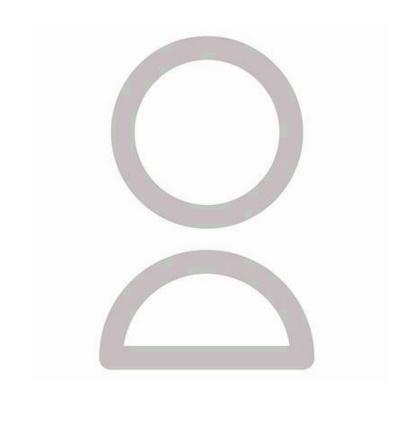
Integrating digital into your audience development plan

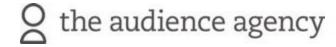
Adam Koszary, Head of Digital, The Audience Agency 17/10/2022





Outline

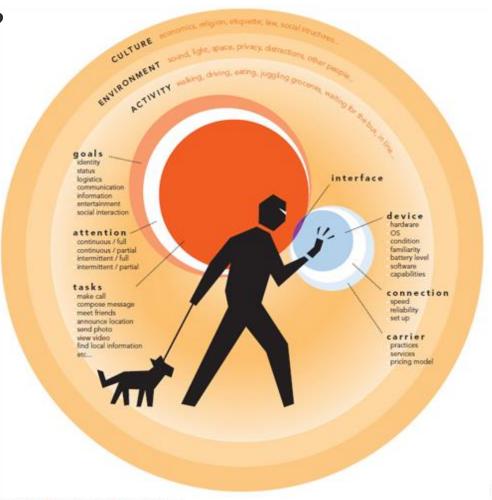
- 13:30-14:30
 - Audience development framework
 - Analysing yourself and audiences
- 14:30-14:40: BREAK
- 14:40-15:30
 - Planning and tactics
 - Evaluation and reporting



Why integrate digital?

 Our audiences and their behaviour is now hybrid - how can we be where they are?

- To understand the impact of our digital/hybrid offer so we can improve
- To anticipate and create opportunities
- To avoid the siloing of digital activity and our physical programmes



Our user journeys are hybrid



Audience development framework

Audience development... means... inviting people to do something...



Audience development... means... inviting people to do something...



Audience development...

means... inviting people to do something...

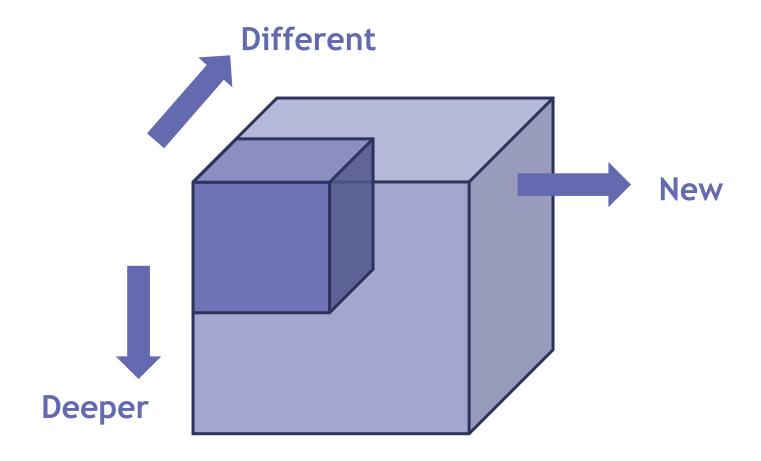


Audience development...

means... inviting people to do something...



Development means change





Doing Audience Development better?

Principles

- 1. Not a project or campaign an on-going strategy for change
- 2. Clear flow from mission and purpose
- 3. Organisation-wide, integrated thinking and doing
- 4. Based on real evidence of current and potential audiences need
- Audiences segmented with differentiated offer: programming, marketing, education + environment
- 6. Users involved in development
- 7. Plan for evaluation, review, adaptation



In the chat:

Describe the position you want your organisation to be in in 2 years time.



Situational Analysis

Types of Research

	Primary	Secondary
Qualitative	e.g. Focus groups	External reports
Quantitative	e.g. Surveys	Datasets, benchmarks
Internal	DIY research	Previous research, Operational data
External	Contracted out	Public resources

Collected to answer your current question

Collected for other reasons, but can be reused

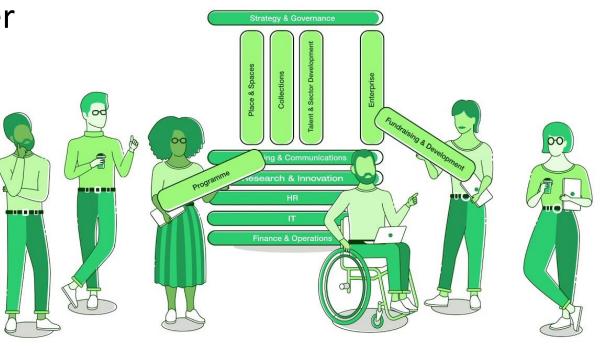
Situational Analysis

- Understanding the population
- Segmentation
- Who currently engages?
- Comparators and benchmarking
- Identifying opportunities
- Getting to know those who don't know you

Digital Maturity

Sort out the basics and your foundations so you can build an offer on top of them.

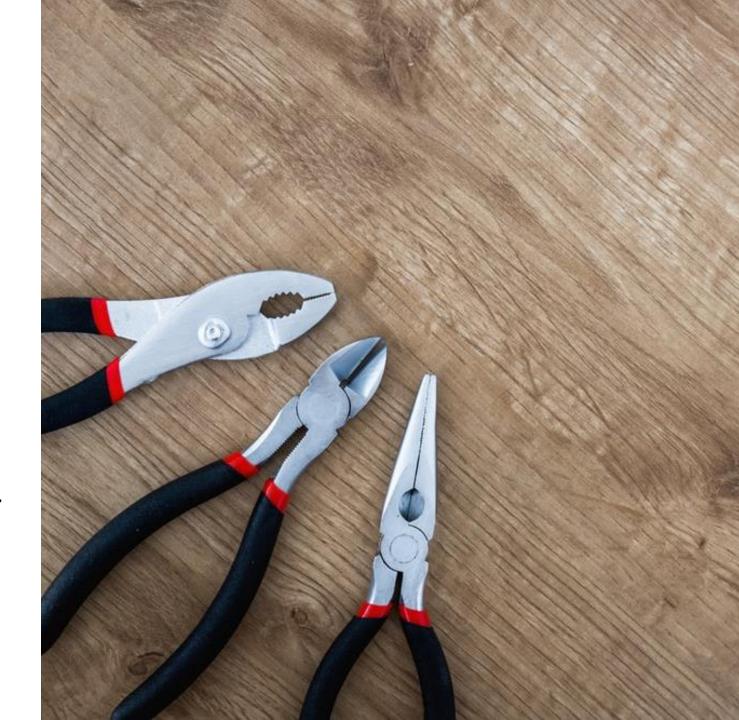
Your audience development may require new products, ways of working, equipment or skills.



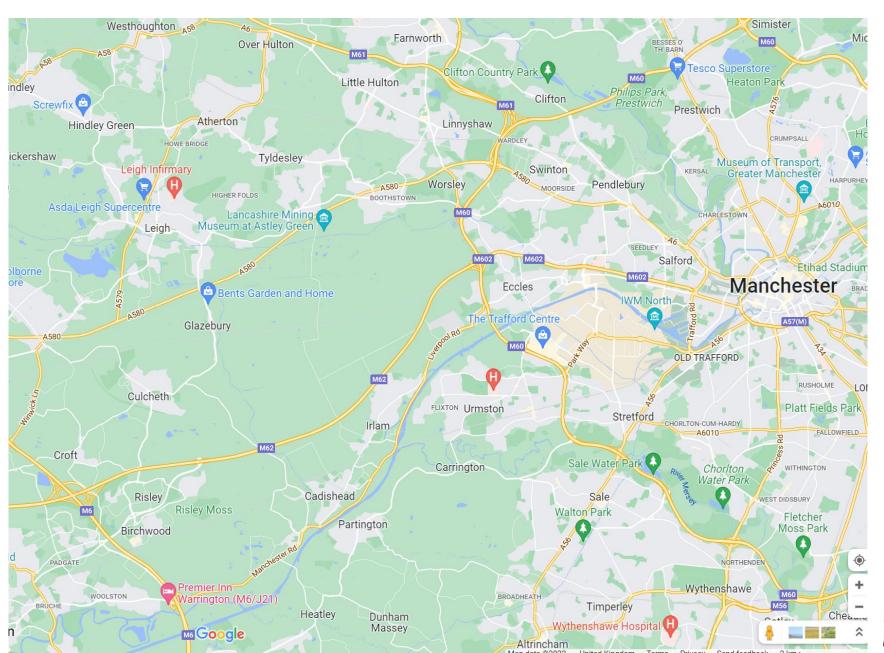
Situational Analysis: Understanding the Population

Tools

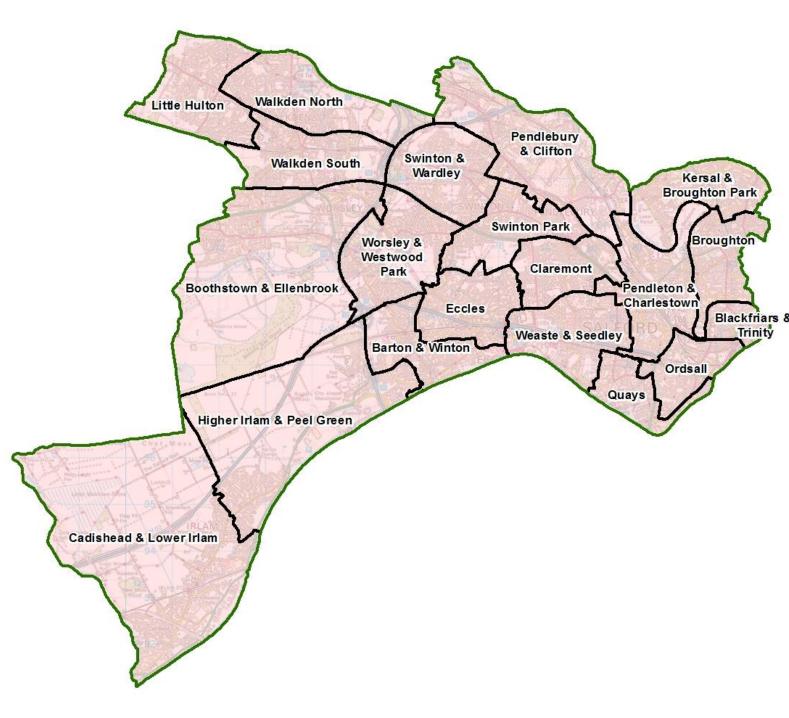
- ONS data
- Area Profile Reports
- 'data atlas'
- Indexing tools
- Taking Part Survey
- Active Lives
- Audience Spectrum
- Cultural Participation Monitor
- Peer organisations
- Your own records.



