# Healthy Brand

Messaging Toolkit



Messaging forms the basis of verbal communication.

Before messaging can begin, brand strategy – namely positioning and personality should already be approved so we know what position we are trying to occupy and in what tone/ voice.

This document assumes an approved brand strategy and lays out workshop exercises and frameworks to help COLLECT, PRIORITIZE & LAYOUT core messages of the brand.

### **Exercises & Frameworks**

### 1. Exercises

- 2 by 2 Driver
- Product Ladder
- Billboard

### 1. Frameworks

- Pillars
- Belief Shift
- Story

### EXERCISES

### 2 by 2 Driver

Description:

Four quadrants along RELEVANCE (amongst customers) & DIFFERENTIATION (from competition) to help collect and prioritize messages

How to use:

Ask participants to use put a message on each sticky and decide which quadrant it belongs to.

As the chart is being populated, you start to group similar messages together.

Once all the messages are up, pressure test whether they do in fact belong to that quadrant.

You want to end up with 3-5 driver messages.

	Low Relevance	High Relevance
High Differentiation	KOOL AID  The messages you think are special, but your customers don't care about	DRIVER  The messages you want to communicate repeatedly
Low Differentiation	DISCARD  The messages you don't need to spend any resources communicating	TABLE STAKES  The messages you need to mention, but later in the funnel

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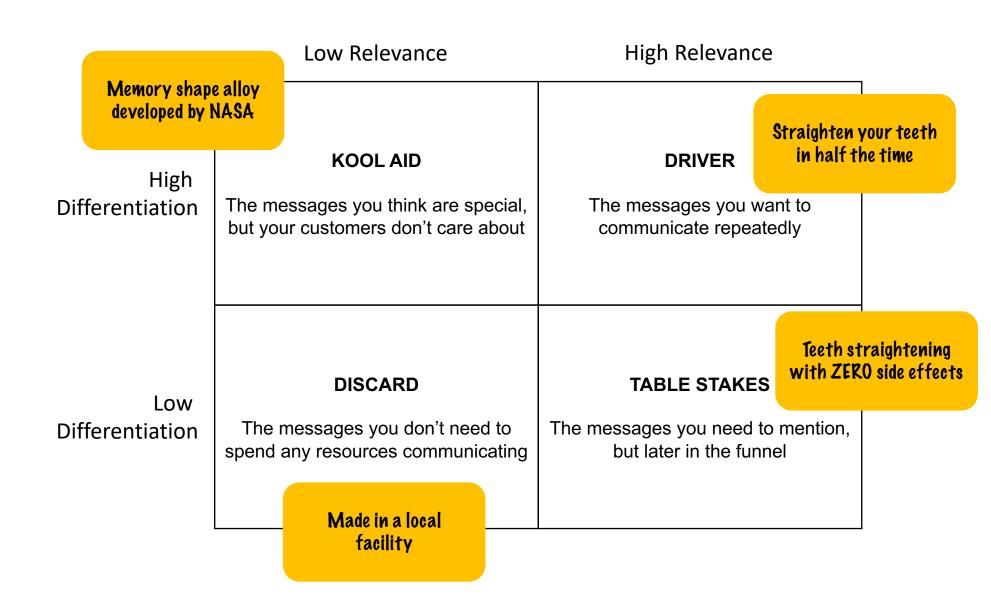
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### **Product Ladder**

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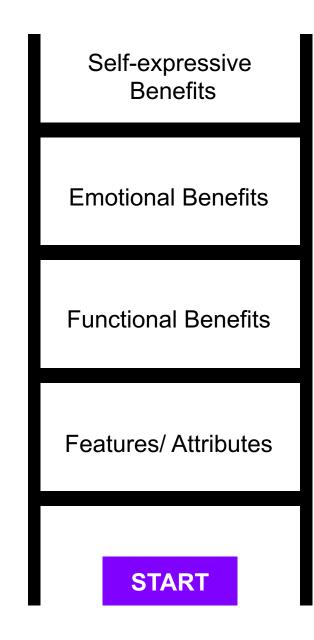
Develop messages at all levels. From features and attributes to functional, emotional and self-expressive benefits.

