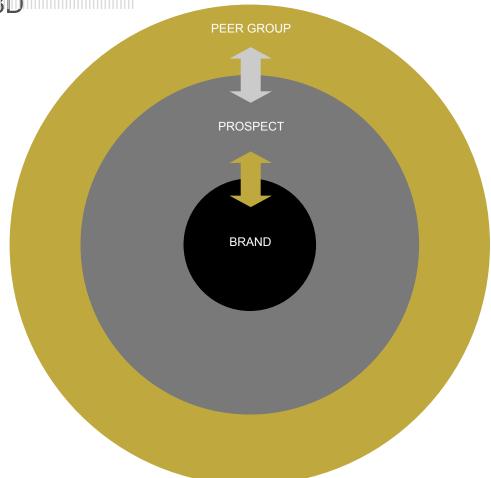




## The 5 big implications to become 'a brand with retail influence' across all generations

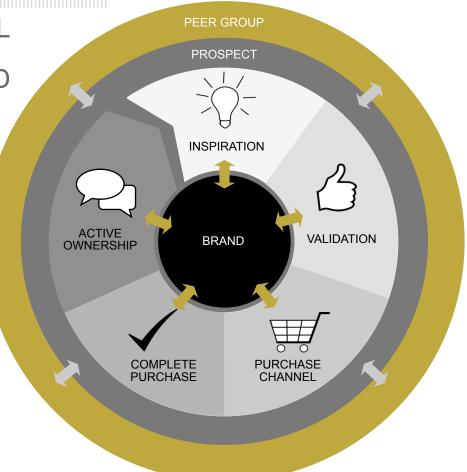


FROM 2D TO 3D INFLUENCE





A FLUID, SOCIAL CYCLE OF INFLUENCE AND INFLUENCING



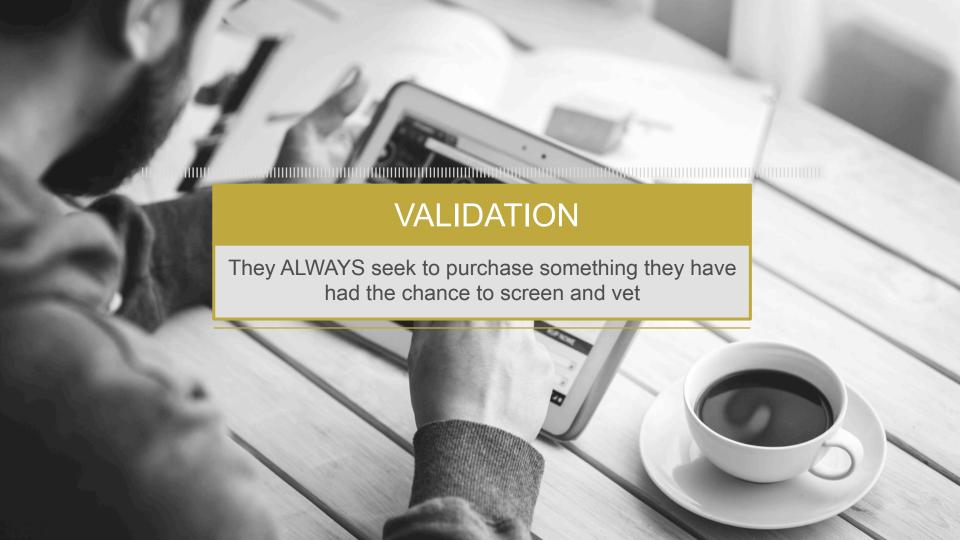














## 2. Give them a collective experience with a personal touch





















Ongoing need for approval of their choice via feedback from peers.

They look to exert influence by showing off ownership.

Assessment of the brand is still influenced by what others think.

The act of transaction itself must deliver a positive experience and encapsulate the brand's behavior.



**VALIDATION** 

**PURCHASE** 

**CHANNEL** 

**INSPIRATION** 

**BRAND** 

COMPLETE

**ACTIVE** 

**OWNERSHIP** 



They seek opinions and share discoveries, gaining status through what they know and their potential choice.











