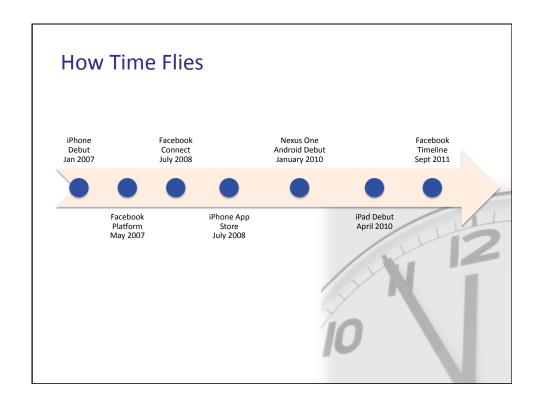
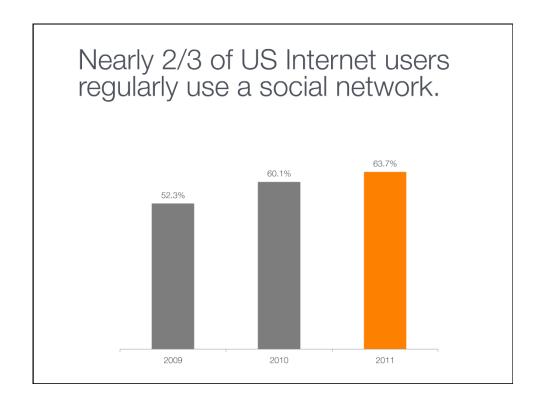




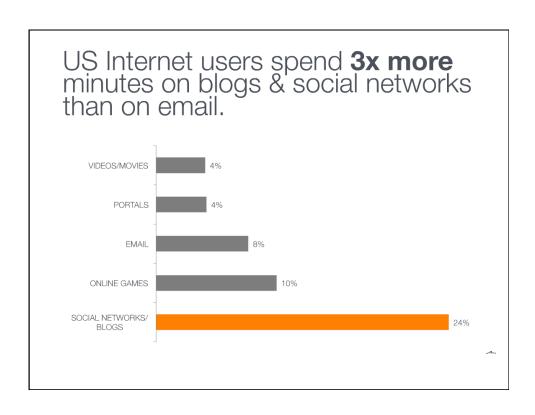
Monitoring/Listening
Emailing customers regularly
Facebook fan page
Tweeting
Text messaging
YouTube channel
Groupon
Location based
QR codes

