

28 – 29 October

Grand Chola Hotel Chennai, India



## **Subject: Social Media Activities**



WSF

Summary:

How to integrate a consistent social media strategy to better promote our sport and its athletes. Includes best practices from other sports



- Nearly 3.2 billion people use social media regularly.
- Many of those people don't just follow their friends and family—they follow brands.

#### Social media allows you to:

- Develop your brand and your brand's voice while constantly see what your ideal customer wants and needs.
- Improve your search engine rankings.
- Interact with your customer base. Address problems quickly.

The web 2.0 and social media today.

- Social media platforms are an important part of marketing for businesses. But which one's the best?
- ◆ The short answer: There's no single platform that's best for all businesses.
- ◆ Facebook Twitter Instagram LinkedIn Snapchat Pinterest

## **CONTENT** APPROACH

WHO WHO ARE THE AUDIENCE?

WHAT WHAT ARE THEY EXPECTING?

WHERE WHERE ARE THEY ARE LOOKING FOR (FB, IG OR TWITTER)?

WHEN WHEN ARE THEY LOOKING?

WHICH WHICH CONTENT MAKES THEM ENGAGE?

HOW HOW THEY WANT THE CONTENT (FORMATS) ?

70%

of sports fans prefer match updates in social media than watching it live

78%

60%

of millennial sports fans look for non-game sports content to engage with their fav sport

of sports fans use social media & messengers to update their stories during match days

33%

of Middle East SM consumers say that they use social media to follow sports news and events.

### A Multi-Platform Approach

- ♦ B2B or B2C: B2B LinkedIn, B2C Facebook
- ◆ Target Market: 18 to 35 Yrs Pinterest; In SG Twitter is ineffective.
- Desired Outcomes Sell or Create Awareness

### Track your progress

- Monitoring engagement (shares, likes)
- Identifying key influencers
- Monitoring how many backlinks you get









August 2021 - 51.3K Followers - October 2022 - 71.4 K Followers

- Success that we had with RI lies:
- cooperation of the players and coaches.
- Film fun and engaging content for reels.
- This ensured that the page reached far and wide, even to those who did not have knowledge about Rugby and brought them into the sport.

**HCL for Sports** 





October 2022 - 93.3 K Followers



WHAT WORKED.

Event updates, player stories & Live coverage





Views





**Impressions** 

350,000,000+



Minutes Viewed

100,000,000+



Engagements

25,000,000+



**Unique Viewers** 

60,000,000+



Followers

850,000+

## The OTT Promise – Web 2.0

### Originally Solving For:

- Fans and Sports Bodies and Content Owners
- Subsequently, attempted to address the limitation of Social Media

#### The Problem Statement:

 Social media platforms steal our data, content and keep most of the revenue.

## The OTT Promise – Web 2.0

How Does an Owned OTT Platform solve for this:

The Solution, Evolution and Challenges of OTT

- Costs Building an app; CDN; Encryption; GTM.
- ◆ Piracy Lack of legislative will. ManU feasibility study
- Technology latency, lags, buffering and picture quality
- ♦ Business Model and Revenue Subscription and sponsorship driven

### **The OTT Promise – Web 2.0**



- 1. Technology: Saas is the new sexy
- 2. Solving for Fragmentation. Is PlayMersiv OTT or it Social Media?
- 3. Data is the Real Game
- 4. Monetization:
- D2C or BB2C. Samsung, M1 and Eleven Sports. Cost Return benefit
- Subscriptions
- Social Commerce
- Sponsorship Lead Generation

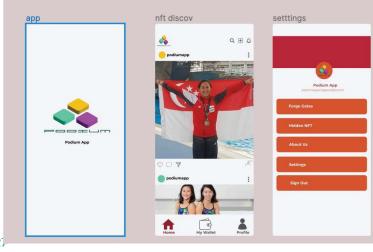
Plan for Tomorrow - Cannibalization is down the road. PlayMersiv to Podium 2.0 to 3.0. Enter the Metaverse

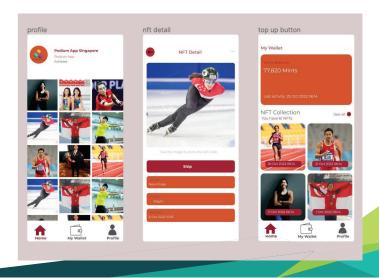


### OTT

#### Tomorrow and 3.0

PlayMersiv to Podium. Decentralised - Blockchain - NFTS - Tokenomics.





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