Creating a Social Media Marketing Campaign

Directions:

For this *Project*, you will be creating a social media marketing campaign with three components for a company.

- 1. Your instructor will assign a company and product or service as well as a target audience in which to create and focus the campaign.
- 2. On a separate sheet of paper write a paragraph which develops the following:
 - Profile of the company and the product or service the company provides: explain the vibe of the company, the benefits of the product or service and the challenges of selling the project or service
 - Profile of the target audience: explain their interests, average income and any challenges the company may face getting them to purchase the product or service
- 3. Based on the information from the two profiles, begin planning three components to advertise the product or service to your audience:
 - A logo for the product or service
 - A 10-second video to go on Instagram[®] or Snapchat[®]
 - An image to be promoted as an advertisement on Instagram[®] or Twitter[®]
- 4. Decide on color scheme, typeface and any images you will use, then complete the following:
 - Sketch three options for your logo and create your best version in a vector-based design program
 - Sketch three layouts for your advertisement and create your best version in a photo-editing design program
 - Storyboard your 10-second video, then record and edit your video using the video editing software of your choice
- 5. Once all components are finished, write a one-page description of how you have implemented the five design principles into your marketing materials (proportion, balance, emphasis, repetition and harmony).
- 6. In groups of three or four, share your *Projects* and complete a review answering the following questions:
 - Does this meet basic design principles
 - Does this communicate the intended message
 - Does this appeal to the intended audience
 - Does this effectively represent the company, brand, product or author
 - Does the utilize the medium effectively
- 9. Based on feedback, make any necessary changes and turn in your *Project*.