

Quick Bio



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<u>ngnroom.com (portfolio)</u>

I've learned a lot over the course of my career. But there is one thing, in particular, that has left a lasting impression on me – Jack Daniel's creed: "We never sell. We tell." More than 150 years ago, Mr. Jack pioneered social media selling whiskey and building a brand by telling stories from the back of his wagon. And the brand continues to forego the hard sell in favor of engaging consumers with its brand story to this day.

Over the years, I've remained true to that creed. I've developed a steadfast reputation as a creative leader who connects people with a brand in ways that are relevant and compelling to them while staying true to the brand. The brand experiences created under my leadership do more than entertain people. They engage them with the brand, making emotional, indelible connections that last. They inspire action that creates sales as well as affinity for the brand.

This approach has worked well for me as a multi-award-winning, multi-million-dollar business generating marketer and creative leader. It's helped to win and build business. It's helped me lead and mentor creative teams to great accomplishments. And it's helped the brands I've worked on grow sales while developing lasting relationships with their consumers.

In this portfolio are case studies of a few of the promotional marketing, merchandising and shopper marketing programs I've led the creation of.

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JAMES B. BEAM
DISTILLING CO.
Small Batch Bourbons



JACK DANIEL'S

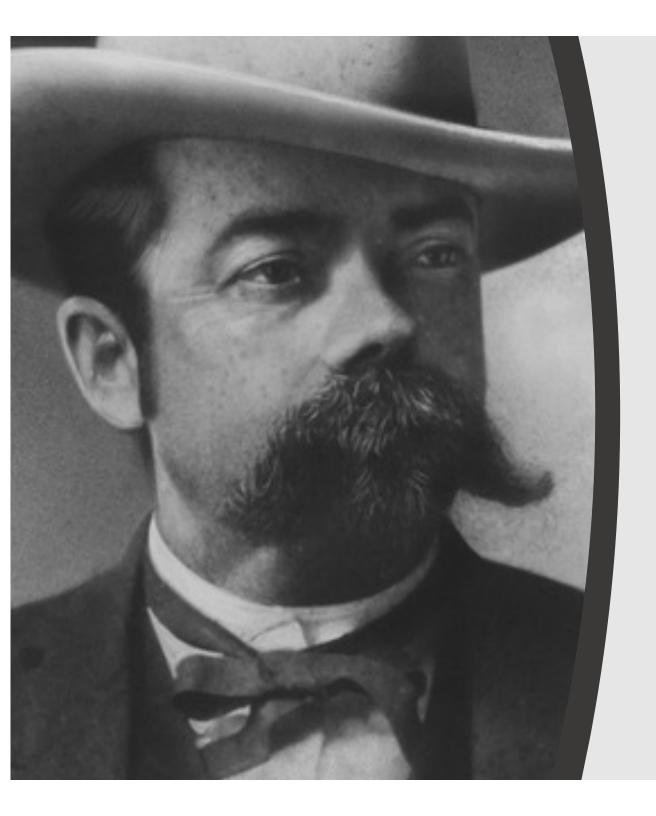
Crack Jack's Safe



This old sale didn't full on Jack Daniel, but it may as well have. One marning in 1905, the safe wouldn't except at the the owner the thought he knew the combination well). Mr. Jack lost his temper and kicked it hard enough to break his hig too. Islaction took a lot of peripla to those days, and a ten years belor, it book Jack Rewton Baning Philippel to his ways, we've never allowed the whishey that briain his parms. Her, ww'll estudy away double reason to meen with that

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SITUATION

Jack Daniel's has a marketing creed: "We never sell. We Tell."

For more than 150 years, since Mr. Jasper Newton Daniel first started selling his whiskey off the back of a wagon, the brand has been built by telling its story, not through hard sell.

Every promotion and experiential program we created for the brand adhered to this creed. And it's a creed I follow on everything I create to this day.



MR. JACK DANIEL PASSED AWAY DUE TO AN INJURY HE SUSTAINED WHEN KICKING HIS SAFE EARLY ONE MORNING AT WORK.

MORAL OF THE STORY: NEVER GO TO WORK EARLY.



CHALLENGE / SOLUTION

CHALLENGE

Sell whiskey by telling the story of Jack Daniel's, turning brand truth into marketable legend.

SOLUTION

We went back into Jack Daniel's history and used a story told often at the Lynchburg Distillery to create a marketable event that reinforces the brand equity.

The result was a promotional event tied to Mr. Jack's run-in with his safe, and the legend around that story.

THE BACKSTORY

This true story is told on tours of the Jack Daniel's Distillery in Lynchburg.

This old safe didn't fall on Jack Daniel but it may as well have.

One morning in 1905, the safe wouldn't cooperate with its owner (he thought he knew the combination well). Mr. Jack lost his temper and kicked it hard enough to break his big toe. Infection took a lot of people in those days, and a few years later, it took Jasper (Jack) Newton Daniel. Faithful to his ways, Jack Daniel's never altered the whiskey that bears his name. Nor, ever found reason to mess with that old safe...



...until I visited.

THE BIG IDEA

The story told at the Jack Daniel's Distillery is that the safe was never opened.

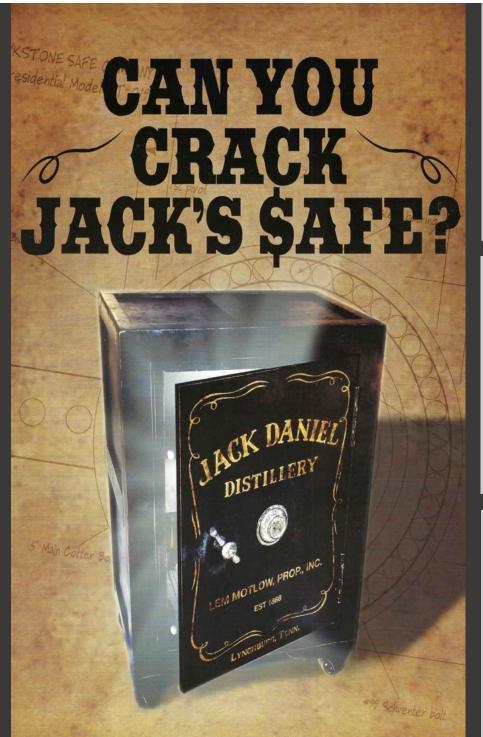
The Big Idea for our promotional event was to give someone the chance to **Crack Jack's Safe!**

Six sweepstakes winners were awarded the chance to go to Lynchburg and take a crack at what was inside the safe. Along the way, in addition to off-premise safe/sweepstakes merchandising, we included on-premise opportunities to crack smaller safes.



