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PEANUT BUTTER CRUNCH MCFLURRY

EXECUTIVE SUMMARY

Creating a plan that connects the McDonald's Peanut Butter Crunch McFlurry with a target audience through advertising that comes at the right place and time includes many different elements. To begin, we were tasked with the goal of **growing the U.S. dessert base from 2% to 5% in the next four weeks** to turn the Peanut Butter Crunch McFlurry into a regular menu item. With a **budget of \$25 million**, the objective of the campaign is to make sure the campaign message is seen by those most likely to be receptive to the message at the right place and the right time.

First, we started out by creating our target audience through GWI. We decided to target and begin with McDonald's as a brand/QSR. We wanted to specifically look at customers that **visit weekly or monthly** to track the habits and behaviors of longer standing and a more consistent customer base. Including the quantifier or purchasing ice cream in the last month allowed us to track our consumer base that are not only regular McDonald's users but also would be excited to try the new McFlurry! This led us to our target persona, **Lindsay Hughes: a 35-year-old mom with three kids from the northeast.** Once we had our persona, we were able to look deeper into attitudes and insights that best fit them. Looking at brand relationships was very important, especially in relation to our Commspoint. Through this, we found our audience is very **loyal to the brands they like**, which is important with McDonald's overarching brand truth and fan relationships to the brand. They **research a product online before buying it** and spend time looking for deals, which will make reviews and word-of-mouth important -- along with our other forms of advertisements. The major takeaway for our team is related to the high statistics revolved around **discount codes and coupons**, and the use of **loyalty and reward programs.** The McDonald's app is the highest downloaded app created by a QSR with consistent deals, releases, and notifications sent to their users. These statistics helped to drive our campaign, especially in regard to in-app advertisements.

From here we created our 'get to by' statement: get millennials to engage with McDonald's and recognize the brand as a comforting and nostalgic presence by reaching them when they are looking for a sweet, convenient, cost-effective treat that will lead to a fun experience spent with their loved ones. We wanted to lean into the personal connections with our consumers and treat McDonald's as an emotional being, rather than just a brand.

Building off of the **Grimace Campaign**, we knew we had to look into fan truths. 'Happy Birthday Grimace' was one of the highest-performing McDonald's campaigns- making the **sales rise by 14%-** and didn't need any celebrity names or collaboration to make it successful. What it focused on was **fan truths**. The insight that made this campaign so successful was "You know you made it when you were invited to a McDonald's birthday party." This creates a sense of collectivism in our audience, and the driver of wanting to be a part of a group brought people to McDonald's. While McDonald's normally targets multicultural young adults aged 18-25, we decided to focus on Millennials to make this sense of being the **in-group** and belonging true. Fan truths are best defined as familiar feelings that you can relate to, and what is more relatable than family? Based on this, the driving insight we created was **"It's not a McDonald's meal without a McFlurry."** Our from, to, by supports this driving insight by surrounding the idea of getting McFlurry to be a **well-known and crave-able dessert** that brings people to McDonald's.

To create our actual campaign, we wanted to focus on several different channels. Based on our insights, the top-performing ones were **digital and social media**, **out-of-home**, **and in-app promotions**. Along with these, **word of mouth** was also at the top of the charts. To cover all of these we knew we had to create a memorable and interactive campaign that incentivized people to interact. From this, we came up with four ideas: an Al billboard that lets you build your own McFlurry, an in-app promotion that connects to a set of characters that Mcdonald's is launching officially later this year, Instagram and Facebook posts to garner a larger reach and finally ideas on how to gain earned media from word-of-mouth.

In choosing the mediums we would focus on the most for our campaign, we found the three above to be especially important. With our budget of \$25 million dollars, we allocated the three largest pieces to the three channels we selected: \$6,275,489 to digital, \$3,611,702 to Out of Home, and \$4,133,660 to social networks.

Over the next four weeks, we are confident that we will be able to market the Peanut Butter Crunch McFlurry to be not only marketable but successfully gain a large enough following that it is considered to be a full-time menu item.

OUR PRODUCT McDonald's Peanut Butter Crunch McFlurry



BUSINESS SITUATION SUMMARY







OUR GOAL

Grow U.S. dessert base from 2% to 5% in the next 4 weeks to turn into a regular menu item

OUR OBJECTIVE

Make sure the campaign message is seen by those most likely to be receptive to the message at the right place and the right time





SITUATION ASSESSMENT



BIG IDEA

WE WANT OUR CONSUMERS TO FEEL THE WARMTH, NOSTALGIA, COMFORT, AND LOVE FROM THE McDONALD'S PEANUT BUTTER CRUNCH McFLURRY. WE HOPE THEY SEE IT AS A DESSERT THAT WILL BRING THEIR FAMILIES TOGETHER WITH CONVENIENCE.



DRIVING INSIGHT

Background Data:

After the 'Happy Birthday Grimace' campaign, sales rose 14% to \$6.5 billion. The fan truths connect strongly with our audience and by focusing on evoking emotion in branding, the company performs better. (Chicago Tribune, 2023)

The Grimace Insight:

"YOU KNOW YOU MADE IT WHEN YOU WERE INVITED TO A MCDONALD'S BIRTHDAY PARTY"

Our Insight:

IT'S NOT A MCDONALD'S MEAL WITHOUT A MCFLURRY.



BUILDING UP FROM THE BUSINESS OBJECTIVE

MEDIA

ADVERTISING BRAND MANAGEMENT AGENCY

MARKETING (CMO)

BUSINESS OBJECTIVE (CEO)

WHAT IS THE ROLE OF COMMUNICATIONS?

From this plan, the role of communications should be to reach our audience in the most efficient manner, through the best possible media channels.

WHAT IS THE SINGLE MOST PERSUASIVE IDEA? AKA OUR BIG IDEA

We want our consumers to to feel the warmth, nostalgia, comfort, and love from the McDonald's Peanut Butter Crunch McFlurry. We hope they see it as a dessert that will bring their families together with convenience.

THE 4 C'S

1.Consumer wants & needs

a. Our consumers want a convenient, affordable, and sweet treat that supports their busy lifestyle.

2.**Cost**

a. A Mcdonald's McFlurry is typically
\$2.87, making it a cost effective and affordable

3. Convenience

a. Multiple Mcdonald's locations all around the world

4. Communication

a. Through the media channels of our choice, we will communicate with our target audience to effectively achieve our business objective



As stated in the beginning:

We want to grow the U.S. dessert base from 2% to 5% in the next 4 weeks to turn into a regular menu item. We also want to make sure the campaign message is seen by those most likely to be receptive to it at the right place and the right time.

SWOT ANALYSIS

STRENGTHS

- loyal consumers
- variety in products
- convenient
- global brand recognition

WEAKNESSES

- unhealthy options
- dependence on franchises
- quality control issues

OPPORTUNITIES

- diversify menu
- more nutritious options
- coupons and rewards

THREATS

- competition fast food restaurants
- fluctuating costs of inputs

COMPETITOR INSIGHTS

LOOKING AT McDONALD'S McFLURRY, DAIRY QUEEN BLIZZARD, and WENDY'S FROSTY AND HOW THEY COMPARE WITH THE McFLURRY



McDonald's

- Less add-ins
- Cheaper than a Blizzard
- Higher calorie content than both Dairy Queen and Wendy's



Dairy Queen

- Many mix-ins
 Cookies, Cake, Candy, Syrup
- Allows for the customization of your own signature treat
- Many different sizes



Wendy's

- No mix-in option
- Has vanilla, chocolate, and seasonal flavors



CUSTOMER DECISION JOURNEY



- 1. **Awareness:** When a potential customer is hungry and craving something to satisfy their sweet tooth.
- 2. **Interest:** We want them to decide to honor their cravings and look for options.
- 3. **Decision:** We hope to get people to decide to come to McDonald's.
- 4. **Action:** We want customers to make a purchase ultimately.



