# A BRAINY CUBE

by A Brainy Chat

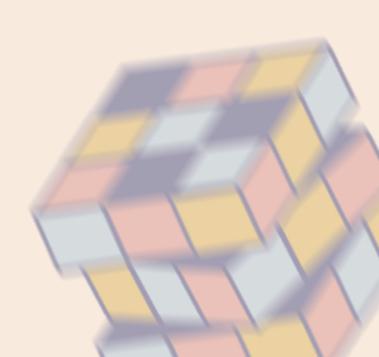


Communication project on effective study and work based on Neuroscience to Vietnamese undergraduates

Supervisor: Mr. Hoang Vu Quoc Anh

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# ABOUT US: THE PURSUERS

Mentor: Mr. Hoang Vu Quoc Anh

#### Who are we?

We are The Pursuers team whose major is Multimedia Communication Management. We all come from FPT University in Ho Chi Minh City- the university which always gives great attention to their students' good and development.

#### What do we stand for?

We stand for doing the good things to young Vietnamese, especially university students like us (more than anyone, we are all students). Particularly, as we are all young people pursuing lifelong learning and have certain interest in sciences, our vision is to help bringing more useful & practical science-based knowledge to as many young Vietnamese as possible.







#### **ABOUT 'A BRAINY CHAT'**

- A non-profit educational organization that offers information about personal development based on Psychology and Neuroscience.
- Founded in 2022 by Dr. Quang Thuc Hao who is currently living and working in Australia in Neuropsychology field.
- A Brainy Chat is established with the hope of providing helpful information based on reliable science-based knowledge from an academic.



#### **CONTEXTUAL ANALYSIS: POLITICAL**

To aid youth in their study and self-development, a series of support activities have been implemented, promoting their volunteer, creativity, and participation in scientific research and other aspects of society./.

As we celebrated International Youth Day on August 12, we reflect on the progress made in ensuring that the youth of Vietnam are on a pathway to greater upwards economic mobility. Achieving this requires the full utilization of their human capital potential by providing high-quality education, training, and better employment opportunities to meet the rising aspirations and talents of today's young generation.

#### Việt Nam muốn có ngành nghiên cứu về não bộ









i≜ 163) ( f ) (zalo) ( ☑ ) ( Ø ) ( ■ ) Theo dõi VietNamNet trên Google News

"Phó Thủ tướng Vũ Đức Đam mong muốn Việt Nam cần phát triển những ngành công nghệ cao, công nghệ sinh học...hay kể cả lĩnh vực nghiên cứu về bộ não con người" – GS Robert Simone.

As Vietnam aspires to become an upper-middle-income country by 2035, its productivity needs to increase continuously, which requires greater production and effective use of high-skilled manpower and science, technology, and innovation (STI). Global and national mega trends are posing challenges to Vietnam's development aspiration while also providing the opportunity for the country to use its higher education system as a platform to transform the quality of the skilled workforce and the relevance of research and technology transfer. Rapid technological advances and the rise of the knowledge economy increase the demand for advanced cognitive, digital, and socio-emotional skills required for high-value jobs; the rise of the middle class, urbanization, and aging population may enhance higher education aspirations of Vietnamese students and their families; and risks associated with climate change and health pandemic vulnerabilities call for adaptation and mitigation measures which require greater use of knowledge and research, as demonstrated by the ongoing COVID-19 pandemic.

#### **CONTEXTUAL ANALYSIS: ECONOMICAL**

#### Vitality

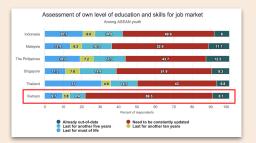
#### Do well better

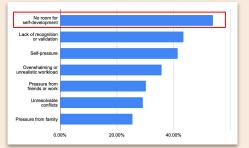
Employee health and well-being were important long before COVID-19. But it's now front and center of every organization's plans. Companies face the economic burden of sickness and stress, both in medical expenses and lost productivity. And remote working has given employees a greater understanding and concern for their own well-being. They want companies to act more human. To have a greater purpose that speaks to connection and support. Meet their expectations for flexible working, better healthcare, but most importantly, help them keep the personal energy they need to survive and thrive when times get tough. Because the flipside of vitality is burnout.

One of the main reasons employers seek out remote talent from Vietnam is its relatively young talent pool. Vietnam has a population of approximately 98 million with its current labor force representing roughly more than 50% of the population. Around 1 million young adults enter the labor market every year, with more than 300,000 university students being added to the workforce.



#### **CONTEXTUAL ANALYSIS: SOCIAL**





**Source**: VN Express 2021, Decision Lab Report 2022 on Gen Z and the workplace, Hakuhodo Report 2022



**Source**: Vietcetera 2022, Tienphong Online Newspaper 2022, Vietnamnet 2019.

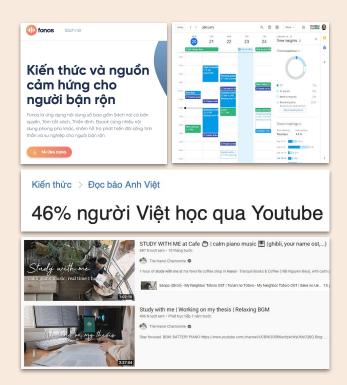


**Source**: Greenwich University website, FPTU website, UEF website, VLU website

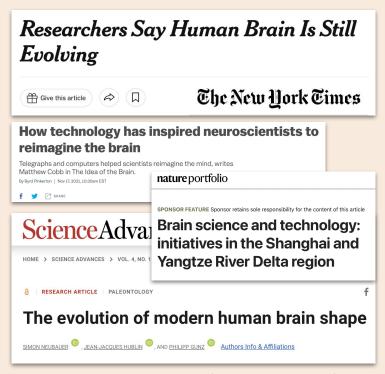


**Source**: FPTU Da Nang Little UK Facebook fanpage, 2021.

#### **CONTEXTUAL ANALYSIS: TECHNOLOGICAL**



**Source**: Fonos website 2022, Google calendar, Youtube Vietnam 2020, Youtube channel The HN chamomile 2022



Source: The Newyork Times 2022, World Federation of Neurology, Vox 2021, Nature Portfolio article 2021

#### **CONTEXTUAL ANALYSIS: SUMMARY**

#### Political

 Vietnam <u>government gives great care</u> about neurosciences.

#### Economical

Many <u>businesses seek young employees who can effectively</u> <u>work</u> and brings productive performance.

