

How to drive sustainable behaviour change with Marketing Automation

on a startup budget







Hélène Billaud

CRM Manager

helene.billaud@karma.life





THE FOOD WASTE PROBLEM



⅓ of all food produced globally is wasted.

We grow food that is never eaten in an area larger than China

Global food waste is the third largest carbon emitter behind USA & China

A trillion dollar economic problem and serious environmental global issue.

Supermarkets, restaurants and bakeries throw away perfectly edible food every day





IMPOSSIBLE TO PREDICT WASTE

GROWING CONSCIOUSNESS



THE FIRST ZERO FOOD WASTE GENERATION

ELIMINATE FOOD WASTE IN THE ENTIRE CHAIN

Wholesalers



Restaurants



Grocery stores

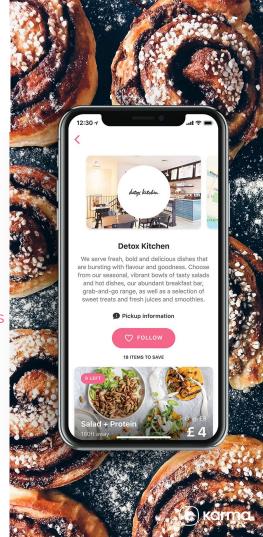


Consumers



Offices and public places





Karma in 3 years

A fast growing commercial solution to solve food waste, showing how having an impact can be both **rewarding** and **profitable**.



A team 6 of marketers for +900,000 users.

Or actually +900,006 marketers?

ving how having an



Are you one of our marketers?

Rapid week on week growth

Love brand

Sustainability trend but also good quality deal





















We have had viral growth in Sweden, UK and France

But viral ≠ **effortless**

"inspiration exists. it has to find you working.".

How to drive sustainable behaviour change with Marketing Automation on a startup budget (and attitude)

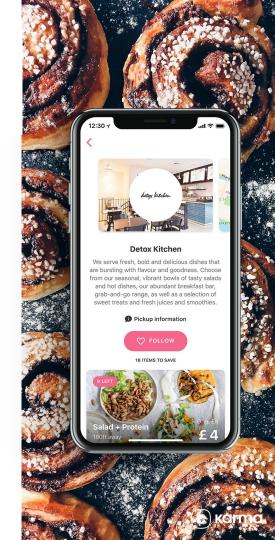
How to drive sustainable behaviour change with Marketing Automation on a startup budget (and attitude) 5 MA learnings

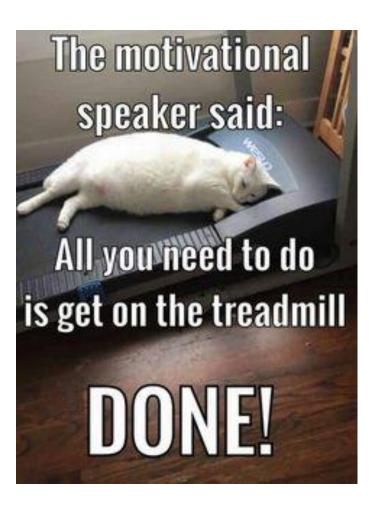
Food waste is a logistics problem



Demand ≠ Supply

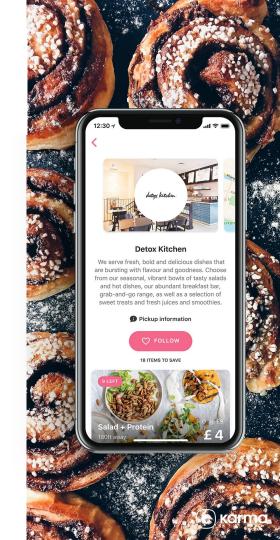






Create a movement and they'll join!

