

GWI DAY



PUBLICIS
GROUPE

GWI.

Welcome!



Jason Mander

Chief Research Officer

What's in here



Who you'll hear from today: Publicis



Kristina Von Gerichten

Senior Director of Data Analytics,
Publicis Media



Mary Hudson

Analytics Director,
Digitas



Honor Moshay

Analytics Director,
Digitas

Who you'll hear from today: **GW**I



Jason Mander
Chief Research Officer



Lizzy D'Souza
Global Account
Director



Saskia Casanova
Account Manager



Lu Hussain
Senior Trends
Analyst

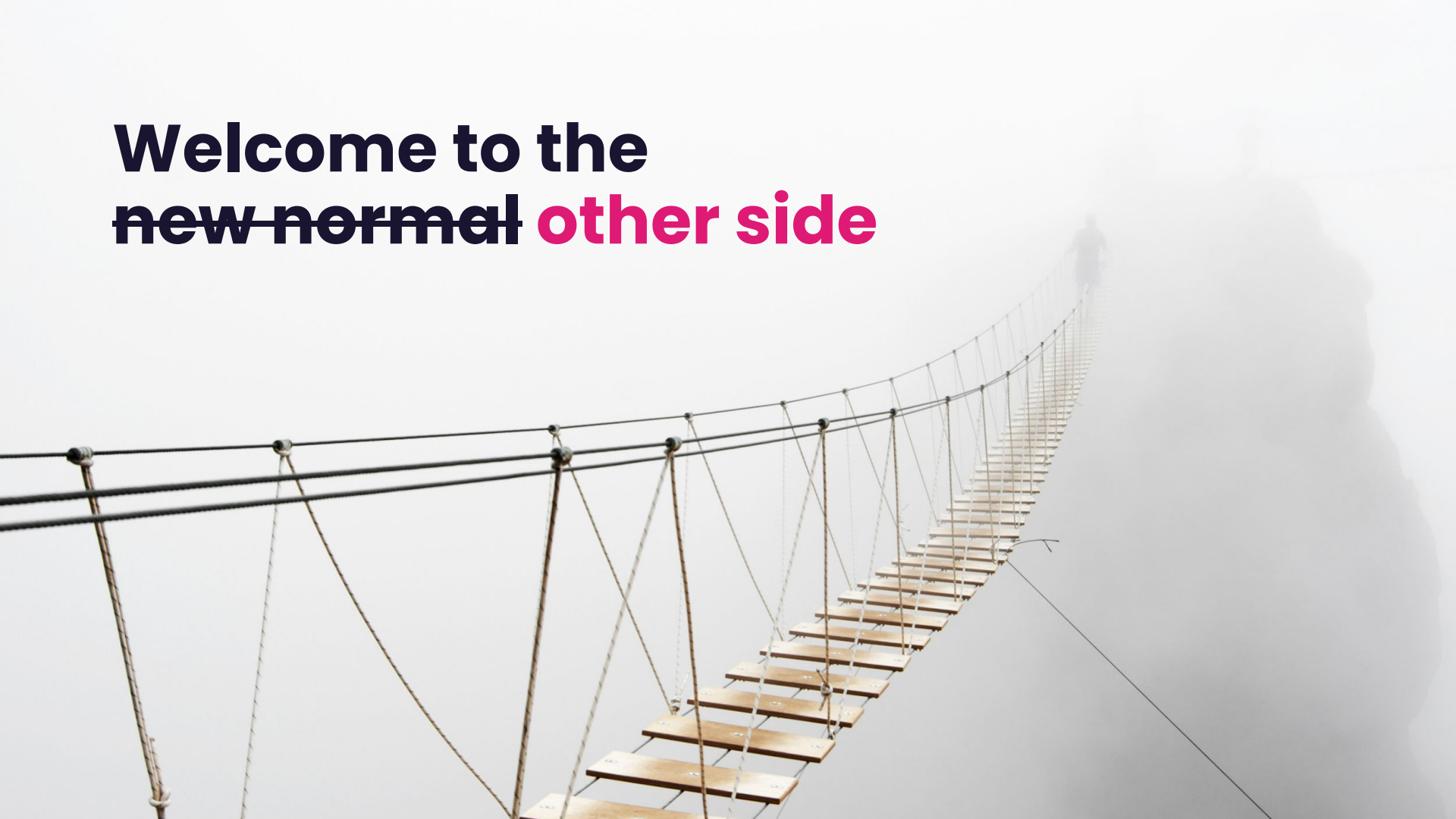


GWJ & Publicis

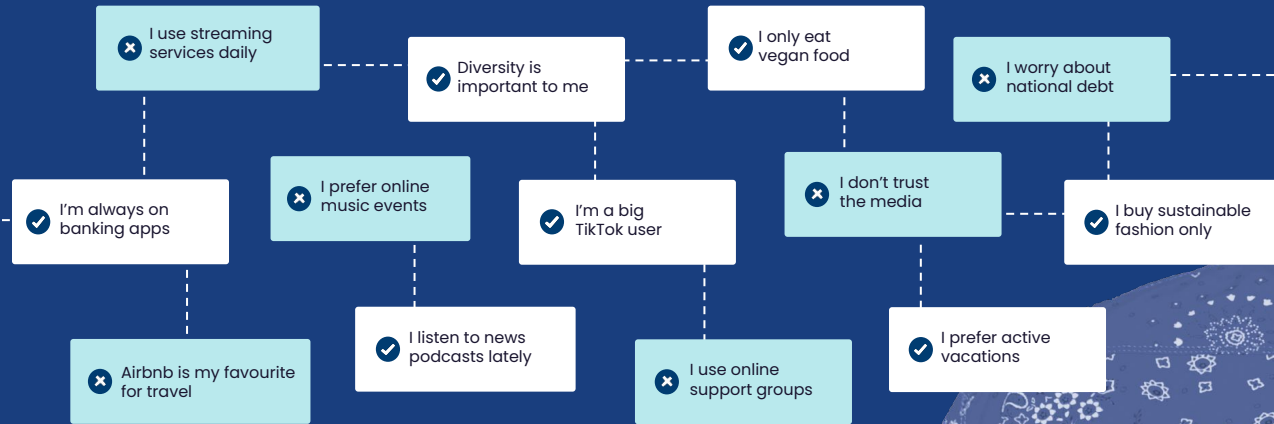
Getting the most out of GWJ



**Welcome to the
~~new normal~~ other side**



Where things (and people) change by the minute



2/3

ChatGPT users would consistently use it over a search engine to answer questions

The number of baby boomers who say TikTok is their favorite app has doubled in the last two years