PROGRAM DETAILS On-Premise

- Crack Jack's Safe events held at key accounts
- Mini replica safes were provided to accounts
- Patrons were given game pieces with combination codes to try and unlock the safe and win premiums
- Entry to main sweeps provided
- Posters and table tents promoted the event





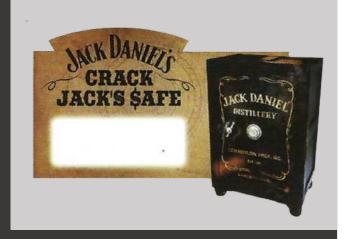




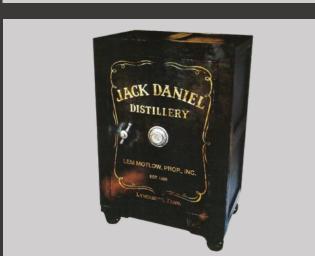
PROGRAM DETAILS Off-Premise

- Sweepstakes to win one of six trips to Lynchburg to try and Crack Jack's Safe
- Displays and shelf talkers promoted the sweeps
- Replica safes were provided as a display item









Safe Cracking Event

Six winners won VIP trips to Nashville and Lynchburg.

Each of the six was given a combination to try and unlock the safe.

One winner walked away with \$100,000 we had placed in the safe (which, as a side note, was pretty much empty when we first opened it). All walked away with an experience of a lifetime and a great Jack Daniel's story to tell.



