



**DIGITAL MARKETING –
INTRODUCTION AND FRAMEWORK**

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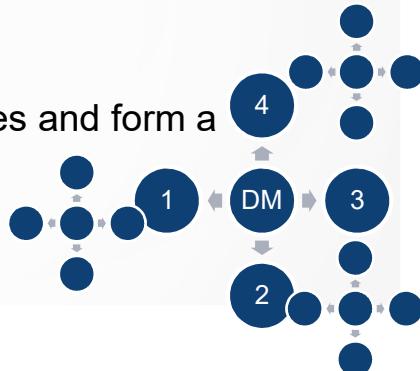
Maatalous-metsätieteellinen tiedekunta

TASK 1: PERSONAL DM MIND MAP

- 1) Take a sheet of paper and pencil or Word
- 2) Think - What comes to your mind from DM ?
- 3) Write your topics into boxes and form a hierarchy i.e. mind map.
- 4) Save the sheet of paper

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TASK 2: SHARING THE PERSONAL MD MIND MAP

- 1) Pair up with any student in the class
- 2) Share your thoughts with each other on the similarities and differences in the mind maps
- 3) Group similar issues under a theme and write those into individual sticky notes / word

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“Today's problems becomes from yesterday's solutions” Senge, Peter M. (1990)

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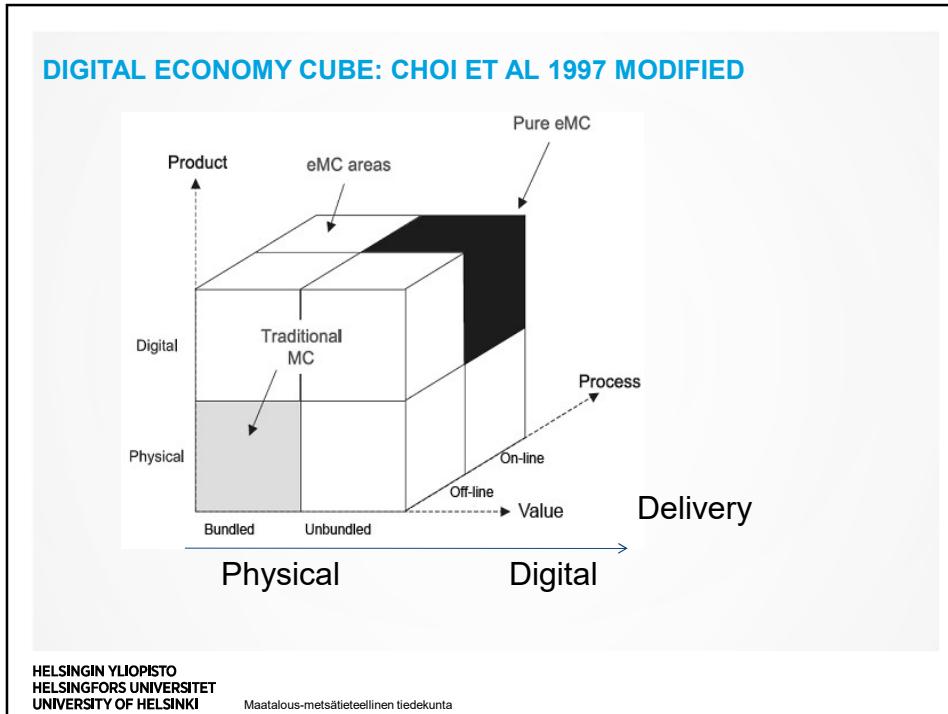
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A WORKING DEFINITION FOR DIGITAL MARKETING

- Digital marketing aims at creating, demonstrating, documenting, communicating and delivering value in digitized way to customers (B2C and B2B) and for managing customer relationships in ways that enhance digital joint value creation of customers, organizations and stakeholders. (Journal of Digital Marketing)

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DIGITAL MARKETING IN PRACTICE

Digital marketing is used to

- Create new customer relationships
- Enhance old relationships
- Improve service "experience" (CEM) (mobile tickets, IRC-gallery)
- Create and extend brand awareness
- Simplify the fuzzy front end of innovation (NPD/NSD/R&D) (Dell Ideastorm)
- Increase sales, reduce overall costs, receiving payments earlier
- Decrease cost of service, operations and channel structure
- ?

General marketing trends relationships, value creation, dataism, innovation, service dominant logic of marketing guide also DM research and practice

WHY DM?

