

Background

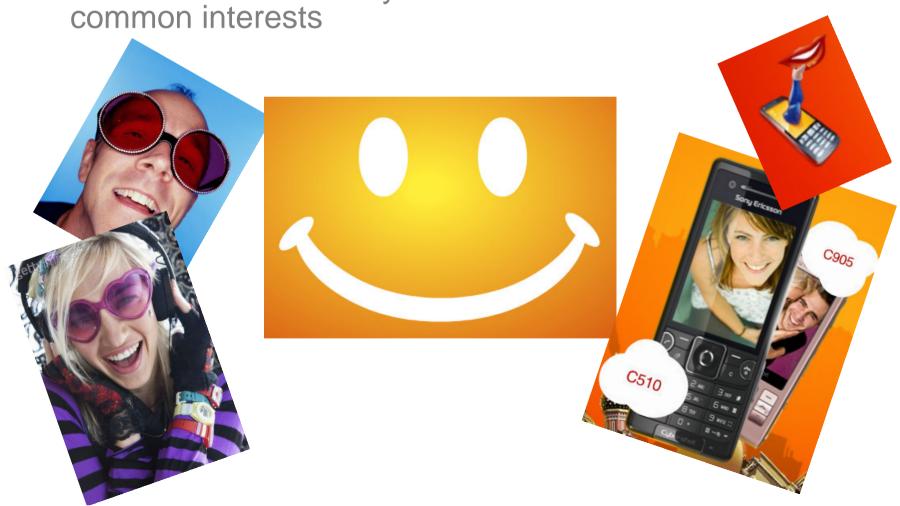
- In April 2009, Sony Ericsson launched a product innovation – the Smile Shutter[™] instant smile recognizing function in Cyber shot[™] line phones - C510 and C905
- Communication around the novelty was aimed at young and active Internet users

Goals

- Inform the target audience about the launch of Sony Ericsson™ phones with Smile Shutter™ function
- Dwell on the essence of the innovation in great detail by activating its discussion in the Net
- Stimulate sales of phones with the Smile Shutter™ function by combining the on-line project with BTL events and supporting it with the help of PR instruments

The idea development

• Humor and smiles as the territory where the target audience and the Sony Ericsson™ innovative offer have



The idea

Moscow and St. Petersburg are eternal rivals. Where is it better?
 Which is more beautiful? These questions are discussed not only by the residents of these cities, but also by the whole country

And where do people smile more often?

- This is the question asked by Sony Ericsson[™], which starts the smile hunting!
- The hunters are famous jokers, the stars of the Club of the cheerful and sharp-witted (KVN humor show) and the Comedy Club. They are ready to do anything to make passers-by smile and then capture their smiles with the cameras of Sony EricssonTM phones
- Anyone may join the hunters the interactive site
 www.smilehunter.ru gives a lot of opportunities for that

Key touch points

Relevant content

Humor and laughter – something that always raises genuine interest – are realized in the campaign as a constantly renewed and funny video and a simple on-line game "Catch a smile"

Celebrities involved The campaign participants popular with the target audience, whose job is to make people laugh. Playing the role of smile hunters, some of them – from the Comedy Club team – do it like Muscovites, the others – from the KVN team "Fedor Dvenyatin" – like the residents of St. Petersburg.

Interactivity

A possibility to influence the "hunters" activity by voting for the following quest (who the hunters must make laugh next time), as well as the result (which of the two capitals will get the status of the most smiling one)

A chance to win!

An easy chance to win original prizes by completing all game stages, and also to participate in the race for a super prize — a cult scooter VESPA

Realization

- The camera phone features have become key factors in creating diversified site content: videos, on-line games, etc.
- The Hunting results fully depended on the audience. Site visitors determined tasks for Hunters (make a taxi driver, a librarian, etc. smile) and chose a winner
- The hunters "caught" smiles with the help of camera phones, showing the principles of the new model's work
- Integration with BTL activities and possibility to win prizes (by various actions on the site) stimulated the WOM-effect and repeated user visits
- Everything happening on the site, participation of celebrities in the project, as well as the opposition of the two "smile capitals" found their reflection in PR initiatives

Integration scheme

BTL activities in **Prize centers**

The site visitors received points (for visiting, for voting, etc.), which they could later exchange for prizes in promo-points all over the country. Those who bought camera phones could take part in the drawing of cult scooters **YESPA**

www.smilehunter.ru

Visitors of several shopping centers took photos outside Sony Ericsson stands and could find their photos on the site in the *About the Campaign* section.