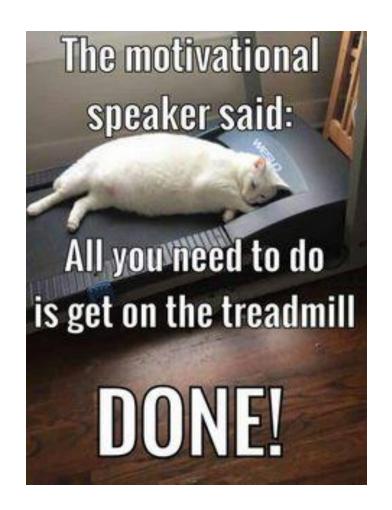




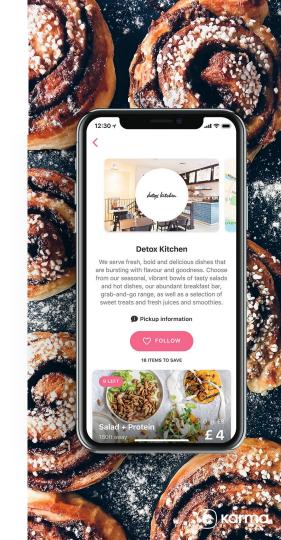


We don't always do what we preach

even if we wish it very hard



So we needed to find a meeting point to make it happen



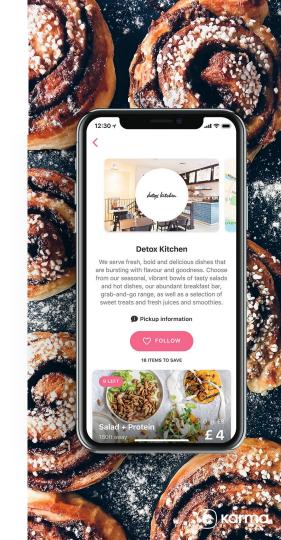
... and that's where Marketing Automation happens.



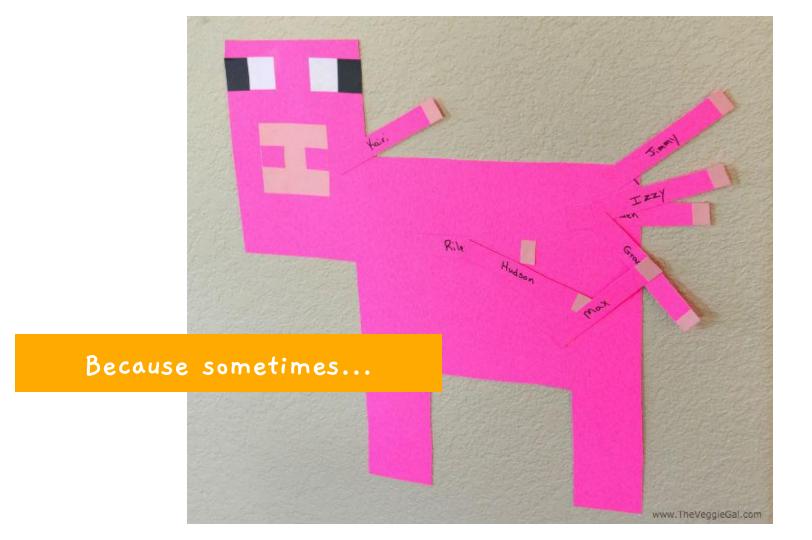
1. Know your users

What we receive:

- Data: track and analyse all of it
- Feedback loop: with customer support, sales & product
- Meet: users & super users



How to make users & mission meet?





Marketing

Data

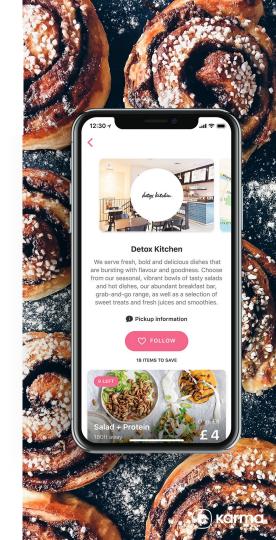
But also

Meeting people to see what Data does not tell

1. Know your users

What we do with it:

- Adapt channels to each users preferences & tech-knowledge
- Personalise frequency and message
- Listen make sure to meet halfway



?

Product

Place

Price

Promotion

- Product = Delicious food 🍝
- Place = Restaurants nearby
- **Price** = -50% •••
- **Promotion =** Word of mouth

Product = Delicious food 🍝

Place = Restaurants nearby

Price = -50% **9**

Promotion = Word of mouth

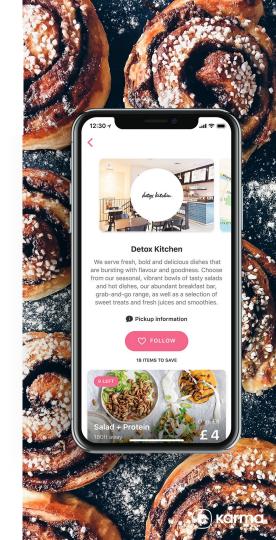


What about time?

