HOW TO MAKE MONEY with SOCIAL MEDIA

AN INSIDER'S GUIDE
ON USING
NEW AND EMERGING MEDIA
TO GROW YOUR BUSINESS

JAMIE TURNER

DR. RESHMA SHAH

© 2011 by Jamie Turner and Reshma Shah, Ph.D. Pearson Education, Inc. **Publishing as FT Press**

Upper Saddle River, New Jersey 07458

FT Press offers excellent discounts on this book when ordered in quantity for bulk purchases or special sales. For more information, please contact U.S. Corporate and Government Sales, 1-800-382-3419, corpsales@pearsontechgroup.com. For sales outside the U.S., please contact International Sales at international@pearson.com.

Company and product names mentioned herein are the trademarks or registered trademarks of their respective owners.

All rights reserved. No part of this book may be reproduced, in any form or by any means, without permission in writing from the publisher.

Printed in the United States of America

First Printing September 2010

ISBN-10: 0-13-210056-8 ISBN-13: 978-0-13-210056-4

Pearson Education LTD.

Pearson Education Australia PTY, Limited.

Pearson Education Singapore, Pte. Ltd.

Pearson Education North Asia, Ltd.

Pearson Education Canada, Ltd.

Pearson Educación de Mexico, S.A. de C.V.

Pearson Education—Japan

Pearson Education Malaysia, Pte. Ltd.

Library of Congress Cataloging-in-Publication Data:

Turner, Jamie, 1961-

How to make money with social media: an insider's guide on using new and emerging media to grow your business / Jamie Turner, Reshma Shah.

p. cm.

ISBN-13: 978-0-13-210056-4 (hardback: alk. paper)

ISBN-10: 0-13-210056-8 1. Internet marketing. 2. Social media—Economic

aspects. 3. Online social networks—Economic aspects. I. Shah, Reshma, 1964-II. Title.

HF5415.1265.T867 2011

658.8'72--dc22

Gina Kanouse

Senior Marketing Manager Julie Phifer

Vice President, Publisher

Associate Publisher and Director of Marketing

Tim Moore

Amy Neidlinger

Megan Colvin

Russ Hall

Acquisitions Editor

Development Editor

Operations Manager

Publicity Manager

Laura Czaja

Assistant Marketing

Manager

Megan Colvin

Cover Designer Chuti Prasertsith

Managing Editor

Kristy Hart

Project Editor

Anne Goebel

Copy Editor

Krista Hansing Editorial

Services, Inc.

Proofreader

Kathy Ruiz

Indexer

Jov Dean Lee

Compositor

Nonie Ratcliff

Manufacturing Buyer

Dan Uhrig

2010026251

CONTENTS

| | Acknowledgments | xiii |
|-----------|--|------|
| | About the Authors | . XV |
| | Introduction | 2 |
| | | |
| PART I | The Social Media Landscape | . 7 |
| Chapter 1 | What Social Media Isn't | 8 |
| Chapter 2 | The Evolution of Marketing | . 18 |
| Chapter 3 | How to Think About Social Media | .30 |
| Chapter 4 | The Language of Social Media | . 42 |
| PART II | How to Set Yourself Up for Social Media Success | 53 |
| Chapter 5 | Laying the Groundwork for Success | 54 |
| Chapter 6 | Why Your First Social Media Campaign Didn't Work | .64 |
| Chapter 7 | Managing the Conversation | . 72 |
| Chanter 8 | Creating Circular Momentum | ลว |

| | Social Media Platforms93 |
|--------------------------|--|
| Chapter 9 | Social Media Is More Than Just YouTube, LinkedIn, Facebook, and Twitter94 |
| Chapter 10 | How to Use Networking Platforms to Help You Grow Your Sales and Revenue104 |
| Chapter 11 | How to Use Promoting Platforms to Help You Grow Your Sales and Revenue114 |
| Chapter 12 | How to Use Sharing Platforms to Help You Grow Your Sales and Revenue124 |
| Chapter 13 | Mobile Media, Augmented Reality, and Widgets, Oh My!134 |
| PART IV | Social Media Integration145 |
| Chapter 14 | How to Integrate Social Media into Your |
| | Marketing Plan146 |
| Chapter 15 | Marketing Plan |
| Chapter 15 Chapter 16 | · · |
| • | How to Conduct a Competitive Assessment156 |
| Chapter 16 | How to Conduct a Competitive Assessment156 Conducting an Internal Situation Analysis164 Understanding the Customer Thought |

| PART V | How to Measure Social Media207 |
|------------|---|
| Chapter 20 | How to Measure a Social Media Campaign 208 |
| Chapter 21 | Step 1: Measuring the Quantitative Data218 |
| Chapter 22 | Step 2: Measuring the Qualitative Data230 |
| Chapter 23 | Step 3: Measuring the Only Really Important Thing—Your Return on Investment |
| PART VI | Conclusion255 |
| Chapter 24 | Social Media Guidelines for Corporations256 |
| Chapter 25 | 59 Things You Need to Do on Your Way to a Successful Social Media Campaign |
| | Index276 |

IF YOU'RE LIKE A LOT OF PEOPLE, YOU PROBABLY HAVE SOME QUESTIONS ABOUT SOCIAL MEDIA YOU MAY BE ASKING WHETHER SOCIAL MEDIA IS OVERHYPED, WHETHER SOMETHING ELSE WILL REPLACE IT, OR WHETHER IT'S JUST A BIG, FAT WASTE OF TIME

INTRODUCTION 3

But the important questions is, "Can I make money with social media?" After all, what's the point of setting up, launching, and running a social media campaign if it's not going to make money?

