Social Media It's 10:00 PM

Do You Know Where Your Brands Are?

Reed Smith
Palo Alto, California; December 8, 2009





ReedSmith

The business of relationships.

Agenda

- Social Media: What Is It & Why the Fuss?
- Understanding Social Media
 - Consumer Power



- Case Studies
- Social Media in Action
- -
- Gaming Rise of the Machinima
 - The Regulatory Side
 - The Business Side
- What You Need to Do
- Q&A



New Media

- User Generated Content
- Podcasts and Webcasts
- Advercasting
- Blogs, Vlogs, RSS Feeds
- Key Words and Metatags
- Social Networking
- Virtual Communities and Reality
- Streaming Music and Video
- Interactive Gaming
- Pre-Roll/Post Roll, Interstitial Advertising
- Search Engine and Optimization Revenue Model
- Viral and Buzz Marketing
- Twitterjacking
- Cybersmearing

- Embedded Players, Gadgets and Widgets
- Opt In and Opt Out
- Promercials
- Microsodes, Mobisodes
- Digital Downloads
- CGI and Video FX
- DVRs/On-Demand Programming
- Satellite, Wired, Unwired, WiFi
- Favorites and Bookmarks
- SMS, WAP
- Advergaming
- Astroturfing
- Typosquatting
- e-[fill in the blank]



If a tree falls in the forest .?

If I search for you on Google and I don't find you. . .



... do you exist?



Social Media

"...activities, practices and behaviors among communities of people who gather online to share information, knowledge, and opinions using conversational media."

WHY SHOULD YOUR BRAND CARE?



BECAUSE SOCIAL MEDIA IS A FORCE TO BE RECKONED WITH



The Power of Social Media

Why Brands Should Care

BECAUSE 3 OUT OF 4 AMERICANS USE SOCIAL TECHNOLOGY. Forrester, The Growth Of Social Technology Adoption, 2008

BECAUSE 2/3 OF THE GLOBAL INTERNET POPULATION VISIT SOCIAL NETWORKS. Nielsen, Global Faces & Networked Places, 2009

BECAUSE VISITING SOCIAL SITES IS NOW THE 4TH MOST POPULAR ONLINE ACTIVITY. Nielsen, Global Faces & Networked **Places**, 2009

BECAUSE TIME SPENT ON SOCIAL NETWORKS IS GROWING AT 3X THE OVERALL INTERNET RATE, ACCOUNTING FOR ~10% OF ALL INTERNET TIME. Nielsen, Global Faces & Networked Places, 2009

BECAUSE SOCIAL MEDIA IS DEMOCRATIZING COMMUNICATION. "Technology is shifting the power away from the editors, the publishers, the establishment, the media elite. Now it's the people who are in control." Rupert Murdoch, Global Media Entrepreneur



Social Media Promotion

Whoever first gets the most correct (or closest correct answers) will win a prize. So as of June 2009:

How many articles were available on Wikipedia?

What was the average number of Tweets per day on Twitter?

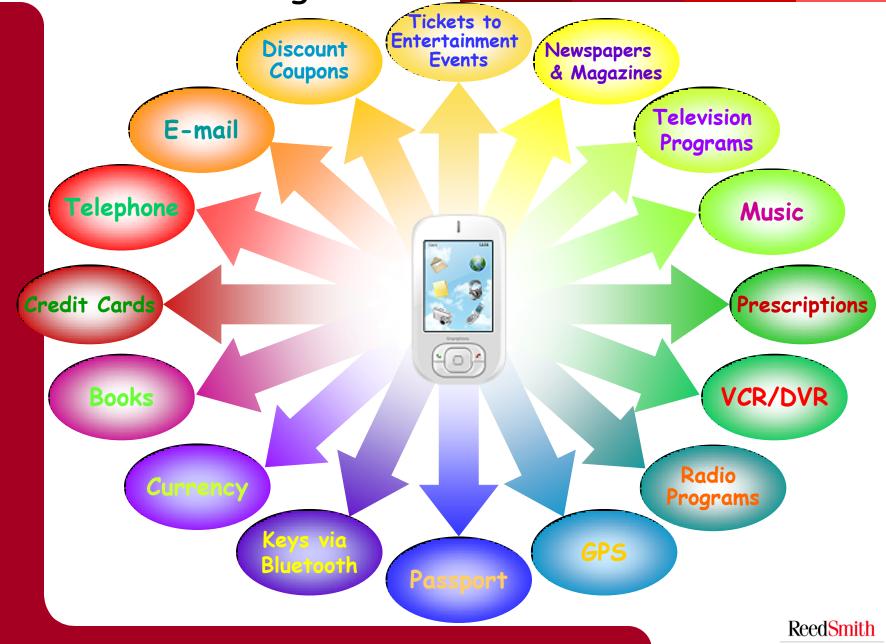
What was the percentage monthly growth rate of Twitter users from January to February 2009?

