

UCK

Replays per user

65%

Completion Rate

96%

Engagement Rate



Background

Mandarina Duck in Korea, a luxury fashion leather goods company, want to promote their latest range of backpacks. They want a mobile advergame event for their Facebook marketing campaign to showcase new designs of their backpacks and to give away some of their leather products as prizes.

Goals

- Introduce latest leather backpack designs to Facebook users
- Host contest giveaways of their products
- Increase interaction with their Facebook users

The Campaign

15

Users have to find 3 backpacks of the same design and connect them in a straight line. The top 30 on the leaderboard would win various Mandarina products.

- · Duration: 3 weeks
- · Distribution Channels: Facebook Page
- · Mini-Game: Product Search
- · Call-to-action: Visit website

The Results

- \cdot 96% of users play the game for at least 5 secs
- · 65% of game players complete the game
- \cdot 23% replay the game, with an average of 15 times per person