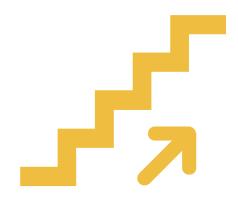
BARRIERS

- Sold for a limited time & only available at specific locations
- Peanut allergies & lactose intolerance
- Higher caloric value, not a sustainable everyday treat



DRIVERS

- Craving for the texture and taste appeal of the product
- Convenience and accessibility of price and location
- Strong brand presence and reputation





MEDIA INSIGHT



GET MILLENNIALS TO ENGAGE WITH McDONALD'S AND RECOGNIZE THE BRAND AS A COMFORTING AND NOSTALGIC PRESENCE BY REACHING THEM WHEN THEY ARE LOOKING FOR A SWEET, CONVENIENT, COST EFFECTIVE TREAT THAT WILL LEAD TO A FUN EXPERIENCE SPENT WITH THEIR LOVED ONES.

We are looking to target our audience at a time where they are looking for a sweet treat that triggers a warm, nostalgic feeling for them. With this we want them to think to McDonald's as a quick, convenient, affordable place to indulge in dessert. We know that there are other outlets for this want such as Dairy Queen and other QSR's, but we want McDonald's to be at top of mind.

FROM

McFlurry being a secondary menu item that isn't often purchased.

TO

Get McFlurry to be a well known and crave-able dessert that brings people to McDonalds.

BY

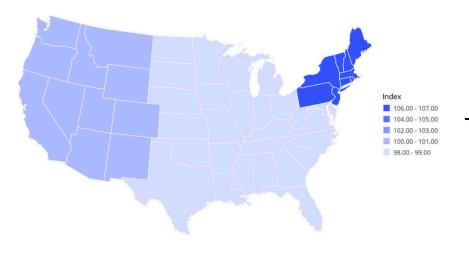
Connecting with our audience, evoking feelings of nostalgia, and referring to McDonalds brand truths.



TARGET AUDIENCE AND INSIGHTS



WHERE IN THE U.S. THEY LIVE...



This diagram of the United States allows us to understand which regions of the U.S. our audience resides in

WE ALSO LEARNED....

- 53% of 25-34-year-old women purchase frozen treats from restaurants MORE THAN other age groups (Mintel)
- 31% of 25-34-year old women are MORE LIKELY to purchase milkshakes and package-ready ice cream (Mintel)
- 78.9% of these people value financial security, 81.9% find family to be important to them, and 76.8% value a positive attitude



AND...

Wieden + Kennedy discovered a new way for McDonald's to connect with their customer through fan truths. "It's the warmth, the familiar, the inviting, the approachable, the things that are commonly understood." (WARC)



PEANUT BUTTER CRUNCH MCFLURRY

Meet Lindsay Hughes



Age: 35

U.S. Region: North East Socioeconomic Status: Upper Middle Class Relationship Status: Married Archetype: The Thrifty Parent



42.4% are between 25-45

55% have a dog

52.4% are women







48.8% live in the suburbs

44% are married

35.3% have high incomes

Behavior & Habits

- She spends time looking for good deals and researches products before purchase
- Finds it important to utilize discounts and rewards programs
- Has many applications downloaded on her phone
- She purchases many snacks for her kids
- She enjoys indulging in a sweet treat and allows her kids to as well

Media Attitudes

I am comfortable with my apps tracking me I am confident using new technology I am using social media less than I used to I buy new tech products as soon as they are released I feel in control of my personal data online

Brand Goals & Discovery

- Typically discovers brands from television, social media or word of mouth
- Wants brands to be reliable and authentic
- Loyal to brands that she trusts

Brands & Platforms



Lindsay Hughes is a family-oriented, **35-year-old woman** living with her husband, kids, and dog. She used to work full-time as an HR professional but since the pandemic, she works fully remote from home. She lives in an upper middle-class suburban neighborhood and values spending time with her family, being financially secure, and having a positive attitude. Lindsay frequently **purchases ice cream** for her and her family to enjoy and they also enjoy trips to McDonald's on a weekly/monthly basis. She subscribes to McDonald's "fan truths", enjoying a familiar and inviting brand. While she does enjoy a sweet treat, she still values her health. Lindsay tends to **value convenience** and eat on the go a lot. A majority of her media consumption comes from Mobile and TV usage. For Lindsay, discovering brands usually comes about by seeing an ad on TV and she prefers bigger brands that offer **discounts and deals**.



A Day in the Life: Customer Decision Journey



After a long, tiring, day of work Lindsay goes to pick up her three children from soccer practice.

They jump into the car full of energy asking for a dessert when they get home.





Having just run out of ice cream in their freezer, Lindsay decides to stop at their local McDonald's when passing it on the way home.

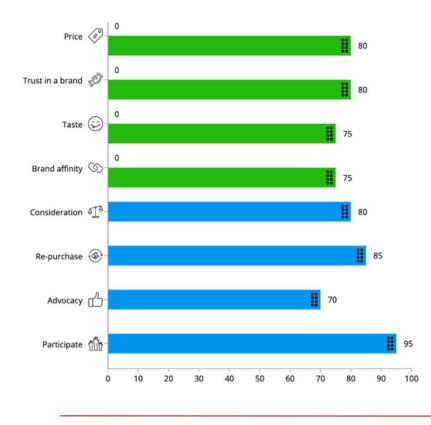
Her kids see the sign for the new "Peanut Butter Crunch McFlurry" and beg Lindsay to let them try it. Looking to satisfy her kids wants with a cost effective dessert, she says yes and orders three of the snack size Peanut Butter Crunch McFlurry for her kids, and one for herself as well.





COMMSPOINT BREAKDOWN

TASK PROFILE:



The different bar lines that correspond with the messages and strategies chosen for our audience describe the importance of each of these qualities to our consumer based on our recommendation.

Our chosen messages include: price, trust in a brand, taste, and brand affinity.

Our chosen strategies include: consideration, re-purchase, advocacy, participate.

COMMSPOINT PAGE:

Audience		Campaign brief		٢	Tasks	Ô
2 Audiences		In	complete brief		8 Active Ta	sks
		со	MPLETE CAMPAIGN BRIEF		🔗 Price	Weight: 0
252	25 <u>8</u>				🤣 Trust in a brand	Weight: 0
All Adults	MCFLURRY AUDIENCE	Costs		٢	😳 Taste	Weight: 0
Sample size: 32,454	Sample size: 257	0	0 Modified Costs		S Brand affinity	Weight: 0
		All Adults			④ Consideration	Weight: 0
hannels					Re-purchase	Weight: 0
67 Active	Channels					
Broadcast (6)	Print (3)					
Out of home (8)	Oligital (14)				Tactics	@
Mobile (2)	◎ Social network (9)				No active ta	ctics
Direct (5)	Retail (8)				SELECT TACTIO	CS
Ba Influence (12)						

Our Commspoint page shows our different messages, strategies, channels, and audiences for our McFlurry recommendation. This information was later used and transformed to create the information seen in the following pages of this document.



