Sem.-V

MEDIA PLANNING AND BUYING

Max. Marks: 100 (Theory:75, Internals: 25)

- To develop knowledge of various characteristics of media.
- To understand procedures, requirements, and techniques of media planning and buying.
- To learn the various media mix and its implementation
- To understand budget allocation for a Media plan

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MODULE	Topic	Details	Number
			of
			Lectures
MODULE	Introduction to	1. An Overview of Media Planning	4
I	Media Planning	2. Basic Terms and Concepts	
	and Selection	3. The function of Media planning in	
		advertising	
		4. Role of Media planner	
		5. Challenges in Media planning	
		6. Media Brief	
		7. Media Audit	
		8. NCCS Grid	
MODULE	Sources of	1. Nielson Clear Decision (NCD for Print)	4
II	media research	2. Broadcast Audience Research Council	
		3. Audit Bureau of Circulation	
		4. RAM	
		5. Comscore - Digital	
MODULE	Media planning	 Situation analysis and Marketing 	8
III	process	strategy plan	
		2. Setting Media objectives	
		3. Determining Media strategy	
		4. Selecting broad Media classes	
		5. Selecting Media within classes	
		6. Budget and Media Buying	
		7. Evaluation	
MODULE	Criterion for	• Reach • Frequency • GRPS/GVT Ratings	4
IV	selecting media	TVT Ratings • Cost efficiency • Cost per	
	vehicles	thousand • Cost per rating • Waste •	
		Circulation • Pass-along rate (print)	

		·	
MODULE V	Selecting suitable Media options and Media Buying	 Newspaper Magazine Television (National, Regional and Local) 	4
	Wiedia Buying	4. Radio5. Outdoor and out of home6. Cinema Advertising7. Digital Advertising	
MODULE VI	Communication Mix	• Events • sponsorship • Merchandising • Point of purchase • In film advertising • Mobile advertising • word of mouth • Ambient advertising	4
MODULE VII	Negotiation skills in Media Buying	 Negotiation Strategies Laws of Persuasion 	6
MODULE VIII	Digital Media Planning	 Various Digital channels a. Search Engine Optimisation b. Search Engine Marketing c. Email marketing – (Cost per email open (CPO), Cost per email sent (CPS), Cost per Visit, Cost per click, cost per transaction, cost per form fill or cost per lead (CPL) d. Targeting/Remarketing e. Mobile advertising (WAP & APP) Various types of digital a. Display Advertising ads and its various Ad formats b. Video Advertising and its various Ad formats c. Types of social media (Text + Visual, FB, Twitter, Instagram, Snap Chat etc) 	8
MODULE IX	Digital Media Buying	 Buying Digital Advertising: An Overview Paid media, Owned media and Earned media). Direct buys from the websites Programmetic Buying: [DSP (Demand side platform) or RTB (Real time bidding)] a. Cost per action (CPA), or pay per 	6

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action (PPA) b. cost per conversion or Revenue sharing or cost per sale, 5. Advertising via Premium Publishers 6. Advertising via Networks and Exchanges 7. Affiliate Network (Clickbank, Commission junction, adfuncky, 7search.com) 8. The Local Publishing Market	<u> </u>

Guidelines for Internals:

a. Every student must submit a media plan for local television along with the rates, and detailed media scheduling. product, budget and city to be given by the faculty.

Mandatories:

- a. Six hours workshop on Media scheduling software conducted by industry practitioner
- b. Two case studies on actual Media plans

Reference Books and material

- **1.** Advertising Media Planning, by Roger Baron, Jack Sissors, McGraw Hill, Seventh Edition
- 2. Advertising Media Planning-. Jack Z Sissors, McGraw Hill 6th Edition

Sem.-V

BRAND BUILDING

Max. Marks: 100 (Theory:75, Internals: 25)

- To study the concept of Brands
- To study the process of building brands
- To study its importance to the consumer and advertisers