- Business to consumer marketing has exploded in recent years (use of Facebook, Instagram, Pinterest, Twitter + measuring compelling customer experience)
- BUT... even professional buyers have used and are using digital tools e.g. social media in their daily job – even more than the industrial sellers (see Davis, 2008, Salo 2018...).
- 65 % out of 1000 buyers operating in B2B markets tell that they start search process (new, rebuy, modified buy) with general search engines and after that move to industry specific search engines like business.com

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CHANGE IN DM

- Marketing shifts from the role of passive advertiser into active creator of content and messages as well as acquires a role of mediator who combines and publishes content best way possible
- Content is created jointly with customers and marketers actively produce content for customer communities and their own communities (intra or external)
- Viral and effective digital marketing is becoming more visible in companies operating in consumer markets and in innovative industrial companies

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MOST POPULAR DM TOOLS?

Most popular DM tools used in Finnish companies:

- Company website
- Search engine optimization and advertising = SEM
- Newsletters and internet advertising
- Social media rising fast

Reasons that have influenced to adopt DM:

- Cost pressure
- Chancing consumer/customer behavior

E.g. More than 33 % of the companies that responded have allocated a budget for DM

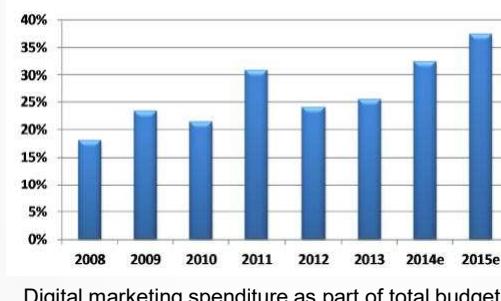
(AaltoEE:Divia report, 2014)

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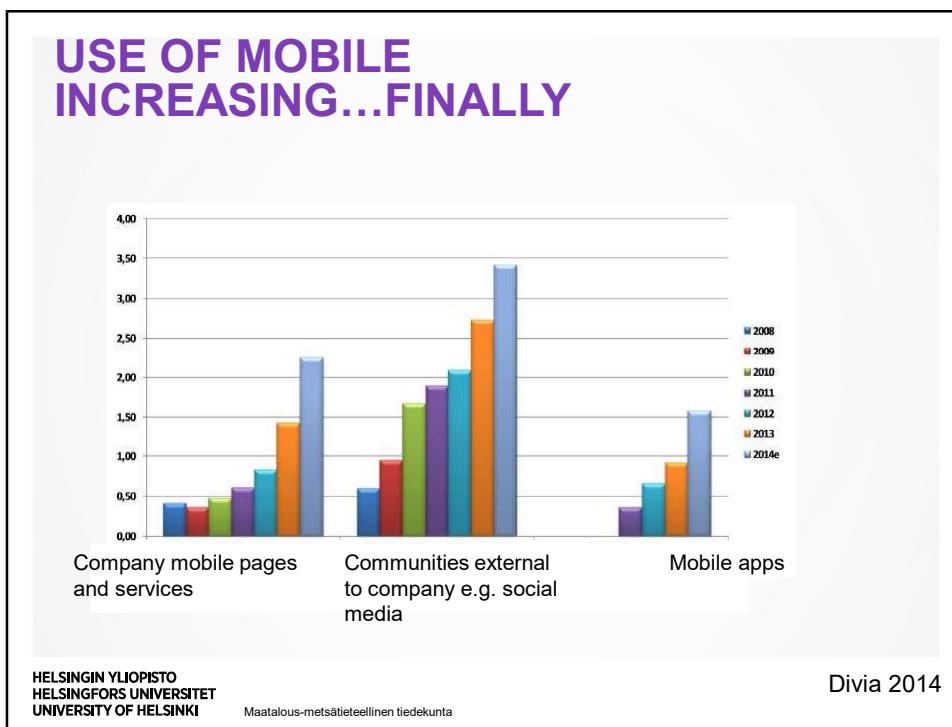
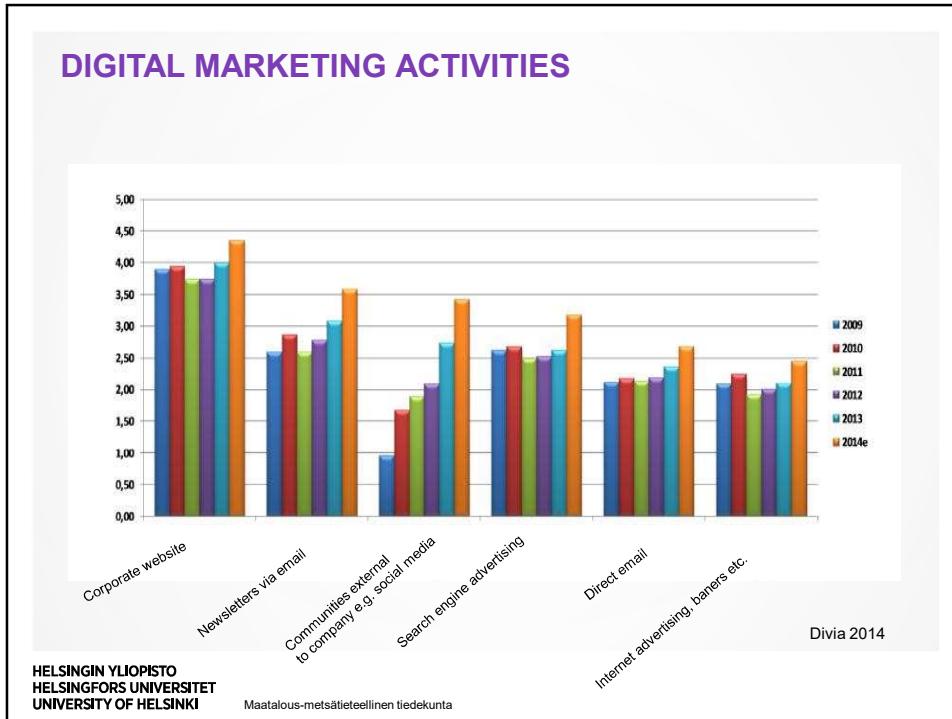
AEE DIVIA (NYK. DIGITAL BUSINESS NETWORK) 2014 DIGITAL MARKETING IN FINLAND SURVEY

