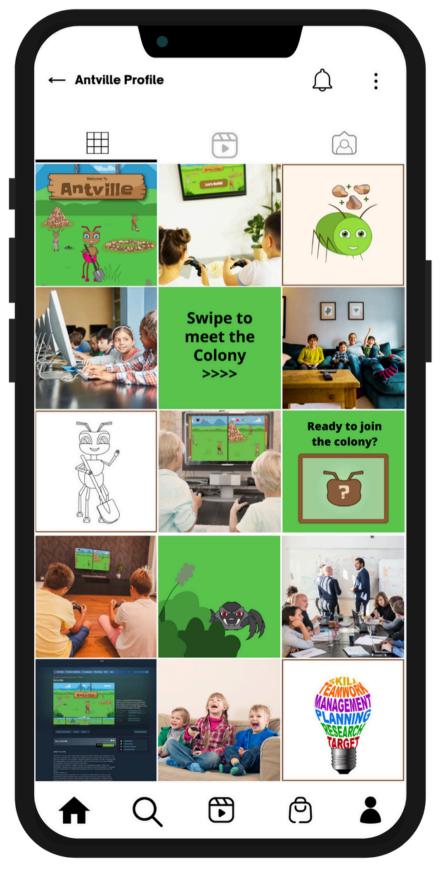
Creating these mockups as part of my capstone strengthens my ability to pitch Antville effectively. They demonstrate the cohesive branding strategy and marketing approach Antville will employ once developed. By showcasing how the game will be marketed across various platforms, these assets illustrate how Antville will connect with its audience, foster brand loyalty, and generate excitement. This not only adds credibility to my pitch but also highlights the potential of Antville to succeed as both a game and a brand.