COMMSPOINT BREAKDOWN

CHOOSING MESSAGE + STRATEGY - COMMSPOINT

```
Price
```

MESSAGE:

-	
ê	Fun
\heartsuit	High quality
10	Trust in a brand
	Detailed information
÷	Customer service
٢	Taste 🗸
Ś	Brand affinity 🖌 🗸
食田	Reviews and opinions

Price: Price is important for the target audience as they are someone who looks to find the best deals when making purchases; couponing is also very important to this audience

Trust in a brand: The McFlurry audience is very loyal to the brands they love and trust and will continue to go back depending on how these values stand true in the brand

Taste: Our McFlurry audience loves to cook but also enjoys eating out so the food tasting good is a priority for them

Brand affinity: The McFlurry audience wants brands to be reliable and authentic so brand affinity is an important message for this audience

STRATEGY:

Consideration: The target persona for the McFlurry takes time to research their purchases before deciding to engage in them thus making consideration an important strategy to consider

Re-purchase: Since our target is loyal to their brands repurchase is an important strategy so that they will come back to purchase the product again

Advocacy: The McFlurry audience frequently learns about near brands due from word-of-mouth and social media so advocacy for the brand is of high priority

Participate: Having an authentic brand to follow after is in important part of how our audience will participate with the brand and since they are looking for a brand they can trust they want participation in their purchase



Re-purchase Usage experience Share information Advocacy Inspire with ideas

1

Awareness

Consideration

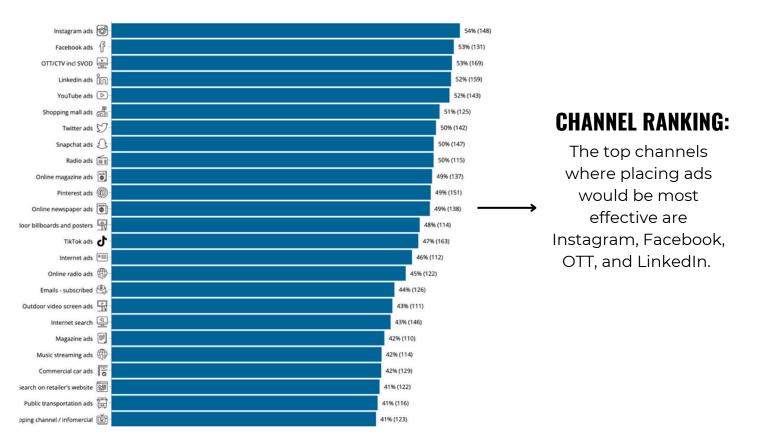
🖉 Where to buy

🖧 Personalization

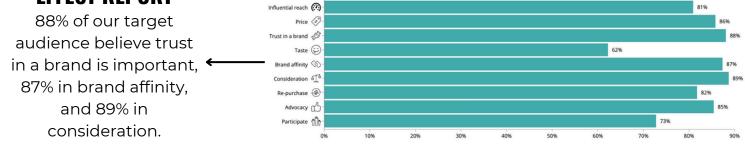
📰 Trial

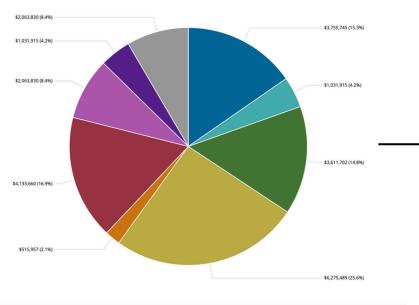
⑦ Tune in

COMMSPOINT BREAKDOWN



EFFECT REPORT





BUDGET OVERVIEW

With our \$25 million budget, Commspoint allowed us to find monetary allocations for each of these different channel categories.





	(j; Waves Q4 2022, Q1 2023, Q2 2023, Q3 2023
uickly add: 🛞 Alcohol: Beer / Lager +	🗇 USA Convenience Brands / QSRs +
Alcohol: All Categories + + +	
□ Include → people with Any → of these attribu	rtes Data points 1/45 - Options 2/2 - :
OR USA Convenience Brands / QSRs » McDonald's	» Monthly ×
OR USA Convenience Brands / QSRs » McDonald's	» Weekly ×
Add more attributes +	
AND OR	
Include - people with Any - of these attribution	ntes Data points 1/53 - :
OR Country » USA ×	
Add more attributes +	
AND OR	
□ Include → people with Any → of these attribu	rtes Data points 3/3 + :
OR Gender » Male ×	
OR Gender » Female ×	
OR Gender » Other Gender (Select Markets Only) >	 (1)
Add more attributes +	
AND OR	
Include 🗸 people with 🛛 Any 🗸 of these attribution	rtes Data points 5/5 + ;
OR Age (Groups) » 16 to 24 ×	
OR Age (Groups) » 25 to 34 ×	
OR Age (Groups) » 35 to 44 ×	
OR Age (Groups) » 45 to 54 ×	
OR Age (Groups) » 55 to 64 ×	
Add more attributes +	
AND OR	
Include - people with Any - of these attribu	rtes Data points 1/26 - Options 1/3 - :
	gread in Last Month X
OR Minor Purchases: Groceries » Ice cream » Purch	used in East Workin of
OR Minor Purchases: Groceries » Ice cream » Purch Add more attributes +	

WAVE BREAKDOWN

We wanted to verify the audience size before moving forward. Our wave breakdown looked very realistic for the audience size we were looking to target. This represents approximately 65.36M real-world people and accounts for 2.5% of the population for the selected waves and locations.

Breakdown by waves



Q3 23 Q2 23 Q1 23 Q4 22

🖽 Waves breakdown

OUR BASE:

We first started by targeting McDonald's as a brand/QSR. We wanted to specifically look at customers that visit weekly or monthly to track the habits and behaviors of longer standing and a more consistent customer base.

Our campaign targeted the US so we put a qualifier on to ensure the only results we gathered would be from there.

 We wanted to segment our
 audience by gender to better refine our target persona.

We added in age groups instead of all ages to track behaviors generationally rather
→ than by individual years. This allowed for us to come up with our persona archetype and the information behind her.

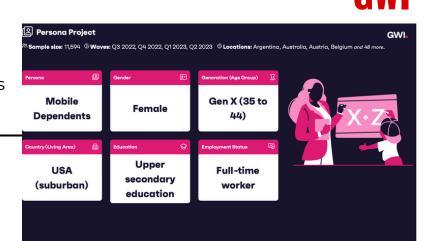
Including the quantifier or purchasing ice cream in the last month allowed us to track our consumer base that are not only regular McDonald's users but also would be excited to try the new McFlurry!



