INDIE

not



Today's Session

- Presenting for audience with varying levels of experience, skills
- The Basics
 - Where, when, how to start
- The Marketing Mix
- Creating a Marketing Plan
- Examples
- Q & A



Objectives

Tangible, actionable tips and recommendations

 You'll walk away with information you can use and apply for your game's marketing

Helpful examples

Related follow up materials online

My Background





and also











Independent







INDIE PRESS DAY

"A Practical Guide to Indie Game Marketing"

Book publishing by Focal Press, Spring 2015







When to Start

Now!



Getting Started

The Fundamentals

Messaging

Positioning

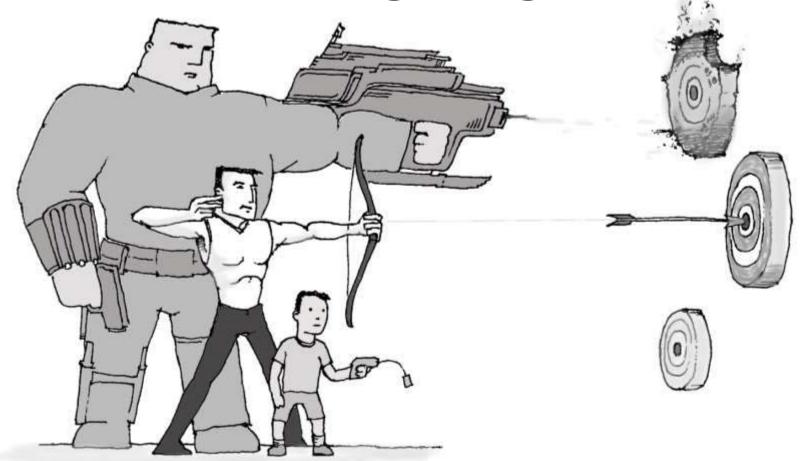
Mapping out plan

Who will drive marketing

The Fundamentals

- Release Plan Broad Strokes
 - "Four Ps": Price, Product, Place, Promotion
 - Platform(s), Channel(s), Timing
- Who's my game for
- Your game pitch
- Release landscape
 - Info on other games releasing, seasonality, etc

Targeting



- Target definition based on platform, channels, game style, type of gamer (hard core to casual), audience sensibilities, and more
- Audience definition helps guide your campaign: types of marketing vehicles, marketing programs, communication style/messaging, etc.

Game Pitch Examples

Left4Dead: "Zombie apocalypse with your friends"

Portal2: "Crazy Science"

Democracy 3: "You are the President"

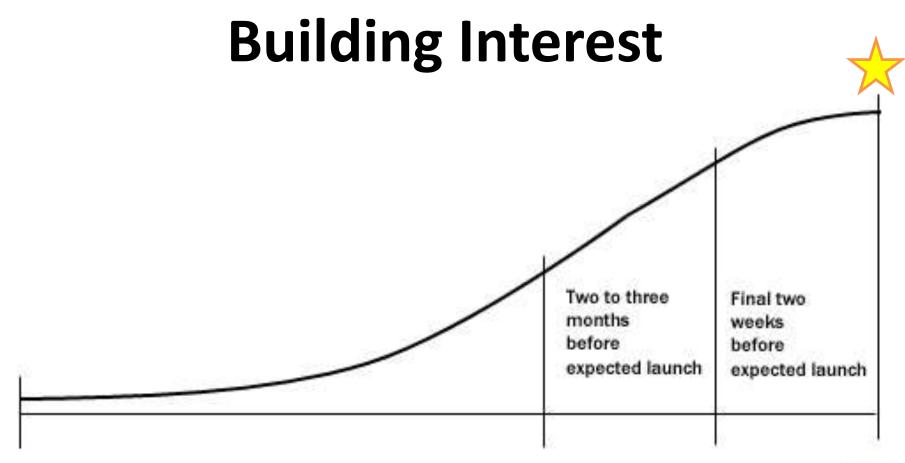
Surgeon Simulator: "Heart transplant in the back of a moving ambulance hitting potholes"

Antichamber: "Running around in an Escher painting in first person"

Warframe: "You get to be a space ninja"

Ridiculous Fishing: "Fishing with machine guns"

Avoid general, non-differentiated terms "unique" "break-out" "best" "next gen" "state-of-the-art" yadda yadda



Announce

Key Considerations:

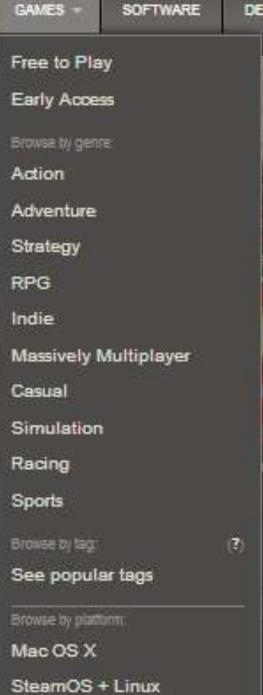
- 1. When to begin communication plans
- 2. Timing for building to peak
- 3. Launch timing

Launch

Pricing Assessments



Periodic Snapshots Top 10/Top 20 By Channel **RPG** Indie By Section Average and Common Prices Sports Factor in **Promos**



The Marketing Mix

emphasis on vehicles for indies

- PR
- Audience Development
- Events
- Promotions
- Playable Code
- Channel
- Awards
- Paid

Integrate multiple vehicles into plans

Plans vary depending on key factors — type of game, audience, platforms, etc.

Marketing Mix - continued

Different kinds of vehicles and variations develop

- YouTubers/Twitch streams
- Game Jams
- Social Media
- Screenshot Saturdays
- Reddit
- Early Access
- Promos
- Animated GIF assets

Stay vigilant, nimble, active – and creative

Examples

PR





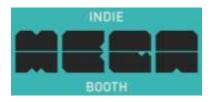
Promotions







Events







Playable Code







Advertising





Marketing Materials

Great art does not necessarily make for effective marketing materials













Marketing Materials

Key Facts (beyond game name)

- Expected platforms
- Expected release timing
- Call to action
- URL (if off site)

Emails to press/partners

Your web page(s)

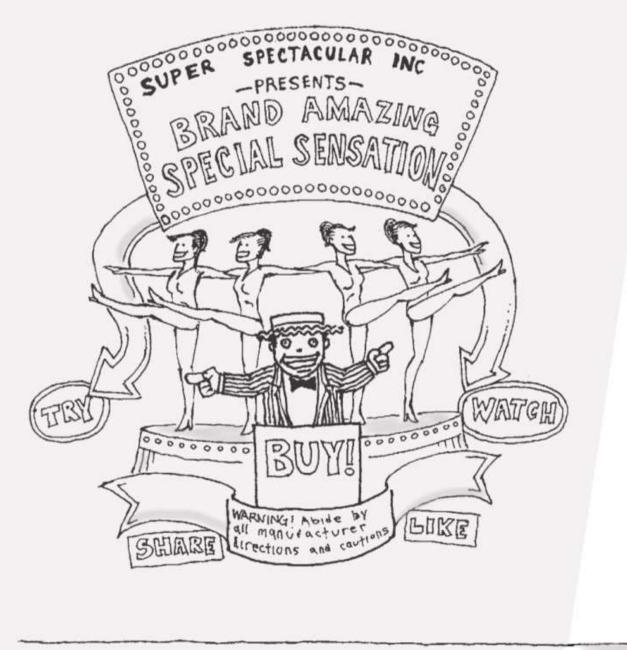
Videos

Trade show materials

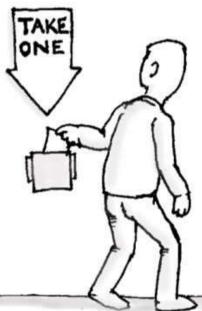
Collateral

and so on ...

People shouldn't have to work and hunt – make it easy!



Have focused call to action





Concept Art





Pre-ordering grants you access as soon as the Alpha is ready! We will email you when the steam keys are ready. Windows only & Steam only for now.

PRE-ORDER NOW for \$20

Sign-up for updates.

E-mail:

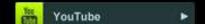
Submit

Twitter









What is Duskers?

A sci-fi roguelike about adapting to survive while trying to piece together how the universe became a giant graveyard.

About us

Tim and Holly founded Misfits Attic shortly after getting married. They had a daughter during production of 'A Virus Named TOM' because they felt the stress of running an independent game studio wasn't enough of a chall... more



BATTLEBLOEK HEAVER The Game Media Community Story Store



LATEST NEWS



A CONTRACTOR OF THE PARTY OF TH

August 1, 2014

Battle it out in the Arena with Snail!