#### **Mockup of the Antville Instagram page**



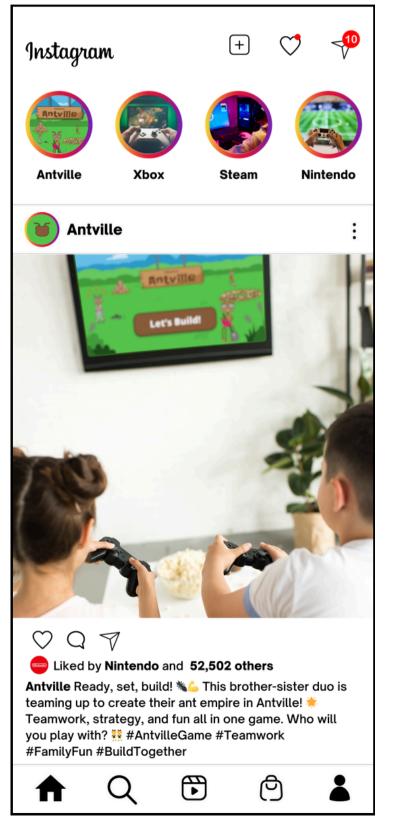


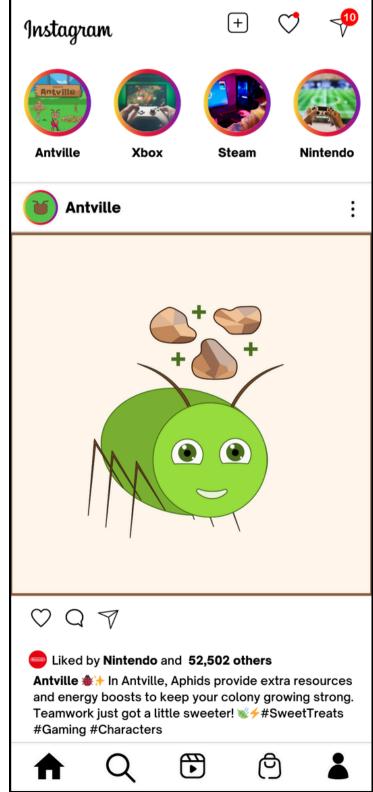




#### Mockup of Posts 1 - 4

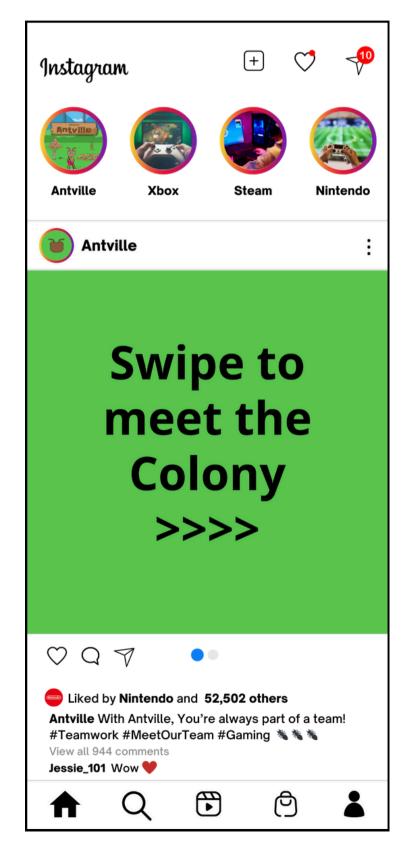


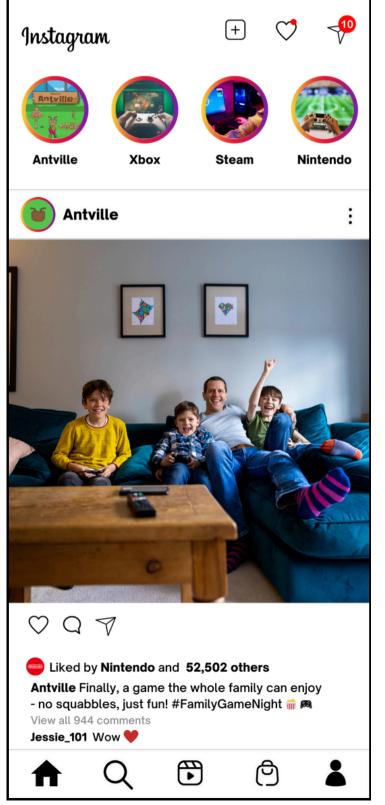


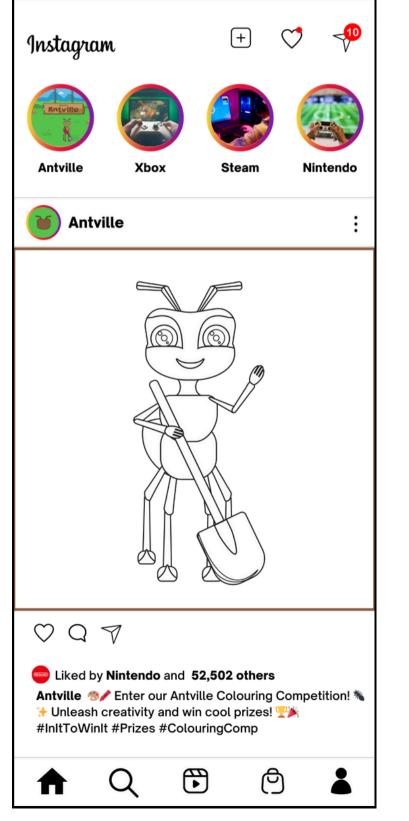


