

Halo: Reach Campaign

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Preview

- Objective (Assumption)
- OTA (Assumption)
- Need and Triggers of OTA
- Objectives, Strategies & Tactics
- Teaser
- Promotion channels & content: Website, Facebook, Twitter, YouTube, Blog,
 Forum & Other Social Channels
- o Promotions- Customized Avatar Campaign
- Cross selling
- Halo Tracker
- o Twitch
- o Stats
- Respect Campaign



Objective & Situation



Objective: Create a game that is fresh and fun, yet something familiar.

Situation: Launch Halo Reach in September 2010

- Different from numbered Halo games
- Last game by Bungie
- Engage community with a story to be remembered



Optimal Target Audience (OTA)







Halo Halo 2

Halo 3

Halo 3 ODST

Halo War

Halo Reach !!!

Sam- ScareCrow/S3RP3NT1189 (Gamer Tag)



Needs & Triggers of SacreCrow

Needs	Triggers
Experience, engagement and pride	Primary requirement. Examples shared in the coming slides.
Surprises, excitement & not Obvious	Unmasked Spartans 1 st time you could see faces in Halo Tragic End (Team Spartans/Nobel Team) Covenant (Superior Aliens)
Emotions	Sound track: emotions in music End of Spartans as a team
Storyline	End of planet Reach



Objectives, Strategies & Tactics

 Generate sales Objectives •X% Halo Reach sales (Primary) Sub-product sales (Secondary) • Develop channels that makes user engage and experience Halo Reach product to develop moment/s of pride Strategies Develop story Early sales Teasers Community involvement Teaser videos •Custom Hero Campaign **Tactics** Multi channel promotion Cross-selling • Exclusive Gold Member Privileges



Halo Reach 1st Promotion "Teaser"



Sep 2009 Limited Edition

Moment you want to share with friends that you got hold of first edition of 'Halo Reach'

Halo Reach: Demo

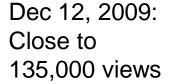


Halo Reach- Teaser



Halo: Reach E3 2009 Teaser Trailer

by Bungie 5 years ago • 134,925 views From the beginning, you know the end... HD





Halo Reach - Official World Premier Trailer [HD]

by Squadron 5 years ago • 392,227 views

Title: Halo: Reach Release Date: Fall 2010 Platforms: XBOX360 Label: Microsoft Game Studios Genre: First-person shooter Age ...

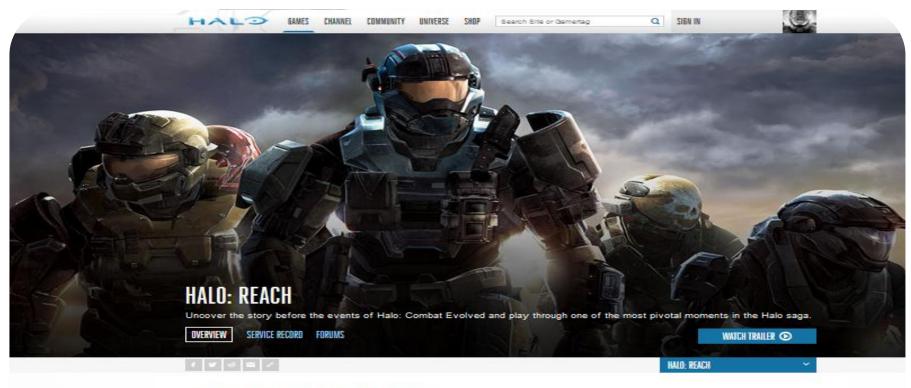
HD

Dec 14, 2009: Close to 400,000 views

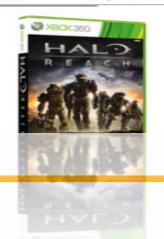




Halo Reach Website



FROM THE BEGINNING, YOU KNOW THE END



In 2552, the Covenant discovered the planet Reach. The UNSC mounted an unparalleled defense against the allen war machine. At the heart of this conflict was Noble Team, an experienced group of accomplished soldlers prepared to meet the enemy head-on. Now, with the addition of the team's newest member—Noble Six—this souad will face its most challenging mission set the defense of Reach.

Developed by Bungle and published by Microsoft Game Studios, Halo: Reach includes a pulse-pounding campatign, addictive multiplayer, riveting four-player Co-operative Firefight mode, and the massive Forge map-editing experience... and a Theater mode to capture it all. With more modes, maps, missions, and features than ever before, Halo: Reach is a masterplece of stunning visuals, powerful story, epic encounters, and endless replayed/lifty.

