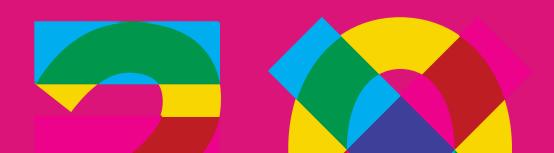
Expo2015 Social Media Strategy







Social media are the most important communication tool for an international event such as Expo 2015



Objectives: what do we want to achieve?

- -----O Interaction with potential and actual visitors

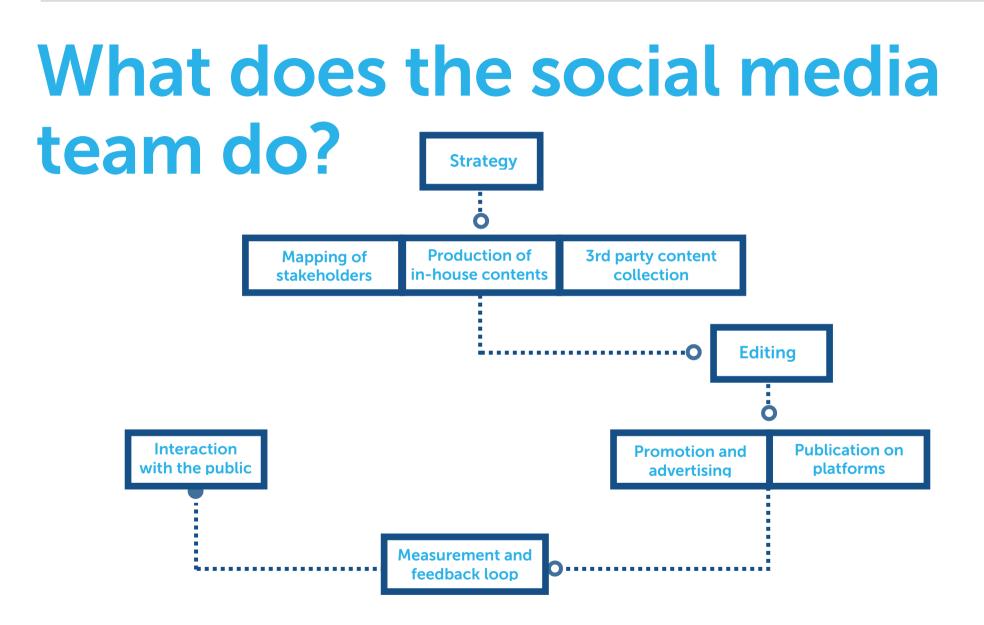




Strategies: how can we achieve the objectives?









Platforms and objectives

| Platform | Contents | Pressure | Objectives | Goals | Status |
|-----------|--|--|---|-------------|---------------|
| Facebook | News on Expo Branded contents Original contents | 11 contents a day in two languages | Brand awareness Communication with the final client | 700k fan | 300k fan |
| Twitter | News on Expo Contenuti branded Original contents | 8 contents a day in two languages | Brand awareness 150k follower Media relations | | 220k follower |
| Instagram | lconographic contents on Expo and on Expo Vintage | 1 content a day for every account (2 accounts) | Brand awareness Communication with the final client | - | 16k follower |
| Pinterest | Contents on the themes of Expo Content curation | Daily publication (1,000 images a month) | Brand awareness on female public Traffic generation | 5k follower | 7k follower |
| Tumblr | 7 Tumblr thematic | Daily publication | Brand awareness Publication of specific contents (partner) | - | _ |



Additional platforms

| Platform | Contents | Pressure | |
|---|---|-----------------------------|--|
| Social media hub | Aggregator of contents from other social networks | Constant automatic updating | |
| Website socialmediaexpo2015.com | Point of reference of the social media team | Updated when necessary | |
| Slideshare | Report on the activity of social networks Strategy and guideline documents | To be used when necessary | |
| Linkli.st | Collection of links about press regarding social networks | Use when necessary | |
| Urlist | Collection of reference links | Daily updating | |



Platforms in real life

| Platform for | Contents | Goals | Activity |
|--------------------|--|----------------------------|---|
| Workshop Expo Gate | Workshop on contents relating to Expo's theme and to social media | 1 a month | 5 workshops realized with an average of 40 participants |
| Expo in viaggio | Workshop on Expo's contents, in collaboration with Giacomo Biraghi | approximately 4 a month | 5 workshops realized in 5 cities |



Active projects

| Project | What is? | Status |
|--------------|--|---|
| Book | A collection of books, essays, illustrated books, scientific publications. For a small ideal library that offers a transversal view on the themes of Expo 2015. | Published weekly on Expo's social networks |
| Quote | Quotes A collection of brief thoughts published with a visual based on Social Media. | Published weekly on Expo's social networks |
| Cluster Game | Expo 2015's Clusters told through a system of questions and answers between sciences, history, geography, costume. A dedicated visual accompanies the game. | Published weekly on Expo's social networks |
| Hashtag | A collection of case histories which delineate new scenarios on the themes of Expo 2015: from scientific research to food, from sustainability to technologies, to food waste. | Published weekly on Expo's social networks |
| Number | Numbers, metrics and statistics regarding nutrition, resources, sustainability, innovation. | Published weekly on Expo's social networks |
| People | The faces, the projects. Expo2015's story told in the first person by those who work daily to make the event a success. From the staff to the Countries' delegations, to the Partners, to the protagonists of the Inclusion Projects, down to the users who have a story to share. | Published weekly on Expo's social networks |