PEANUT BUTTER CRUNCH MCFLURRY

INSTANT INSIGHTS

Persona Identity: Mobile Dependents **Gender:** Female **Generation:** Gen X **Country:** USA (suburban) Education: Upper Secondary Education **Employment:** Full-Time Worker



😫 Persona Project nple size: 11.594 (⁽¹⁾Waves: 03 2022, 04 2022, 01 2023, 02 2023 (⁽¹⁾Locations: Argent

75.8% describe themselves as open-minded and 82.3% value spending time with my family

They are most interested in music and television

30.9% are thinking of buying vacation (domestic) in the next 3-6 months



GWI

I AM CONFIDENT USING **NEW TECHNOLOGY**

Open-Mindedness: 75.8% Interested in: Music & TV Vacation Plans: 30.9%

deals

GWI

66 I spend time looking for the best

I SPEND TIME LOOKING FOR THE BEST DEALS

Brand Discovery: TV Ads Customer Feedback: Very Important Social Media: Facebook

😫 Persona Project

45.3% typically find out about new brands and products through ads seen on tv

ple size: 11,594 🕑 Waves: Q3 2022, Q4 2022, Q1 2023, Q2 2023 🖉 Locations: Argen

60.4% expect brands to listen to customer feedback

Reach them on Facebook 51.8% use it more than once a day

Who do they follow? Friends, family or other people you know

의 Persona Project

GWI ale size: 11,594 🕒 Waves: Q3 2022, Q4 2022, Q1 2023, Q2 2023 🗳 La

In the last week, 94.1% went online and watched any video

42.5% spend 30 minutes to 2 hours a day on social media

They mainly use the internet for finding information



INSTANT INSIGHTS

Watched A Video: 94.1% Spend 30min-2h on Socials: 42.5% Finding Information: The Internet





Smart Connectors	
	8.2%
Health Technologists	
	5.5%
Social Media Scrollers	
	4.7%
Early Adopters	
	4.8%
Mobile Dependents	
	35.1%

ALL PERSONAS

The majority of our audience describes themselves as mobile dependents. We want to keep this in mind when creating our recommendation so we are placing our ads in the correct spaces.

Gender

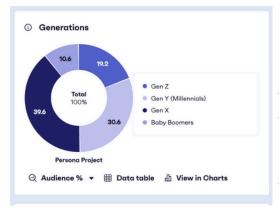
52.6

Total 100.8%

Persona Project

GENDER

Our audience is made up of 52.6% females, making them the target of our campaign.

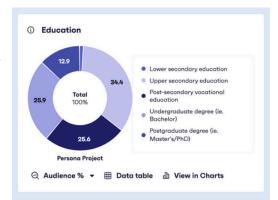


GENERATIONS

The majority of our audience falls in Gen X, making them fall between the age ranges of 43 & 58. However, based on our research we decided to go with our second most popular generation, Gen Y or Millennials. This generation will better fit the ideas and attitudes of our campaign.

EDUCATION

The majority of our audience has surpassed secondary education. However, the main group we are wanting to target is individuals that have completed, at a minimum, their undergraduate or bachelor degree



Male

Female

• Other Gender (Select Markets Only)

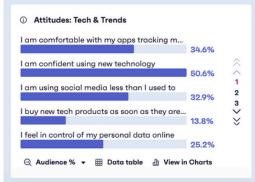
full-time worker	
	46.4%
Part-time worker	
	9.4%
Self-employed / Freelancer	
	7.4%
ull-time parent / stay-at-home parent	
	6.5%
Student	
	6.9%

EMPLOYMENT STATUS

Our audience is almost entirely made up of full-time workers. This data made it easy to revolve our campaign around.

ATTITUDES

Our audience is very comfortable with technology. Specifically we want to target tech users that describe themselves as very confident. For our campaign, and the way we have looked at targeting our audience, it is also important to feel in control and comfortable with apps tracking them.





AUDIENCES - GWI

Attributes	Data point %	Universe	Index	Responses	Audience %	0%	25%	50%
USA								
Multi-Market Convenience Brands / QSRs McDonald's (Weekly, Monthly)	100%	102.6M	100	27.2k	49.9%			
USA Convenience Brands / QSRs McDonald's (Weekly, Monthly)	100%	102.6M	100	27.2k	49.9%			
Age (Groups) 16 to 24	100%	37.8M	100	ók	18.3%			
Age (Groups) 25 to 34	100%	46.9M	100	10.7k	22.8%			
Age (Groups) 35 to 44	100%	42.1M	100	12k	20.5%			
Age (Groups) 45 to 54	100%	38.7M	100	11.7k	18.8%			
Age (Groups) 55 to 64	100%	40.2M	100	14.3k	19.5%			

Our two main age groups that we were deciding between were Gen X (43-58) and Gen Y (27-42). When we refined our search to add individuals that had purchased ice cream over the past month, we found that Gen Z would be a more prominent audience for the McFlurry.

SOCIAL MEDIA



Social Media is a means of connection for our audience. We wanted to see their habits to learn how best to target this audience. In past research we found Instagram and Facebook to be major forms of communication. Looking at possible influencer marketing, we found the majority of our audience follows: actors, comedians and other personalities, TV shows or channels, bands and singers, and other influential figures in the media today. Because of this, influencer marketing would be very beneficial and was a part of our recommendation. Along with this, 94.1% watched a video online within the last week. TikTok, Instagram Reels, and Facebook Reels are important places to air our content. Finally, we can see the media consumption segmentation. Because our audience are such active users, we are able to target them in many different ways.



ATTITUDES

GWI

Attitudes: Brand Relationships Ø

I am loyal to the brands I like	
	60.1%
I buy products / services to access the community built around them	8.6%
	8.0%
I feel represented in the advertising I see	11.4%
l look for expert opinions before buying expensive products	
	33.4%
l research a product online before buying it	
	65.7%
I spend time looking for the best deals	(700)
	67.2%
I tell my friends and family about new products	43.2%
I tend to buy brands I have seen advertised	
	23.8%
I tend to buy the premium version of products	
	17.8%
l trust what online reviews say about products / services	36.4%
	30.4%
I try to avoid all types of advertising	13%
l use discount codes or coupons	
	64.7%
l use loyalty / reward programs	
	61.4%
None of these	
	1.4%

Looking at brand relationships was very important, especially in relation to our Commspoint. Through this, we found our audience is very loyal to the brands they like, which is important with McDonald's overarching brand truth and fan relationships to the brand. They research a product online before buying it and spend time looking for deals, which will make reviews and word-of-mouth important along with our normal advertisements. The major takeaway for our team is related to the high statistics revolved around discount codes and coupons, and the use of loyalty and reward programs. The McDonalds app is the highest downloaded app created by a QSR with consistent deals, releases, and notifications sent to their users. These statistics will help to drive our campaign especially with in-app advertisements.



ATTITUDES

③ Brand Discovery Ø

Ads heard on the radio	
Ads in magazines or newspapers	15.5%
Ads on billboards or posters	11.9%
Ads on music-streaming services	11.1%
Ads seen at the cinema	12.8%
Ads seen before online videos or TV shows start to play	8.4%
Ads seen in video / mobile games	22.1%
Ads seen in virtual spaces (e.g. VR/AR)	13.3%
Ads seen on mobile or tablet apps	2.6%
Ads seen on public transport	23.9%
Ads seen on social media	6%
Ads seen on TV	38.8%
Ads seen on websites	45%
Ads / sponsored content on podcasts	31.2%
Brand / product websites	9.8%
Consumer review sites	24.3%
	16.9%
	16.9%
In-store product displays or promotions	9.3%
Online retail websites	30.7%
	42.6%
	12.3%
Posts or reviews from expert bloggers	9.2%
Product brochures / catalogues	8.1%
Product comparison websites	11.4%
Product samples or trials	16.9%
Recommendations / comments on social media	22.4%
Search engines	
Stories / articles in printed editions of newspapers or magazines	42%
Stories / articles on newspaper or magazine websites	8.5%
TV shows / films	12.3%
Updates on brands' social media pages	26.4%
	10.5%
	6.9%
Word-of-mouth recommendations from friend or family members	43.9%
Forums / message boards (to Q3 2022)	0%
Ads on messaging apps (to Q3 2022)	0%
Deals on group-buying websites (e.g. Groupon) (To Q2 2019)	

This focused on brand discovery. Although McDonald's is a well-known brand and already has a loyal customer base, they are launching a new product so we wanted to see how our target audience approached brand discovery. Clearly, the highest performing paid media insights are from advertisements seen on TV, those on social media, retail websites and search engines. However, we want our campaign to be cross-functional and able to have the greatest impact. Word-of-mouth recommendations from friends and family members are the overall second-highest grossing insight. Given that we want our campaign to create the highest reach while balancing out the cost, it is important that we play to this insight and. use it carefully in our recommendation.



