





DESIGNED TO PROVIDE

INSIGHTS FROM THE NEW TRENDS

KNOWLEDGE AND INSPIRATION

BEST CASE STUDIES

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Marketing Land

AdAge



ADWEEK<sup>®</sup> 40



FAST  
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campaign



BUSINESS  
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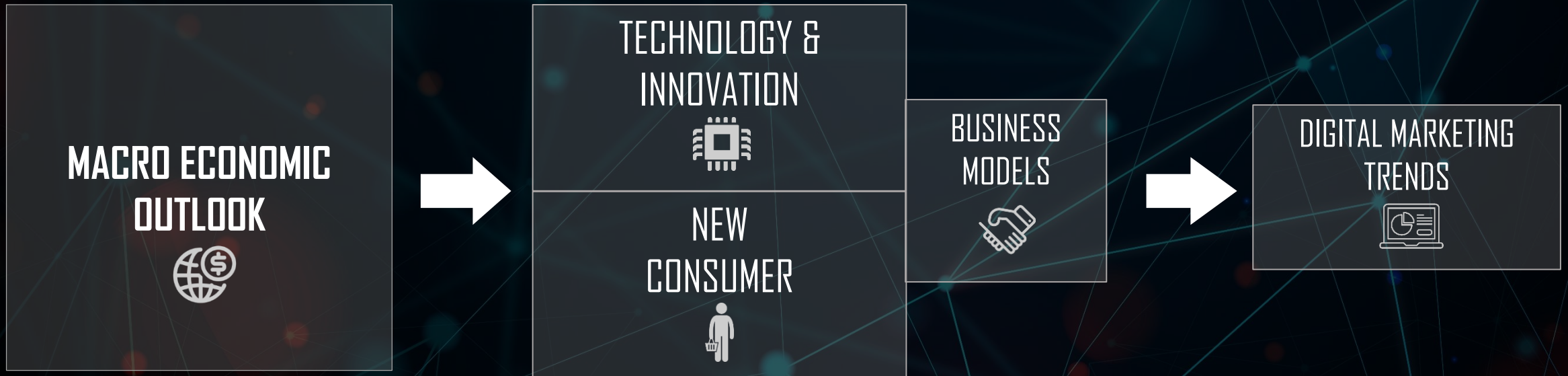
VARIETY

WSJ





# TRENDSEEKER REPORTS STRUCTURE



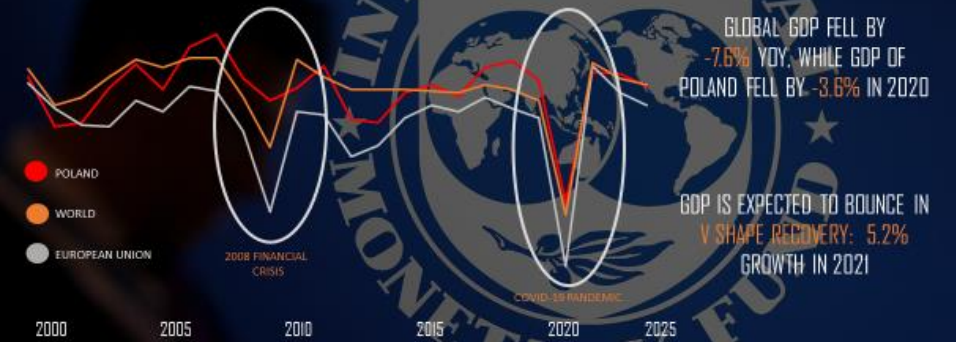
## WHAT IS THE GREAT RESET?