Maps help

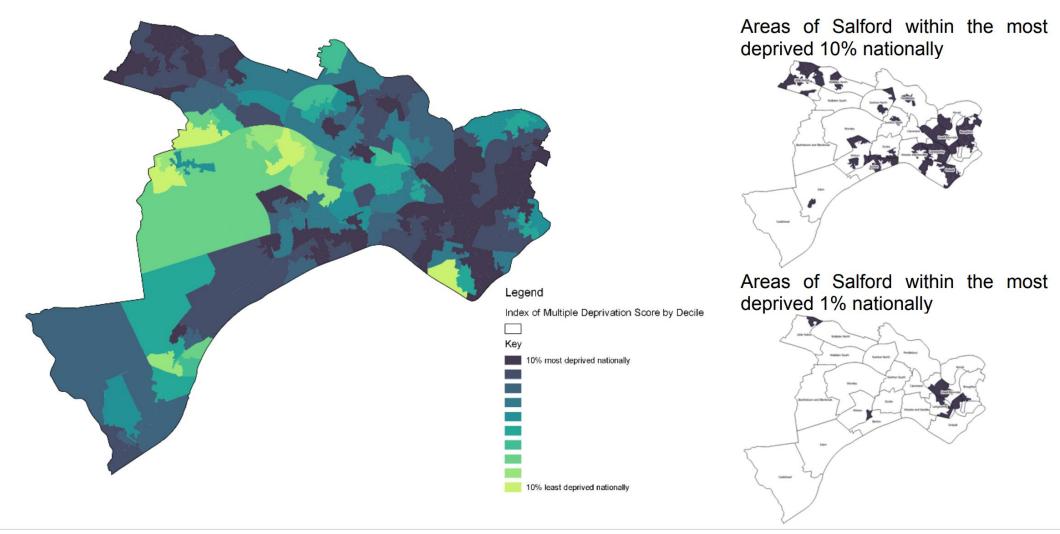


Unit of interest:
LA / wards /
post-code sectors /
SOA



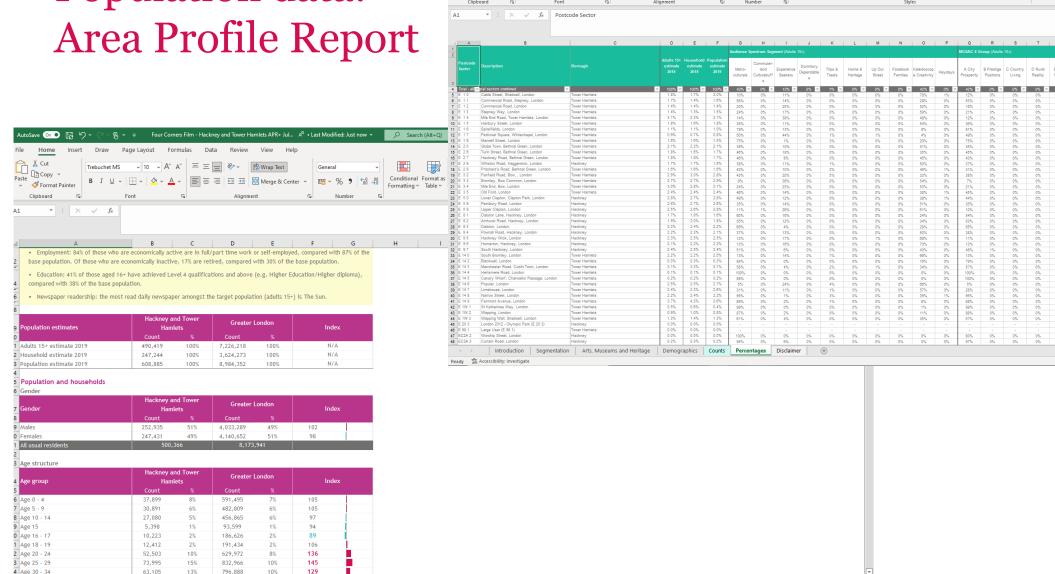
Population data: Indices of Deprivation

Fig 6 Salford Index of Multiple Deprivation score by decile



Population data:

Introduction | Segmentation | Arts, Museums and Heritage | Demographics | Counts | Percentages | Disclaimer | ①



∑ AutoSum ~ AZZ ✓

Conditional Format as Normal 8

Title 2

Normal

Percent 2

Secondary data: social and economic indicators /

indexes



Salford

Your Community Wellbeing score



Welcome to your Co-op Community Wellbeing score. To work it out, we've combined data on everything from green space to employment opportunities: in short, all the things that matter most to local communities. Have a read and see how your area compares.

Your Community Wellbeing score is:



Your highlights:

Culture, heritage and leisure	94
Transport, mobility and connectivity	78
Education and learning	78

People



learning





employment

Place



Culture, heritage



Transport, mobility and connectivity



Relationships



Relationships and



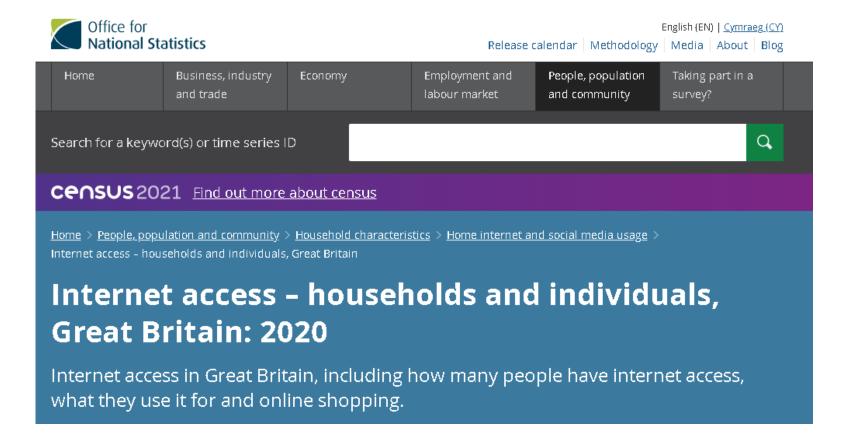
Equality



Voice and participation

For more information visit www.coop.co.uk/wellbeing

Digital use in the wider population



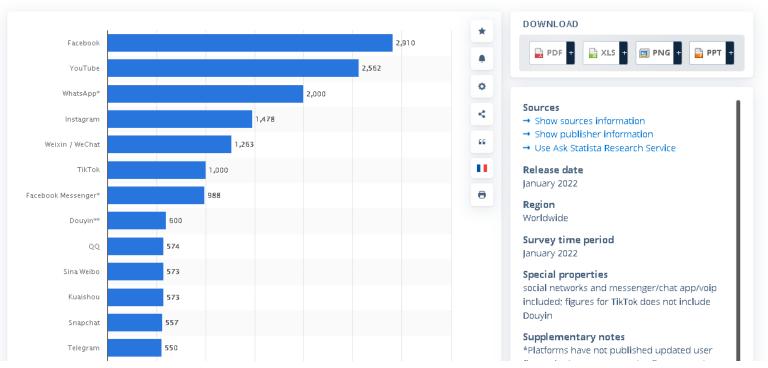
Digital use in the wider population



Internet > Social Media & User-Generated Content

Most popular social networks worldwide as of January 2022, ranked by number of monthly active users

(in millions)



Digital use in the wider population



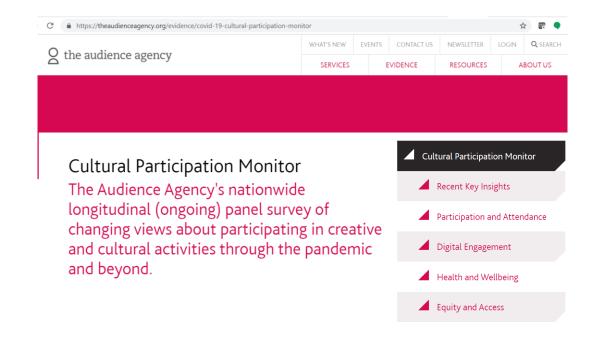
(COVID) Cultural Participation Monitor

What it includes:

- Physical/digital/participatory engagement with culture
- Wider leisure habits/activity
- Attitudes and responses re COVID

For:

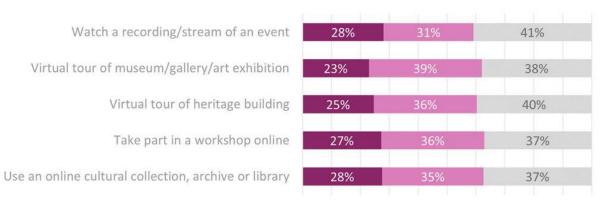
- Pre-COVID baselines
- During COVID / lockdowns
- Future intentions to engage.