MOMENTS OF RECEPTIVITY

THIS IS ULTIMATELY, THE KEY TO UNDERSTAND THE CUSTOMER'S MINDSET AND PREFERENCES AT A GIVEN MOMENT.

POST ACTIVITY CRAVING PROMOTIONAL OFFERS CRAVING FOR SOMETHING SWEET LIMITED TIME OPTIONS

We will place our ads after the standard work day (after 5pm) where parents are engaging with their children after both of their busy days. It is a very common trait to desire a dessert at the end of the day, and that is when we are working to target our audience to head to McDonald's for a Peanut Butter Crunch McFlurry. With this being said, we will be having OOH ads on main roads where parents may be driving home from work or picking up their children from an after school activity.



MEDIA OBJECTIVES & COMMUNICATIONS STRATEGY



GOAL

Our goal is to grow U.S. dessert base from **2% to 5%** in the next **4 weeks** to turn the Peanut Butter Crunch McFlurry into a regular menu item.

WHY?

By targeting the "thrifty parent", we will be able to reach a large audience including both adults and children that will aid in increasing the U.S. dessert base. Mcdonald's already has a strong consumer base but we are adamant in implementing new strategies to captivate and motivate our audience through strategic media placement.

HOW?

We are going to achieve our goals by targeting our audience at the right place and the right time with the right mediums. Our three top platforms are Digital, Social, and Out of Home. With these different types of advertising we will be able to show our target audience how they can connect with McDonald's Peanut Butter Crunch McFlurry as a convenient, cost effective, sweet treat for the whole family to enjoy.



COMMUNICATIONS PLAN



OUT OF HOME

Utilizing what we learned about AI services through one of our inspiration breaks, we have decided to flesh out an AI idea that brings the Peanut Butter Crunch McFlurry to life! Experience what it is like to build your own McFlurry and have it broadcasted on the billboard you scan it from. Design your own cup, crush your ingredients, and upload your McFlurry to get some McRewards!



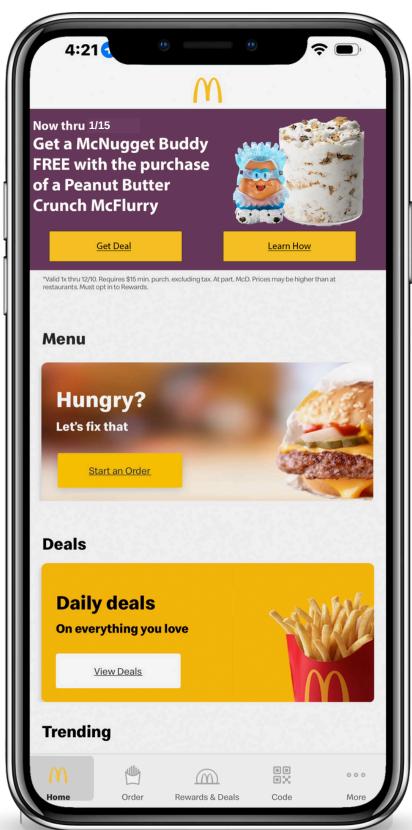


UPLOAD YOUR FINISHED McFLURRY AND SEE IT POSTED ON BILLBOARDS THROUGHOUT THE US!



IN-APP PROMOTION

"The major takeaway for our team is related to the **high statistics revolved around discount codes and coupons, and the use of loyalty and reward programs**. The <u>McDonald's app is the highest downloaded app</u> created by a QSR with consistent deals, releases, and notifications sent to their users. These statistics will help to drive our campaign especially with in-app advertisements." (Slide 25)



McNugget Buddies are back after a 25 year hiatus and will be available starting December 11th, 2023 (People, 2023)

By using an in-app promotion similar to this one, we want to create an incentive for our target audience to buy a Peanut Butter Crunch McFlurry than using nostalgia, encouraging our "thrifty parents" to stop for a sweet treat and enjoy time with their families.





INSTAGRAM AND FACEBOOK POSTS



Facebook and Instagram have massive user bases, with billions of active users. This provides a vast audience for advertisers to reach, increasing the chances of finding potential customers, particularly our target audience. Advertisements can appear in users' feeds, making them more likely to be noticed. Additionally, users can like, share, and comment on ads, providing opportunities for increased visibility and interaction.



WORD-OF-MOUTH

From analyzing our target persona we were able to find that our target audience finds a lot of recommendations and information through word-of-mouth. We feel that word-of-mouth can contribute to our promotion of the Peanut Butter Crunch McFlurry because our audience may speak to other adults about the convient, cost effective treat or have communication with it from social media.



MEASUREMENT PLAN

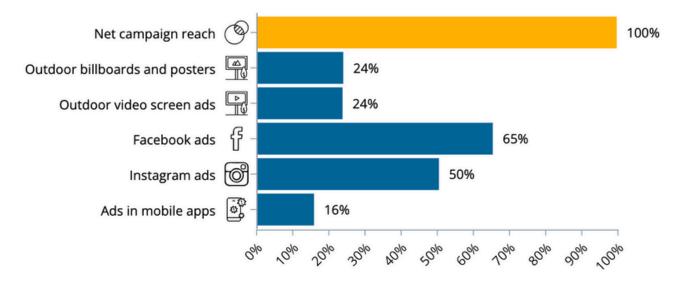
OBJECTIVE	MEDIA	KPI	MEASUREMENT
AWARENESS	Facebook Instagram OOH Digital	Views Impressions Social Sharing Mentions	Facebook Analytics Instagram Analytics In-App Analytics
CONSIDERATION	Consumer Opinion Website/App	Views Link clicks	Google Analytics Google Adwords
PURCHASE	Search McDonalds App	Click-through Rate Cost-per-click	Google Analytics Facebook Analytics





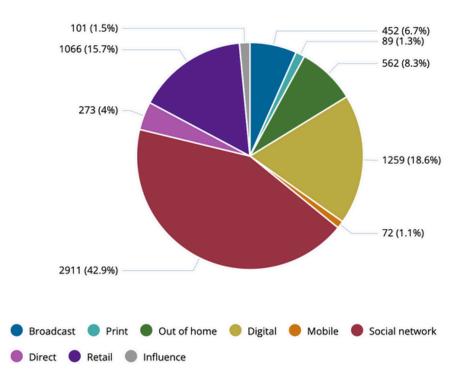
REACH REPORT

Reach Report (PB McFlurry Plan - MCFLURRY AUDIENCE)



GRP OVERVIEW

GRPs Overview - Channel Group (PB McFlurry Plan - MCFLURRY AUDIENCE)