#### Social

- Young Vietnamese care a lot and are open-minded to try out various ways to gain effectiveness in study & work.
- The topic is among the most important ones that gain great care from Vietnam universities and organizations
- The rise of educational influencers

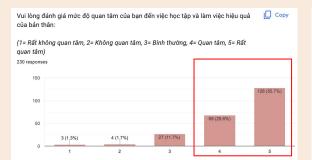
#### Technological

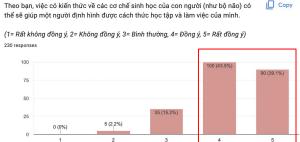
- Many technologies have been born to support people with their study and work effectiveness
- Neurosciences is an <u>always-evolving field</u> with many technologies born annually to discover & understand it.

In Vietnam, the topic of effective study & work as well as neurosciences witness many potentials to grow in many aspects, especially towards the young.

#### **SOCIAL DEMAND**

## We also did some primary scanning to see if they have a demand to study and work effectively and scientifically...



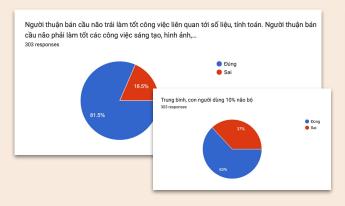




...and the result is **YES!** 

#### **SOCIAL DEMAND**

When it comes to effective study and work using neuroscience based knowledge, they have just a little bit idea about it and...



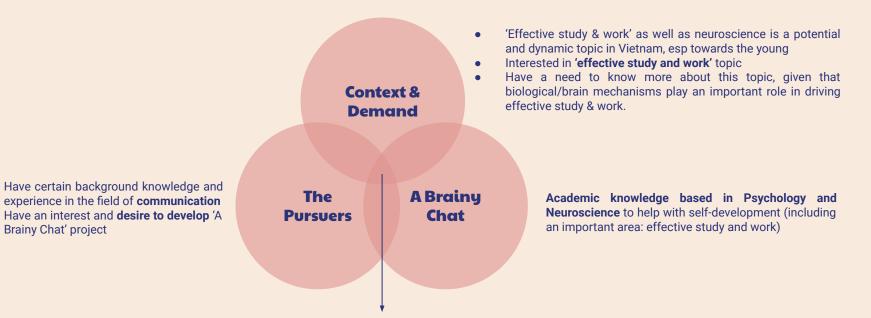
Q8: Perceived science-based knowledge & brain and mind science

- → Point 1: Believe in science-based knowledge
- → Point 2: About brain and mind science
  - People have a little idea about what neuroscience is, though they have heard about it (They know this subject study about how the brain works, etc.)
  - They have no thorough understanding about study and work using knowledge about the brain. Most of their current information about the brain is wrong.
- → Point 3: They demand knowledge from those with extensive education and life experience, but the information must be useful and applicable to their daily lives.

... no thorough understanding about how they can achieve effective study & work by knowing about their brains.

#### CONCLUSION

Brainy Chat' project

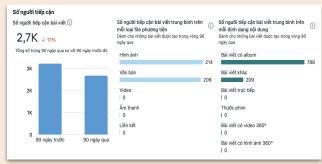


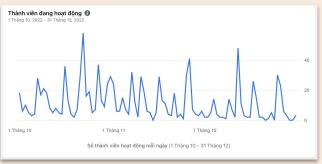
 $\rightarrow$  We are the communication team of this project, under Ms. Hao's expertise content supervision.

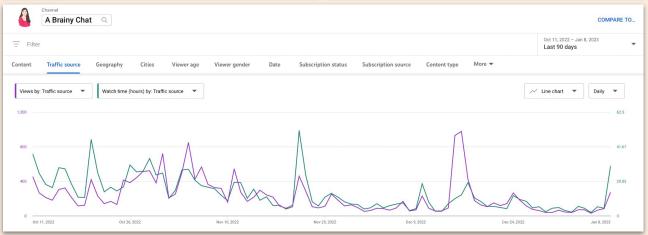




#### **BRAND HEALTH SCANNING**







#### **SWOT ANALYSIS**

#### **Strengths**

- Scientific knowledge have a very <u>high level of accuracy</u> and reliability
- Founder has all the elements of <u>logos</u>, <u>pathos</u>, <u>and ethos</u>
- Timeline and frequency of content production are stable

#### Weaknesses

- The project is not widely known
- Social channel contents are not consistent
- The knowledge imparted is dry and highly academic
- Haven't created much engagement with TA in Vietnam

#### **Opportunities**

- The science-based content market is unsaturated
- Knowledge related to the brain is still <u>new to the majority</u> <u>of students</u>
- The object "brain" is highly visualized
- Easy to connect with universities and social organizations because:
  - (1) Dr. Hao has network
  - (2) ABC team has strong foundation

#### **Threats**

- Many productivity KOLs have emerged, but the information spread is not completely accurate
- Many talk shows and workshops cause boredomness to students
- Content conflict (fingerprint biometrics, arithmetic, etc.)

#### **BRAND RESONANCE ANALYSIS** High engagement Loyal audience. Willing to engage more in ABC's future activities. Convey accurate and highly applicable knowledge Resonance However, ABC is judged to have not More secured and positive thanks to scientific done very well in communication knowledge activities Feeling more secure because knowing scientific **Feelings** knowledge, positive/optimistic, friendly and approachable. **Expertised and reliable scientific** knowledge Conveyed by a Founder who has A positive and motivative project Performance **Imagery** high professional knowledge and is very friendly. Expressed through Founder's ways of conveying knowledge. Low Awareness: Scientific, Applicable, Reliable, Friendly ABC has low awareness in both aided and unaided. But ABC's identity is initially perceived as highly-scientific, applicable, reliable and reliable.

#### **QUANTITATIVE & QUALITATIVE RESEARCH**



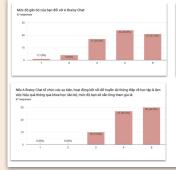


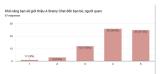
In general, audience when thinking/associating with ABC often think that ABC: Positive and inspirational.

For the unwatched groups: there exist reviews that ABC is **boring**, **unreliable**, **does not feel special value**.

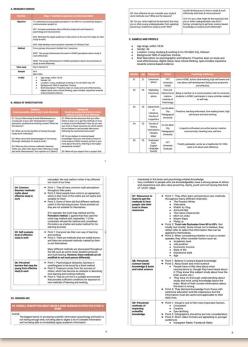
For groups that have known/heard but have not seen it, they think that ABC is academic, highly specialized, or has not yet felt anything.