For overall findings from Wave 1-5 and by theme, see theaudienceagency.org/evidence

Cultural Participation Monitor

Impact on Physical Visits for Those Interested in Digital Activities

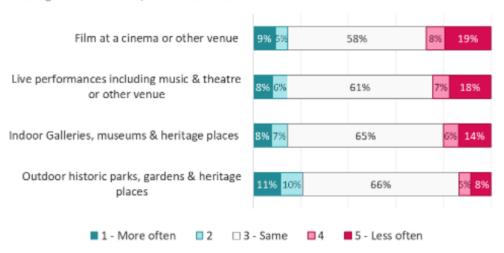


■ Instead of MOST physical visits ■ Instead of SOME physical visits ■ AS WELL as physical visits

4. Shifts in audience behaviour are likely to be longer term – but may bring new audiences

Most groups **expect to attend all cultural activities less often in the future, compared to pre-pandemic levels**. 27% saying they'd expect to go to the cinema less often in the future, compared to before the pandemic. On the other end, **22% expect to attend outdoor heritage venues more in the future**.



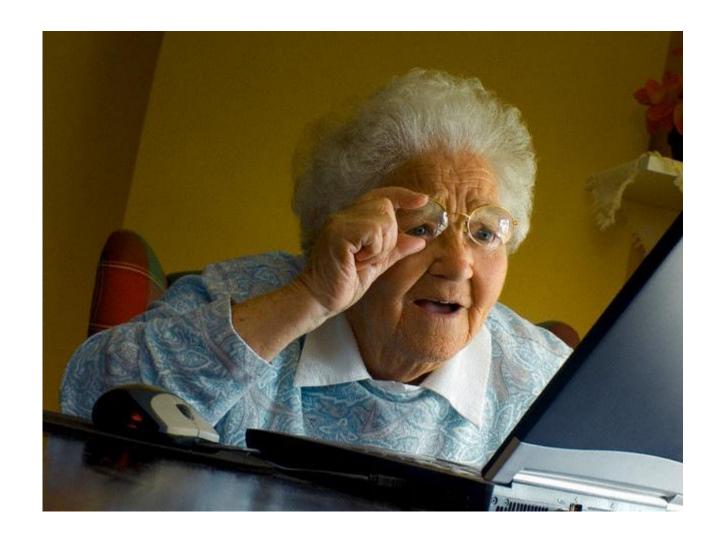


This is consistent with audiences' **feelings about how Covid will affect our lives in the long term**: 78% felt the impact will still be felt in a year's time, and just over half (57%), believe the impact will still be felt in two years' time.



(but also just keep an eye out)

Monitoring and Listening are key to tracking changing behaviours and trends.

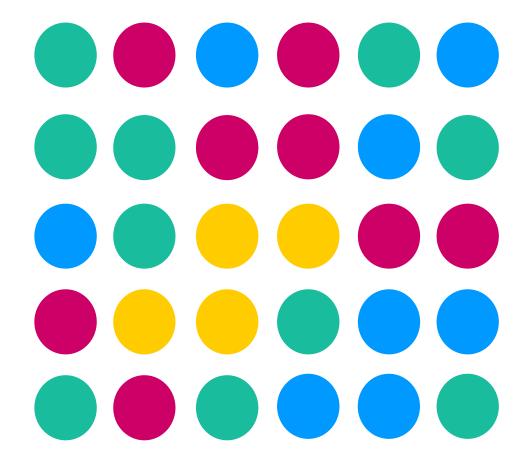


Situational Analysis: Segmentation

What is segmentation?

"the process of splitting customers, or potential customers, within a market into different groups, or segments, within which customers have the same, or similar requirements satisfied by a distinct marketing mix."

McDonald & Dunbar



Types of segmentation

Segmentation approach	Describes	Sources of information
Demographics	Age, life stage, social grade, family circumstance, ethnicity	Survey Population data - APR
Geography	Where people live Where people work	Booking records, survey, visitor book Population data - APR
Behaviour	Frequency, programme choice etc.	Booking records, survey Audience Spectrum segments
Attitudes	Values and preferences	Survey, focus groups, other qualitative methodologies Audience Spectrum segments

Segmentation check list

- ✓ Evidence do you know enough about them?
- ✓ Big enough are there enough of these people to make your activities worthwhile?
- ✓ Reachable can you find and communicate with them?
- ✓ Homogeneous do they share enough of the same characteristics to be targeted with the same message

Segmentation process

- Start by identifying the groups that are important to you
- Then layer up from other segmentation approaches
- Iterative process can begin with a hypothesis and a plan to add evidence over time.

E.g....

- Core visitors are frequent, aged 60-75 and tend to live in or just outside our town. A high proportion are Home & Heritage. We don't know their motivations for visiting us.
- Schools are critical for reaching Frontline Families, who currently do not visit. We don't know how they plan and find information for school trips.

audience spectrum

Population segmentation using multiple data sources based specifically on arts and cultural interests



Up Our Street

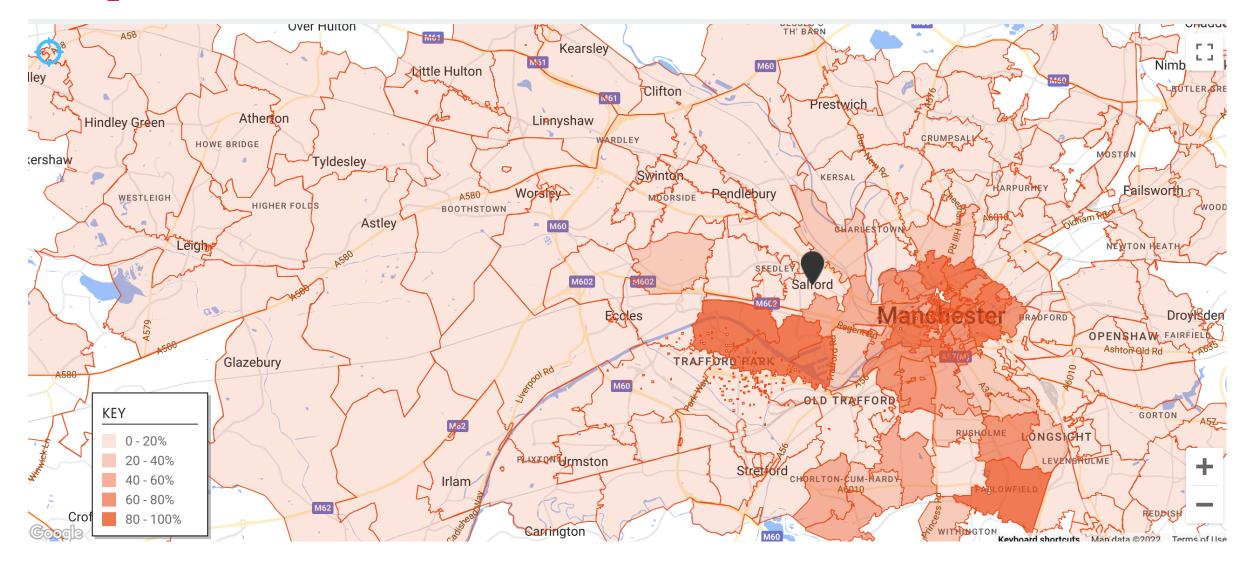
Sociable retirees looking for inexpensive, mainstream, local leisure opportunities.

- Middle aged and older aged residents of flats and terraces in built up areas
- White, working class backgrounds
- Arts and culture not a priority (so ancillary experience food, drink etc. are key)
- Mainstream and inexpensive offers, home crafts, heritage
- Locally minded
- Late adopters of digital technology
- Familiarity is key, risk averse, likely to rely on recommendations from others

Trips and Treats



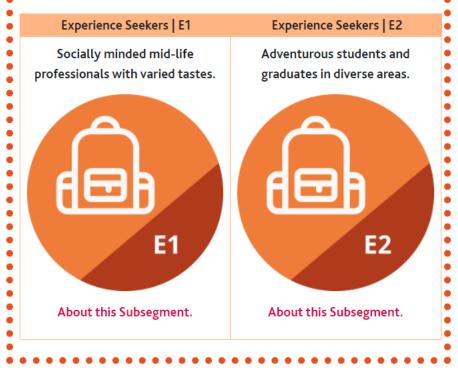
Experience Seekers



Experience Seekers E1 and E2

NEW | Experience Seekers Further Segmented:

While all Experience Seekers broadly share these core characteristics, closer
examination reveals two key subsegments who differ in life stage and style. If
your target audience or local area is heavy on Experience Seekers,
understanding their variety can help with programming, marketing and
outreach.





Digital engagement

Use segment information to:

- direct the type and complexity of technology in your programme
- Choose which online channels to reach audiences on

Explore the online arts, culture and heritage activities of Metroculturals:

- · General Engagement
- · Arts and Culture

General Engagement

The earliest adopters of digital technologies, they are constantly connected via their smartphones, and couldn't manage their lives without the internet.

- Over a third watch on demand TV and use streaming far and away the segment most given to doing so – reflecting confidence in their own, rather than curated, tastes.
- Frequent shopping online allows them to purchase goods efficiently, and price is less important than time.

Arts and Culture

This is the most likely group to engage with, stream and subscribe to arts and culture organisations' own online creative content.

- By far the best prospect for digital art, online and in situ, confidence in both technology and the arts makes them the dominant audience for this work.
- They are especially likely to have taken up digital offers during lockdown and to make recommendations to friends.

