

Agenda

- What are your understandings of marketing
- Theory and definitions
- Starting with a 'why'
- Icebreaker exercise
- 'Customer' journey mapping



Marketing





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Marketing is...













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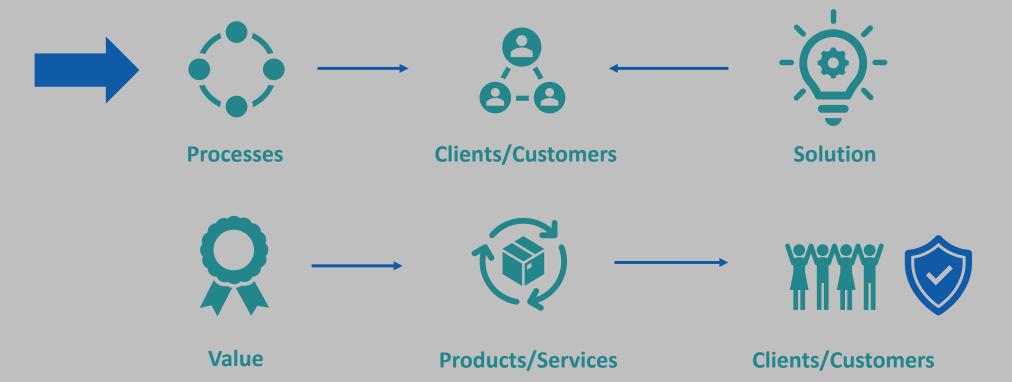


Marketing is the activity, set of institutions, and processes for creating, communicating, delivering, and exchanging offerings that have value for customers, clients, partners, and society at large.

"Many organisations — especially small ones — are already marketing without realising it."

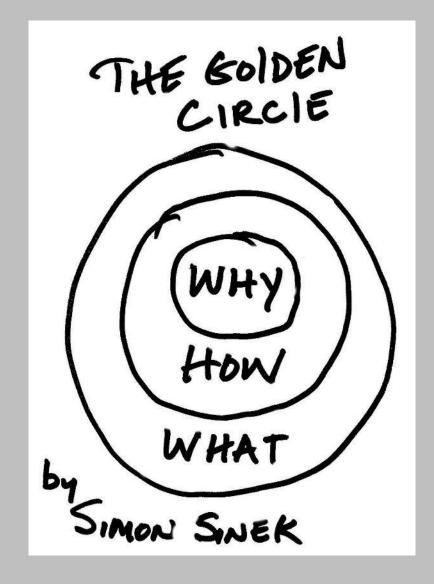
(CIM, 2024)

Marketing is...



Marketing is...







1. What do you as a FLAG do?

- 1. What do you as a FLAG do?
- We network local stakeholders.
- We are a public-private partnership.
- We implement CLLD under the EMFAF.



2. How do you do it?

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- We develop a local development strategy.
- We select and fund local development projects.
- We network and communicate the above.



2. Why are you doing it?

2. Why are you doing it?

- ... a more difficult question to answer.
- 'Because we have to?'
- What we mean by 'why' requires answering questions such as...

- 2. Why are you doing it?
- What drives us?
- What is our purpose?
- What is our passion?
- What are our beliefs?

In answering these questions – we start to understand the value we offer

Fun Exercise

- Get into groups of 4-6.
- Select an object from the box.

How would you market this object?

How would you market this object?

- Who is the target 'customer/client'?
- What problem does the product solve?
- What is its value?
- How might you communicate this?

'Customer' journey mapping

- Powerful tool for understanding if we are meeting needs
- Creates visual representations of interactions with your brand
 - YES your FLAG is brand!
- Purpose:
 - To gain insights into behaviours
 - Motivations, awareness, actions, 'touch points', 'pain points'
 - Issues and problems
 - To ensure we are providing 'value'

Customer journey matrix

Stages >	Motivation	Consideration	Application	Implementation	Advocacy
Customer Actions					
Touch points					
Pain points					
What solutions/value do you offer?					



Real world example...





Real world example...