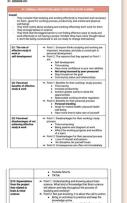
For the groups that have watched: the rating for Positive signal is very high, in addition, it is **useful**, **scientific and much information can be applied**.





The project's audience is generally very attached to ABC; the majority of them are eager to share the project with friends and acquaintances and are willing to take part in ABC events and activities in the future with the theme of "study and work effectively."





type of szowenge. Inter major make the process or knowledge transition quite hard to access. → Point 2: The method of imparting knowledge is insufficient to draw in the audience. → Point 3: The audience has not yet seen the need to

It!

Understanding and knowing about brain science. What kind of knowledge that Brain science will deliver and help throughout the process of studying and working.

It is consistent to the studying and the studying and southing to the structure and expectation. And not reveryly academic. Would must be attractive and expectation. 

Yould must be structure and expectation. 

Things are emphasis on protectably and exacility rather than westing to learn about theory (but still exert to hear knowledge and theory through seminars). 

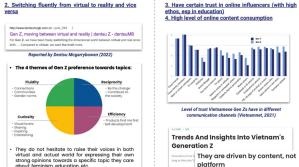
Which the praject could expeated beyond the stopped (FIFT).

was note project could expand beyond the scope of PP1 Bring on activities such as workshops, webinars to practice and keep the knowledge active

DO OVERALL EXPECTATIONS

#### **DESK RESEARCH & FRENEMIES SCANNING**





Report by Decision Lab, summarized by Vietcetera, 2021

about: feminism, education, etc.

Reported by McCann global for Heineken (2022)

	SUNHUYN	MEICHAN	Tun Câm Ơn	Khiemslays	The Present Writer	i Am Mai Trang	Khánh Vy Vlog	The Ha Noi Chamomile	Duy Thanh Nguyen	The Better Version	The Jasmine Guy	Vistauccess	Hieu TV
Claim	As a Content creator, content is aimed at women	Lifestyle vlogger has her own category "Study with Meichan"	Youtube channel sharing moment s of life	Vlog learning, personal life on Youtube.	YouTube, Blog and Podcast about life lessons and self-develop ment	Part-time content creator, sharing tips for studying, working, living actively	YouTube about learning English and foreign languages; Review of domestic and foreign universities.	Minimalist Blogger and Vlogger	Part-time YouTuber, Content revolves around personal developme nt, self help, study	Channel to share knowledge, life skills, self-develo pment	blogs, podcasts and Youtube about learning	A platform for knowledge exchange that assists Vietnamese people in growing personally and professionally	Content Creator, sharing living and working experiences based on real experience
TA group	Secondary school students, high school students			Young people with the age range from 18-24 years old							20 -30 years old		
Main channel (s)	Youtube, Facebook	Youtube, Facebook	Youtube	Youtube, Facebook	Youtube, Facebook, Blog, Podcast	Youtube, Facebook	Youtube, Facebook	Youtube, Facebook, Instagram	Instagram; Youtube	Facebook, Youtube	Spotify, Youtube	Facebook, Youtube	Facebook, Youtube
Comms highligh ts	HOÀN THIỆN BẢN THÂN, SUNHUYN POĐCAST, ĐỘC SÁCH CÙNG SUN	VLOG ĐỜI SỐNG HÀN QUỐC; HỌC TẬP CÙNG MEICHAN; LÀM ĐỆP CÙNG MEICHAN	TIPS dành cho sinh viên ra trường; Công thức thành công	Gen Z di làm Zi Series: vlog trái nghiệm Khiệm Học: học tập, sharing	GROWTH: Phát triển bán thâr; PERSONAL FINANCE: Tài chính cá nhân; STUDY WITH ME: Học/ Làm việc cũng minh	LIVE JOYFULL Y; WORK SMART; SMART MONEY	VyVlog; Khánh Vy & English; VyJob; VyTalk	SELF-DEVEL OPMENT/ST UDY; STUDY WITH ME ;VLOG	FINANCE; STUDY FOR EXAMS; CRITICAL REASONIN G	Phát triển kỹ năng mềm; Quản lý tài chính; Phát triển tư duy	Study with me	CAFE Bắt động sắn: Tài chính, kinh doanh, Career Story: chia sẽ sự nghiệp, The Authentic Leaders: KOLS và cảm hứng kinh doanh	KINH NGHIÊM SỐNG KINH NGHIÊM; LÂM VIỆC & HOC TẬP HIỆU QUẢ: TÀI CHÍNH CẢ NHÂN

# The opportunity to promote understanding of TA on the topic of 'effective study & work with neuroscience'

BY increasing the project awareness dialed up from the project's USP.

#### **CAMPAIGN AIMS**

#### The Task in one sentence:

Plan and execute a communication campaign that promotes understanding of TA about effective study & work based on Neuroscience by dialing up ABC's USP (which is knowledge about the human brain)

|

Campaign Aims:

#1

Raise awareness about A Brainy Chat project

#2

Promote understanding about effective study and work based on psychology and neuroscience

#3

Motivate the target audience to take action at the very first steps (in their study & work)

#### **TARGET AUDIENCE PORTRAIT**



#### **DEMOGRAPHIC**

- Age: 18-24 YO
   (Secondary: highschool students)
- Living and studying in Vietnam, focused in Ho Chi Minh City
- Gender: All
- Occupation: Undergraduates and freshly graduates

#### **BEHAVIOR**

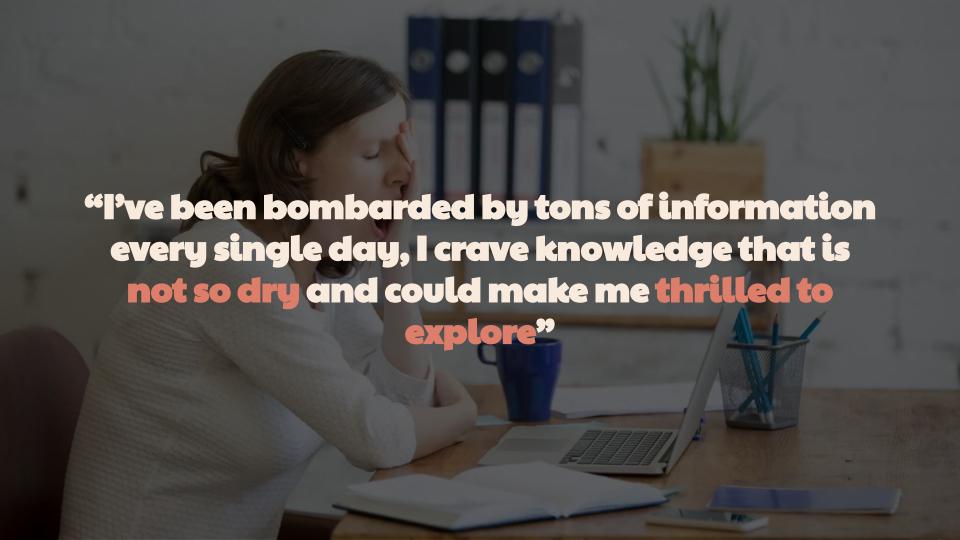
- Being so up-to-date, they may hear about brain science in boosting studying effectiveness but not much accurate knowledge is perceived
- Open to try a variety of ways to achieve effective study & work
- Think that science based knowledge is great but hesitate to adopt due to its dryness

