Overview and Lessons Learned from the VERB Campaign



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Campaign Vision All youth leading healthy lifestyles.

Campaign Mission
To increase and maintain physically activity among tweens (ages 9-13 years).

Audience

Primary: Tweens (ages 9-13 years)

Secondary: Parents, teachers, youth leaders

Interlinked Campaign Components



VERB & the 4 P's of Social Marketing

- Product: Physical activity
- Price: Benefits and costs of being physically active for tweens
- Place: Places tweens can be physically active
- Promotion: Messages, delivery channels, campaign strategies/tactics (advertising/marketing, schoolbased activity promotions "VERB-style," communitybased events, contests/sweepstakes, public relations, kid-friendly partnerships, other

Know Your Product! "Selling" physical activity

It's not a physical product

It's an experience

For kids, it's not about a rational need

It's about an emotional desire

It shouldn't just inform

It creates affinity,
a feeling of
belonging

It shouldn't preach

It should self motivate

Know Your Audience

- Audience segmentation
- Qualitative audience research
 - Ongoing focus groups, diads/triads, concept
 message testing
 - Ethnographic (in-depth description of everyday behaviors; culture/other influences...)
 - Ideation (response to ideas, images)
 - Semiotic/Hedonic (response to signs/symbols, what is pleasurable/not pleasurable)
- Tracking and evaluation

Framing VERB Tweens' Physical Activity Messages



Messages Not for VERB Tweens!

Don't... watch so much TV.

Don't... play videogames.

Must do.....

Should do.....

Exercise so you won't get heart disease later in life.

Get 60 minutes of physical activity every day.

In day-to-day life, we are surrounded by brands!

The "BIG" Brand Idea

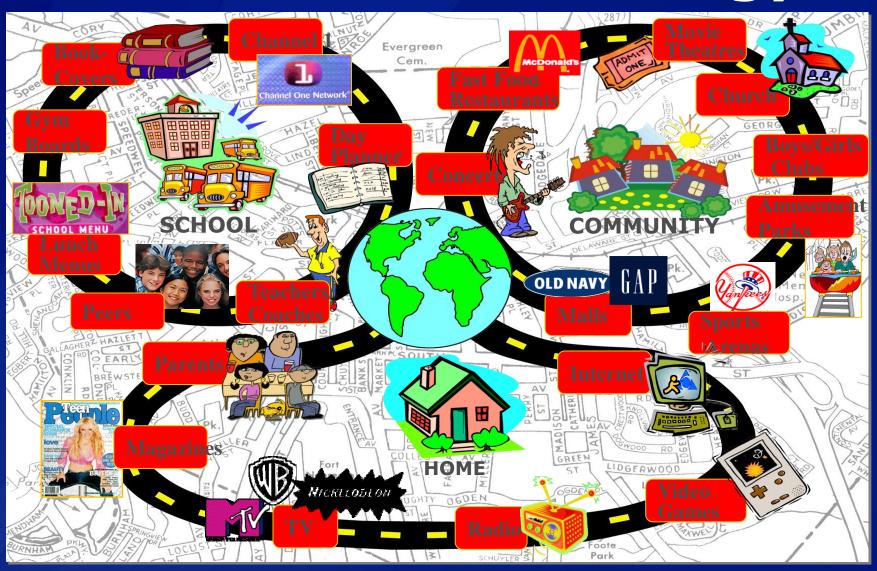
There are over 7,000 action words in the dictionary.

Every one of them is a verb.

Verb is a word that gets you in action. It says, "run," it says, "jump," it says, "bounce, kick, draw, toss, dance, dream, and volunteer." Try a new action...find something new to do... pick a new verb...that's yours.

A kid's "brand" for having fun, playing, and being physically active.

