

Case Study | Northern Ireland | CMS NORTHERN IRELAND & CROWDRIFF TAKE ON UGC ONE POST AT A TIME

"Giant adventure" awaits in Northern Ireland. From cosy hotels, lodges, and world-class visitor attractions, to the award-winning food and drink scene, Northern Ireland is one destination that has all bases covered for an adventurous traveller.

The destination marketing organisation (DMO), <u>Tourism Northern Ireland</u>, promotes a campaign titled, "A Small Step to a Giant Adventure," illustrating the short distance there is between travelers and epic, fun-filled adventures. The DMO relied on user generated content (UGC) to paint an epic picture of the essence of the destination across social media, with hopes to encourage more potential visitors to "go" as well. But when the previous UGC platform Tourism Northern Ireland used wasn't delivering on quality content, the DMO turned to Crowdriff.



GOAL:

Tourism Northern Ireland's goal was to **improve the experience of its online audience and enhance its own virtual storytelling by**:

- Locating and displaying **high quality, fresh UGC content** across social media channels
- Eliminating manual searches on social media and **avoiding the hassle of obtaining rights**
- Ensuring website visitors are served with **compelling content shot by real tourists,** rather than content staged by the tourist boards



CHALLENGES:

The DMO faced challenges when searching for suitable UGC to share across social channels, especially when it came to searching for a particular subject or topic. There was an existing struggle to serve content that gave the website visitor or social media follower a sense of "I could be doing that." Another challenge was for the UGC to be relevant for each of the different topics throughout the site, for example, searches for golf, food and drink, family, outdoors, pets, "Game of Thrones," etc.

In addition to the challenges faced when finding quality UGC, Tourism Northern Ireland encountered issues with its previous UGC platform when it came to accessing the Instagram application programming



We made particular use of it during the lockdowns, encouraging users to share local spots to help us keep our social channels populated with relevant, engaging, and appropriate content.



SARAH SNEDDON Social & Digital Marketing Officer, Tourism Northern Ireland

share your own Giant Stories



SOLUTION:

Since the launch of CrowdRiff in June 2020, Tourism Northern Ireland has reaped the benefits of sourced UGC for social media channels, specifically Instagram. By inputting the DMO's key brand hashtags, the team can consolidate content relevant to them in one place and choose content to post on social media that will inspire travel in Northern Ireland.

In addition, the DMO has utilised the "collector tool" as a solution. Housed in the Discover Northern Ireland Instagram bio, this <u>link</u> serves as a resource for social media users who want to submit content to the DMO. "We use CrowdRiff to gather UGC content submitted by users so it can be used throughout our site and in our marketing materials. The collector tool is a really nice link to share with people who get in touch wondering how they can get their content on our pages, and we regularly encourage usage," said Sarah Sneddon, Social & Digital Marketing Officer at Tourism Northern Ireland. "We made particular use of it during the lockdowns, encouraging users to share local spots to help us keep our social channels populated with relevant, engaging, and appropriate content."

Other solutions Discover Northern Ireland found in CrowdRiff include widgets for the DMO's website and various galleries for regularly searched topics.



RESULTS:

To date, Tourism Northern Ireland has seen the following benefits from using CrowdRiff:

- Access to **95k** pieces of relevant content and **126k** high-quality assets to search through and share
- UGC contributed an additional **1.3k** assets to the library, including **1k** pieces of content from the collector tool
- Website average visit duration and pages per visit increased **6.4 and 2.3** times more when individuals interacted with the gallery

WEBSITE

AVERAGE VISIT

DURATION

& PAGES

PER VISIT

TIMES MORE

95k PIECES OF **RELEVANT CONTENT** 126k HIGH-QUALITY ASSETS 0 1.3k **UGC CONTRIBUTED** AN ADDITIONAL INCLUDING **1**k PIECES OF CONTENT FROM THE **COLLECTOR TOOL** 6.4 82.3



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