ADVERGAMING IN FURNITURE COMPANIES

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FAMILY, FMK, CYCLING



We have over 50 brands with revenues greater than \$100 million







INFORMATION BLINDNESS

• DESIRE TO SEARCH NEW AND NON TRADITIONAL APPROACHES FOR REACH THE MARKET

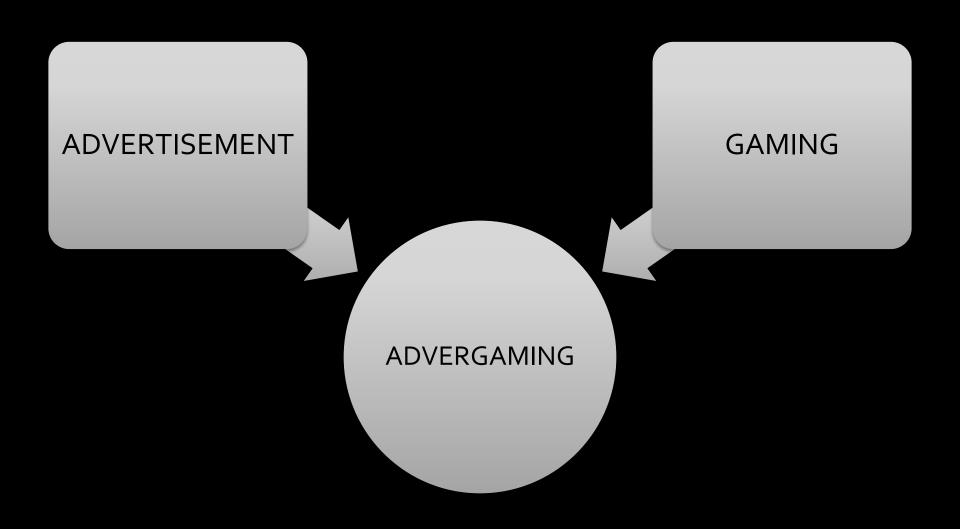
INNOVATION IN MARKETING
 COMMUNICATION

INTEGRATION

PRODUCT PLACEMENT GUERILLA MARKETING VIRAL MARKETING

MOBIL MARKETING DIGITAL MARKETING

ADVERGAMING





GAMES AND APPLICATIONS CARRY ADVERTISING MESSAGE

FACTORS WHICH DEVELOPE ADVERGAMING

- EXPANSION OF THE INTERNET
- EXPANSION OF ONLINE AND MOBILE TECHNOLOGIES
- INCREASING THE SPEED AND AVAILABILITY OF TECHNOLOGY
- CHANGES IN LEISURE TIME
- CHANGES IN SOCIAL BEHAVIOUR

WHEN USE ADVERGAMING?

- INFORMATION ABOUT NEW PRODUCT
- CREATING A POSITIVE IMAGE
- EXPANDIND BRAND AWARENESS
- DIRECT MARKETING TOOL
- SUPPLEMENTARY TOOL FOR ADVERTISING



ADVANTAGES

- BRANDS AND PRODUCTS ARE NOT TAKEN
 NEGATIVELY
- INCREASING SEO
- GAMES TEND TO INTEREST THE CONSUMER
 LONGER TIME THAN ADVERTISEMENT
- BLURING LINGIUSTIC AND ETHNIC BARRIERS
- ATTRACTING MEDIA ATTENTION

ADVERGAMING IN FURNITURE COMPANIES

- HOME DECORATION CONTACTS US SEVERAL TIMES IN LIFE
- EXCITING/STRESSFUL ACTIVITY
- NOT UNPLANNED SPONTANEOUS
 PURCHASE







FORERUNNERS IN ADVERGAMING IN FURNITURE BRANDS

Google SketchUp

LIVE CAS

Sweet Home 3D

Room Arranger

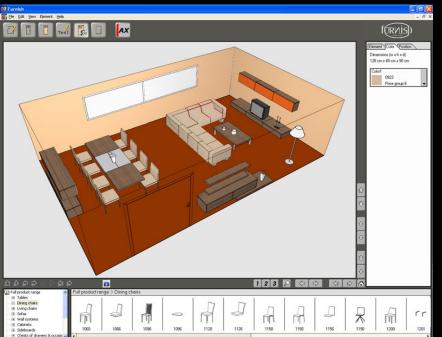
Home Archytect

Envisioneer express

Floor Plan

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3D Furnish



IKEA HOME PLANNER

RESPONSIBILITY TO CUSTOMERS

2000 IKEA GO TO SIMS



DIESEL



AUGMENTED REALITY IKEA

