



OVERVIEW



02 DURING THE EVENT



AFTER THE 03 EVENT



ACTIONS TIMELINE



PRE EVENT

/ 2022

Event EVENT S DAYS FESTIVAL



COMMUNICATION MATERIAL CREATED

SETUP

PHYSICAL SETUP

Graphics in the galleries, printed program, badges for participants, branded bags DIGITAL

DIGITAL MATERIAL

Program in image, in pdf, program for social, video interviews, promotional videos, social posts with images

ADV

THROUGH WHAT WE COMMUNICATED

Online promotion, partner channels, social media, dedicated mailing lists



MEET COMMUNITY

NEWCOMERS SPECIFIC STAKEHOLDERS

A U D I E N C E





People subscribed to the MEET newsletter, regulars Through advertising on channels other than our own, we have tried to reach new people



Through a mapping of the realities with similar interests, direct personalized mail

DURING THE EVENT

EXTERNAL **AUDIENCE**

ESTIMATED UNIQUE PARTICIPANTS

460

Overall multiple registrations

1.391

Multiple registrations to attend the experiences and activities of the festival. Note: one person could sign up for multiple things

Guaranteed unique participants

312

Registered individuals who checked in at accreditation

Individuals who have participated in more than 1 experience



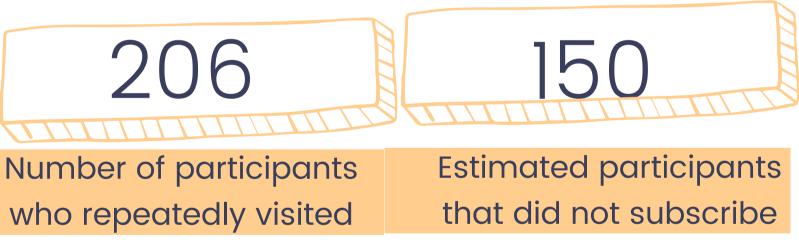
Subscriptions

Check-ins completed

51/

Number of registered unique users

Number of times experiences were consumed guaranteed



Transit individuals who joined at the moment

DURING THE EVENT

TEAM ORGANIZATION

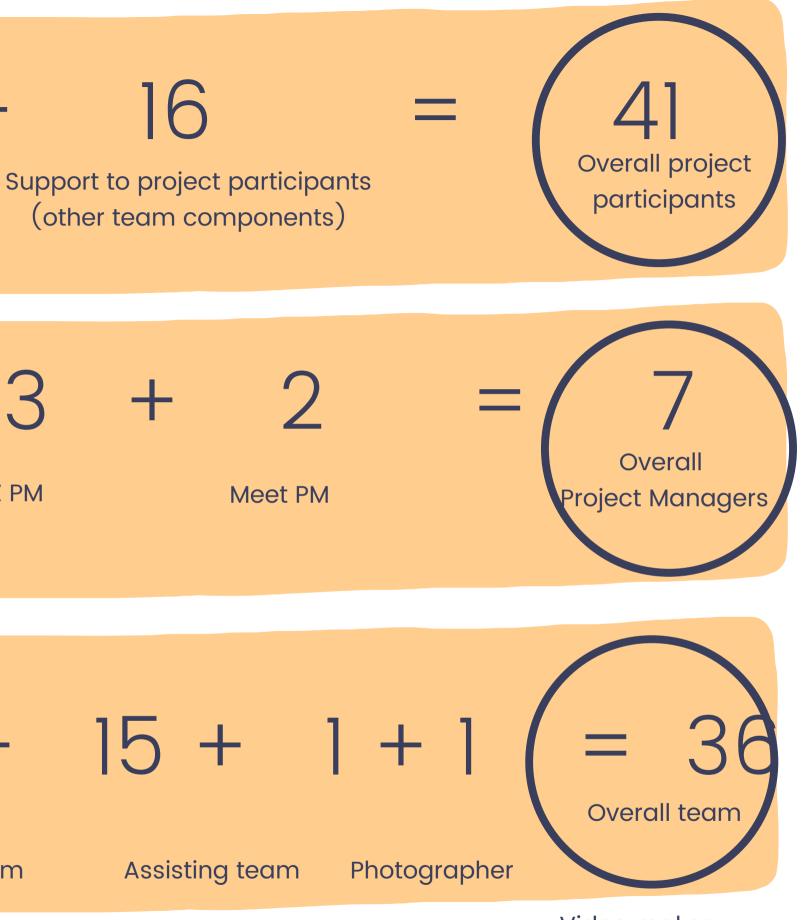


25 + Project participants

FZ PM

+ 3 + 2 Inova+ PM

6 + 13 + 15 + 1 **MEET team** Tech team



Video maker

AFTER THE EVENT

COVER

COMMUNICATION Appear public

Appeared on 11 different media publications

Newsletter sent

28 + 42 +

+

Facebook Post

Instagram Post