RESULTS

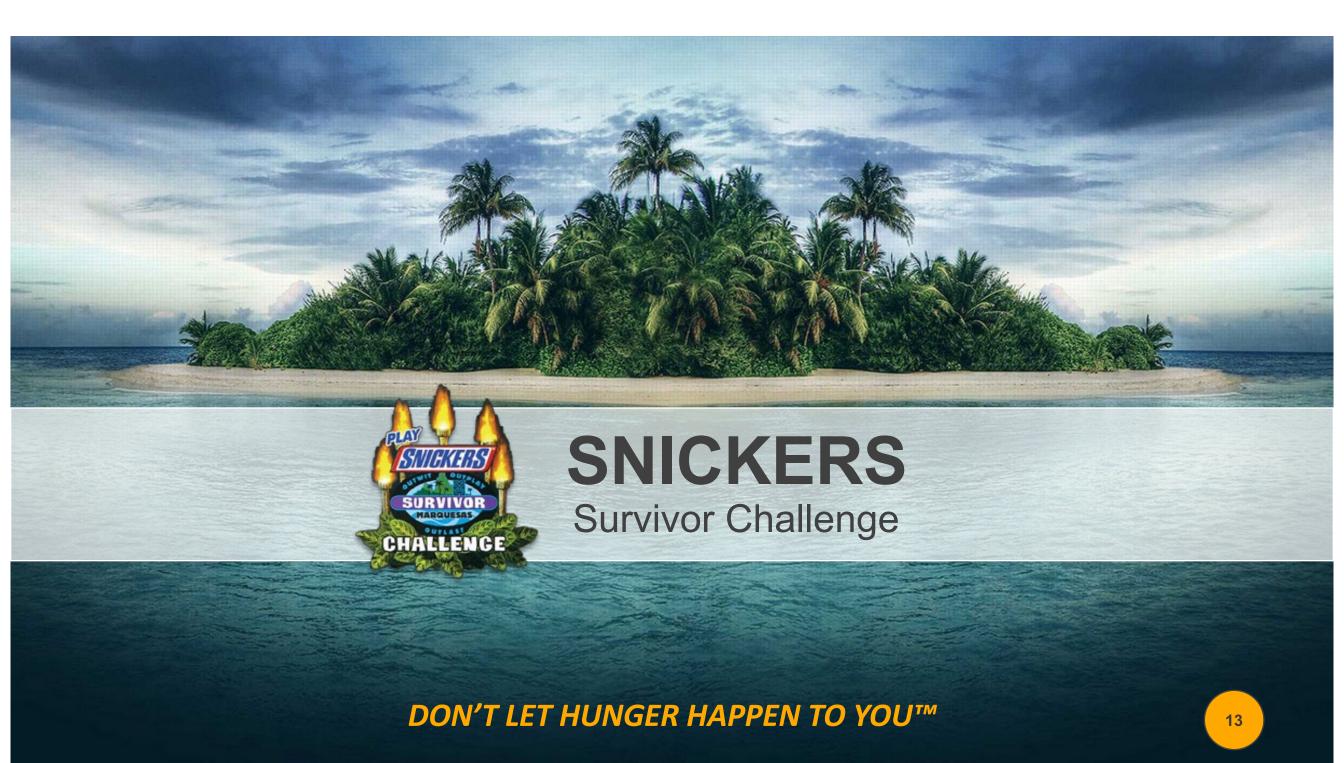








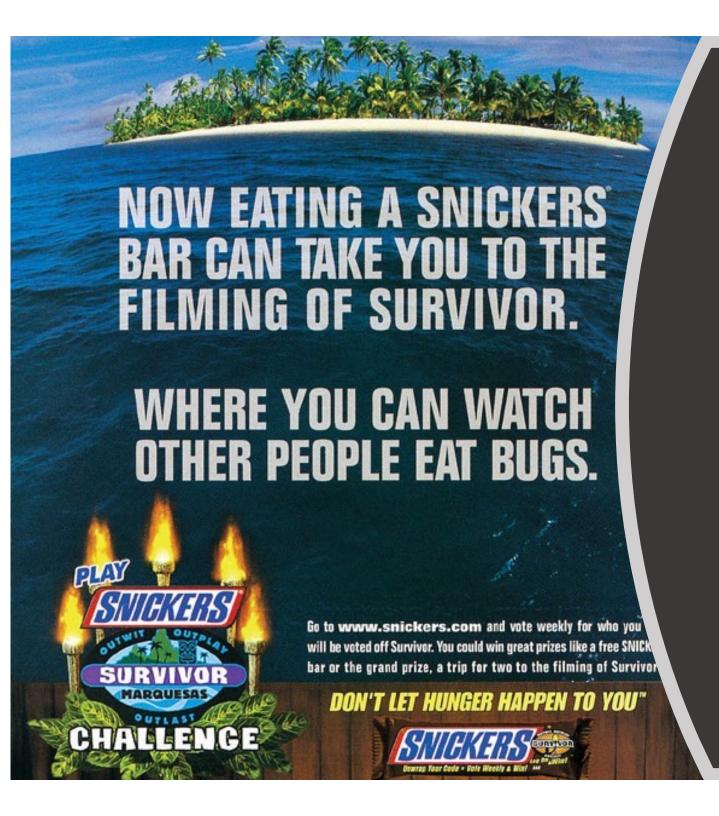
One of several award-winning promotion and merchandising programs for Jack Daniel's that helped achieve new highs in awareness, volume, display incidence and on-premise preference by telling the brand story in innovative and engaging ways.





SITUATION

Snickers is positioned around hunger satisfaction. All advertising and promotions are required to reinforce this core premise.



CHALLENGE / SOLUTION

CHALLENGE

Generate multiple purchases over an extended period while reinforcing Snickers' hunger satisfaction positioning.

SOLUTION

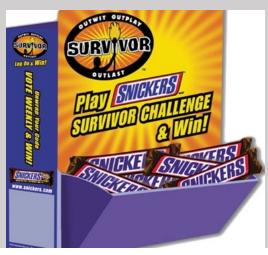
Partner with a property consumers are hungry for, in which hunger is literally a key ingredient of the show.

Product Placement & Promotion

- Product placement on the show made Snickers a welcome reward for a team challenge
- Promotion satisfied consumers' hunger to interact with the show
 - Consumers entered a new under-the-wrapper code each week at the promo URL to vote for who they thought should be voted off the island
 - Everyone who voted correctly won a free snickers and was entered for a weekly prize
 - All voters were entered to win a trip to the taping of the next Survivor











PROGRAM DETAILS Trade Launch

Initial excitement was generated at the FMI Show in a true hunger satisfaction way.

- Booth was designed as a Survivor Challenge branded island hut with an appearance by host Jeff Probst
- Attendees who accepted the challenge and ate a mealworm were rewarded with a Snickers bar and Survivor t-shirt
- The booth had the longest lines at the show and sell-in exceeded expectations











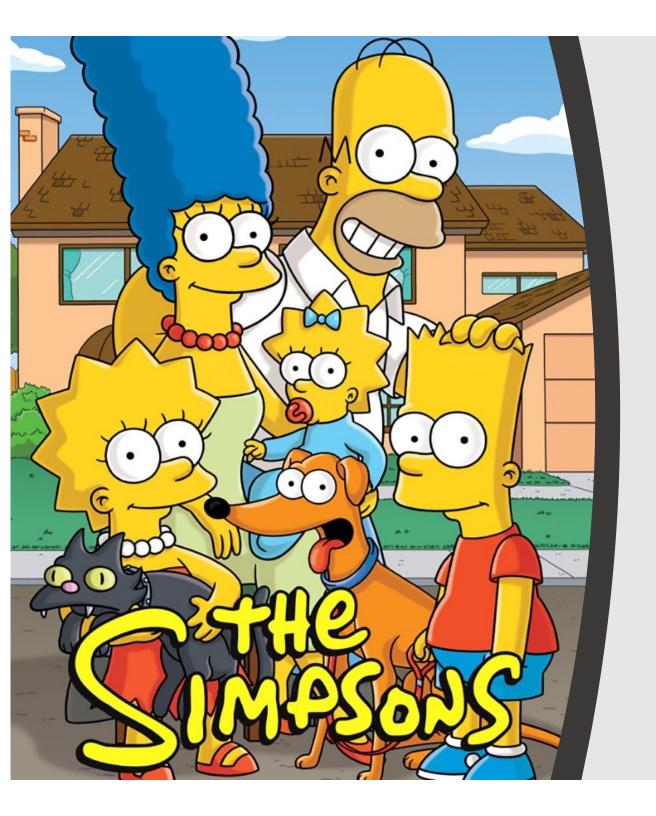




RESULTS

- Commended for hitting the bulls-eye of hunger satisfaction positioning
- Far surpassed display commitment and sales goals
- 1st Place Tempo Jay
 Gondelman award winner
- Echo Leader award winner
- Silver Dialog award winner





SITUATION

We had tried several times to convince Kellogg's to partner with *The Simpsons*. Its fanatic audience created a unique opportunity for collectibility across multiple product purchases. They were hesitant of it as a kids' property.

What finally sold it was positioning the partnership within the Kellogg's all-family portfolio versus just for kids and a unique opportunity to gain entry into the two hottest cereal flavor categories.

The result is an example of persistence and sound strategy paying off.



CHALLENGE / SOLUTION

CHALLENGE

Provide Kellogg's with a merchandisable platform to gain entry into the two hottest breakfast cereal categories while also extending sales across its full all-family portfolio.

