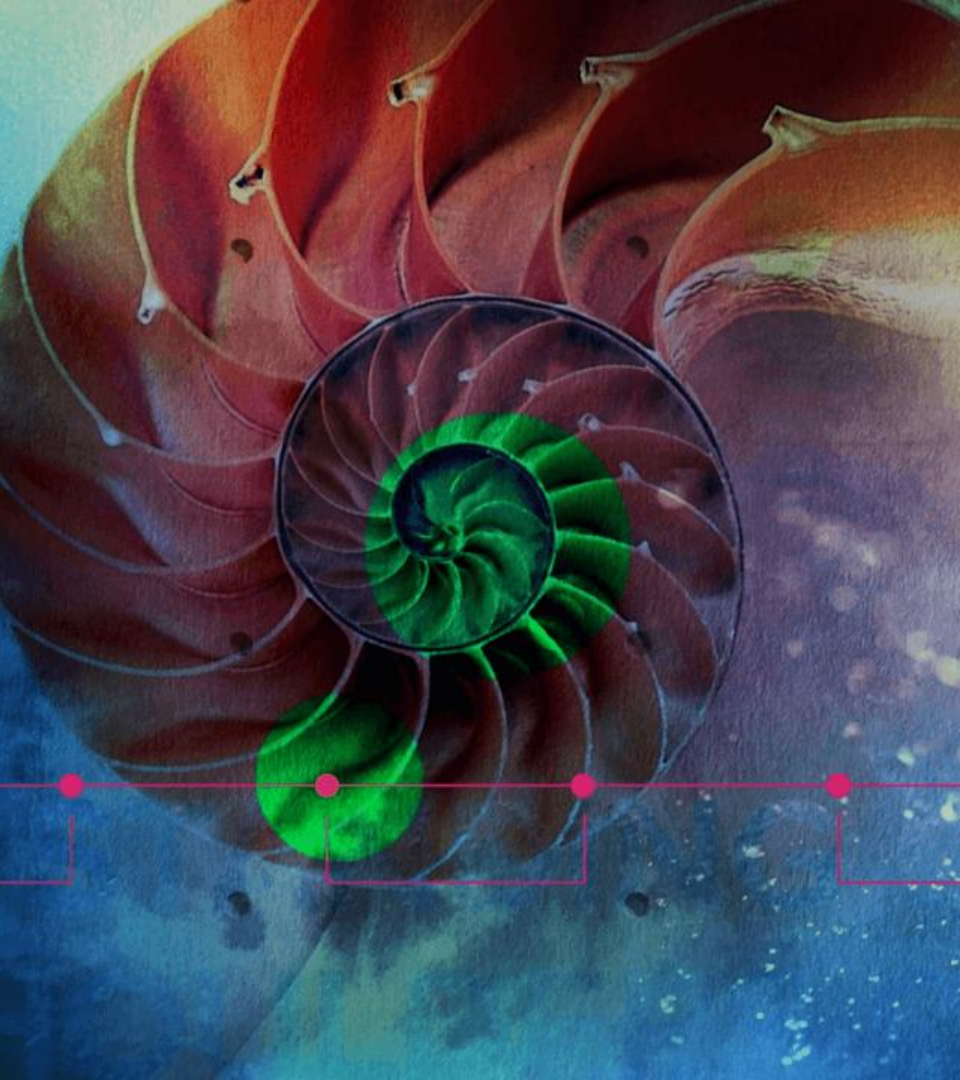




CAMPAIGN CREATIVITY

IN TIMES OF COVID-19



OVERVIEW

Purpose:

Understand how brands expressed creativity during the pandemic

Analysis Scope:

- Using the Data Creativity Score, measure, compare and score creative impact of COVID-19 campaigns
- Scope of the analysis covers EU5 countries: Italy, Germany, France, Spain & the UK



INTRODUCTION

The COVID-19 crisis created a **dramatic shift in priorities** for citizens across the world

Brands have been **uncertain about how to advertise** in a sensitive way in order to not alienate consumers struggling to come to grips with the pandemic, whilst maintaining a healthy business

Without being able to continue with “business as usual”, many brands looked to create unique **COVID-19-specific campaigns**

This report looks at which **campaigns resonated well creatively** with consumers & highlights lessons for other brands looking to restart their advertising during this uncertain time

MASLOW'S HIERARCHY OF NEEDS REFLECTS THE MOTIVATIONS OF HUMAN BEHAVIOR & DECISION MAKING

A pyramid diagram representing Maslow's Hierarchy of Needs, divided into five horizontal layers. From top to bottom, the layers are: Self actualization (lightest blue), Esteem (light blue), Belonging (medium blue), Safety needs (darker blue), and Physiological needs (darkest blue).