Well, we've got some good news. You *can* make money with social media—if you follow the right plan. The problem is that many people think that simply updating a Facebook page or uploading a YouTube video is a social media campaign.

It's not.

A well-run social media campaign is a program that's well thought out, well executed, and well managed. It's set up with a clear set of objectives, strategies, and tactics. Most importantly, it's designed to ultimately accomplish one thing: to make money. Everything else is just a stop along the way.

Maybe you're thinking, "I'm just a small business owner, and all of my time goes into running my business. How can I possibly make the time to learn and use social media?" We can tell you from our own experience that social media doesn't have to be time-consuming, especially if you set it up properly from the start.

Or you might be thinking, "I run a huge division of a large global organization. I just need to hire the right people to do my social media." But you can't *delegate* social media until you *understand* social media. And we're here to help you do exactly that.

You might even be thinking, "I work in a business-to-business company where it's all about requests for proposals (RFPs) and low price. Social media doesn't have a place in our company." We're here to tell you that social media isn't just for business-to-consumer companies. In fact, social media can be an extremely effective sales tool for business-to-business companies, too.

If you picked up this book looking for an encyclopedia of marketing theory, this might not be the book for you. Or if you picked it up looking for a simple introduction to the basics of social media, it might not be the book for you, either. But if you're looking for a book that will give you a practical roadmap designed to help you set up, launch, and run a money-making social media campaign, this could be just what you're looking for.

A FEW TIPS ON USING THIS BOOK

We've divided the book into several segments that explore concepts such as the social media landscape, how to get set up for success, different social media platforms, how to integrate social media into your marketing plan, and how to measure social media. All these sections are designed to give you a practical roadmap to help you get going with a successful social media campaign.

We've also included a variety of callout boxes to highlight key ideas in the book. Sometimes you'll see boxes that read "The Big Idea"; other times you'll see boxes titled "Did You Know?" And still other times you'll see boxes titled "Money-Making Tip."

INTRODUCTION 5

They're all designed to help frame some of the issues in that section of the book.

You'll also see a number of references to additional content located on the 60 Second Marketer Web site. The 60 Second Marketer is an information station for the marketing community sponsored by BKV Digital and Direct Response. We've included several additional pages on the Web site that expand on topics covered in the book. Interested in learning more about a certain topic? Stop by the links mentioned in the book, such as www.60SecondMarketer.com/SeventhDeadlySin or www.60SecondMarketer.com/SocialPromotions.

Finally, you'll notice that we end each chapter with key concepts and action steps that are designed to recap the chapter and review the specific steps to take based on those concepts. The key concepts and action steps aren't there just for grins—use them!

Okay, we've covered a lot of ground here. You're probably eager to get going.

You ready? We are, too. Just turn the page and we'll get started.

IS YOUTUBE A WASTE OF TIME? IS TWITTER JUST A FLASH IN THE PAN? CAN FACEBOOK BE USED TO GROW SALES AND REVENUE? CAN SOCIAL MEDIA BE MEASURED? MORE IMPORTANTLY, CAN YOU GENERATE A POSITIVE RETURN ON YOUR INVESTMENT WITH A SOCIAL MEDIA CAMPAIGN?

CHAPTER 1

WHAT SOCIAL MEDIA ISN'T

If these are some of the questions you've asked yourself, then you've come to the right place. Because this is a book designed to answer your questions about social media. More specifically, it's a book that's designed to help you set up, launch, and run a social media campaign that *makes money*. After all, what's the point of running a social media campaign if it doesn't drive revenue?

Social media is a big, complex subject, but before we take a look at the *new* world of social media, let's take a look at the *old* world of traditional marketing. By looking back before we look forward, we'll have a better sense of where social media is going to take us in the future.

MARKETING HAS CHANGED MORE IN THE PAST 5 YEARS THAN IN THE PREVIOUS 100 COMBINED

It's hard to believe, but more marketing changes have occurred in the past 5 years than in the previous 100 years. For perspective on this, let's look back to the starting point for modern marketing. On Christmas Eve 1906, Reginald Fessenden made the world's first radio broadcast. Fessenden sent out a short radio program from Brant Rock, Massachusetts, that included his rendition of "O Holy Night" and ended with a reading from the Bible. And with little more than that, radio was born. Suddenly, companies such as Sears, Coca-Cola, and Ford had the capability to send their advertising messages to millions of people at once.

More than 20 years later, the first television station launched in Schenectady, New York. That station, owned by General Electric, was able to broadcast images as far away as Los Angeles. By September 1928, the station was making four broadcasts a week, although the general population wouldn't widely adopt television until the 1950s.

Then for the next several decades, nothing happened. Sure, there were a few leaps forward (such as the advent of cable TV), but the media used to connect companies to consumers didn't change in any quantifiable way for the entire twentieth century.

Fast-forward to today, when new media appear online monthly or even weekly. What's driving this rapidly changing environment? Put simply, it's the combination of broadband Internet and the wide adoption of personal computers, smart phones, and content tablets such as the Kindle and the iPad. These technological leaps forward have changed the way consumers both receive information and interact with the brands they love.