2. Time is ticking

How do we adapt to it?

- Short attention span: tell it now or not
- Send on time like a 3 pm måltid
- Help to generate habits and plans
- Allow for time off



Valid for both sides of our markets





The average number of customer stakeholders involved

in a B2B purchasing decision is 6.8

Hubspot

INDIVIDUAL VALUE

The B2B

Value

Trust?

me?

Purpose?

Elements of

What it's in it for



expansion



PURPOSE



Social responsibility





PERSONAL











EASE OF DOING BUSINESS VALUE









Variety

ACCESS







RELATIONSHIP















OPERATIONAL

Connection Simplification Integration

Decreased Information Transparency





















STRATEGIC

FUNCTIONAL VALUE

ECONOMIC









PERFORMANCE Scalability





top line TABLE STAKES

Organization



















responsibility

INDIVIDUAL VALUE

CAREER

The B2B **Elements of Value**



TABLE STAKES









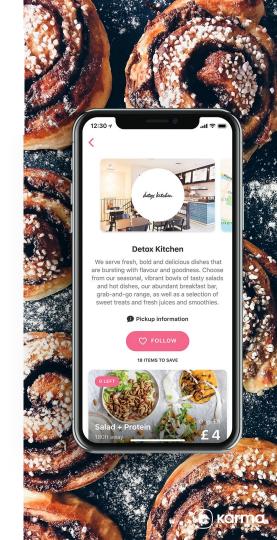


3. Be clear on who buys and who influences

How do we adapt to it?

- Answer **Pain points** & highlight trust
- Find who influence & who decide
- Bring value at each individual level: purpose, knowledge and community

Ask for feedback & adapt messages.

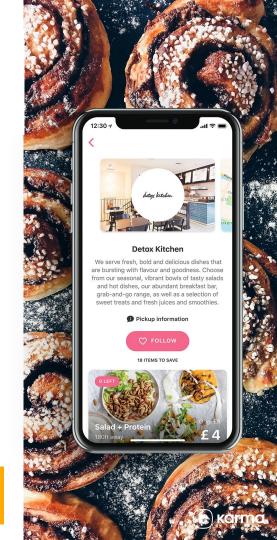




4. Scale yourself on a budget

How do we go from 1 to 1million?

- **Do not repeat yourself**: automate repetitive tasks that bring high value (Key touch points)
- Chase conversion killers: get more with less
- Use your marketers: user generated content
- Start small and speed up: Free fall.
- No FOMO: not all latest GIF is relevant





Top Non-Game Apps by Worldwide Downloads for 2018



Overall Downloads

- 1 NhatsApp
- 2 Messenger
- 3 Facebook
- 4 🚺 TikTok
- 5 O Instagram
- 6 & UC Browser
- **7** SHAREit
- 8 PouTube
- 9 Snapchat
- 10 Vigo Video

App Store Downloads

- 1 🚺 TikTok
- 2 YouTube
- 3 NhatsApp
- 4 O Instagram
- 5 Messenger
- 6 Facebook
- 7 Google Maps
- 8 Netflix
- 9 M Gmail
- 10 Snapchat

Google Play Downloads

- 1 NhatsApp
- 2 Messenger
- 3 Facebook
- 4 TikTok
- 5 O Instagram
- 6 SHAREit
- 7 6 UC Browser
- 8 Vigo Video
- 9 😂 Snapchat
- 10 P YouTube

Note: Google Play downloads do not include pre-installed apps.



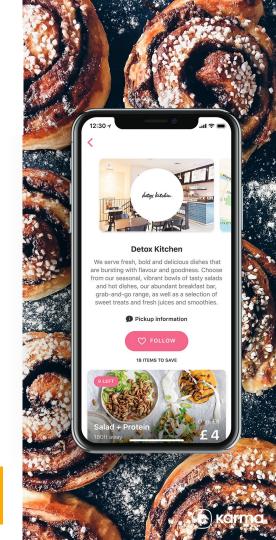
"Real knowledge is to know the extent of one's ignorance." Confucius

5. Fail fast & learn faster

User data = valid 1 month

best opening hours, most trending product, best channel, best social media ...

- Measure and analyse what you do (not what could happen)
- Get started.



If you don't get started, you have nothing to measure

Follow us on Linkedin, (Karmalicious AB)
Instagram (@karma_sweden) &
Facebook (Karma - Rädda Mat)