■ Metroculturals				
1. Profiles				
2. Attitudes				
3. Sectors				
4. Places				
5. Digital Activities				
6. Communications				
Metroculturals M2				
7. Subsegments M1 & M2				



10 minute BREAK

Situational Analysis: Who currently engages?

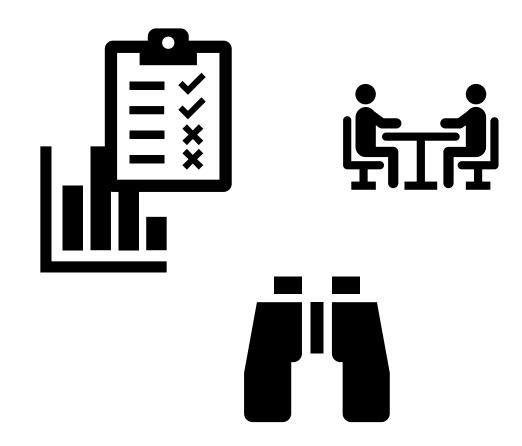
Gather different perspectives

Triangulation

Use multiple sources of data or methods of data collection to verify, deepen understanding and bring meaning to findings.

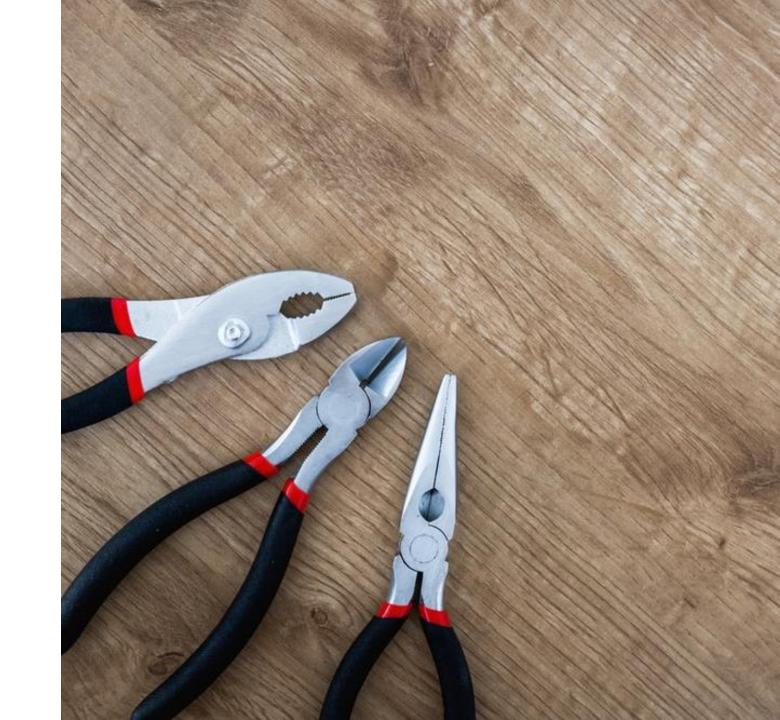
It enables a view of data from different perspectives.

Mixed methods



Tools

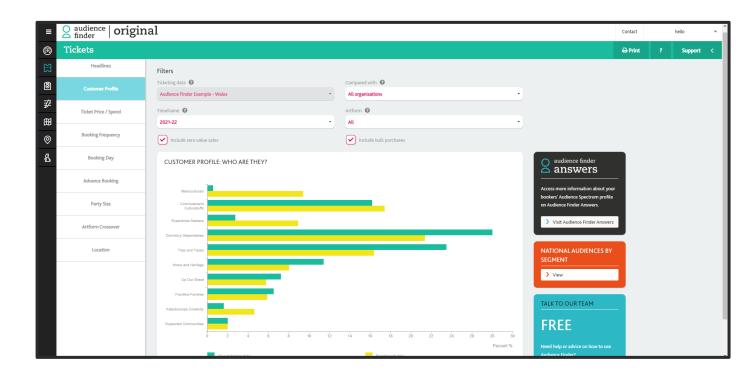
- Attender data bookers, members, visitors
- Audience Finder
- Audience Spectrum
- Digital Analytics
- Audience Monitoring
- Audience research



Audience Finder National aggregated data warehouse **DIGITAL** audience finder original **AUDIENCE SURVEY DATA AUDIENCE** audience finder show stats **FINDER SURVEY** DATA audience finder **TICKETING** answers **DATA FEED** audience spectrum



Audience Finder Ticketing



Report includes:

- Audience Profiles
- Price/spend
- Booking
- Party size
- Crossover
- Mapping
- Benchmarks



Audience Finder Show Stats

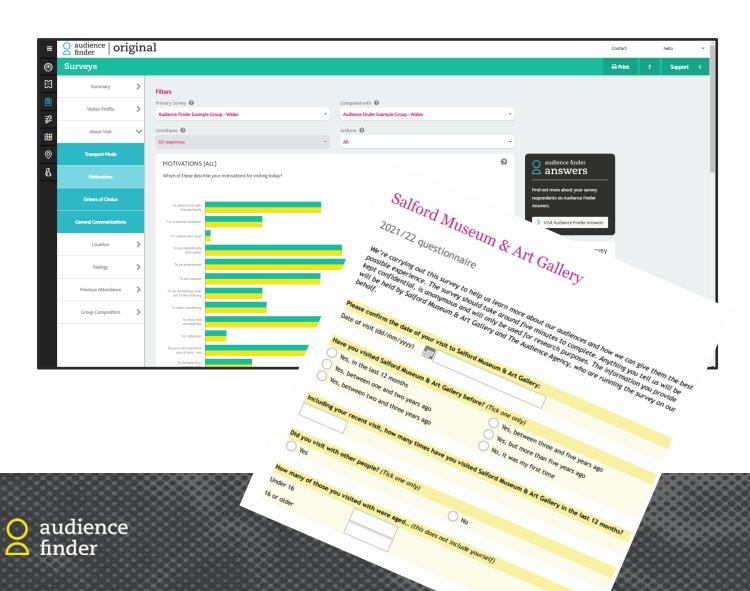


Report includes:

- Tickets issues
- Ticket yield
- Top 10 postcode districts/local authorities
- Booking lead time
- First time bookers
- Group size
- Audience Spectrum, Mosaic UK/Scotland breakdown



Audience Finder Surveys



Report includes:

- Audience Profiles
- Audience demographics
- Motivation
- Previous attendance
- Ratings
- Location
- Benchmarks

The issue with digital analytics

Digital analytics tools tell you the what and the how and surveys tell you the who and the why.

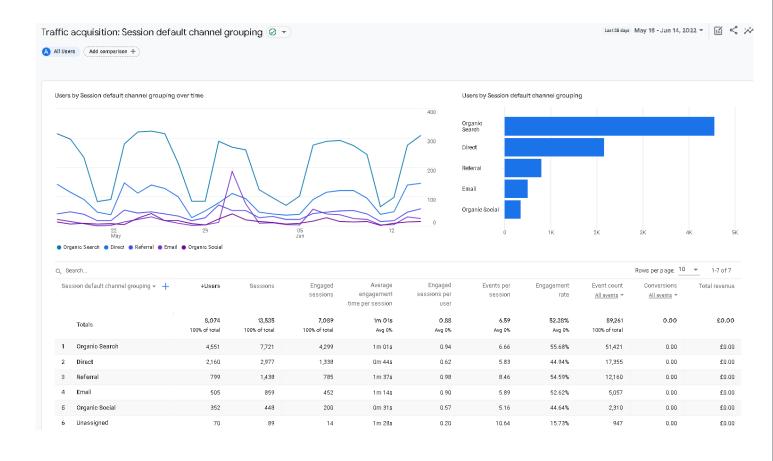
Google Analytics

Ask the right questions:

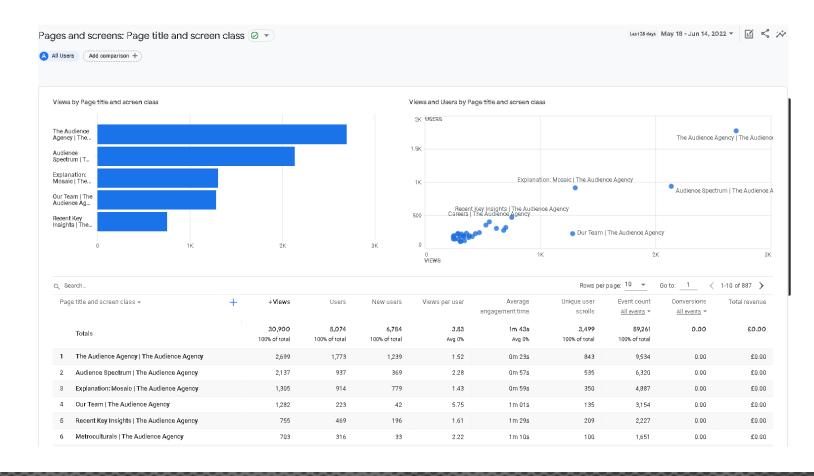
- Who is using the website? How does that relate to physical visitors?
- Are users engaging with the pages we want them to? How can we improve those pages?
- How are users finding the website? Do you need to improve SEO or social campaigns?
- Are users exiting pages too quickly? Are there ways to improve the user journey?