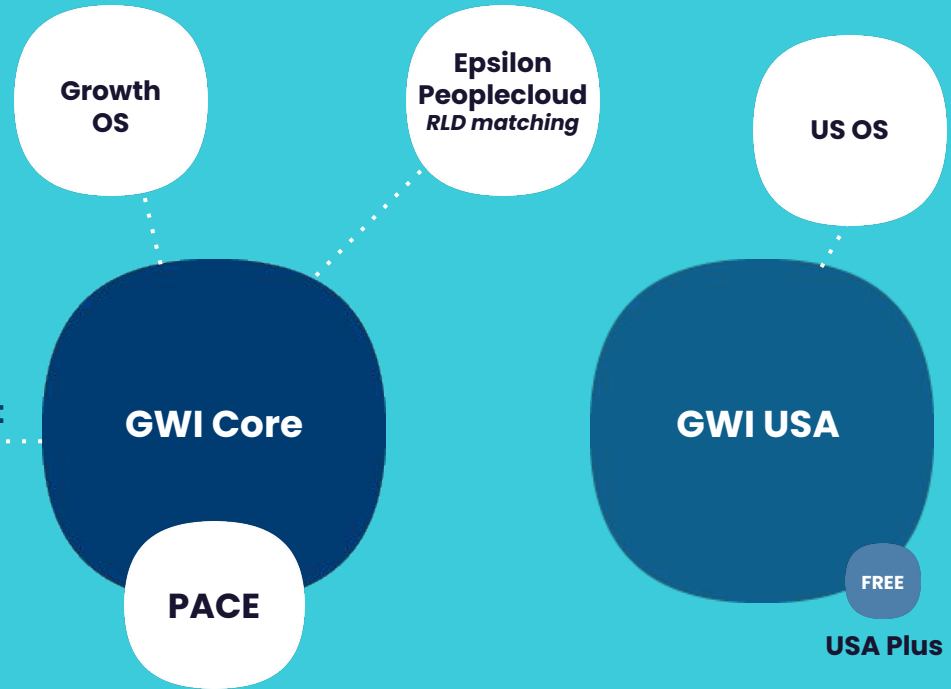
56%

of Gen Z and millennials follow influencers with the same beliefs or values as them

GWI Universe



Recontact



GWI Kids
18 markets

PACE: Topics



Q1 2023

**Channel
roles &
influences**

Q3 2023

**Receptivity
moments**

Q4 2023

AI & Future trends

**Do whatever
you want
with **GWI**
Custom**

🔍 **Ask your audience anything**

🕒 What do they really think of your brand?

🕒 **How do they interact with you?**

🕒 Will that campaign work?

🕒 Will that message cut through?

🕒 How do they see you versus competitors?

With bespoke surveys to suit your needs



**Concept development
and testing**



**Purchase journey
mapping**



**Brand measurement
and strategy analysis**



**Usage and
attitude studies**



Segmentation studies



Web analytics



**Advertising
effectiveness**



Audience profiling



**Audience targeting
validation**

GWl Custom lite

Helping you gain a competitive advantage

We understand that pitching for new or existing business is becoming more and more **competitive**.

In this increasingly competitive landscape, it's crucial to respond in a **timely and cost-effective manner** to put yourself in poll position.



Test your hypothesis with faster turnaround times and lower prices



You write the questions you want to asking your audience up to 30 questions



Harmonize your bespoke data points with our existing GWl Core or USA datasets

GW product
roadmap
sneak peek 🙈



Coming soon

Easily understand your audiences

- AI generated natural language description
- Quickly discover any audience details
- Create more accurate and tailored charts
- Copy paste audiences to share easily



Build your audiences

The screenshot shows the GWI Audiences builder interface for the audience 'Millenials who buy Meal Kits'. The interface is organized into three main sections, each starting with an 'Include' button and a 'Data points' count.

- Section 1 (Blue header):** 'Include' button, 'people with Any of these at...' (Data points: 3/38). It contains three 'OR' conditions:
 - Meal Kit Delivery Services » Gousto (UK Only) X
 - Meal Kit Delivery Services » Hello Fresh (Canada, France, Germany, Italy and ... X
 - Meal Kit Delivery Services » Mindful Chef (UK Only) X'Add more attributes +' link.
- Section 2 (Green header):** 'Include' button, 'people with Any of these at...' (Data points: 1/4). It contains one 'OR' condition:
 - Generations » Gen Y (Millennials) X'Add more attributes +' link.
- Section 3 (Purple header):** 'Include' button, 'people with Any of these at...' (Data points: 1/16). It contains one 'OR' condition:
 - UK Regions » London X'Add more attributes +' link.

Between the sections are 'AND' and 'OR' logic buttons. The top navigation bar includes 'Charts', 'Audiences', 'Crosstabs', 'Dashboards', 'TV', and 'Insights'.

Share your audiences

Audience description

This audience consists of individuals who live in London and belong to Generation Y, and their households have either Gousto, Mindful Chef, or Hello Fresh meal-kit delivery services.

Coming soon

GWI Luxury

- Purchase behaviors and experiences, including online vs. in-store
- Split by categories such as jewelry, watches, clothing, handbags, glasses and fragrances
- Deep dive into second hand luxury products, including purchase motivations and perceptions
- Covering luxury brands loyalty, image, awareness and recommendations



Your expanding GWI team

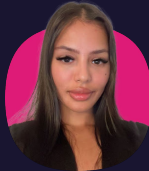
EMEA



Lizzy D'Souza
Global Account
Director



Saskia Casanova
Account Manager, EMEA



Nafiza Uddin
CER ROW



George Lyons
Senior Customer
Success Manager



Kabya Saikia
Customer Success
Executive



Alex Truman
Customer Success
Director

ROW

Sophie Barter
Head of Networks
EMEA

Jim Soscie
Head of Networks
US

Christy Civitanova
Senior Account
Director US

Odelia Ching
Account Manager
APAC

Tyler Collins
CS US

Teddy Piper
CS APAC

Kabya Saikia
CS EMEA

Support email
hellopublicis@gwi.com

Publicis partnership

Understanding the power of GWI





Kristina Von Gerichten

Senior Director of Data Analytics,
Publicis Media



Lizzy D'Souza

Global Account Director
GWI

5 minute break

Up next:

Retail Trends 2023



GWI trends

E-commerce: you are what you buy

**You are what
you buy**

Retail trends in 2023

GWI.