#### **PSYCHOGRAPHIC**

- They care deeply about their academic & future professional path, always strive to grow more and be better.
- Cautiously optimistic, future-focused, open-minded
- Passionate and proactive, but at the same time worry a lot about many things (peer pressure,...)

#### **MEDIA BEHAVIOR**

- They are heavy users of technology & social media
- Switching fluently from virtual to reality and vice versa
- Have trust in online expert influencers
- High level of online content consumption



#### **STRATEGIC APPROACH**

#### **Project Truth**

"A Brainy Chat" is an educational channel that provides you with **helpful information** about the brain **based on reliable knowledge** of Psychology and Neuroscience from an academic.

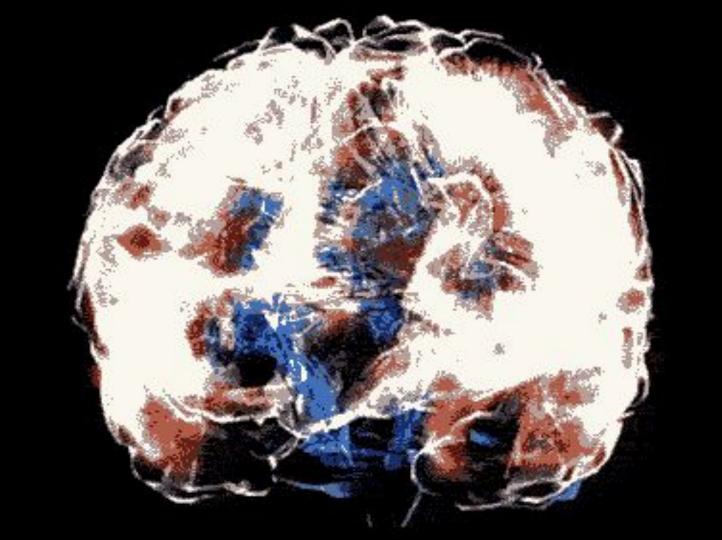
#### Audience's Tension

"I've been bombarded by tons of information every single day, I crave knowledge that is not so dry and could make me thrilled to explore"

### EFFECTIVE STUDY AND WORK SIMPLY STARTS WITH UNDERSTANDING YOUR BRAIN

**Claim**: A Brainy Chat will guide you to discover how your brain works, and from there you can achieve effectiveness in studying & working.









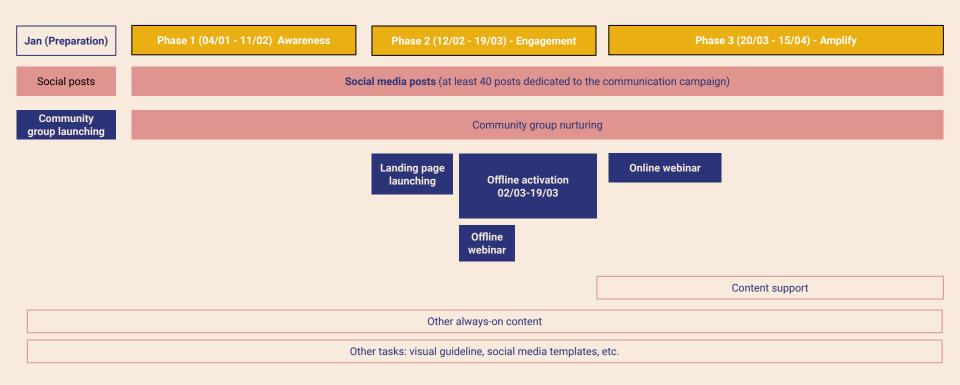
# ABRAINY CUBE

"Let's explore the magical brain cube inside you with A Brainy Chat.

The journey of effective study and work awaits."

AWARENESS	ENGAGEMENT	AMPLIFY
Trigger audience to aware about A Brainy Cube since it's interesting and relevant	Enable/Activate audience to join in the journey, explore more and interact more	Push audience to encounter more intensive knowledge and take first steps in applying knowledge to their ES&W.
<ul> <li>Professional landing page to get ATTENTION.</li> <li>Always-on social content to raise AWARENESS and EDUCATE on topic relevance.</li> <li>Community group launching to collect the source of growth for further activities.</li> </ul> **Youtube videos to be adapted into cut-downs / social contents	<ul> <li>Hero Assets:</li> <li>Offline activation to fuel ENGAGEMENT</li> <li>Always-on social content to raise         AWARENESS and PROMOTE         UNDERSTANDING on topic.</li> <li>Community group nurturing to ENABLE         INTERACTIONS</li> <li>**Youtube videos to be adapted into cut-downs /         social contents</li> </ul>	Online and offline webinar to give     DEEPER understanding for FIRST STEPS     IN ACTION     Always-on social content to PROMOTE     UNDERSTANDING and MOTIVATE     first-step actions     Community group nurturing to CONNECT     deeper  **Youtube videos to be adapted into cut-downs / social contents

#### **EXECUTION TIMELINE**





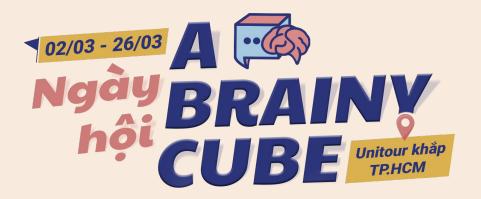
# III. EXECUTION

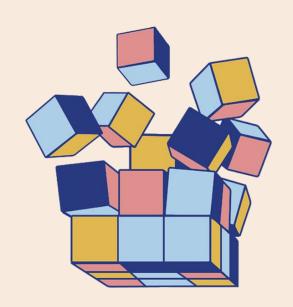
#### **MEDIA PRODUCTION: BRAND IDENTITY**