SOLUTION

Wake up the breakfast category with the fanatic popularity and collectibility of *The Simpsons*. But don't just borrow equity. Seamlessly bring the two brands together as if they were made for each other.







PROGRAM DETAILS Products & Packaging

- Leveraged Homer's love of donuts and Bart's association with Butterfinger to gain high-impact entry into the two hottest cereal flavor categories at the time – cinnamon and peanut butter
- Used the breadth of the show's characters and the fanatical appeal of the property to create collectibility and stimulate purchase across the all-family portfolio



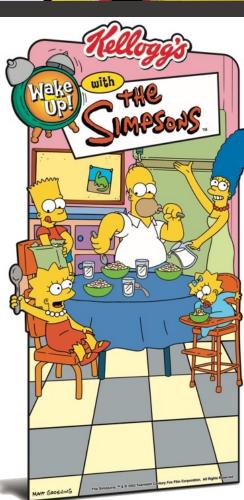
PROGRAM DETAILS Merchandising & Promotion

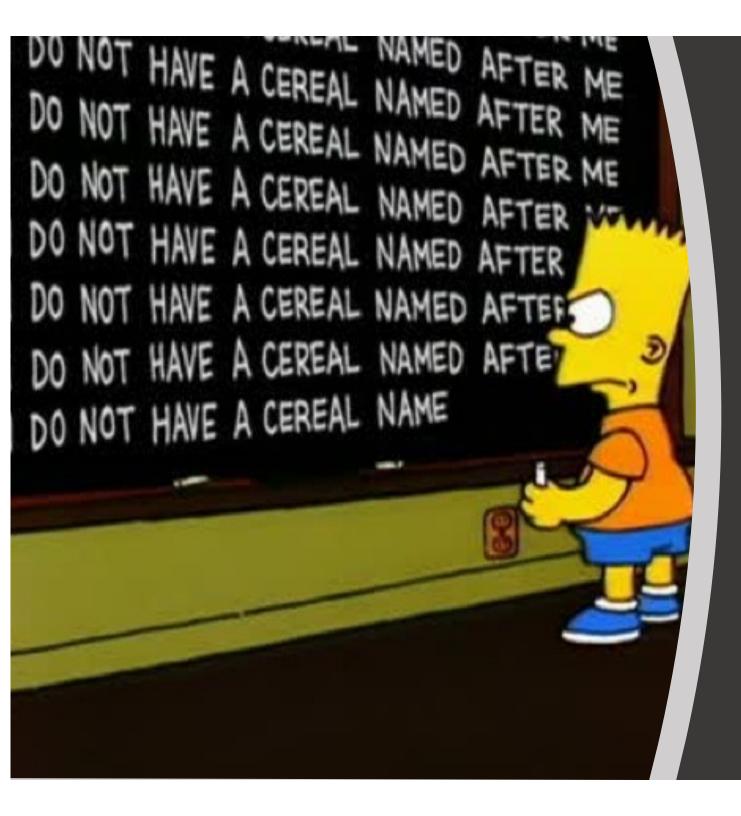
- In addition to The Simpsons characters across multiple products, the program included:
 - A FREE watch offer
 - A Simpsons Road Rage video game offer
 - Fun on-pack activities
 - Display header and shelf talkers to help wake up the cereal aisle











RESULTS

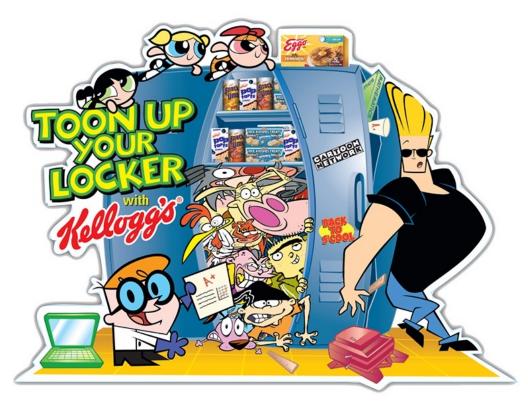
Cowabunga – the program was a huge success!

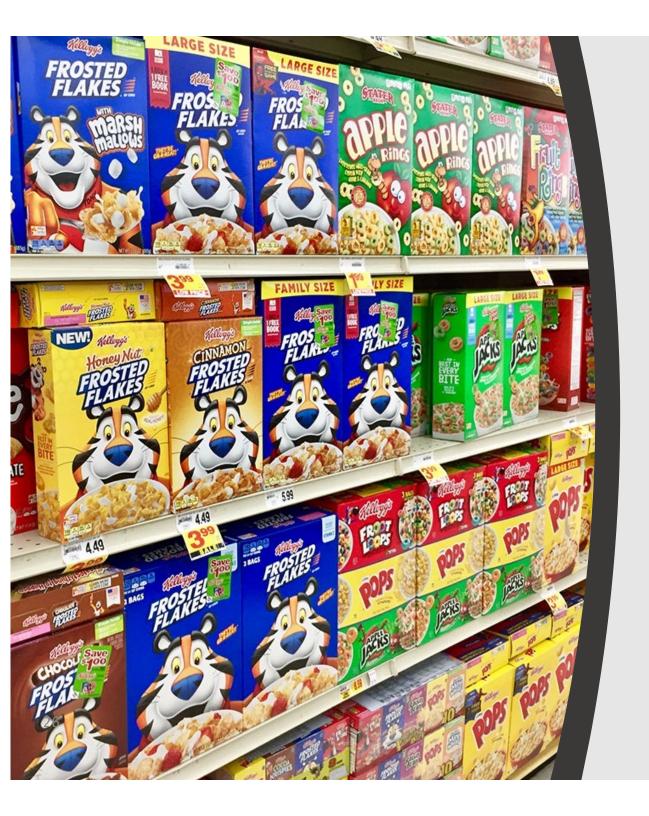
- Quick, high-impact entry into the two hottest cereal flavor categories
- 70MM incremental unit sales
- 1600 displays
- The Simpsons partnership was repeated in subsequent years

KELLOGG'S

Big Pick (Cereals) & Toon Up Your Locker (Convenience Brands)







SITUATION

The cereal aisle is one of the most crowded aisles in the store and the competition to stand out on the shelf is intense.