### How to use:

Start at the bottom of the ladder, then develop messages at each rung of the ladder.

- 1. Features/ Attributes
- 2. Functional Benefits
- 3. Emotional Benefits
- 4. Self-expressive Benefits

HINT: As you go up the ladder, there will be less messages, ultimately arriving at perhaps ONE message that's about the self-expressive benefit



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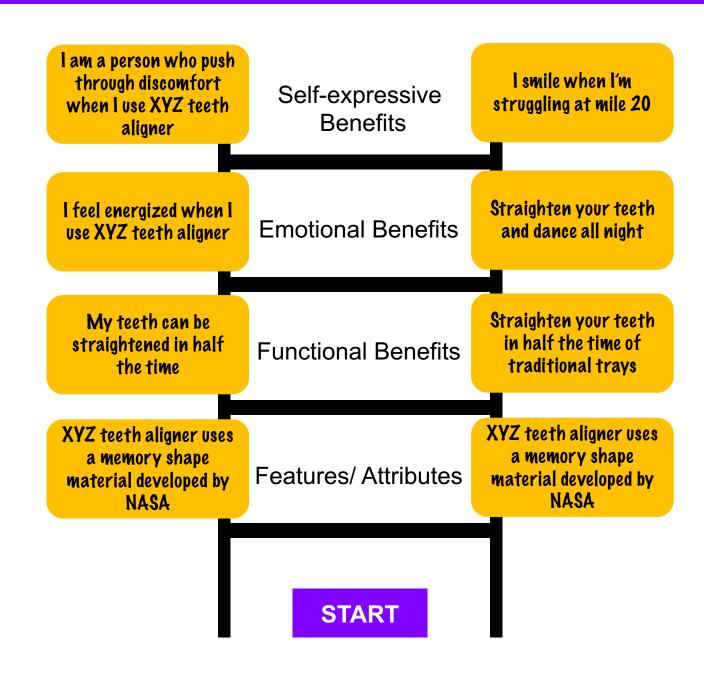
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### **Billboard**

Description:

Use the idea of a billboard to create messages

How to use:

Image you have a billboard at the best spot in town, where your target audience will see it.

What is the HEADLINE that will capture attention?

What is the BODY COPY that will drive curiosity and action?

Split into teams to create a billboard.

Regroup to discuss, mash up, vote to align on the most compelling copy.

### ATTENTION GRABBING HEADLINE

CURIOSITY AND ACTION DRIVING BODY COPY

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## ATTENTION GRABBING HEADLINE THIS RACE WON'T GET YOU A TICKET

CURIOSITY AND ACTION DRIVING BODY COPY

STRAIGHTER TEETH THIS SUMMER IN HALF THE TIME

GO TO WWW.XYZ.COM

### FRAMEWORKS

### **Pillars**

### Description:

Different message pillars that all help to get the essence of the brand across to your audiences.

### How to use:

The brand essence does not change over time and is typically internal facing only.

The campaign line is the headline that articulates the essence of the brand while capturing your attention.

Each pillar is a topic/ theme, with a corresponding key message and proof points as support messages.

HINT: Fill out the pillars, key messaging, and proof points BEFORE developing a campaign to give the creative team fodder for their process.

Brand essence				
Campaign line				
Pillar 1	Pillar 2	Pillar 3		
Key message	Key message	Key message		
Proof points	Proof points	Proof points		

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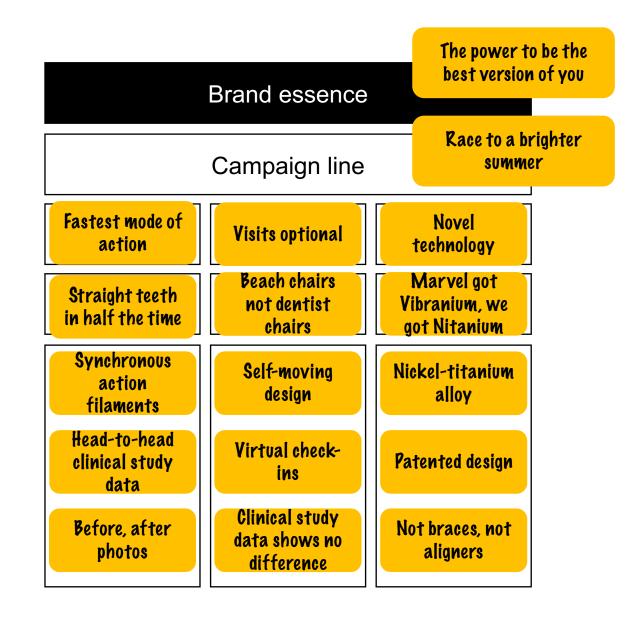
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### **Belief Shift**

