

AWARDENTRY WRITINGSKILLS















AWKWARD INTROS.



Andrew Reinholds Head of Media Stanley St

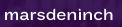


David McCallen Chief Strategy Officer OMD (NZ)



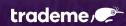
















WHAT WE'LL COVER.

The importance **Useful hacks** Why awards? **Golden rules** Q and A of preparation

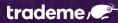










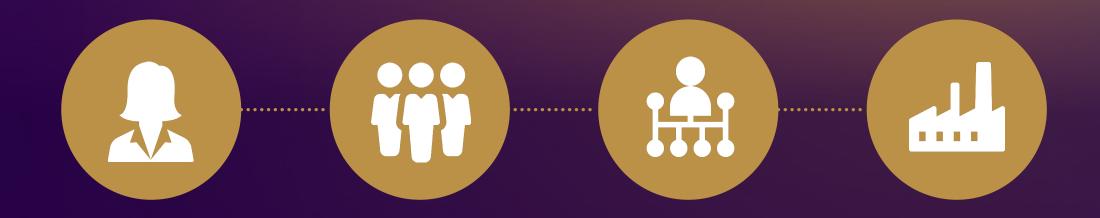








MORE THAN A GOOD NIGHT OUT.





















SET YOURSELF UP FOR SUCCESS.

Build an awards culture...

Study the shows

- What and who are winning?
- Why?

FACEBOOK

- What trends or patterns can we see?
- Calendarise the events

Read the entries

- WARC
- Comms Council

KPI yourselves

 Measurement drives behaviour

Get involved

- Review your work as it goes
- Internal awards programmes















SET YOURSELF UP FOR SUCCESS.

Build an awards culture...

Start while you're planning the campaign

- Identify the potential early on
- Lean into your measurement frameworks, create benchmarks and gather data early

Challenge the longlist

- Scrutinise and peer review
- Kill your darlings!

Create a story treatment

- To help assess the strength of your entry
- To help plan the data and supporting evidence you'll need
- To share with clients early who can advise on approach as well as data available

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Start Early!

- Benchmark and gather your data
- Capture videos, images, news about the campaign, social media noise, etc.















GOLDEN RULES &HACKS













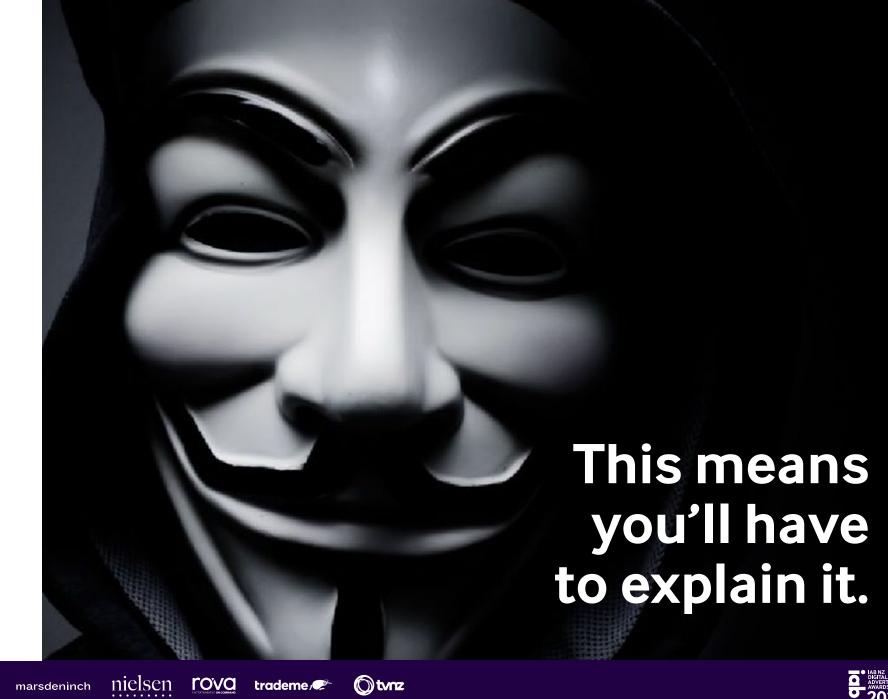




NOBODY GIVES A SH*T ABOUT YOUR **CAMPAIGN.**

- Yes, you lived and breathed it, but the judges didn't.
- Don't assume the judges know your category or your client.
- You will need to set out key facts that will help to put your story in context.