With change comes opportunity. But if you don't know how to harness these changes, you won't be able to take advantage of the opportunity.

Do you want to learn how to make money with social media? Would you like to find out how to measure the return on investment (ROI) of a social media campaign? Or would you like to see a road map to help you integrate a social media campaign into your existing marketing plan?

To do these things, we start by giving you a deeper understanding of what social media *is*. And the best way to understand social media is to start by talking about what social media *is not*. After all, social media is defined in many ways, so let's zig while other people are zagging and talk about what social media *isn't*.

Did You Know?

Even though the first television broadcast took place in 1928, TV wasn't widely adopted until the mid-1950s.

WHAT SOCIAL MEDIA ISN'T

Some people will tell you that social media is a "here today, gone tomorrow" fad, but those are the same people who are waiting for the eight-track tape deck to come back.

No, social media isn't a flash in the pan. In fact, it'll just keep evolving into something better, which is exactly what happened when personal computers (PCs) first came on the scene.

When PCs first arrived, word processing was about the only thing they were really good for. But then someone figured out a way to connect a few of them. When people started connecting them into expanded networks, they began to understand the true power of the technology.

One of the first services to try to leverage large-scale computer networks was CompuServe, which experienced relatively stable growth during the 1980s and 1990s. CompuServe plugged along fine until America Online (AOL) came along. AOL was the first company of its kind to leverage the power of a user-friendly interface. Thanks to that strategy, AOL grew from 10 million subscribers in 1996 to 27 million subscribers by 2002.

But things didn't last for AOL. When people realized that it was merely an add-on to the Internet, they decided to plug in directly. When *that* happened, the power of interconnected PCs really began to take off. First came early brochure-ware sites; then came blogs; then forums; then bookmarking, tagging, photo sharing, podcasting, virtual worlds, widgets, and ... well, you get the point. Things started to *change*. And they changed in ways that we couldn't even imagine when the personal computer first came around.

That brings us back to our point: The evolution of the personal computer from a simple word processor to a complex web of interconnected minicomputers is similar to the evolution of social media from simple networks to the Web 3.0 technology it's becoming today. Both technologies continue to morph and evolve. And both technologies are here to stay.

With all that in mind, let's keep talking about what social media is *not*.

Social Media Isn't Traditional Marketing

As we've mentioned, traditional marketing is about having a monologue with your customers and prospects. Social media, on the other hand, is about having a *dialogue*. When you have a dialogue with a customer or prospect, the communication is much more fulfilling (and much more profitable).

In the old days, marketing was handled out of a single location (usually called *headquarters*) where a central authority analyzed customer research, sales trends, and demographic information to arrive at a unique selling proposition (USP).

Rosser Reeves of Ted Bates & Company invented the unique selling proposition. The idea was that, by identifying a single, unique point of differentiation for your brand, you could separate your brand from the competition. Reeves used this technique to create a campaign for Anacin that tripled its sales and, during one seven-year run, generated more revenue for Anacin than *Gone with the Wind* had generated in a quarter of a century.

The Big Idea

Traditional marketers focused their energies on what people thought about their brands. Contemporary marketers focus their energies on how people engage with their brands—online, in stores, at home, and through other channels.

For most of the twentieth century, traditional marketing was pretty simple: Figure out your USP, get the creative people at your agency to come up with a good TV commercial, and run the heck out of it during prime time.

Given how simple marketing was back then, it's no wonder the guys on Madison Avenue had time for three-martini lunches. They didn't have much else to *do*.

But social media is more complex and more fluid than traditional marketing. And it requires an entirely new mindset.

That brings us to our next point

Social Media Isn't Just for Young People

A recent study indicated that the fastest-growing segment on Facebook is women older than age 55 and that the largest demographic on Twitter is the 35–49 age group. So, no, social media isn't just for young people. It's for anybody who is interested in using new technologies to grow their sales and revenue.

However, people older than age 35 do take longer to adopt a new technology. Part of the reason is that most humans don't like change, but another reason is that the neural patterns in their brains are already structured for traditional technologies. New technologies require rewiring the brain.

So let's keep going. What else is social media not?

Social Media Isn't a YouTube Video

We can't tell you how many times we've heard someone say, "Sure, our company does social media. Just last month, we uploaded our CEO's annual speech onto YouTube."

For starters, let's get something straight: The only person who watched the CEO's annual speech on YouTube was the CEO and, perhaps, his or her family members. Nobody else tuned in. We're serious. Sorry to break the news to you.

Second, just because someone uploaded a YouTube video doesn't mean it's a social media campaign. Social media is about communicating across a wide variety of channels for a sustained period of time. It's not about tossing up a Facebook Fan Page or completing a LinkedIn Company Profile. It's much more than that.

A social media campaign is similar to a marriage. You can't expect to have a good marriage if your primary means of communication is a single conversation for ten minutes every morning. (Trust us, that doesn't work—we know some people who have tried.)

What *does* work is a prolonged, sustained, *two-way* conversation across multiple channels that enables both parties to feel as though they've contributed and they've been heard. When you can accomplish that, your social media campaign is in very good shape.

Did You Know?

A recent University of Massachusetts study indicates that 22 percent of the Fortune 500 have a blog.²

Social Media Isn't Always Online

For many of our readers, social media implies some form of *digital* social media or communications enabled through *online* technology. However, we can't forget that a great deal of social media marketing happens offline—after people have turned off their computers.

