

Market Your Cause, Project, or Self like a Pro

By Ryan Gorley



Background



Who is Ryan Gorley?

- Creative Director at Freehive
- Contributor to Inkscape, Fedora Design, elementary, AntennaPod, and SCaLE
- MBA and former marketing executive



What is Freehive?

- A creative agency doing web design, video/animation, product rendering, graphic design, branding, etc.
- Exclusively use free and open source creative software
- Clients Include: Canonical, GNOME, Mozilla, and System76



So what?

- This is the source code of my career.
- Ask questions. Use what is useful. Improve upon it.
- I want you to succeed!



Outline



- 1 Identify the Opportunity
- 2 Position the Solution
- 3 Connect with People
- 4 Learn and Improve



Identify the Opportunity



- (1) What problems am I able to solve?
- 2 Who are my solutions valuable to?
- (3) How else are people solving these problems?
- (4) Where is the opportunity for me to succeed?



What problems am I able to solve?



Who are my solutions valuable to?



How else are people solving these problems?

- Direct Competitors
- Indirect Competitors



Where is the opportunity for me to succeed?

- Graphing Opportunities
- Finding a "Blue Ocean"



Position the Solution



- (1) Who am I communicating to?
- 2 What value does my solution provide them?
- (3) How is my solution different, better, or special?
- 4 What evidence can persuade them to believe?
- 5 What is their first step?



Who am I communicating to?

- Psychographics
- Deciders, Influencers, and Gatekeepers
- Segmenting
- Personas



What value does my solution provide them?

- Features vs Benefits
- Tangible and Intangible Value



How is my solution different, better, or special?



What evidence can persuade them to believe?



What is their first step?

- Incremental Conversions
- Funneling



Connect with People



- 1 How can I creatively reach my audience?
- 2 Where can I creatively reach my audience?
- (3) What impression to I want to leave?



How can I creatively reach my audience?

- Static Media
- Played Media
- Interactive Media



Where can I creatively reach my audience?

- Community Events
- Social Media
- Publications
- Forums
- Podcasts
- Review Sites
- Search Engines
- Etc.



What impression do I want to leave?

- Brand Imaging
- Brand Voice



Learn and Improve



- (1) Measure What Matters
- 2 Learn the Correct Lesson
- (3) Try, Try Again



Measure What Matters

- Ethical Analytics
- Conversion Tracking



Learn the Correct Lesson

Statistical Significance



Try, Try Again



Summary



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Learn and Improve

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- 2 Learn the Correct Lesson
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Reach Out

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