Self actualization

Desire to become the most one can be

Esteem

Respect, self-esteem, status, recognition, strength, freedom

Belonging

Friendship, intimacy, family, sense of connection

Safety needs

Personal security, employment, resources, health, property

Physiological needs

Air, water, food, shelter, sleep, clothing

APPEALING TO ONE OF THESE DRIVERS IS A KEY DETERMINANT OF POTENTIAL BRAND SUCCESS, WITH ADVERTISING CAMPAIGNS OFTEN APPEALING TO ONE OR MORE LEVELS

EXAMPLE ADVERTS

Self actualization

Desire to become the most one can be



[Link](#)

Esteem

Respect, self-esteem, status, recognition, strength, freedom



[Link](#)

Belonging

Friendship, intimacy, family, sense of connection



[Link](#)

Safety needs

Personal security, employment, resources, health, property



[Link](#)

Physiological needs

Air, water, food, shelter, sleep, clothing



[Link](#)

THE PANDEMIC RADICALLY CHANGED CONSUMER'S FOCUS IN THE HIERARCHY OF NEEDS

Moving focus from the top of the pyramid (self-actualization & esteem) to the bottom (safety & physiological needs)





**WHICH BRAND CAMPAIGNS, BY
NEED STATE, RESONATED WITH
CONSUMERS DURING THE COVID-
19 PANDEMIC?**

INTRODUCING



**A DATA-DRIVEN APPROACH TO MEASURE, COMPARE AND SCORE
CREATIVE IMPACT – ANALYZING WHICH COVID-19 ADVERTS
PERFORMED BEST PER NEED STATE**

DCS measures **creative impact** of a campaign by quantifying the criteria of the most important industry awards (such as Effie, Cannes Lions, The ADDYs, The D&AD etc.)

CONCEPT

Measures the **emotionality, originality & understanding** of the campaign through consumers' attitude towards it

ACTIVATION

Measures the **conversion** of media to consumers' interest with Google Searches for the Brand, Product and Campaign

CRITERIA CONSIDERED IN THE DATA CREATIVITY SCORE

Subscore

Operationalization

Methodology

Meaning

CONCEPT

Involvement

The more emotional (+ or -) opinions about Originality, Emotionality and Understanding within the User Generated Content buzz, the more involving the creative idea

Endorsement

The bigger the share of positive opinions about Originality, Emotionality and Understanding, the higher the score

The power of creative

ACTIVATION

Campaign Activation

A campaign scores high at Activation when the share of campaign/brand/product search during the target campaign phase is higher than its general average when isolating trend effect (growing or declining) and seasonal effects

