



Brand Development

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Bộ công thường - ministry of industry and trade CỤC XÚC TIẾN THƯỜNG MẠI VIETNAM TRADE PROMOTION AGENCY

Contents

- Academic Brand Development Theory
- The Practice Branding Toolkit
- The Application The Three Big Brands
- Case Study Ireland the Brand





The Brand Development Process

Brand Audit

- What are your product/service attributes.
- Are these the attributes you want to have?
- Reposition

Research

- What makes a customer's life easier, wealthier, safer, better or happier?
- What markets are attractive?
- Describe your perfect customer.

Segmentation

- Segment
- Target
- Position
- Research know your target segments better than your competitors – *real* customer focus.

The Brand Development Process

- Marketing Research know the broader marketplace.
- The Marketing Segmentation Process
 - I. Segment
 - II. Target
 - III. Position
 - IV. Research know your target segments better than your competitors – *real* customer focus.

The Brand Development Process

Specialization

- What do you do that is unique?
- Are these the attributes to have and your target audience need?

Differentiation

- Why should I buy from you?
- If nothing, create what is required or make it up..

Concentration

- 80/20 rule
- Understanding needs/wants/ desires fears and aspiration better than your competitors – customer focus.

• Reposition?

5 Myths of Brand Development



Myth 1 Good Branding Sells Products

- Not if they are low quality products.
- Good branding does help to sell average products and consumer choice via familiarity.
- If the customer is happy with the functional quality, they re-purchase.
- Average quality products with great branding – the branding becomes the desirable product.

e.g. Lady Gaga, Rolex, Stella Artois, Harvard Business School. Myth 2 – Good Products Sell Themselves

- If customers' are buying average products with good, attractive branding, they will never get the opportunity to try your superior product.
- *Risk minimisation* Consumers buy the brand they are familiar with; *cognitive dissonance*.
- Your company have just lost a customer!

Myth 3 – Money spent on branding is a cost the company cannot afford

- Costs are costs, investments are investments.
- You invest in new plant, buildings, staff, training, etc. branding is just, if not more important.
- Shows confidence and showcases your product and company offering of value to potential customers.

Myth 4 – Advertising agencies are good at branding.

- Advertising agencies are creative design houses, not marketing agencies.
- They are interior designers for company products; they do not put in the foundations and infrastructure required. This requires architects, skilled builders and tradesmen – these are called *Marketers*.

Myth 5 – Brands take on a life of their own.

- Only if you do not manage them!
- Brands are like children, they need nurtured, managed, resourced, financed, directed, supported and re-positioned if not performing to expectation.
- You own the brand, manage it, sell it if it does not fit with your portfolio or abandon it.

Brand Building Process

- I. Brand Vision what is your USP? Why should I buy your product/service?
- II. Brand Objectives what am I trying to achieve? SMART?
- III. Brand Audit
- **IV. Brand Essence**
- V. Brand Resourcing
- VI. Implementation and Evaluation.

The Process of Building and Sustaining Brands





Attractiveness of Segments

Brand Idea The essence of your brand

Brand/Product Persona

The manifestation of the brand in human characteristics

Emotional Benefits

How does your product service make the consumer feel?

Functional Benefits

Summarises the tangible benefits to the consumer

Features & Attributes

Tangible assets of your product or services focus on most desirable/differentiation

Brand Pyramid Template





The USP Proposal

- Credibility
- Distinctive
- Realistic and Believable
- Attractive will it make the customers life better, easier, happier?
- Attainable can the target audience afford it, can they afford not to have it?
- Deliverable
- Consistent and Enduring.

Brand Equity Proposal



Brand Development - Theory, Fallacy and Reality The Fallacy – If you put a Ferrari badge on a Ford, it does not make it a Ferrari; put a Ford badge a Ferrari, it still isn't a Ferrari.

 The Reality – You put a Skoda Brand on a VW and sell at a lower price, you sell cars without diluting the VW brand value! Re-positioning. Application -The big three brand solution approaches.

- The Big Apple New York: The Biggest Apple Brand.
- Big Ben The Branding of London.
- The Big Festival The Branding of Edinburgh and Scotland.























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Edinburgh Military Tattoo: Edinburgh Castle, Scotland. 1948 – Display of military drills from regiments around the British Empire.