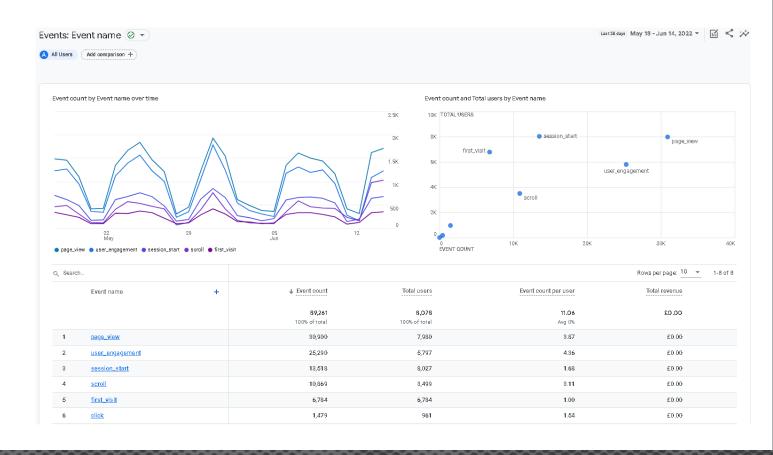
Google Analytics: Acquisition



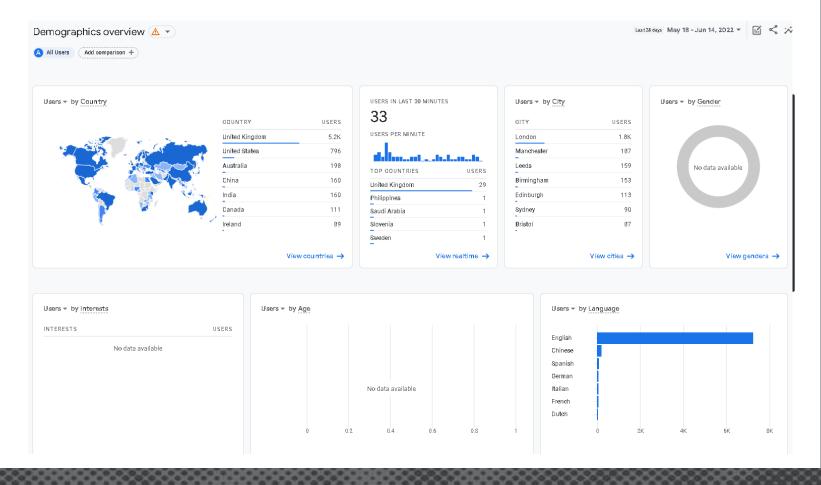
Google Analytics: Page engagement



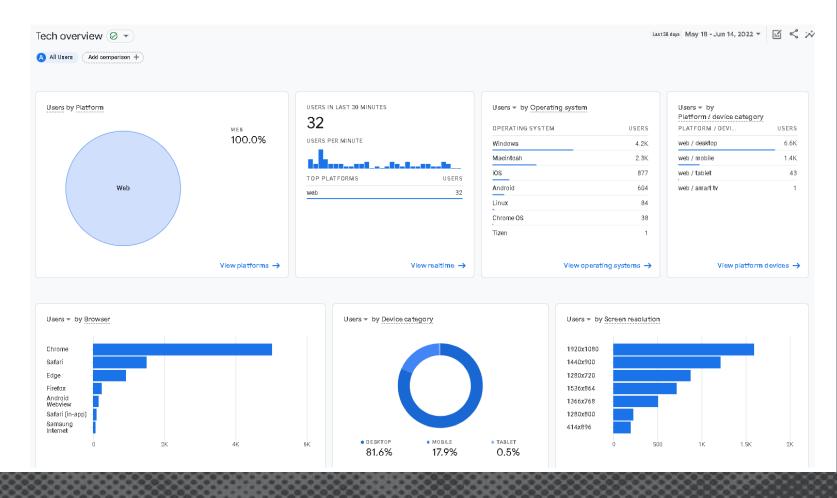
Google Analytics: Events



Google Analytics: Demographics



Google Analytics: Tech

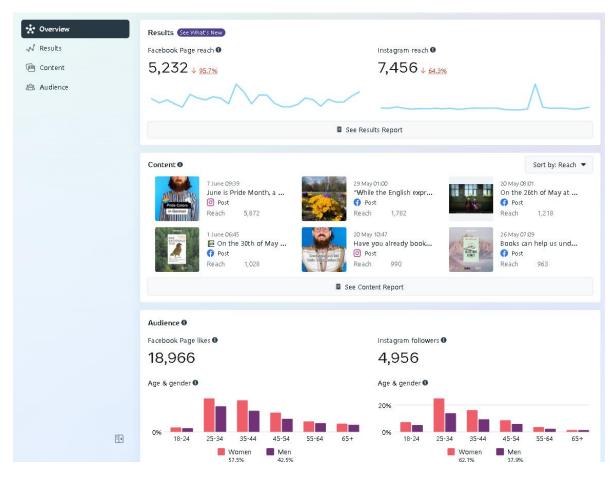


Social Media

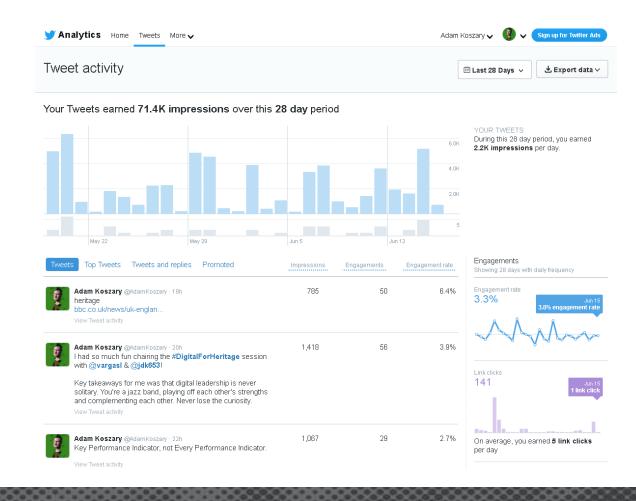
Ask the right questions:

- What demographics are following you? How do they match up with your audience segments?
- Do different demographics follow on different social media channels? Why might that be?
- Do particular themes or type of content resonate differently depending on the channel?

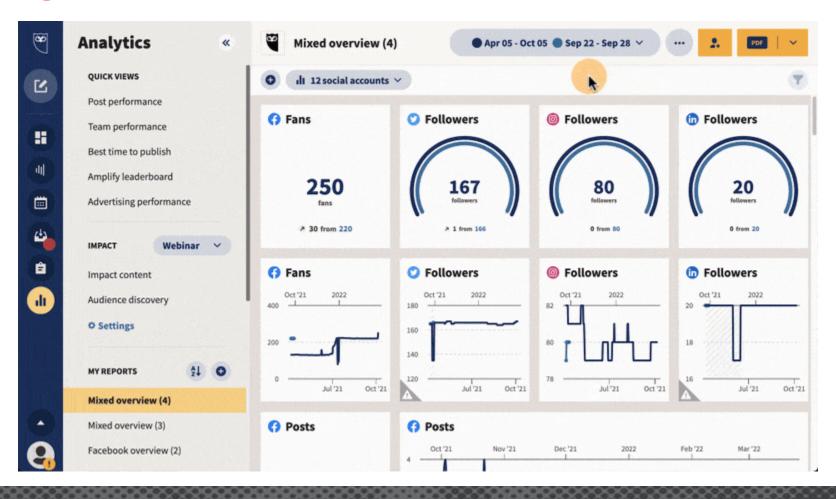
Social Media: Meta Business Suite



Social Media: Twitter Analytics



Social media aggregator



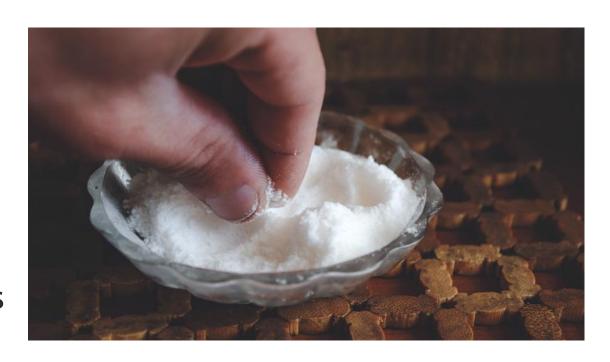
Situational Analysis: Comparators and benchmarking

Comparators

- Identify comparators in the sector (and outside the sector). Who are they aiming content at, and what is working?
- Get in touch to find out what approaches they've taken and if they're willing to share their data
- Benchmark performance against comparators

Use evidence wisely

- Social media engagement is an approximation.
- Some people enjoy posts but don't react to them.
- Sometimes Facebook lies.
- Take the general trend but always caveat.
- Don't compare yourself to other organisations with more resources. Focus on achieving what you need to achieve.



Situational Analysis: Identify opportunity

SOAR

SOAR takes

Strengths and **Opportunities** from a **SWOT** analysis and adds a strategic context:

Ambition

(what you want to achieve - internal)

£

Results

(the impacts of achievement - external
/ societal)



The Pyramid Principle (Barbara Minto)

- Situation
- Complication
- Question
- Answer

e.g.:

We currently have:

- X,000 visitors, or
- Y% of visitors from group Z etc

However:

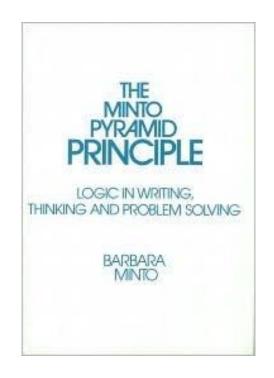
- Our mission is to serve the whole community, or
- This isn't enough to cover costs etc

How do we:

- Better reach group Z, or
- Increase total visitors or spend per visitor by w%

By...