TIP: TELL YOUR STORY TO SOMEONE WHO KNOWS NOTHING ABOUT IT.

















TELL A STORY.

- Don't feel compelled to tell the judges every single element of the campaign – focus in what's good.
- Make the central idea or action obvious and unambiguous.
- Winning is as much about not giving people reasons to doubt it as it is about convincing them

TIP: BUILD YOUR STORY ON POST-ITS. IS THERE A CLEAR NARRATIVE OR IS IT JUST A LIST OF WHAT YOU DID?



















SOME NOTES ON STORY.

STORY TYPES:

DAVID V GOLIATH

- the underdog's tale

RAGS TO RICHES

- the brand rebirth

THE IMPOSSIBLE TASK

- never been done

FACEBOOK

With less money, a small customer base and all the odds stacked against us we overcame the monster and won despite the odds!

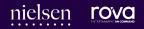
Years of neglect meant the business was struggling and needed to reignite the passion and love we knew was always there

Marketing is all about creating opportunity and we could clearly see one. But it had never been done before. So with some incredible smarts and moments of genius we built a whole new solution.













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WIN IN THE FIRST 20 WORDS.

- Judges read at least a dozen entries each.
- Your entry could be at the bottom of their pile.
- They're bored, frustrated and looking for inspiration.
- A punchy start can create a halo effect and carry them through your entry.

TIP: TAKE INSPIRATION FROM FAMOUS FIRST LINES IN FICTION.















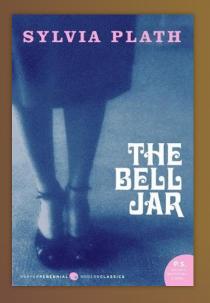
"Mother died today. Or maybe, yesterday; I can't be sure".

We were somewhere around Barstow on the edge of the desert when the drugs began to take hold".

I write this sitting in the kitchen sink".

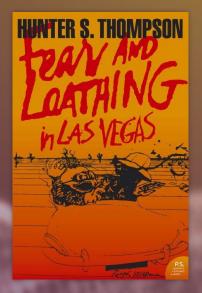
As Gregor Samsa awoke one morning from uneasy dreams he found himself transformed in his bed into a gigantic insect".

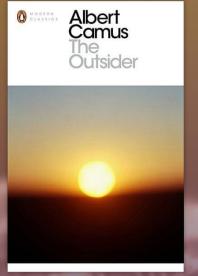
It was a queer, sultry summer, the summer they electrocuted the Rosenbergs, and I didn't know what I was doing in New York".



















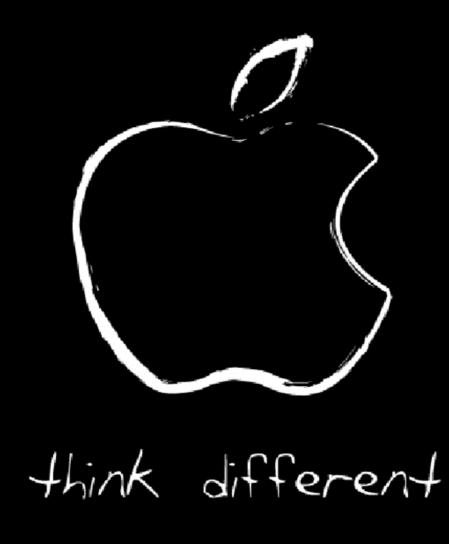


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HAVE A UNIQUE CHALLENGE.