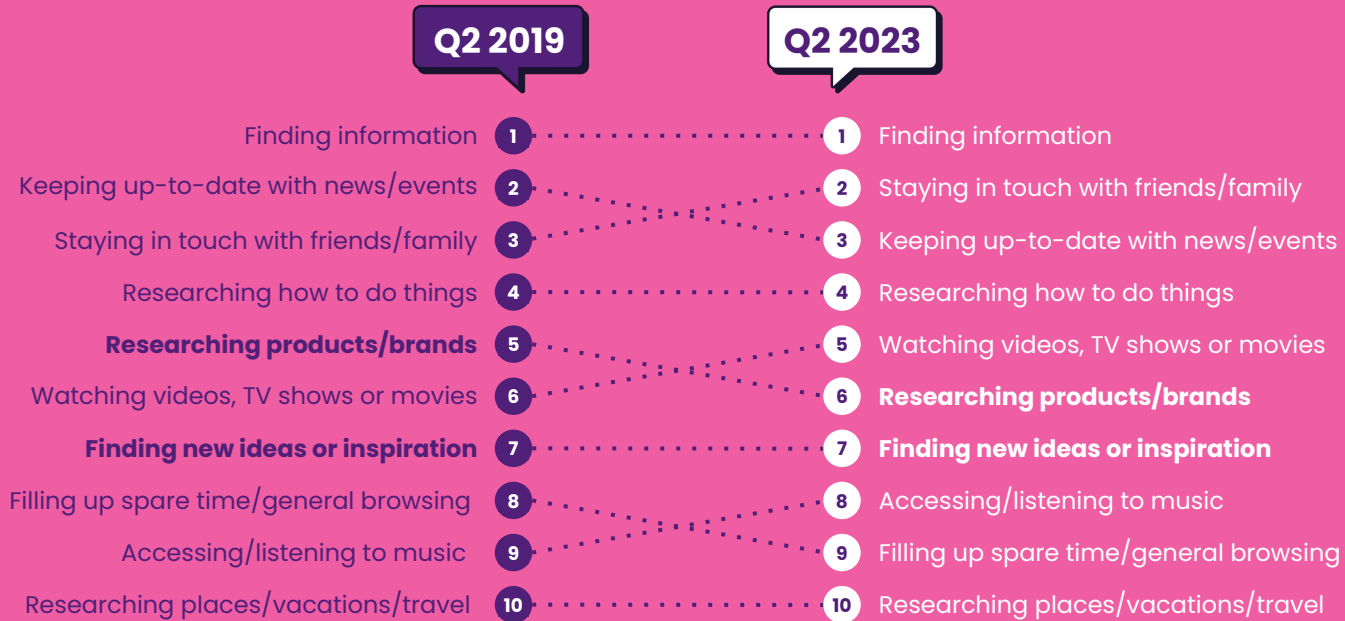


How people buy

Buying journeys

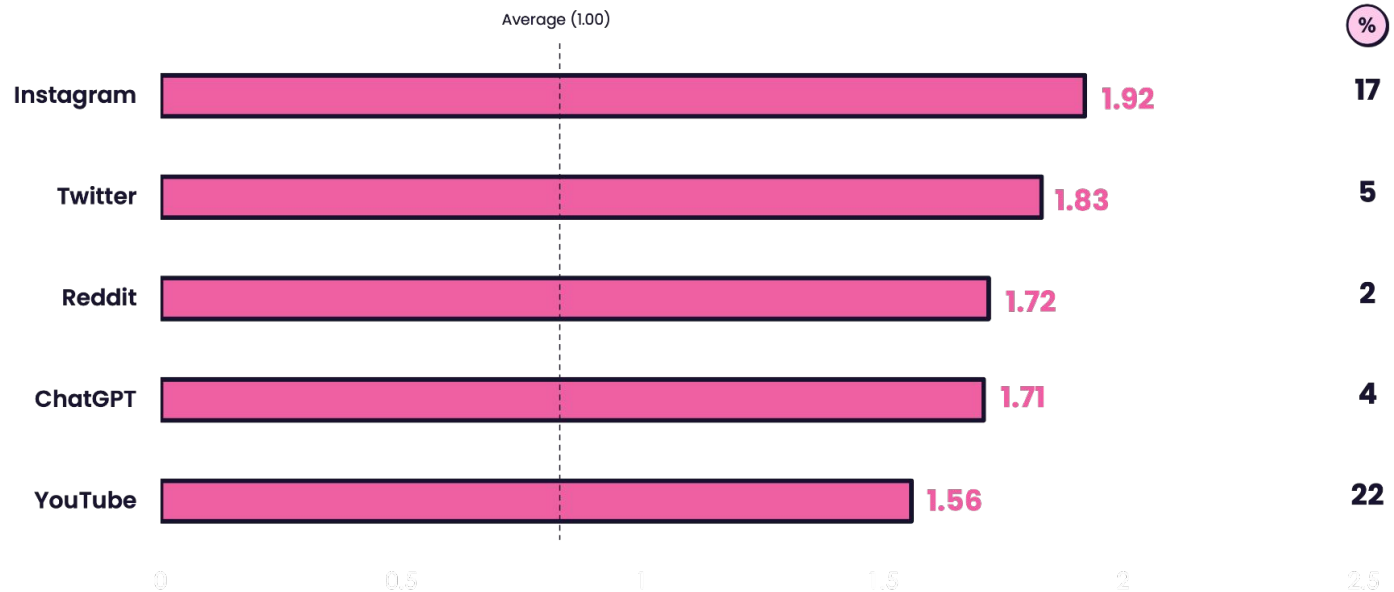
Researching brands is on the decline

Rank based on the % in EMEA who say the following are important reasons for using the internet



There's even more competition for search

Standout online search platforms Gen Z in Europe say they use, sorted by top over-index