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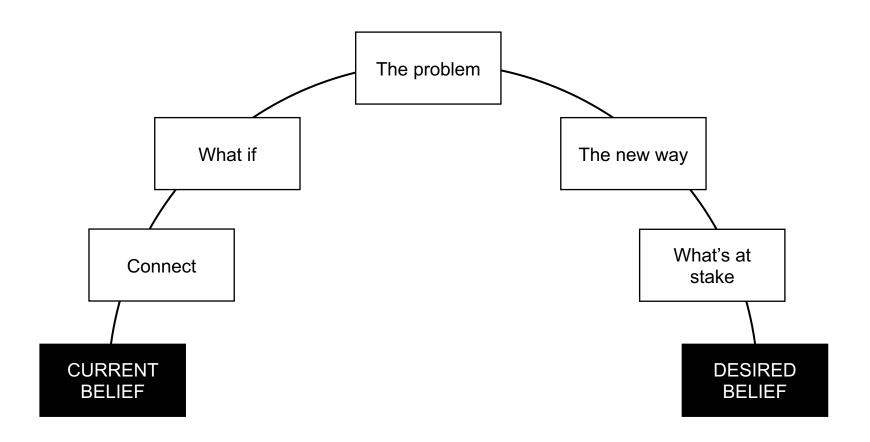
Influence the audience with a series of messages and content to bring their current belief to a desired belief central to your brand.

### How to use:

Define and align on what is the critical belief that needs to change for our target audience.

A change in this belief will drive brand and/ or marketing performance.

Place messages across the arc to move the audience from current to desired belief.



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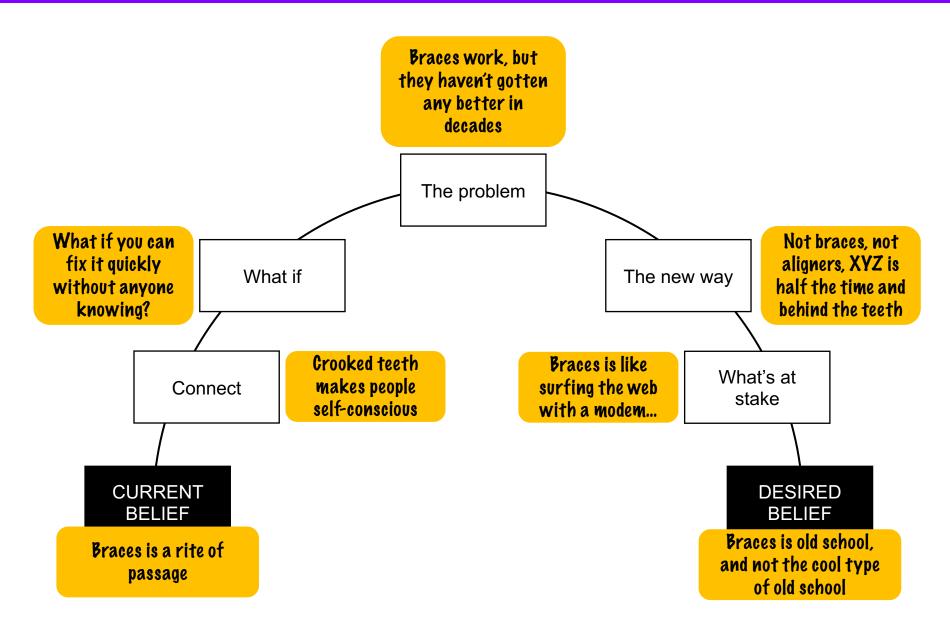
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### **Stories**

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A simple framework to develop a story for the brand – utilizing the core stages of the Heros journey (adapted from "Resonate" by Nancy Duarte).