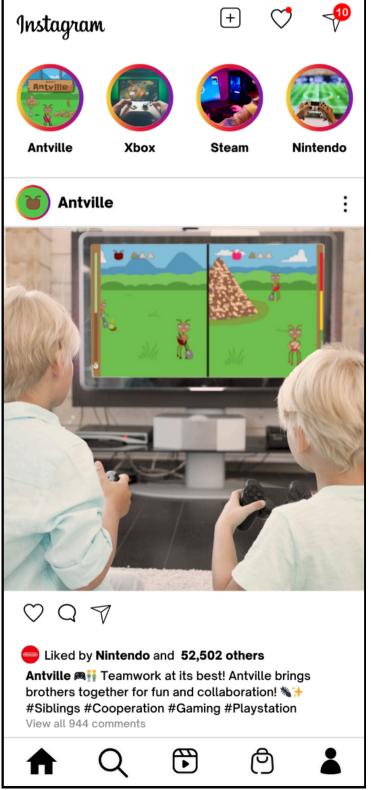


#### **Mockup of Posts 5 - 8**

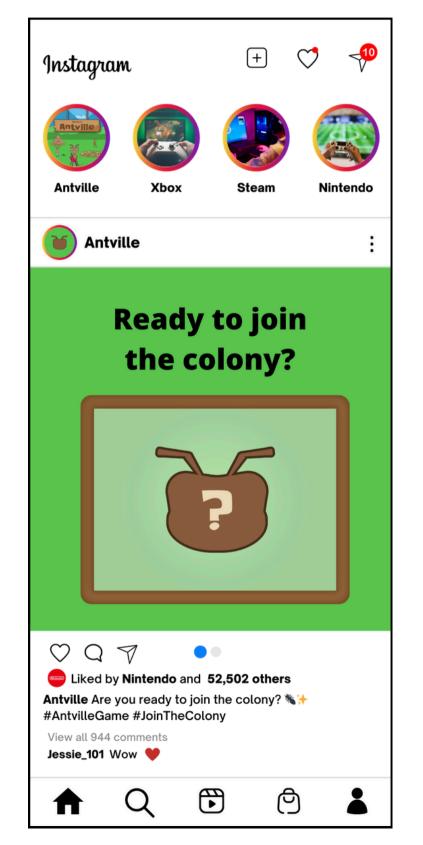






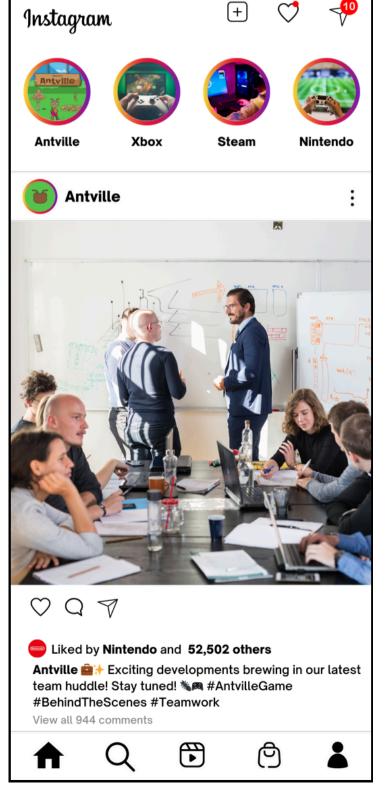


#### **Mockup of Posts 9 - 12**

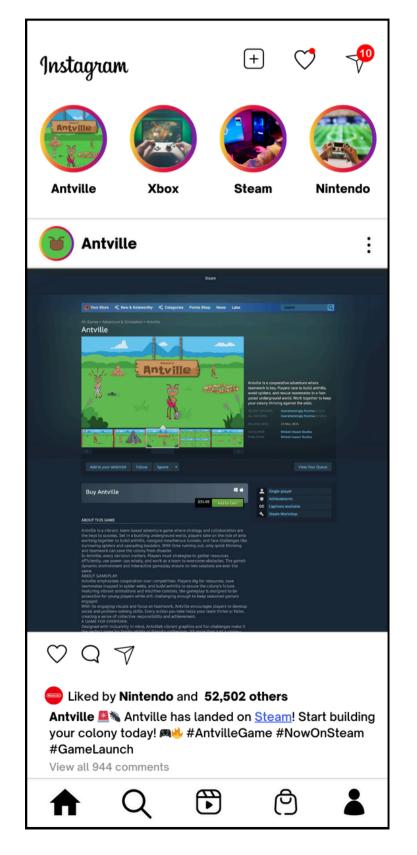


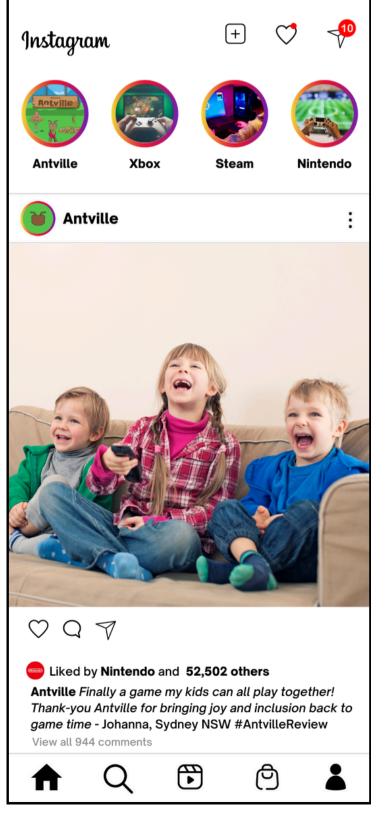