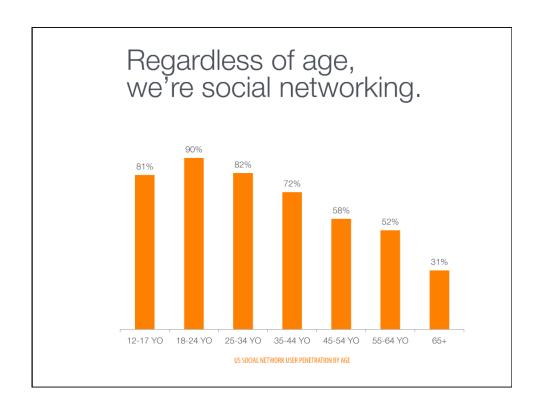




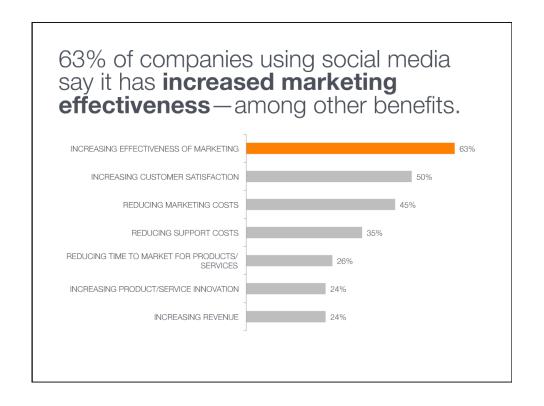


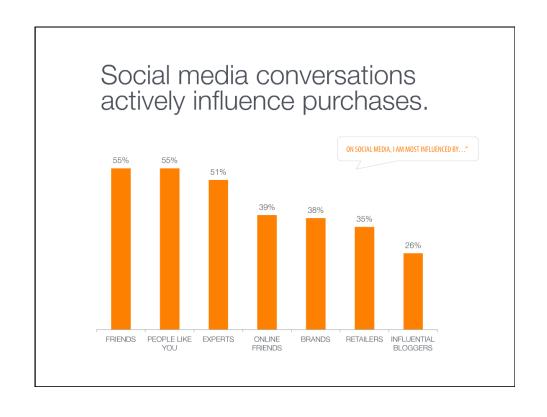






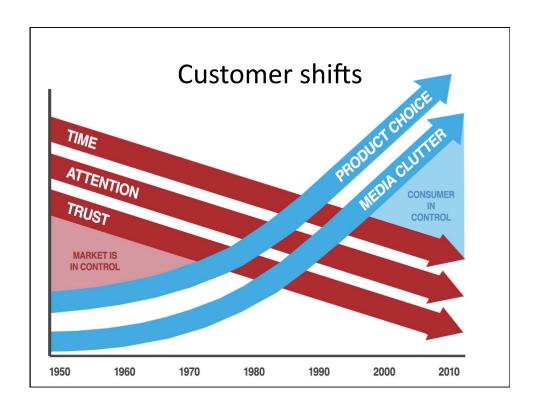


















Jill Fleming commented on her own status.

Does anyone know any good brick layers?

8 minutes ago - Comment - Like



Jill Fleming In central Iowa Monday at 9:38pm · Like



Jennifer Eldridge Marinangeli will inbox you with some ideas Monday at 9:43pm - Like



Randy Milder What all are you needing? I know of a few masons. Monday at $10:01 \text{pm} \cdot \text{Like}$



Phil Keller Is that like a texture layer in Photoshop? Monday at 10:52pm · Like



Tanner Urich my uncle is a mason... bartelson masonry Monday at 11:39pm · Like



Jill Fleming I have a friend of mine that is building a brick house and is looking for a good mason. @Jennifer - thanks for the contacts. @Randy - I'll be in touch :) @Tanner - does he live around Des Moines or is he in Northern IA?

8 minutes ago · Like

Write a comment..









Email marketing, 1996

Web marketing, 1997

"BUT I DON'T HAVE TIME FOR ONE MORE THING."