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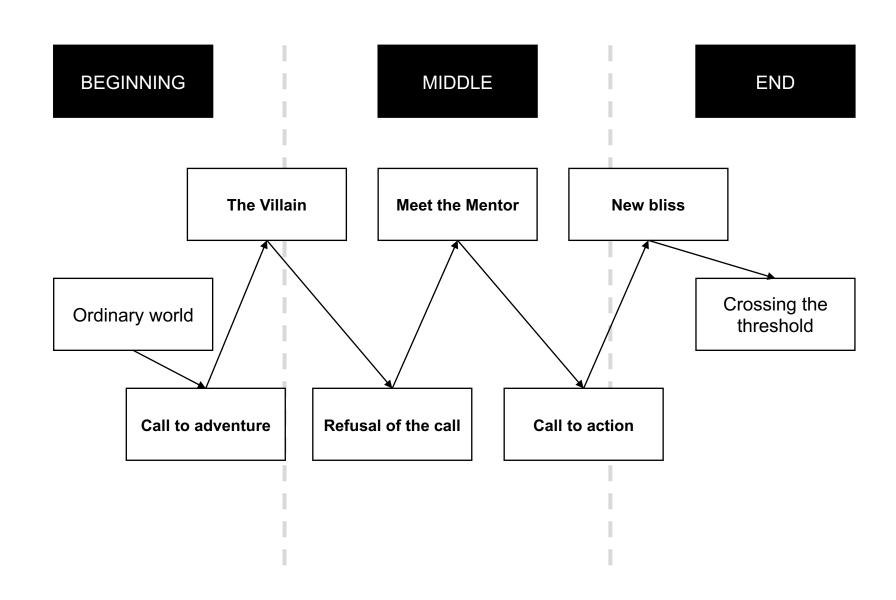
Like any story, there are characters.

Protagonist = target audience

Villain = problem (the more unexpected the better)

Guide = brand

By putting together a story, you put together messages that help your audience understand why you exist, and how you deliver on your promise.



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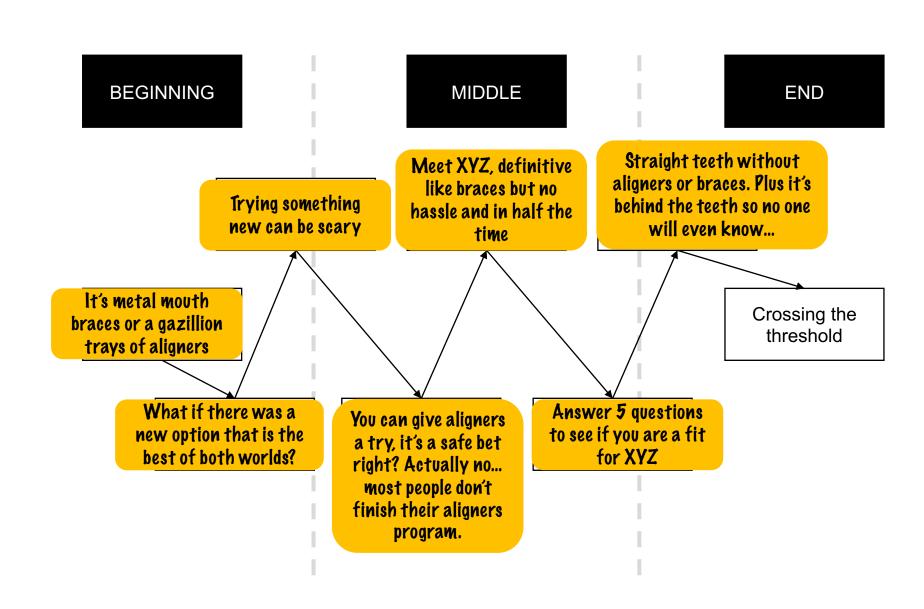
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### **CONGRATULATIONS!**

You've gone through all six exercises and tools to up your messaging game.

If you would like to see more content about brand strategy and branding in the world of health, you can find me on:







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Howie@howiechan.com

Listen to the Healthy Brands Podcast (howiechan.com/podcast)