#### **MEDIA PRODUCTION**













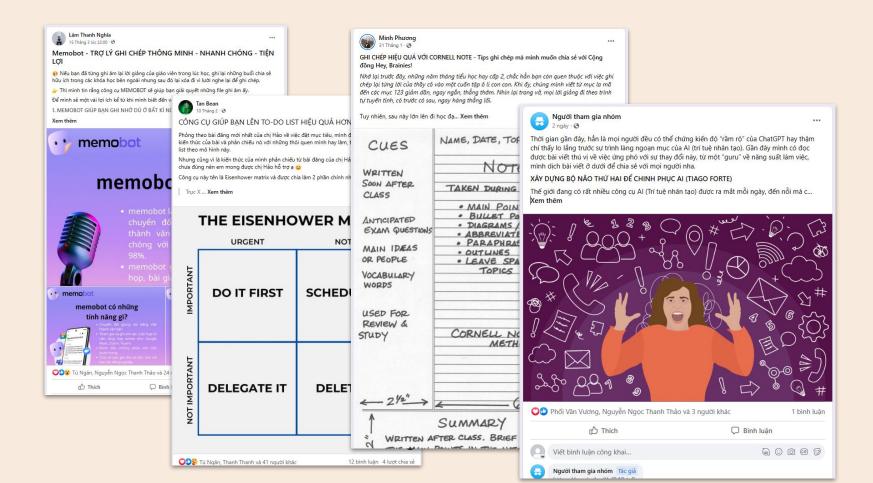
# **ONLINE CAMPAIGN: YOUTUBE**

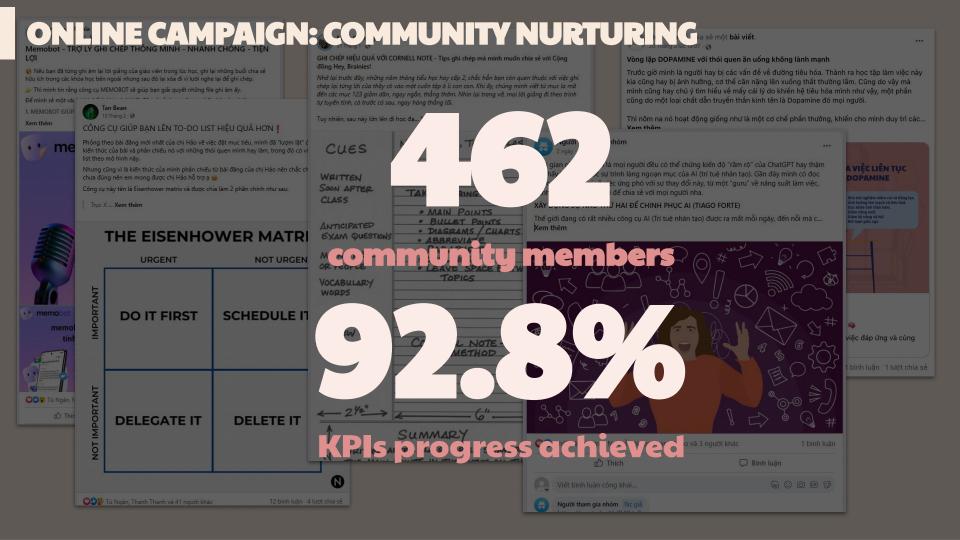






# **ONLINE CAMPAIGN: COMMUNITY NURTURING**





# **ONLINE CAMPAIGN: LANDING PAGE**



# **ONLINE CAMPAIGN: LANDING PAGE**



Link to access the landing page: <a href="https://abrainychat.com">https://abrainychat.com</a>

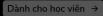
# **ONLINE CAMPAIGN: CONTENT SUPPORT**

[Cơ sở TP HCM] Hôi thảo Khám phá não bô "A Brainy Cube Unitour" tai Phổ thông Cao đẳng - FPT Polyte









BÀI VIẾT MỚI

# **Content support**

Hội thảo Khám phá não bộ "A (TRENDS VIETNAM, THIỀN VIỆT NAM, Phổ thống Cao đẳng FPT Polytechnic)





# **EVENT CONCEPT HOUSE**

Concept A BRAINY CUBE by A BRAINY CHAT **Key Event OFFLINE & ONLINE WEBINAR OFFLINE ACTIVATION** Não ta một khối diệu kỳ Cùng não chuyển xoay **Tagline** Học-hành chuẩn chỉ, chuyển xoay mượt mà Meo học - hành hay **PROVOKE INTERESTS & REINFORCE MESSAGE & INTENSIFY KNOWLEDGE & TRIGGER Objectives** PROVIDE KNOWLEDGE **ENGAGEMENT SUPPORT BRANDING BEHAVIORAL INTENTIONS** Games that explore The infographic standee explains the Gifts (keychains, each major lobe of the brain function of each lobe stickers,...) with the Offline and Online Webinars with Backdrop check-in of the brain involved theme of A Brainy interactive activities to get more **Activities** vivid. flexible. in learning and Chat to constantly intensive knowledge and sharings informative working effectively remind attendees from Dr. Halle Quang. Interesting "connect Explain the science about ABC and topic the neurons" activity behind each game

# **OFFLINE ACTIVATION SNAPSHOT**

#### **CHECK-IN**

- Người tham gia check-in
- Tham gia gấp giấy gấp não
- Xem bản đồ não 3D của sự kiện
- Tham gia chụp ảnh tại backdrop check-in
- Tham gia hoạt động hỏi nhanh đáp lẹ

#### **BOOTH GAMES**

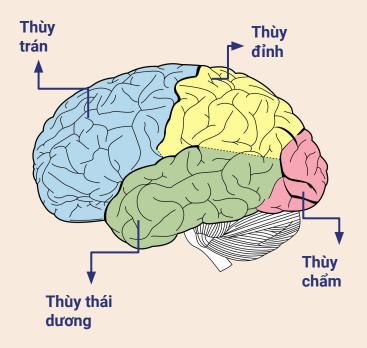
- Người chơi tham gia 4 khu vực game, mỗi khu vực sẽ có 3 trò chơi và tượng trưng cho một thùy não.
- Khi hoàn thành trò chơi người chơi sẽ nhận được chữ ký dùng để đổi quà ở khu vực check out.

