



Present

Educational Exhibiting

How to Use Presentations and Demonstrations to Build Preference, Increase Recall, and Reduce Sales Cycles

Participant Learning Objectives By the end of this webinar, you will...

- 1. Hear why people attend tradeshows.
- 2. Find out how exhibitors can better meet attendee's shopping and learning needs.
- 3. Discover 8 steps to creating a worthy destination.
- 4. Identify key planning questions to ask.
- 5. Overview five types of demonstrations & presentations.
- 6. Learn the 7 steps to building effective in-booth presentations.

Why Do Attendees Visit Tradeshows?

- ESCAPE! Get Out of Their Environment and Into Yours.
- Learn New, Better, Faster, Cheaper, Greener, Safer, More Efficient, Effective, and Profitable Methods.
- Find SOLUTIONS to Current and Future Problems.
- Benchmark Practices and Procedures.
- Learn _____Practices.
- Learn NEXT Practices.
- INTERACT with Colleagues, Companies, and Products.
- SEE, HEAR, TOUCH, ENGAGE, IMMERSE.
- Do MORE Than What They Can Do On Your Website!!!

Why People Attend Conferences & Expositions?





Shopping Reasons & Importance

Table 1: Top Shopping Reasons for Attending

REASON	AVERAGE IMPORTANCE 7=Highest Importance		
See new technology	5.54		
Ability to talk to experts	5.51		
New product introduction	5.33		
Interact w/new products	5.81		
Have questions answered on spot	5.26		
Idea generation/planning	5.24		
Compare brands	5.14		
Competitive intelligence	5.12		
Solution for existing problem	5.12		
Gather info for upcoming purchase	5.07		
Scale: Importance, 1-7, with 1=Very Unimportant and 7=Very Important			

Source: CEIR Report: AC32 13

How Can We Better Meet Shopping Needs?

- 1. Prominently feature what's _____ in your exhibit.
- 2. Promote problems and talk solutions not products!
- 3. Have enough knowledgeable staff available and able to answer attendee questions on the spot.
- 4. Provide live, interactive product ______, whenever possible.
- 5. Identify purchase criteria and be able to deliver info when and how they want it.
- 6. Consultative ______ approach: ask questions first, listen to issues before providing information and solutions.
- 7. Meet needs better in idea generation and planning phases offer in-booth user interactions and activities.

Learning Needs & Importance

REASON	AVERAGE IMPORTANCE 7=Highest Importance	
Industry trend insight	5.51	
Professional networking	5.30	
To better job performance	5.30	
Personal development	5.18	
Seminars/Speakers	5.04	

Source: CEIR Report: AC32 13

How Can We Better Meet Learning Needs?

- 1. Emphasize in pre-and at show promotions what they will _____ in your exhibit.
- 2. Provide case studies spotlighting new practices and emerging trends.
- 3. Create space in booth for peer-to-peer discussion.
- 4. Bring and ______ live products and services.
- 5. Use interactive touchscreens to deliver brief educational content in the booth.
- 6. Explain how products help them perform their jobs more proficiently.
- 7. Provide ______ opportunity to interact with products/services.
- 8. Study educational session roster and suggest sessions relating to attendees interest.

Overview of NSTA Exhibitor Workshops

Take your interaction & education to the next level!

- 90 minute teaching & learning opportunities in meeting rooms at convention center.
- Able to drill down into exactly how your product/service addresses attendee needs.
- Uninterrupted quality time solely focused on your brand, messaging, and solutions.

Extremely popular with attendees - Many end up standing room only!

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8 Steps to Create a Worthy Exhibit Destination

- 1. Commit to *effectively* addressing the reasons why they attend.
- 2. Realize you're competing with ALL exhibitors, educational sessions, events, and sometimes the event city.
- 3. Identify precisely the type of visitors you want to interact with.
- 4. Determine what ______ you can help them solve.
- 5. Determine what **opportunities** you can help them seize.
- 6. Create an engaging, ______, educational experience.
- 7. Effectively promote what they will SEE, DO, and LEARN in your exhibit.
- 8. Offer **compelling educational content and takeaways/rewards** for visiting and participating in presentations & demonstrations.

Research on the Impact of Demonstrations & Presentations

- Experiential marketing drives purchase consideration across age, gender, and ethnicity.
- ____% say participating in experiential marketing increases purchase consideration.
- ____% say experiential marketing is extremely/very effective on influencing brand/product opinions.
- ____% say experiential marketing results in quicker purchase.
- ____% say participating in a live experience makes them more receptive to the brand's marketing.
- ____% who participated told others about it.