38%

**of millennials in Europe
say they're comfortable
using an AI integrated tool
to buy a product/service**

And older generations are tapping in

Change in **daily time spent** on social media between Q2 2019 & Q2 2023

-17 mins



-14 mins



+1 min



+6 mins





Where people buy

Online vs. in-store



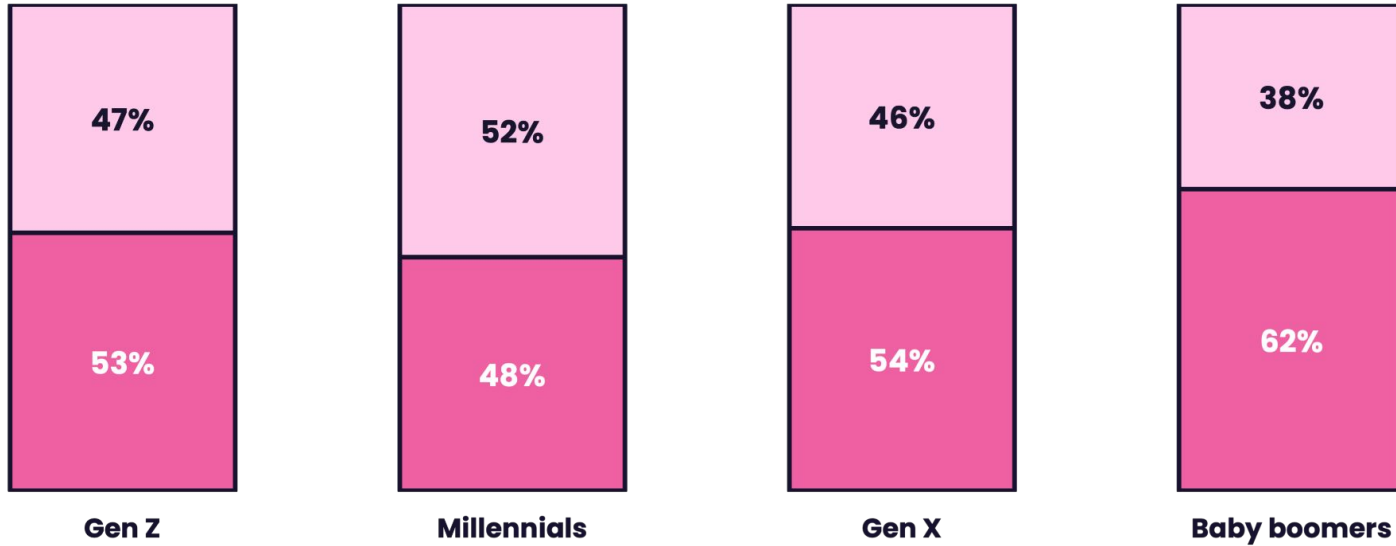
52%

**of consumers in EMEA
say they'd rather shop
in-store than online**

Finding the right balance

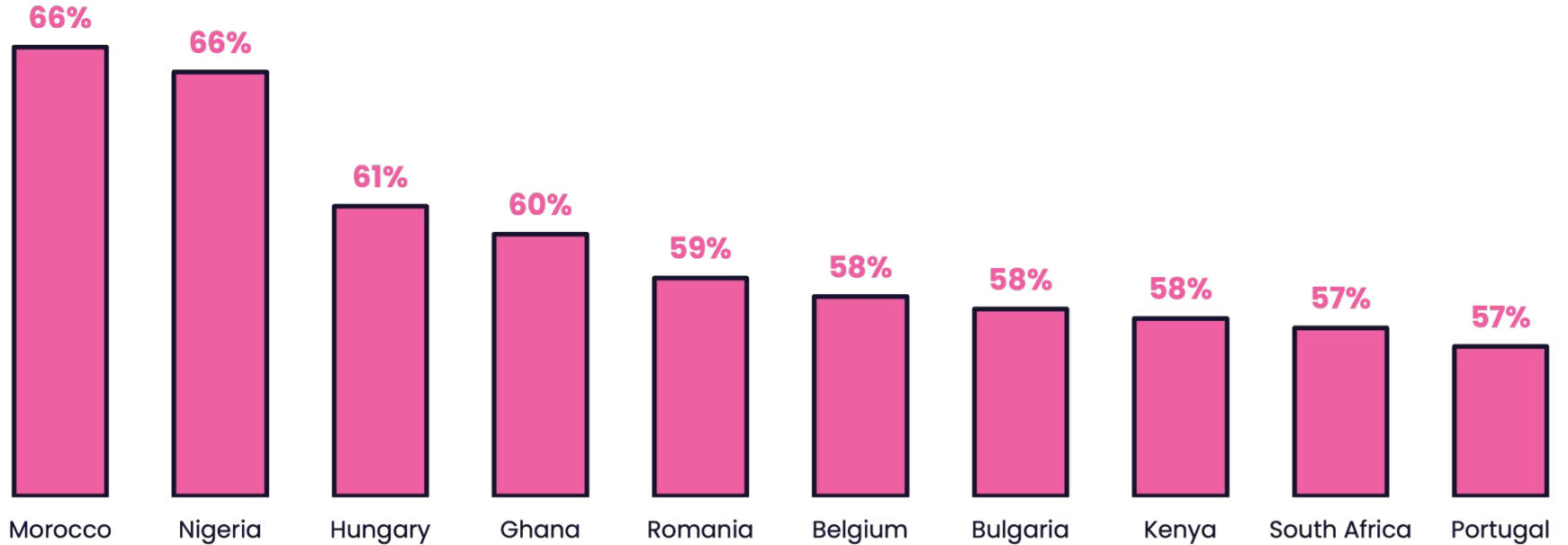
% who say they'd rather shop in-store/online, by generation

Online In-store

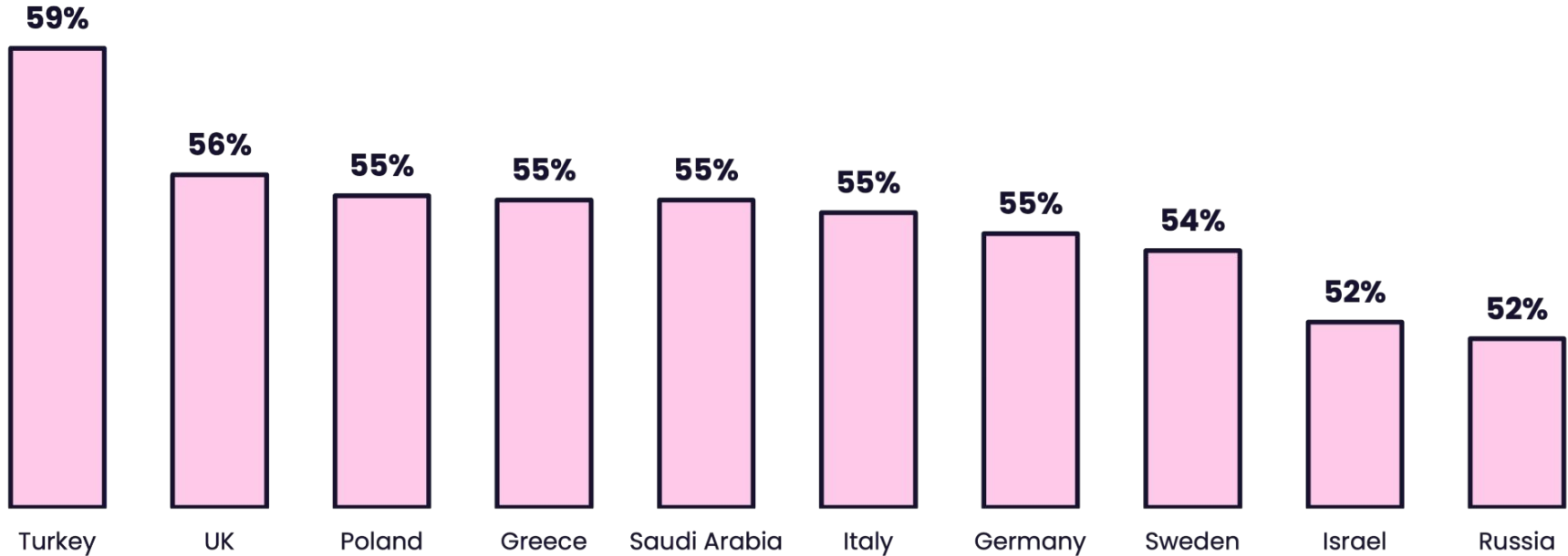


Some prefer to shop IRL

% in EMEA who say they'd rather shop in-store, sorted by market



...while others are big on URL





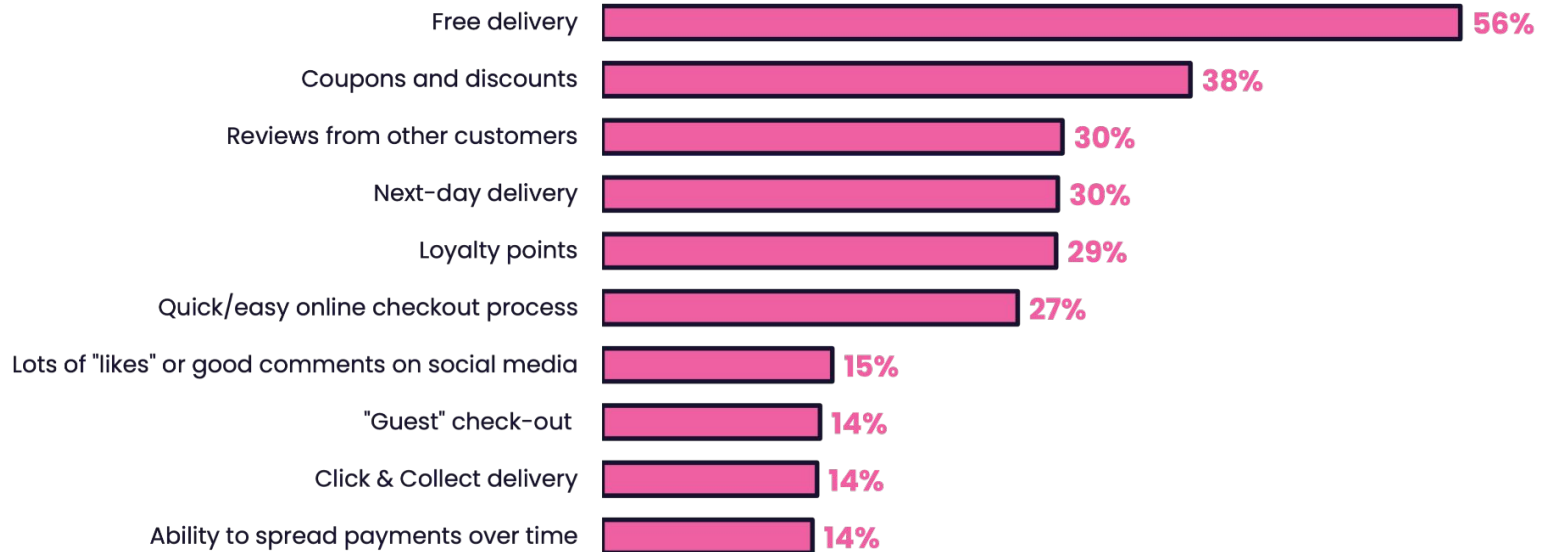
Spotlight on

Shoppers in EMEA



They're keen on free perks

% in EMEA who say the following would increase their likelihood of purchasing a product online