1950 – 6,000 spectators

-with a limited capacity within the castle walls.

2017 – 220,000 over a month with 2/3 shows a day.

- sold out for the last 18 years
- audience 70% tourist
- televised in 30 counties with an audience of over 100 million viewers
- 48 countries military participate
- £77million (approx. \$100 million) to Scottish economy
- stadium capacity 6,000


Value of Food and Drink Exports

- £5.5 billion per annum
- Gleneagles Hotel Food and Drink Exhibition Oct 2017
- Target audience major international retail buyers i.e. initial contact for large, long-term trade and relational development.
- The exhibition needs marketed and branded not the actual companies and products.





Largest Comedy festival in the World

- Started 1947
- Bigger than all other 10 Edinburgh Festivals put together
- Visitor numbers 2,475,143
- Value 2.5 million tickets sold (and one or two beers)!



E DINBUT

THE UNIVERSITY of EDINBURGH

The Festival Effect

- The festival makes Edinburgh a very high profile city amongst the young, educated, affluent and cool!
- The business class of the future key target audience and difficult to engage.
- Edinburgh is the coolest city in the world for Universities with 37,000 students each year bring in a vast amount of money for the local economy and building long-term relationships with the city and Scotland.







Brand Message :

USP – Target Audience Customers' rarely remember the brand advertising, image message, slogan, music or logo.

Customers remember how the Brand made them feel!



Case Study – Ireland the Brand http://www.ireland.com/

https://www.investni.com/international/asi a-pacific.html An integrated approach to building and developing the brand *Ireland*

- Inward investment, R&D, training and educational centre, FDI etc.
- European Headquarters
- Tourist destination
- International meetings, conference, sports and music events and travel hub etc.
- Exporter of quality goods, services and people – *The Irish Diaspora* – *Ambassadors to the World!*



Statistics

- 4.8 million people
- GDP \$324 billion (\$70K per capita)
- Capital Dublin 1.1 million people
- Exports Euro 149 billion up 13% on 2015

Source: www.idaireland.com

Features and Attributes

- An attractive, vibrant, European city that is progressive and friendly to inward investment and emigration and immigration of peoples.
- Full access to EU and EEA (57.9% exports to EU) and politically neutral.
- Highly educated young skilled workforce – 37% of the population have higher education degrees.
- Invested heavily in infrastructure, education, tourism development and inward investment from the 1980s.
- 9th most economically free country in the world.

The Brand Essence

- *Cool place to live*, vibrant, cosmopolitan, educated, progressive, clean, safe, fun, socially & culturally and family friendly.
- Supportive government research grants, training, favourable corporation tax.
- Speak English and access to EU and EEA.
- Good schools, colleges, universities, socially and cultural attractive and we are already familiar and like the brand.
- The Irish Pub Culture is Global.
- USP Emotional buy-in to the brand essence.
 - Functional buy-in skills, access to highly

skilled workforce and 12.% corporation tax. *SOLD!*

Knowledge Economy

http://www.idaireland.com/investin-ireland/why-invest/

https://www.investni.com/internati onal/asia-pacific.html

- 1980s Relatively poor neighbour to UK with an agricultural based economy. Received significant EU infrastructure development funding.
- 1990s The Celtic Tiger roared with confidence. Overtook UK GDP per capita and attracted major inward investors of a high skilled, knowledge based nature, the silicon glen of Europe.
- 2007-8 Housing crash lead to banking crisis. However, the fundamentals of the economy were sound.
- 2013 Named the best country for business Forbes.

Multi-national investors

- Pharmaceuticals
- Software
- Tourism
- Air transport Ryan Air and Dublin as hub airport for Europe.
- Food and drink.
- Financial Services
- Minerals (Zinc, Lead, Cooper, Silver, Gold etc..)
- European HQ Google, Facebook, Apple, Twitter, Uber, IBM, LinkedIn, Logitech, Oracle, Amazon, Yahoo, Airbnb, Cisco, eBay, PayPal
- Irish MNC AIB, Ryan Air, Guinness, Kerry Group,

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- **Dr Declan Bannon** is an academic researcher, consultant, board member, Executive Director, Chartered Marketer and Fellow of the Chartered Institute of Marketing.
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