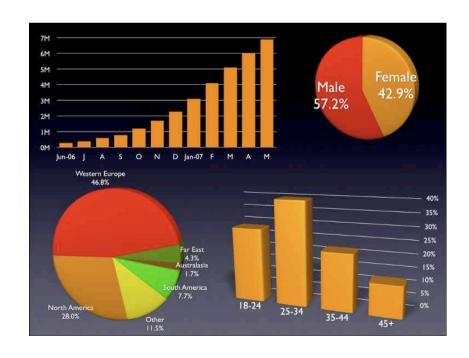
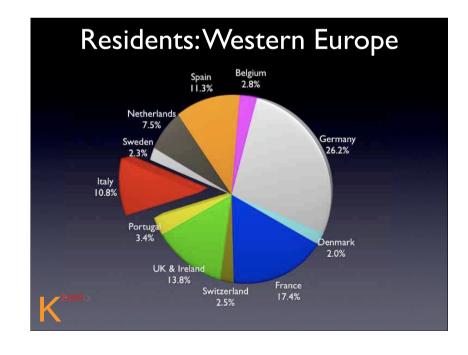
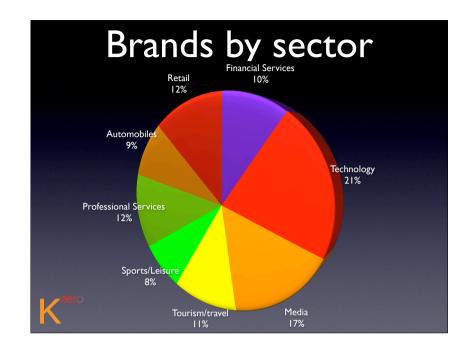
Seven Point plan for marketing in Second Life Nic Mitham K Zero Ltd















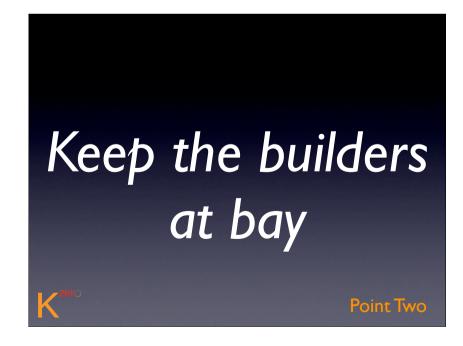
Because this is just another marketing channel

Have a plan

- What do you want to achieve?
- When do you want to do it?
- How will you manage it internally?
- What are your competitors doing?

Point One





Design comes last, not first

Keep the builders at bay

- Projects should be strategically delivered
- Buildings/layouts/areas should facilitate the strategy
- Design is an output, not an input

Point Two

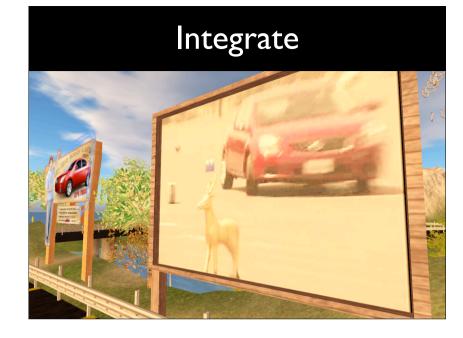


Think about all your marketing channels

Integrate

- Look to create synergy with other marketing projects
- Use existing marketing materials
- Pull visitors from outside in
- Push visitors from inside out

















Keep the seats warm

Commit to your virtual presence

Point Five

Keep the seats warm

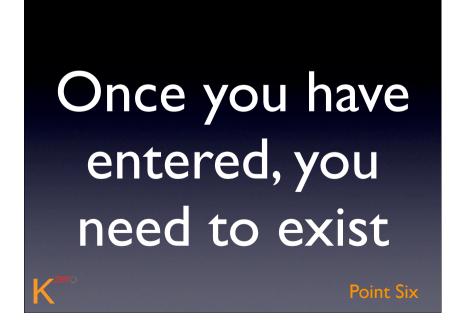
- If you build a virtual office, make personnel available to be in it
- Manage peoples expectations
- Give named in-world contacts
- Or, create a venue that does not require on-going support











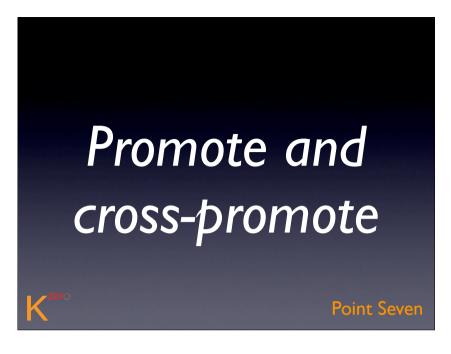
Stoke the fire

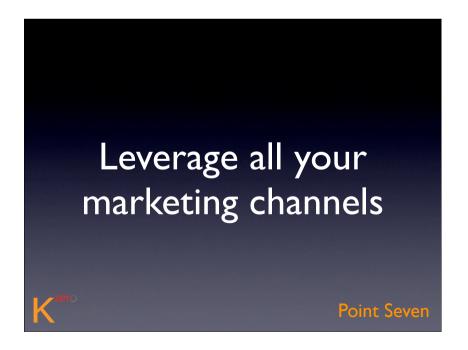
- Run regular events
- Deliver in-world presentations/ seminars
- Run competitions
- Involve the residents



Point Six







Promote and cross-promote

- Advertise in-world
- Create cross-channel campaigns
- Encourage referred and new visitors



Point Seven