Brand Activation

Product Activation

The excellence of execution

CAMPAIGNS ACROSS INDUSTRIES WERE ANALYZED FOR 5 EUROPEAN MARKETS

Safety needs

13 campaigns

Auto: 2 campaigns

Entertainment: 1 campaign

Finance: 1 campaign

FMCG: 4 campaigns

Public Sector: 3 campaigns

Retail: 2 campaigns

Belonging

28 campaigns

Auto: 3 campaigns

Communication: 8 campaigns

Cosmetics: 2 campaigns

Fashion: 1 campaign

Finance: 2 campaigns

FMCG: 8 campaigns

Public Sector: 3 campaigns

Retail: 8 campaigns

Esteem

15 campaigns

Auto: 4 campaigns

Communication: 1 campaign

Entertainment: 1 campaign

Fashion: 2 campaigns

Finance: 2 campaigns

FMCG: 4 campaigns

Public Sector: 2 campaigns

Retail: 1 campaign

Self actualization

5 campaigns

Auto: 2 campaigns

Communication: 2 campaign

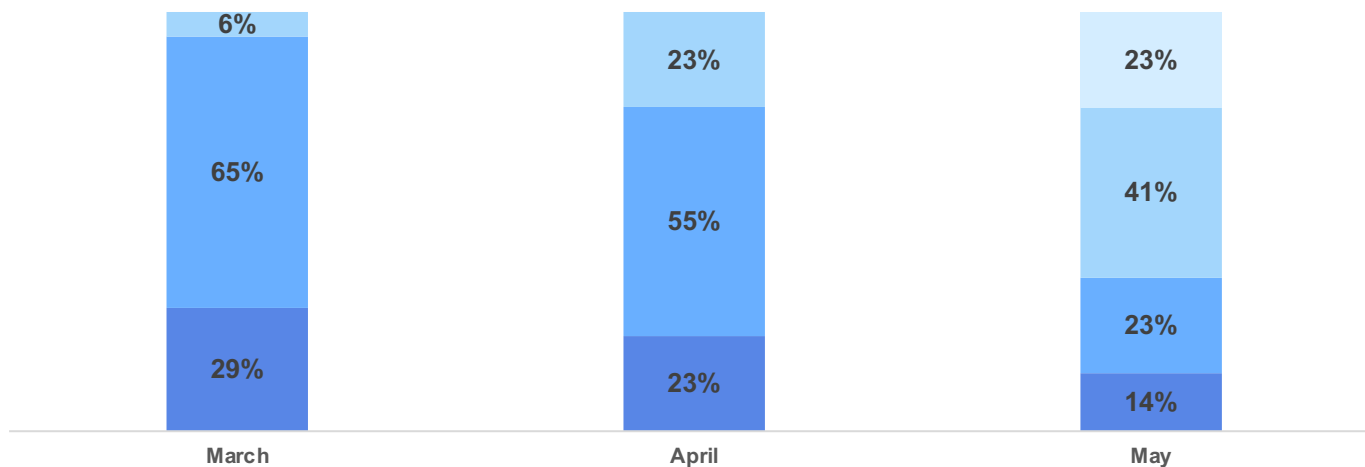
Entertainment: 1 campaign

Please note: No campaigns analyzed focusing on physiological needs

CAMPAIGNS IN MARCH & APRIL TARGETED BELONGING. THIS MOVED TO ESTEEM & SELF ACTUALIZATION IN MAY

NEED STATE SPLIT ACROSS MONTHS

■ Safety ■ Belonging ■ Esteem ■ Self Actualisation



C 3.2
 Concept 1.3
 Activation 5.1

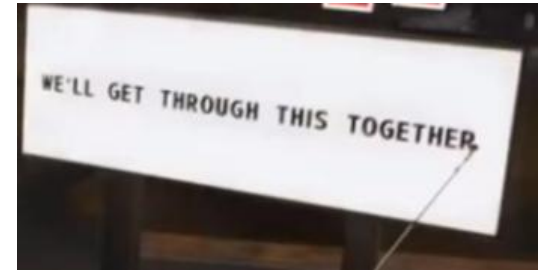
C 3.2
 Concept 1.6
 Activation 4.9

C 3.3
 Concept 1.7
 Activation 5.0



THE FIRST COVID-19 SPECIFIC CAMPAIGNS FOCUSED ON MESSAGING RELATING TO SAFETY & BELONGING

Messaging focused on **staying safe** in the home, **connecting with loved ones** and creating a sense of **togetherness** with those around you