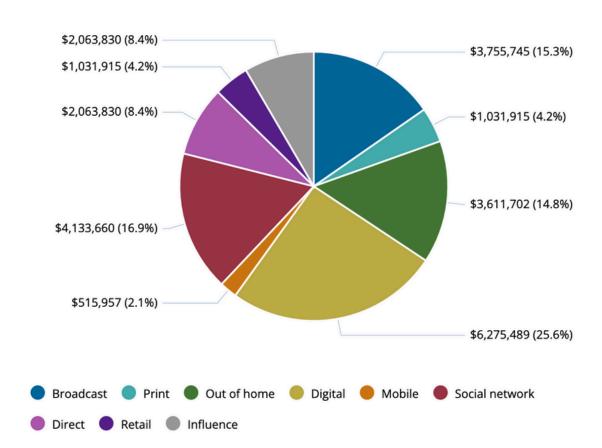




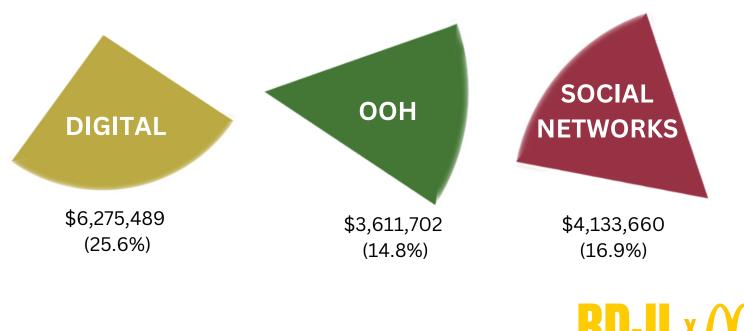


PEANUT BUTTER CRUNCH MCFLURRY

Budget Overview - Channel Group (PB McFlurry Plan - MCFLURRY AUDIENCE)



In choosing the mediums we would focus on the most for our campaign, we found three mediums to be especially important: Out of Home, Digital, and Social Networks.



CONCLUSION

- Within four weeks, we aim to boost sales and expand our market presence by establishing the McDonald's Peanut Butter McFlurry as a permanent menu item. We aim to appeal specifically to millennials, branding the product as a comforting and nostalgic, affordable, and convenient treat, offering a satisfying solution for your cravings.
- Targeting the demographic of "budget-conscious parents" allows us to engage a diverse audience, including both adults and children, fostering the growth of the U.S. dessert customer base. Despite McDonald's already having a strong consumer following, our dedication lies in introducing innovative strategies to captivate and inspire our audience, strategically deploying media to accomplish this objective.
- We will accomplish our objectives by strategically reaching our audience through the most effective channels at the optimal times. Our primary platforms include Digital, Social, and Out of Home advertising. Utilizing these diverse mediums, we aim to demonstrate to our target audience how they can embrace the McDonald's Peanut Butter Crunch McFlurry as a convenient, affordable, and delightful sweet treat suitable for the entire family.



Carruthers, B. (n.d.). How McDonald's got its swagger back by tapping into "Fan truths": WARC. WARC An Ascential Company. <u>https://www.warc.com/content/article/Event-</u> <u>Reports/How_McDonalds_got_its_swagger_back_by_tapping_into_fan_truths/147142</u>

Consumers are cutting back on restaurant meals. Insider intelligence login. (n.d.). <u>https://totalaccess.emarketer.com/Redirectchart?</u> <u>id=288536&_gl=1%2Ak7minv%2A_ga%2AODQ0NjE4ODQzLjE2OTcyMjM3MzQ.%2A_ga_XXYLHB9SXG%2AMT</u> <u>Y5NzIzMTMxOS4zLjEuMTY5NzIzMTU2Ni4wLjAuMA..%2A_gcl_au%2ANjY3MTg5NDUzLjE2OTcyMjM3MzQuM</u> <u>TY5NjY1NDgwMy4xNjk3MjMxMzMxLjE2OTcyMzEzMzE.</u>

Durbin, D.-A. (2023, July 27). McDonald's posts strong sales after "happy birthday" grimace campaign goes viral; plans new small-format stores next year. Chicago Tribune. <u>https://www.chicagotribune.com/business/ct-biz-mcdonaldsresults-ap-20230727-</u> <u>os7uctderrckvajxqpng5tkmnq-story.html</u>

GlobalWebIndex. (n.d.). Home. <u>https://app.globalwebindex.com</u>

Hester, C., & Khanal, P. (2023, April 8). McDonald's McFlurry vs Wendy's Frosty: A frozen treat face-off. Food Analysts. <u>https://foodanalysts.com/mcdonalds-mcflurry-vs-wendys-frosty-a-frozen-treat-face-off/</u>

Lagatta, E. (2023, August 10). McDonald's has a new Mcflurry: Peanut butter crunch flavor is out now. USA Today. <u>https://www.usatoday.com/story/money/food/2023/08/09/mcdonalds-peanut-butter-crunch-mcflurry/70559595007/</u>

Lebow, S. (2023, April 25). McDonald's supersizes its app downloads, leaving other qsrs the crumbs. Insider Intelligence. <u>https://www.insiderintelligence.com/content/mcdonalds-supersizes-app-downloads-qsr</u>

Luna, S. (2023, September 24). DQ blizzard vs McDonald's McFlurry: Which is better? Mashed. <u>https://www.mashed.com/1400483/dq-blizzard-vs-mcdonalds-mcflurry/</u>

UpperEastRob. (2021, September 20). Beloved but elusive, McDonald's McFlurry is a fast-food icon. Adweek. <u>https://www.adweek.com/brand-marketing/beloved-but-elusive-mcdonalds-mcflurry-is-a-fast-food-icon/</u>

<u>Weiss, S. (2023, November 29). McDonald's McNugget Buddies are back after more than 25 years.</u> <u>Peoplemag. https://people.com/mcdonald-s-mcnugget-buddies-are-back-after-25-years-8407941</u>

Weiss, S. (2023, November 29). McDonald's McNugget Buddies are back after more than 25 years. Peoplemag. <u>https://people.com/mcdonald-s-mcnugget-buddies-are-back-after-25-years-8407941</u>

What type of frozen treats have you purchased from a retail store in the past six months? . Mintel Portal | Log in. (n.d.-e). <u>https://data.mintel.com/databook/1157875/#S2</u>

Where have you purchased frozen treats in the past six months? . (n.d.). <u>https://data.mintel.com/databook/1157875/#S1</u>





Commspoint- Mcflurry Audience

Who are any (OR) V
Done in last 30 days × Done in last 12 months ×
AND
Who are any (OR) \vee 🗊 Used an app or website to buy goods from an internet retailer (e.g. Amazon, Zappos etc.)
Done in last 30 days ×

We wanted to focus on consumers that have ordered on fast food delivery sites like UberEats and Grubhub to target them with our ads.

