

### **PORTFOLIO**

**CONTENT & MARKETING** 

PR COMMITTEE

MERCHANDISE PLAN

**ENHANCING INTEGRATION** 



### Portfolio Overview

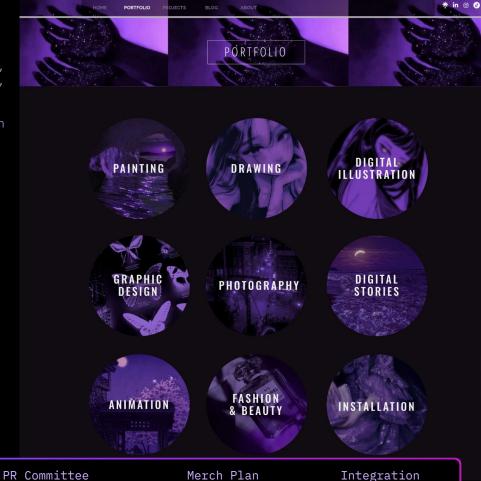
Emphases: painting, drawing, digital media photography, videography, animation, digital illustration

- Adobe Ps/Lr/Pr/Id, Blender, DLSR, Figma, Final Cut Pro, Procreate, HJ, etc.
- Website Management V
- Social Media Management
- Graphic Design & VFX



















## Theme Inspo & Mockup















### Content & Marketing





#### **Content Additions**

#### Increase marketing to URM groups

- 1. Digital
  - Inclusive content
  - Targeting efforts toward URM organizations, media outlets, or social media groups
- 2. Physical
  - Flyering/Tabling at diff locations



Encourage more applicants from URM groups







### Committee Structure

#### **Member Expectations**

- Attend weekly 1-hr meetings + complete assigned tasks
- Design/Photo experience helpful but not mandatory!
- Mostly looking for people with good ideas who are excited about PR!







#### Design/Layout

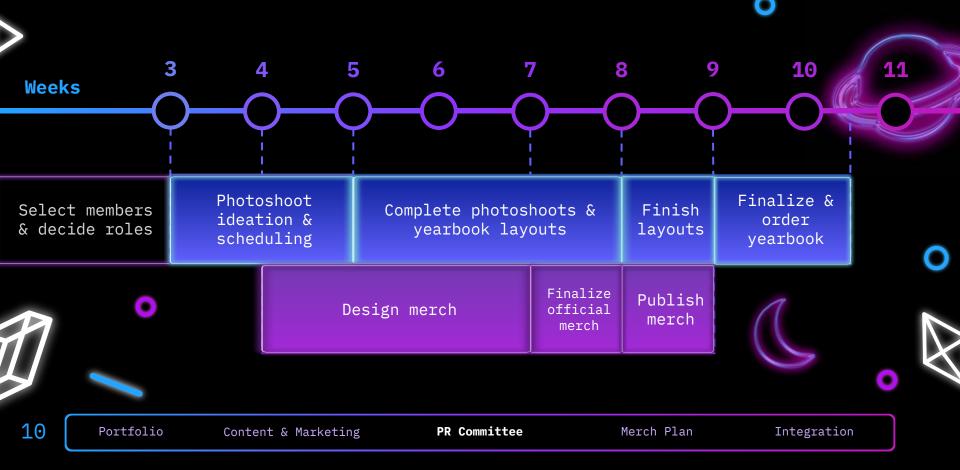
**Photography** 

- Category decided by sign-up
- Assigned tasks based on category
- Members can sign up for both, but will be informed they might have heavier workload





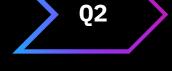
### PR Tasks Timeline



### Committee Project

CC4B: CAPCUT COMMERCE PRO - Q4





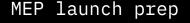
### Launch prep

**Q3** 

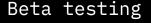
- Develop GTM plan
- Finalize & launch product

#### **PR** (F24) –





- Recruit seed users
- 3/29: Launch day



- Conduct MEP testing
- Feedback & development

#### Marketing!

- Market Capcut Commerce Pro
- Sponsorship?