Telemarketing, 1977

Computer-based graphic design, 1986

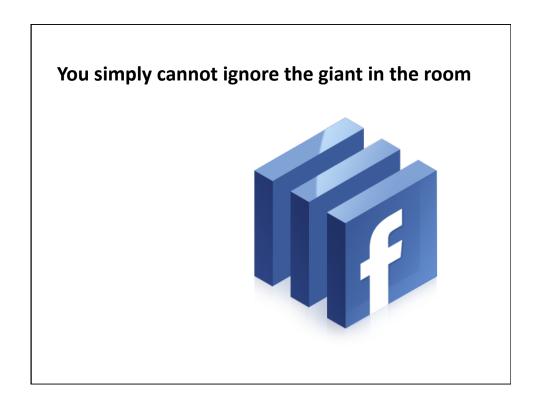
66%

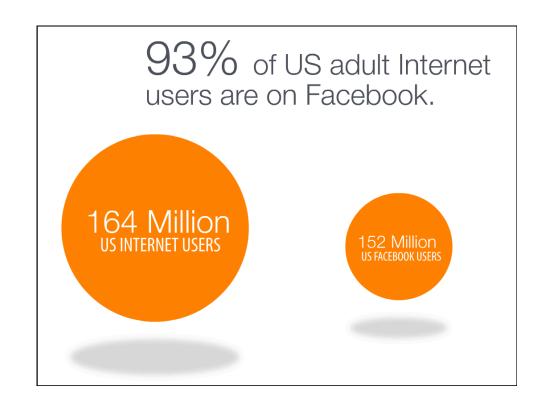
PERCENTAGE OF BRAND
TOUCHPOINTS NOW
GENERATED BY
CUSTOMERS

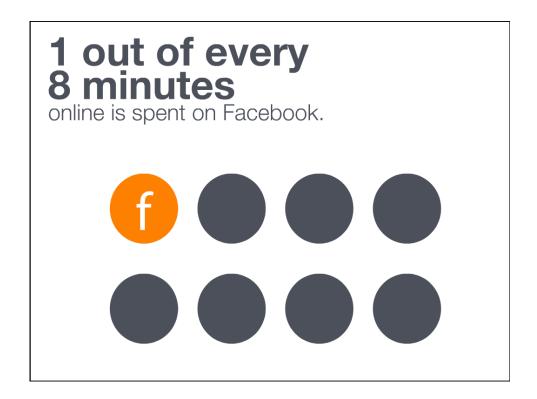
MCKINSEY QUARTERLY, JULY 2009

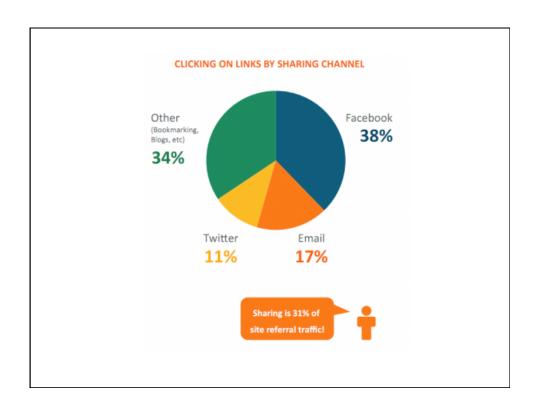
**Our brand
Output:

Out

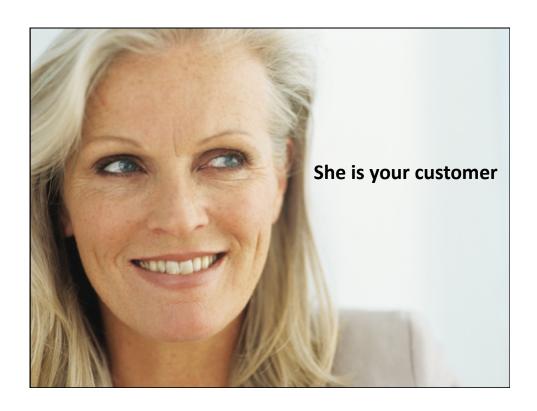












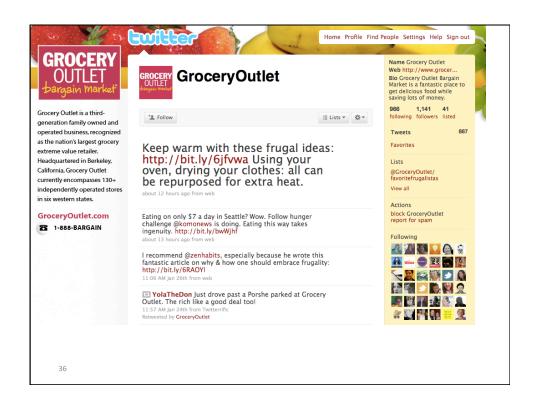


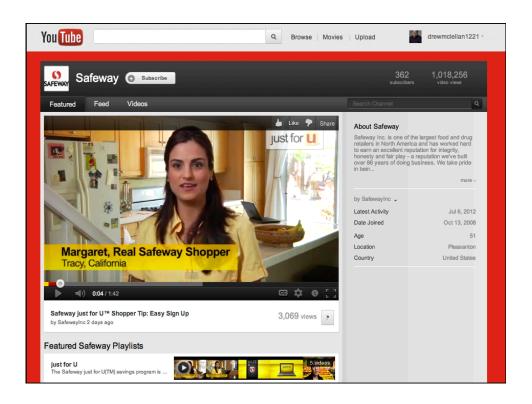


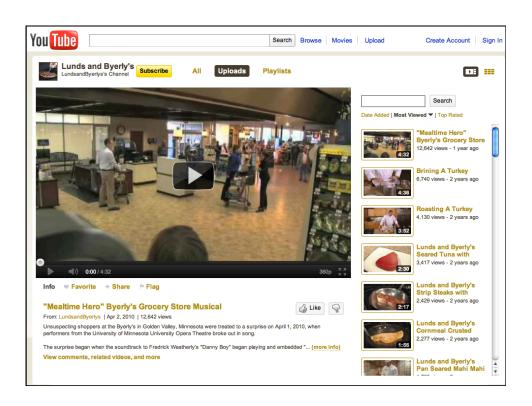








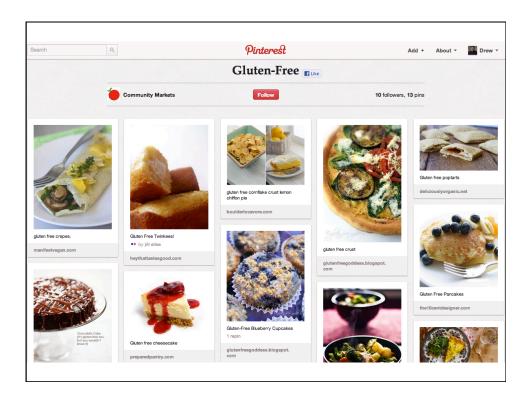














- •Go slowly.... you don't have to tackle it all at once
- •Don't fall for the "custom" social networks
- •Do not start, stop and start
- •Get some help on the front end with the strategy
- •Experiment

Ready or not... here comes mobile







In 1983, the first commercial wireless call was placed with a Motorola DynaTac. The phone cost \$3,995, weighed over 2.5 pounds, and was 10 inches tall (without the antenna).

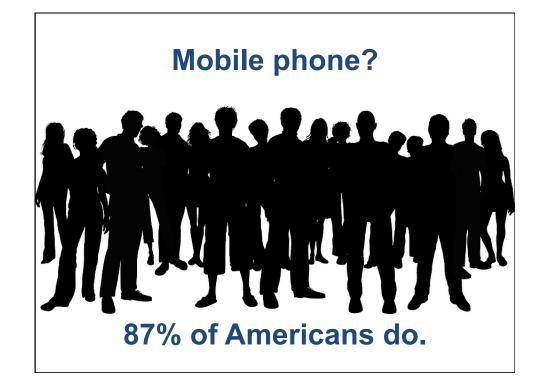


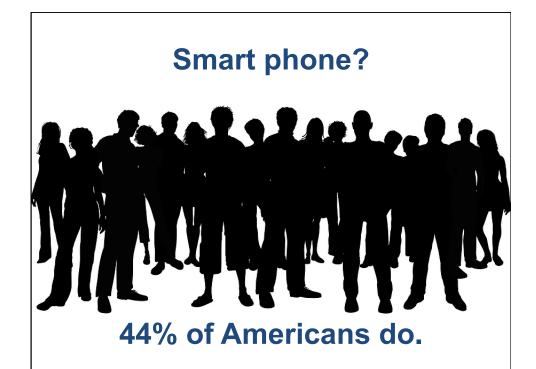
Mobile has come a long way...