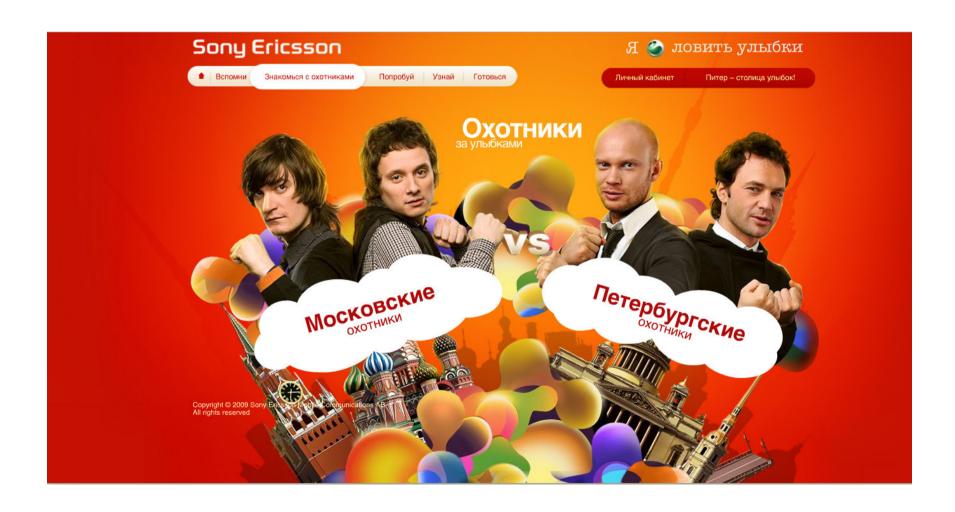
Each new video with a task was accompanied with a separate press release. A study to choose "the most smiling capital" was carried out and interviews with the project participants were initiated.

PR support

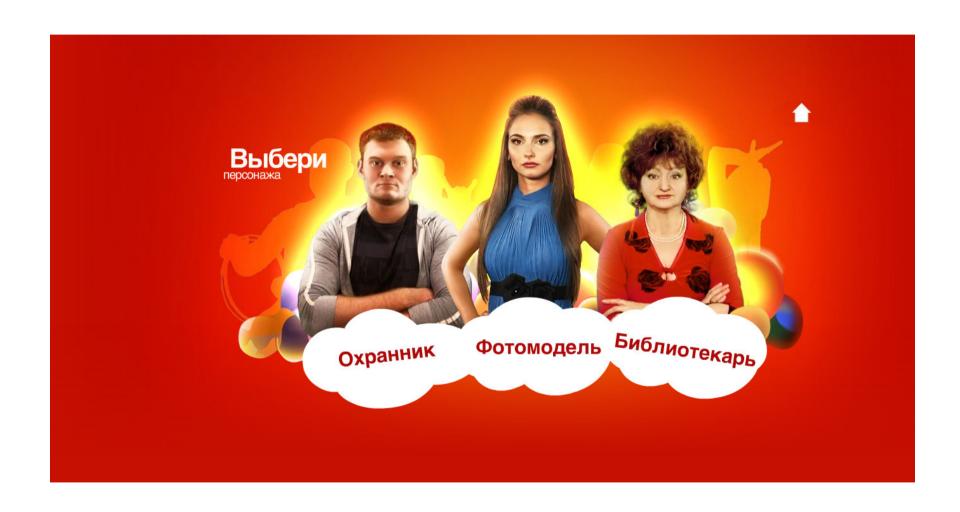
The site: battle chronicles



The site: about the hunters



The site: the game



Results

 Smile hunting from Sony Ericsson united digital solutions with BTL activities and PR tools by strengthening the campaign effect with the help of marketing channels synergy:

Results

1613 votes for videos
392 comments to the videos
6000 photos that took part in BTL campaigns
Over 25 FOC PR publications

Results – BTL

- Number of consultations 35 000+
- Number of photos 5 900
- Number of handouts distributed over 130 000
- Prizes given in Prize Centers 1179
- Prizes ordered by mail 1911
- Scooters drawn 5

Review of visits*

186 736 – number of visits

147 622 – number of absolutely unique visitors

235 636 - number of page views

1.26 – average number of views

0:01:22 – average length of being on the site

78.99% – new visits

Results - PR

- 25 publications
- Extended publications about the study and the project in TimeOut Moscow and TimeOut St. Petersburg magazines
- Total AVE € 19 447.6