In a recent study from the Keller Fay Group and OMD, offline communications are still the predominant mode of marketing across a variety of age groups. This study indicated that word-of-mouth is considered to be "highly credible" more often than online conversations.

Despite these trends, we believe numerous experts exist in the area of offline word-of-mouth and that a number of strong books in this area have been written. Therefore, for the purposes of this book, we focus on digital tools and techniques reflecting the booming growth of *online* social media demand.

Social Media Isn't Something That Can't Be Measured

Okay, we're giving our editors heart palpitations because we used a double negative in this heading. But that doesn't mean

it isn't true. Social media *can* be measured—and, depending on whom you ask, you can measure it in a dozen or even a hundred different ways. (Hey, look! We said *whom* instead of *who*.)

The great news about social media is that, when you take the time to measure it, you might discover that it is a significant source of profits. Significant profits can make you rich. And we can all agree that money is the only important thing in life.

Okay, that was a joke. Money isn't the only important thing in life. But you get our point—if you measure social media, you can track your ROI. If you track your ROI, you can increase profits. And that's certainly not a bad thing.

We could go on and on about what social media *isn't*, but then the title of the book would be *What Social Media Isn't*, which doesn't strike us as very appealing. So let's keep the ball moving forward and dive into the topic at hand, which is how to make money with social media.

ENDNOTES

- **1.** See http://en.wikipedia.org/wiki/History_of_television.
- **2.** See http://centerformarketingresearch.wordpress.com/2010/05/18/social-media-continues-to-be-used-with-higher-education-recruitment/.

276 INDEX

INDEX

Comcast 277

| consumers perceptions, 73-74 control, 27-28 marketing campaigns customer retention, 146-148 popularity versus success, 147 measuring mentions across platforms, 224-225 | implementing, 262-263 showing respect, 258-259 showing responsibility, 258-260 business models, 46-50 Calvin Klein, 166 |
|---|---|
| mobile media for awareness, 139-141 AR (augmented reality), 141-142 online conversations, 76, 78 "United Breaks Guitars" video, 75-76 managing, 77-80 Motrin commercial, 74-76 shift in power brokers, 26-27 social media campaigns aligning with primary, 198-199, 202-203 feedback manipulation, 203-204 negative feedback, 203 social media competitive assessments, 159-163 social media magnetism, 21, 65 broadband Internet and marketing, 10 brochure-ware sites, 12 businesses and social media campaign guidelines, 267-274 first 30 days, 271-273 competitive assessments, 157-159 guidelines, 257 adding value, 258, 261-262 being ethical, 258, 261 demonstrating integrity, 258-260 | campaign objectives chain reactions, 186-188 people focus, 192-194 results, 189-190 sales, 190-191, 211 setting, 210-211 social media, 194-196 CAN-SPAM guidelines, 233 Caribou Coffee, 159 Carroll, Dave, 27, 75-76 channels, 135-136 circular momentum, 83, 115 brand building, 83-85 customer service, 85-87 effectiveness checklist, 90-91 from hub-and-spoke approaches, 88-90 recruiting tool, 87-88 Classmates, 108 CLV (Customer Lifetime Value), 243-246, 250 Coca-Cola Company companies rated best overall, 168 competitive assessments, 156- 159 shift in power brokers, 26 social media campaign guidelines, 257 Colgate—Palmolive, 190 Comcast customer complaints on |
| | Twitter, 245-246 |

278 Comcast

| formidable competitors, 245 social media as customer | CPA (cost per acquisition), 243-246, 250 |
|---|---|
| service, 86-87 | CPS (cost per sale), 243 |
| ComcastCares Twitter, 85 | Cross Utility Vehicle, 203 |
| Communications Effect | crowdsourcing, 37 |
| Pyramid, 192-193 | Crowdstorm, 127 |
| Compete.com, 222 | Customer Lifetime Value (CLV), |
| competitive assessments | 243-246, 250 |
| businesses, 157-159 | customer relationships, 50-51 |
| social media, 159-163 | customer service, 84-87 |
| competitors' Web sites, | mobile media for awareness |
| measuring traffic, | AR (augmented reality), |
| 221-222 | 141-142 |
| CompuServe, 12 | widgets, 143-144 |
| Constant Contact, 136, 233 | customers |
| consumers | leads, converting to |
| after-purchase | customers, 249 |
| evaluations, 181 | qualitative responses |
| companies rated best | cautions, 238-239 |
| overall, 168 | creating surveys, 233-235 |
| control of brand names, 27-28 | gaining insights, 231-232 |
| decision-making process, | measurement tools, 232, |
| 175-179 | 236-238 |
| college selection, 178-180 | monitoring online |
| perceptions of brand names, 73-74 | conversations, 235-238 |
| | retaining, 146-148, 244-246 |
| Motrin commercial, 74-76 | retention tools, 88 |
| online conversations, 76-78 | customers. See consumers |
| managing, 77-80 | |
| "United Breaks Guitars" video, 75-76 | D |
| shift in power brokers, 25-27 | dashboards, social media, 132 |
| content aggregation sites, 37 | decision-making process for |
| contextual ads, 47 | consumers, 175-179 |
| conversations, participation in, | after-purchase evaluations, 181 |
| 72-73 | • |
| brand perceptions, 74-78 | college selection, 178-180 |
| managing, 77-80 | online opinions, 180 |
| Internet information travel | social media role, 179-184 |
| speed, 74 | Delicious, strengths/weaknesses |
| monitoring, 235-238 | for promotional campaigns, 127 |
| Coremetrics 219-221 273 | for sharing campaigns, 136 |