- Find the story behind sales and market share.
- Rephrase the challenge to a real world problem.
- Imagine reading an entry that said "we needed to make Wellingtonians happy again".

TIP: DON'T ALWAYS STICK TO YOUR ORIGINAL AIM. IF **SOMETHING MORE INTERESTING COMES UP DURING THE CAMPAIGN, THEN REVISION ITS HISTORY.**



Interesting challenges create drama.











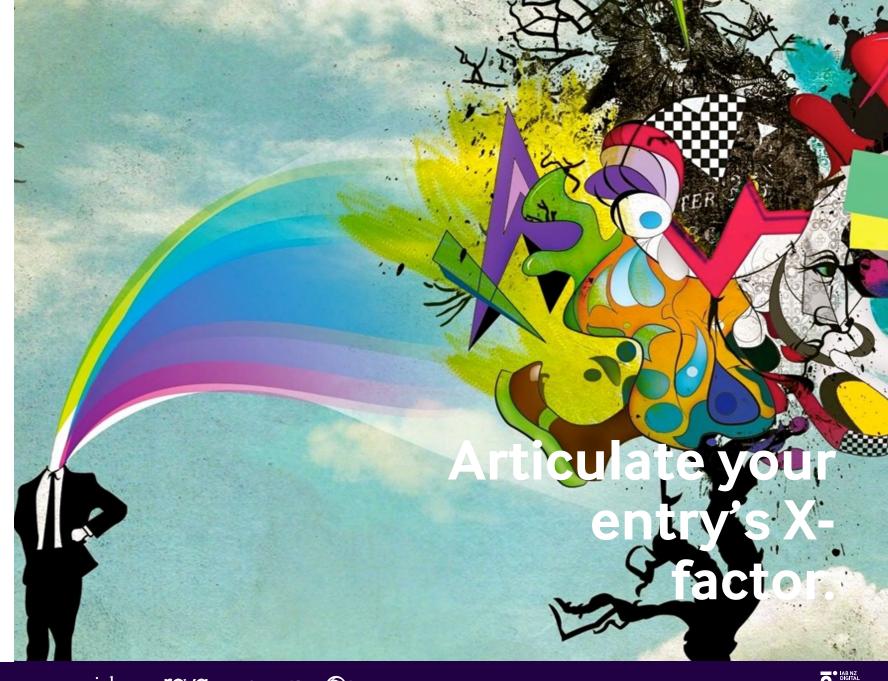
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HAVE A KILLER IDEA.

- Sounds obvious, but it's so important: All major awards shows focus on creativity – what is ground-breaking, and what made it a cultural phenomenon?
- It's much better to enter one strong idea than entering many mediocre ones and overload your entries.

