

Welcome to Bentola!

- . Population: 82 million
- Energy drinks market has been expanding since 2006
- . Regulated market since 2019
- As of 2021 there are two main actors: Spirit Brothers and Modew
- . Gobeldow recently introduced Brimstax to the market







Role Digital Marketing Agency Owner

Case Digital Marketing Campaign

Sector Energy Drinks

Constraint Budget

Results TCR + ROMI + Score

- . Simulation consists of 7 decision making stages
- There are no predetermined outcomes in Conquer The Internet where one decision sequence trumps others. There are theoretically an infinite amount of possible results
- . All decisions have a cumulative effect on final score
- . Results are going to be calculated by the algorithm





Information given in the simulation



Information about the country



Information about the companies



Information about the market



Information about the competition



Terms and academic knowledge





Students need to...

- . Rules and Explanations **Prelude** section.
- . Take into consideration the information given in the stages, and the information in the **APPENDIX** before making decisions
- . Carefully evaluate the information given in the Overview part







Stages

- Overview
- Search Engine Marketing
- E-Mail Marketing
- Forums and Chat Rooms
- Social Networks
- Celebrity Endorsement
- Mobile Marketing
- Crisis Management





Metrics

- CPC
- Impressions
- Clickthroughs
- CTR
- CPM
- Reach
- Average Frequency
- Conversions
- TCR
- CPO
- Bounce Rate
- E-Mail Open Rate
- Total Revenue
- Net Revenue
- ROMI
- New Followers
- New Post Likes
- New Comments
- Engagement Rate
- CPF
- CPL







Registration Alternative 1



- . Only one person from each group should register a new username
- . The username will be used by all group members
- . Please go to <u>www.marcadesimulations.com</u>
- . Click on "Conquer the Internet"
- . Click on "Register"
- . Fill in the blank fields. E-mail address is not compulsory. However, please note that questions coming from e-mail addresses which are not in our database will not be answered while the simulation is active





Conquer the Market® - 2021 Sessions Username User Type Session Password 2021Group1 Session 1 sCGI Participant 2021Group2 34LF Participant Session 1 54N 2021Group3 Participant YTLn Session 1 nbZ c8Z0 2021Group4 Participant Session 1 ıgΥ 2021Group5 Participant Session 1 gst6 2021Group6 Participant Session 1 K4H ′uC 2021Group7 Participant Session 1 B39 gNh 2021Group8 Kep5 Participant Session 1 2021Group9 Participant Session 1 2021Group10 Participant Session 1 7tq: DF7 2021Group11 Participant Session 1 UXg 2021Group12 Participant Session 2 SDp 2021Group13 UhF Participant Session 2 2021Group14 kQl Participant Session 2 sW 2021Group15 74U Participant Session 2 2021Group16 Participant Session 2 Zvhl 2021Group17 Participant Session 2 nMM ţsK3 2021Group18 WQN Participant Session 2 2021Group19 Participant Session 2 HSF 3gC тсН 2021Group20 Participant Session 2 NC 2021Group21 Participant Session 2 S67 Κz 2021Group22 Participant Session 2 2021Group23 Session 2 vd Participant IvProfessor Academic Session 1 and Session 2

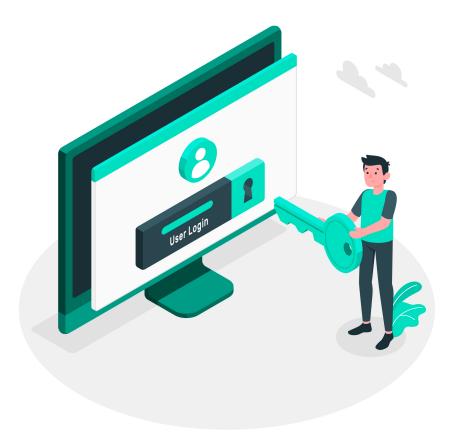
Registration Alternative 2

- . We can create usernames for participants and professors
- . We share the username-password list with the professor teaching the course
- . Students and professors can change their default passwords after logging in to the simulation





Activating the simulation



- . Participants will have access to the simulation after we create the sessions and grant access to their usernames
- . Randomly registered usernames cannot access the simulation





Important Notes



- . The stages consist of a total of 43 decisions. Some of these decisions are expected to take more time to make than the others
- . Some of the decisions are mostly qualitative whereas the others are mostly quantitative
- . Important information can be found in the **APPENDIX and the Overview parts.** They should be read from the start to the finish at least once before making decisions
- . There are going to be unexpected negative outcomes if participants do not complete the simulation within the given budget constraint





Important Notes



- . Please go to www.marcadesimulations.com, click on Conquer the Internet, and login to the simulation using your account details (username and password are case sensitive)
- . Academic accounts cannot participate in the simulation
- You will be able to see individual results of participants, and competition results
- . You will also have access to the grading tool which has three automatic grading alternatives (Hard Medium Easy)





Important Notes



. If you would like to change your password please click on the "Change Password" link in the top menu after logging in to your account









Live Discussion Session

- . Optional live discussion session
- . Discuss their strategies and results with participants
- . Clarify any question marks they may have in their minds





24/7 Support



- . Response guarantee in 24 hours
- E-mail average response time : 30 minutes
 (between 8 am 11 pm Central European Time)
- . Telephone average response time : 5 seconds







- . Established in 1963 as a family company
- . Domestic operation until 1984, various non-alcoholic beverages
- . 51% was sold to JBP Drinks, a foreign company, in 2007
- . Export to 63 countries
- . Has operated only in energy drinks market since 2009













- . A total of 97% market share combined with Spirit Brothers
- . Market leader with 52.4% market share
- . Wide distribution network
- . Insufficient institutionalisation steps













GOBELDOW

- . New entrant to the Bentola energy drinks market
- . Over 30% market share in every country the company operates
- Entered Bentola energy drinks market by launching a new product named Brimstax.
- . Digital marketing campaign of the new product is going to be created and managed by participants of the simulation