BUY NOW

ROLL HOM

(60/8/80/0

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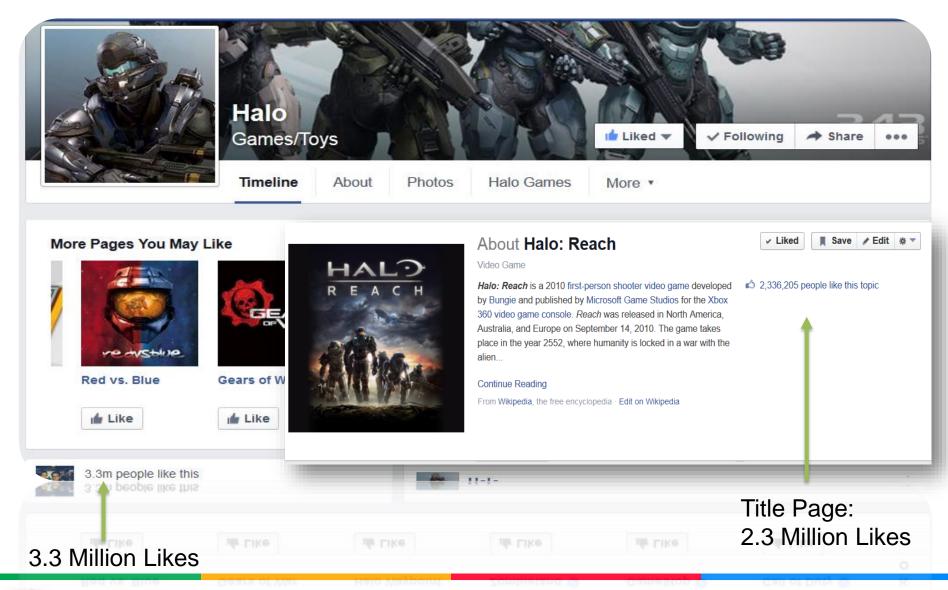
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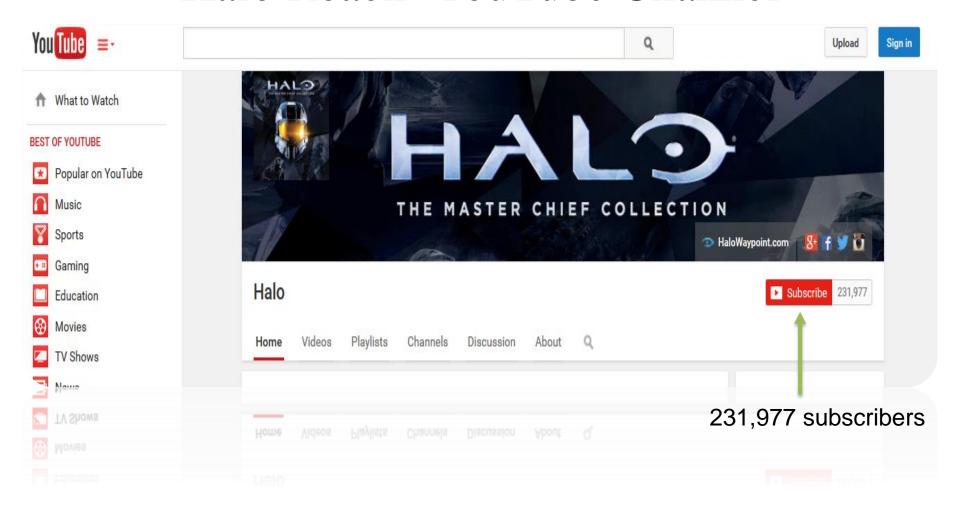