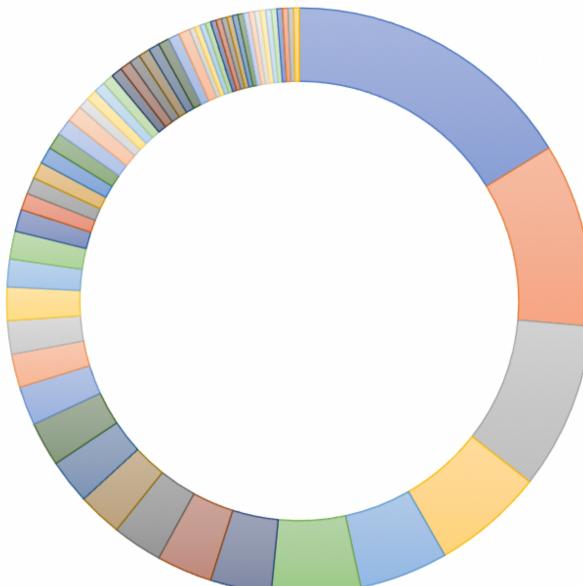
People reached - exposure

Li

+	163	=	177
	Specific stakeholder invitations		Overall Invitations

12 +	27	=	109
inkedin Post	Twitter Post		Overall

AFTER THE EVENT AUDIT BREAKDOWN



Stud ent
Engineer
Researcher
Photogtap her
Not Employed
Eilm maker
Psychologist
Art Historian
Com poser
Personal trainer

Employee	■Other			
■ Manager	■Artist			
Con sultant	🗆 Entrep reneu r			
Architect	🔲 Digital specialist			
Veb Developer	CEO			
Homeworker	■HR			
Social worker	Account Manager			
Biom edical Lab oratory Technician	■Blacksmith			
Creative Advertiser	Game Designer			
Vice President	■ Video Peo ducer			

Design er
Doctor
Software
Director
Creative Director
International Projects
Actor
Blogger
Graphic Designer

Voice Over

- Freela Marketing

- Curator
- - Actuary
 - Boo ker
- Model



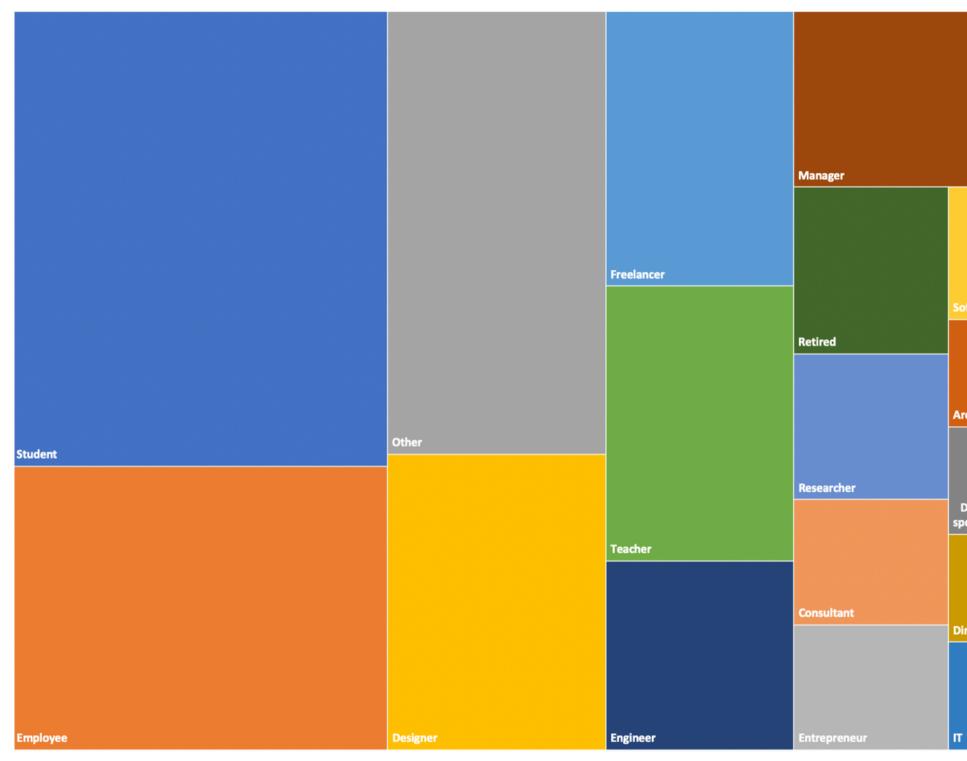
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Content Specialist

Marine Biologist

- Teacher
- Retired
- Dancer
- ■Journalist
- Event manager
- Musicist
- Archaeologist
- Buyer
- Perfom er

AUDIT BREAKDOWN



Artist			Doctor				Ma	rketing		
oftware		Content Specialist		Dancer			Ph	Photogtapher		
rchitect	Journalist	ournalist		Not Employed		Web Developer		loper	CEO	
	Creative Director	Hor	neworker	HR			nternational Projects		Marine Biologist	
Digital Decialist	Curator Musi		Accor Mana Musicist Ar Histor Biom				or.	Actuary		Archaeolo gist
					orian nedic	Booker Creative		Buyer		Composer
irector	Event manager			ologist Black		Adverti Game Designer		Model Personal trainer		Perfomer Video Peoducer
	Filmmake	Soo r wor	cial rker	Blog	ger			Vice Preside		Voice Over



1997 ARTE E SCIENZA PER LO SPETTACOLO 1997



Accademia Europea degli Effetti Speciali di Terni Direttore Carlo Rambaldi

INNE CLLI END.