While planning a promotion for Kellogg's cereals, we were informed that they were negotiating a media buy with Cartoon Network. We felt it would be a strong property to help the brands stand out and requested promotional licensing rights as part of the deal.

As a bonus, while I was in a meeting with the head of marketing, he mentioned the tremendous internal feedback our cereal concept was receiving. The convenience brands wanted to get involved but couldn't due to the nature of the idea. I astutely came back with a second idea just for them and Kellogg's greenlighted both.





CHALLENGE / SOLUTION Cereals

CHALLENGE

Gain mass display and product take-away of the Kellogg's kid's cereal portfolio in the ultra competitive cereal aisle during a busy back-to-school time period.

SOLUTION

Merge two strong brand equities, rather than borrow equity, to create a synergistic, relevant idea that commands attention and drives participation.

After Cartoon Network told us about their Big Pick Weekend where kids vote for the next CN series from a few pilots, I came up with the idea to empower kids in the same way by having them vote for the next cereal Kellogg's would make, based on CN shows.

PROGRAM DETAILS Big Idea



The big idea was to empower kids to pick the next Kellogg's cereal...based on one of 8 Cartoon Network shows.

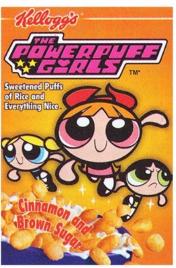


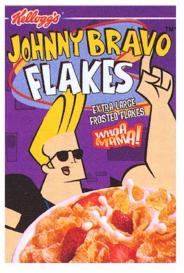
The Cereals

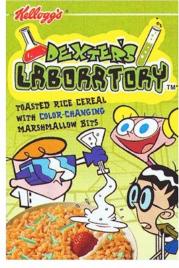
I came up with 8 cereal ideas based on Cartoon Network's most popular Cartoon Cartoon shows and worked with Kellogg's product development group to get them all approved.

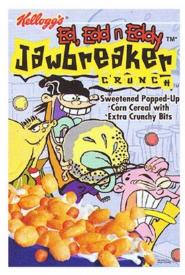
The cereal concepts were placed on the back of Kellogg's kids' cereals (see previous slide) and kids were prompted to vote for their pick for the next cereal Kellogg's would make.

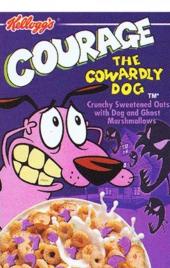
ONE OF THESE COULD BE THE NEXT CEREAL KELLOGGS MAKES!

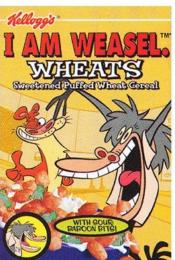




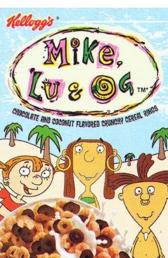








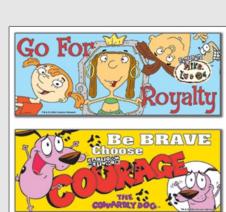




Sweepstakes & Premiums

FREE in-pack collectible campaign stickers for each cereal concept generated excitement for the vote and drove multiple purchases.

A sweepstakes added more impact by giving kids the opportunity to sit in the boss' chair and "run the Cartoon Cartoon show" for a day, programming their favorite episodes.

















Promotional Website

Provided a place for kids to:

- Place their votes and enter the sweeps
- Download cool wallpaper and icons
- Play games
- Link to the Cartoon Network and Kellogg's EET & ERN websites



CHALLENGE / SOLUTION Convenience Brands



CHALLENGE

Extend the Cartoon Network partnership to Kellogg's convenience brands to gain mass display and product take-away during the busy back-to-school time period. Take into account that they can't do what we were proposing for the cereal brands.

SOLUTION

In a conversation with the head of marketing, he mentioned that the convenience brands were perfect for taking to school and keeping in a backpack or locker as a snack. This piece of information led me to create the long-running Toon Up Your Locker promotional marketing program.

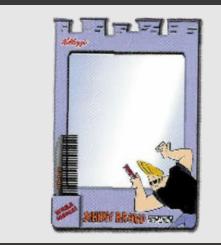
Program Details Premiums

- Premium offers both free inside and by mail reinforced the Toon Up Your Locker theme
 - Magnets, Stick-On
 Mirrors, Stick-On Message
 Boards
- The variety of premiums drove moms to purchase across all brands













Promotional Website

On-pack codes unlocked:

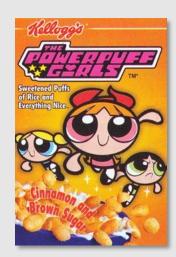
- Exclusive Cartoon Network content
- Premium offers
- Games and activities

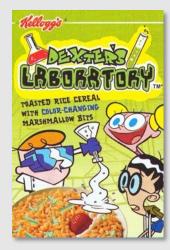


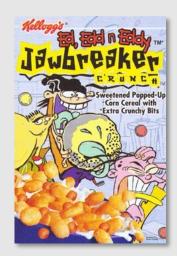


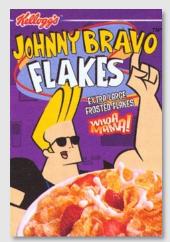
Creative Note

In addition to directing my internal staff, I also provided direction to Cartoon Network's art department to create custom artwork for the cereal concepts and instore POS.













And the winner is...