MODULE	Topic	Details	Number
			of
			Lectures
MODULE-	Brand	1. Definition	04
I		2. Importance of branding	
		3. Difference between Brand and Product	
		4. Process of branding	
MODULE-	Brand Identity	1. Core Identity	04
II		2. Extended Identity	
		3. Brand Identity Traps	
MODULE-	Brand	1. Definition	08
III	Positioning	2. Importance of Brand Positioning	
	Tositioning	3. Perceptual Mapping	
MODULE-	Brand	1. Definition	04
IV	Personality	2. The importance of creating Brand	
	1 01501101110	Personality	
		3. Attributes that affect Brand Personality	
		4. Factors that affect Brand Personality	
		5. Brand Personality Models	
		- Relationship Model	
		 Self Expressive Model 	
		- Functional Benefit Model	
		6. The Big Five	
		7. User Imagery	
MODULE-	Brand	1. Line Extension	04
\mathbf{v}	Leverage	2. Brand Extension	
		3. Moving Brand up / down	
		4. Co-branding	

		<u>item it</u>	J. 4.19 (A
MODULE- VI	Branding Strategies	 The three perspective of Brand Strategic customer analysis Completion self analyss Multi Product Branding Multi Branding Mix Branding Brand Licensing Brand Product Matrix Brand Hierchy 	08
MODULE- VII	Brand Repositioning	 9. Brand Building Blocks 1. Meaning 2. Occasion of use 3. Falling sales 4. Making the brand contemporary 5. New customers 6. Changed market conditioning 7. Differentiating brands from competitors 1. Case studies such as Vicks Vapour, Milkmaid etc 	06
MODULE- VIII	Brand Equity	 Definition Step in creating Brand Equity Awareness Perceived Quality Brand Association Brand Loyalty Other Brand Asset 	06
MODULE- IX	Brand Equity Management Models	 Brand Equity Ten Y & R (BAV) Equi Trend Interbrand 	02
MODULE- X	Brand Building Imperative	 Co-ordination across organisation Co-ordination across media Co-ordinating strategy & tactics across markets. 	02

Guidelines for Internals:

a. Every student must submit a brand augmentation for a well known brand with detailed such as core identity, extended identity, brand positioning, personality,

- user imagery to be given by the faculty.
- b. Every student must make brand guidelines for the same brand such as stationary guidelines, web guidelines, style guidelines, color etc and submit to the faculty

Reference Books and material

- 1. David, A Aker, Building strong brands, the free press, 1996
- **2.** Al Ries and Laura Ries, the 11 Immutable Laws of internet branding, Harper Collins, 2001
- 3. Brand management the Indian context Y L R Moorthi
- **4.** Brand positioning Strategies for competitive advantage Subroto Sengupta
- **5.** Understanding Digital Marketing: Marketing Strategies for Engaging the Digital Generation (Paperback) Damian Ryan Gives an overview
- **6.** .Socialnomics: How Social Media Transforms the Way We Live and Do Business (Hardcover) Eric Qualman (this is purely on social media)

Sem.-V

ADVERTISING IN CONTEMPORARY SOCIETY Max. Marks: 100 (Theory:75, Internals: 25)

- To understand the environment in Contemporary Society
- To understand Liberalisation and its impact on the economy
- To study contemporary advertising and society

MODULE	Topic	Details	Number
	_		of
			Lectures
MODULE	Change in	Policy post independence	4
I	Environment	Policy 1990 onwards	
MODULE	Study of	Effects of Liberalisation on	8
II	Environment	Economy	
	post	Business	
	independence	Employment	
	and post 1991	Advertising	
	Liberation	Life Style	
	Policy		
MODULE	International	The environmental analysis of all foreign	8
III	& Global	countries	
	Advertising &	The use of this analysis in marketing and	
	Marketing	Advertising.	
MODULE	Social	Definition	8
IV	Marketing	Need for Social Marketing	
		The difficulties of Social Marketing	
		The various subjects for Social Marketing	
		Effects of social marketing	
MODULE	Advertising	The effect of Advertising on Society	10
V		Criticism of Advertising	
		Advertising and Women	
		Advertising and Children	
		Advertising and old people	
		Controversial Advertising	
		Gender Bias	
		Advertising and popular culture	
		Social implication of advertising	
		The role of advertising on the economy	
MODULE	Types of	Political advertising	6
	1		

VI	Advertising	B to B	
		Consumer advertising	
		Retail advertising	
		Industrial advertising	
		Financial advertising	
MODULE	Internet	Digital Marketing	4
VII			

Reference Books and material

Advertising Amita Shankar
 Advertising London & Britta

3. Advertising Ramaswamy & Namakeeman

CONSUMER BEHAVIOUR.