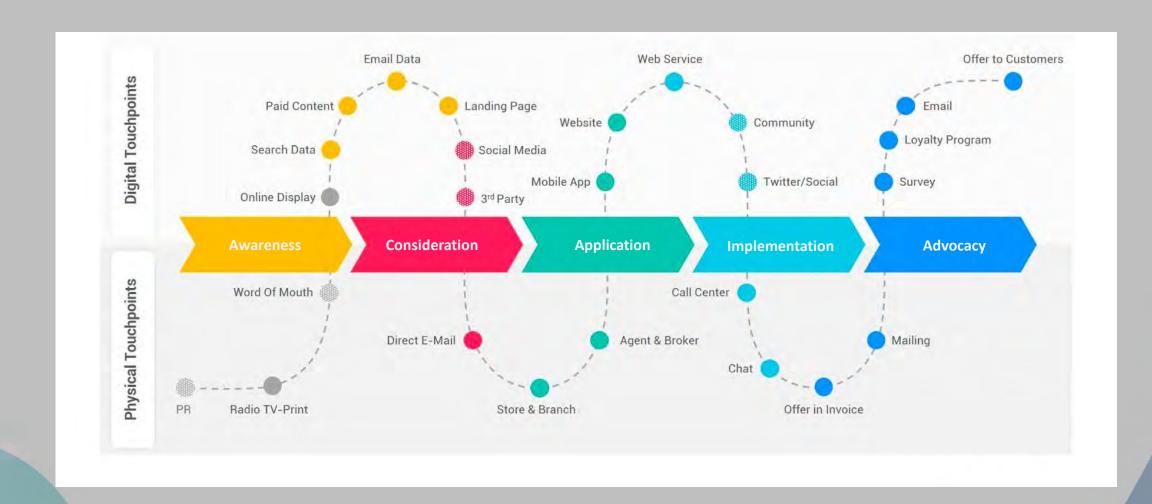
'Touch points'

- Refers to any interaction with your organisation
- A FLAG meeting
- An in-person meeting with the manager
- A visit to your website
- A visit to your social media
- A project application
- A project visit

Customer actions

- What do they do along their journey?
- Click a link?
- See an ad?
- See a call for projects?
- See a good practice or success story?

'Touch points'



'Pain points'

- Refers to any problems they encounter:
- Lack of information
- Lack of follow-ups
- Lack of networking
- Administrative burden
- Funding delays
- Lack of knowledge and/or support

Workshop

- Get into groups of 4-6 (different groups).
- First define your 'customer'
- Second map the typical 'customer' journey for a FLAG.
- Third try to visualise this journey.

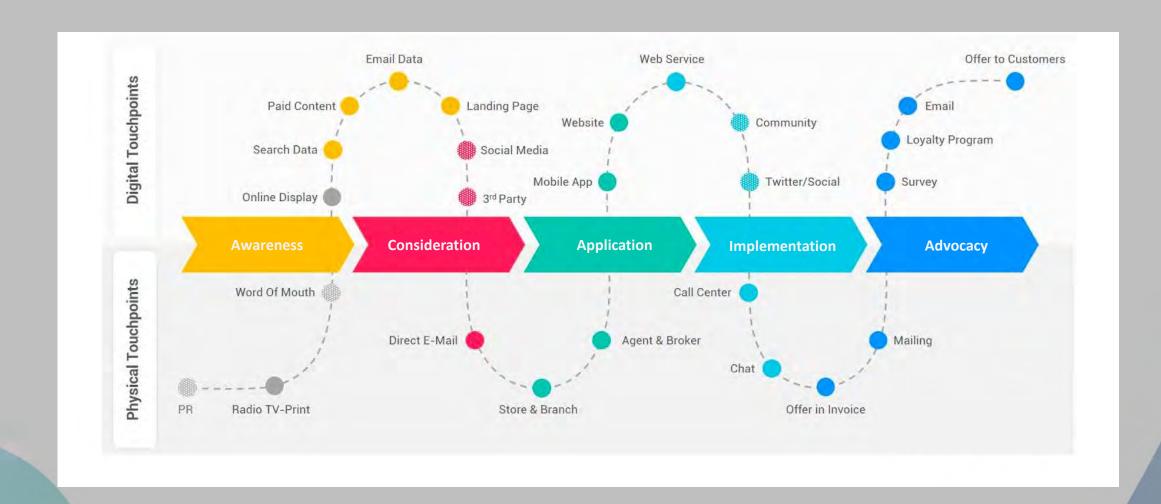
What is their journey with you?

Customer journey matrix

Stages >	Motivation	Consideration	Application	Implementation	Advocacy
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Touch points					
Pain points					
What solutions/value do you offer?					



Touch and pain points



Feedback and conclusions

- Key 'touch points'
 - Where can you really add value?
- Key 'pain points'
 - What are your solutions?