GoingUp! 279

| Dell Computer | multiple media |
|---|--|
| social media business model, | campaigns, 89 |
| 46-47 | Fan Page, 15, 110 |
| social media campaign | Insights page, 223 |
| guidelines, 257 | limited campaign scope, 68 |
| demographics, Facebook and | percent used by |
| Twitter, 14 | businesses, 106 |
| Detroit Zoo campaign, 186-189 | shift in marketing power |
| dialogues, 13 | brokers, 26 |
| versus monologues, 32-34, 116 | similar to pubs, 34 |
| Digg, strengths/weaknesses | Starbucks tactics, 204 |
| for promotional campaigns, 127 | networking campaigns, 108, 135 |
| for sharing campaigns, 136 | update requirements, 101 |
| Direct Response, 78, 84 | Fan Page, Facebook, 15, 110 |
| DirecTV, 245-246 | farming versus social media |
| discussion boards, 37, 118 | campaigns, 104-106 |
| Domino's Pizza, YouTube video, | FedEx, 263 |
| 262-263 | Feedback, 128 |
| Doritos, 152, 167 | Ferguson, Jane, 84 |
| Dove, 152 | Fessenden, Reginald, 9 |
| Drupal, 117 | Flickr, 38, 272 |
| - | information on visitors/ |
| E | followers, 224 |
| Eliasan Frank OF OC 245 24C | Starbucks tactics, 204 |
| Eliason, Frank, 85-86, 245-246 e-mail marketing, 118 | strengths/weaknesses for |
| e-mail newsletters, 37 | promotional campaigns, |
| Equifax | 119 |
| multiple media campaigns, 89 | Fortune 500 companies, 16 |
| social media as customer | forums, 12, 37, 118 |
| service, 84-86 | FreeCreditReport.com, 85 Friendster, 108, 271 |
| Ernst & Young, 87-88 | |
| ExactTarget, 233 | Frito-Lay, 166 "The Future of Agency |
| Experian, 84 | Relationships" study, 151 |
| • | F 1 1111 J, |
| F | G |
| Facebook | Geico, 146-147, 152 |
| business pages, updating, 272 | Get Satisfaction, 232-233 |
| demographics, 14 | Global Living, 58 |
| Equifax, 84-85 | GoingUp!, 219-221 |

280 Google

| Google Google Alerts, 225 Google Analytics, 219-221, 273 strengths/weaknesses for promotional campaigns, 118, 136 | traditional marketing campaigns, 148-153 information widgets, 143 in-house communications versus marketing communications firms, 165-167 |
|---|--|
| Hallmark, 200 hardware/software, marketing, 10 Harley-Davidson, 200 Hertz, 156 Hewlett-Packard, 168 hi5, 108, 271 Home Depot, 244 Honda, 203-204 HootSuite, strengths/ weaknesses for promotional campaigns, 128 for sharing campaigns, 136 Howcast, 119 hub-and-spoke approaches, 88-90 HubSpot's Website Grader, 66-67, 116 | Insights page Facebook, 223 YouTube, 223 integrated marketing communications (IMC), 151 social media campaigns, 153 traditional marketing campaigns, 148-153 Intel, 168 internal situation analysis, 165 communications in-house, 165-167 SWOT, 167-169 Internet information travel speed, 74 marketing, 10 iPhone apps, 141 iTunes, 246 strengths/weaknesses for promotional campaigns, |
| IDM 150 | 119 |
| IBM, 156 | |
| i Cubad system 78 80 | Johnson & Johnson, 168 |
| i-Cubed system, 78-80 IKEA | Joomla, 117 |
| AR (augmented reality), 142 | W 1 000 |
| reverse positioning, 161-162 | Kampyle, 232 |
| iLike, 119 | key strategies, 186-187 |
| IMC (integrated marketing | attention of people, 192-194 |
| communications), 151 | chain reactions, 188 |
| social media campaigns, 153 | results from objectives, 189-190 |

measurements 281

| sales objective, 190-191 | shift in power brokers, 26-27 |
|-------------------------------|--|
| social media campaigns, | television, 10-11 |
| 194-196 | thinking about versus engaging |
| Kmart, 161 | with brands, 13 |
| Kodak Gallery, 38 | USP (unique selling |
| | proposition), 13-14 |
| | marketing campaigns |
| leads | aligning social media |
| converting to customers, 249 | campaigns with brand |
| generating, 246-248 | essence, 198-199, 202-203 |
| for sales, 58 | feedback manipulation, 203-204 |
| LinkedIn | negative feedback, 203 |
| information on | circular momentum, 88-90 |
| connections, 223 | effectiveness checklist, 90-91 |
| campaigns | customer retention, 146-148 |
| limited scope, 68 | IMC (integrated marketing |
| networking, 108, 135 | communications), |
| percent used by | 148-153 |
| businesses, 106 | percent use of social media |
| shift in marketing power | sites, 106 |
| brokers, 26 | popularity versus success, 147 |
| similar to pubs, 35 | purchases, reasons for, 125 |
| update requirements, 100 | push-and-pull marketing, |
| profiles | 151-152 |
| Company Profile, 15 | MarketingProfs' State of Social |
| updating, 271 | Media report, 106 |
| Lowe's, 244 | measurements |
| N 4 | CLV (Customer Lifetime Value), 243-246, 250 |
| M | CPA (cost per acquisition), |
| Macy's, 166 | 243-246, 250 |
| Mamtani, Rupal, 58 | social media campaigns, |
| marketing. See also social | 16-17, 68 |
| media campaigns | categories, 214-215 |
| changes in 5 versus 25 years, | cautions, 238-239 |
| 9-10 | creating surveys, 233-235 |
| consumer control of brand | monitoring online |
| names, 27-28 | conversations, 235-238 |
| impact on sales, 55-56 | response quality and |
| Internet, 10 | quantity, 215 |
| radio, 9, 31-32 | |