RESULTS

- One of the strongest promotions in Kellogg's history far surpassed sellin and display activity goals
- Benefited both partners:
 - Over 500% increase in sales where featured and displayed
 - Cartoon Network Big Pick ratings were up 5% and web page views were up 372%
- Reggie Award winner
- Subsequent promotions with Cartoon Network followed





KELLOGG'S

Monsters In The Box









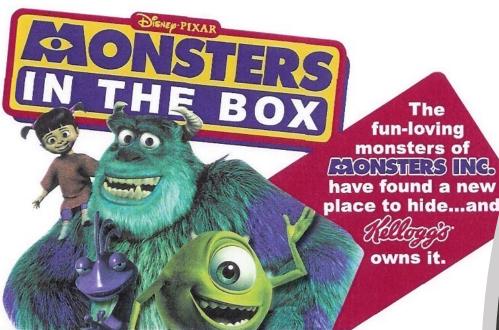
SITUATION

Kellogg's was looking for new ways to scare up more sales in the cereal aisle and had just started a partnership with Disney/Pixar.

We were invited out to Pixar Studios to see a new movie they were working on – *Monsters Inc.*

While showing us the early animation, they also gave us the storyline of the movie. The monster world depended on screams to power their world. It was getting increasingly difficult to scare kids. Monsters Inc. specialized in monsters in the closet and had competitors that specialized in monsters under the bed, behind the stairs, etc., but they needed to find a new way to generate more power.

I left that meeting with the big idea in mind.





CHALLENGE / SOLUTION

CHALLENGE

Create shelf impact and product take-away for Kellogg's kids' brands during the traditionally weak fourth quarter. Leverage a new studio partnership by seamlessly integrating two brands together rather than borrowing equity.

SOLUTION

I presented this concept by staging a press conference alongside a giant three-dimensional mock-up of a Kellogg's Frosted Flakes box. I announced a partnership of Kellogg's Inc. and Monsters Inc. to bring kids the latest, greatest hiding place for monsters. I then pushed up a lever on the back of the box, Monsters Inc. monsters popped out, and I exclaimed, Monsters In The Box!

PROGRAM DETAILS Monsters In The Box

We empowered kids to:

- Find monsters in the box (Monsters Inc. premiums)
- Play with monsters on the box (Monsters Inc. activities on the back of the box)
- Order more monsters from the box (Monsters Inc. premium offers)
- And, if they open a box and it screams, they win a monster room! (motion activated sound chip signaled a winner of Monsters Inc. stuff for your room)

















BACK

PROGRAM DETAILS

Monsters in Convenience Brand Boxes too!

Kellogg's Convenience Brands also participated with collectible trading cards, on-pack activities and the screaming box sweepstakes.





PROGRAM DETAILS Merchandising / POS

We based our designs on the *Monsters Inc.* style guide to create aisle dominating POS.



PROGRAM DETAILS Account-Specific Overlays

Key accounts were offered a variety of special opportunities including breakfast screenings of *Monsters Inc.* that shoppers could earn/win.



YOU WON'T BELIEVE YOUR EYE





See an exclusive
BREAKFAST SCREENING
presented by

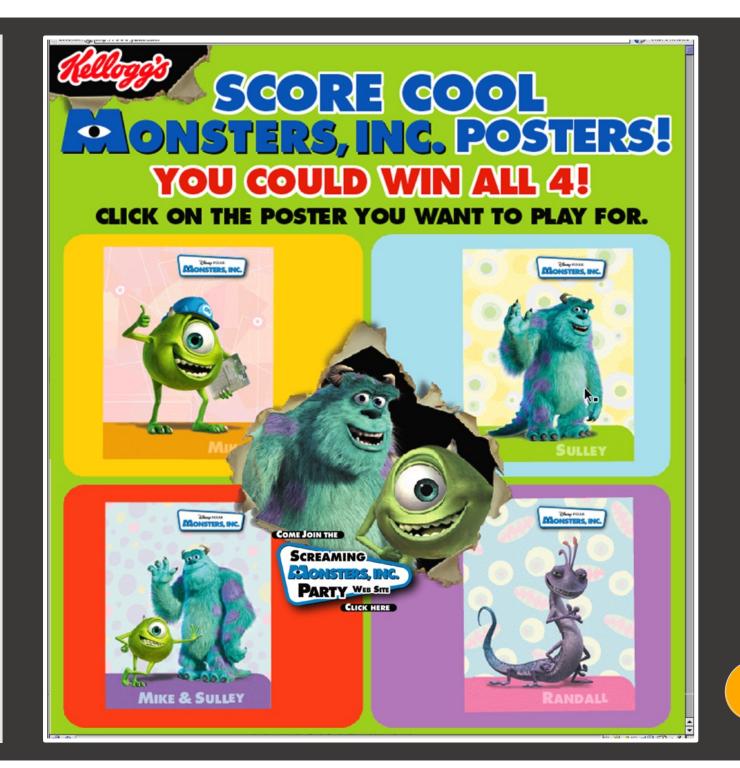


See display for details.

PROGRAM DETAILS Promotional Website

Kids could also find monsters on the internet with our promotional website.

We developed games and activities with chances to earn and win premiums/prizes.





RESULTS

I do not have the sales numbers for this program, but it was a Reggie Award finalist the same year Kellogg's Cartoon Network program won. It also kicked off a successful multi-year Disney partnership.





SITUATION

I led the concept development for the winning pitch of the \$50MM Burger King promotion and merchandising business.

The plan leveraged America's love for freedom of choice, *The Simpsons*, and grilled food to set Burger King apart from its competitors.

Whereas McDonald's was fried assembly-like sameness and Wendy's was greasy and oldfashioned, Burger King was the king of American burgers – grilled the way people prefer and prepared the way they want.

The Simpsons provided a perfect partner to engage all age segments with Homer as an ideal spokesperson – the Homer of the Whopper.



CHALLENGE / SOLUTION

CHALLENGE

Make Burger King the hot place to go for contemporary families to get a flame grilled meal.

Maintain an industry first 12-week promotion window for a single event while driving traffic and consumption across all targets.

SOLUTION

Leverage the fanatical drawing power across all ages of *The Simpsons* to establish Burger King as a must-go destination from October through December.

