Project Reflections: Marketing Team

What was the problem that we identified?

BitLink has a lack of social media presence, hampering its potential to reach customers via advertising or word of mouth. There isn't a set structure or routine to BitLink's media strategy for them to follow to help with this goal.

What was our solution to the problem?

Analyse the social media presence of a variety of competitors of BitLink to see where they have succeeded and/or failed, provide recommendations on where BitLink should focus its social media presence, and to provide examples of the kind of media that could be posted.

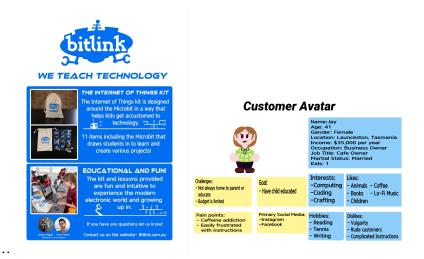
We also provided an example social media calendar for use as a planning tool and created short educational reels for BitLink's IoT (Internet of Things) kit.

What did we learn along the way?

We learnt that the social media presence of most Australian tech companies is very limited, often focusing on only a select couple of sites at a time.

Australian tech companies have made attempts to expand their reach through multiple social media platforms. These attempts appear to have resulted in Facebook and Linkedin becoming primary platforms of choice. The other platforms appear to be abandoned or have content uploaded infrequently (downtime in months).

Please paste or link to any images of your outputs:



Customer Avatar

| Name: Ross | Age: 10 | Age: 10 | Gender: Female | Location: Sorell, Tasmania | Income: \$41,000 per year | Occupation: Student | Job Title: Student | Job Title

https://www.canva.com/design/DAGNy8F_MBI/Jns0Z7clS-O6gSaN2R8cog/watch?utm_content =DAGNy8F_MBI&utm_campaign=designshare&utm_medium=link&utm_source=editor (instagram reel)

Please paste links to Resources/Documents/Videos:

*Please make sure that access is set to anyone with the link (can view)

Bitlink Media Calendar:

https://docs.google.com/spreadsheets/d/1tSRB7qEgMtxmYxdJvkUSBeReo3-GS72OmNqbUt_sxhl/edit?usp=sharing

Competitor Analysis and Customer Profile:

https://docs.google.com/presentation/d/1nAga2JEqgaCa4eXnpyqBMtHhgNt3q-fQcdudoMCesoQ/edit?usp=sharing

Reels:

https://youtu.be/D2ppsOATCKk https://www.youtube.com/watch?v=Z5Z3l3E1A3I https://youtube.com/shorts/usj-EJv3pGM

Team members:

Name: Lewis Monk | Roles: Calendar Creator, Media Planner

Name: DJ/Jaala Best | Roles: Graphic Designer, Analysis Researcher, Illustrator,

Alastair Vickers | Roles: Analysis Researcher, Social Media Advisor

Name: David Iliev | Roles: Calendar team, Social Media Tracking Activity

Name: Oliver | Roles: Meme maker, Video editor, Reels designer Name: Bradley | Roles: Meme maker, Video editor, Reels designer

Project Reflections: Product Design Team

What was the problem that we identified?

Board game kits that are currently on the market aren't targeted at the school year 3-6 market, they are usually for older people to design board games, and they aren't generally education based.

What was our solution to the problem?

To create a kit that included lessons on creating a board game, and the associated learnings alongside the lessons. The other element being the resources needed to be included in the kit.

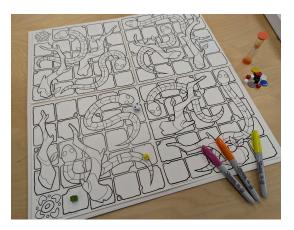
What did we learn along the way?

We learnt how to work as a team and also taught each other new things and we were very positive towards each other which made the experience a lot better for all of us.

- Very basic coding for micro:bits
- Some very basic elements of Education Design.
- Some very basic board game design theory
- Producing a series of slide decks and lesson plans
- How to design a new product to teach game design and technology.
- Seeking feedback from professional, relevant, sources
- How to recognise what is and isn't valuable feedback and how to incorporate it

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Overview Document which contains links to Lesson Plans and Slide Decks

"Box of Board Things" Box Art

Canva Document we all worked on, which includes our draft lesson plans as well as edits made based on received feedback

Team members

Name: Roles Dominic Chiavassa Mike Underwood Tyler Gale Chris Hocking James Taylor