TIP: FOCUS ON THE ELEVATOR PITCH. CAN YOU HEADLINE YOUR IDEA IN ONE OR TWO **SENTENCES?**











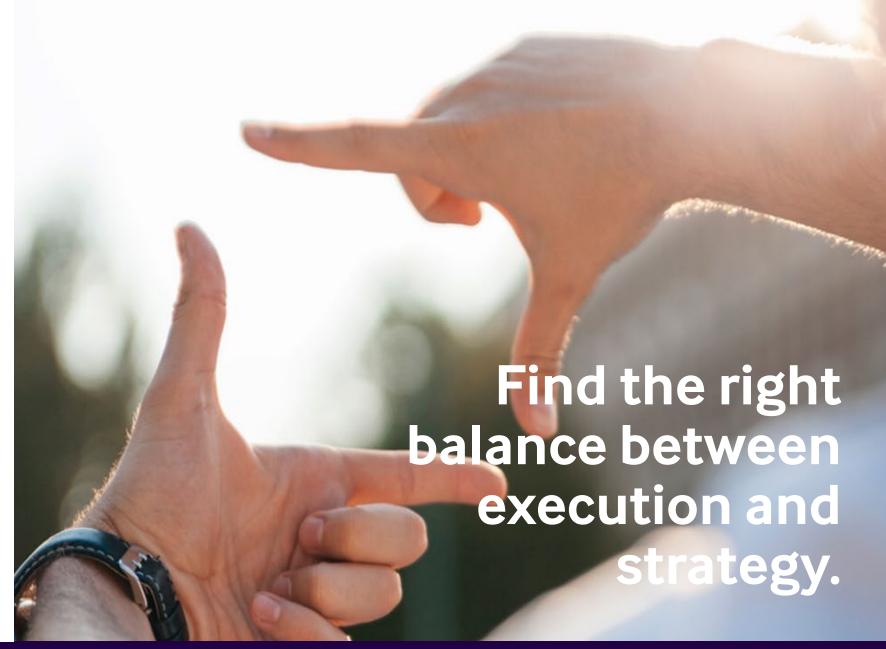




CONNECT BACK TO THE BIGGER PICTURE.

- Not all the judges will be deep digital specialists.
- They will want to understand the why behind the how and the what.
- Ensure you've connected the dots between strategy and execution.

TIP: SHARE YOUR ENTRY WITH YOUR BD OR HEAD OF STRATEGY.















HAVE MEANINGFUL RESULTS.

- Results don't have to be sales metrics to win, but you have to show impact and quantify your idea worked. Likes, tweets, shares, impressions, are not enough on their own.
- Make sure you demonstrate the "before and after" effect as well as proving the causality of your work to the results.

TIP: TRY TO CREATE INTERESTING RESULTS (EG COKE ISN'T TRYING TO SELL YOU A CAN OF COKE, IT'S TRYING TO MAKE YOU HAPPY.

















RESULTS CHECKLIST.

- Was the challenge met?
- Were the objectives SMART and were they met?
- Do the numbers link back to the challenge?
- How far did the needle move?
- Before vs. after. Do we have baselines to compare against?
- Do we understand the context around the numbers? Why were they chosen? Were they difficult?
- Prove that it was your campaign that made the difference by removing any other possible influences from the campaign.
- Quantify an ROI if it adds weight to your results.





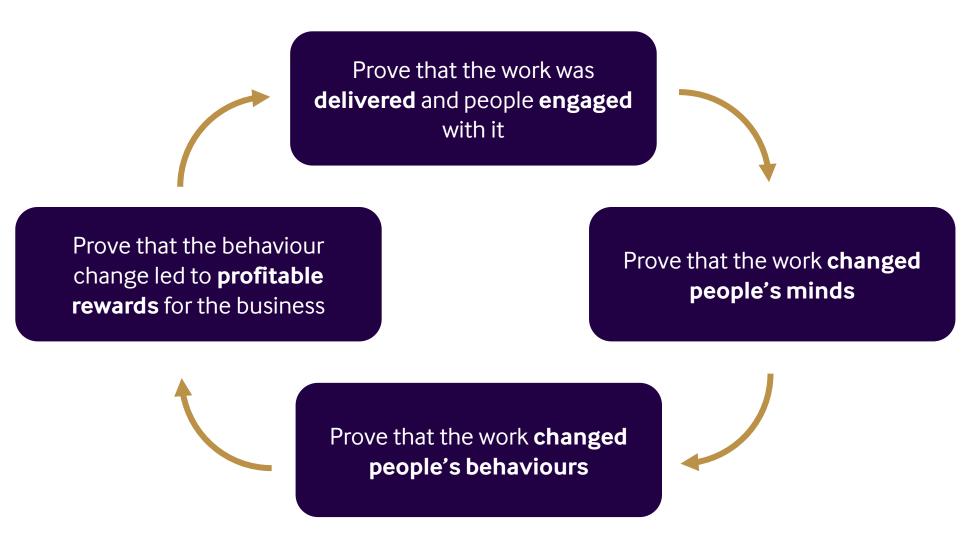








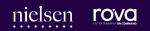
EFFECTIVENESS FLOW.