PROGRAM DETAILS

12-Week Promotion Window

Three 4-week promotions tied to one partner

- October:
 - Halloween themed Creepy
 Classics collectible toys with
 Kids Meal purchase
 - Limited time Freaky Float
- November:
 - Limited time X-treme Bacon& Cheese Whopper
- December:
 - Talking watch offer







PROGRAM DETAILS October

- Tie-in with the annual Treehouse of Horror Halloween episode
- One free toy in each Kids
 Meal collect all 10
- Orange Freaky Float drink special to increase the register ring beyond Kids Meals











PROGRAM DETAILS November

- Homer's signature Whopper[®] keeps traffic coming and registers ringing
- Marge promotes options for the lighter eaters



PROGRAM DETAILS December

- Talking watch offer tied to Value
 Meal purchases was offered
 during gift giving season
- 4 watches in collector's boxes were offered
- We created the ideas and designs for each watch as well as for the supporting POS









PROGRAM DETAILS

Fun Overlays

- I created activities for tray liners, cups and fry boxes, such as "Play Pointless Trivia and Win Nothing"
- Collectible large cups included fun character facts to stimulate trade-up
- Decals were provided to add some fun to restroom identification



The Little Barts Room



The Little Lisas Room







PROGRAM DETAILS

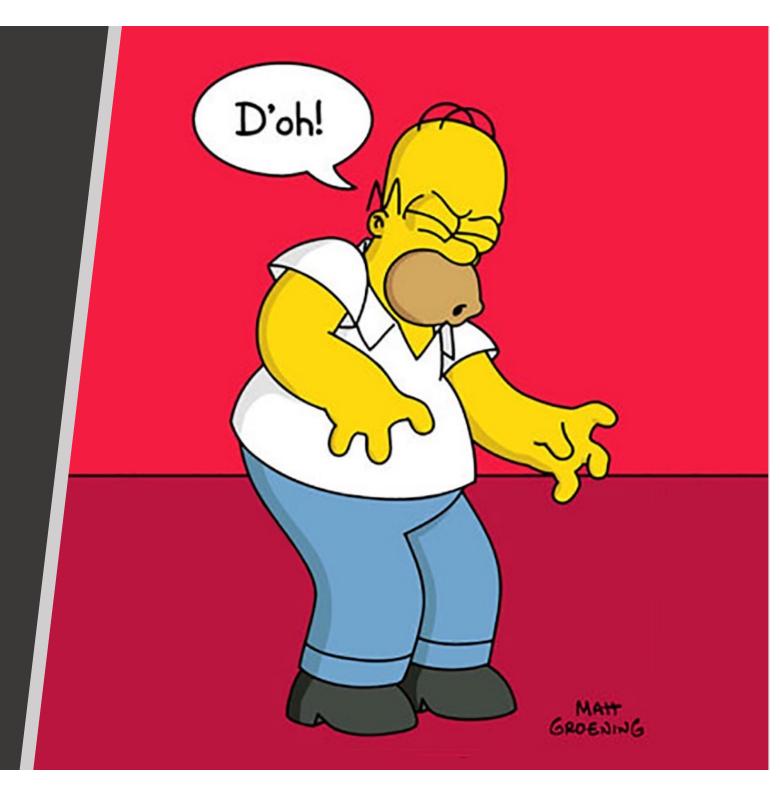
Local Market Overlay

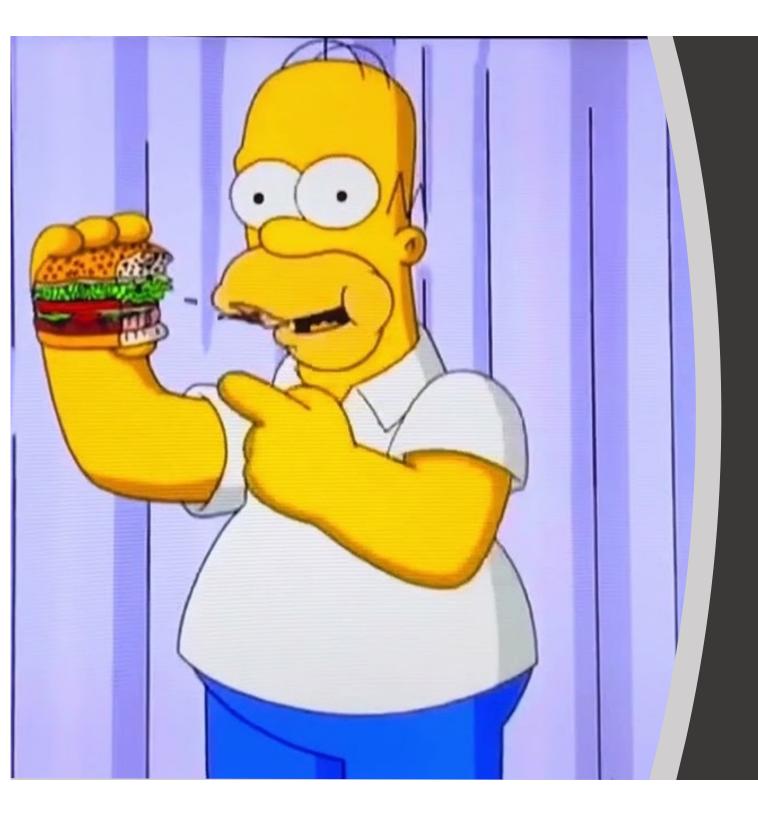
Say D'oh! Save Dough!

I came up with the idea to have people receive a secret value by coming into BK and saying D'oh!

By doing so they could get a Homer X-treme Whopper or Marge's Chicken Whopper for \$1.

We used radio, social and mobile to drive customers into BK during specific times to take advantage of the offer.





RESULTS

The initial concept for this program helped us win the \$50MM Burger King promotion account.

The first 12-week execution was such a big success that Burger King continued to run multiple promotions with *The Simpsons*.