What was the average number of minutes users spent on Facebook every day?

How many photographs have been archived on Flickr.com?



Social Media - Going Mobile



The business of relationships.

Not In It?



80% of Twitter usage is on mobile devices ...people update anywhere, anytime...imagine what that means for bad customer experiences?



Virtual World - Real Money

Second Life's First Millionaire

Posted by: Rob Hof on November 26

Anshe Chung, the virtual land baroness that I highlighted in my cover story earlier this year, My Virtual Life, has apparently become the first millionaire in Second Life.

That's millionaire in real U.S. dollars. Her real-world persona, Ailin Graef, figures her net worth based on her substantial in-world land holdings, cash in "Linden dollars," which can be converted to real cash, as well as virtual shopping malls, store chains, and even virtual stock-market investments in Second Life businesses. As the release explains:

Anshe Chung's achievement is all the more remarkable because the fortune was developed over a period of two and a half years from an initial investment of \$9.95 for a Second Life account by Anshe's creator, Ailin Graef. Anshe/Ailin achieved

Virtual World,

her fortune by beginning with small scale purchases of virtual real estate which she then subdivided and developed with landscaping and themed architectural builds for rental and resale. Her operations have since grown to include the development and sale of properties for



Virtual Murder - Real Crime

Telegraph.co.uk



HOME > NEWS > NEWS TOPICS > HOW ABOUT THAT?

Woman arrested after virtual murder

A woman in Japan has been arrested after she murdered her virtual husband in a computer game.

By Ben Leach

Published: 9:23AM BST 25 Oct 2008

The 43-year-old piano teacher became so angry about a divorce from her online husband that she logged on to the MapleStory computer game with his password and deleted his digital persona.











Social Media Marketplace

So what are the new rules of engagement and where are the legal risks?

Enable Conversations

Monitor Conversations

React to Conversations

Influence Conversations

Monetize Conversations



PARANOIA HAS A PURPOSE

If consumers are empowered and brands can't control what they traditionally controlled, then:

- Advertising and marketing must change;
- •Economics and revenue streams must change;
- ·Rules of engagement must change; and
- •The role of regulation, law and lawyers must change!



But It's Not Just About IP and Privacy

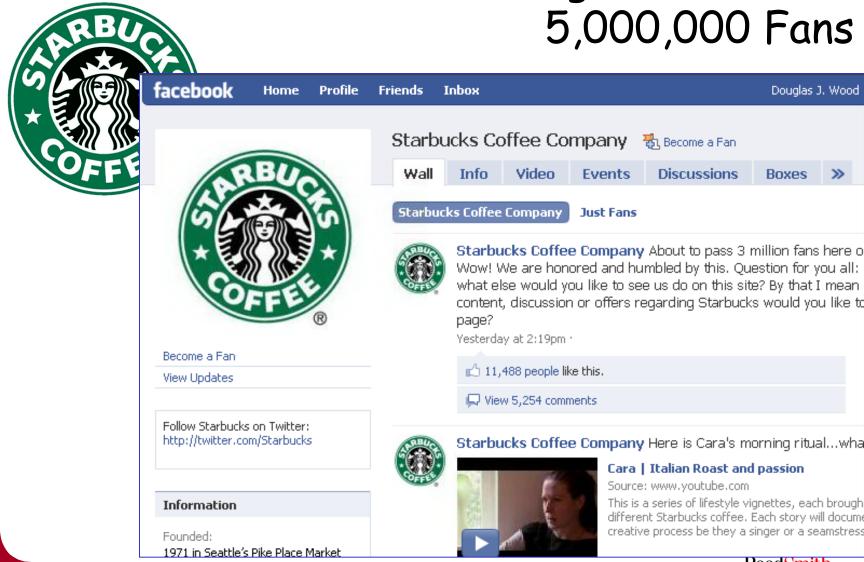
It's multi-disciplinary Think holistically

- •IP Protection and Litigation
- Data Privacy and Protection
- •Global Regulatory
- Advertising & Marketing
- •Corporate & Securities
- •Insurance Recovery
- International Regulation

- •Tort Claims
- Attorney Client Privilege
- Employment
- Products Liability
- ·Life Sciences
- Commercial Litigation
- •HIPPA