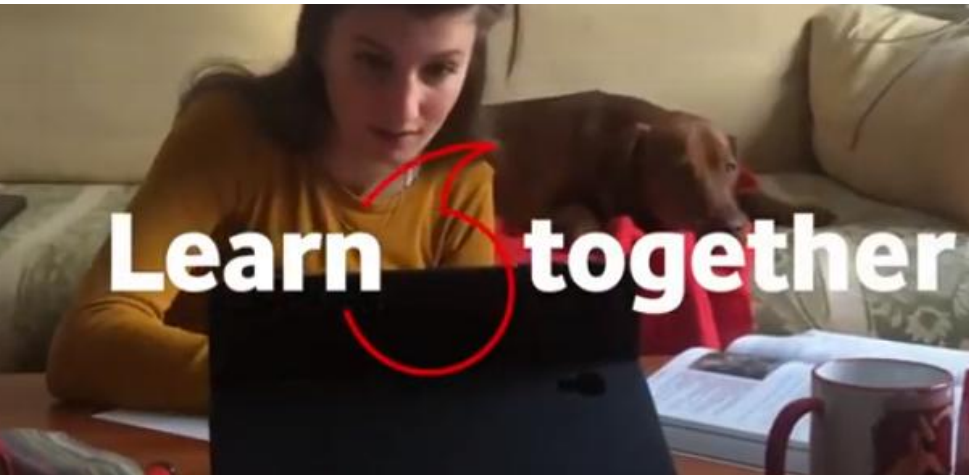




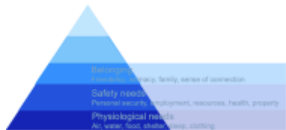
VODAFONE TOGETHER

Exemplary campaign
Belonging

Vodafone's "together" campaign was one of the first adverts that targeted the belonging need through a message of togetherness during COVID-19



This ad was created entirely in people's homes across Italy, showing citizens coming together to learn, exercise, play music & communicate with loved ones via their internet connection. The ad conveys a message of community & belonging



Source: TD Reply's DCS. 01.03.20 – 15.06.2020

<https://www.thedrum.com/news/2020/03/25/ads-we-vodafone-italy-creates-ad-home-demonstrate-the-power-connectivity>



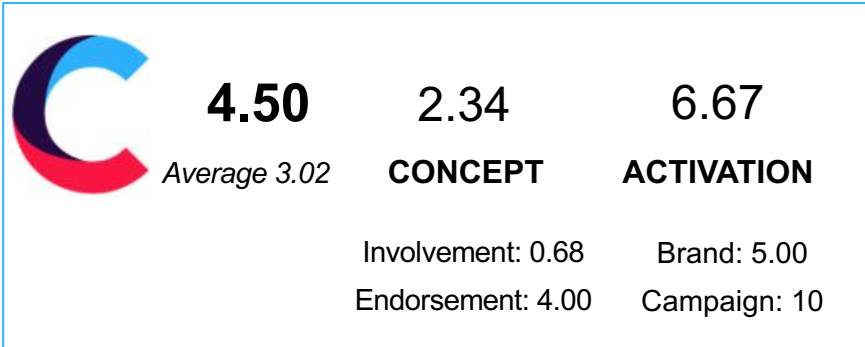


VODAFONE TOGETHER

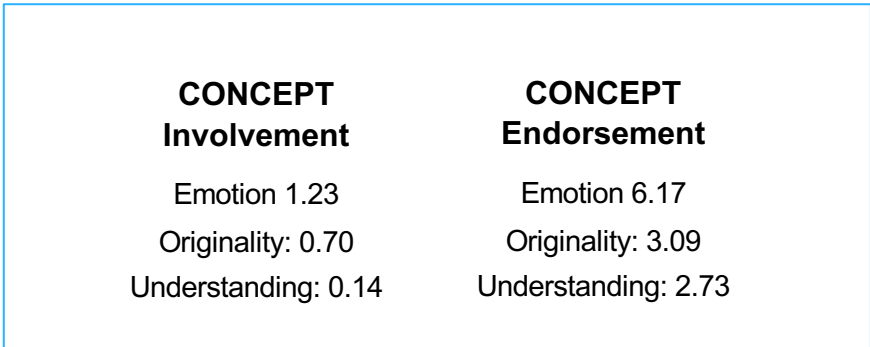
Exemplary campaign
Belonging

At a concept level, the adverts sincere emotion drove endorsement for viewers. The campaign performed very well in activation, particularly at campaign level. The advert messaging works well in relation to Vodafone's brand purpose: connecting & bringing people closer together

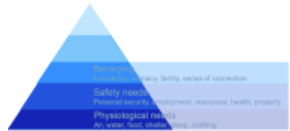
DATA CREATIVITY SCORE



DEEP DIVE METRICS



So what? This campaign helped Vodafone convert media into actual consumer interest (google search volume)





NIVEA

SMALL ACTS OF KINDNESS MAKE A BIG DIFFERENCE

Over the past decade, Nivea has cultivated a brand purpose of community & sense of belonging which was further communicated in their “small acts of kindness” campaign



