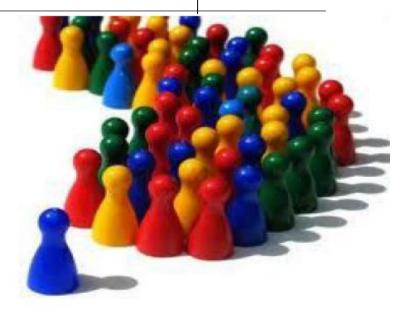
### Social Media in Exhibition Industry

The Universal Remedy or a New Bulb?

Brief summary of findings

by Valerii Pekar Euroindex, Kyiv



#### Some crazy figures

- 17 million articles on Wikipedia
- 100 million professionals on LinkedIn
- 2 billion people searches in 2010
- 4 billion photos on Flickr
- 95 million Tweets per day
- 3.5 billion pieces of content shared daily on Facebook
- 2 billion videos viewed daily on YouTube



#### We can't ignore it



- Facebook is the 4<sup>th</sup> biggest nation in the world
- 2/3 of the Internet population visits social networks
- The most popular activity in the Internet
  - more popular than e-mail and porn
- We know

the Northern African stories



#### Why?



- Internet penetration crossed the red line
- High-speed Internet, mobile Internet
- Some deep and still unknown social changes
- New tribes and clans
- Consumers play a role in value creation
- An "experience" economy

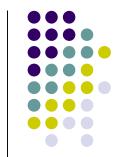


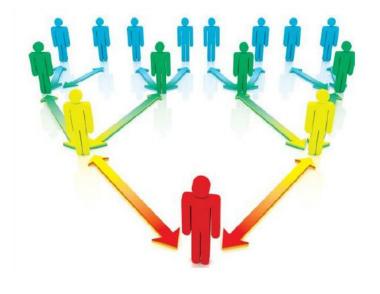
## Are we ready to customers which...?

- Ask us difficult questions
- Complain about our services
- Express discontent if our answers are not satisfying
- Advocate for us or accuse us
- Users trust other users more than they trust us
- Collective evaluation, collective behaviour

#### Impact

- Brand reputation
- Brand awareness
- Website traffic
- Registration and visiting
- Online sales
- Market monitoring





• But it is more about reputation than sales

#### Key words

- Roles Who?
- Processes
- Policies How?
- Objectives For what purpose?

What, when, where?

*(because it's all about business)* 





#### Brief of a strategic approach

- Select few relevant platforms for every event
  - Facebook, LinkedIn, Twitter, Xing, local networks, YouTube, Flickr, Foursquare, Wiki, blogs, group purchase services, ...
  - each platform has its own specific character!
  - there are groups and pages, own and partners'...
- Defines roles and responsibilities
- Define a plan of activities and objectives with criteria
- Select influential and reliable partners
- Listen and contribute, don't spend a lot of time
- Monitor and measure
- Communicate within the company



# This couldn't be outsources (IMHO)



- People in community easily distinguish real responsible members of the staff from simulators
- It is crucial to be within a community
- This is a marketing & PR universe, not an IT universe
- Viral marketing is the most efficient marketing
  - your customers are your promoters
  - amplification effect



#### **Risks**



- You don't control it
- A word is a bird, it flies and doesn't come back
- Opinion leaders are very important



#### **Media Democratization**



- Everybody now is a publisher/editor/journalist
- Just moves the approach from "proclaiming" to "communicating"
  - from monologue to dialogue
  - from broadcasting to personalizing
- Not just a marketing
  - changing the way of information flows



#### The Future (Tomorrow, Not Next Year)

- Smartphones (mobile applications)
  - mobile social networks
  - mobile ticketing
  - geo positioning (location-based services)
  - augmented reality
  - mobile matchmaking
  - immediate share (notes, photos, video)
  - QR codes
- Integration of everything: Transmedia Story-telling