Active projects

| Project | What is? | Status |
|---------------------------------------|--|-----------------|
| Call to action Milano 101 | An international Call to Action in collaboration with Instagramers Italia and the Third Sector organizations participating in Expo2015. Protagonist: the community of instagramers worldwide, invited to share how/ where/ with whom they spend their "Lunch Break". | To be activated |
| Call to action Lunchbreak | Project for the valorization of Milan: a collective game on Facebook and Twitter to identify 101 "reasons" for visiting the city of Expo 2015. It completes the storytelling trend, a website with a very strong visual impact: a great photographic album as a vehicle of information about and promotion of the territory. | To be activated |
| Co design Welcome to Italy | A project to valorize the Italian heritage. A "Grand Tour" on the 21st-century virtual motorways with over 200 stops, illustrated by as many historical "postcards" from travelling Italy, which invite the community to suggest destinations and share experiences. In collaboration with Touring Club Italiano. | Underway |
| Co design Belvedere in the city | The progress of Expo 2015's Construction Site documented via drone, in collaboration with Tim4Expo. The weekly video material - about 45 min – is made available for possible projects of institutional communication. | Underway |



Active projects

| Project | What is? | Status | |
|--|---|-----------------|--|
| Co Design Italy at the table | Social Media, community and Food Experience: a journey among Italian food excellences, through the presentation of 266 certified products. The project is in collaboration with consortiums and districts of the systems Doc, Dop, Docg | To be activated | |
| Co Design White night Italian cinema | The 100 films that have moved us: live tweeting dedicated to the great Italian cinema on the occasion of the International Rome Film Festival. The "White Night" - in collaboration with Short Food Movie – will involve the community and a series of testimonials in the game. | Finished | |
| #100thingsToDo | A project to valorize Expo's Ambassadors. Each Ambassador suggests to us what to do, the books to read, places to see in view of Expo 2015. | Active | |
| Countries Game | A game conveyed on Expo's social networks, in which people compete with each other on the basis of their knowledge of the Countries participating in Expo To be activated | To be activated | |
| | | | |



The social networks include a publishing plan that envisages approximately 60 content units a day developed for the most part in-house. **Approximately 50% of these** contents are in two languages.



Publishing plan

| LUN | MAR | MER | GIO | VEN | SAB | DOM |
|------------------|--------------------------------|------------------|---|-------------------------|------------------------|--------------------------|
| PADIGLIONE | CLUSTER | PADIGLIONE | CLUSTER | PADIGLIONE | DAILY NEWS | DAILY NEWS |
| DAILY NEWS | DAILY NEWS | DAILY NEWS | A A A A A A A A A A A A A A A A A A A | DAILY NEWS | LABEXPO / WE / FEEDING | LABEXPO / WE / FEEDING |
| PEOPLE | AMBASSADOR EXPO | PEOPLE | AMBASSADOR WE | EXPO ITINERARI TEMATICI | QUOTE | MASCOTTE |
| SCUOLA | TERZO SETTORE onu, ue, triulza | | 11.38,474 DEL MAIS Del Marine de la constante marine de la constante marine de la constante marine de la constante marine de la constante MUMBERS | PEOPLE | BOOK | HASHTAG |
| CANTIERE | EXPO VINTAGE | AZIENDE | EXPOGATE | PARTNER | Response (entry unit) | Property Free Markets |
| | TT 0 Vere Inser | TT 1 March 1727 | | | | 277 (2 The second second |
| WELCOME TO ITALY | WELCOME TO ITALY | WELCOME TO ITALY | WELCOME TO ITALY | WELCOME TO ITALY | WELCOME TO ITALY | WELCOME TO ITALY |



Team's activity

20 images a month on Instagram



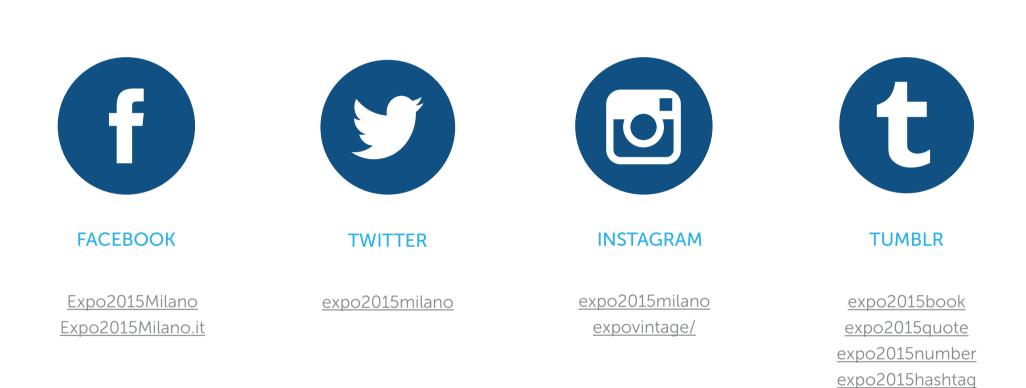






expo2015people

expo2015cluster







Expo 2015 Social Media Team

Credits

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