Max. Marks: 100 (Theory:75, Internals: 25)

OBJECTIVES.

- To understand role of marketing in influencing consumer behaviour.
- To analyze the role of marketer& the consumer in advertising.
- To sensitize the students to the changing trends in consumer behaviour.

Module – I 12

- (a) Introduction to Consumer Behaviour.
 - Concepts
 - Need to study Consumer Behaviour.
 - Factors influencing Consumer Behaviour.
 - Changing Trends in Consumer Behaviour.
 - (b) Consumer Behaviour & Marketing.
 - Marketing Segmentation. VALS.
 - Components, Process of Marketing Communication.
 - Message.
 - Persuasion. -Need & Importance.
 - ELM.
 - Appeal.

<u>Module – II</u> Relevance of Perception & Learning in Consumer Behaviour.

10

- (a) Concepts, Elements in Perception, Subliminal Perception.
- (b) Learning.
 - Elements of Consumer Learning.
 - Cognitive Theory. Social Learning.
 - Behavioural Learning. Classical, Instrumental Theory.

<u>Module – III</u> Psychological Determinants & Consumer Behaviour.

- (a) Motivation. Needs, Types, Theories Role of Motivation in Consumer Behaviour.
- (b) Personality & Attitude. Theories of Personalities & its application.
 - Freudian, Trait, Jungian, Self-concept.
- (c) Formation of Attitude. Theories & its relevance in Consumer Behaviour.
 - Cognitive Dissonance.
 - Tricomponent.
 - Changing attitude in Consumer Behaviour.

<u>Module – IV</u> Social& Cultural aspects of Marketing & its impact on Consumer Behaviour. 08

- Family.
- Social Stratification. Class, Age, Gender.
- Group. Reference Group.
- Culture. Sub-Culture.
- Changing Indian Core Values.

Module - V. 08

- (a) Consumer Decision Making.
 - Process.
 - Models.
 - Levels.
 - Opinion Leaders & Consumer Decision Making.
- (b) Adoption & Diffusion Process.

Reference Books:-

- Leon.G.Schiffmon, Leslie Lazar & Kanok II edition Consumer Behaviour,
 Prentice Hall 2014.
- David L.Louden, Albert J.DelloBitta, Consumer Behaviour Mcgraw Hill
 1993.

- Max Sutherland & Alice K Sylvester, Advertising & the mind of the consumer, Kroger, Page 2000.
- S.Ramesh Kumar, Consumer Behaviour & Branding .Pearson Education India. 2009.
- Satish.K.Batra, Consumer Behaviour. Test & Cares, Excel Books India. Jan 2009.

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COPYWRITING

Max. Marks: 100 (Theory:75, Internals: 25)

- To familiarize the students with the concept of copywriting as selling through writing
- To learn the process of creating original, strategic, compelling copy for various media
- To train students to generate, develop and express ideas effectively
- To learn the rudimentary techniques of advertising headline and body copywriting.

MODULE	Topic	Details	Number of
			Lectures
MODULE I	Introduction to Copywriting	 Basics of copy writing Responsibility of Copy writer 	2
MODULE II	Creative Thinking	 How to inculcate a 'creative thinking attitude'. Left brain thinking; Right Brain thinking Conscious mind; unconscious mind Role of Heuristics and assumptions in creative thinking Five steps of Creative process 	3
MODULE III	Idea Generation Techniques	 Theories of ideation Idea generation techniques: eg. a. Brainstorming, b. Triggered brainwalking, 	3