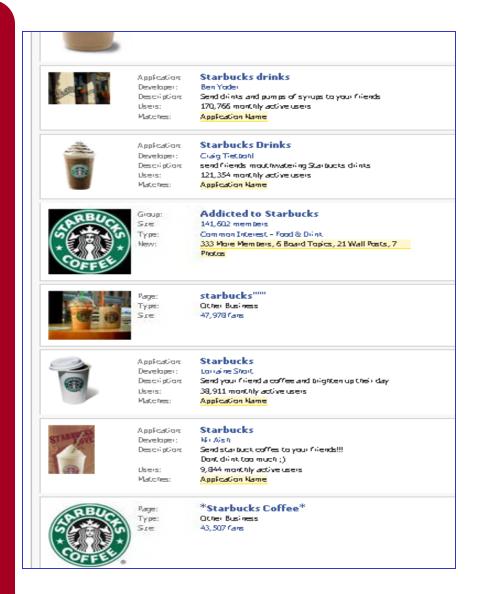


The Official Starbucks Page Has Almost 5,000,000 Fans



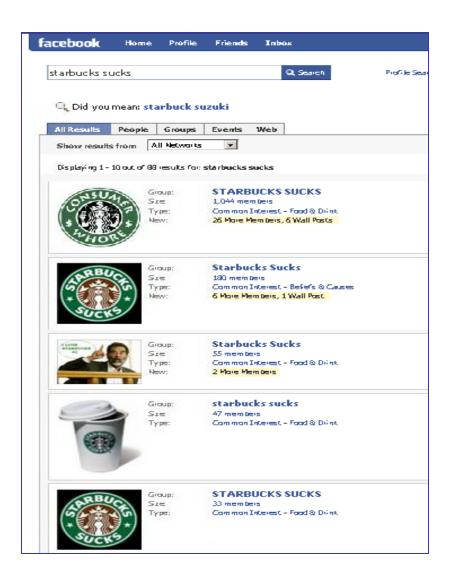
ReedSmith

The business of relationships.



But there are over 500 'unofficial' Starbucks' Fan Pages -Exactly who are these people??





...and who are THESE people??

(over 700 sites)

Social media is not for the faint hearted!





You didn't think it would end with Facebook did you?

- Starbucks' YouTube Channel: Nearly 3,500 subscribers and 46 videos;
- Starbucks' Flickr group: 4,370 members & over 14,000 photos, with a search yielding over 246,000 results;
- Nearly 300,000 people are following Starbucks on Twitter;
- · A search on MySpace, yields about 500 results.
- ·And employees? Be careful what you ask for.





As of December 1, 2009 the original video had over 6,364,828 views on YouTube



http://www.youtube.com/watch?v=-QDkR-Z-69Y&feature=PlayList&p=5E51A2ADFE943B73&playnext=1&playnext from=PL&index=31







united breaks quitars

Home Videos Channels Shows

"united breaks guitars" results 1 - 20 of about 696

Channels ΑII

Playlists

Sort by: Relevance ▼ Uploaded: Anytime ▼

Search



United Breaks Guitars

SONG 2 is posted. Click here! www.youtube.com There is now a video response: www.youtube.com Full Story: www.davecarrollmusic.com - In the spring ...

★★★★★ 4 months ago 5,967,701 views sonsofmaxwell



United Breaks Guitars Song 2 HD

www.davecarrollmusic.com and the saga continues On Tuesday August 5 we reconvened at the field behind the Station 41 fire department in Waverley ...

**** 2 months ago 525,610 views sonsofmaxwell





STATEMENT

on: davecarrollmusic.com curveproductionsinc.com ... "United Breaks Guitars" United Guitars "Dave Carroll" "Sons of Maxwell" "Lara Cassidy" " ...

★★★★★ 4 months ago 405,810 views sonsofmaxwell



Hitler Finds Out United Breaks Guitars

www.johnennis.tv — Dave Carroll is not the only music fan upset at United Airlines. (See his saga here: www.youtube.com

***** 3 months ago 37,078 views ShootFirstInc



Taylor Guitars Responds to "United Breaks Guitars"

Bob Taylor lends his support to Dave Carroll and guitar players everywhere. Taylor has had an artist relationship with Dave for several years now ...

***** 4 months ago 216,436 views TaylorQualityGuitars

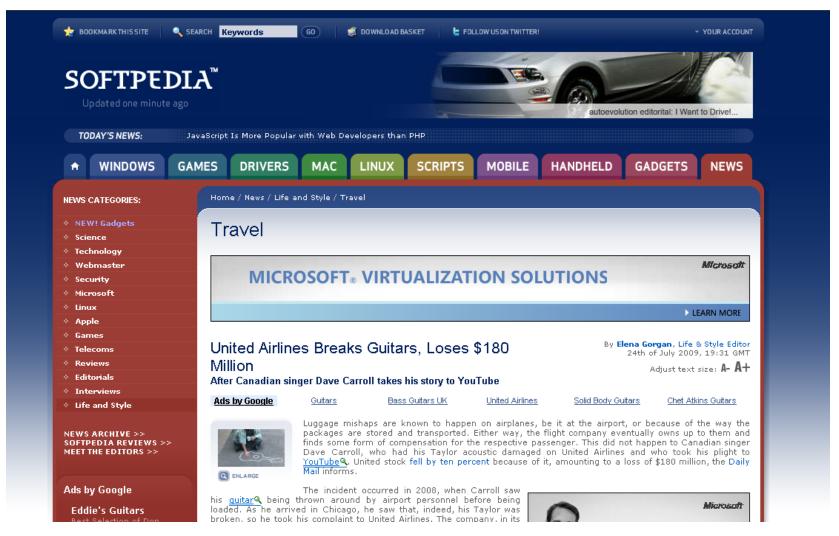


United Breaks Guitars, Corporate Response Parody

At **United** We Love **Guitars! United** Airlines hires Dave Carroll to write and produce a iingle for their new "Guitar Friendly" carriage policy (spoof...