282 measurements

| response quality, for customer insights, | MySpace building business |
|---|---|
| 231-232 | awareness, 272 |
| response quantity, 222-224 | percent used by |
| ROI, 57-59, 68, 100, 208-210, | businesses, 106 |
| 216, 246-252 | shift in marketing power |
| Seven Deadly Sins, 211-214 Web sites | brokers, 26 similar to Woodstock, 36 |
| insights from data, 227 | strengths/weaknesses for |
| quantitative metrics, 226 | promotional campaigns, |
| traffic on competitors' sites, | 119 |
| 221-222 | MyStarbucksIdea.com, 65-67 |
| traffic on your site, 219-221 | AIDA model, 211 |
| your mentions across | competitive assessments, 159 |
| platforms, 224-225 | customer feedback, 233 |
| megaphones versus telephone, 33-34 | social media tactics, 204 |
| Mentadent, 190 | N |
| Mercedes, 201 | networking tools, 135 |
| Metacafe, 121 | building lasting relationships, |
| Milgram, Stanley, 82 Mini Cooper, 88-89 | 125-126 |
| mobile ads, 140 | Quick Start Guide, 110-111 |
| mobile media | strengths and weaknesses, |
| for brand awareness, 139-141 | 108-109 |
| building relationships | newsletters, e-mail, 37 |
| AR (augmented reality), | Nielsen BuzzMetrics, 77, 236 Ning, 109, 135, 271 |
| 141-142 | Ning, 109, 133, 271 |
| widgets, 143-144 | \cap |
| bypassing landlines, 138 | |
| uses, 137-192 | objectives |
| mobile Web sites, 139 | sales, 211 |
| Molson Dry Beer, 142 | setting, 210-211 |
| monologues versus dialogues, 32-34, 116 | social media campaigns, 194-196 |
| Motrin | focus on, 186-187 |
| commercial, 74-76 | chain reactions, 188 |
| consumer control of brand | people, 192-194 |
| names, 27 | results, 189-190 |
| MyLife, 108 | sales, 190-191 |
| | |

Qualman, Erik 283

| Omniture, 219-221, 273 online conversations brand perceptions, 74-78 managing, 77-80 monitoring, 235-238 online social media versus offline communications, 16 OverStock.com, 246 | Procter & Gamble, 190 promotional tools, 136 building lasting relationships, 125-126 Quick Start Guide, 121-122 strengths and weaknesses, 117-120 promotions, social media, 66 HubSpot's Website Grader, 66-67 |
|--|---|
| Papa John's Pizza, 46 PCs (personal computers), similarity to social media, 11-12 people-focused objectives, 192-194 Pepsi competitive assessments, 156-158 shift in power brokers, 26 personal computers (PCs), similarity to social | www.60SecondMarketer.com/ SocialPromotions, 66 Pruitt, Ann, 257 purchases after-purchase evaluations, 181 decision-making process, 175-179 college selection, 178-180 online opinions, 180 social media role, 179-184 reasons for, 125 push-and-pull marketing, 150-152 |
| media, 11-12 photo-sharing sites, 12, 38 Picasa, 120, 271 platforms for social media, 135-136 duplicating content versus spam, 204 professional versus casual, 100 update requirements, 100-101 effect on search engine ranks, 101 your mentions across platforms, 224-225 | QR codes, 141 qualitative responses social media campaigns cautions, 238-239 creating surveys, 233-235 customer insights, 231-232 measurement tools, 232, 236-238 monitoring online conversations, 235-238 versus quantitative responses, 232 |
| Plaxo, 109, 271 podcasting, 12, 38 presentation-sharing sites, 38 | Qualman, Erik, 257 |