280 companies
44% services
24% industry
30% commerce

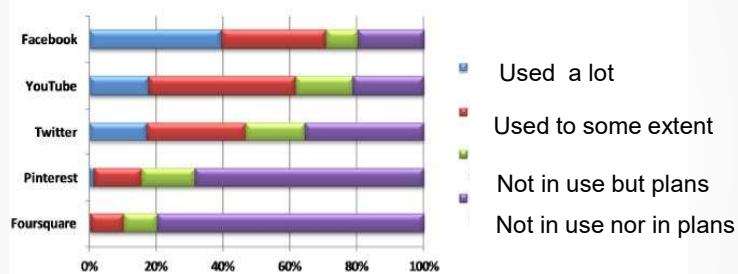


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USE OF SOCIAL MEDIA

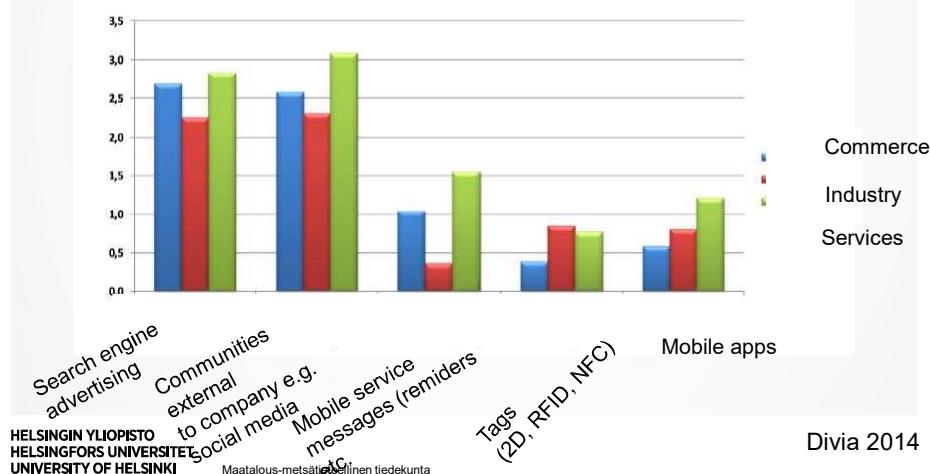


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DIFFERENCES BY THE SECTOR

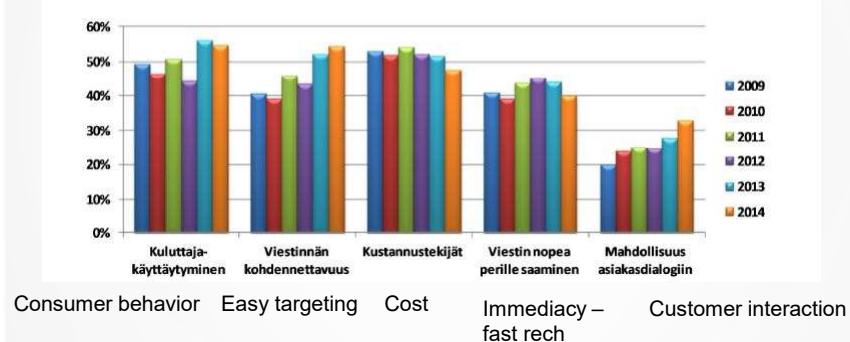


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WHAT HAS INFLUENCED DM DECISIONS ?