We also wanted to look at the consumer behaviors to find the best way to target and match them where they are now. TV advertisements that are entertaining tend to stick with our consumer, and with our audience spending so much time online we want to focus on making our campaign interesting and shareable. The insights on discounts and coupons is very important so we are able to cater to our consumers.

lters	NEST FILTERS	CLEAR
	AND	
Who are any (OR) 🛛 🗸	It is important to buy the brand I like regardless of price	t
	Somewhat Agree X	
	For me, advertising on TV is amusing	1
	Mostly Agree ×	
	I often cut out discount coupons to use when shopping	
	Mostly Agree ×	
	I rely on the Internet to communicate with friends and family	
	Somewhat Agree ×	
	Clipping or saving coupons is a waste of time	
	Mostly Disagree ×	

NEST FILTERS CLEAR
AND
Visited a supermarket
Visited in last 7 days ×
Visited in last 30 days ×
AND
Ordered from or ate at a fast food restaurant (e.g. McDonalds, Drive-Thru, delivery)
Bought in last 7 days ×
Bought in last 30 days ×

Putting in the qualifier of 'visited a supermarket' in the last 7 and/or 30 days made our audience a little more broad and allowed us to track different attitudes. Similarly, ordering or eating at a fast food restaurant adds in another layer to build out our audience.



Commspoint- Mcflurry Audience

PEANUT BUTTER CRUNCH MCFLURRY MEDIA RECOMMENDATION

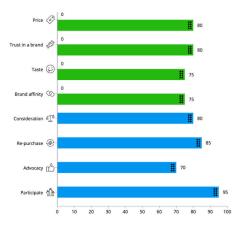
Who are any (OR)	Ē	Residence	Ē		
		Own House ×			
		AND			
Who are any (OR) V	Ē	Bought candy/confectionary (e.g. sweets, chocolate, lollipops)	t		
		Bought in last 7 days ×			
		Bought in last 30 days ×			
		AND			
Who are any (OR)	Ē	Bought snack foods (e.g. chips, salty snacks, nuts)			
		Bought in last 7 days ×			
		Bought in last 30 days ×			
Filters		NEST FILTERS	CLEAR		
Who are any (OR) $$	Ē	Employment	Ē		
		Yes X			
		Working full-time or part-time	Ē		
		Full time X			
		AND			
Who are any (OR) V	Ē	Marital status			
who are any (on)	ш	Married X			
			-		
		Children under 18 years old	Ē		
		Yes X			
		123 Amount of children under 18	Ē		
		3	3		
Filters		NEST FILTERS	CLEAR		
	-				
Who are any (OR) 🛛 🗸	Ē	Gender	Ĩ		
		Female X			
	-	AND	_		
Who are any (OR) 🗸 🗸	Ī	123 Age	1		
		25	44		
		AND			
Who are any (OR)	Ē	Age groups	Ĩ		
		25-34 ×			
		35 - 44 ×			
		Education	ť		
		High school graduate-HS diploma or equivalent (GED) ×	_		

Focusing on buying sweet treats and snack foods caters to the audience that would purchase a McFlurry.

Based on our persona,
we built out our
Commspoint to
match. This consisted
of a married female
between the age of
25-44 that has
children and is a full
time parent.

APPENDIX

TASK PROFILE:

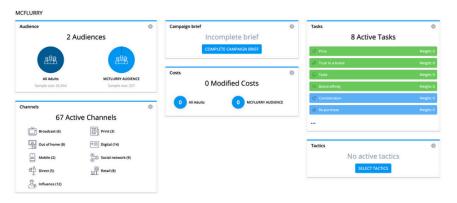


The different bar lines that correspond with the messages and strategies chosen for our audience describe the importance of each of these qualities to our consumer based on our recommendation.

Our chosen messages include: price, trust in a brand, taste, and brand affinity.

Our chosen strategies include: consideration, re-purchase, advocacy, participate.

COMMSPOINT PAGE:



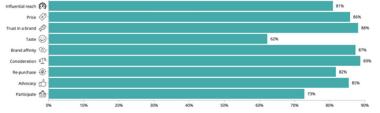
Our Commspoint page shows our different messages, strategies, channels, and audiences for our McFlurry recommendation. This information was later used and transformed to create the information seen in the following pages of this document.

¢°	Price 🗸	MESSAGE:
(i) (i)	Fun	Price: Price is important for the target audience as they are someone who looks to find the best deals when making
\heartsuit	High quality	purchases; couponing is also very important to this audience
Ø	Trust in a brand 🗸 🗸	Trust in a brand: The McFlurry audience is very loyal to the brands they love and trust and will continue to go back
1	Detailed information	depending on how these values stand true in the brand
-	Customer service	Taste: Our McFlurry audience loves to cook but also enjoys eating out so the food tasting good is a priority for them
۳	Taste 🗸	Brand affinity: The McFlurry audience wants brands to be
00	Brand affinity 🗸 🗸	reliable and authentic so brand affinity is an important message for this audience
Ŷ	Reviews and opinions	
0	Awareness	STRATEGY:
6 <u>1</u> 0	Consideration 🗸	Consideration: The target persona for the McFlurry takes time to
2	Where to buy	research their purchases before deciding to engage in them thus making consideration an important strategy to consider
4	Personalization	Re-purchase: Since our target is loyal to their brands repurchase
Jan Contraction	Trial	is an important strategy so that they will come back to purchase the product again
۲	Re-purchase 🗸	Advocacy: The McFlurry audience frequently learns about near
Ŧ	Usage experience	brands due from word-of-mouth and social media so advocacy for the brand is of high priority
0	Share information	Participate: Having an authentic brand to follow after is in important part of how our audience will participate with the
ഫ്	Advocacy 🗸	brand and since they are looking for a brand they can trust they want participation in their purchase
0	Inspire with ideas	
sî:	Participate 🗸	
Ô	Tune in	MEDIA AGENCY X



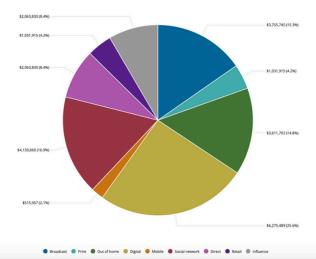
APPENDIX

EFFECT REPORT



88% of our target audience believe trust in a brand is important, 87% in brand affinity, and 89% in consideration.

BUDGET ALLOCATION



With our \$25 million budget, Commspoint allowed us to find monetary allocations for each of these different channel categories.

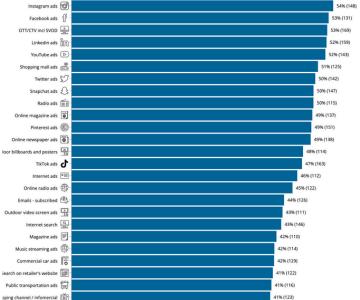
WAVE BREAKDOWN

We wanted to verify the audience size before moving forward. Our wave breakdown looked very realistic for the audience size we were looking to target. Your audience sample size is 11,842 respondents out of 412,149

This represents approximately **65.36M real-world people** and accounts for **2.5% of the population** for the selected waves and locations.

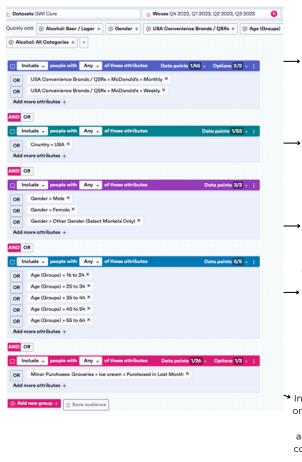
Breakdown by waves





CHANNEL RANKING:

The top channels where placing ads would be most effective are Instagram, Facebook, OTT, and LinkedIn.



look at customers that visit weekly or monthly to track the habits and behaviors of longer standing and a more consistent customer base. Our campaign targeted the US so we put a qualifier on to ensure the only results we gathered would be from there. We wanted to segment our audience by gender to better refine our target persona We added in age groups instead of all ages to track behaviors generationally rather than by individual years. This allowed for us to come up with our persona archetype and the information behind her. > Including the quantifier or purchasing ice cream in the last month allowed us to track our consumer base that are not only regular McDonald's users but also would be excited to try the new McFlurry!