New prisoner unlook in BattleBlock Theater! Jump in now to speedily snag your Snail. And make sure your Snail doesn't get a-salted in the featured Arena playlist!



July 28, 2014

Furbottoms Features - Now updated!

Furbottom's Features has just been updated with a new co-op playlist!

And who should join us at the end of your quest? Why, a hero in his own right, just in time for Comic Con! Get Blocketeer and Moose today!



Comic Con 2014 - Day 4 Pictures

We made it! The four days of Comic Con are now done. Within a few hours after the exhibit half closed, we were able to tear down the booth with our super hero team. Check out our work!







Find us on Facebook

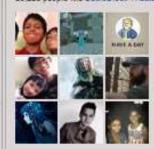
Posted By : megan

Posted By: megan

Posted By : megan



20 228 people like BattleBlock Theater.



Facebook social slught



Transistor

Transistor is a sci-fi themed action RPG that invites players to wield an extraordinary weapon of unknown origin as they fight through a stunning futuristic city.

Platforms: PlayStation 4, PC

Developer/Publisher: Supergiant Games

Release Date: May 20, 2014

LAUNCH TRAILER



WELCOME



SUPERGIANT is a small developer with big ambitions: to

make games that spark your imagination like the games you played as a kid.

IOIN OUR MAILING LIST

Enter your e-mail & we will let you know when Transistor is available!

Submit

ON TWITTER



GET TRANSISTOR

Transistor will be available on PSN and Steam, and you can also preorder it here:



TRANSISTOR FAQ

For more details about Transistor, have a look at our Transistor FAQ.

SCREENSHOTS







GET BASTION FOR PC/MAC/LINUX



Download Bastion today from Steam! SteamPlay-enabled so you get Linux, Mac, & PC. Also on GamersGate, Origin, Green Man Gaming, Impulse, OnLive, the Mac App Store, and the Ubuntu Software Center.

GET BASTION FOR XBLA



Download Bastion today from the Xbox LIVE Marketplace!







4. Micromor Games

© \$0.99 ▼

In-App Purchases

5. Buddyman: Kick 2 Games









Games

In-App Purchases





Update -







\$1.99 -

7. THE GAME OF LIFE Classic... Games \$0.99 *

© \$0.99 -In-App Purchases

Valley Games \$0.99 -\$3.99 -

In-App Purchases



Games

Games

\$6.99

11. RollerCoaster 10. Time Tangle Adventure Time Tycoon® 4... Games Ø \$0.99 → \$2.99 -



\$0.99 -





\$0.99 *

In-App Purchases



\$0.99

16. Buddyman: Kick (by Kick the... Games

\$0.99 -

In-App Purchases



18. TETRIS® Games \$0.99 -

In-App Purchases

\$0.99

In-App Purchases

□ \$0.99 ·

In-App Purchases









In-App Purchases

In-App Purchases







\$0.99 -

In-App Purchases





□ \$4.99 ·



\$0.99 -

In-App Purchases

\$1.99 -

In-App Purchases





@ \$2.99 ·

In-App Purchases

In-App Purchases



In-App Purchases



Freezeria To Go!



Auto: San... Games



30. Multiplayer for Minecraft PE

Games

Games

\$3.99

In-App Purchases

\$2.99

In-App Purchases



\$0.99 -

In-App Purchases



\$0.99 -

In-App Purchases



\$1.99 -

In-App Purchases

In-App Purchases





\$0.99 -



□ \$0.99 ×







S1.99 -

Games

☐ Update ▼

In-App Purchases



In-App Purchases



37. Bad Piggies

\$0.99 *

In-App Purchases



© \$6,99 ▼

38. Angry Birds Star Wars Games \$0.99 -In-App Purchases







Games

□ \$4.99 -





Games @ \$1.99 +



\$0.99 * In-App Purchases



45. The Sims 3 Games \$6.99 + In-App Purchases





Icon Examples

"Mascot"