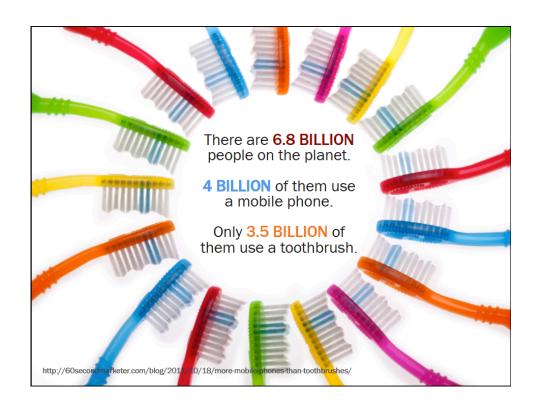






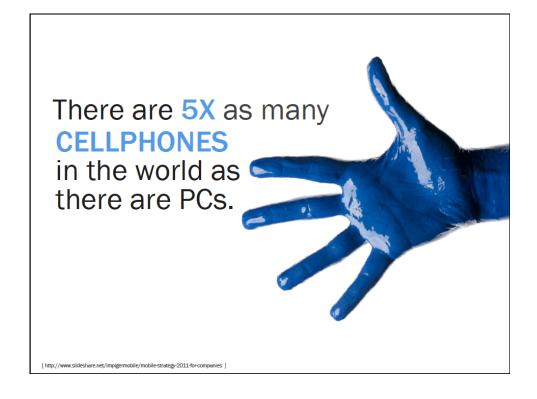


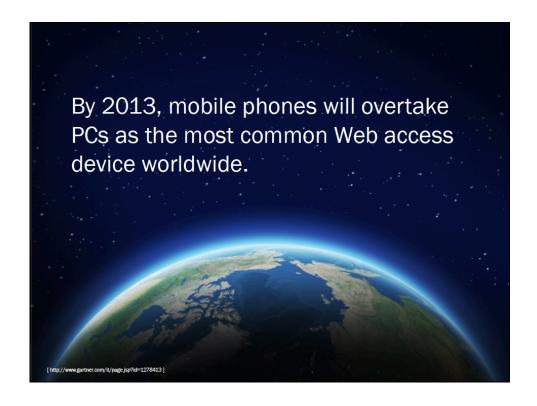


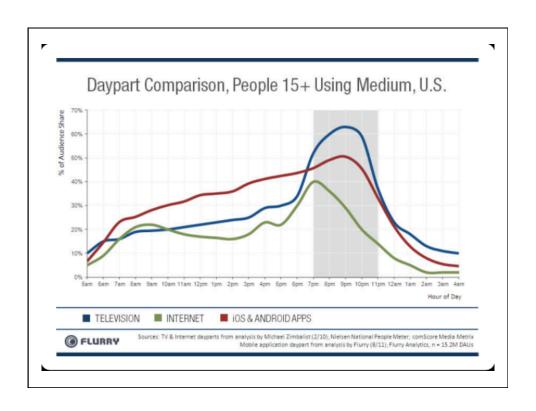


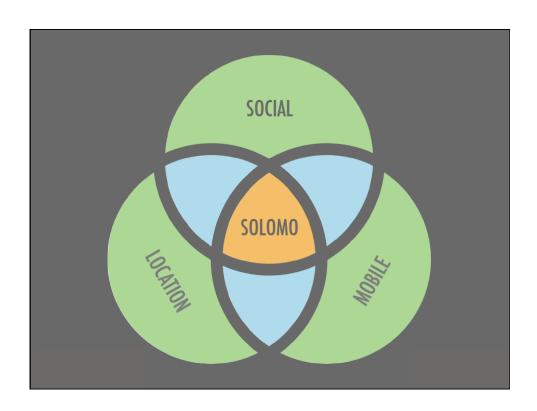


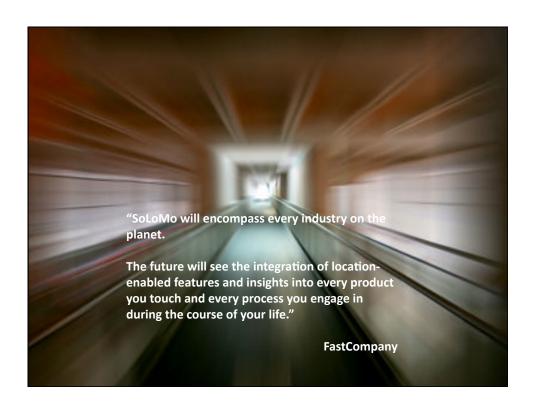






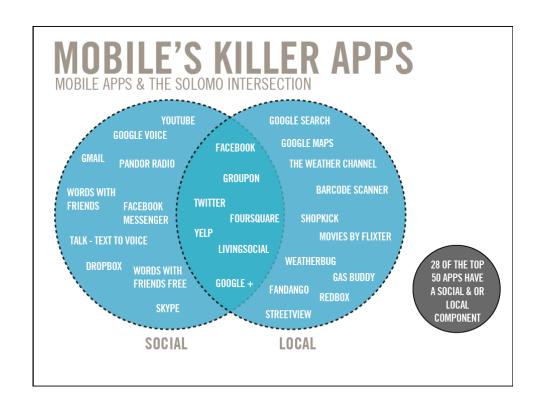