		<u>item ito:</u>	
		c. Questioning assumptions,	
		d. Picture prompts,	
		e. Scamper,	
		f. Observation,	
		g. Referencing,	
		h. Interaction,	
		i. Imagination,	
		j. Dreams, and	
		k. Creative Aerobics.	
MODULE IV	Transcreativity	 Introduction 	1
		• Purpose	
MODULE V	Briefs	 Marketing Brief 	4
		 Creative Brief 	
MODULE VI	Writing	• The CAN Elements (connectedness,	4
	persuasive copy	appropriateness, and novelty)	
		 Getting Messages to "Stick": 	
		Simplicity, Unexpectedness,	
		Concreteness, Credibility,	
		Emotionality, Storytelling,	
MODULEVII	Writing copy	a. Print: Headlines, sub headlines,	10
	for various	captions, body copy, and slogans	
	Media	b. Television: Storyboard,	
	Wicaia	Storyboarding Techniques,	
		Balance between words and visuals	
		Power of silence, formats of	
		TVS's	
		c. Outdoor posters	
		d. Radio	
		e. Digital: email, web pages	
MODULE	Writing copy	a. Children,	6
VIII	for various	b. Youth,	
	audiences	c. Women,	
		d. Senior citizen and	
		e. Executives	
MODULE IX	How to write	a. Direct mailer,	6
	copy for:	b. Classified,	
		c. Press release,	
		d. B2B,	

MODULE X	Various types of Advertising appeals and execution styles	f. a. b.	Advertorial, Informercial. Rational appeals Emotional appeals: Humour, Fear, Sex appeal, Various advertising execution techniques	6
MODULE X1	The techniques Evaluation of an Ad Campaign		Evaluate the ad in terms of its efficacy, that is, to what extent the campaign has achieved its set objectives; Learn to appreciate the aesthetic aspects of the ad – how the ad looks, its layout, colour scheme, typography, balance etc.	3

Guidelines for Internals:

Producing the following:

- c. **30secs to two mins TVC:** Marks shall be assigned for quality of screenplay, content of the film, narrative, preproduction and post-production quality.
- d. A poster on any one social issue.
- e. Every student should be instructed to maintain a scrap book where they write copy for one brand every week.

Suggested reading: Copywriting by J.JonathanGabay FRSA

Sem. V Ad Design: Max. Marks: 100 (Theory:75, Internals: 25)

Objective:

- To make students understand the process of planning & production of advertisement
- To highlight the importance of visual communication
- To provide practical training in the field of advertising

1. Introduction to Agency Departments & Role of each department. (2 Lectures)

- a. Basic depts.:
- i. Account Dept: Client handling/ Servicing/ Strategy planning/ Creative brief.
- ii. Media Dept: Media research/ Media planning/ Media booking, buying.
- iii. Creative Dept: Idea generation/ Brainstorming/ Mind-mapping/ Ad-CW duo/ Illustrator/ Graphic designer/ Storyboarding/ Web tree
- iv. Production Dept: In house or outsource. Production
- 1. Print: Hoardings/ Brochures/ Packaging etc
- 2. Video: Storyboard/ Casting/ Location/ Costume/ Editing/ Dubbing
- 3. Photography: In-house or location/ Model/ Costume/ Shoot/ Editing

2. Understanding Design: Design as a language of emotions/ Communication. (6 Lectures)

- a. Introducing to students to: Elements of design (as vocabulary).
- i. Point/ Line/ Shape/ Tone/ Colour/ Texture
- b. Introducing to students to: Principles of Design: (grammar of design Language)
- i. Proportion/ Contrast/ Harmony/ Balance/ Rhythm/ Unity
- c. Introducing students to the Rules: Gestalt principles
- i. Proximity/ Closure/ Similarity/ Continuation/ Figure & ground

3. Introduction to Negative space & its use: Creative use/ Finding shape within/ Adding a meaning. (2 Lectures)

4. Introduction to Optical illusions: (2 Lectures)

- a. Influence of surrounding shapes on shape & size
- b. Influence of surrounding colour/tone on object colour & tone
- c. Appearance of space & depth/ form

5. Introduction to Word expression: (Expressive words) (2 Lectures)

a. How word meaning is expressed through the appearance of word/visual impact.

b. Calligraphy & graceful typography.

6. Logo unit: Understanding Logo as a company face/ Brand identity/ Character/ Class (4 Lectures)

- a. Elements of Logo: Shape/ Typeface/ Treatment/ Colours/ Symbol or symbolism used to fulfill the impression.
- b. Tagline: typeface/ alignment/ placement etc.
- 7. **Introduction to Layout:** (2 Lectures) Choosing right format/ right canvas/ Optical center/ Equilibrium

Ad Design SEM 5 TYBMM Ad Rough draft Ad Design Syllabus Prof: Arvind Parulekar 95610 95105 | 98215 95105.