United Breaks Guitars Song 2 HD

www.davecarrollmusic.com and the saga continues On Tuesday August 5 we reconvened at the field behind the Station 41 fire department in Waverley ...

***** 2 months ago 525,610 views sonsofmaxwell



http://www.youtube.com/watch?v=h-oERHaSQg&feature=response watch

United Aggressively Responds to "United Breaks Guitars Part 2" "Yes, these videos have struck a chord with all of us



is that 99.95 percent of our customers' bags are delivered on-time and without incident, including instruments that belong to many Grammy award-winning musicians."

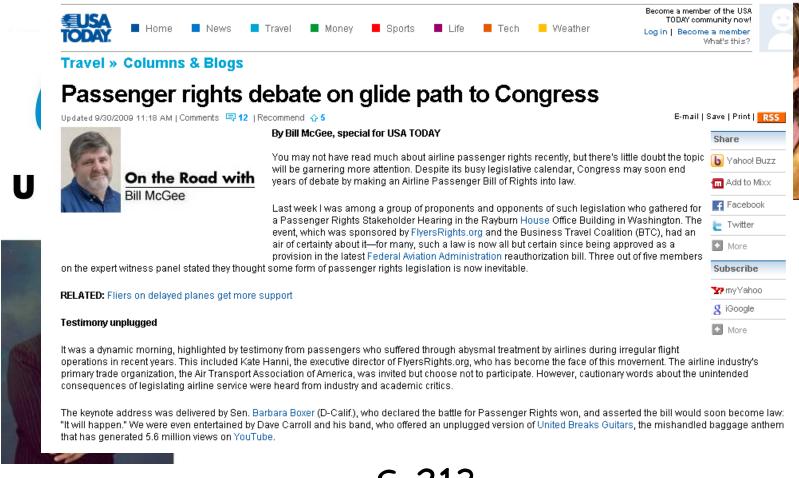
United spokesperson Robin Urbanski



I'm sure this was a form letter that was sent out to everyone who commented, but that's ok. ... Still, the personalized effort to respond to tweets with this was the key. It not only responds to the issues in Dave's second video, but it also throws out some cold hard facts on the number of lost bags to help change the focus of the message. It probably has altered the conversation to some extent, and I don't think United will see anything like the backlash they saw after Dave's first effort.

Brett Snyder, Blogger









Case Studies - Best Buy





Simple conversational question, right?

"What do you think about offering Bestbuy.com in Spanish?"

What could go wrong, right?



Case Studies - Best Buy

"What do you think about offering Bestbuy.com in Spanish?"



Tracy Benson, Senior Director, Interactive Marketing and Emerging Media:

"It was a landmine. There were hundreds of negative responses flowing in, people posting racist, rude comments. Our contact center was monitoring this, and they were crying, waiting for a positive comment to come in."

Positive comments didn't come.





"What do you think about offering Bestbuy.com in Spanish?"

Benson: "For right or wrong, we decided to take it down and see if the [commenters] went away--and they did."

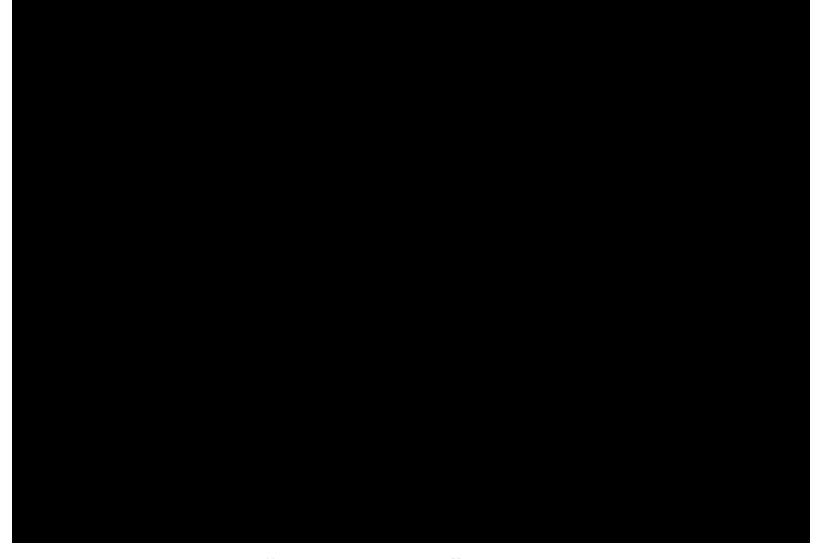
Benson: "We have to learn how to respond when negative comments are coming in."