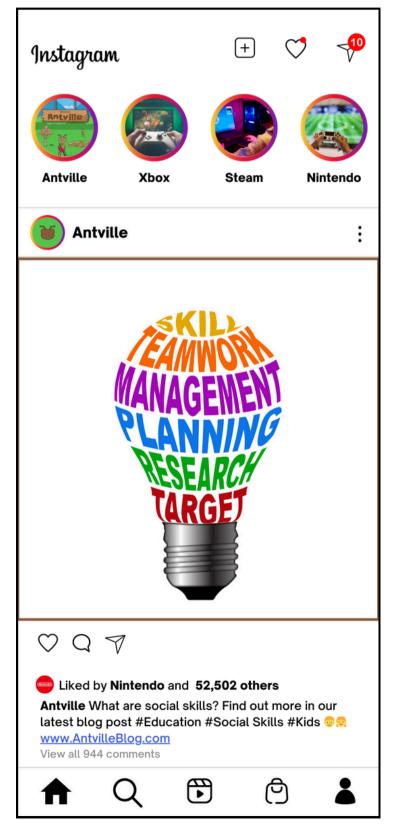




#### Mockup of Posts 13 - 15



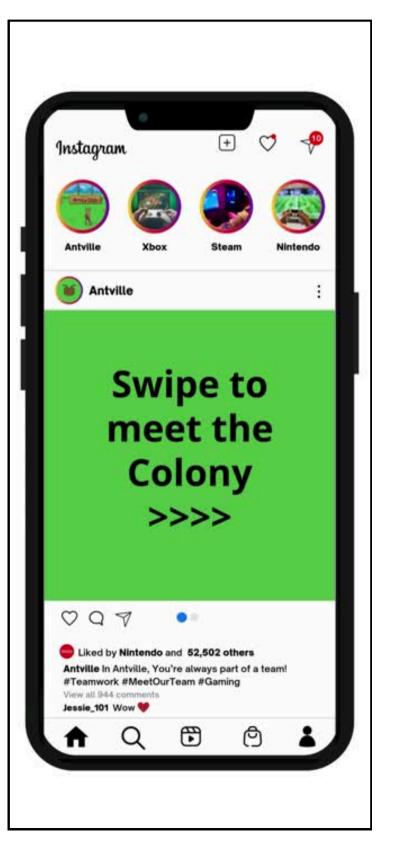




#### **Mockup of Reel Post**







Reel Video Link

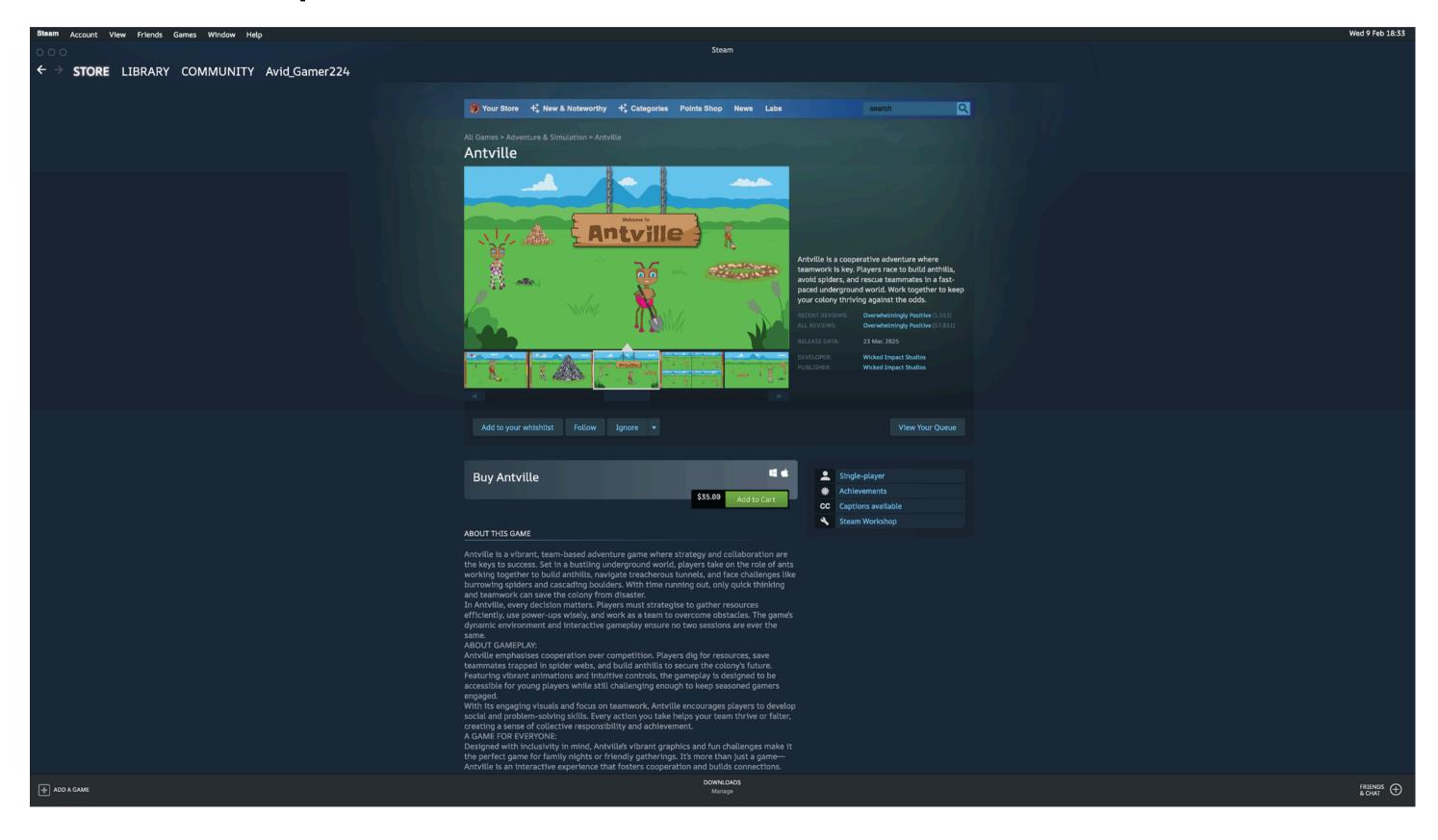
Carousel Video Link

# Mockups

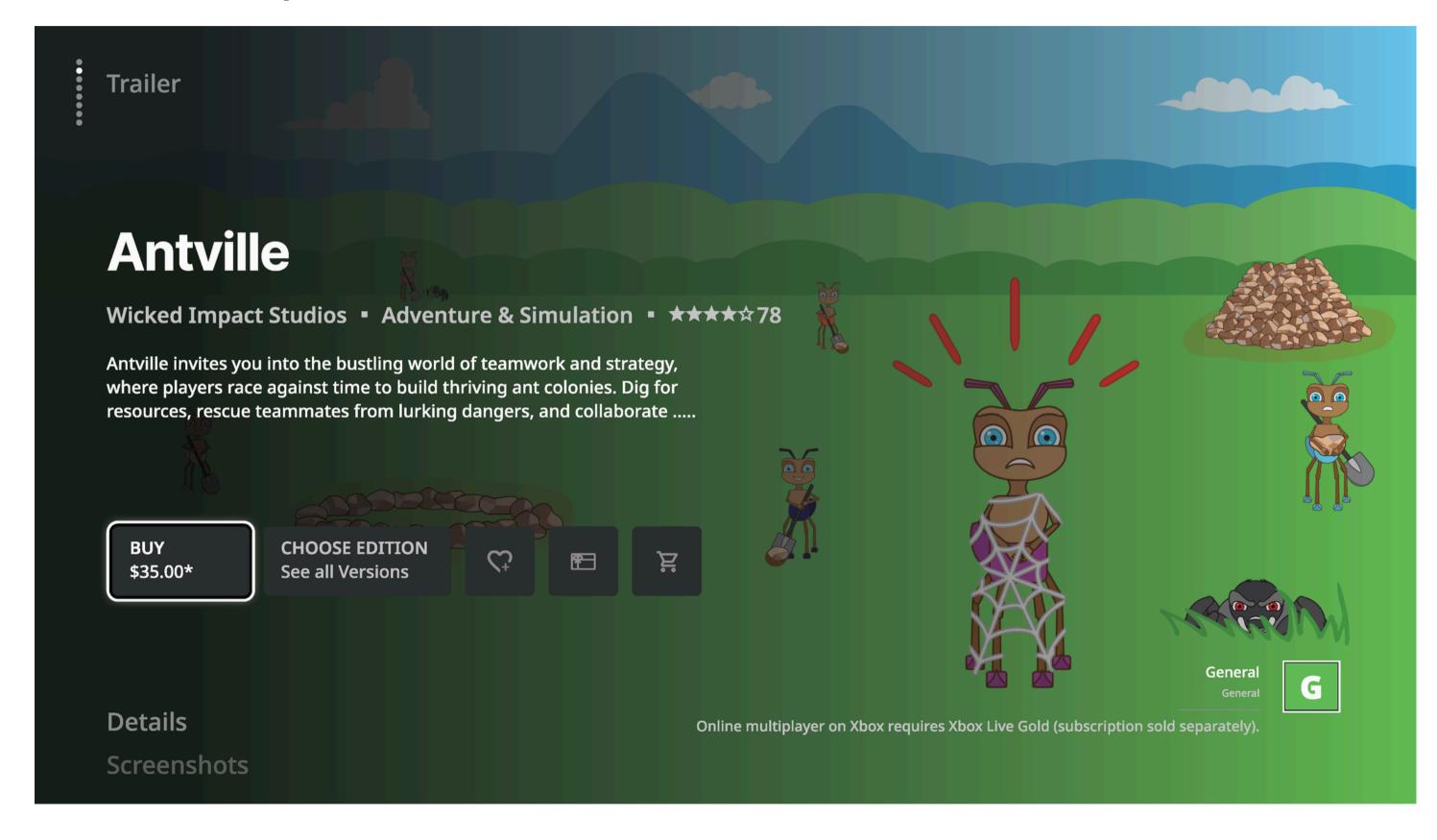