Thuỳ trán			Thuỳ đỉnh		
T1: Trí nhớ ngắn hạn	T2: Cảm nhận vị giác	T3: Khối kể diệu kỳ	Đ1: Bàn tay cao su	Đ2: Xạp Đe (Xe đạp trái chiều)	Đ3: Phối hợp ăn ý
Thuỳ thái dương			Thuỳ chẩm		
TD1: Siêu nhận diện khuôn mặt	TD2: Quyền lực âm thanh	TD3: Bạn đã bỏ qua gì?	tay bắt C2: Mặt ma		C3: Gọi mau màu gì?

#### **CHECK-OUT**

- Ở khu vực Check-out, người tham gia có thể nhận quà sau khi tham gia các trò chơi.
- Người tham gia có thể chụp ảnh check out cùng backdrop
- Tham gia hoạt động như: nối dây neuron và hỏi nhanh đáp lẹ.

# **OFFLINE ACTIVATION SNAPSHOT**



Thuỳ chẩm	Thuỳ thái dương	Thuỳ đỉnh	Thuỳ trán
(C)	(TD)	(Đ)	(T)
Thị giác, màu sắc, hình ảnh, không gian, chiều sâu,	Thính giác, trí nhớ, ngôn ngữ,	Xúc giác, vận động, thưởng thức và cảm thụ,	Ra quyết định, giải quyết vấn đề, lập luận, lên kế hoạch,
C1: Nhanh tay	TD1: Siêu nhận	Đ1: Tay ải tay ai?	T1: Trí nhớ ngắn
bắt chữ	diện khuôn mặt		hạn
C2: Mắt lừa	TD2: Quyền lực	Đ2: Xạp Đe (Xe	T2: Cảm nhận vị
	âm thanh	đạp trái chiều)	giác
C3: Gọi mau	TD3: Bạn đã bỏ	Đ3: Phối hợp ăn ý	T3: Khối kể diệu
màu gì?	qua gì?		kỳ

# **OFFLINE & ONLINE WEBINAR SNAPSHOT**

A Brainy Cube's online webinar has 3 main parts:

- Understand yourself and your own brain
- Applying the first brain to study and work
- Applying the second brain to study and work

Time: 16:00 - 17:30, Sunday, March 26, 2023

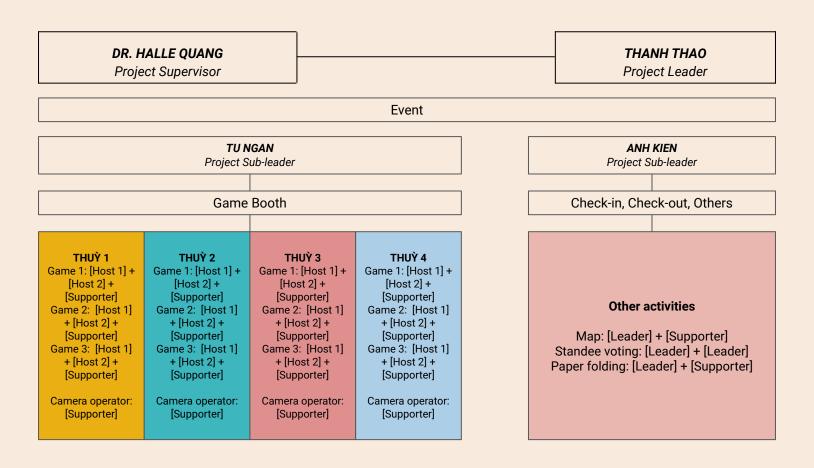
Format: Online via Zoom

Webinar's tagline: "Cùng não chuyển xoay - Mẹo học hành hay"

# **EVENT TIMELINE**

MON	TUES	WED	THURS	FRI	SAT	SUN
		1/3 HUTECH Activation and Offline Webinar Rehearsal	2 HUTECH ON-SITE day!	3	4	5
6	7	8 FPTU HCMC Activation Rehearsal	9 FPTU HCMC ON-SITE day!	10 FPTU HCM ON-SITE day!	11 FPTU HCMC ON-SITE day!	12
13	14	15	16	17	18 F-POLY HCMC Activation Rehearsal	F-POLY HCMC ON-SITE day!
20	21	22	23	24	<b>25</b> Online Webinar Rehearsal	<b>26</b> Online Webinar
27	28	29	30	31/3		