Subway v. Quiznos—the UGC Wars

- 'Quiznos v. Subway TV Ad Challenge'
- Quiznos solicited user generated video entries depicting that Quizno's sandwiches have more meat than Subway's sandwiches.
- Subway's took issue with the claims made in the resulting videos and subsequently filed a lawsuit alleging, among other things, that Quizno's engaged in false and misleading advertising in the spot. *Doctor's Associates Inc. v. QIP Holders LLC*, 82 U.S.P.Q.2d (BNA) 1603 (D. Conn. April 18, 2007).
- Case is still in discovery but indications are that the advertiser may be held responsible for claims made in UGC submissions.





"Deli Derby" Video



Wikipedia Example

- Wikipedia is the fifth most visited website on the Internet.
- While viewership has grown to 325MM monthly visitors, over 49K editors have quit the site this year (compared to 4,900 last year).
- Former editors site more cumbersome contribution processes, and take down efforts of Wiki administrators, as primary factors.



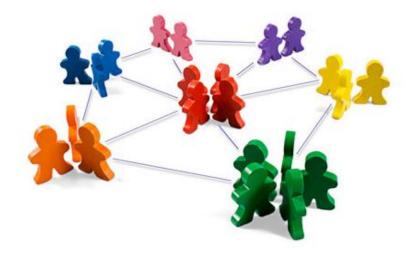
Considering an iPhone App?

- •All iPhone Apps must be approved by Apple and compliant with the SDK terms and conditions.
- Ensure that your developer understands and complies with the SDK terms and conditions and application submission requirements.
- Developer should provide any modifications or support required to achieve compliance with Apple terms.
- Once you register and App, you cannot change the name of it or port over users to another App. Be sure that the initial App registration is broad enough to cover any foreseeable upgrades or changes.



Social Media and Gaming

So we've seen some case studies and studied some cases.



Now let's look at some of the implications of social media to the online gaming community.



Social Media and Gaming

"One of the central elements of the video gaming experience in 2009 is its capacity to serve as a tool to build social networks and communities – both real and virtual – as well as to function as a means of pure entertainment."

The Adult Video Gamer Market in the U.S., Packaged Facts '09

The business of relationships.

Gaming and Social Media are blending to create unique interactive experiences.



OpenID allows a user to log in to different services with the same digital identity and access multiple systems – social games can now migrate

off social gaming websites.







Connect 3b3ab with Facebook to interact with your friends on this site and to share on Facebook through your Wall and friends' News Feeds. This site will also be able to automatically post recent activity back to Facebook.

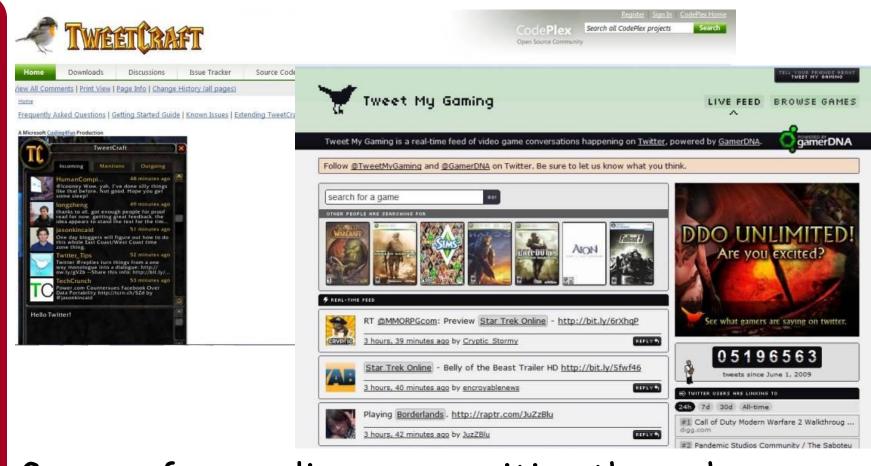
Bring your friends and info

Publish content to your Wall

By proceeding, you are agreeing to the Facebook Terms of Little. By using 38.1s8, you

facebook

Source: http://www.maclife.com/article/news/ea_announces_facebook_connect_iphone_scrabble_rest_2009_games



Gamers form online communities through conversation - discovering, discussing and sharing game topics, news, titles and more...



Facebook and MySpace have rapidly growing gaming portals offering a broad range of titles.







Social media facilitates strong community interaction. EA's, The Sims 2, partners with H&M and Yahoo! for a user generated content contest.





Machinima The use of real-time, 3-D graphics' rendering engines to generate computer animation.