The lowdown on loyalty

Loyalty points are a growing purchase driver in EMEA



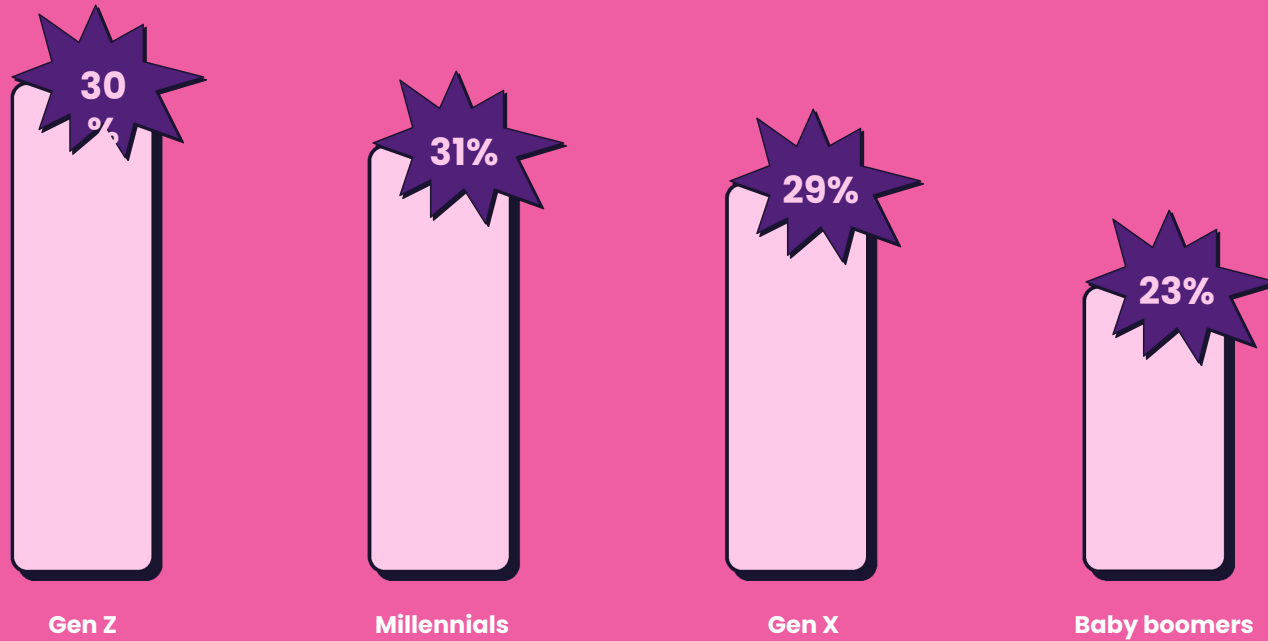


Why people buy

The psychology of shopping

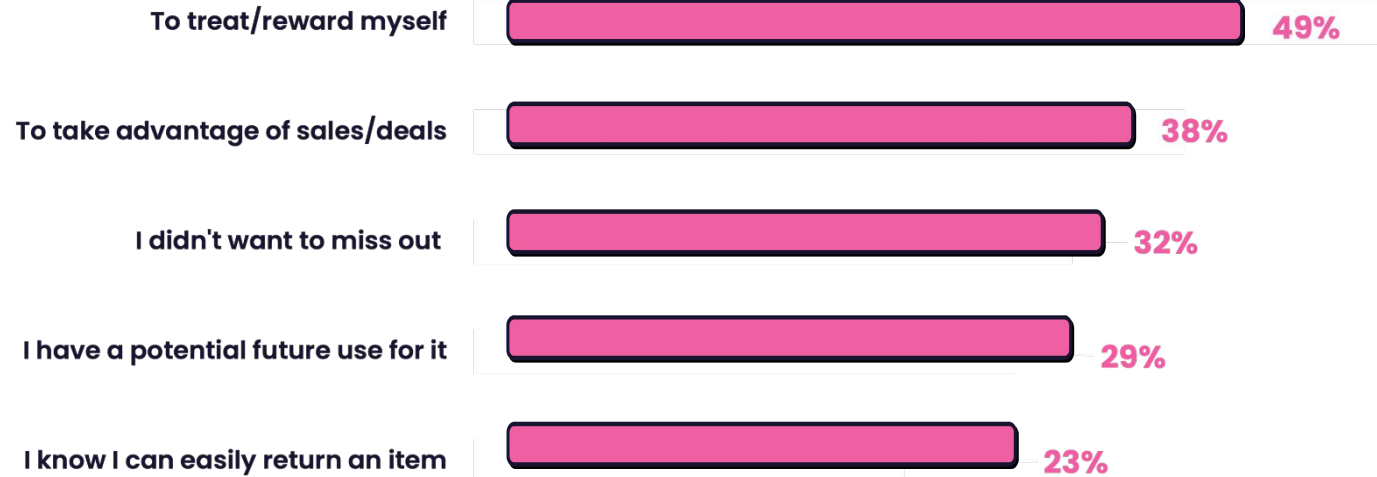
Retail therapy: the real picture

% in Europe who say they make impulse purchases once a month



Mood-boosting treats for the win

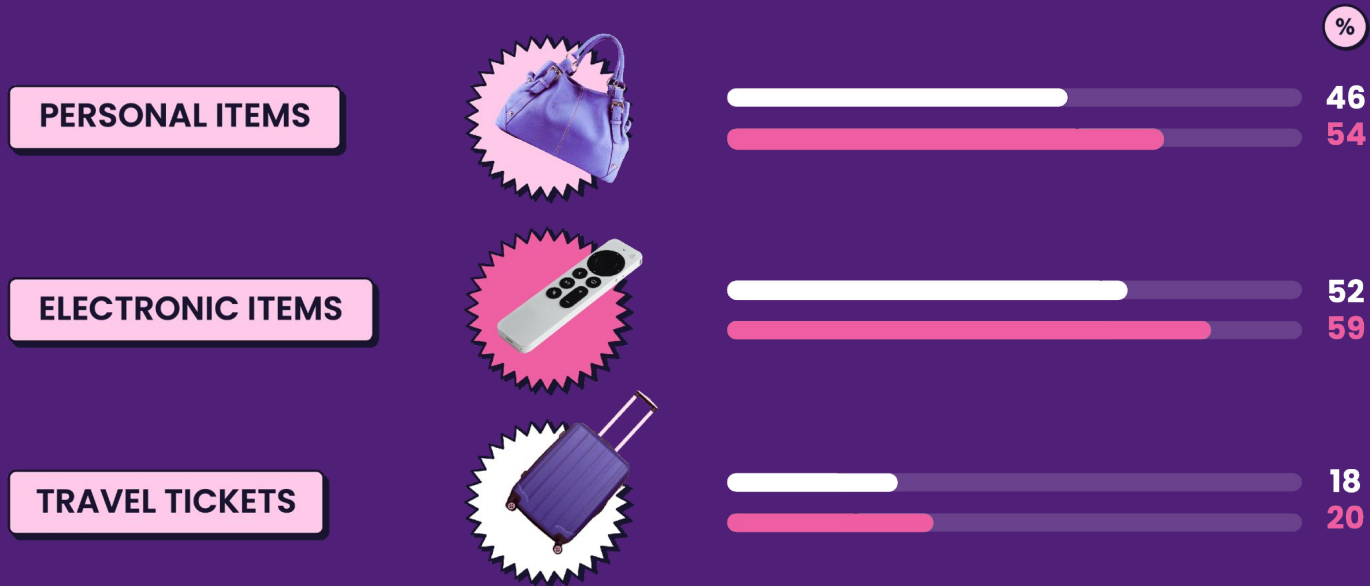
% of impulse purchasers who say they make impulse buys for the following reasons



What are the hot ticket impulse buys?