#ShareTheCare

This ad begins with empty streets & classrooms but moves to acts of kindness happening within the home; people connecting together & caring about each other despite the physical distance



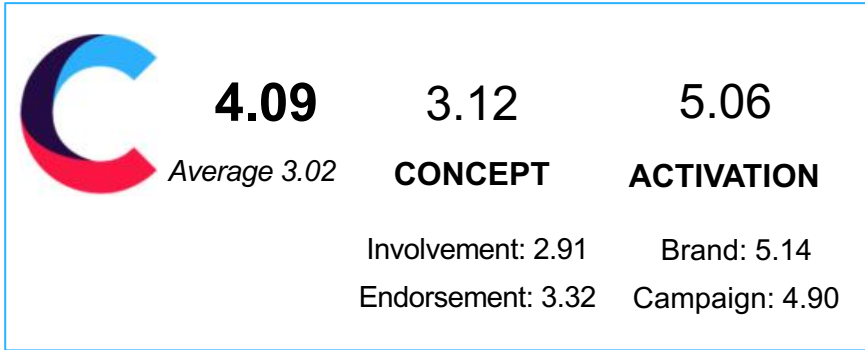


NIVEA

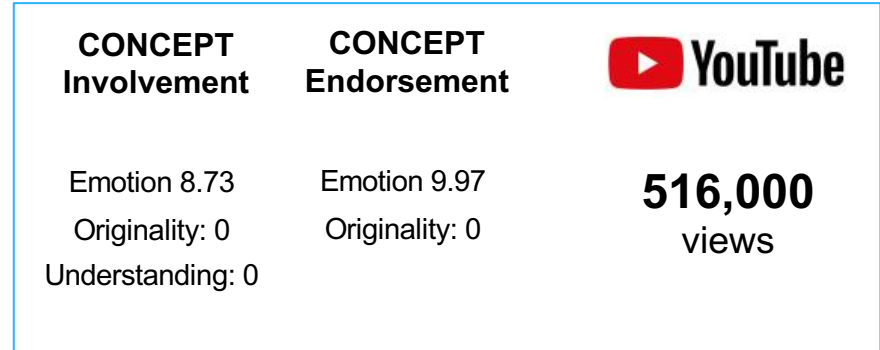
SMALL ACTS OF KINDNESS MAKE A BIG DIFFERENCE

The campaign connected with consumers at an emotional level, as it works in harmony with Nivea’s brand values, giving them a legitimacy to communicate this message to consumers. This in turn drove activation both for the brand & campaign

DATA CREATIVITY SCORE



DEEP DIVE METRICS



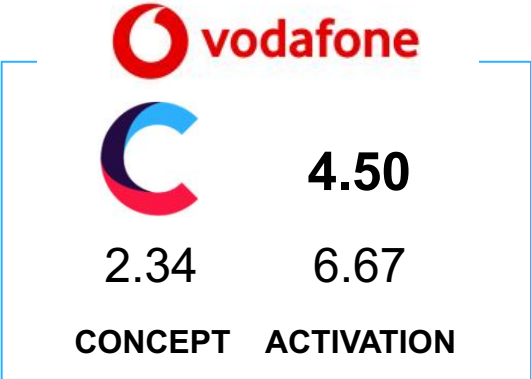
So what? The emotional spot resonated as well from user generated content; triggering originality is also important



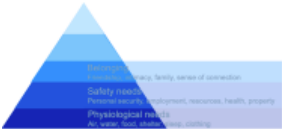
VODAFONE & NIVEA WERE ABLE TO EXECUTE THEIR BELONGING CAMPAIGNS ON AN EMOTIONAL LEVEL

These campaigns built on their **pre-existing brand purpose** of **community & togetherness** to execute a strong COVID-19 message

Vodafone took the opportunity **to strike early** before there was a wealth of campaigns with similar messaging, thus seeing some of the highest scores in the Data Creativity Score for **campaign activation**