Unfortunately, I don't have specific sales numbers.





SITUATION



Burger King has over 300 AAFES restaurants at armed forces bases around the world.

They have a unique audience that responds to specific stimuli, such as cash. Others, such as trips, are irrelevant.



CHALLENGE / SOLUTION

CHALLENGE

BK competes with other food vendors at AAFES commissaries and needs to drive traffic and register rings. Promotions, however, need to take into account the distinctions of this target audience.

SOLUTION

Create a fun event playing off something with which the target audience is all too familiar...

with an attention-grabbing call to get something they are all too in need of...

no matter where they are located.

PROGRAM OVERVIEW Loot Camp

I created the The LOOT CAMP instantwin game and BK GRILL INSTRUCTOR to resonate with the target audience.

The Grill Instructor recruited players to peel off the dog tag game pieces and see if they were winners of:

- \$100,000 cash or millions of...
- On-base movie tickets
- BK Rations (Burger King food prizes)



PROGRAM DETAILS

Trade-Up

To increase register rings, odds of winning were increased by trading up to get more game pieces.

- 1 chance to win with a Whopper[®], Chicken Whopper®, Chicken Whopper® Jr. or 32-oz. drink
- 2 chances to win with a large Whopper[®] or Chicken Whopper® Value Meal
- 3 chances to win with a king size Whopper[®] or Chicken Whopper® Value Meal







PROGRAM DETAILS Merchandising

Promotional merchandising was developed not only for inside BK locations, but also to recruit diners from outside – with theater posters, gas station pump toppers, floor decals and more.









RESULTS

LOOT CAMP and the Grill Instructor were so well received that the Grill Instructor became an ongoing spokes character and variations of the program continued to run for several years.





JAMES B. BEAM DISTILLING CO.

Small Batch Bourbon Launch

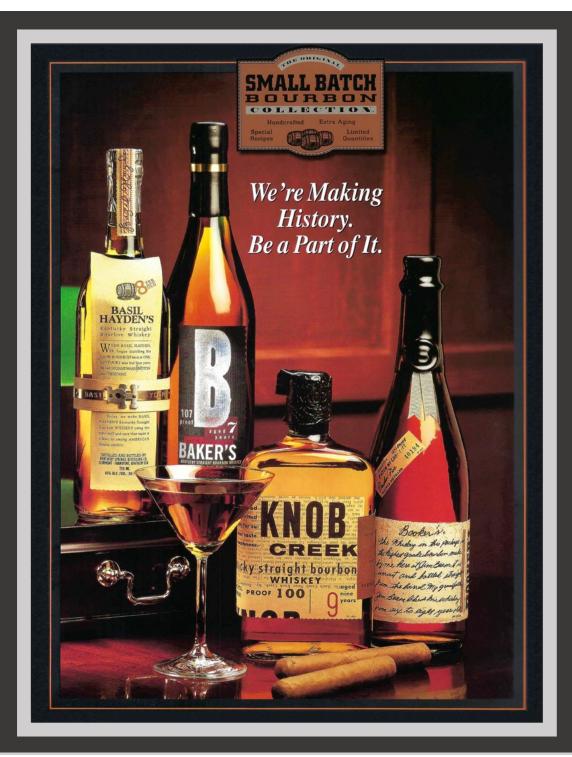




SITUATION

Before small batch liquors were even a thing, shoppers' liquor choices were primarily mainstream. In fact, the term "small batch bourbon" was coined by Jim Beam's grandson, sixth generation Master Distiller Booker Noe.

When his Small Batch Bourbon Collection — Booker's, Baker's, Basil Hayden's and Knob Creek — hit the market, we needed to create the ultra premium category, establish the high-end positioning, and generate the demand, both off-premise and on-premise.



CHALLENGE / SOLUTION

CHALLENGE

Establish an ultra premium brand image targeting dual audiences: traditional bourbon connoisseurs and young urban professionals looking to reward themselves with the best.

Stimulate both audiences to trade up to this higher priced, ultra premium bourbon collection.

Gain on-premise and off-premise distribution.

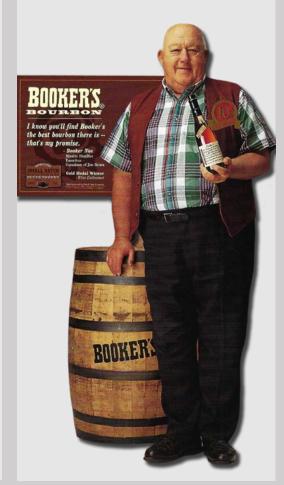
SOLUTION

Created a number of on-premise and off-premise merchandising and promotion programs that built the brand image while generating and maintaining sales momentum – from display elements to gift sets, tie-ins and tasting events.

PROGRAM DETAILS Off-Premise Merchandising

- Included case displays, shelf talkers for the full collection as well as each individual brand, bottle display shelf enhancers, and a Booker Noe standee
- Designed to reinforce the ultra premium positioning, promote the accolades and provide tasting notes to generate trial

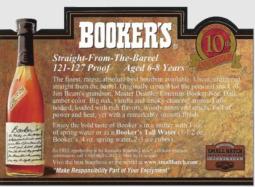












PROGRAM DETAILS

Off-Premise Promotion

- Various promotions including multi-brand gift sets/boxes, glassware gift boxes, cigar gift sets and offers, humidor gift set and more
- Each promotion was developed to target the highend and young urban professional bourbon audience

Gift Sets / Boxes







Cigar Promotion









PROGRAM DETAILS On-Premise

On-premise initiatives included merchandising of the collection, back bar bottle glorifiers, tasting events, smoker events and more

Tin Sign









Neon Light





Cocktail Suggestions



Bottle Glorifier



Humidor Glorifier



Cigar Pairings





RESULTS

- Double and triple digit sales growth each year over the first five years
- Created the small batch bourbon category
- Succeeded in expanding the bourbon audience to a younger generation

THANK YOU