Core App Concept

















Clear Stand-Out Image





























Strong Brand/Icon

























Animated GIFs – Including Icons





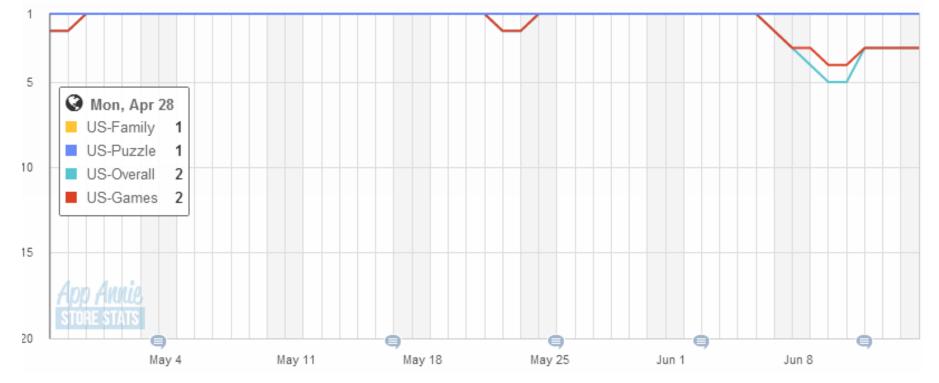


Videos

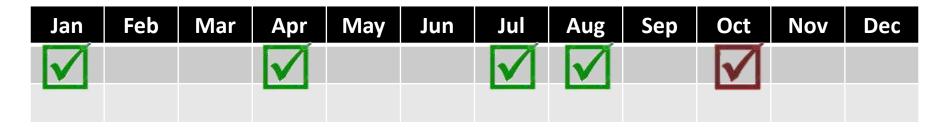


Blek 260K+ trailer views iOS and Android

https://www.youtube.com/watch?v=GatTHt8SUiA



Creating the Plan



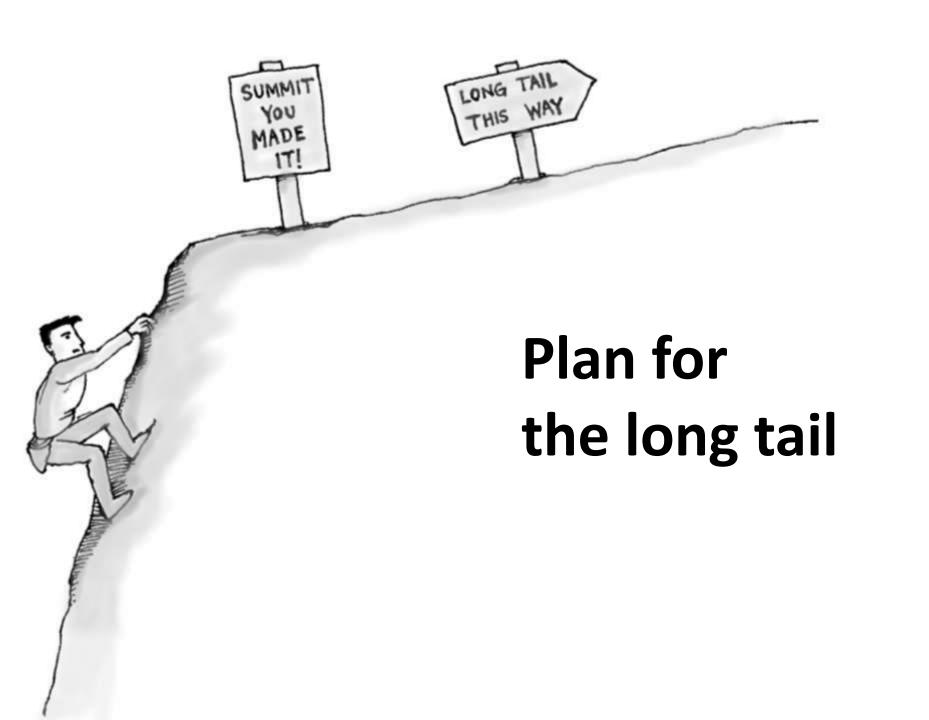
Plot out key tasks, milestones and activities, just as you do for game