Real time, international, multi-user collaborative machinima - G Hayes





Monetizing the Games: Creating a Sustainable Business Model

- •Free-to-play titles monetized through microtransactions
- Partner with brands, bringing real products into virtual worlds
- Allow users to upgrade, improve or add to gaming experience
- •Create long term value for users by combining gamer reputation management with virtual goods
- Offer pre-paid cards in retail locations and online to streamline purchase process and target users with no access to credit



Games are played and monetized on all forms of social media



Source: http://money.cnn.com/2009/06/23/technology/twitter_140mafia_game_profit/?postversion=2009062316



Remember??

Consumers + \$\$ = Regulation

San Francisco

Furor Over 'Offers' Companies Casts Shadow On Social Gaming Sector

By Tomio Geron 12/7/2009

A little-known sector of the social gaming industry — offers marketing - has come under fire over accusations of deceptive and fraudulent advertising. The companies providing these services, as well as the gaming companies who rely on their revenue and the investors who back these companies, are sorting through the damage to see where the sector is headed next.

Offers companies provide free virtual currency or virtual goods to people playing social games, either on destination Web sites or social networks like Facebook, in exchange for the players signing up for marketing offers — for example, subscribing to Netflix, buying a bouquet of flowers or filling out a market research survey.

COMPANY INDEX

Companies mentioned in this issue

5AM Ventures

Acceleron Pharma

Alkermes

AppJet

Blade Games World

Clario Medical Imaging

Complex Media





Consumers + \$\$ = Regulation





Now Enter the Regulators and Lawmakers...

U.S. Food and Drug Administration



Word Of Mouth Advertising Online Gets Gagged

By Dianne See Morrison - Mon 28 Apr 2008 03:23 AM PST

Brands hoping to promote their products online through word of mou UK consumer-rights restrictions that go into effect May 26. AdAge_ret ambassadors or seed viral ads, while "falsely representing a disclose they are being paid to do so.

A number of campaigns from high profile brands purporting to be fro I want for Christmas is a PSP" viral campaign had consumers fooled of the characters in the video were created by real life fans. When it

its very real agency Ziaptoni, the electronic possibility of fines and prison times for tho:

Still, the damage may already be done, wit YouGov survey, social nets including Faceb the population.



Moreover, as much as brands may be trying to put a positive spin on shows that **online communities**, **blogs and message boards ard**Mad.co.uk reports that the study—looking at the influence online and people who had used online communities, contacts and blogs said the opinions from family and friends (29 percent) and independent review



TechCrunch







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SEC To Recognize Corporate Blogs as Public Disclosure. Can We Now Kill the Press Release?

by Brian Solis on July 31, 2008

80 Comments 2 retweet





For several years, Sun CEO, Jonathan Schwartz 🗭 has lobbied the SEC to allow disclosure of financial information through corporate blogs. In a landmark announcement , it seems that Mr. Schwartz may indeed get his wish, and with it, a historical decision that could break the age-old shackles that bound businesses to traditional media and distribution channels in order to satisfy full disclosure.

"While blogs or forums can be informal and conversational in nature, statements made there by the company (or by a person acting on behalf of the company) will not be treated differently from other company statements when it comes to the antifraud provisions of the federal securities laws" (SEC, 2008).



DellShares blog launched in November 2007 by Dell, Inc., is probably the first corporate blog dedicated to investor relations.

Johnson & Johnson, among a handful of public companies, have used Twitter to report on proceedings of annual shareholders' meetings.

Johnson Johnson

eBay has used Twitter to send reports about "analyst days" - invitation-only events hosted by companies for securities analysts and institutional investors.

Dell's use of Twitter for Investor Relations



Login Join Twitter!



Hey there! **DellShares** is using Twitter.

Twitter is a free service that lets you keep in touch with people through the exchange of quick, frequent answers to one simple question: What are you doing? **Join today** to start receiving **DellShares's** tweets.



Already using Twitter from your phone? Click here.



CFO Brian Gladden Discusses Dell Q2 Fiscal Year 2010 Performance http://bit.ly/JMhpq

2:25 PM Aug 27th from twitterfeed

Name DeliShares Location For English speakers

Bio The Twitterfeed of headlines from the blog --Information and Insight for the Investor Community

Web http://DellShares...

20 369 following followers

Tweets

45

Favorites





- FTC Workshop, December 1-2, 2009: "Can the News Media Survive the Internet Age? Competition, Consumer Protection, and First Amendment Perspectives."
- FTC Workshop, December 7, 2009: "Privacy challenges posed by the vast array of 21st century technology and business practices that collect and use consumer data."





- Social Networking
- Cloud Computing
- Online Behavioral Advertising
- Mobile Marketing
- Collection and Use of Information by Retailers, Data Brokers, Third-Party Application
- Behavioral advertising
- Privacy
- Direct marketing





An incisivemedia website

LAW.COM LEGALTECHNOLOGY

Law.com > Legal Technology

FTC Ready to Cut 'Astroturfing'

By Tresa Baldas The National Law Journal September 21, 2009

Post a Comment

The controversial promotional practice of "astroturfing" -- flooding the Internet with bogus product reviews -- is about to hit the dirt.