TrendSeeker

## V SHAPE ECONOMIC RECOVERY

REAL GDP GROWTH - ANNUAL % CHANGE



Source: IMF Data Mapper 2020

TrendSeeker

# SOCIO-ECONOMICS TRENDS

## OTHER ECONOMIC INDICATORS ARE RECOVERING

GLOBAL TRADE AND INDUSTRIAL PRODUCTION PICKED UP AFTER LOCKDOWNS IN AUGUST 2020

STOCK MARKETS ARE AT ALL TIME HIGHS

S&P MONTHLY CLOSE CHART



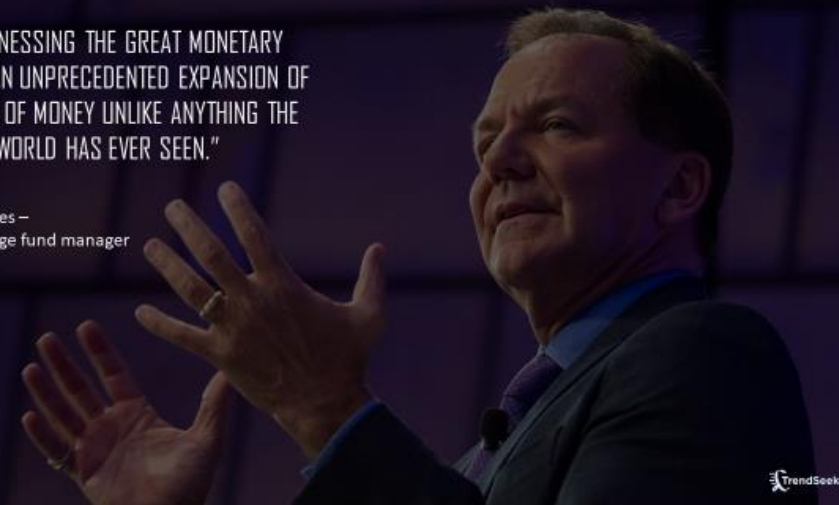
Source: IMF Data Mapper 2020, Yahoo Finance Nov 2020

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## THE GREAT MONETARY INFLATION

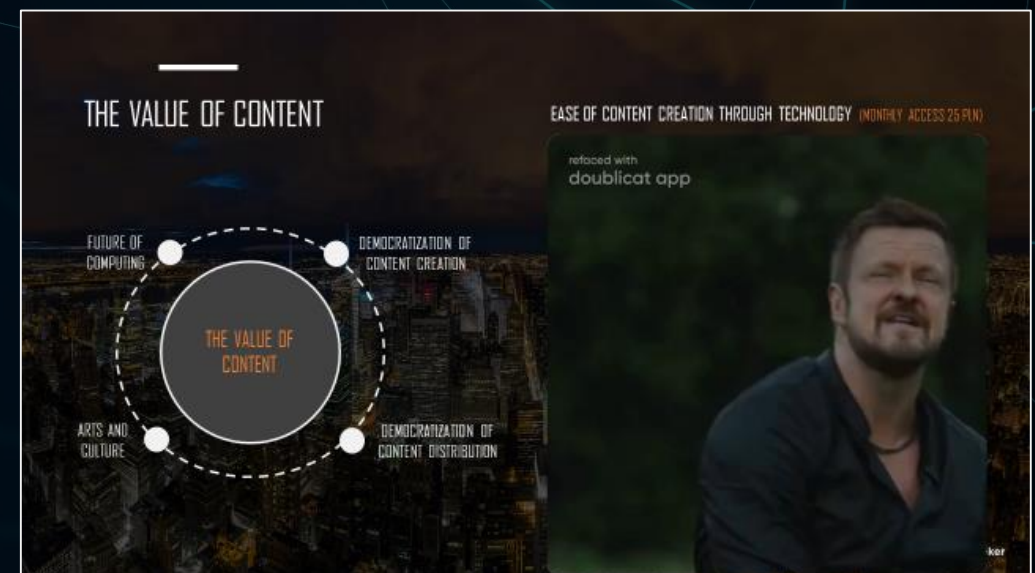
"WE ARE WITNESSING THE GREAT MONETARY INFLATION, AN UNPRECEDENTED EXPANSION OF EVERY FORM OF MONEY UNLIKE ANYTHING THE DEVELOPED WORLD HAS EVER SEEN."