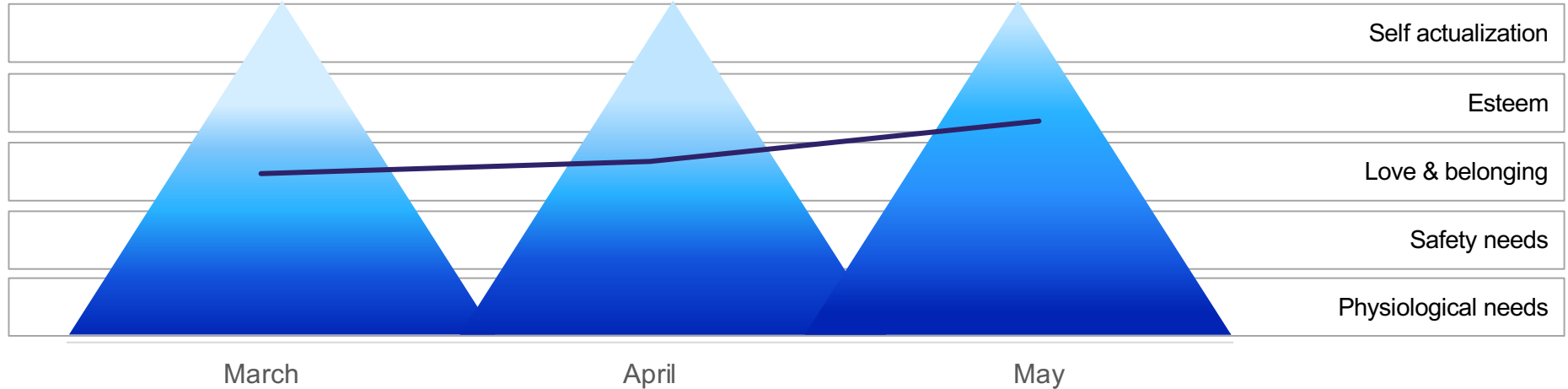


26 campaigns in total: includes auto, communication, FMCG & retail campaigns



Source: TD Reply's DCS. 01.03.20 – 15.06.2020

AS LOCKDOWNS EASED AND CURVES FLATTENED, ADVERTISING BEGAN TO MOVE UP THE HIERARCHY OF NEEDS



COVID-19 SPECIFIC CAMPAIGNS THAT CAME LATER IN THE PANDEMIC FOCUSED ON MESSAGING OF ESTEEM & SELF ACTUALIZATION

Messaging was much more light-hearted, **thanking people for staying at home**, showcasing **creativity** expressed during lockdown and **looking to the future** when people can leave their homes





OTB BRAVE

The Brave campaign communicates a more upbeat and playful vibe, targeting respect & self-actualization needs



Upbeat music accompanies a range of people having fun & continuing their lives during lockdown – from socially distance tennis to dance challenges – with statements overlapping the video of how they are brave





OTB BRAVE

The OTB campaign worked at both concept & activation level. Consumers saw the concept as original **which** drove emotion; this triggered activation which particularly benefited the brand

DATA CREATIVITY SCORE



4.94

Average 3.02

4.61

CONCEPT

Involvement: 3.36

Endorsement: 5.85

5.29

ACTIVATION

Brand: 5.44

Campaign: 5.00

DEEP DIVE METRICS

**CONCEPT
Involvement**

Emotion 9.50

Originality: 0.45

Understanding: 0.13

**CONCEPT
Endorsement**

Emotion 9.85

Originality: 7.70

Understanding: 0.00

So what? The creative idea working off the esteem need triggered positive reactions for originality





ROSSMANN CLUB FEELING

Club Feeling appeals to the esteem need of status, recognition & freedom. Consumers are looking for some escapism from lockdown, which is reflected in the



ROSSMANN
an

Customers line up outside Rossmann like a club with a bouncer deciding who can enter the store. The woman let into the store dances to techno in a smoke-filled room. The scene then cuts to her standing in a Rossmann store dancing while everyone is shopping around her