- a. Types of Layout: All text/ Text dominant/ Picture dominant/ Picture window
- b. Stages of Layout: Thumbnail sketches/ Rough layout/ Finished rough/ Comprehensive

8. Use of picture (visual) as means to select Target audience (4 Lectures)

- a. Choosing a picture
- i. Expression of Problem (Hair-fall, toothache etc)
- ii. Expression of benefit (Glowing face, fitness etc)
- iii. Irresistible presentation of product (Watch/Car etc) class
- iv. Dramatization (Cold drinks/ Mentos etc)
- v. Association of ideas
- b. Headline size/ break/ highlight/ two tone head
- c. Subhead size/ style
- d. Body copy type: Descriptive/ pointer/ bulleted
- 9. **Introduction to Typography** & Text treatment: (2 Lectures)
- a. Classification of typefaces & combinations.
- b. Size/Weight/posture etc.
- 10. **Layout:** Putting all together: What goes together must be placed together. Grouping the relevant elements to have 2 to 3 groups for easier to understand (2 Lectures)
- 11. **Introduction to Art direction for diff media**: (4 Lectures) Role of an Art Director a. Diff in design for Magazine Ad & N Paper Ad (Considering Factors: paper Q/ Printing Q/ Life/ reading habits etc
- b. Outdoor & indoor ad: Time available for reading/ spotting frequency etc
- c. Transit ad: Psychology & mindset of the TA/ State of mind at the spot etc

- d. TVC/ Radio: Advantage of Music/ Voice modulation etc, Demonstration on TV
- e. Web ad: Advantage of pop up/ Key word SEO etc
- f. Direct mailers: Advantage of prior knowledge/ prior relation etc
- 12. **Campaign planning:** Rest of the lectures in guiding the students through developing the campaign

Introduction to the process of Idea generation (Brainstorming/ Mind-mapping)

- a. Understanding Brand (Brand building)
- b. Understanding TA's favorite place, shows, reading (Media research/ planning)
- c. Understanding buying motives/ habits/ influences (Consumer behaviour)
- d. Understanding product/ Market (demo-psycho)/ Client/ deriving message/ Creative brief
- e. Arriving to a **Big idea**/Copy platform (Copy writing) considering all the factors above.
- f. Layout stages & final design
- 13. Corporate stationary & Brand manual (Logo design philosophy
- 14. Ad Campaign (system work) Prints & presentation

Internals:

- a. **Scrap book:** Ads collected from newspaper & magazines & analysis based in design context. (guidelines on separate paper)
- b. **Sketch book:** Explanation with examples & practical assignment based on the topic in sketch book.
- a. Class-work on graphic principles. (Balance, Contrast, rhythm, harmony, word expression, negative space, colour behavior etc.
- b. Rough design of Final Logo (development stages) & Stages of Layout of final Ad. Ad Design SEM 5 TYBMM Ad Rough draft Ad Design Syllabus Prof: Arvind Parulekar 95610 95105 | 98215 95105

Elements of External Campaign:

- 1. **Logo** Design with design philosophy (manual)
- 2. **Stationary:** Letterhead, Envelope, Visiting card with common theme
- 3. **Newspaper ads: Set of 3 ads** with layout similarity (common theme)
- 4. **Magazine ads:** Set of 3 ads with layout similarity (considering size, print Q, Paper Q, life & frequency of reading
- 5. **Outdoor Ad:** Poster/ Hoarding
- 6. **Innovative/ Ambient/ Transit** (Any one)
- 7. **Point of Sale ad:** Danglers/ Standees/ Show-cards etc
- 8. **Merchandise:** Branding/ recall instrument (cap/ keychain etc
- 9. **TVC:** Story board of 12 to 16 frames with character detail, OSD, VO, VFX, SFX, Product flash
- 10. **Website:** Pop up/ Banner/ scroll ad & home page (Note: Home page is not the ad)

Reference books:

- 1. Advertising Art & Ideas G. M. Rege
- 2. Art & Production N. N. Sarkar
- 3. Brand Positioning Subroto Sengupta
- 4. Ogilvy on Advertising David Ogilvy
- 5. The Advertising Handbook Dell Denison
- 6. Advertising by Design Robin Landa