Paul Tudor Jones –  
Billionaire Hedge fund manager

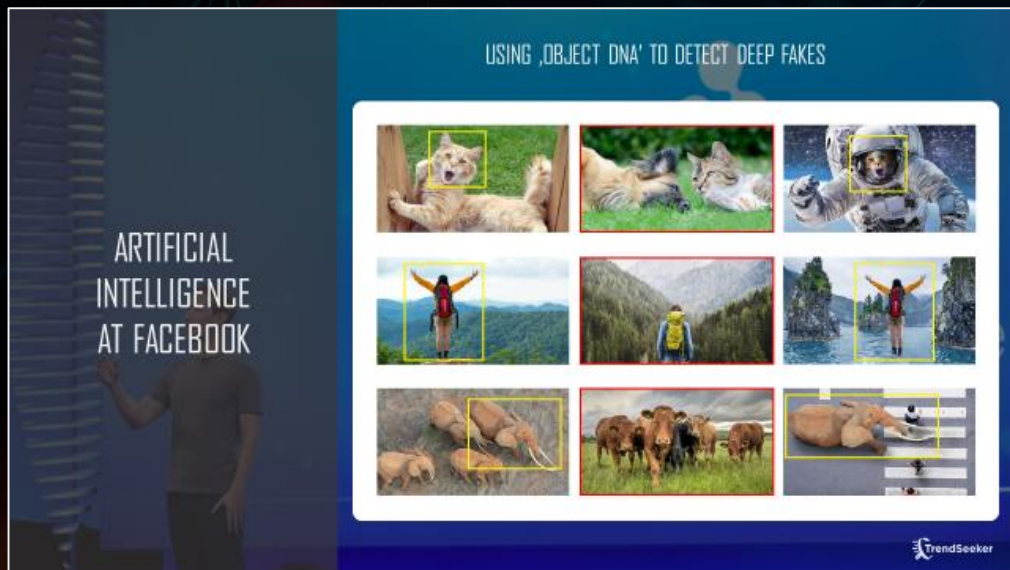


TrendSeeker





# TECHNOLOGY TRENDS





## SOCIAL TIREDNESS



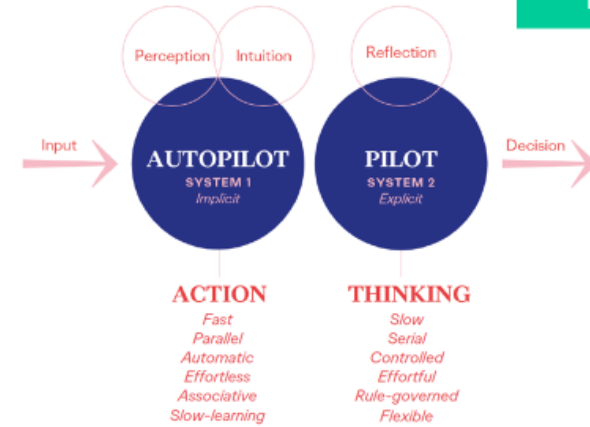
**RESEARCH CLAIM ABOUT DAMAGE**  
negative social media experiences on physical and mental health

**DEFICIENCY IN SOCIAL SKILLS**  
Consequences of spending time on social media instead of IRL

**SOCIAL MEDIA UNDER PRESSURE**  
Social players reaction on social media worries (ie. hidden likes, mental health tools)



## 1. NEW HABITS GET GROUNDED



Source: Gallup, fit for growth beyond COVID 2020



**LOCKDOWN INFLUENCES NEW HABITS**  
Research suggests 60 days period is enough to change habits or form new behaviours

**DECISION-MAKING PROCESS CHANGES**  
During quarantine consumers had more time and possibilities to make decisions more conscious

**ESSENTIALS OVER INDULGENCE?**  
With 'Pilot-system' decision and financial constraints consumers re-evaluate. 57% now prioritise value in purchases when shopping (price, value for money, product experiences)

# CONSUMER TRENDS

## 4. JUST GAMING OR LIFESTYLE YET?



**FUTURE OF SOCIAL MEDIA?**  
Games have now become the platform for social events and connections

**CONNECTIONS & BELONGING**  
Users play video games for social connections – social mechanics are being built into games

**STATUS DEFINED BY GAMING**  
Blocked by isolation people looked for opportunity for self-expression and social status in games



## 3. LIFE-STREAMING



**FROM MESSAGING TO FACESSAGGING**  
Zooming boomed as people appreciated (online) real emotions instead of meaningless emoticons

**ENTERING DIGITAL SPACES**  
the evolution of social media, with new digital spaces cropping up to facilitate genuine human connection in the absence of in-person meetings

**LIVESTREAM ALTERNATIVES**  
Livestreams expanded the realms of possibility for community



## 1. EXPANSION OF MARKETPLACES



**Builds its advertising platform  
and drives subscriptions**



## Emerging develops own ad services and style advice platform



Accounts for 27.3% adspends  
(Latin America)

Source:  
WAPC Global ad trends, 2020



HEINZ + SHOPIFY

Seven days after Heinz signed its contract with Shopify Plus, Heinz to Home was launched. It offers a limited selection of the popular Heinz Bean, Tomato Soup, and Spaghetti Hoops packaged as a bundle. Products were delivered within 2-3 days across the U.K.

WAF: Pandemic lockdowns have reshaped beauty sector, June 2020  
WAF: Modeler's strategy for building flows in commerce, June 2020  
<https://www.wfaf-fs.com/wafg2020/real-time/>



L'OREAL

20% of L'Oréal's revenue now comes from online sales, either its own branded sites or through ecommerce platforms like Amazon and Walmart. In Q1 2020, L'Oréal's online sales were up 53%. Sales overall were down 4.8% on a year earlier.



