

DRAFT VERSION

HOW TO INCREASE CONSUMPTION

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The principles behind
increasing consumption
are no rocket science.

Just do the job well,
over a long time,
with very high quality,
and by keeping
everyone amused.

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**“If it doesn't sell,
it isn't creative.”**

David Ogilvy

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The idea has to be big.
It has to be amazing.
It has to be pushed hard.
It has to be pushed over a time.
It has to be done consistently.
Provide amazing quality.
Provide amazing customer service.
It has to be done with full heart.
Make it easy and convenient.
Make it relatable.

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Don't count
the people that you reach,
reach the people who count.

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If you are lucky enough to find
a **great marketing campaign**,
repeat it until it stops pulling.

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Make people who interact with you
your **passionate ambassadors.**

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Unless your campaign has a **big idea**,
it will pass like a ship in the night.

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There are 4 basic approaches to trigger consumption:

Imagine greatness and deliver
(Steve Jobs Approach)

Marketing agency approach
(David Ogilvy approach)

The next best thing approach
(Java Language Launch Approach)

Problem solving approach
(Tesla Approach)

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Approach 1:
Imagine greatness and deliver
(Steve Jobs Approach)

Customers do not know what they want.
Make a great product.
Market it well.

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Approach 2:
Marketing agency approach
(David Ogilvy approach)

Find what people want.
Give them what they want.

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Approach 3:
The next best thing approach
(Java Language Launch Approach)

Induce a need.
Talk a lot.
Make it a trend.
Make it look the next world beater thing.

Approach 4:
Problem solving approach
(Tesla Approach)

Find a big problem.
Solve it.
Market it well.

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You need to **create relatability**
if you need immediate response.

Without relatability, a great product
will need its time to catch up with masses.