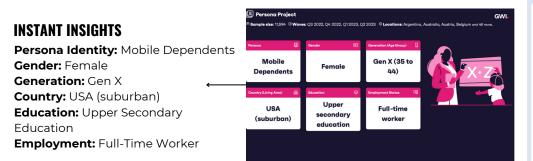
targeting McDonald's

as a brand/QSR. We

wanted to specifically



APPENDIX



I AM CONFIDENT USING **NEW TECHNOLOGY**

Open-Mindedness: 75.8% Interested in: Music & TV Vacation Plans: 30.9%

ALL PERSONAS

1) All Personas	
Smart Connectors	
	8.2%
Health Technologists	5.5%
Social Media Scrollers	1
	4.7% 2
Early Adopters	3
	4.8%
Mobile Dependents	
	35.1%
) Audience % 👻 🌐 Data table 🏦 View in	n Charts

The majority of our audience describes themselves as mobile dependents. We want to keep this in mind when creating our recommendation so we are placing our ads in the correct spaces.

GENDER



The majority of our audience falls in Gen X, making them fall between the age ranges of 43 & 58. However, based on our research we decided to go with our second most popular generation, Gen Y or Millennials. This generation will better fit the ideas and attitudes of our campaign.

I SPEND TIME LOOKING FOR THE BEST DEALS Brand Discovery: TV Ads

Customer Feedback: Very Important Social Media: Facebook

describe themselves as open-minded

and 82.3% value spending time with my family

They are most interested in music and

30.9% are thinking of buying vacation

mestic) in the next 3-6 months

television





spend <u>30 minutes to 2 hours</u> a day on social media

They mainly use the internet for finding information

INSTANT INSIGHTS

Watched A Video: 94.1% Spend 30min-2h on Socials: 42.5% Finding Information: The Internet

EDUCATION



The majority of our audience has surpassed secondary education. However, the main group we are wanting to target is individuals that have completed, at a minimum, their undergraduate or bachelor degree



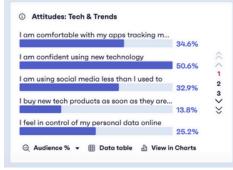


EMPLOYMENT STATUS



Our audience is almost entirely made up of full-time workers. This data made it easy to revolve our campaign around.

APPENDIX ATTITUDES



Our audience is very comfortable with technology. Specifically we want to target tech users that describe themselves as very confident. For our campaign, and the way we have looked at targeting our audience, it is also important to feel in control and comfortable with apps tracking them.

AUDIENCES - GWI

Attributes	Data point %	Universe	Index	Responses	Audience %	0%	25%	50%
USA								
Multi-Market Convenience Brands / QSRs McDonald's (Weekly, Monthly)	100%	102.6M	100	27.2k	49.9%			
USA Convenience Brands / QSRs McDonald's (Weekly, Monthly)	100%	102.6M	100	27.2k	49.9%			
Age (Groups) 16 to 24	100%	37.8M	100	6k	18.3%			
Age (Groups) 25 to 34	100%	46.9M	100	10.7k	22.8%			
Age (Groups) 35 to 44	100%	42.1M	100	12k	20.5%			
Age (Groups) 45 to 54	100%	38.7M	100	11.7k	18.8%			
Age (Groups) 55 to 64	100%	40.2M	100	14.3k	19.5%			

Our two main age groups that we were deciding between were Gen X (43-58) and Gen Y (27-42). When we refined our search to add individuals that had purchased ice cream over the past month, we found that Gen Z would be a more prominent audience for the McFlurry.

SOCIAL MEDIA



Social Media is a means of connection for our audience. We wanted to see their habits to learn how best to target this audience. In past research we found Instagram and Facebook to be major forms of communication. Looking at possible influencer marketing, we found the majority of our audience follows: actors, comedians and other personalities, TV shows or channels, bands and singers, and other influential figures in the media today. Because of this, influencer marketing would be very beneficial and was a part of our recommendation. Along with this, 94.1% watched a video online within the last week. TikTok, Instagram Reels, and Facebook Reels are important places to air our content. Finally, we can see the media consumption segmentation. Because our audience are such active users, we are able to target them in many different ways.



APPENDIX

ATTITUDES

③ Attitudes: Brand Relationships <i>J</i>	
I am loyal to the brands I like	60.1%
I buy products / services to access the community built around them	8.6%
I feel represented in the advertising I see	11.4%
Hook for expert opinions before buying expensive products	33.49
I research a product online before buying it	
I spend time looking for the best deals	65.7%
I tell my friends and family about new products	67.2%
I tend to buy brands I have seen advertised	43.29
I tend to buy the premium version of products	23.89
I trust what online reviews say about products / services	17.8%
	36.4%
I try to avoid all types of advertising	13%
I use discount codes or coupons	64.7%
l use loyalty / reward programs	61.49
None of these	1.4%

Looking at brand relationships was very important, especially in relation to our Commspoint. Through this, we found our audience is very loyal to the brands they like, which is important with McDonald's overarching brand truth and fan relationships 4% to the brand. They research a product online .7% before buying it and spend time looking for deals, which will make reviews and word-of-2% mouth important along with our normal .2% advertisements. The major takeaway for our team is related to the high statistics revolved around discount codes and coupons, and the .4% use of loyalty and reward programs. The McDonalds app is the highest downloaded .7% app created by a QSR with consistent deals, releases, and notifications sent to their users. These statistics will help to drive our campaign especially with in-app advertisements.

ATTITUDES

Brand Discovery

Ads heard on the radio	
Ads in magazines or newspapers	15.5%
Ads on billboards or posters	11.9%
Ads on music-streaming services	11.1%
Ads seen at the cinema	12.8%
Ads seen before online videos or TV shows start to play	8.4%
Ads seen in video / mobile games	22.1%
Ads seen in virtual spaces (e.g. VR/AR)	13.3%
Ads seen on mobile or tablet apps	2.6%
Ads seen on public transport	23.9%
Ads seen on social media	5%
Ads seen on TV	38.8%
Ads seen on websites	15%
Ads / sponsored content on podcasts	31.2%
Brand / product websites	9.8%
Consumer review sites	24.3%
Emails or letters / mailshots from companies	16.9%
Endorsements by celebrities or an influencer	16.9%
In-store product displays or promotions	9.3%
Online retail websites	30.7%
Personalized purchase recommendations on websites	42.6%
Posts or reviews from expert bloggers	12.3%
Product brochures / catalogues	9.2%
Product comparison websites	8.1%
Product samples or trials	11.4%
Recommendations / comments on social media	6.9%
Search engines	2.4%
44	2%
	3.5%
	2.3%
	26.4%
	0.5%
	5.9%
	13.9%
)%
)%
Deals on group-buying websites (e.g. Groupon) (To Q2 2019))%

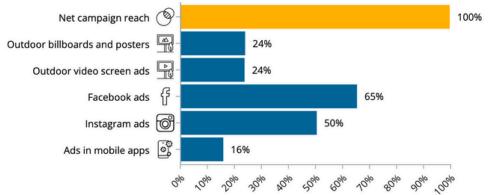
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Reach Report (PB McFlurry Plan - MCFLURRY AUDIENCE)



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