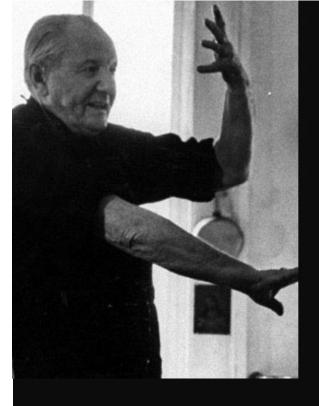


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SIMPLICITY WINS. EVERY TIME.

- 1.200 words seems like a lot. but often it isn't.
- The simpler your story, the harder it is to argue.
- The simpler your language, the easier it is to understand.
- Be ruthless. Cut out hyperbole to write sentences that add value and have impact.

TIP: EDIT. EDIT. EDIT.



The ability to simplify means to eliminate the unnecessary so that the necessary may speak.

Hans Hofmann –

AZ QUOTES

Don't make judges lives hard.







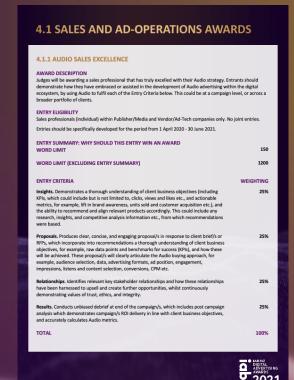




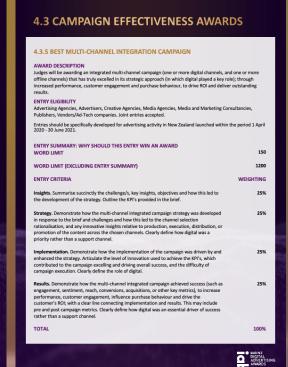


UNDERSTAND THE DIFFERENT **AWARDS** INTIMATELY.

- Read and review all the categories before you start writing.
- Think about how your story can be changed to suit different awards.
- Don't copy and paste it's lazy and judges will mark you down.
- Review your final entry against the award criteria. Have you covered everything?





















BE ENTHUSIASTIC BUT AVOID THE BULLSH*T.

- Data is the new oil!
- Digi-tail!
- Fanbassador!
- New Zealand first!
- World first!
- Fanbassador!
- Etc etc etc

PLEASE DON'T.



Magnite

KEY AN EYE ON WORD COUNT.

- If you leave it too late, managing word count (wc) can mean cutting large elements of your story
- Start too early, and you may limit storytelling potential

TIPS: CHECK ON WC AS YOU'RE WRITING. SEARCH **ONLINE FOR WC HACKS TO** HELP.















WORD COUNT TECHNIQUES.

ACTIVE

Monkeys love bananas

The cashier counted the money

The dog chased the squirrel

PASSIVE

Bananas are loved by monkeys

The money was counted by the cashier

The squirrel was chased by the dog

AVOID FILLER

It has been reported that incidence in ovarian cancer is significantly increasing in New Zealand, and there are numerous risk factors for the disease that have been identified















ART DIRECTION HELPS. A LOT.

- The easier your entry is to read, the better.
- Don't just focus on your writing — think about layout and design.
- Use lines, colour, size, space and typography.
- Sign-post for clarity and emphasis.















BE THICK SKINNED. ASK FOR FEEDBACK.

- Writing about your own work can make feedback seem like criticism.
- However fresh perspectives will help to give your entry greater clarity.
- Ensure you have built in time for feedback from your peers.













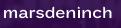




A FINAL THOUGHT.















KNOW YOUR AUDIENCE.

- Experienced.
- Demanding.
- Cynical.
- Bored.

















GOOD LUCK!