- Livestreaming events and targeting group Z with paid ads
- Investing in e-commerce and partnering with artists from group Z



The Pyramid Principle (Barbara Minto)

- Situation
- Complication
- Question
- Answer

e.g.:

We currently have:

- X,000 visitors, or
- Only Y% of visitors from group Z etc

However:

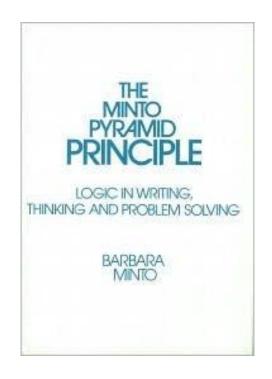
- Group Z tend not to live locally, but are very active online
- Supporting Group Z is core to our mission

How do we:

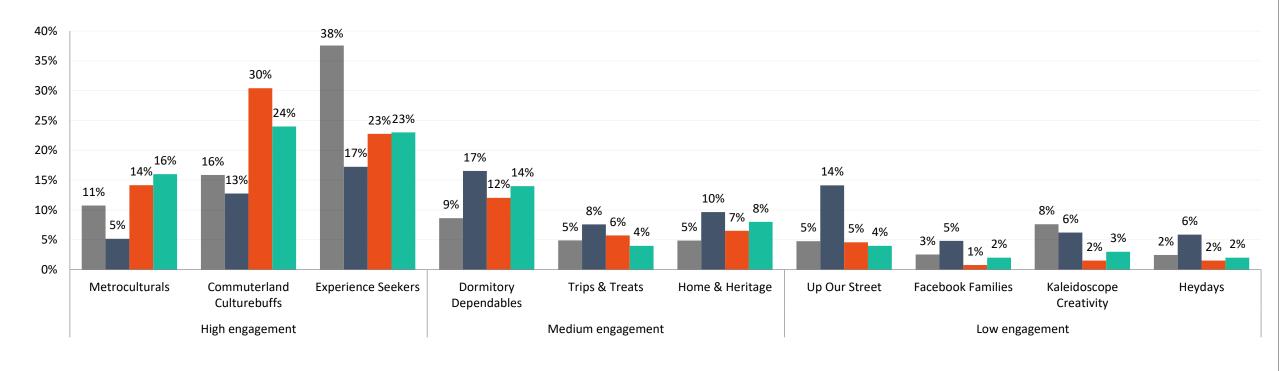
- Better reach group Z, and
- Create online experiences we know group Z find valuable

By...

- Running focus groups to understand online behaviour and needs of group Z
- Co-running Instagram Live sessions with key influencers in group Z on X topic



Comparing segment data

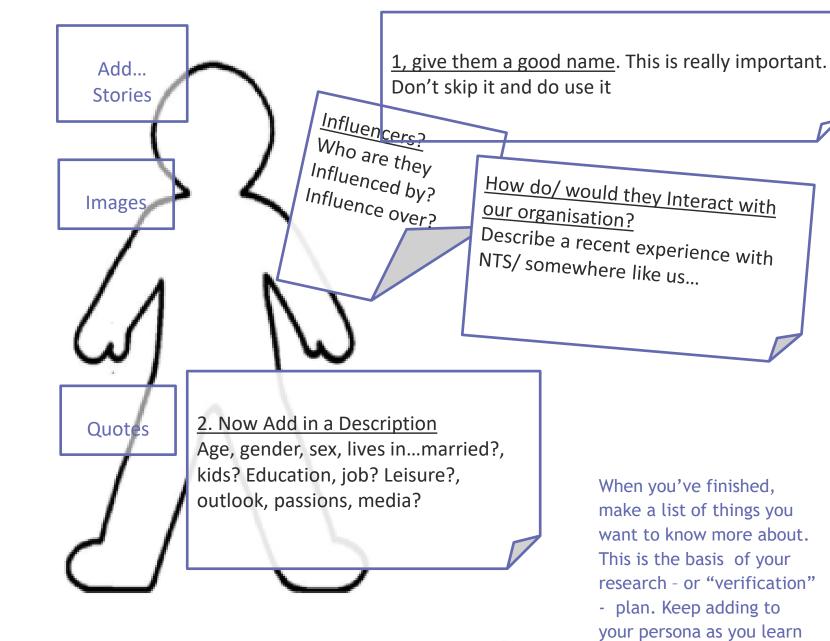


Situational Analysis: Getting to know those you don't know

Personas

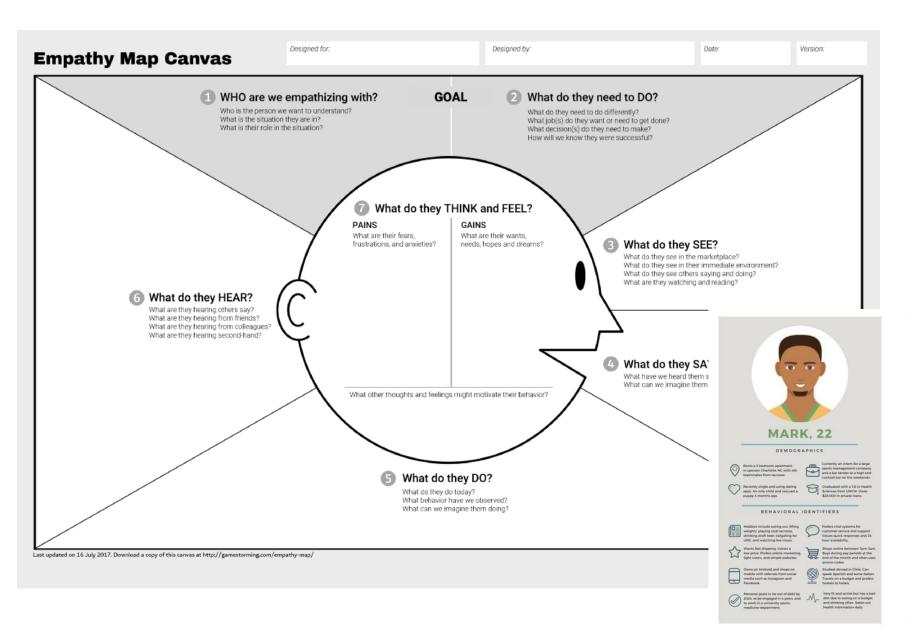
The idea is to work with your colleagues to create a believable, "flesh and blood" person to represent your target audience.

A "persona" is much easier to identify with and will help you to empathise with real-world needs and problems.



more.

Personas

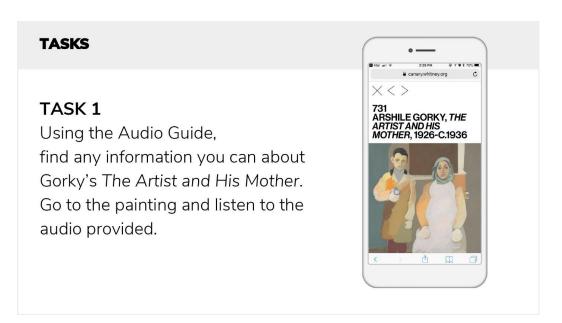


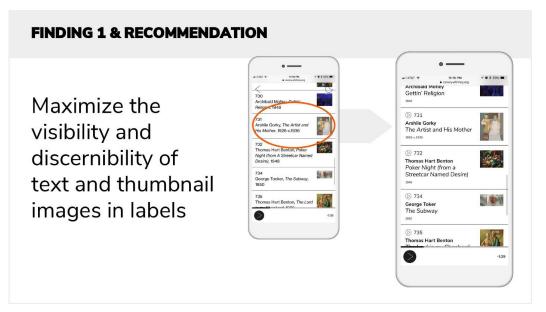




User testing

Test digital products and content with users by setting them a task and monitoring gain and pain points in the process.





Journey Mapping

_		_		
DΔ	rcai	ובר	Na.	me:
1 .	ısuı	ıa ı	чu	

Persona Description:

Pains & Gains:

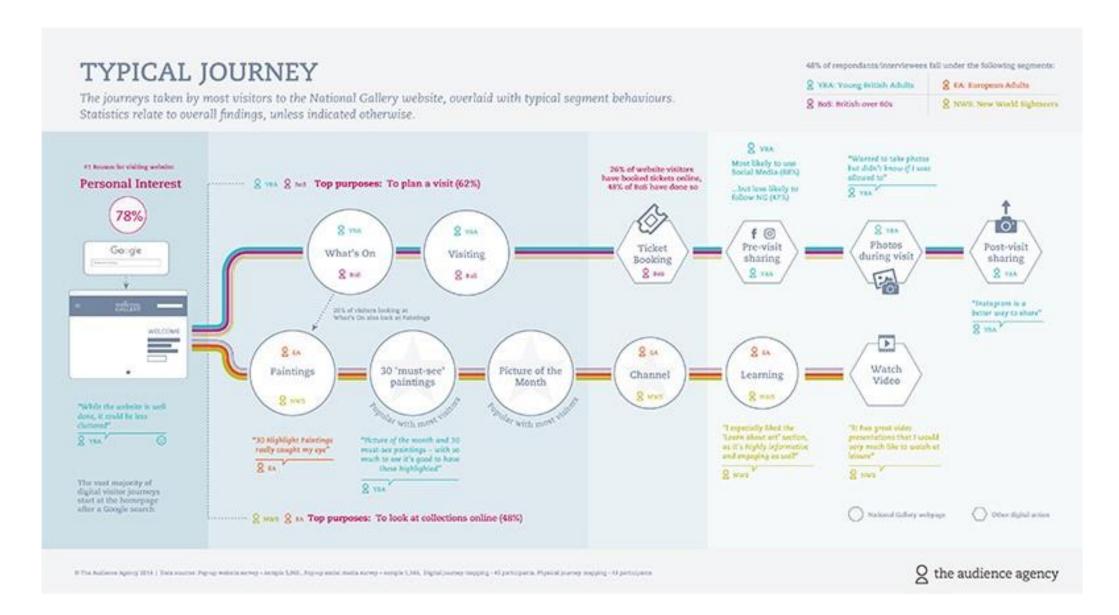
	Before	During	Post-visit
User objectives			
Org. Objectives			

Whole journey ... from deciding to go to leaving...