Halo Reach- Facebook



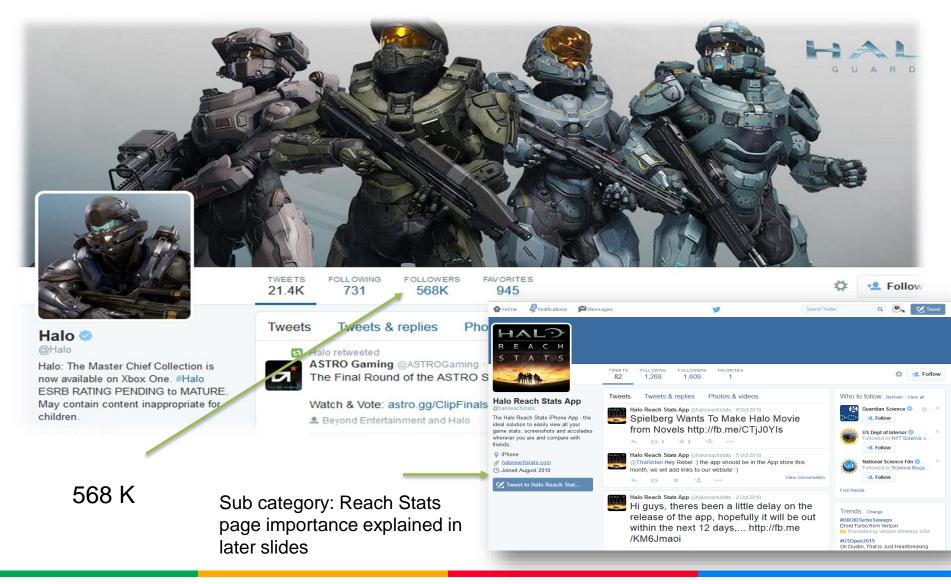


Halo Reach- YouTube Channel



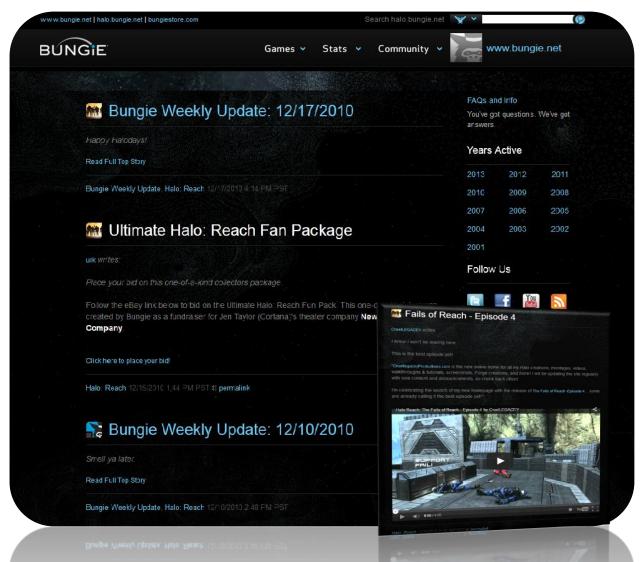


Halo Reach- Twitter





Halo Reach-Bungie Blog



Weekly Updates

Fan Package

Conversation with developer about each episodes or any game related queries

Other engagement techniques:

- RSS feed
- Social plugins
- FAQs
- Archive

Source: Bungie Blog, Forum and Store.

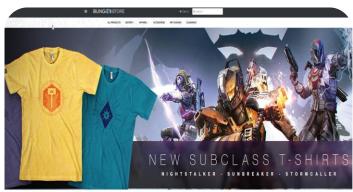


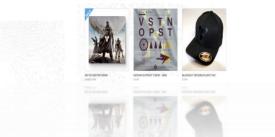
Halo Reach- Bungie Forum & Store



Sub products sales:

- Debates (Halo 'X' vs Reach)
- Player recruitment
- Favorite Reach game type





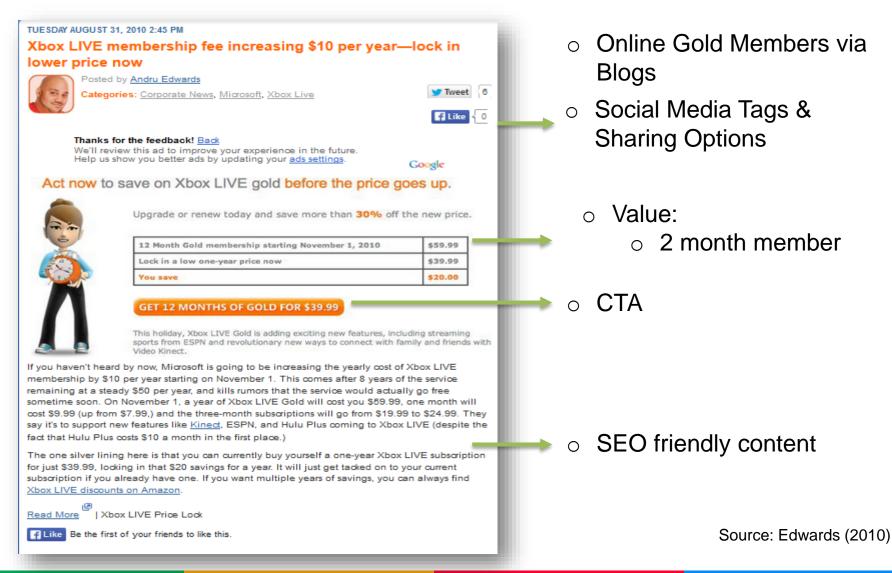
Store- sub products sales:

- Apparels
- Accessories
- Arts
- Books
- Clearance

Source: Bungie Blog, Forum and Store.



Blog Content: Promotion & cross selling





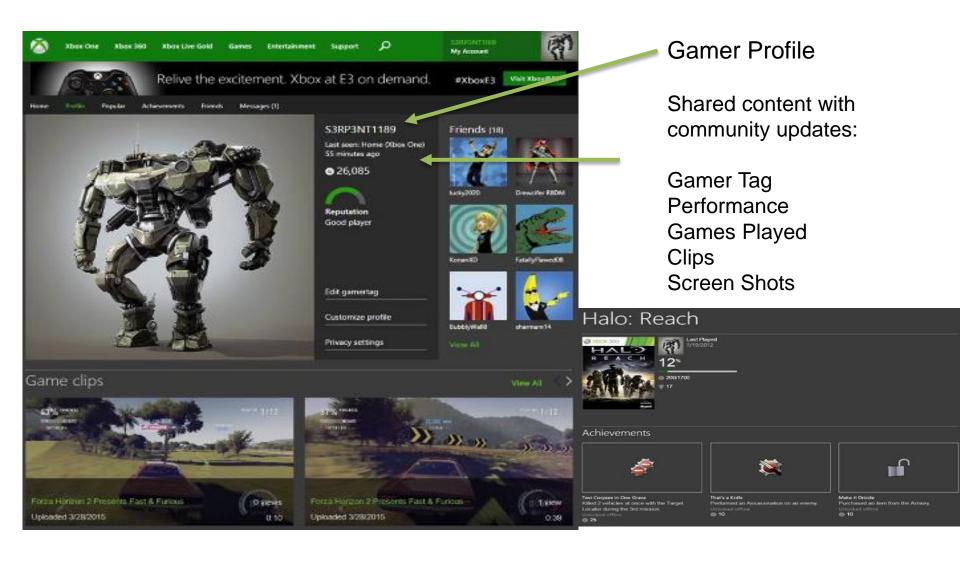
Digital Banner Ads- Gold Membership



- Online Gold Members
- Value for consumers:
 - 12 month member
 - Requirement to play online
 - Customized helmet
- **CTA**
- Connect with consumers

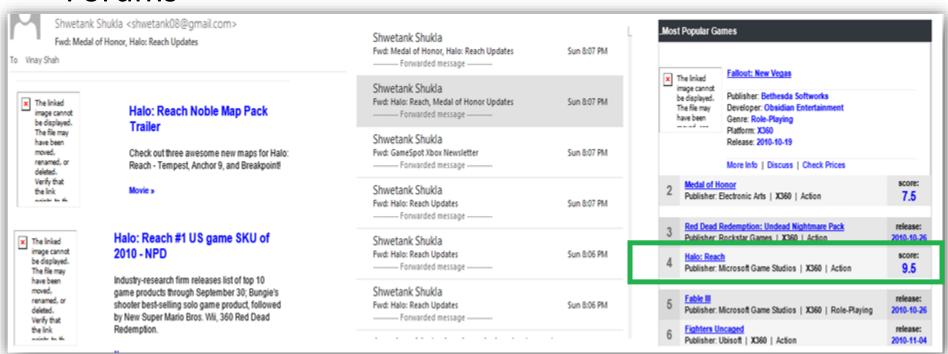


Halo Official Social Community- xBox





Promotions Newsletter, Emails, Social Media, Blogs and Forums



Content:

Halo: Reach Noble Map Pack Trailer

Halo: Reach #1 US game SKU of 2010 - NPD

Top X-Box Games & Ratings



Promotions- Customized Helmet Campaign

Website







Description | Share this | Try on



Security Helmet- Blue

★★★☆ 35

RELEASE DATE: 4/14/2011

FIT: Men, Women

Description | Share this | Try on



JFO Helmet- Orange

★★★☆☆ 36

RELEASE DATE: 4/14/2011

FIT: Men, Women

Description | Share this | Try on



Operator Helmet- Pink

★★★☆☆ 31

RELEASE DATE: 4/14/2011

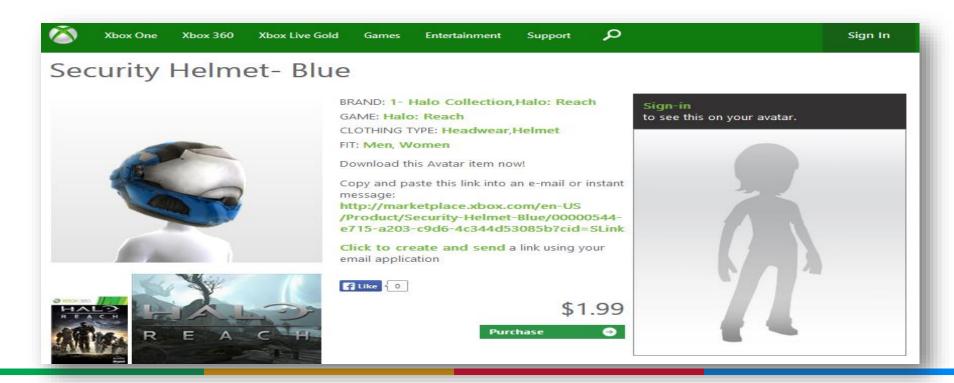
FIT: Men, Women

 $\textbf{Description} \ | \ \textbf{Share this} \ | \ \textbf{Try on}$



Promotion & cross selling





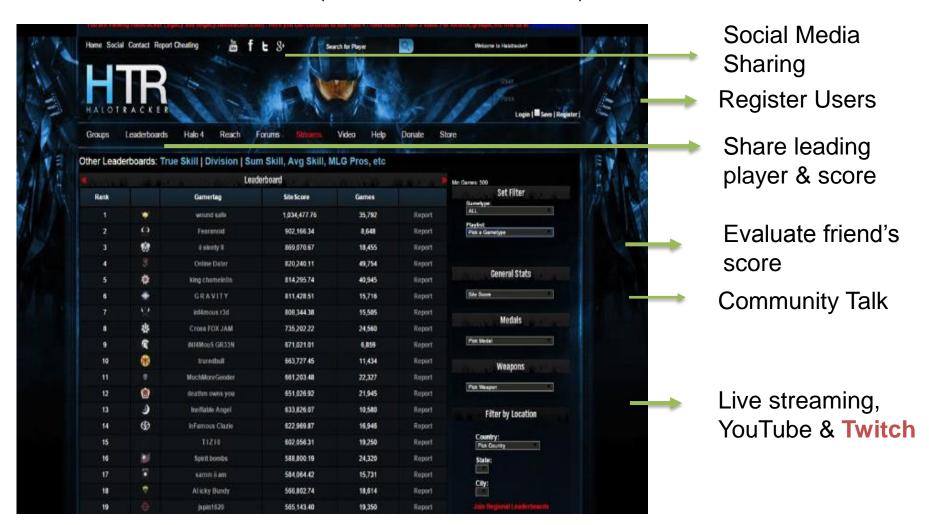
Promotion & cross selling



Source: AliExpress, Ebay & Amazon