| quantitative responses | quantitative metrics, 226 |
|--|--|
| insights from data, 227 | quality and quantity, 215 |
| metrics, 226 | quality, for customer insights, |
| versus qualitative | 231-232 |
| responses, 232 | quantity, 222-224 |
| social media campaigns, | surveys, creating, 233-235 |
| 222-224 | for customer retention, |
| Web sites | 244-246 |
| competitors' traffic, 221-222 | leads, generating, 246-248 |
| your mentions across platforms, 224-225 | retailers, shift in power brokers, 26-27 |
| your traffic, 219-221 | reverse positioning, 161-162 |
| Quick Start Guide, tools for | ROI (return on investment), social |
| campaigns | media campaigns, |
| networking, 110-111 | 10, 57-59, 68, 100, 208-210, 216, 246-252 |
| promotional, 121-122 | Rolls Royce, 201 |
| sharing, 131-132 | Rons Royce, 201 |
| R | S |
| Radian6, 237 | sales-oriented objectives, |
| radio marketing, 9, 31-32 | 190-191 |
| Rapleaf, 237 | Scribd, 128, 272 |
| ratings, 38 | Search.Twitter.com, 86, 225 |
| RC Cola, 158 | Sears, 161 |
| reaches, 220 | SEO (search engine optimization) |
| recruiting tools, 87-88 | analysis tools, WebsiteGrader, |
| Reddit, 128 | 66-67 |
| Reeves, Rosser, 13 | promotional campaigns, 117 |
| responses for social media | Seven Deadly Sins of Social Media |
| campaigns | Measurement, 211-214 |
| feedback manipulation, 203-204 | Shah, Dharmesh, 67 |
| feedback, negative, 203 | The Shane Company, 146-147, 152 |
| measuring, 219-221 | sharing tools, 136 |
| cautions, 238-239 | building lasting relationships, |
| competitors' sites, 221-222 | 125-126 |
| insights from data, 227 | Quick Start Guide, 131-132 |
| mentions across platforms, 224-225 | strengths and weaknesses, 126-130 |
| monitoring online conversations, 235-238 | |

social media 285

| Short Message Service | corporate guidelines, social |
|--|------------------------------------|
| (SMS), 139 | media on job, 60-61 |
| Shultz, Don, 150 | Facebook, 34 |
| Simply White, 190 | business pages, |
| situation analysis, 164-165 | updating, 272 |
| Six Degrees of Separation game, 82-83 | campaigns, multiple media, 89 |
| Six Flags, 78 Slideo, 272 | campaigns, networking, 108, 135 |
| SlideShare, 102, 129, 272 | demographics, 14 |
| Small World Experiment, 82 | Equifax, 84-85 |
| SMART, 189, 269 | Fan Page, 15, 110 |
| smart phone apps, 141 | Insights page, 223 |
| SMS (Short Message | limited campaign scope, 68 |
| Service), 139 | percent used by |
| SmugMug, 272 | businesses, 106 |
| Snapfish, 38 | shift in marketing power |
| social media | brokers, 26 |
| business models, 46-50 | similar to pubs, 34 |
| comparisons | Starbucks tactics, 204 |
| dialogues versus | update requirements, 101 |
| monologues, 32-34 | LinkedIn, 35 |
| to Facebook, pubs, 34 | Company Profile, 15 |
| to LinkedIn (trade shows), 35 | information on |
| to MySpace (Woodstock), 36 | connections, 223 |
| online versus offline | campaigns, limited scope, 68 |
| communications, 16 | campaigns, networking, |
| to PC evolution, 11-12 | 108, 135 |
| telephones versus | percent used by |
| megaphones, 33-34 | businesses, 106 |
| to traditional marketing, 13-14 | shift in marketing power |
| to Twitter (cocktail | brokers, 26 |
| parties), 35 | similar to pubs, 35 |
| to YouTube (Times Square on | update requirements, 100 |
| New Year's Eve), 35 | profiles, Company Profile, 15 |
| competitive assessments, | profiles, updating, 271 |
| 159-163 | MySpace, 36 |
| consumers | building business |
| control of brand names, 27-28 | awareness, 272 |
| decision-making process, | percent used by |
| 179-184 | businesses, 106 |
| online opinions, 180 | |

286 social media

| promotional campaigns, | Starbucks tactics, 204 |
|---|--|
| strengths/weaknesses, 119 | "United Breaks Guitars" video, |
| shift in marketing power brokers, 26 | 27, 75-76 |
| similar to Woodstock, 36 | update requirements, 101 videos, damaging Domino's |
| people-focused objectives, | Pizza video, 262-263 |
| 192-194 | videos, uploading value for |
| rapid growth, 31-32 | business, 272 |
| sales-oriented objectives, 191 | social media campaigns, 4 |
| terminology, 135-136 | aligning with brand essence, |
| Twitter, 15 | 198-199, 202-203 |
| Comcast customer | feedback manipulation, |
| complaints, 245-246 | 203-204 |
| ComcastCares, 85-87 | negative feedback, 203 |
| demographics, 14 | benefits versus risks, 169-171 |
| limited campaign scope, 68 | businesses, percent use of |
| percent used by | sites, 106 |
| businesses, 106 | circular momentum |
| sending business | effectiveness checklist, 90-91 |
| messages, 272 | from hub-and-spoke approaches, 88-90 |
| shift in marketing power brokers, 26 | converting into a sales and |
| similar to cocktail parties, 35 | marketing campaign, 69 |
| strengths/weaknesses, | customers |
| 109, 120 | building lasting |
| update requirements, 101 | relationships, 125-126 |
| visitors/followers, | converting leads to |
| information on, 224 | customers, 249 |
| YouTube | as customer service, 83-87 |
| campaigns, limited scope, 68 | generating leads for, 246-248 |
| campaigns, for promotions, | remarketing to |
| strengths/weaknesses, 120 | customers, 68 |
| My Account link, Insights | as retention tool, 88, 244-246 |
| page, 223 | downplaying social media |
| percent used by businesses, 106 | importance, 69 failures, reasons for, 67-70 |
| platforms, 135-136 | versus farming, 104-106 |
| shift in marketing power | goals, 68 |
| brokers, 26 | guidelines, 267-274 |
| similar to Times Square on | first 30 days, 271-273 |
| New Year's Eve, 35 | guidelines for corporations, 257 |
| versus social media, 15 | adding value, 258, 261-262 |
| | adding value, 200, 201 202 |