<u>Touchpoints</u> Positive / Negative

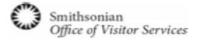


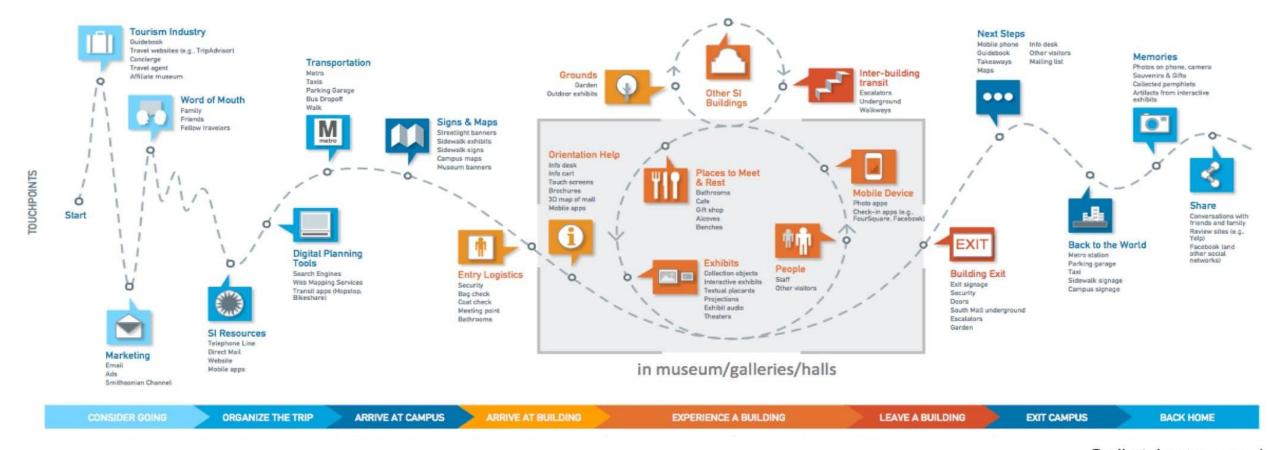
Journey Mapping: National Gallery



Journey Mapping: Smithsonian

The South Mall Visitor Journey
SUMMARY OF VISITOR MOMENTS





©All Rights Reserved.

Creative Consultation



Medium and purpose



Outcomes and Outputs

Logic Model thinking

Driver	Activity	Output	Outcome	Impact
What is driving the need for the plan	The activity behind an output	The result of the activity	What the output achieves	The ultimate impact you want to achieve
Low engagement among X demographic	Focus groups and surveys	Audience report	Knowledge and understanding of our audience	We are serving out entire local community

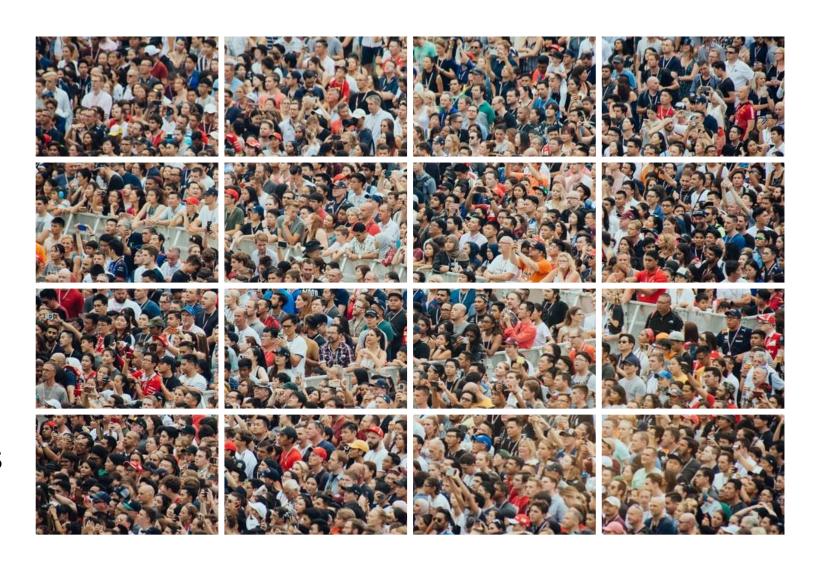


An evaluation framework

Project Element	Outcomes	Outputs	Indicators of success	Methodology
	What are you trying to do overall? What is the change you are trying to achieve?	What will be the concrete results of what you are doing?	How will you know if you have been successful? What evidence do you need?	What will you use to find out what you need to find out?

Counting Audiences

- Who's included?
- Visits vs visitors (accounting for frequency)
- Bookers vs attenders
- Participants vs audiences
- New website users vs returning users
- Social media followers



Goals and Objectives

Setting Audience Development Objectives

- Specific, Measurable, Achievable, Relevant, Time-based.
- % change, cost per engagement
- Can use proximate goals / activity-based objectives
- Differentiate: audience type, barriers & motivations
- Test plausibility (e.g. using comparators)
- Iterate, based on experience
- Expect progress to be gradual



Setting digital Audience Development Objectives

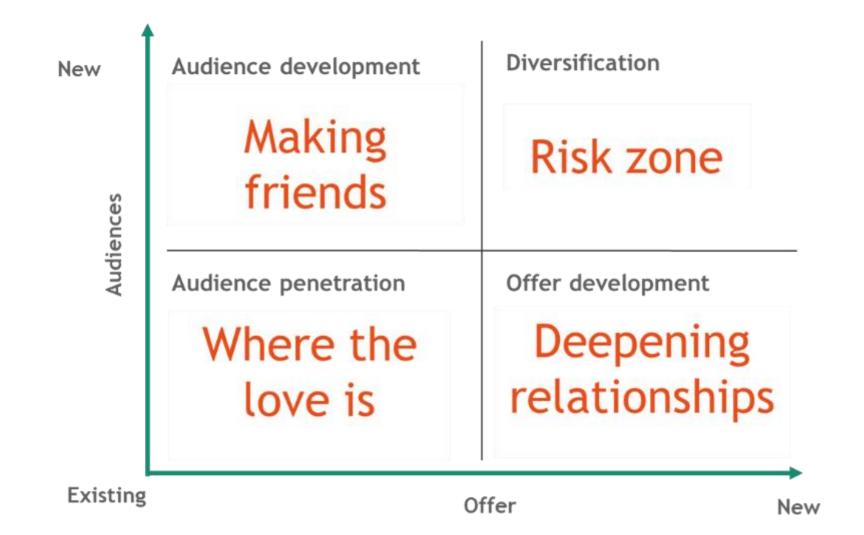
Digital should be integrated into your strategies

- How can digital tools and methods help you:
- Understand audiences you're trying to reach?
- Engage with audiences more effectively?
- Improve accessibility?
- Measure against benchmarks, don't create unrealistic targets
- Use digital metrics to measure success of an objective, not as an end in and of itself



Strategies and Action Plan

Strategies: Ansoff Matrix



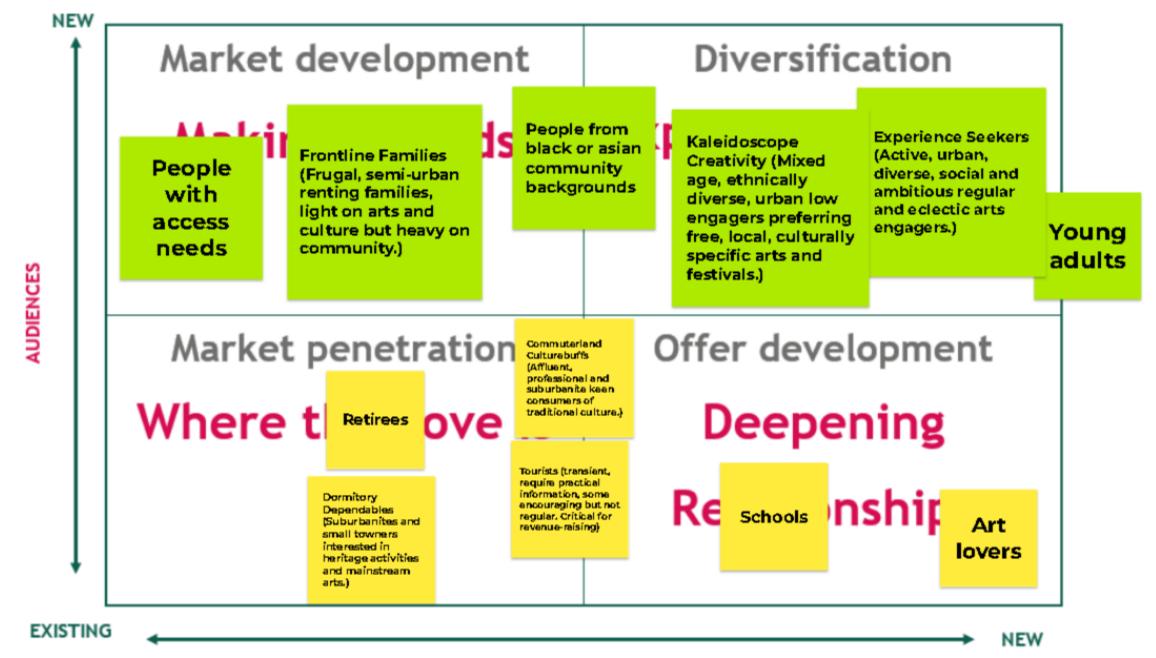
Strategies: Ansoff Matrix

Audience development Diversification New Messaging, channels, **Project funding** activities in different opportunities, co-creation, commissions, new digital spaces e.g. current Audiences work to reach new audiences offer online Audience penetration Offer development New activities Advocacy, (on/offline), partner embedding, special opportunities, guest events (on/offline), leaders consultation