# **HUMAN RESOURCES MANAGEMENT**



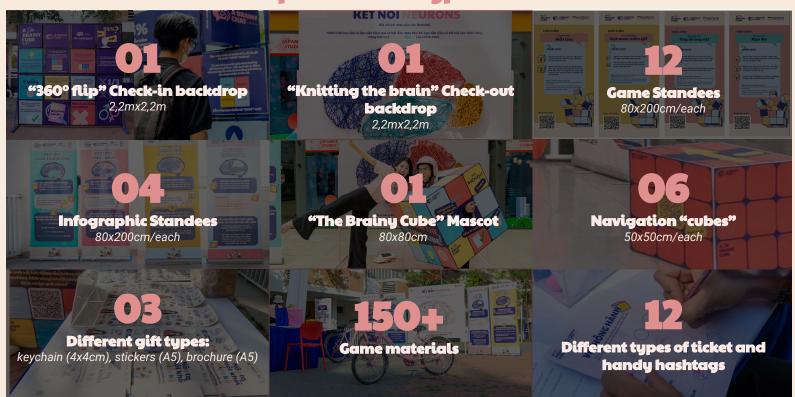
# **EXTERNAL PARTNERSHIPS**

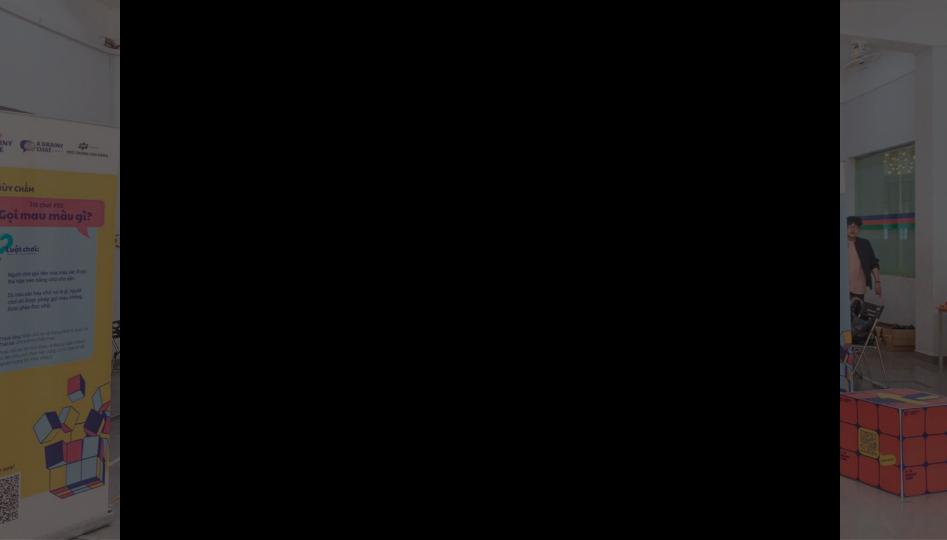






# event production types of items:



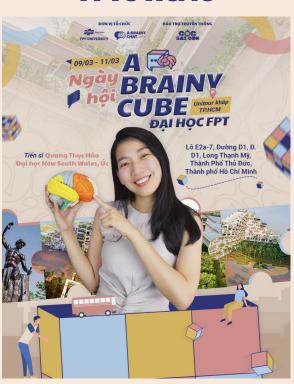


# **ACTIVATION RESULTS**

### **HUTECH**



## **FPTU HCMC**



#### **F-POLY HCMC**

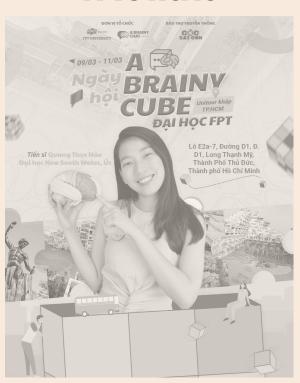


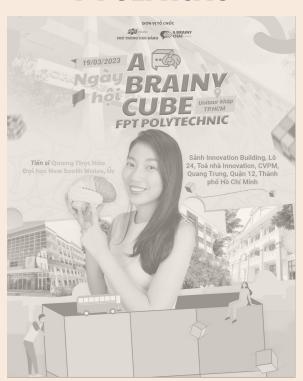
#### HUTECH

#### **FPTU HCMC**

#### **F-POLY HCMC**







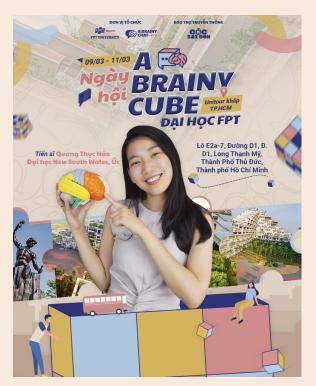
02.03.2023

# **520 participations**

#### HUTECH

# A BRAINY CHAT BỘ GIÁO DỤC VÀ ĐÀO TẠO ĐẠI HỌC CÓNG NGHỆ TP. HÔ CHÍ MINH 475A Đ. Điện Biên Phủ, Phường 25, Bình Thạnh, Thành phố Hồ Chí Minh Tiến sĩ Quana Thục Hảo

#### **FPTU HCMC**



#### **F-POLY HCMC**



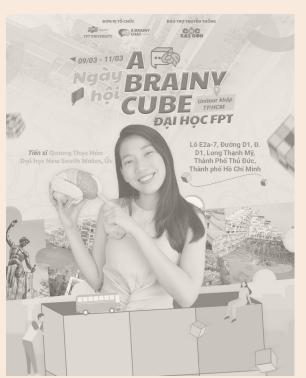
09-11.03.2023

750 participations

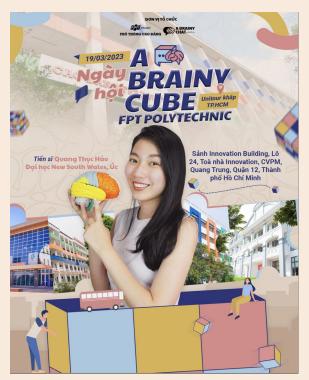
#### HUTECH

# A BRAINY CHAT. BỘ GIÁO DỤC VÀ ĐÀO TẠO ĐẠI HỌC CÓNG NGHỆ TP. HÔ CHÍ MINH 475A Đ. Điện Biên Phủ, Phường 25, Bình Thạnh, Thành phố Hồ Chí Minh Tiến sĩ Quana Thục Hảo