Additional Promotional Materials



#### **Steam Game Store Mockup**

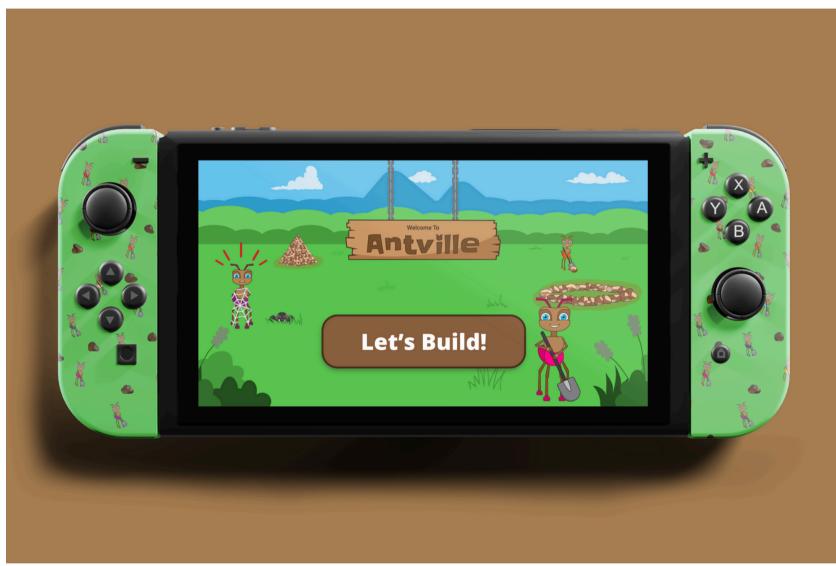


#### **Xbox Game Store Mockup**



#### Nintendo Switch Mockups





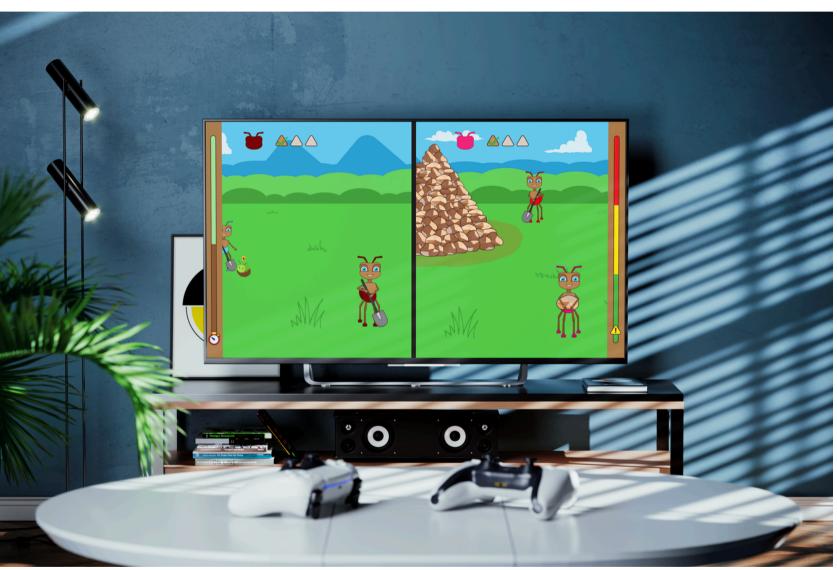
#### **Printed Game Cover Art Mockups**





#### Single Player vs 2 Player Screen Mockups







#### **Antville: More than a Game**

Together, we can create a game that not only entertains but fosters growth, collaboration, and connection. Join us in bringing Antville to life.

Click to go to the Antville Portfolio Page