The Federal Trade Commission is apparently on the brink of updating its 29year-old guidelines on product endorsements. While that threat has been looming for more than a year now, advertising lawyers say final rules are expected to be announced before the year is up.

And the FTC, lawyers warn, will be making one thing clear: Phony online reviews will not be tolerated.

The revised guidelines, who go beyond astroturfing to address other product endorsement issues, have everyone from mommy bloggers to health care product promoters in a tizzy, all fearing that what they say about an item











Lawsuit Demands Answers About Social-Networking Surveillance

Government Agencies Withholding Information on Data-Gathering from Facebook, Twitter, and Other Online Communities
San Francisco, December 1st, 2009 - The Electronic Frontier Foundation (EFF), working with the Samuelson Law, Technology, and Public Policy Clinic at the University of California, Berkeley, School of Law (Samuelson Clinic), filed suit today against a half-dozen government agencies for refusing to disclose their policies for using social networking sites for investigations, data-collection, and surveillance.



Agencies sued for policy documents on 2.0 information collection

December 4, 2009

By <u>Dorothy Ramienski</u> Internet Editor FederalNewsRadio A <u>lawsuit</u> has been filed against a number of different federal agencies for failing to disclose their policies for using social networking sites for investigations, data-collection, and surveillance.

A lawsuit has been filed against a number of different federal agencies for failing to disclose their policies for using social networking sites for investigations, data-collection, and surveillance.

The suit was filed by the Electronic Frontier Foundation (EFF), working with the Samuelson Law. Technology, and Public Policy Clinic at the University of California, Berkeley School of Law.

The Samuelson Clinic said it had made over a dozen Freedom of Information Act (FOIA) requests on behalf of EFF asking for information about how the government collects and uses sensitive information.

When the agencies failed to respond, the suit was filed.

Shane Witnov is a law student at UC Berkley and James Tucker is a graduate student at the Berkley School of Information

Both are also with the Samuelson Law, Technology, & Public Policy Clinic.

Witnov explained that the government is using information that people post on public social networking sites, such as Facebook.

"These sites are becoming more and more popular and there's been some reporting in the news of various government agencies using these Web sites as sources of information. We think the public and Congress would be interested in finding out exactly how they're using it -- and what oversight and protections may exist to protect people's privacy."

Advertising Technology & Media Law



Someone Got Your Brand?

Blog

About Us

namechk

type username here
Show All (132) Sort by Rank

chk

Check to see if your desired username or vanity url is still available at dozens of popular Social Networking and Social Bookmarking websites. Promote your brand consistently by registering a username that is still available on the majority of the most popular sites. Find the best username with namechk.

NameChk

| в BackТуре | E Etsy | <mark>∞</mark> last.fm | / Shelfari |
|-------------------|-----------------|------------------------|--------------------|
| ⊗ BallHype | Facebook | in LinkedIn | S Slide |
| b ebo | f Families.com | ♦ LiveJournal | ∛ Squidoo |
| Blip.fm | ♦ Fanpop | Livevideo | StumbleUpon |
| blip.tv | •• Flickr | ⊗ Mahalo | Technorati |
| Blogger | Flixster | mixx | |
| Buzznet | FriendFeed | Multiply | T tipd |
| cm cafemom | funnyordie | m myLot | 🌣 Tribe |
| - Current | Gather | MySpace | t tumblr |
| ♠ DailyMotion | g Good Reads | ♠ Netlog | twitter twitter |
| - delicious | 🛂 Google | newsvine | UStream |
| ₩ deviantART | ni5 | N ning | Viddler |
| Sig Digg | Howcast | m photobucket | Vimeo |
| diigo diigo | h Hulu | •p• PictureTrail | W Vox |
| D Disqus | [] iLike | Posterous | W wikipedia |
| ør eBay | ImageShack | Propeller | O Wordpress |
| ⊙ eHow | (†) IMEEM | ⊕ reddit | Xanga |
| 😗 epinions | k Kaboodle | ₩ Revver | YouTube |

Create a Social Network, Website, Blog or Forum

...in under 2 minutes for FREE!

Create One NOW!

social 📆

Bookmark Us (4562)

Follow Us (2316)

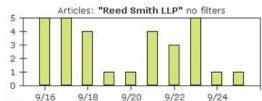
Ping Us (146)



What are they saying about your brand?