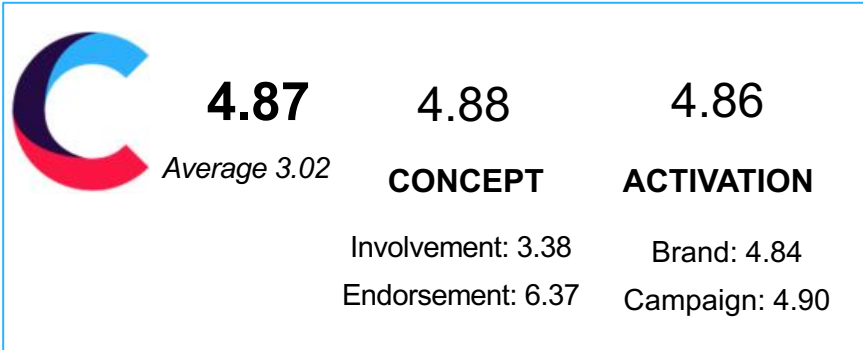




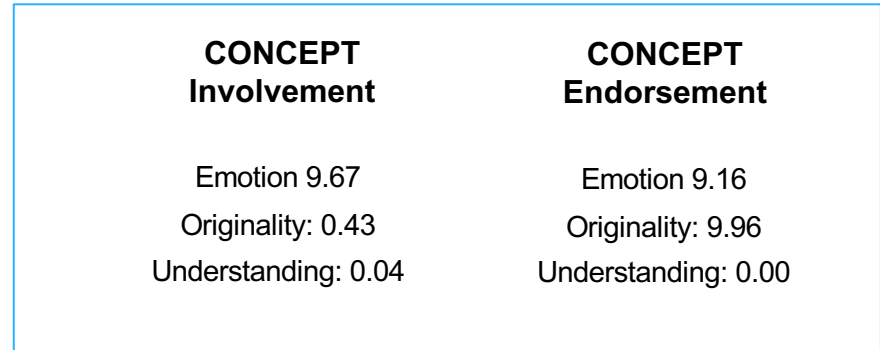
ROSSMANN CLUB FEELING

Rossmann's advert was one of the first to begin to use humor in their COVID-19 messaging. Consumers responded well to this, seeing the advert as original & driving strong emotion scores for involvement & endorsement

DATA CREATIVITY SCORE



DEEP DIVE METRICS



So what? Humor & esteem helped to communicate this creative spot triggering positive reactions for originality





TIKTOK

A LITTLE BRIGHTER INSIDE

Exemplary campaign
Self actualization

This is TikTok's first TV advert and targeted self actualization by communicating how to express creativity and uniqueness through the app



This advert is a montage of various celebrities having fun and expressing themselves in their home via a TikTok video – the advert is colorful and is accompanied by an upbeat remix of “Mr Sandman”



Source: TD Reply's DCS. 01.03.20 – 15.06.2020 <https://www.youtube.com/watch?v=5FieyssOA6w>