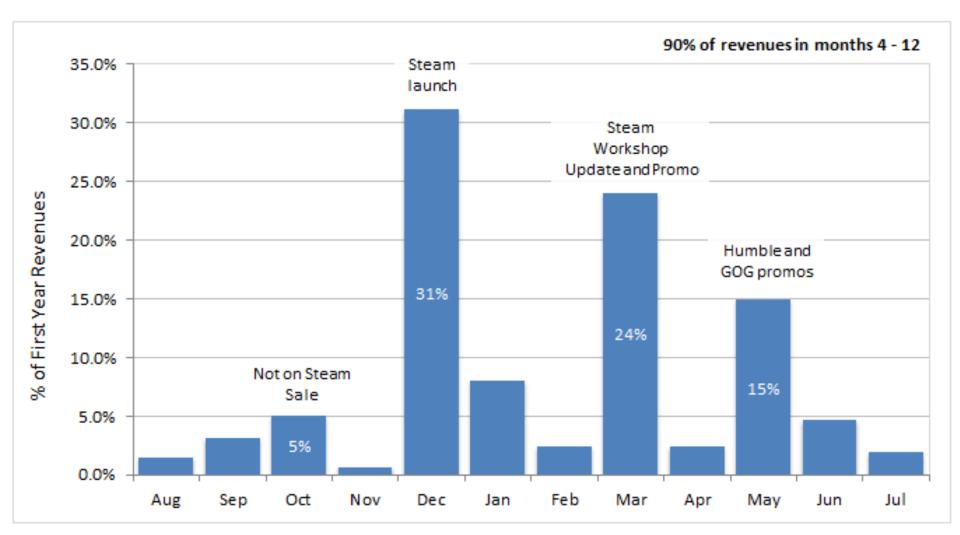
development

- Developing the plan
- Announcements
- Asset releases
- Trailer
- Shows
- Game previews outreach
- Game reviews outreach
- Game release date / activities / support

JANUARY								APRIL							JULY							OCTOBER						
5 1	vt.	T	w	7	F	5	5	м	T	w	T		5	5	M	T	w	T	F	5	- 5	M	T	w	T	£	5	
1 :	_					7	1						7	1	2	3	4	5	6	7	-	1	2	1	4	5	6	
	9	10	11	12	13	14		9	10	11	12	13	14		9	10	11	12	13	14	7	п	0	10	11	12	13	
15 1	6	17	18	19	20	21	15	16	17	18	19	20	21	15	16	12	18	19	20	21	14	15	16	17	18	19	20	
22 2							22							22	100		- 100							24	25		-	
29 3				0.77				30					277		30			. 55		1000				31		300	~	
FEBRUARY							MAY							AUGUST						NOVEMBER								
		50									100								7.7		1975			=				
5 1	И.	T	W	T	F	5	5	М	T			F		5	M	т.	W	T		.5	. 5	М	т.	W	.T.	_	5	
			1	-	3	4			1	-	3	4	5				1	-	3	4					1	1	3	
5 (7.7	17.0	-	8	1.7	11	- 6	7	В	9	10		12	- 5	-6	7	8	9	10	11	4	5	- 6	7	8	9	10	
12.1	-		7.7				13		-50	40.00				12	-0.5						11	775		14		16	435	
19.2				23	24	25						25	26				157			25				21	_	_		
26 2	7	28	29				27	28	29	30	31			24	27	28	29	30	31		25	20	27	28	29	30		
MARCH							JUNE							SEPTEMBER							DECEMBER							
5 1	и	T	w	T	F	5	5	M	T	w	т	F	5	5	M	T	w	т	F	5	5	M	T	w	T	p	5	
- 1.0	1111	.0.	2.76	1	2	3			110		0.5	1	2		100	-000		1		1			AND	- 17		11	1	
4	5	6	7.	B	9	10	-3	4	-5	6	7		9	2	3	4	5.	6	7	8	-2	3	4	5	6	7	8	
11.1	2	13	14	15	16	17	10	11	12	13	14	15	16	9	10	11	12	13	14	15	9	10	11	12	13	14	15	
18 3	9	20	21	22	23	24	17	18	19	20	21	22	23	16	17	18	19	20	21	22	16	17	18	19	20	21	22	
25 2	6	27	291	29	30	31	24	25	26	27	28	29	30	23	24	25	26	27	28	29	23	24	25	26	27	28	29	
														30								31						

Factor in seasonality, holidays, category events, release plans for other notable games, etc







Flippfly
PC, Mac, Linux
Aug 2013 Launch
Now on Steam, GOG, Humble
Coming to PlayStation and more

Be Tenacious



Summary / Key Takeaways

- Start Early planning process, fundamentals
- Think about your ramp, pacing
- High quality executions; determine possible selected areas for budget investments
- Diligence, persistence, responsiveness, tenacity
- Be nimble

http://theindiemarketer.wordpress.com

Additional details, information, links and resources

Joel Dreskin

Your Questions!

Thank You!

Joel Dreskin

http://theindiemarketer.wordpress.com