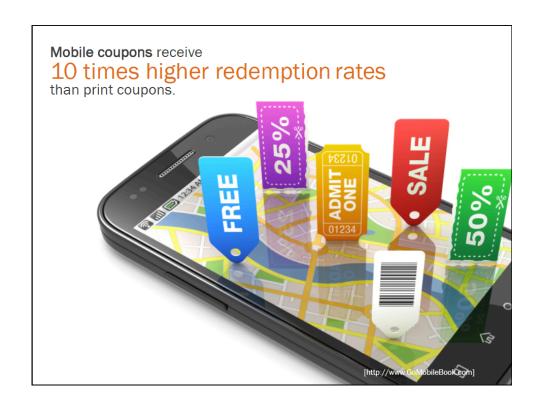


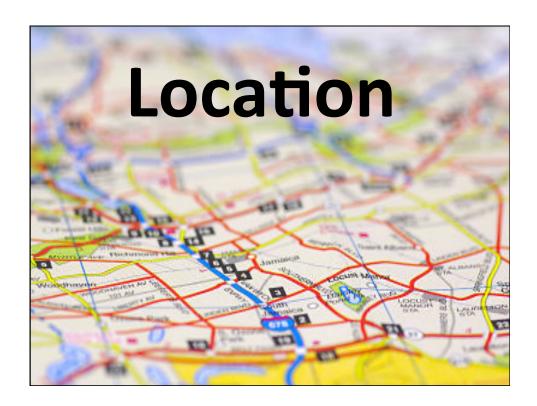


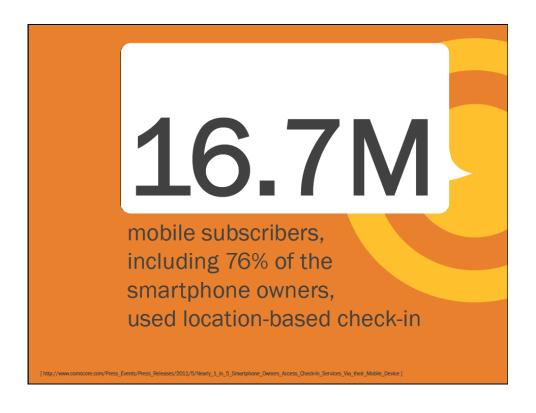


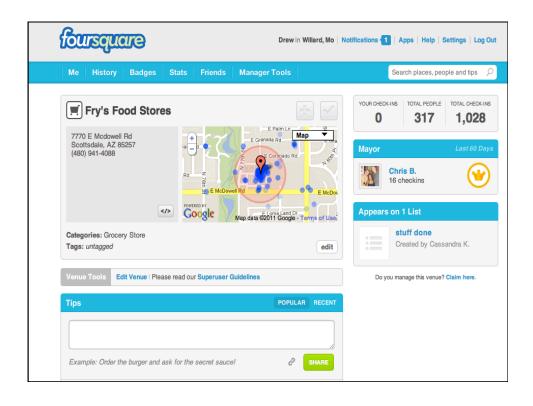








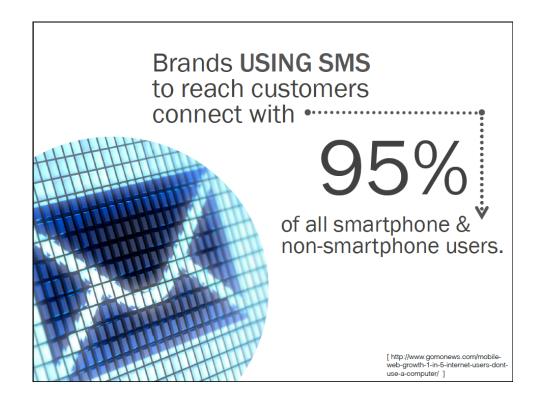






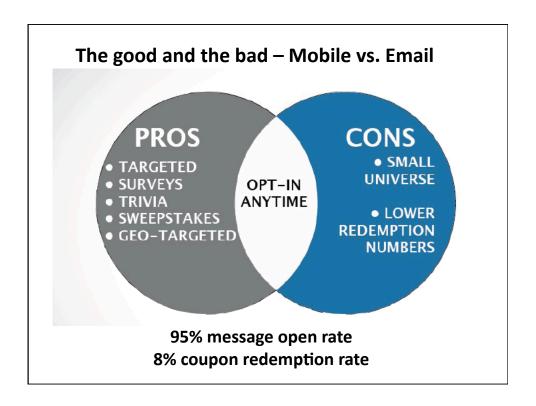


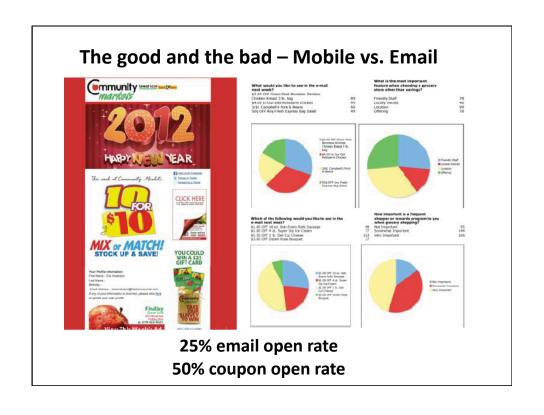