# MERCHANDISE PLAN







OVERVIEW

#### **Platform Features**

# **Print-on-demand**, e.g. Redbubble

- 1. Upload any design
- Customizable product/size/color
- 3. Completely free to use

#### Advantages

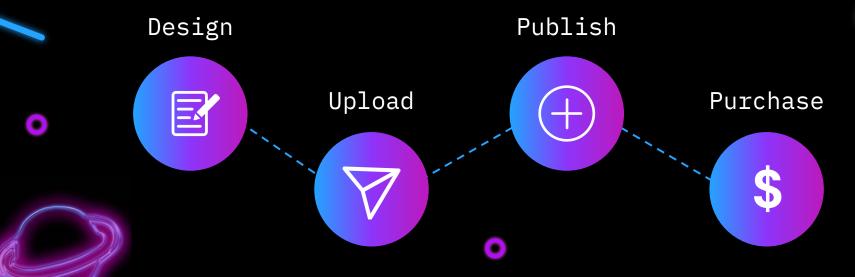
- Streamline ordering & distribution process
- 2. Encourage creative
   freedom from members +
   incorporate more of
   their ideas
- 3. Wide selection of designs & products for members



# New Merch Program PROCESS

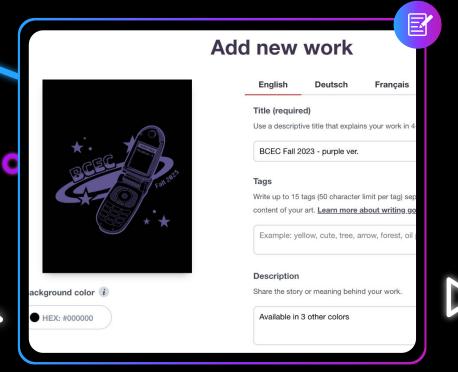


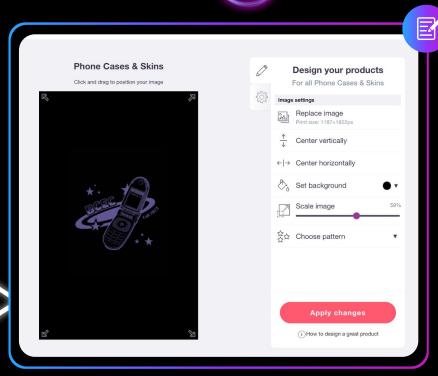






SAMPLE PRODUCT

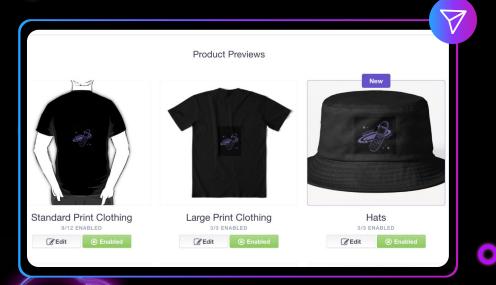


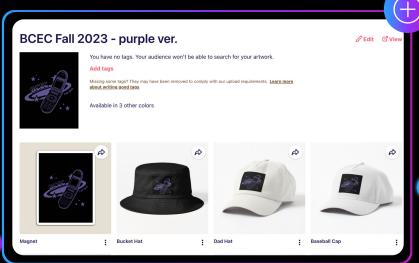




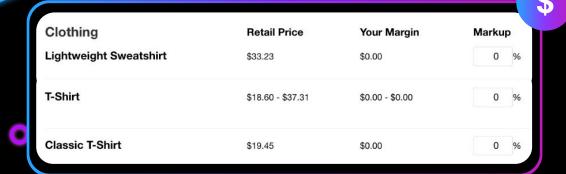


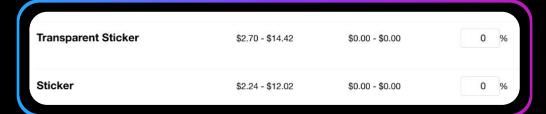






COST BREAKDOWN









#### Price Reduction Ideas

- 1. Reimbursements
- 2. Discounts
- 3. Partnership/
   Sponsorship
   (e.g. Capcut)



ALTERNATIVE IDEAS

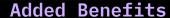






Used as an addition/ supplement to current merch process





- Permanent collection
- Allow new members to order merch from previous semesters
- Merch submissions from PR & non-PR members







Integrating EVPs more into BCEC + providing opportunities for all members

# **ENHANCING INTEGRATION**







### **Providing Resources**



- V EVPs act as a resource
  throughout the
  semester for all
  members & directors
- ✓ Someone you can reach out to for support

#### **Examples**

- 1. Portfolio Reviews/Guidance
- 2. Professional Headshots
- 3. Committee Workshops
  Directors can request a specific workshop for their committee (e.g. if working on a more creative project)
  - Pecking resource
     (esp. for GM) e.g. help make
     themes/assets, help review decks



### **EVP-led Workshops**

#### Potential Topic Ideas

- 1. Portfolio development
- 2. Prof dev for artistic careers
- 3. **Software workshops** e.g. Adobe, Procreate, Figma
- 4. **[Technique] 101** e.g. Graphic Design, Photography
- 5. **Fine Arts**more for fun or as a social





- Available to all BCEC members (e.g. optional event)
- ✓ Members can request specific skills/tips they want to learn
- **√** Share workshop decks