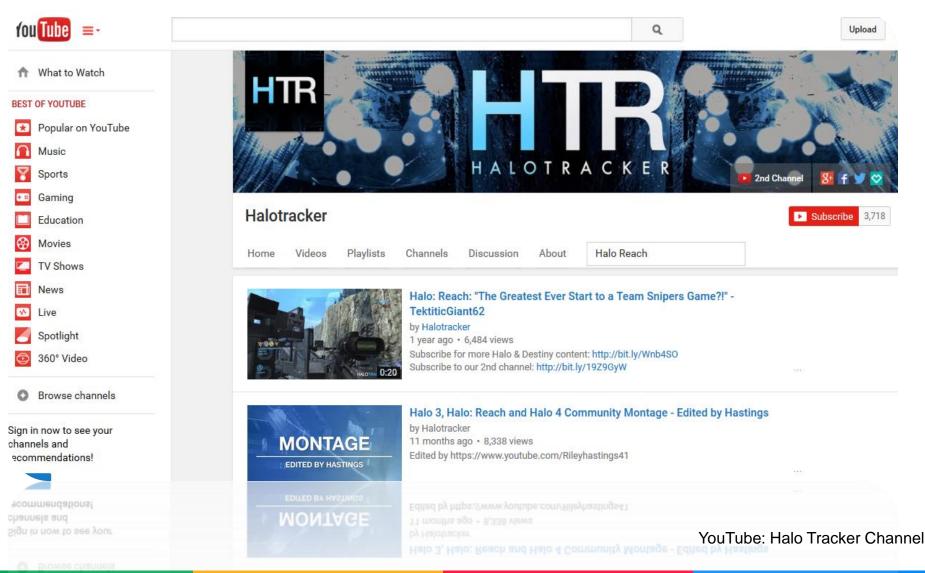


HTR (Halo Tracker)Website



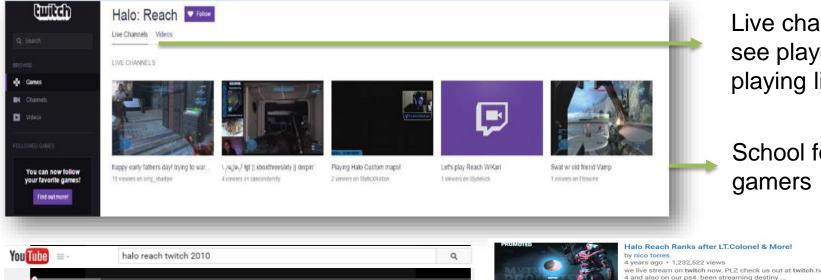


YouTube- Halo Tracker Channel



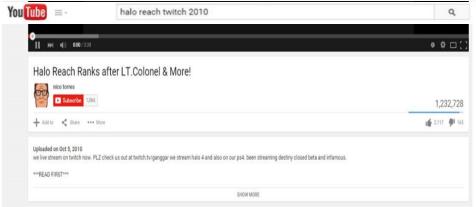


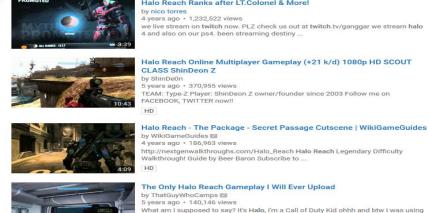
Twitch- User Generated Content



Live channels & see player playing live

School for





Power of Twitch: 1 of the users reached 1.2 m views

Additional Example of Twitch



Halo Reach Stats App



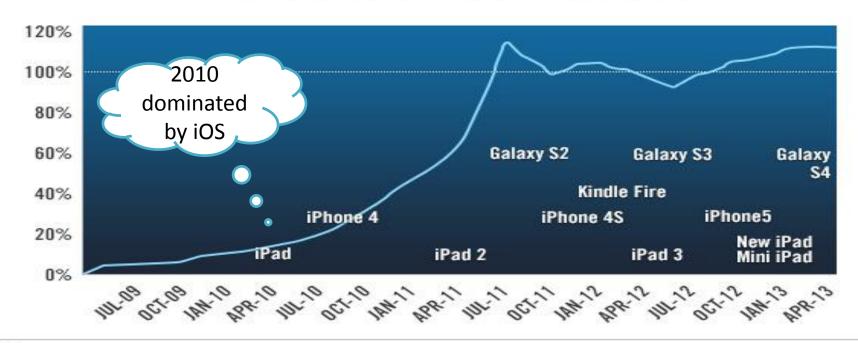
- Monitor friend's stats
- App Worth: \$ 1.99
- Only on iPhone, iPad & iPod Touch
- Track rank and progress
 - Ex: Add Gamertag and retrieve live comparison feed
- Signature: Share your stats on social media and social forums

Source: Morgen, A. (2010)



Why iOS?