% in EMEA who planned to buy the following products in the next 3-6 months vs those who said they followed through with their purchases

■ Planned to purchase in the next 3-6 months ■ Purchased 3-6 months later





Spotlight on

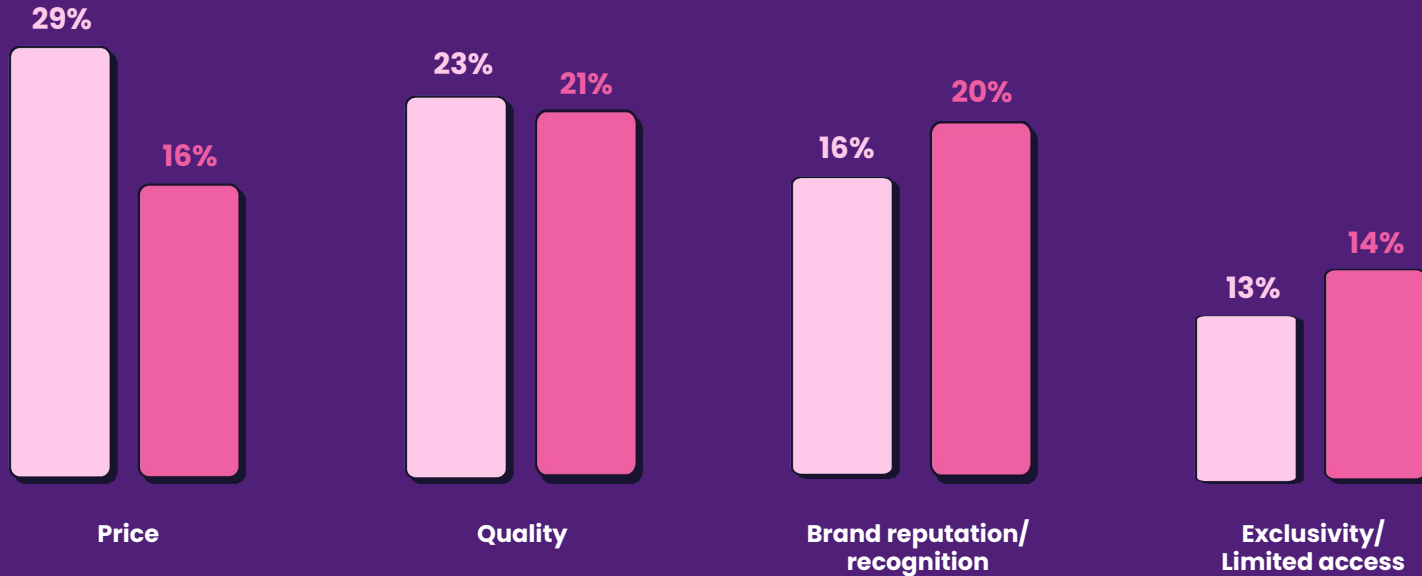
Luxury purchases



How Europeans define luxury

% of consumers who consider the following the defining factor of a product being "luxury"

■ Europe ■ ROW



SALE



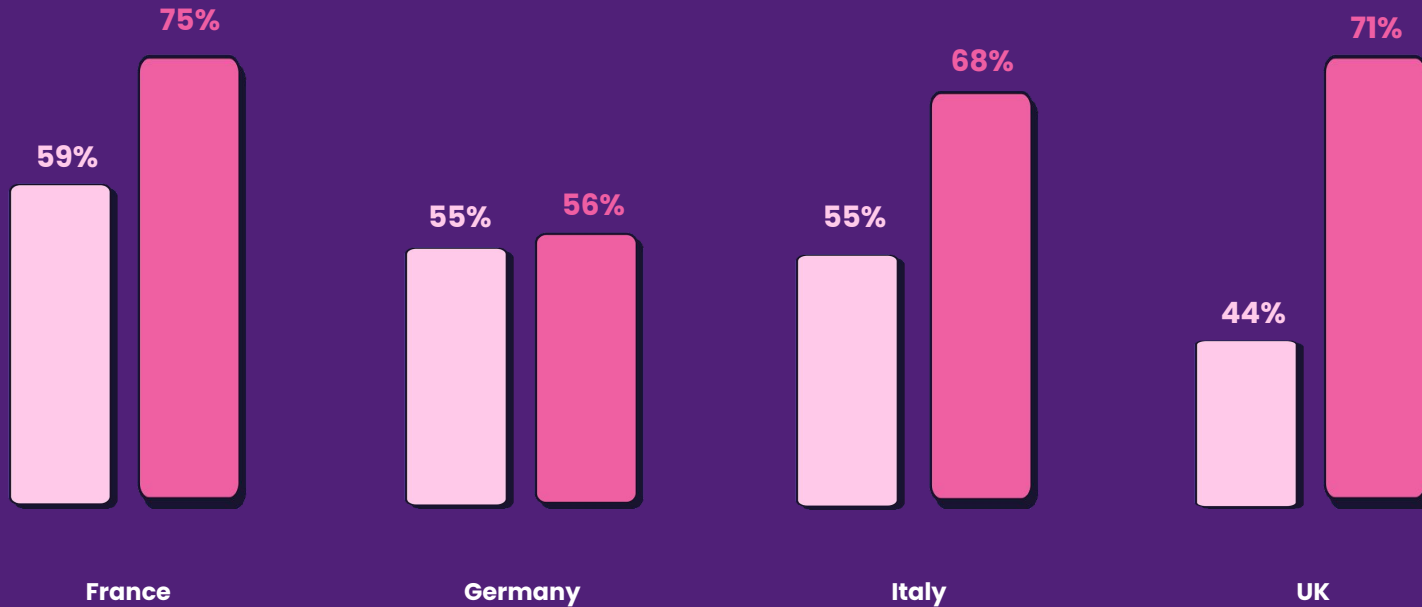
Europeans primarily buy fake/duplicate products due to their price and value for money



The strive for high-end is fueling dupe culture

% of Europeans consumers, and luxury buyers who say they've purchased a fake/duplicate product in the last year

■ Average consumer ■ Luxury consumer





58%

**of luxury buyers in
Europe say they've
purchased a
second-hand product
in the last year**

Key takeaways



01

Active research is in down

02

Though price is on the mind,
so is treat purchasing

03

Social commerce is
Fueling impulse buying

04

Consumers in EMEA are big on
luxury, even if it's not the real deal

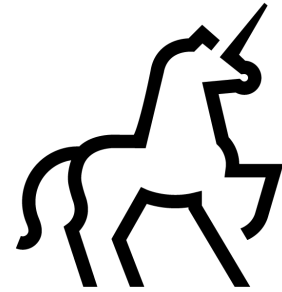
Thank you

Got questions?

lhussain@gwi.com

GWI.

