

Warner Bros. Discovery x BCEC

Fall 2023 | Midterm Deliverable

Introduction

Introduction

Meet the Team



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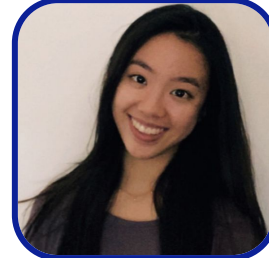
Dylan Eustachy



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Kaitlyn Brady



Charis Tang



Lilah Navale

Overview

Background

Hypotheses and Planning

Guiding Concerns

Distribution methods: where, what, how?

How can we best maximize our time, incentives, and available materials to reach a large enough sample goal?

How can we encourage insightful responses from a busy student body?



Initialized Plan

Attempt to achieve our goal through in-person intercepts and through online methods

Using a variety of incentives to attract participants (baked goods, snow cones, merch)

UC Berkeley campus + local high schools included within our target locations

Background

Content Preparation



Methodology

Strategy

Implementation & Reasoning



Maximizing A-list enlistment by increasing incentivization and reducing winning probability

Randomizer effect allowed us to ensure everyone enlisted, without winning incentives

Winning ~ $P(0.066)$ → People weren't counting their odds to begin with

Ensured longevity of inventory



Location selection made based on established experience with physical intercepts/activations

Diversified data pool through location alterations

Two main stations:

- Haas School of Business courtyard
- Upper/Lower Sproul



Consumer Experience:

Intercept active from 11:00am - 5:00pm for five days a week (30 total weekly hours)

Two project members available with hourly rotations

Certified Win Strategy

Online version dispersed throughout locations

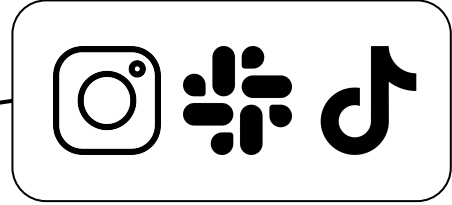
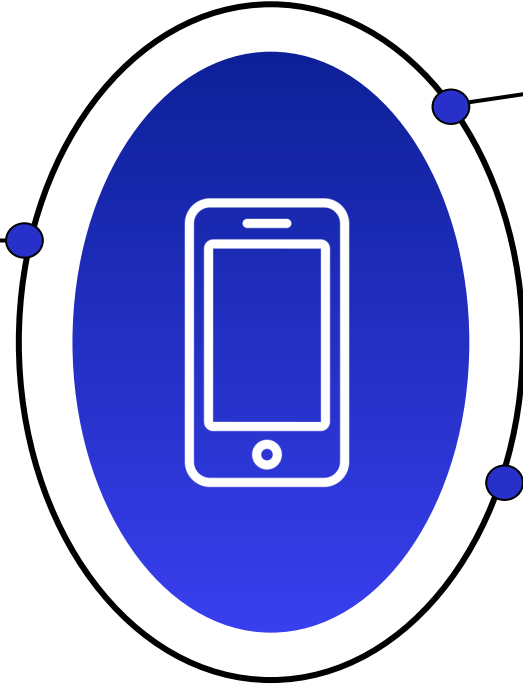
Strategy

Physical Intercept



Strategy

Digital Distribution



Insights

Insight Analysis

Physical Intercepts

Incentives boosted engagement significantly. Randomizer effect proved effective in ensuring people enlisted for A-list.

Technical programming pathways led to users not having the option to enlist. Current political climate as a contributor to outreach regression

Certified Win strategy with non-WBD incentives improved overall consumer experience

Online

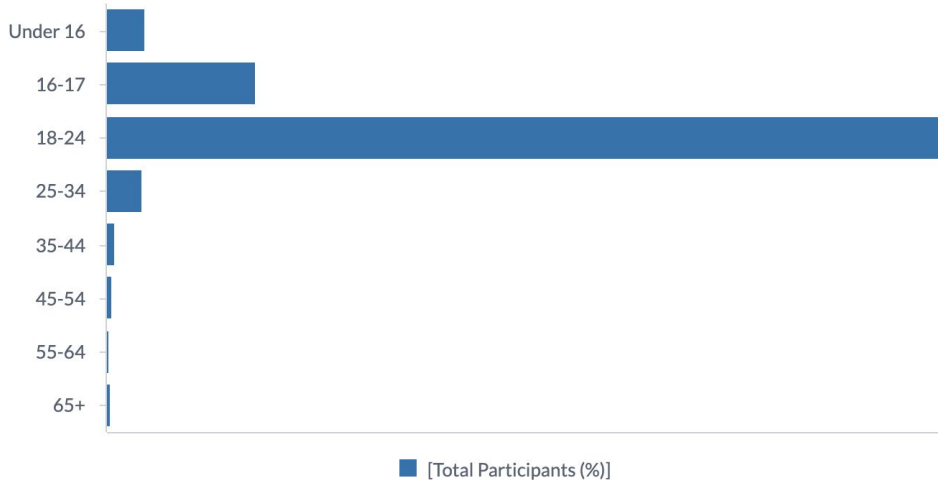
Complications in engagement with online version. Lack of visual physical incentivization is the speculated primary reasoning for this.

Online marketing material improved the overall spread of online version, yet assets not directly spread through identifiable digital avenues had less success

Online responses mostly attributed to physical non-intercept efforts



Results + Brief Topline



Reached 3,850 total engagements, roughly 2.5k completes (with incompletes adjusted). Demographic of majority 18-24 year olds, active social media users (94.2%), and whose racial/ethnic diversity aligns with UC Berkeley's student population (30.2% *Caucasian*, 45% *Asian*, 20% *Hispanic/Latinx*, 7% *African American*).

In line with our predictions while building the survey, Instagram, TikTok, and YouTube dominate platform popularity.

Through Rival's new filtering functions we will be able to start our next steps in analyzing the collected data + fixing any issues with mismarked incompletes through Excel

Next Steps

Qualitative Phase

IDI's & Final Data Analysis

IDI Recruitment

IDI recruitment has been completed, with partial IDI's completed this week. Finalized data used for final Qual. Analysis

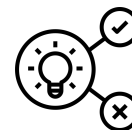
Total sample: N = 50+

Using established metrics discussed in SOW → LOI: 10-15 minutes

Data Analysis

Preparations for Final Deliverable analysis using first wave metrics from Rival, to include users marked *incomplete* in topline report.

Team segmentation according to expertise for Quant. and Qual.



Finalization

- Tentative Final Deliverable date
- Preparations for finalized results and conclusions

Thank You!
+ Q&A

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X



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