### **FPTU HCMC**



#### **F-POLY HCMC**



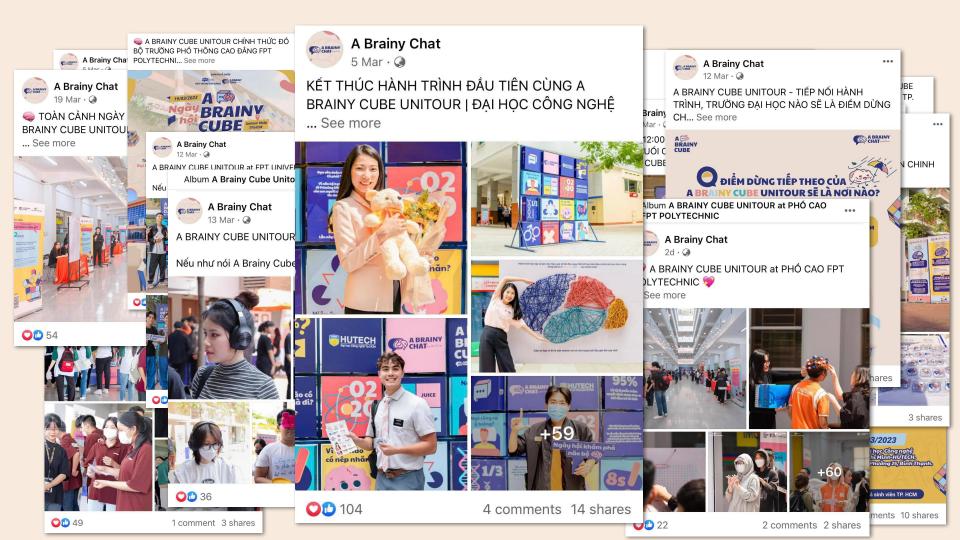
19.03.2023

**500 participations** 

### HUTECH FPTU HCMC F-POLY HCMC



KPIs progress achieved







universities, colleges and schools



BẢO TRƠ TRUYỀN THÔNG CÓC SAI GON

# để học tập & làm việc hiệu quả

Duy nhất 200 slots đăng ký đầu tiên







ƯNG DỤNG BỘ NÃO THE VÀO HỌC TẬP VÀ LÀM V



ỨNG DỤNG BỘ NÃO THỨ H VÀO HỌC TẬP VÀ LÀM VIỆC

16:00 - 17:30 €26.03.2023 Online qua zoom

KPIs progress achieved

Gung TS. Quang Thuc Hảo Denty Dathoc New South Wales, Uc





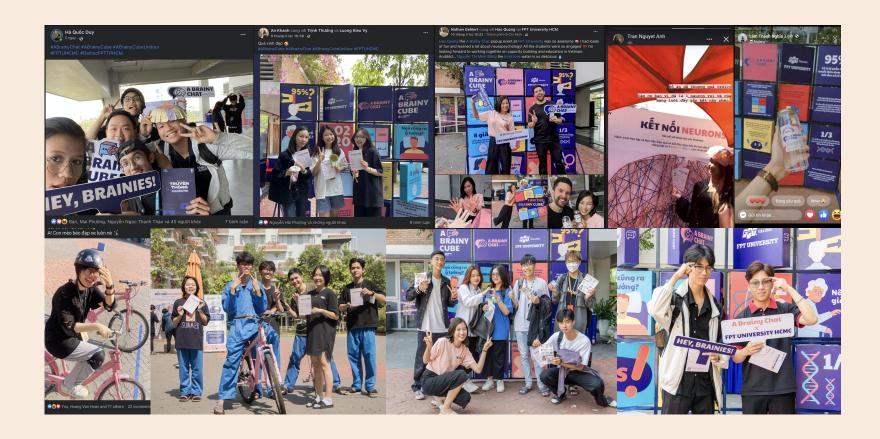








# **SHARED MEDIA**





# 190,000+

total reach

140,85%

KPIs progress achieved

Content strategy

Activation

Webinar

Third-party support

Youtube

Landing page

(shared media, content support reach not included)

"I feel that my brain is more interesting and magical"

I feel that personal development knowledge based on science is more engaging"

96,3%

"I can get at least 1 lesson which I can apply to achieve effective study and

work"

# positive responses received

"I feel that understanding our brain is important or very important in achieving effective study and work" I think I will follow/ continue following A Brainy Chat for more PD knowledge based on Neuropsychology"

# **ACTUAL BUDGET**

Offline activation & Offline + online webinars	60.008.910 VND		
Photoshoot	7.485.782 VND		
Contingency	6.749.388,2 VND		
ESTIMATED BUDGET	74.243.270,2 VND		

Offline activation & Offline + online webinars	66.549.800 VND
Photoshoot	1.500.000 VND
Sponsor	(-56.305.500 VND)
ACTUAL BUDGET	8.744.300 VND



# IV. EVALUATION & FUTURE PLAN

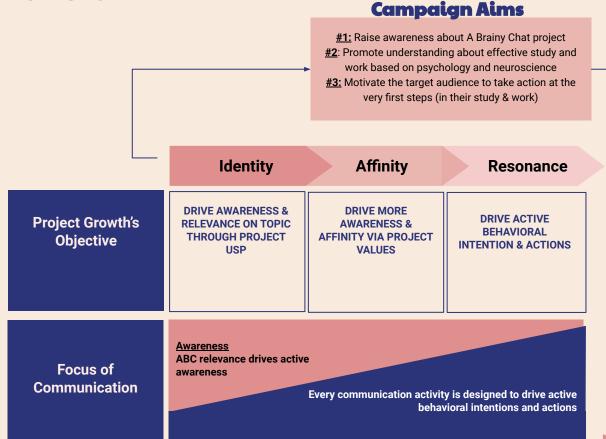
# **KPIs REPORT**

Campaign Aim	KPI	Current	Target	Progress
	Increase followers of A Brainy Chat Facebook page to 1600 (1100 to 1600)	500	500	100%
	Increase average Facebook <b>reach</b> to 12000 per month (from 3367 reach per month to 12k)	9467	8633	109,6%
Aim 1: Raise awareness about A	Increase the number of members of the Facebook Community Group from 0 members to 500 members	449	500	89,8%
Brainy Chat project	Increase the number of subscribers of Youtube channel A Brainy Chat by 2000 subscribers	2.471	2000	123,5%
	Get total 135,000 reach on A Brainy Chat's all campaign channels (incl events)	190.160	135.000	140,85%
	Increase unaided awareness by 50% & aided awareness by 80% after campaign	Unaided: 35,2% Aided: 76,33%	Unaided: 32,9% Aided: 75,97%	U: 106,9% A: 100,5%

# **KPIs REPORT**

Campaign Aim	КРІ	Current	Target	Progress
Aim 2: Promote understanding about effective study and work based on psychology and neuroscience	Get 80% answers out of 200 post-surveys for people to self-assess their awareness level (about the topic) after the campaign	84,1%	80%	105,13%
Aim 3: Motivate the target audience to take	Get total 2000 participation turns in the offline activation (in total expected 4 universities), meaning 500 for each university	1770	1500	118%
action at the very first steps (in their study & work)	Get total of 400 participants in 2 webinars (online and offline)	415	400	103,7%
	Receive 90% positive responses from participants in the feedback form in each activation and talk show	96,3%	90%	107%

# **FUTURE PLAN**



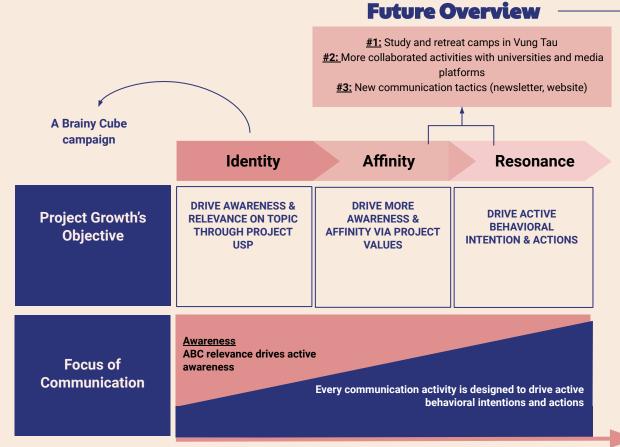
SUBJECTIVE NORMS

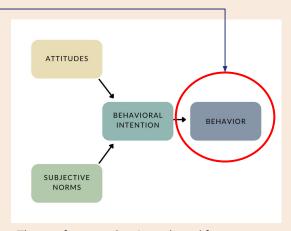
Theory of reasoned action, adapted from

Fishbein and Ajzen, 1980

2023 2024

# **FUTURE PLAN**





Theory of reasoned action, adapted from Fishbein and Ajzen, 1980

2023 2024



# THANK YOU