Active Android Devices As A Percent of iOS Devices



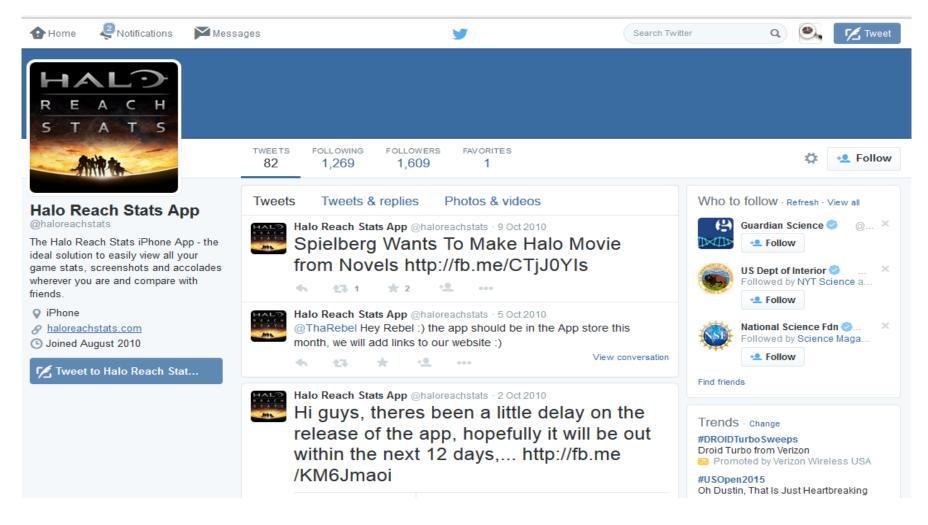


Source: Flurry Analytics

Source: Flurry Analytics



Twitter: Halo Reach Stats





Halo Reach: Online Game Stats

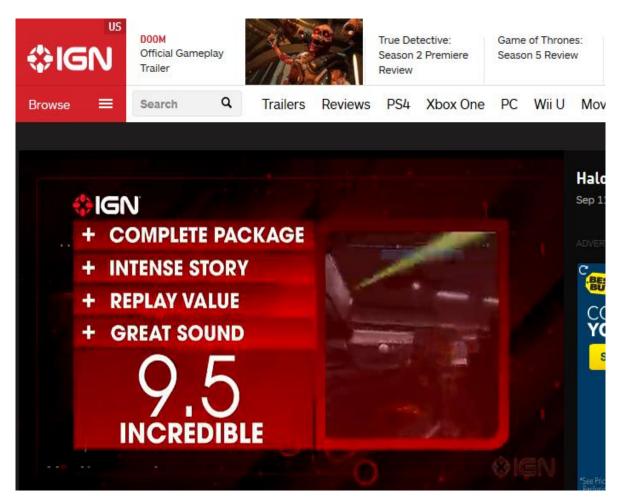


- Games played online: 3.9
 Billion
- Total Kills Online: 23 Billion
- Firefight (Game Mode): 298
 Million

Source: halo.bungie.net (Developer)



Performance: Global Network



Future oriented game

Excellent multi player

9.5 IGN Rating

3.3 million copies in its launch month

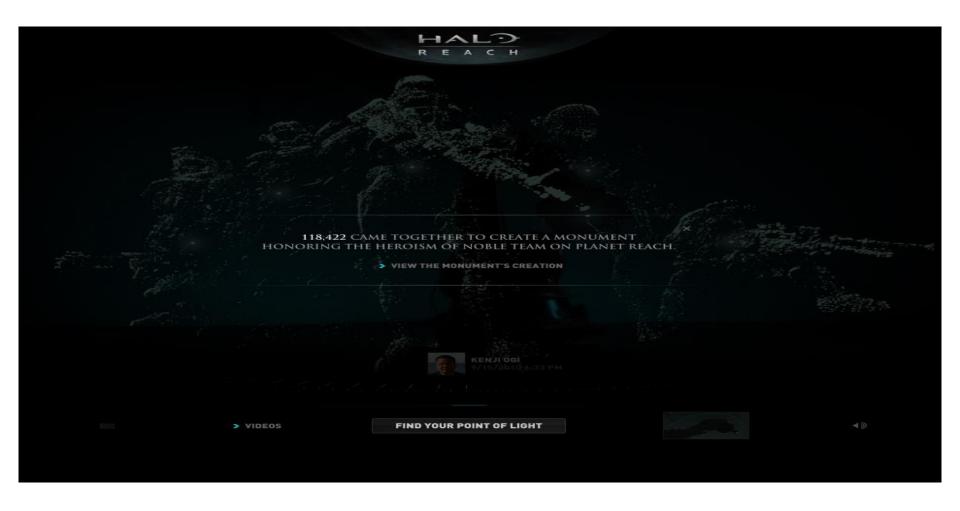
\$200 million in first two days (US & Europe)

\$200 million in global sales on its launch day

Source: International Gaming Network



Final Touch- Remember Reach



Source: www.rememberreach.com



Thank you