Source: Jack Morton Worldwide

A well-planned presentation/demonstration can:

- Increase qualified leads by 2 to 4 times.
- Increase awareness by _____ to _____ times.
- Positively influence opinions and purchasing intentions.

Source: Live Marketing Statistics

51% of tradeshow attendees say product demos increase their recall of exhibits visited.

Source: Exhibit Surveys

Determining Which Products to Bring and Demonstrate

- ✓ New
- ✓ Bread and Butter Products
- ✓ Addresses a Top-of-Mind Industry Issue, Need or Problem

5 Types of Demonstrations & Presentations

- 1. Product Demonstration
 - Applications:
 - New product introductions
 - Showcase existing products
 - Differentiate
 - Appeals to ______ audiences who don't want marketing pitches, but want to see how things work.
 - Product Demo Examples
 - Glass tableware wants to demonstrate durability.
 - Oxygen mask wants to demo speed and ease of putting mask on in flight.
 - EMS wants to demo ease of using EMS evacuation chair.
 - Baby stroller wants to demo maneuverability in tight spaces.
 - Soundproofing product wants to demonstrate sound transference reduction.
 - Hydraulic lift wants to demonstrate heavy duty lifting ability.
 - Data collection pipe wants to demonstrate ruggedness.
- 2. Game or Game Show
 - Applications:
 - Create buzz on the show floor while still presenting important information.
 - Designed for participant interaction & _____.
 - Energizes, engages and educates audience.

<u>5 Types of Demonstrations & Presentations</u>

- Game or Game Show Examples
 - Snack food company engaged retailer knowledge about how to raise category sales.
 - Pallet rack frame manufacturer wants to differentiate benefits of bolted frame racks versus welded frame racks.
 - Veterinary pharmaceutical company educates Drs. with "Jeopawdy" game show.

3. Parody

- Application:
 - Takes an element of pop culture, TV, movies or books and weaves it together with product or _____ messaging.
- Creates immediate connection with audience.
- Don't overplay the parody, 20% parody/80% product or company info.
- Parody Examples
 - Mack Trucks wanted to re-enter market, introduce new truck, and convey toughness.
 - American Gladiators
 - Announcer Michael Buffer
 - Wastewater technology provider uses Mythbuster parody to educate visitors.

4. Role Play

- Application:
 - Convey product information in a ______ environment.
 - Communicate information by taking on various roles.
 - Address questions and preconceived ideas or misconceptions.
- Big Benefit: people can see themselves and identify with challenges.

5 Types of Demonstrations & Presentations

- 5. Corporate Overview
 - Applications:
 - Focus on company's value proposition and why attendees should consider them.
 - Talk about breadth of _____.
 - Best use: companies who consider their brand as their biggest strength or have gone through mergers or acquisitions.

<u>4 Questions to Aid in Designing Effective</u> <u>Demonstrations & Presentations</u>

- 1. Who is your target audience? What are their titles? What are their top-of-mind concerns?
- 2. How do your products address their concerns?
- 3. What is the one key idea you want the audience to walk away with?
- 4. What actions do you want viewers to take during and after?

7 Steps to Building Effective In-Booth Demonstrations

- 1. Set clear _____.
 - What do you want your demonstration to accomplish?
 - What do you want your audience to think, feel and do as a result of the demonstration?
- 2. Focus on your _____
 - Don't think in terms of what you want to say: the audience won't care.
 - Think in terms of what challenges the audience faces and how you will address them.
- 3. Tell a _____
 - A story has a hero, a villain, conflict and triumph.
 - Remember, the hero of the story is your target audience!

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7 Steps to Building Effective In-Booth Demonstrations

- 4. Get the audience to _
 - As the Chinese proverb says, "Tell me and I'll forget; show me and I may remember; involve me and I'll understand."
- 5. Have a _____ Presenter.
 - It's important that the person telling your story is a good story teller.
 - S/he should also maintain consistent energy all day, every day, for the run of the tradeshow.
- **6.** Capture their information.
 - This is your opportunity to engage with a lot of potential customers. Make sure you capture their qualifying information!
- 7. Have a strong call to _____
 - What do you want qualified attendees to do after the demonstration?
 - Have next actions planned and make your demo pay off!
 - Proactively engage with attendees to drive the next action!

What three actions will you take from this session?

1	 	
2	 	
3.		

NSTA Commitment to Exhibitor Education & Success

- Online Exhibitor Success & ROI Center (ERC):
 - 1 Live and 5 re-playable webinars
 - 13 "How-to" exhibiting articles
 - 1 downloadable tool
 - Ask the Tradeshow Expert e-mail Q&A
- Bookmark, Share and Access at:
 - http://www.nsta.org/exhibitsadv/resourcecenter.aspx