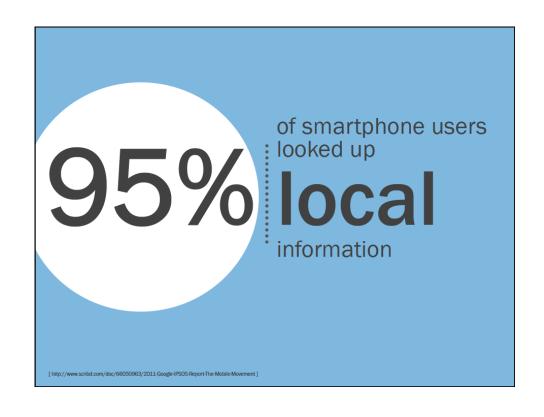


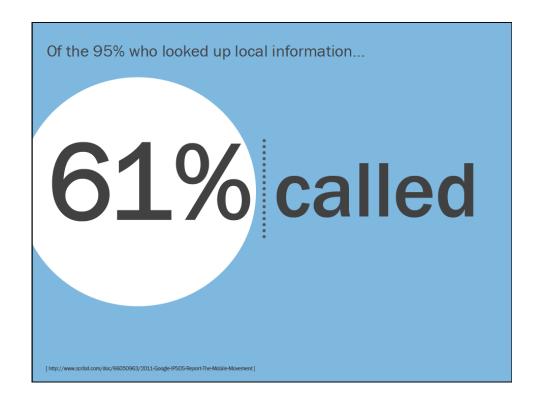










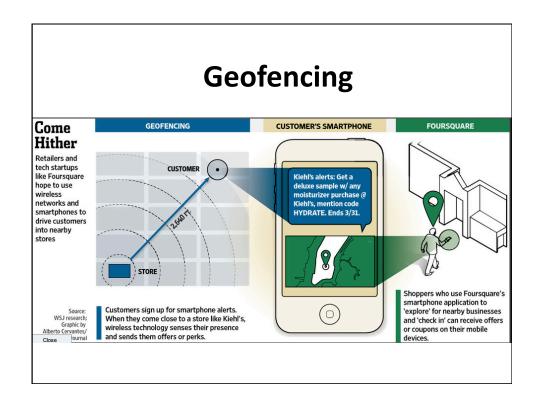




The store knows it's me

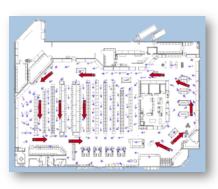


- Social check-ins (Four Square, Yelp, Facebook Places)
- · Near Field Communications/Geofencing