Custom Success Story



DIGITAS



Honor Moshay

Analytics Director, Digitas UK



Mary Hudson

Analytics Director, Digitas UK

Digitas Primark bespoke study: Unlocking growth through audience segmentation

Primark



428 stores in 18 markets

COVID-19: Primark predicts £1.5bn sales hit from lockdown store closures

The store-only fashion chain's lost sales are predicted to exceed £1.5bn as bosses continue to refuse to trade stock online.



James Sillars

Business reporter @SkyNewsBiz

🕒 Thursday 25 February 2021 17:50, UK

Challenges

1

Primark strategy is product first – deeper **insight into the behaviours and motivations** of their audience was required to improve contact strategy

2

Media measurement is focused on incrementality – we needed to find and understand the correct target audience(s) to **unlock growth**

3

The current Primark CRM database, though rapidly growing, was limited and not yet useful for a 1st Party **data led segmentation**

“

To help Primark maximise digital channel incrementality by creating data-grounded, actionable segments that can be applied across Primark

Benefits

1

Representative Sample

Nationally representative sample of 18-65's

2

Survey Focus

Recontact survey could be focused on Primark, whilst leveraging wealth of core GWI profiling and lifestyle data

3

Cost Effective

Cost effective way to reach a statistically significant volume of respondents to create 5-7 clusters

Methodology

1,000 respondents recontacted

10 mins survey length

Across 8 key departments

Everyday / New
season - Women

Everyday / New
season - Men

Kids

Beauty

Home

Party

Holiday

Gifts

We asked questions covering:



**Spend per
Shop**



Competitors



**Frequency of
Shop**



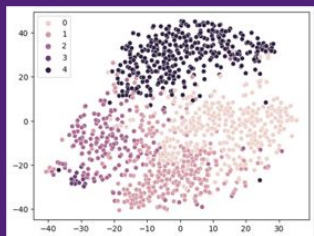
**Motivations to
Shop**



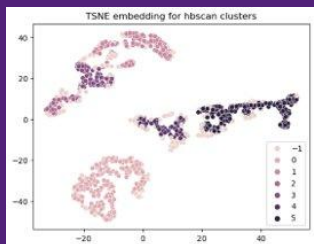
**Primark
relationship**

Methodology

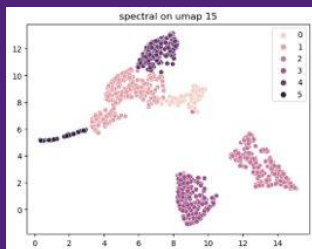
Iterative approach to segmentation



K-Means



HDBSCAN



Spectral

Matched our segments back to GWI's core survey



Summary



Demos



Media



General Shopping



Departments

Findings

Shopping behaviour was heavily impacted by;

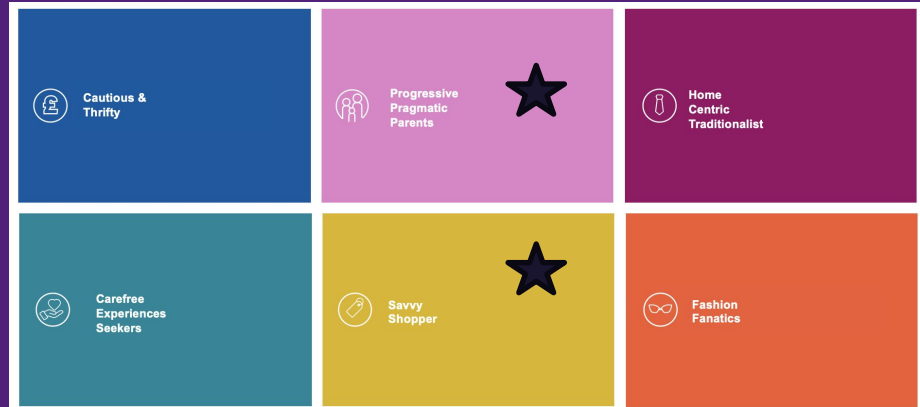
- Life-stage
- Income
- Attitudinal



Findings

The typical Primark shopper – Fashion Fanatic’s that are targeted on organic social and exposed through UGC – accounts for <10% of shoppers.

There is a growth opportunity in the over-45’s who are buying for themselves and their children.

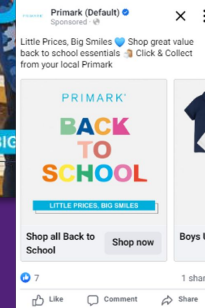


Findings

Targeting Progressive Parents vs BAU audience with a site traffic KPI

- 8-point decrease in bounce rate
- 20% uplift in time on site
- 23% uplift in pages viewed







2 x engagement with Stock Checker



Findings

Plotting category spend against Primark spend across departments allowed us to spot the highest revenue driving opportunities.

Home, gifts and beauty – under penetrated departments.

	OVERALL	EVERYDAY FASHION	KIDS	BEAUTY	HOME	GIFTS	HOLIDAY	PARTY
Cautious & Thrifty 	WIN	IGNORE	GROW	WIN	WIN	WIN	IGNORE	IGNORE
Progressive Pragmatic Parents 	RETAIN	RETAIN	RETAIN	RETAIN	RETAIN	RETAIN	RETAIN	RETAIN
Home Centric Traditionalists 	WIN	IGNORE	IGNORE	WIN	WIN	WIN	IGNORE	IGNORE
Carefree Experience Seekers 	GROW						GROW	GROW
Savvy Shopper 	GROW						GROW	GROW
Fashion Fanatic 	RETAIN						RETAIN	RETAIN

Categorising Grow / Win / Retain / Ignore

Category Spend
HIGH



WIN

H Category spend
& L Primark spend



RETAIN

H Category spend
& H Primark spend



IGNORE

L Category spend
& L Primark spend



GROW

L Category spend
& H Primark spend

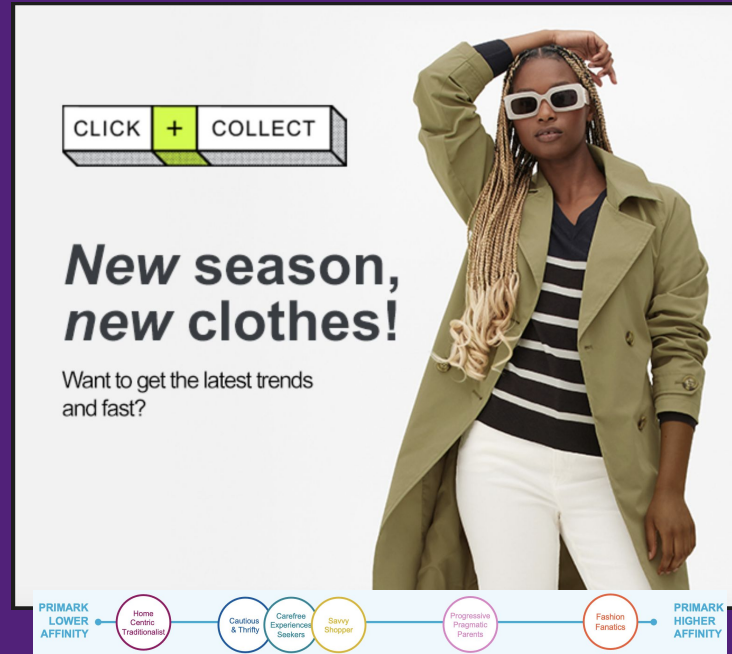
Category & Primark Spend
LOW

Primark Spend
HIGH

Findings

Primark's new C&C campaign leant into one of the segmentation findings – that the top two highest affinity segments are up to 5X as likely to be motivated by browsing the new season for everyday fashion.