VERB Surround Strategy



Campaign Strategy

2002 2003 2004 2005 2006

GENERATE AWARENESS & BRAND AFFINITY

INITIATE TRIAL BEHAVIOR & ACTION

ENCOURAGE & REINFORCE EVERY DAY PLAY

Created An Ethnically Diverse "True to the VERB Brand" Campaign

Mass Market

Hispanic

African American

Asian

American Indian



Tween Ad



Tween Ad



Tween Ad



OM REPRETE WWW.VERDarects.com

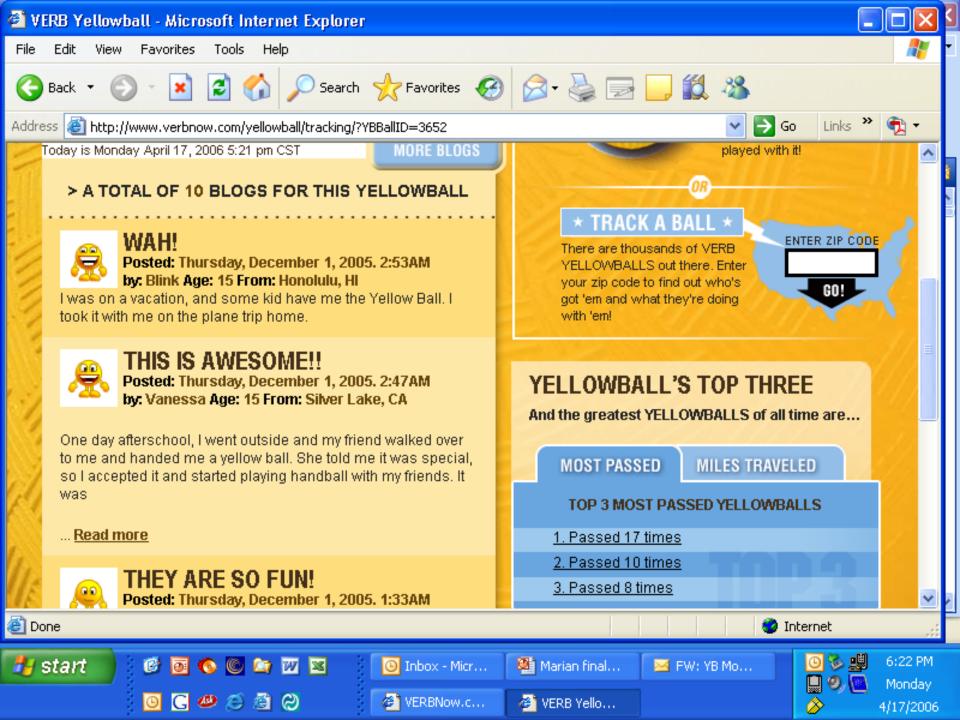
Parent Ad

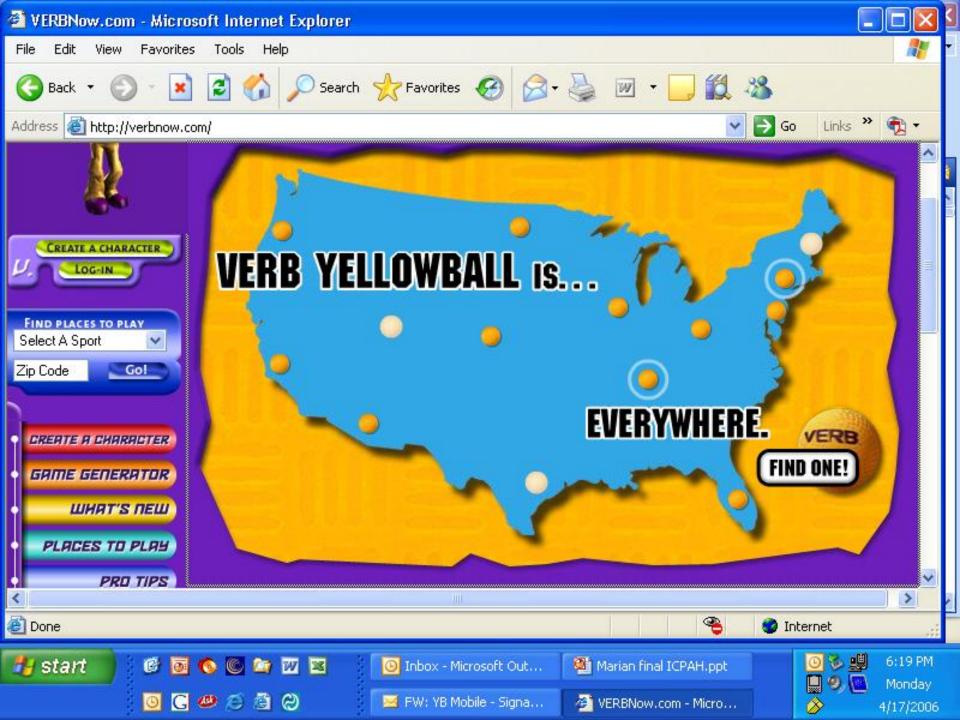
VERB Activation Objectives By Phase

- Phase 1: Build awareness & affinity for the brand. "What is your VERB?"
- <u>Phase 2</u>: Motivate tweens to incorporate physical activity into their everyday lives.
- <u>Phase 3</u>: Motivate tweens to play anytime, anywhere, anyway.
- Phase 4: Ignite's kid's desire for physical activity. "I play because nothing feels quite like it. I can't not play."

Phase 4 – VERB Yellowball Campaign





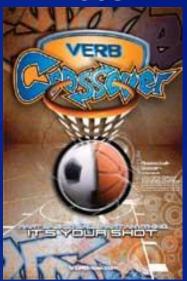


National Activity Promotions

2003



2005



Custom Publications



Contest/Sweepstakes



"Experience the brand"



Nashville, TN -- Anytour stop

Six 22-foot trucks
80 cities in 16
weeks
Over 500,000
tweens



VERB Summer Scorecard 2011





http://iowaverb.org/

Kentucky







THIS SUMMER. YOU COULD WIN GREAT PRIZES LIKE A WII, IPOD, SKATEBOARD, BIKE AND MORE! (AGES 9-13)



http://www.verbsummerscore card.com/

The VERB campaign -- a success!

- After 1 year, effects were found in free-play physical activity in sub-populations, notably younger tweens (9 to 10 years) and girls
- In years two and three, effects were found for the entire target population for free-time physical activity
- Findings from year four (2006) showed that the level of exposure to VERB™ by tweens was significantly associated with physical activity the day before the survey and on each of the psychosocial variables

VERB Lessons Learned - Key Points

- Develop clear, focused campaign goals
- Develop a logic model (not illustrated in presentation)
- Plan using the 4 P's of social marketing and design an audience-driven intervention
 - Know the product and price
 - Know your audience (...audience research)
 - Knowledge, attitude, motivations, barriers
 - Media environment (...delivery channels)

VERB Lessons Learned - Key Points - 2

- Consider a branding approach
 - "Instant association" of brand to message
 - Interactions with the brand
- Build in multiple and mutual reinforcing strategies
- Plan for sustainability
- Take risks to make a difference
- Continuous evaluate and refine campaign

Thank You . . . fwong@cdc.gov

CDC VERB Post Campaign Site

http://www.cdc.gov/verb

VERB Case Study Description

http://thensmc.com/resources/showcase/verb%E2%84%A2

For more information please contact Centers for Disease Control and Prevention

1600 Clifton Road NE, Atlanta, GA 30333

Telephone, 1-800-CDC-INFO (232-4636)/TTY: 1-888-232-6348

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The findings and conclusions in this report are those of the authors and do not necessarily represent the official position of the Centers for Disease Control and Prevention.