**MONDELEZ**

Mondelez has doubled down on advertising on e-commerce platforms as it seeks to reach consumers near the point of digital purchase. Indeed it is approach reverted from offline PDSM activities



**E-COMMERCE BECOME A MUST**  
**THE BRANDS**

# TRENDS IN BUSINESS MODELS



TIK TOK



### SNAPCHAT: LENS CHALLENGES



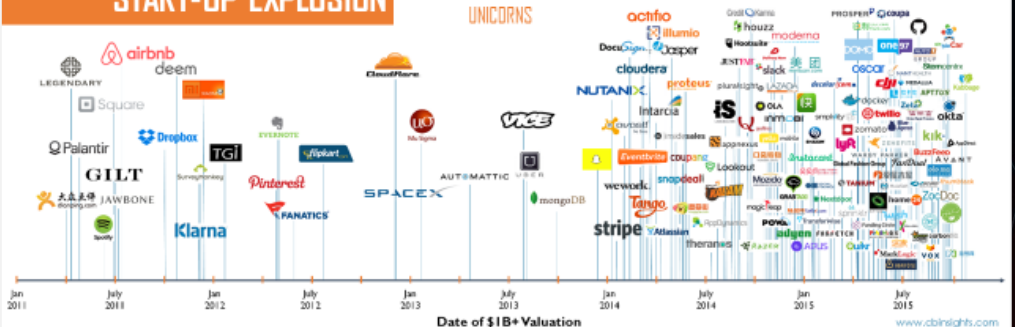
FACEBOOK: LASSO  
Short video app



## CHINA COPY-CAT

## START-UP EXPLOSION

## INCREASING NUMBER OF UNICORNS



## MASSIVE GROWTH OF STARTUPS

Driven by technology accessibility, investors interest & changes in lifestyle (attitudes to work, sharing economy)

## STARTUPS BECOME BIG

There were more than 300 unicorns (startup originated companies valued 1bln+ USD) in 2019

## USA, EUROPE & ASIA LEAD

1. USA
2. China
3. UK
4. India
5. Germany





## 1. CONTENT+CONTEXT = AD EMERIOR

### SERVING THE NEEDS OF CONSUMERS

Isolated, people were hungry content, not only new, but also „goldies but oldies“, just to fulfill their emotional needs („back to things I felt happy with in the past“)

### CONTEXT BOOSTS CONTENT

Context becomes more and more important for marketers just because of fitting emotional state of consumers

### CONTENT THAT SELLS (IMMEDIATELY)

Isolation created opportunities to boost shoppable elements of context – dynamic development of t-commerce, live-commerce & native commerce



## ENHANCED SHOPPING



Beauty brand **MAC**'s core audience is steeped in digital culture. During COVID-19, the brand placed virtual try-on tools –where customers try eye and lip products via AR technology –at the centre of its online shopping experience.

Source: AdCany 2020, The online media game, 2020

## EXTENDED STORYTELLING

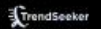


**Treasury Wine Estates**, the US winemaker and distribution business uses AR experience that brought the bottles to life. The immersive experience transforming wine bottles into storytelling vehicles

## IMMERSIVE CONTENT



**Apple** plans to add AR content to its Apple TV+, seeking new ways to attract and retain subscriber. In the new feature, elements of a TV show, like characters or objects, would be displayed on a viewer's phone or tablet and integrated into the surrounding environment.



# DIGITAL TRENDS

Augmented reality spending is estimated to reach **\$60 billion** by 2020



**63%** of customers say augmented reality would improve their shopping experience



**40%** of customers consent to pay a higher price for any products they were allowed to preview by augmented reality



**45%** of customers said augmented reality features save their time to make a decision



## AD-NOVATIONS

### NEED FOR AD-LEGY SOLUTIONS

Development of native and non-intrusive formats

### IMMERSIVE ADVERTISING

Tech driven exploring opportunities in gaming, AR/VR and gratified advertising

### NEED FOR MEASUREMENT

TV broadcasters effort to turn from GRP to impressions as currency



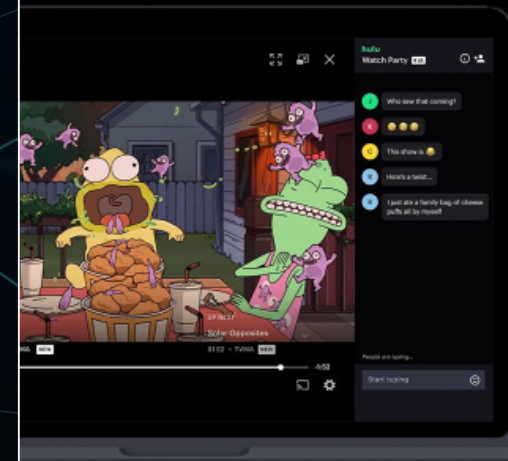
## 3. CO-WATCHING

### WATCHING TOGETHER ENHANCED

As „life-streaming“ became extremely popular during isolation some broadcasters found opportunity to explore the phenomena by giving their users a chance to converse during watching

### CO-WATCHING IS A NEW OPPORTUNITY

Streaming services – main winners of changing media consumption habits – started developing their own co-watching features – potentially to create new, native advertising inventory





QUARTERLY TRENDS REVIEWS

ON-DEMAND REPORTS

DEDICATED DEEP DIVE REPORTS