- Highest CTR from email
- +50% higher traffic than previous most popular email
- 46% higher conversion to stock check



CLICK + COLLECT

**New season,
new clothes!**

Want to get the latest trends
and fast?

PRIMARK LOWER AFFINITY

Home
Genetic
Traditionalist

Cautious
& Thrifty

Carefree
Experience
Seekers

Savvy
Shopper

Progressive
Pragmatic
Parents

Fashion
Fanatics

PRIMARK HIGHER AFFINITY

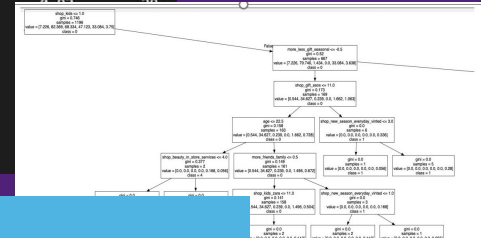
Aligning with CRM

Golden questions created to categorise CRM sign-ups to segments

Next Step:

Roll out of Fun quiz to Primark's CRM base.

	precision	recall	f1-score	support
0	0.89	0.89	0.89	9
1	0.72	0.68	0.70	31
2	0.96	0.90	0.93	30
3	0.79	0.96	0.87	30
4	0.74	0.70	0.72	30
5	0.86	0.86	0.86	30
accuracy				
macro avg	0.83	0.83	0.83	
weighted avg	0.82	0.82	0.82	



The image shows a digital interface for a coffee quiz. At the top, it says "Hello there" and "I'm Ola Persson, NESCAFÉ® Dolce Gusto® Coffee Creator". Below this, there are four main categories: "FREQUENCY", "FLAVOUR PREFERENCE", "BRAND LOYALTY", and "USAGE OF COFFEE". Each category has a question and several answer options represented by circular buttons. To the right, five mobile phone screens display the quiz in progress, showing various coffee-related images and questions.

Results

1

Primark have **deeper insight into who their audience are and their behaviours and motivations** informing messaging and creative in contact strategy

2

Primark know which audiences to target within each department to focus on **incrementality** and initial campaigns have generated strong returns

3

Primark have the process to **identify and activate** segments across media and CRM

Further iterations

Insurance Client

Our insurance client needed a similar segmentation but wanted to **focus on attitudes rather than purchase behavior**, we used the same methodology with a new lens of focus that led to...

- Emphasis on the core values of each segment to enable our client to communicate using the right tone and language
- Development of a comprehensive strategy tailored specifically to each of the five identified customer segments
- Empowerment of our client to effectively target and engage with each segment, ultimately driving more personalized and effective customer interactions.

And More....

Please reach out for any questions on how this could be applied to your clients or further details on our methodology

Honor Moshay

Honor.Moshay@digitas.com

Mary Hudson

Mary.Hudson@digitas.com

Q&A

10 minutes break

Up next:

**Who wants to be
a **G**WIllionaire?**



Who wants to be a **G**W**ill**ionaire?

Play the game



Rules of engagement

- **No money** will be involved in today's festivities - but there are most definitely **prizes** 🙄
- **No eliminations** - we'll play until the end
- **No cheating** - duh
- **Every person** for themselves - there's an 'i' in winner ok people?
- We're playing on **Kahoot** - to join the game, use [this code](#)
www.kahoot.it

£1,000,000

£500,000

£250,000

£125,000

£64,000

£32,000

£16,000

£8,000

£4,000

£1,000

£500

£100

How to get started

Join at www.kahoot.it
Game PIN:

\$1,000,000

\$500,000

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Who wants to be a *GW*illionaire?

Round 1

GW Core



In the last year, what was the % increase for consumers in EMEA who say that click & collect delivery is important to them?

A. 23%

C. 6%

B. 12%

D. 17%

\$1,000,000

\$500,000

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\$100

Who wants to be a *GW*illionaire?

Round 1

GW Consumer Tech



What % of consumers say that brand experience is important to them when looking to purchase a smartphone?

A. Gen Z

C. Gen X

B. Millennials

D. Baby Boomers

\$1,000,000

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Who wants to be a *GW*illionaire?

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\$500

\$100

Who wants to be a *GW*illionaire?

Round 1

GW*I* Zeitgeist



What % of consumers say they made a purchase after reading a review?

A. 33%

C. 45%

B. 20%

D. 72%

\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

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Who wants to be a *GW*illionaire?

Round 1

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\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 2

GW**I** Core



What % of EMEA consumers say they would pay more for an eco-friendly product?

A. 28%

C. 77%

B. 55%

D. 24%

\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

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Who wants to be a **GW**illionaire?

Round 2

GW**I** Core



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\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 2

GW**I** Kids



\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Globally, what % of kids aged 8 to 11 have played Roblox?

A. 22%

C. 37%

B. 49%

D. 28%

Who wants to be a **GW**illionaire?

Round 2

GW**I** Kids



Globally, what % of kids aged 8 to 11 have played Roblox?

A. 22%

C. 37%

B. 49%

D. 28%

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\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 2

GW**I** Zeitgeist



What % of European consumers have purchased beauty products during a live shopping event?

A. 22%

C. 44%

B. 33%

D. 55%

\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 2

GW*I* Zeitgeist



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D. 55%

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\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 3

GW**I** Kids



In which European market are kids most interested in climate change?

A. UK

C. Spain

B. France

D. Italy

\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

\$32,000

\$16,000

\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **G**WIllionaire?

Round 3

GWI Kids



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D. Italy

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\$8,000

\$4,000

\$1,000

\$500

\$100

Who wants to be a **GW**illionaire?

Round 3

GW**I** Automotive



Globally, what is the most important factor to consumers when purchasing a car?

A. Comfort

C. Safety features

B. Fuel efficiency

D. Performance/handling

\$1,000,000

\$500,000

\$250,000

\$125,000

\$64,000

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Who wants to be a *G*Willionaire?

Round 3

GWI Zeitgeist



What is the most common social media platform that European consumers use to follow influencers?

A. Facebook

C. Youtube

B. TikTok

D. Instagram

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Who wants to be a **GW**illionaire?

Round 4

GW*I* Zeitgeist



What % of European consumers say that a brand's likelihood of being sustainable relies on their carbon footprint?

A. 60%

C. 44%

B. 41%

D. 57%

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Who wants to be a **GW**illionaire?

Round 4

GWI Alcohol



In Europe, what is the go-to drink of choice for consumers looking to treat themselves?

A. Champagne

C. Brandy

B. Beer

D. Wine

\$1,000,000

\$500,000

\$250,000

\$125,000

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Who wants to be a **GW**illionaire?

Round 4

GW**I** Consumer Tech



In Europe, what % of consumers that own a VR product say they use it for gaming?

A. 64%

C. 49%

B. 57%

D. 37%

\$1,000,000

\$500,000

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\$1,000

\$500

\$100

Congratulations

We have a winner



10 minutes break

Up next:
GWIAwards



GWJ Rockstars



In the last 12 months.....



**Most platform
logins**



**Most crosstab
exports**



**Most audiences
created**

**And that's
a wrap**