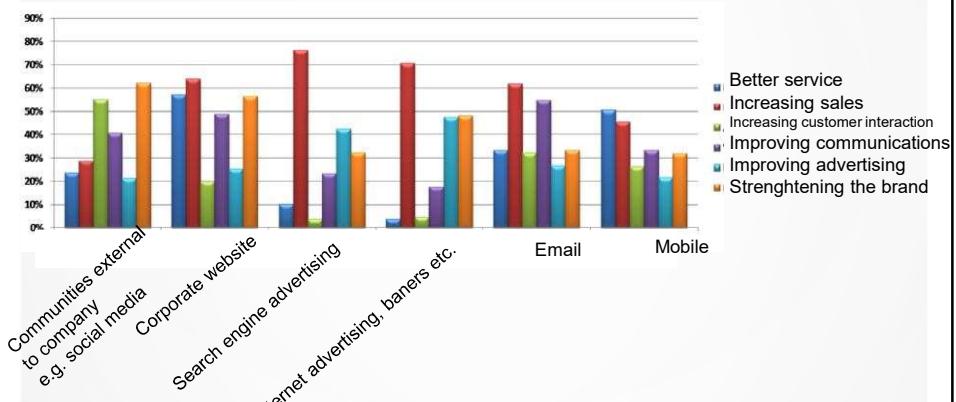


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GOALS SET FOR DM



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WHAT HAS INFLUENCED DM DECISIONS ?

The chart displays the percentage influence of five factors over six years. The factors are: Consumer behavior (Kuluttaja-käyttäytyminen), Easy targeting (Viestinnän kohdennettavuus), Cost (Kustannustekijät), Immediacy – fast rech (Viestin nopea perille saaminen), and Customer interaction (Mahdollisuus asiakasdialoogiin). The Y-axis represents the percentage from 0% to 60%. The X-axis lists the factors. The legend indicates the years: 2009 (blue), 2010 (red), 2011 (green), 2012 (purple), 2013 (cyan), and 2014 (orange).

Factor	2009	2010	2011	2012	2013	2014
Kuluttaja-käyttäytyminen	~50%	~48%	~52%	~45%	~55%	~53%
Viestinnän kohdennettavuus	~40%	~38%	~45%	~42%	~52%	~55%
Kustannustekijät	~52%	~48%	~53%	~50%	~50%	~48%
Viestin nopea perille saaminen	~40%	~38%	~42%	~45%	~48%	~38%
Mahdollisuus asiakasdialoogiin	~18%	~22%	~25%	~28%	~28%	~32%

Consumer behavior Easy targeting Cost Immediacy – fast rech Customer interaction

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DIGITAL TRANSFORMATION - CHANGING BUSINESS MODELS AND INDUSTRIES

MAINONTA

Stockmann siirtää mainsorahansa digimedioihin
Taina Vuokko 5.8.2013 12:08

Usimmat

- 12:02 Harrikan markkinoinnitta vastaanet Republic of Communications ja Sherpa
- 11:48 Uusi politiikan konsulttikauppa - Takapuulla isot khot
- 11:06 ET laajentaa terveyteen - laisseeraut utustulehdien
- 10:51 Yllättävä täyskäänös: IL julkisti sittenkin lukijansa verkkosa ja printissä
- 10:17 Ruokavalistajien on pakotettava vennissä

DIGITALOUS

Stockmann siirtää mainsorahansa digimedioihin

Stockmann kiihyttää digivauhtia – koko valikoima löytyy pian verkkokaupasta

Stockmann pyrkii käintämään tavaratalojen myynnin kasvuun lisäämällä sekä verkkokaupan että kivijalan tarjontaa. Vasta alle puolet Helsingin tavaratalon tuotelisteille on jo osoitettu verkossa.

En tiedä miten täysjärkeä olisi pidetty kaveria koka 2010 olisi sanonut @Verkkokauppa.com ohittavan Stockan ennen vuosikymmenen loppua.

Verkkokauppa.comin ja Stockmannin raportoijien liikevaihtojen kehitys 2010-2017e

Vuosi	Stockmann Retail	Verkkokauppa.com
2010	~1200	~100
2011	~1100	~200
2012	~1300	~300
2013	~1000	~400
2014	~900	~500
2015	~700	~600
2016	~600	~700
2017	~500	~800