9/16 9/20 9/22 9/24 "Reed Smith LLP" -reedsmith.com Displaying 1-50 of 223 results. Sort: All Results | Influence | Favorites | • • • Date Filter: MM - DD - YYYY - THRU MM - DD - YYYY - Apply Page: <<First Back ... 1, 2, 3, 4, 5 ... Next Last>> Expand All | Collapse All [News]Companies, not government, should decide on compensation | philly ... "The issue of compensation is a... September 25th, 2009 [News]What you need to know about digital britain: update - linex legal (registra... What You Need To Know ... September 24th, 2009 September 23rd, 2009 [News]Ftc issues final rule on notifying consumers about breaches of ... - linex ... FTC Issues Final Rule ... September 23rd, 2009 [News]The president signs a significant amendment to the federal false ... - line... The President Signs a ... September 23rd, 2009 [News]Finra seeks comments on proposed finra rule 3160 - linex legal (registratio... FINRA Seeks Comments o... [News]Phillydeals: the price is right for big phila, firms - philadelphia inquire... PhillyDeals: The price... September 23rd, 2009 September 23rd, 2009 [Tweet]Reed smith re-elects gregory jordan to global managing partner post, reed s... September 22nd, 2009 [News]Banking yet torian joins reed smith Roberta Torian, former general counsel for Advanta Bank, has join... September 22nd, 2009 [News]Reed smith re-elects gregory jordan to global managing partner post Reed Smith LLP, Pittsburgh's e... [News]Reed smith re-elects gregory jordan to global managing partner post - bizjo... Reed Smith re-elects G... September 22nd, 2009 September 21st, 2009 [News]Buck consultants adds former reed smith attorney to retirement... Prior to joining Buck, Lamanna work... September 21st, 2009 [News]One language, two cultures separate us, uk - pittsburgh business times. One language, two cultures sep... September 21st, 2009 [News]Movers and shakers (san francisco chronicle) - saas directory Movers and Shakers (San Francisco Chron... [News] John feldman is now connected to drew boortz (associate at reed... John Feldman is now connected to D... September 21st, 2009



Lessons Learned

- You can't control the online conversation;
- People trust each other much more than they trust advertisers and this trend is increasing;
- Social Media is effective at building trust;
- Customers can be passionate advocates, as well as disgruntled detractors;
- Social Media strategies can be implemented with limited resources - but require planning, consideration, teamwork and attention; and
- If done right it can add value to your brands and contribute to the bottom line. If done wrong - well, just don't break any guitars!



Monitor legal developments

- Reed Smith's White Paper: Network Interference - A Legal Guide to the Commercial Risks and Rewards of the Social Media Phenomenon
- Adlaw by Request

 (www.adlawbyrequest.com)
- Legal Bytes (<u>www.legalbytes.com</u>)



Audit your company's social media programs:

- •What are you doing?
- Do you have any customized pages?
 Yes? Do you have special contracts with the site?
- •What are your employees doing?
- •What are your competitors doing?
- •What are your customers doing?



Social networking and reputational risk in the workplace Deloitte LLP 2009 Ethics & Workplace Survey results



Deloitte.

74% of employees surveyed say it's easy to damage a company's reputation on social media.



If you don't have one, adopt a social media policy for internal and external communications.

Policies:

- Keep you on strategy;
- ·Set rules for what you can prevent; and
- •Both protect and enable.



A good social media policy indicates:

- What the company will and will not do.
- · What employees can and cannot do.
- What members of the public can and cannot do (on company properties).
- Boundaries around what is acceptable and what is not.
- Limits for employees to empower and enable them to use social media acceptably without fear of repercussion.



Consider These
Top 10 Brand Guidelines For Social Media

Remember, guidelines often sound strict with legal-sounding terms. That's not inherently bad as long as the objective is clear: to enable employees, contractors, suppliers and customers, to participate online in a respectful, relevant way that protects the reputation of your brand and your company and follows the letter and spirit of the law.



Top 10 Brand Guidelines

- 1. Be transparent
- 2. Tell the truth.
- 3. Stay on topic and be respectful.
- 4. Don't violate privacy, confidentiality, other policies or the rights of others.
- 5. It's OK to provide your perspective, but don't stray from your expertise.



Top 10 Brand Guidelines

- 6. Be polite, even when disagreeing with another. Ask for help.
- 7. Be diplomatic about competitors. Have facts and permission before you engage.
- 8. Never discuss legal matters, litigation, regulation or parties in litigation with your company.
- 9. Never discuss a crisis always refer comments to the appropriate office.
- 10. Always choose your words and actions carefully the Internet NEVER forgets.



Remember Our Quiz?

Answers as of June 2009 . .

How many articles were available on Wikipedia? What was the average number of Tweets per day on Twitter?

What was the percentage monthly growth rate of Twitter users from January to February 2009?

What was the average number of minutes users spent on Facebook every day?

How many photographs have been archived on Flickr.com?





Thank You!



Questions??

"The web is more a social creation than a technical one. I designed it for a social effect - to help people work together - and not as a technical toy." Tim Berners-Lee

"Weaving the Web: The Original Design and Ultimate Destiny of the World Wide Web"

Social Media Blues



http://www.youtube.com/watch?v=9T37q9Lx6sw