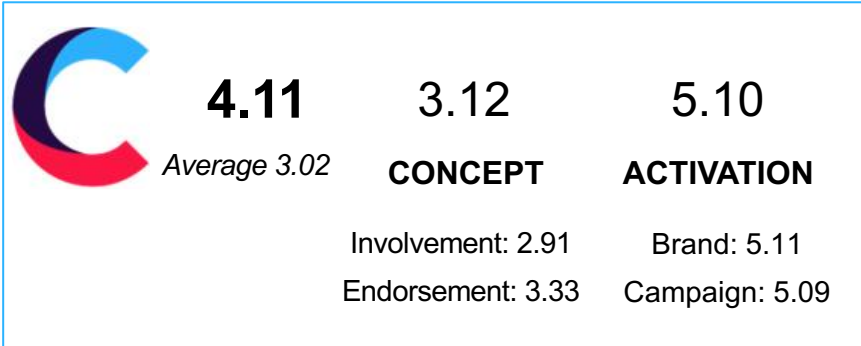




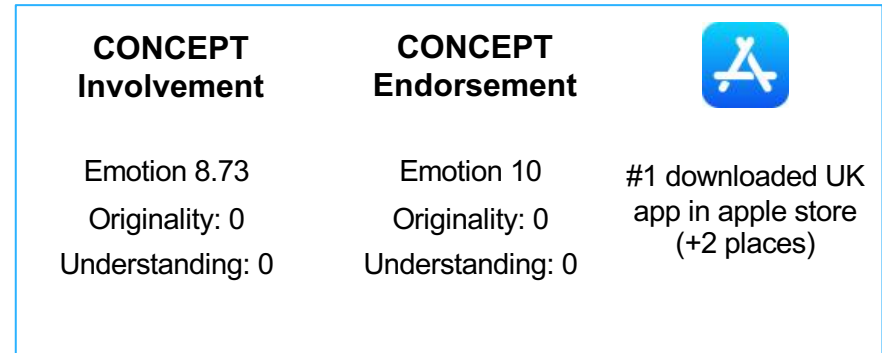
TIKTOK A LITTLE BRIGHTER INSIDE

While TikTok triggered emotion in consumers, the campaign was not seen as original and impacted concept scores overall. The campaign did however, work well in activating consumers in terms of brand, campaign & app downloads

DATA CREATIVITY SCORE



DEEP DIVE METRICS



So what? Moving to the top of the need pyramid triggered positive emotion in consumers





**WHAT CAN WE LEARN FROM THESE
EXEMPLARY CAMPAIGNS?**

KEY TAKE OUTS FROM COVID-19 CAMPAIGNS SO FAR

Campaigns that resonated with consumers were typically **the first** to appeal to that messaging— using **emotion** in a way that reflected their **brand purpose and consumers' needs**






Early COVID-19 campaigns **spoke to the nation** and picked a message **of togetherness** to reflect the serious situation citizens were facing; this was particularly true in Italy which first faced the COVID-19 crisis in Europe

As the situation in Europe began to ease, brands were able to use **humor in a sensitive way** in order to **disarm a stressful situation**, as consumers needs & motivation moved into esteem & self actualization

The background features a stylized world map with a network overlay. The map is rendered in shades of blue and red, with a network of white lines and dots connecting various points across the globe. The text is centered over the map.

HOW DO CAMPAIGNS DIFFER BETWEEN COUNTRIES?

THE UK SAW THE HIGHEST CONCEPT SCORES ACROSS COVID-19 CAMPAIGNS; ALL COUNTRIES HOWEVER SAW STRONG ACTIVATION SCORES

					
Average DCS Score	2.94	3.11	3.08	3.35	3.56
Concept	1.09	1.13	0.93	1.69	2.29
Activation	4.79	5.10	5.22	5.02	4.82



COUNTRIES WITH A STRICTER SHUTDOWN REACTED LESS TO THE CAMPAIGNS, BUT EXHIBITED HIGHER ACTIVATION






STRICTER LOCKDOWN MEASURES

Average DCS Score	3.05
Concept	1.07
Activation	5.03

LESS RESTRICTIVE MEASURES

Average DCS Score	3.46
Concept	2.01
Activation	4.91

DCS SCORES BY MARKET REFLECT EACH COUNTRY'S ADVERTISING SPEND & ACCEPTANCE OF ADVERTISING OVERALL

					
Average DCS Score	2.94	3.11	3.08	3.35	3.56
Concept	1.09	1.13	0.93	1.69	2.29
Activation	4.79	5.10	5.22	5.02	4.82
% buy brands advertised ₂	29.7%	21.6%	18.2%	24.5%	26.4%
<p><i>Spain had low COVID-19 DCS scores despite being more receptive to advertising overall</i></p>					
Market advertising Spend per capita (2019) ₃	140.60 USD per capita	149.11 USD per capita	207.49 USD per capita	298.72 USD per capita	426.11 USD per capita



**WHAT DOES THIS MEAN
FOR BRAND CAMPAIGNS
IN THE FUTURE?**

WHAT DOES THIS MEAN FOR THE FUTURE OF ADVERTISING?

As the world transitions to a future new normal, smart brands should tie their creativity tightly with **helping solve consumer problems and needs** – there will be a shift in focusing on consumers needs within advertising since COVID-19

These should be firmly woven into & **linked to the brand's purpose**

As more brands target the higher need states, consumers will begin to **show fatigue in this messaging** as they did for belonging-specific adverts

Brands should identify **new messaging & target different needs** in the future to ensure messaging stays original & drives high engagement

Brands in the “new normal” will need to be faster to **create a path to purchase no matter the circumstance** particularly if we see further COVID-19 waves hitting Europe

Brands cannot always focus on creating emotional concepts, this **needs to be balanced with originality & activation** to stimulate purchases