StumbleUpon 287

| being ethical, 258, 261 | promotional tools, 136 |
|--|---|
| demonstrating integrity, 258-260 | HubSpot's Website Grader, 66-67 |
| implementing, 262-263 | Quick Start Guide, 121-122 |
| showing respect, 258-259 | strengths and weaknesses, |
| showing responsibility, | 117-120 |
| 258-260 | www.60SecondMarketer.com/ SocialPromotions, 66 |
| IMC (integrated marketing communications), 153 | recruiting employees, 87-88 |
| in-house versus marketing | risks, 59-60 |
| communications | sharing tools, 136 |
| firms, 165 | Quick Start Guide, 131-132 |
| measuring, 68. See also ROI | strengths and weaknesses, |
| categories, 214-215 | 126-130 |
| cautions, 238-239 | strategies, 194-196 |
| creating surveys, 233-235 | SWOT analysis, 167-169 |
| insights from data, 227 | time and effort spent, 69 |
| monitoring online | versus traditional |
| conversations, 235-238 | marketing, 69 |
| online mentions, 224-225 | social media dashboards, 132 |
| quantitative metrics, 226 | social media magnetism, 21, 65 |
| response quality and | Social Media Measurement |
| quantity, 215 response quality, for | Seven Deadly Sins, 211-214 |
| customer insights, | SocialMention, 225 |
| 231-232 | Socialnomics, 257 |
| response quantity, 222-224 | Social Radar, 236 |
| Seven Deadly Sins, 211-214 | Sorso Tea, 142 |
| networking tools, 135 | Southwest Airlines, 86 |
| Quick Start Guide, 110-111 | spam versus duplicating content, 204 |
| strengths and weaknesses, | Spiral 16, 225, 238 |
| 108-109 | Starbucks |
| objectives | competitive assessments, 159 |
| results, 189 | customer feedback, 233 |
| sales, 211 | social media tactics, 204 |
| setting, 210-211 | State of Social Media report, 106 |
| platforms | statistical data tracking, 48 |
| professional versus casual, 100 | strategies. <i>See</i> key strategies |
| update requirements, | StumbleUpon, 129 |
| 100-101 | - |
| | |

288 surveys

| surveys creating, 233-235 measurement tools, 232-233 SWOT (strengths, weaknesses, opportunities, and threats), 167-169 | sending business messages, 272 shift in marketing power brokers, 26 similar to cocktail parties, 35 strengths/weaknesses for networking campaigns, 109 |
|---|---|
| tags/tagging, 12, 37 Technorati, 222 Techrigy, 77 Ted Bates & Company, 13 telephones versus megaphones, | for promotional campaigns, 120 update requirements, 101 visitors/followers, information on, 224 Typepad, 117 |
| 33-34 television marketing, 10-11 texting, 139 Toyota, 27 traditional marketing jacks of all trades, 152 thinking about versus engaging with, 13 versus social media campaigns, 13, 69 traffic on Web sites. See measurements TransUnion, 84 | Unilever, 190 unique selling proposition (USP), 13-14 United Airlines, 27 "United Breaks Guitars" video, 75-76 UserVoice, 232 USP (unique selling proposition), 13-14 |
| TubeMogul video distributor, 121 Tumblr, 117 Turner, Jamie, 78 TweetDeck, 129 Tweetups, 38 Twitter Comcast customer complaints, 245-246 ComcastCares, 85-87 demographics, 14 limited campaign scope, 68 percent used by businesses, 106 | Viddler, 121 Vimeo information on visitors/ followers, 224 strengths/weaknesses for promotional campaigns, 120 virtual worlds, 12, 38 Volvo, 201 voting online, 37 Vox, 117 |

| W | similar to Times Square on New Year's Eve, 35 |
|--|--|
| Walmart, 161 | versus social media, 15 |
| Wanamaker, Helen, 84 | Starbucks tactics, 204 |
| Web 3.0 technology, 12 | |
| Web analytics. <i>See</i> measurements | "United Breaks Guitars" video, 27, 75-76 |
| WebsiteGrader tool, 66- 67, 121 | update requirements, 101 |
| Web sites, measuring. See | videos |
| measurements | |
| Wegner, Kyle, 131 | damaging Domino's Pizza video, 262-263 |
| widgets, 12, 37, 143-144 | uploading value for |
| Wikipedia, 130 | business, 272 |
| wikis, 37 | 546111666, 2.12 |
| WordPress | Zuckerberg, Mark, 108 |
| platforms, 135 | Zyman, Sergio, 175 |
| strengths/weaknesses for | 2,111411, 361,910, 110 |
| promotional campaigns, | |
| 117, 136 | |
| \/ 7 | |
| X-Z | |
| Xanga, 117, 271 | |
| XING, 109, 271 | |
| | |
| Yahoo!, 120 | |
| Yelp | |
| AR (augmented reality), 142 | |
| strengths/weaknesses for | |
| promotional campaigns, | |
| 130 | |
| YouTube | |
| campaigns | |
| limited scope, 68 | |
| for promotions, strengths/ | |
| weaknesses, 120 | |
| My Account link, Insights page, | |
| 223 | |
| percent used by | |
| businesses, 106 | |
| platforms, 135-136 | |
| shift in marketing power | |
| brokers, 26 | |