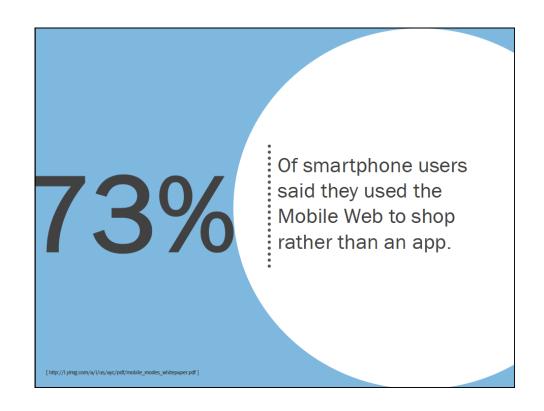
And connect my phone to in-store GPS shopping cart











Native App or Mobile Website?

Native App

Download to your phone

Interactive interface

Touch optimized

Available offline*

Mobile Web

Access via browser

Static, navigational interface

Click and keypad

Must be online

Compatibility/Cost

- Mobile websites work across platforms and devices
- Mobile apps only work for their specific operating system







Availability

- Mobile websites are instantly available
- Mobile apps must be downloaded and installed

Upgrade

- Mobile websites can be upgraded quickly & easily, it's active instantly
- Mobile app upgrades have to be coded into the app and then they have to be downloaded and installed by the user



Sustainability

- Mobile websites are easy to support & add new content
- Mobile apps can be costly to fix bugs and to enhance features



Life Cycle

- Mobile websites are accessible to all users for as long as the Web is up
- Mobile apps are accessible for as long as the user keeps the same phone or re-downloads app to new phone



Web can't be owned or controlled like a native app.

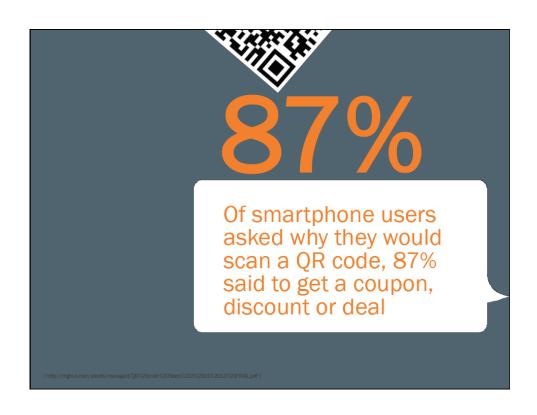
Web is cheaper and easier than an app but with limitations.

For many, it's a stepping stone.





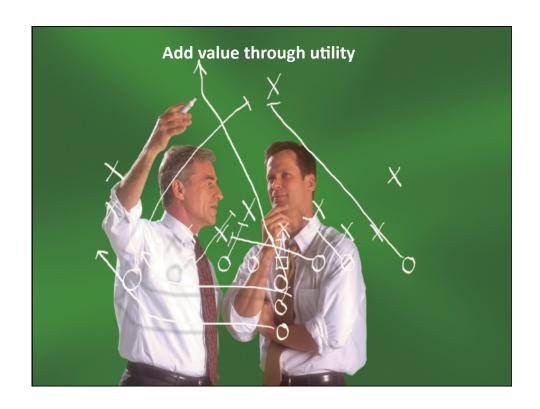


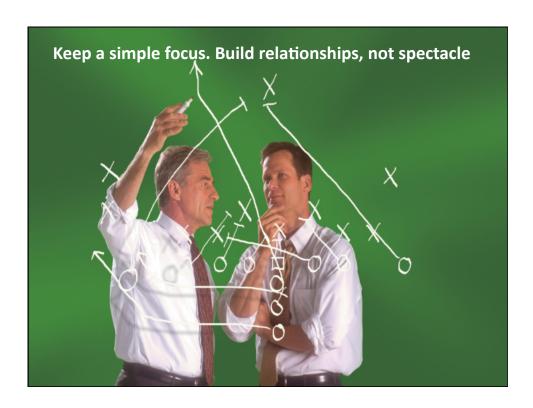














Consumers are being taught that their phone is \$.





They'll expect to be able to pay with a different kind of swipe soon.