Existing

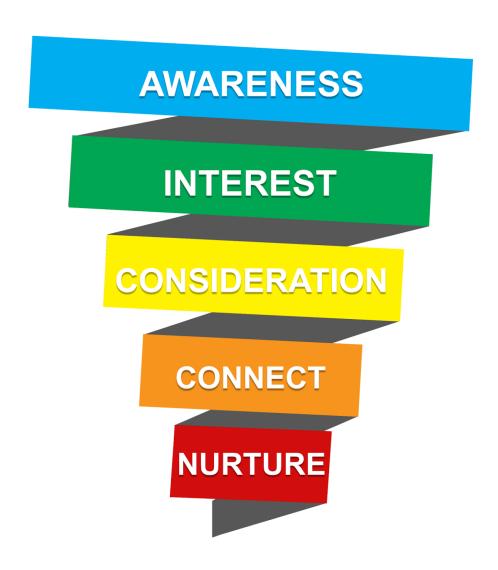
Offer

New

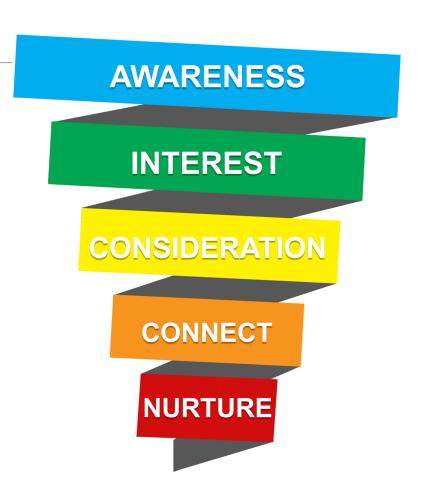


Engagement funnel

Your programme may not be digital, but making people aware, interested and consider engaging with your programme may be.

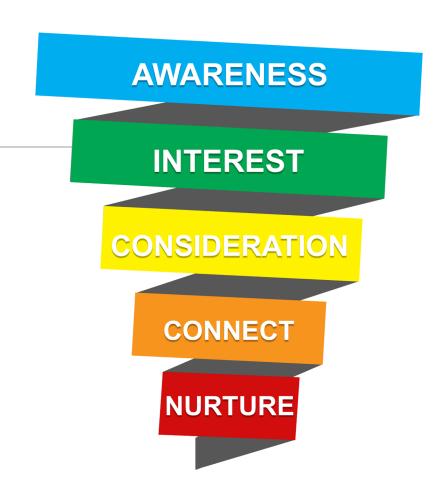


- Impressions/Reach
- Search position



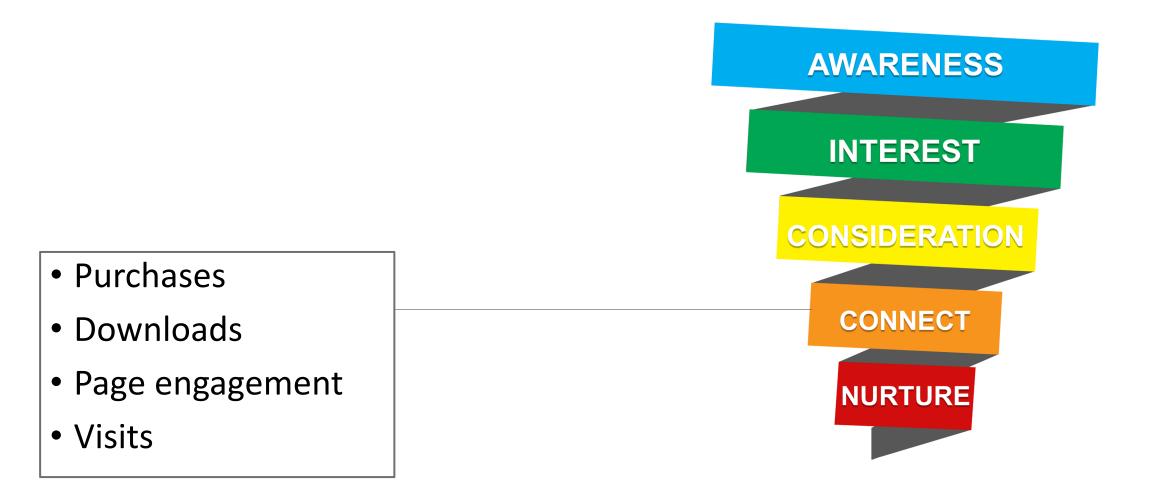
• Web traffic

• Profile visits



- Social follows
- Email sign-up
- Social engagement
- Search volume





- Repeat purchases
- Membership
- Net promoter score
- Social media shares



Implement and Check

- Monitoring data/dashboards
 - Overall goals
 - Campaigns (inc. flags)
- Logic model/theory of change

Send offer to lapsed bookers

X% redeem and attend

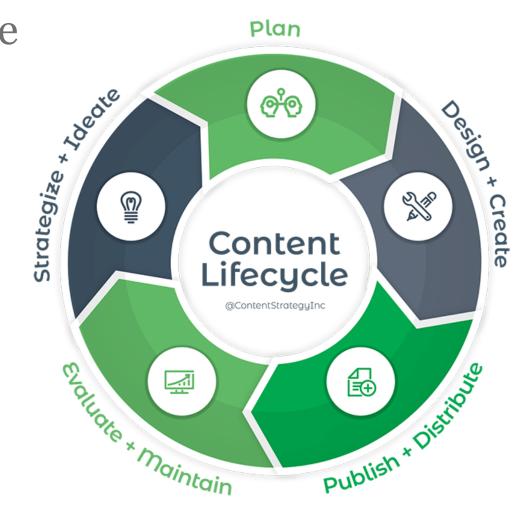
They will Price / A price There are enjoy it and They will offer will perception want to come back of risk is the make them come back (enough) barrier reattend (more)

Identify lapsed bookers

Contact [90%?] with offer(s?) X% redeem and attend Y% are satisfied / say would book again

Z% book again within 6/ 12 months Process: Content lifecycle

Think about how you can build an approach to planning, creating and evaluating content.



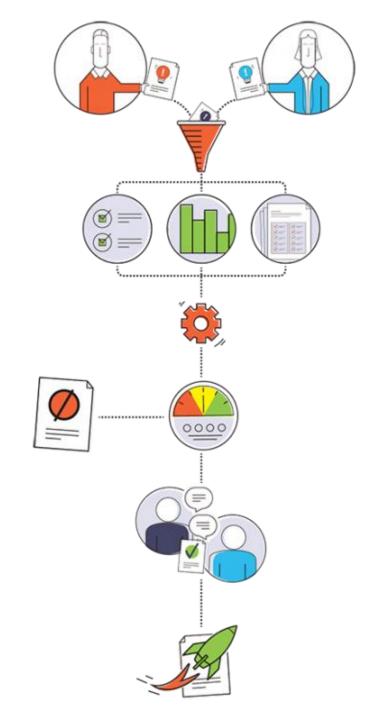
https://contentstrategyinc.com/services/content-lifecycle-management/



Governance and reporting

Build up a governance process

Maintain a group who can track emerging business and user needs, assess options for meeting them and running discovery projects on those options.



(Re-)Telling Your Story

- Link back to objectives, outputs and outcomes
- What happened? (number, profile, experience? Vary types of info)
- Contextualise
- Differentiate
- Report audience development separately
- Evaluation is about *learning* and *future action*

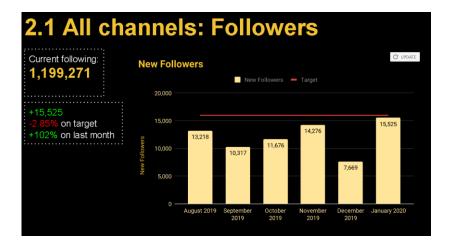


Digital reporting

- Digital allows us to try new things more easily.
- Take what you learn each month and try a new hypothesis.
- Be curious and iterate.





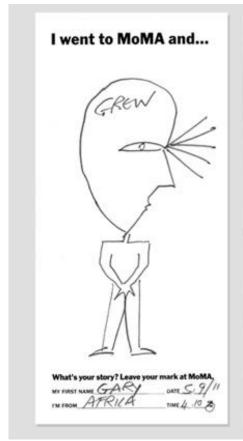


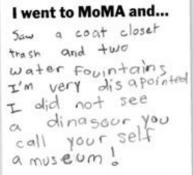
Evaluation questions...

We only need to collect or generate what's relevant, useful and has meaning

- → Your workshop was sold out ... is that a good thing or a bad thing? Could we have livestreamed it for others?
- → You have 25,000 followers on Facebook ... does that make you better than an organisation with 15,000? How many engaged with your last project?
- → 73% of website visits were from new users is this evidence of reaching new demographics? Are they returning to the website, and if not then why? Which pages are they visiting, which pages are they exiting, how did they come to the website in the first place?

Other techniques ...





What's your story? Lea

THE PROM NEW YORK









So...

2 the audience agency

So...

- Understand the WHOLE hybrid picture of your audience. Go for full segmentation or surveys
- Involve the whole organisation in planning audience development,
 with an ongoing strategy and approach to individual projects
- Understand what is possible and what is unrealistic by assessing your own digital maturity
- Don't focus on digital vs. physical, focus on the whole user journey
- Brainstorm opportunities that deepen, diversifies or offers something different
- Keep iterating and experimenting



Thank you

Please Get in touch: theaudienceagency.org adam.koszary@theaudienceagency.org

